

# Atlas of Kassidaria

## Princes of Kassidaria Map Information

This is an alphabetized list of locations and corresponding geographical information and recruitable characters in Kassidaria. In the Atlas, an overlay of region borders is added to each tile with multiple regions. Region borders are highlighted in white. Connectors, ports, and cave mouths are shown as red highlighter lines linking the connected regions.

# A

## Abacus Lighthouse

(Plains)



## Gimnor Malcrow

Commander



8



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**The Curse of Revealed Knowledge:** At the beginning of Malcrow's turn, he may gain x energy (x equals the number of cards in his player's hand). If he does, his player must put his or her hand face down on the table, stacked in the order of his or her choice (the order is not secret, so the cards may still be looked at at any time, but nor reordered). Until all the cards have been discarded from the hand (either on the player's turn or when commanding defenses), they may not be reordered.

## Agnus Bluff

(Plains)



## Bellock Rustedkey

Commander



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1

**Groundskeeper:** If Bellock commands a move that ends in a region in which one or more pawns are castled, he may spend any number x of energy. If he does, then before any castled pawns have the chance to uncastle to do pursuit attacks against Bellock, he may uncastle up to x castled pawns in the region.

*"Get your lips off my key, woman!"*



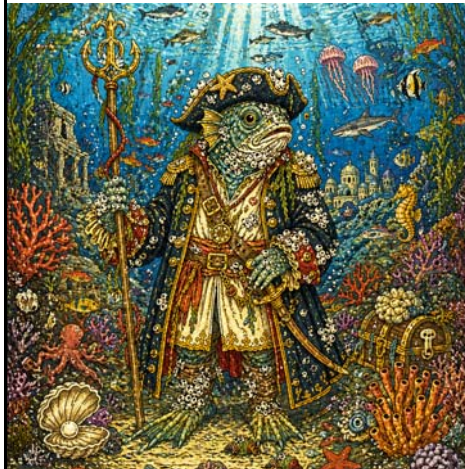
## The Algaen Reef

(Seas)



## Lord Fareed of the Depths

Commander



6



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2

**Twenty Thousand Leagues Under the Sea:** When Lord Fareed commands a retreat, if the move begins and ends in seas regions, he may spend 1 energy. If he does, his levy may not be pursuit attacked this turn.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Arganmire

(Plains)

Agricultural



## Sir Anselm Wheatcroft

Commander



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2

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

## Argour Rock

(Plains)

Agricultural, Sand



No recruitable characters dwell here.

## Armurrow Bluff

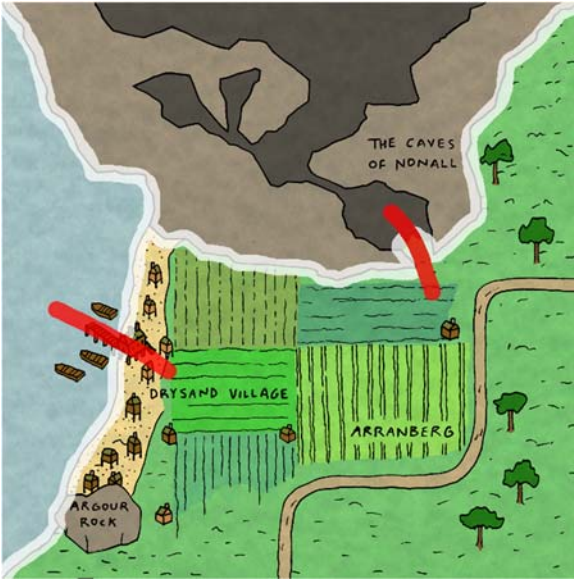
(Seas)



No recruitable characters dwell here.



**Arranberg**  
(Plains)  
Agricultural



**Sir Evermere**

Commander



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**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

**Astornell Archipelago**  
(Plains)  
Sand



**Marooned Admiral Malkis**

Commander



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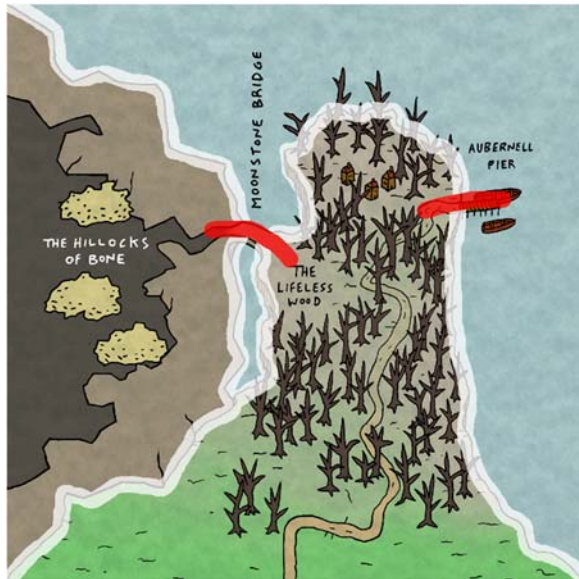
**Incorporeal:** At the beginning of his turn, this Commander may spend 1 energy. If he does, then he may not attack or be pursuit attacked this turn.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Aubernell Pier

(Plains)

Port



## The Forever Lost Ferryman

Commander



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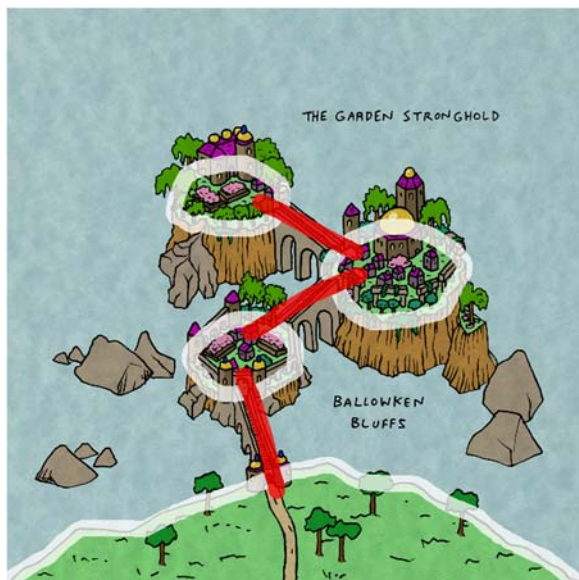
**Incorporeal:** At the beginning of his turn, this Commander may spend 1 energy. If he does, then he may not attack or be pursuit attacked this turn.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## B

### Ballowken Bluffs

(Plains)



No recruitable characters dwell here.



## Barbaria Bazaar

(Plains)



## The Fortune Teller of the Bazaar

Commander



3



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2



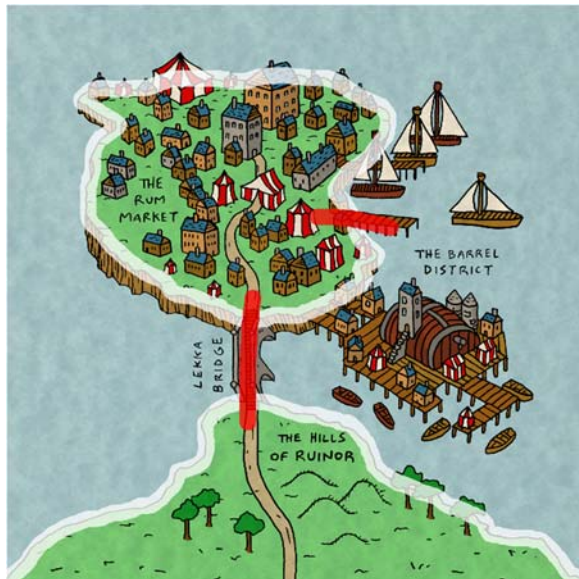
I

**Prophetic Reading:** At the beginning of the turn of any Commander in her faction, The Fortune Teller may spend 1 energy. If she does, every other player (in clockwise order starting to the left of The Fortune Teller's player) must accurately declare which Commander they will play next.

*"Choose whichever path you will, and enjoy the illusion that it was your own agency that caused you to choose such a path."*

## The Barrel District

(Plains)



## Rodrik the Drunk

Commander



5



5



I



I

**Rum Guild:** If he commands a move that ends in an uncontested port, Rodrik may spend x influence (x may be any number equal to or lower than the number of ports controlled by his faction). His faction gains x energy.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

*"Liquor? I Don't Even Know Her!"*



**Bellyoga Market**

(Plains)

Agricultural, Market



**Sir Dreadmoor**

Commander



6



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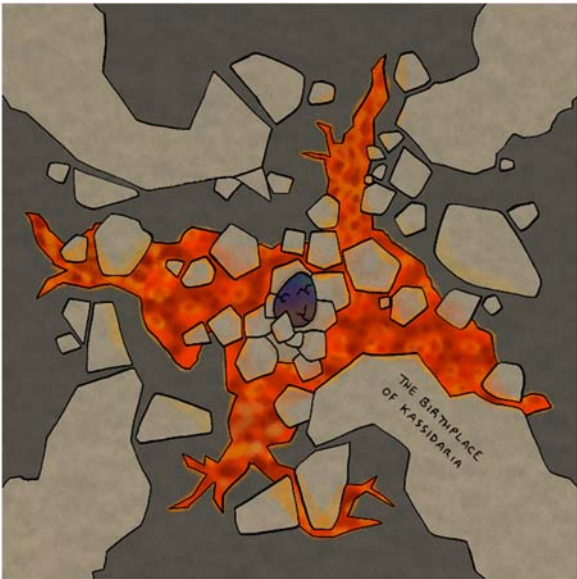


2

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

**The Birthplace of Kassidaria**

(Caves)



**The Prophetied Hatchling**

Commander



16



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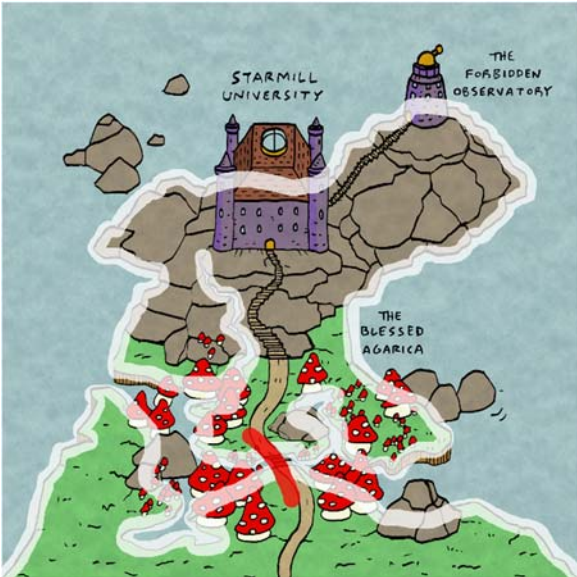
5

**Fire Breath:** When The Hatchling commands a successful attack, she may spend x energy to slay x additional pawns of her choice in the region.

The Blessed Agarica

(Plains)

Fungal



Mirala the Alchemist

Commander



4



3



3



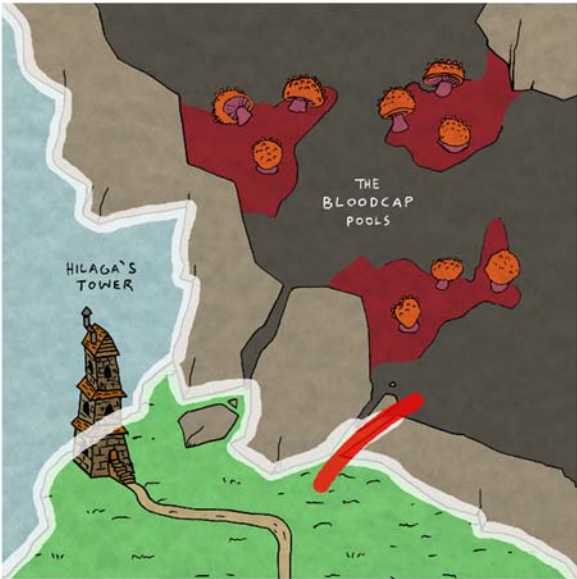
2

**Healing Potion:** When Mirala commands an unsuccessful defense, she may spend 1 energy to prevent her levy from being slain.

The Bloodcap Pools

(Caves)

Subterranean water, Fungal



Spawn of Hilaga

Commander



6



6



5



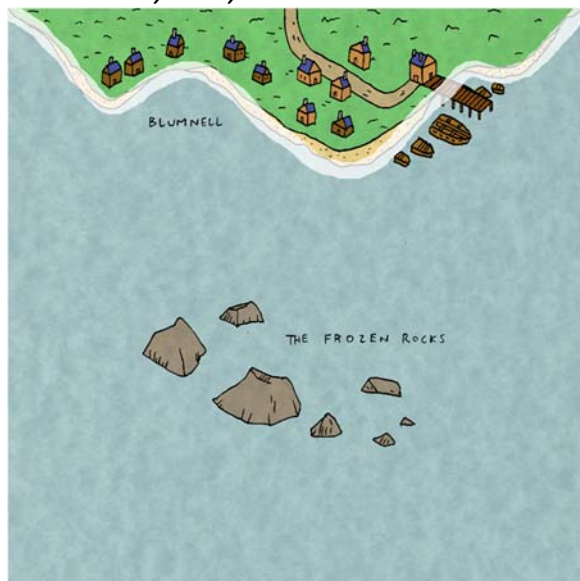
1



## Blumnell

(Plains)

Settlement, Port, Sand



## Sir Blumbarr IX

Commander



5



4



3



2

**Beloved Heroic Lineage:** If Sir Blumbarr commands a move out of a city, no levy in that city may do a pursuit attack against this turn. Sir Blumbarr may spend 1 energy to use this ability in a settlement instead of a city.

## Bog of the Norrow

(Seas)

Wetland, Sand



## The Norrow Ent

Commander



8



7



5



1

**Abduction into the Mist:** If a move commanded by The Norrow Ent ends in a wetland, he may choose an enemy levy from anywhere on the map and summon it to his region (to command an attack this turn he must spend 1 energy).

## Boiling Falls

(Seas)

Freshwater, Whitewater

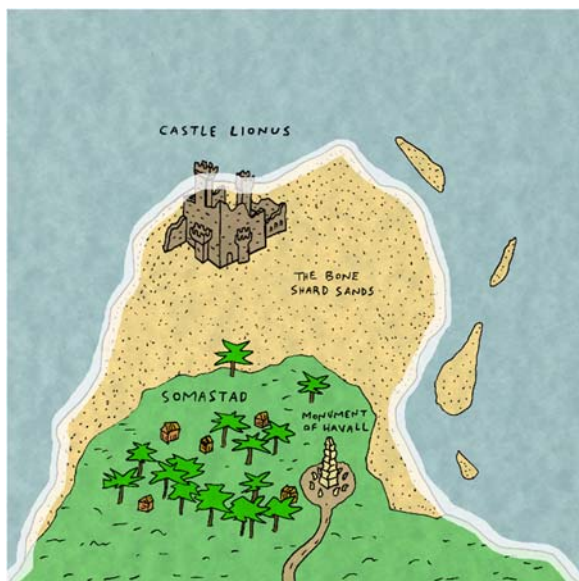


No recruitable characters dwell here.

## The Bone Shard Sands

(Plains)

Sand



## The Sea Sorceress

Commander



7



5



3



2

**Storm Summon:** If a move commanded by The Sea Sorceress ends in a sand region, she may choose a levy of her faction from anywhere on the map and summon it to her region.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.



# The Briar Grass Isles (Plains)



# The Mad Sailor Shailas

Commander



7



5



1



2

**Treasure Map:** If a move commanded by Shailas ends in a sand region controlled by his faction, he may spend 1 energy. If he does, his Prince gains 3 influence.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

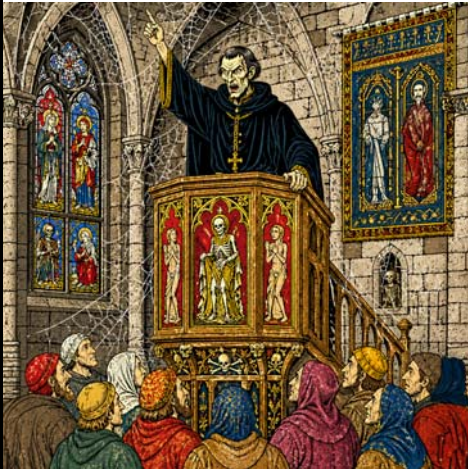
# C

# Callow Chapel (Plains) Religious site



# The Lowland Preacher

Commander



5



3



2



2

**Blasphemous Sermon:** If a levy under The Preacher’s command is in a region containing enemy levies, The Preacher may spend 1 energy. If he does, his Prince gains 1 influence per enemy levy in the region.

**The Callow Sands**

(Plains)  
Sand



**Mariner Brimlus the Beguiled**

Commander



6



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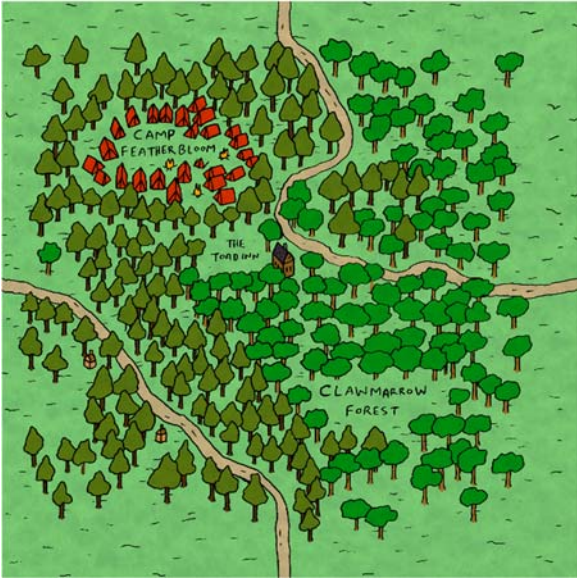
2

**Secrets of the Dunes:** If a levy attempts to enter a region containing sand that is controlled by Brimlus's faction, he may spend 1 energy to end its move immediately before it enters the region (no retinues may be in the region).

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

**Camp Featherbloom**

(Plains)



**Halfbreed Outlaw Draykar**

Commander



6



5



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3

**Gallop:** If Draykar spends his entire turn in plains regions and does not leave the path of a road, his speed is doubled this turn.

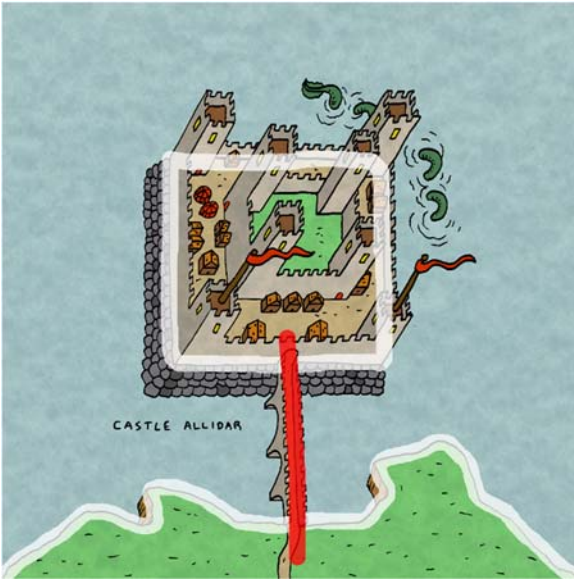
**Rebellion:** If Draykar commands a move that ends in a woodland region, he may draft a levy into that region.



## Castle Allidar

(Plains)

Fortified



## Guard Captain Fullis

Commander



6



4



6



2

**Phalanx:** If Fullis commands a defense, he may spend 1 energy before rolling the dice. If he does, he receives a fortitude bonus equal to the number of levies of his faction in his region.

## Castle Lionus

(Plains)

Fortified, Sand



## Lord Korag the Abandoned

Commander



5



5



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2

**Heir to the Fallen Dynasty:** If a move commanded by Lord Korag ends in an uncontested fortified region or an uncontested region containing ruins, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

**The Catacombs of Belkah**  
(Caves)  
Funerary Site



**The Golem of Belkah**

Commander



7



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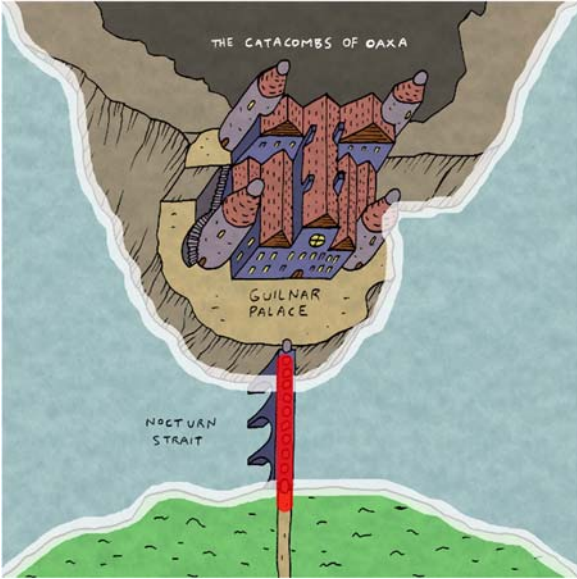
7



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**Sacred Guardian:** If a move commanded by The Golem ends at an uncontested funerary site, it may "castle" its levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

**The Catacombs of Oaxa**  
(Caves)  
Funerary Site



**The Torturer of Oaxa**

Commander



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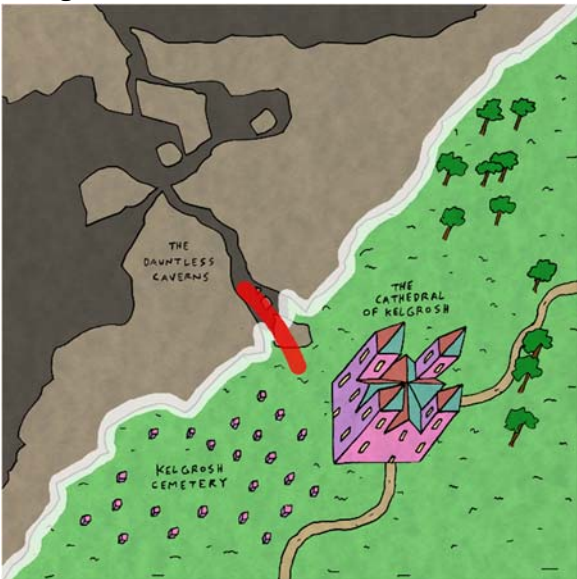
**Humiliation:** When The Torturer commands a successful attack, the Prince of the defeated pawn loses 1 influence.



The Cathedral of Kelgrosh

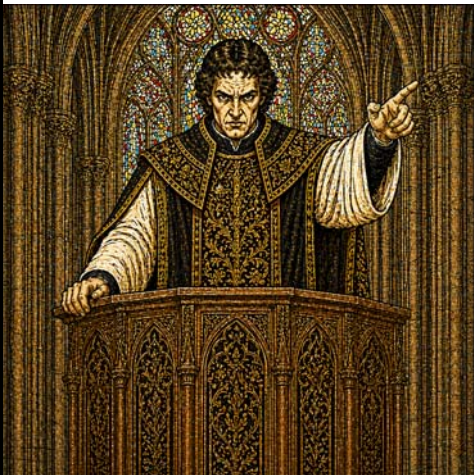
(Plains)

Religious site



High Priest Tronig

Commander



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2

**Crusade:** If Tronig commands a move that ends at a religious site, he may draft a levy into that region.

*"Should we be victorious, may our Lord reward us for bringing glory to his name. And if we fail, may he punish us just as severely."*

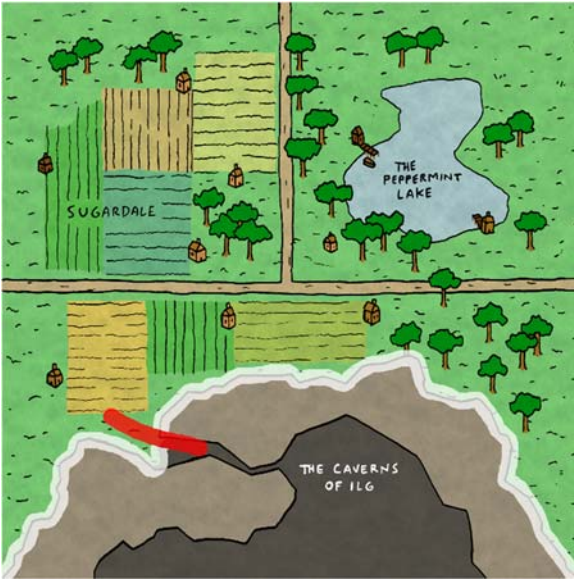
Cavalier Strait

(Seas)



No recruitable characters dwell here.

## The Caverns of Ilg (Caves)



No recruitable characters dwell here.

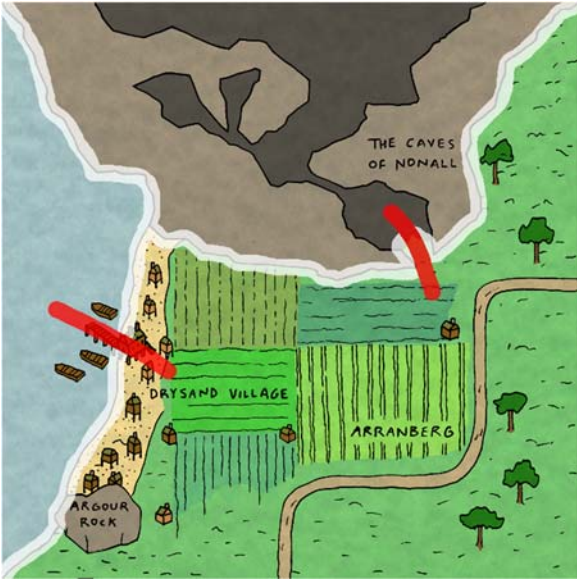
## The Caverns of Wellbrun (Caves)



No recruitable characters dwell here.



**The Caves of Nonall**  
(Caves)



**Fospin the Tinkerer**

Commander



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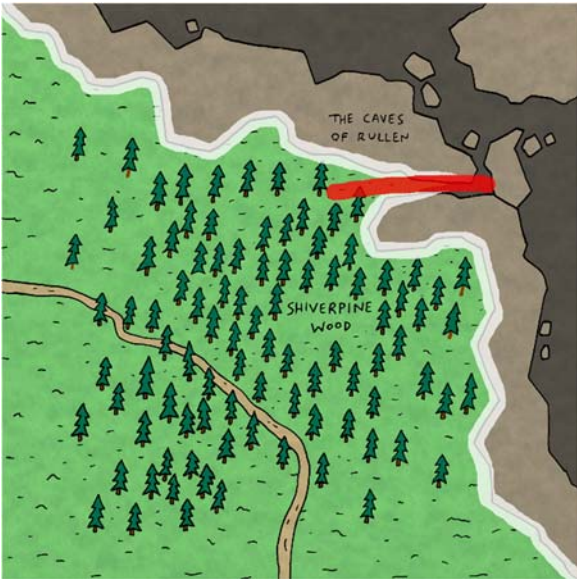
2



2

**Sabotage:** If a levy under Fospin’s command is pursuit attacked by a levy who uncstles to make the attack, and if the attack fails, the attacking levy is slain.

**The Caves of Rullen**  
(Caves)



**The Wolfman**

Commander



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**Run:** On a turn during which a levy under the Wolfman’s command does not attack, The Wolfman’s speed is doubled.

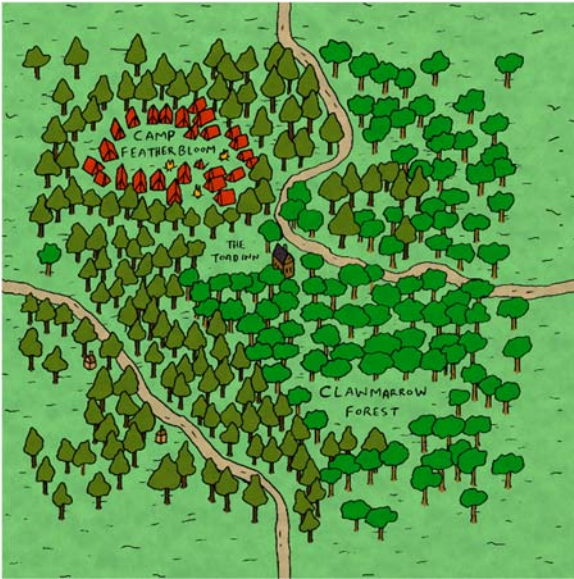
**Shapeshift:** If The Wolfman commands a move in which his levy enters and leaves a region during the same move, pawns in that region do not get pursuit attacks during that move.



## Clawmarrow Forest

(Plains)

Woodland



## Samir the Huntress

Commander



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**Stag Companion:** When commanding a move, Samir receives a speed bonus of 1 per woodland region she is in at some point during her move (including the region she is in when she declares the move).

**Archery:** When commanding an attack or defense against a pawn who didn't start the turn in the same region that this Commander's levy did, this Commander's lethality and fortitude receive bonuses of 2.

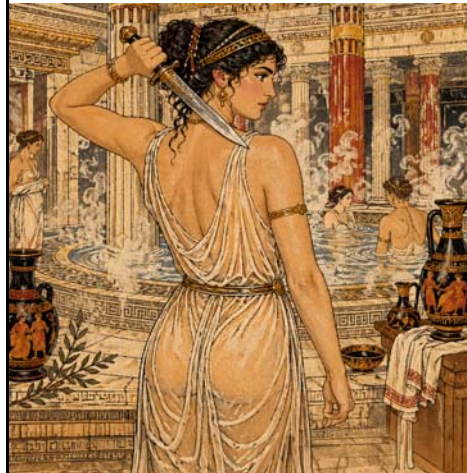
## Cleorora's Bathhouse

(Plains)



## Madam Voya of the Burning Pools

Commander



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**Infiltration:** At the end of commanding a move, if she does not command an attack after her move this turn and if all other Commanders in her faction are discarded, Voya may switch her levy with any levy of her choice on the map.

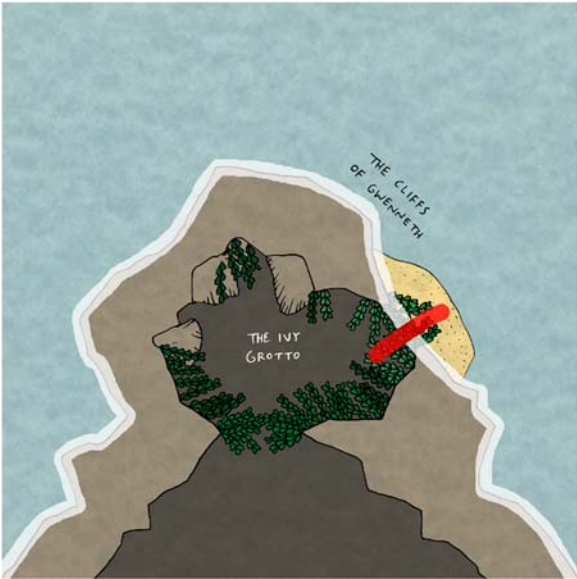
*"The water is too hot? Or is your skin too soft."*



The Cliffs of Gwenneth

(Seas)

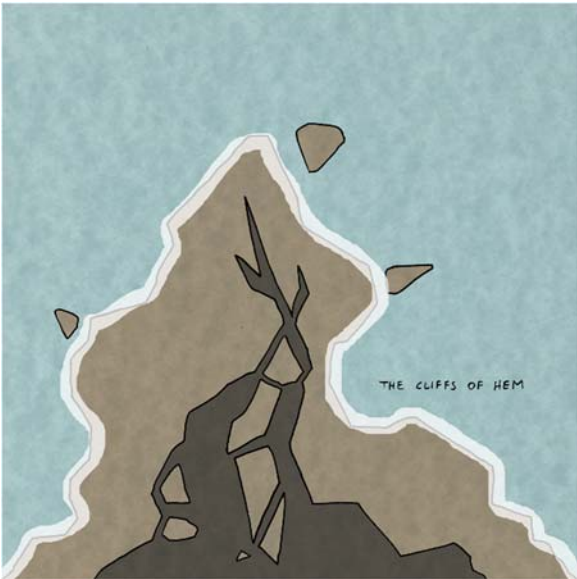
Sand



No recruitable characters dwell here.

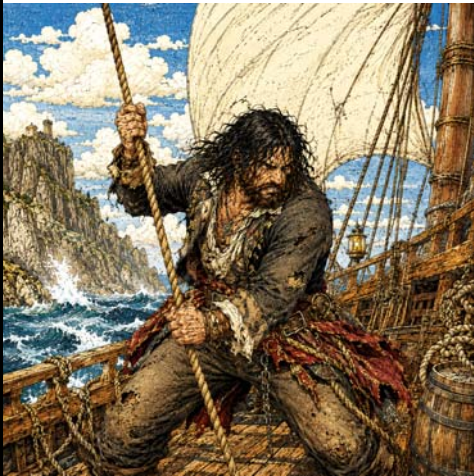
The Cliffs of Hem

(Seas)



**Emoraz the Nomad**

Commander



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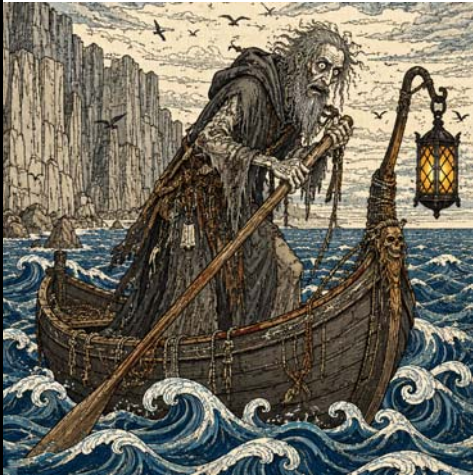
**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.  
*"If ya wanna fish close to the rocks you must understand the distant pull of the tides."*

The Cliffs of Nunerove  
(Seas)



Dark Eyed Joseph

Commander



3



3



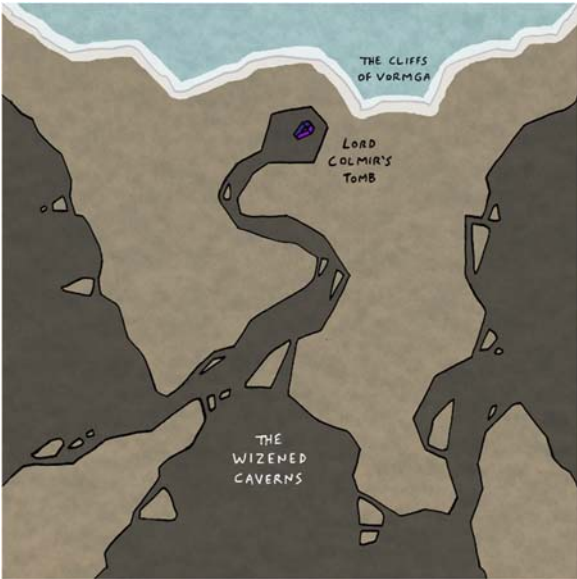
2



2

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.  
*"Can I see my path, you ask? Why must I see when the lantern knows the way?"*

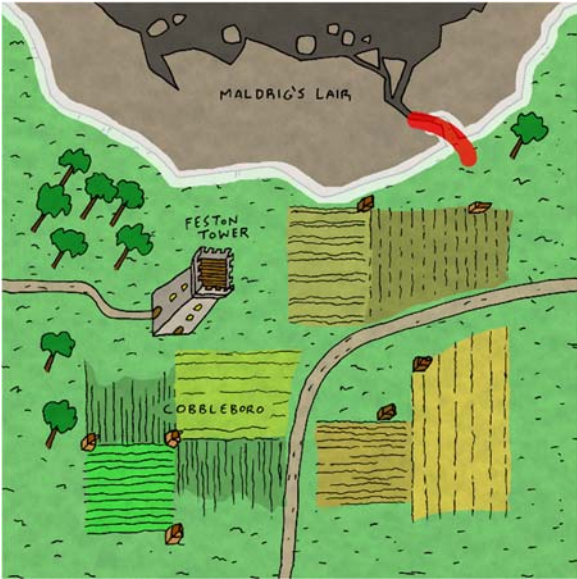
The Cliffs of Vormga  
(Seas)



No recruitable characters dwell here.

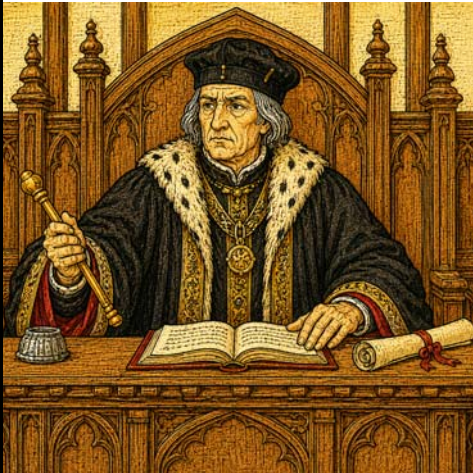


**Cobbleboro**  
(Plains)  
Agricultural



**Judge Godfrey Hale**

Commander



3



2



1



2

**Trial:** If the Judge commands a successful attack, he may spend 1 energy. If he does, then he may select a Commander in the attacked faction's hand. On the attacked factions's next turn, the selected Commander must be played.

**Cockerbevla Swamp**  
(Plains)  
Wooded, Wetland



**The Swamp Witch**

Commander



7



6



2



2

**Wetland Portal:** When moving out of a wetland region, The Swamp Witch may move into any other wetland as if they border each other.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

**Coconut Grove**

(Plains)  
Woodland



No recruitable characters dwell here.

**The Coldwin Tower Ruins**

(Plains)  
Ruins



**Draven the Outcast**

Commander



**Pariah:** If Draven commands a move that ends in a region occupied by no other pawns of his faction, his Prince gains 1 influence.  
“Draven remembers. And they will too, once my blade is sharp enough.”

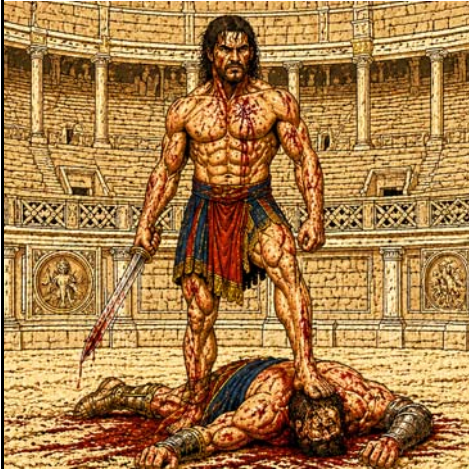


The Colosseum of Strauznara  
(Plains)  
Fortified



Strauznara's Champion

Commander



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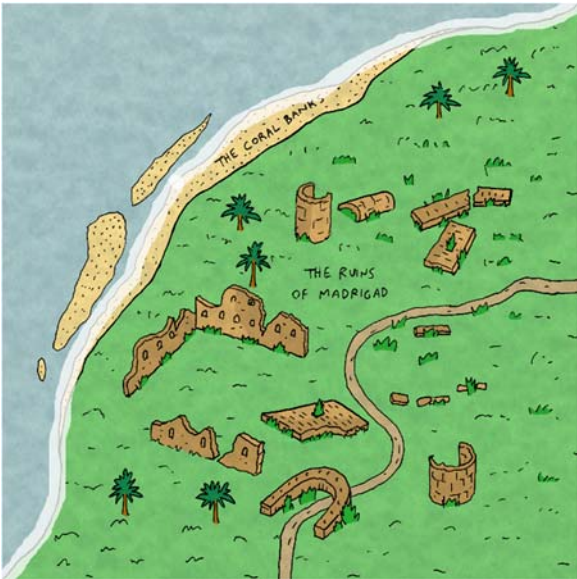
6



2

**Sport Combat:** If Strauznara's Champion commands a successful attack, his Prince may gain 1 influence.  
**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

The Coral Banks  
(Plains)  
Sand



No recruitable characters dwell here.

Cornstalk County

(Plains)

Agricultural



Count Blackstalk

Commander



2



3



2



2

Crabdune Inn

(Plains)

Inn



Pyriades Flamekeeper

Commander



3



3



2



2

**Sacred Hearth:** If Pyriades commands a move that ends in a city, settlement, or inn region, he may spend any number x of fatigue. If he does, he may move x adjacent levies who can access his region into his region.



## The Crag of Arthavall

(Seas)

Sand

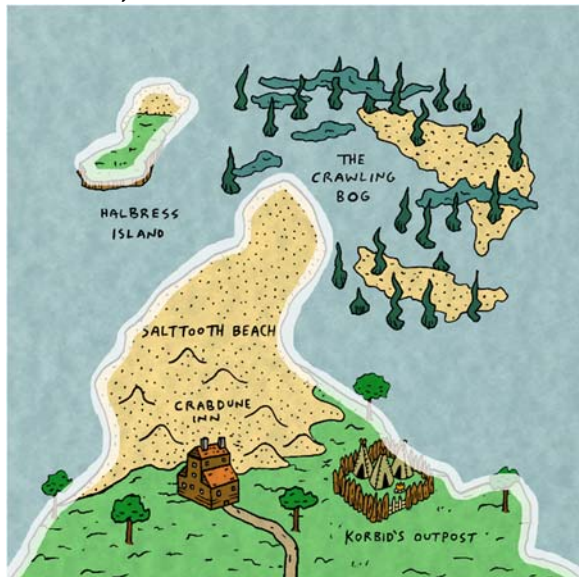


No recruitable characters dwell here.

## The Crawling Bog

(Seas)

Wetland, Sand



## The Bog Goblin

Commander



3



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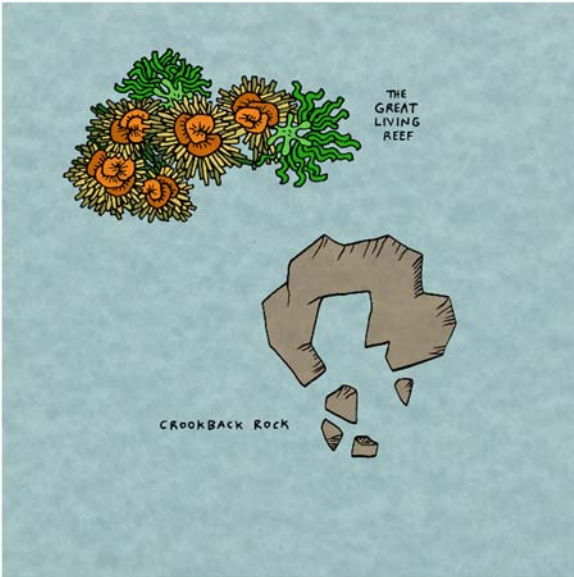
I

**Mysterious Lantern Light:** At the beginning of a levy's move, if it can move into and end its move in a wetland region controlled by The Bog Goblin's faction, he may spend 1 energy to force it to do so.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Crookback Rock

(Seas)



No recruitable characters dwell here.

## The Crumbling Edge

(Seas)



No recruitable characters dwell here.



**Crystal Caverns**  
(Caves)



**Prince Mortellion's Reflection**

Commander



6



4



3



2

**Mirror Image:** At the end of commanding a move, Prince Mortellion's Reflection may spend 5 energy. If he does, his levy trades places with his Prince's retinue.

*Legend says The Prince was not always brooding. He once dwelt in perfect harmony—kindred bondage to his own reflection. But even the strongest alliances eventually fracture.*

**The Cursed Agarica**  
(Plains)  
Fungal, Sand



**Fairy Queen Ishlu**

Commander



10



6



4

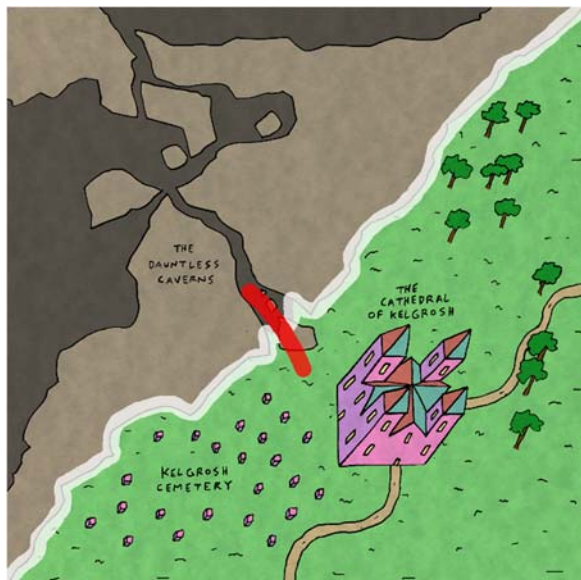


3

**Fairy Circle:** At the end of commanding a move, Ishlu may remove herself from her faction and the game, in which case her card is set aside and may no longer be played or recruited this game. If she does, her Prince's retinue is teleported to her levy's region.  
*"The survival of one spore is no more crucial than the preservation of another."*

# D

## The Dauntless Caverns (Caves)



## Artificer Murellan of Undervale

Commander



8



5



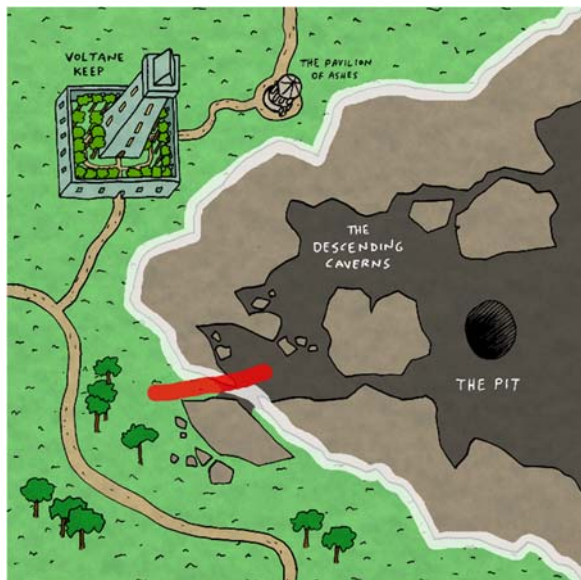
5



1

**Transmogrify:** Immediately before or after commanding a move, Murellan may spend 1 energy. If he does, he may rotate any tile on the map into any new legal tile orientation (no plains edges against mountain or seas edges, etc.).

## The Descending Caverns (Caves)



No recruitable characters dwell here.



**The Desolate Sands**

(Caves)

Sand



**The Dark Mariner**

Commander



6



6



I



2

**Portents of Doom:** At the beginning of its turn, before selecting which Commander to play, The Mariner's faction may spend 1 energy and name a faction. The named faction's player must declare a Commander in their hand. No other Commander may command that faction's defense this turn.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

**The Distant Crag**

(Seas)



No recruitable characters dwell here.

## The Dreamcatcher's Lookout (Plains)



## The Dreamcatcher Oracle

Commander



6



3



6



1

**Dreamscape:** On her turn, the Oracle may spend 1 energy. If she does, she may switch the places of 2 unoccupied tiles on the map. The new placements of the tiles must be legal tile placements (no plains edges against mountain or seas edges, etc.). The tiles may be rotated differently in their new places than they were in their old places.

*"You're a pisces, aren't you? You're such a pisces."*

## Dredleberg (Plains) Settlement



## Sir Wilber Glasseye

Commander



4



2



1



2

**Prospect:** If Glasseye does not command a move this turn but ends his turn in a cave region, he may spend any number x of influence. His faction gains x energy.

*When they lose an eye in a sword duel, some men go on quests for vengeance. Others go into finance.*



## Drellman's Outpost

(Seas)



## Zabrinski the Heretic

Commander



3



3



2



2

**Experiment:** At the end of a turn in which he commanded a levy, Zabrinski may vanquish that levy. If he does, his faction gains 1 energy.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Drellman's Workshop

(Plains)

Fortified



## Drellman

Commander



6



3



2



2

**Industrial Reserve Army:** If Drellman commands a move that ends in a city, settlement, or market controlled by his faction, he may slay 1 levy from his faction from the region. If he does, his Prince gains influence (1 if it is a market, 2 if it is a settlement, or 3 if it is a city).

*"No, I shall not cease my workshop's dumping. The refuse turns my wheel. You may tell your friends in the Fishermans' Guild that if the sea turning green so upsets them, they should privatize it."*

## Driftwood Bay

(Seas)

Sand



## Captain Mecmett the Hungry

Commander



8



5



2



2

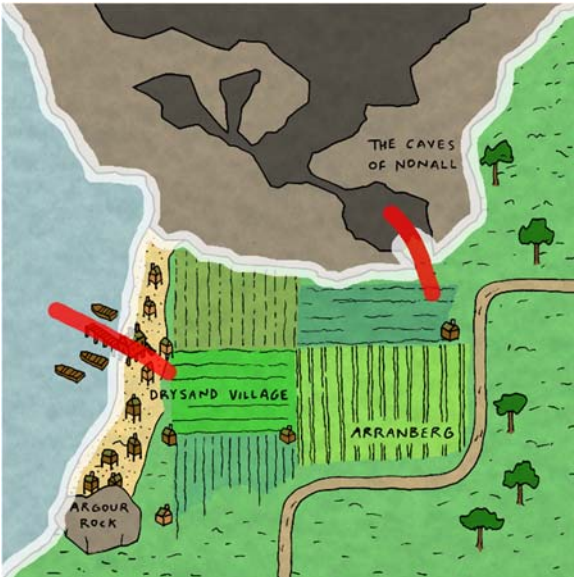
**Pillage:** If Mecmett commands an attack that results in another faction losing control of the region, Mecmett's Prince takes influence from the Prince whose faction lost the region (up to 3 influence in a city, up to 2 in a settlement or market, up to 1 in another region).

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Drysand Village

(Plains)

Settlement, Port, Sand



## Lord Odo Millstone

Commander



4



4



3



2

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.



**The Dulcet Isles**  
(Plains)



**Callistron the Crooner**

Commander



7



5



4



2

**Battle Song:** When commanding a move that only includes movement into seas regions, Callistron may spend 1 energy. If he does, then any pawns of his choice that share his region at the beginning of his turn may move with him for this turn.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

**E**

**Echo Cove**  
(Seas)  
Subterranean waters



**The Humming Hunchback**

Commander



2



2



2



1

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.  
“Come in search of prayer? I will take you there... rest assured, she will be fair.”

## Eggmiro Jungle

(Plains)

Woodland, Sand



No recruitable characters dwell here.

## Elkur Mill

(Plains)



No recruitable characters dwell here.



**Elthibar's Seed**

(Plains)



No recruitable characters dwell here.

**F**

**The Falconers' Perch**

(Plains)

Inn



**Bram of the Fainted Brotherhood**

Commander



7



4



4



2

**Conclave:** If Bram does not command a move this turn, and if his levy is in a city or inn region, his faction may gain 1 energy.

**Archery:** When commanding an attack or defense against a pawn who didn't start the turn in the same region that this Commander's levy did, this Commander's lethality and fortitude receive bonuses of 2.

## Fertile Lagoon

(Plains)

Sand



## Fertile Lagoon

### Gailec and Murmon

Commander



10



6



2



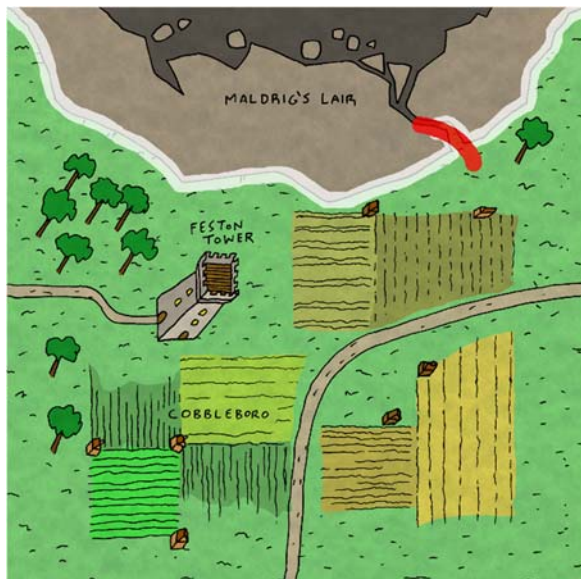
3

**Split Personality:** When Gailec and Murmon command, they may spend 1 energy. If they do, instead of commanding a single levy, they may command one levy to move and another to attack.

## Feston Tower

(Plains)

Fortified



## Lord Feston the Cruel

Commander



6



4



2



2

**Rent:** At the end of Feston's turn, he may spend 1 energy. If he does, his Prince gains 1 influence per enemy levy that occupies any fortified region controlled by Feston's faction.

*"If my tenants wish for lower rents to be due, let them return to the dirt from whence they came!"*



**The Fields of Darm**

(Plains)

Agricultural



**Sir Blackfyrd**

Commander



6



5



3



2

**Mace and Chain:** If Sir Blackfyrd commands a successful attack, he may spend 1 energy. If he does, he may immediately make another attack against another pawn in the region (each faction attacked by a levy under Sir Blackfyrd's command, if attacked multiple times in the same turn via "Mace and Chain," may command all the defenses this turn with the same Commander).

*"Honor demands that your skull be splinters, my good sir."*

**Firewood Sanctuary**

(Plains)

Sand



**The Ranger of the Sanctuary**

Commander



6



6



2



2

**Archery:** When commanding an attack or defense against a pawn who didn't start the turn in the same region that this Commander's levy did, this Commander's lethality and fortitude receive bonuses of 2.

## The First Queen's Tomb

(Plains)

Funerary site



## Horik the Mourner

Commander



5



5



3



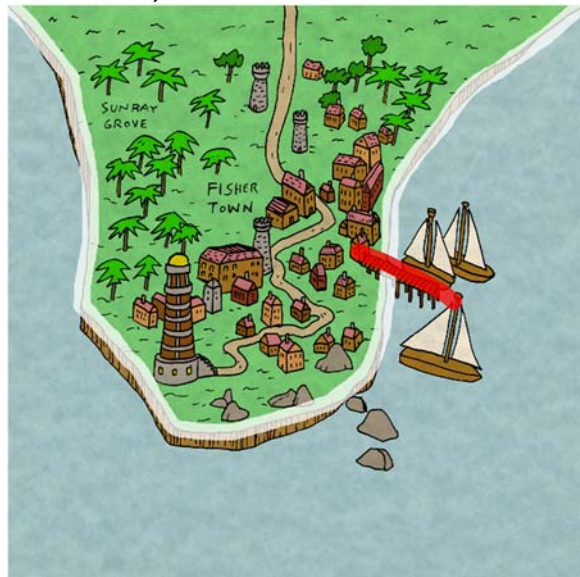
2

**Riposte:** If Horik commands a successful defense, he may spend 1 energy. If he does, he may make an immediate pursuit attack against the pawn that attacked him.

## Fisher Town

(Plains)

Settlement, Port



## Arch Navigator Ramnus

Commander



7



4



3



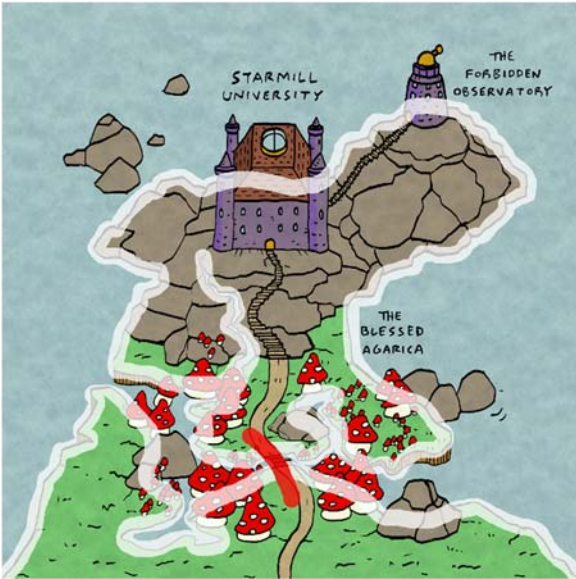
2

**Exploration:** At the end of Ramnus's turn, his Prince gains 1 influence per landmass his faction controls a city or settlement on (landmasses connected by only points count as separate landmasses.)

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.



## The Forbidden Observatory (Plains)



No recruitable characters dwell here.

## The Forgotten Grotto (Plains)



No recruitable characters dwell here.

## The Forsaken Sands

(Seas)

Sand



## The Sailer of the Rusted Tides

Commander



3



4



2



2

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Fort Whetstone

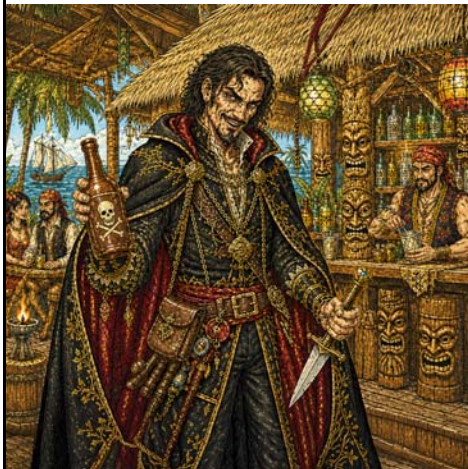
(Plains)

Settlement, Port, Fortified, Sand



## Larkin Brinedrinker

Commander



7



5



3



2

**Mercenaries' Guild:** If a move commanded by Larkin ends in a city, settlement, or inn, his Prince may spend 1 influence. If he does, he draft a levy into Larkin's region.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

*"Sometimes you drink the brine, and sometimes the brine, well... drinks you."*



## Fossil Valley

(Plains)



## Trogledyte Patriarch Grys

Commander



8



6



3



2

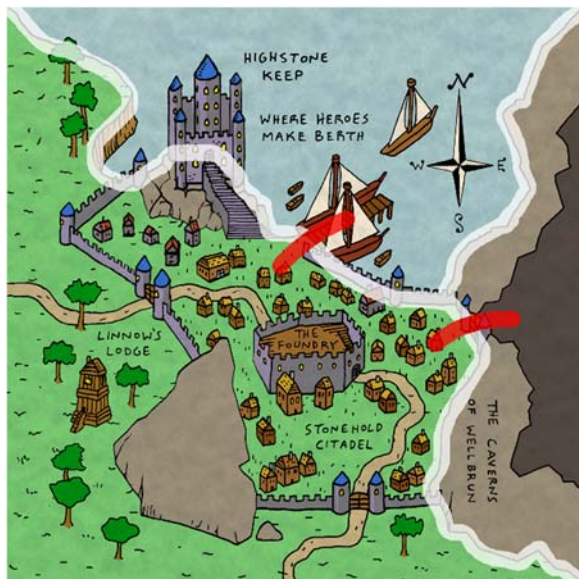
**Of the Marrow of the Bones of the Enemy:** If Grys commands a successful attack, his faction gains 1 energy.

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

## The Foundry

(Plains)

Fortified



## The Forgemaster of Stonehold

Commander



7



5



3



1

**Metallurgy:** If a move commanded by The Forgemaster ends in a city that is controlled by his faction, his Prince may gain 1 influence. The Forgemaster may spend 1 energy to use this ability in a settlement instead of a city.

The Fountain of Happy Tears

(Plains)



No recruitable characters dwell here.

Fountain of the Ancients

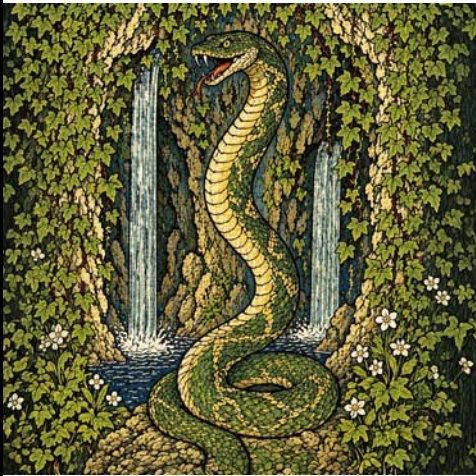
(Plains)

Subterranean water, Freshwater



The Serpent out of Time

Commander



12



6



5



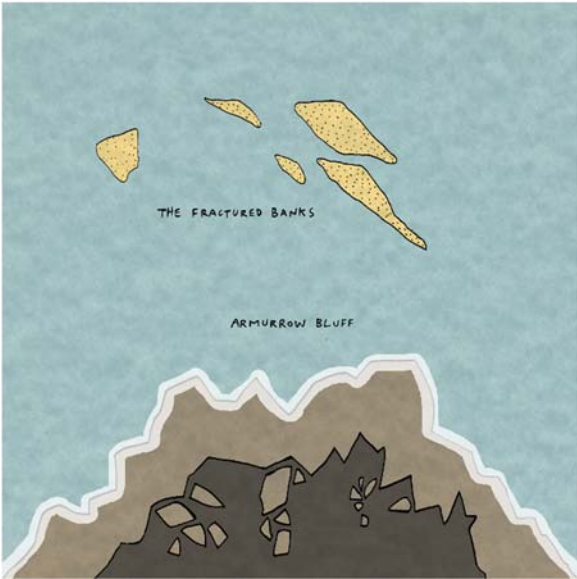
4

**Elixir of Youth:** If the Serpent commands a move that ends in a subterranean water region, his faction may gain 1 energy.  
**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.  
*"Let me open your eyes, for a prince must know of good and evil."*



**The Fractured Banks**

(Seas)  
Sand



**The Siren Princess**

Commander



7



6



3



3

**Tempting Song:** At the beginning of a levy's move, if it can move into and end its move in a seas region controlled by The Siren Princess's faction, she may spend 1 energy to force it to do so.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

**The Frozen Rocks**

(Seas)



**Merlady Siltela**

Commander



5



5



2



3

**Aquatic Charm:** When commanding a defense in a seas region, Siltela receives a fortitude bonus of 2.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

*"Grrgglll gulp."*

**The Fungal Cove**

(Caves)  
Subterranean waters, Fungal



**The Plague Witch of the Eschaton**

Commander



9



6



2



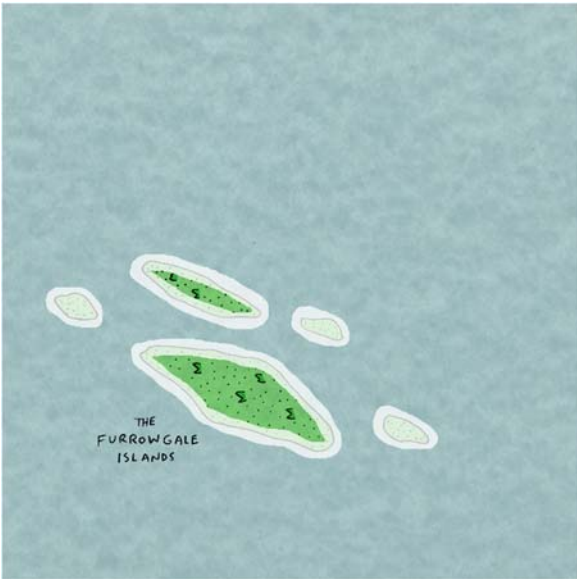
2

**Plague:** Before commanding an attack against an enemy pawn, The Plague Witch may spend 1 energy. If she does, and if her attack is successful, all pawns in the region are slain (including her own).

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

**The Furrowgale Islands**

(Plains)



**The Wayward Buccaneer**

Commander



5



5



2



2

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

*The Tropical sun has only made his coconuts grow larger and browner!*



# G

## Gagglebrin Swamp

(Plains)

Wooded, Wetland



## Rhigore the Swamp Scout

Commander



8



5



2



3

**Reconnaissance:** When his Prince recruits from a wetland, Rhigore may spend 1 energy to allow the Prince to recruit from any wetland on the map.

## Galam Citadel - Where Only the Mightiest Rule

(Plains)

City, Port, Fortified



## Viking Captain Ivar

Commander



8



6



4



2

**Courageous Death:** If Ivar commands an unsuccessful defense, as the levy under his command is vanquished he may command a pursuit attack against the levy who has defeated his levy.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.



## Galam Keep

(Plains)

Fortified



## Barbarian King Gorus

Commander



10



7



5



2

**Rampage:** If Gorus commands a successful attack, he may immediately spend 1 energy and make another attack against a pawn of the same faction and in the same region (if the original unsuccessful defense was commanded, the same commander may command the next defense(s) this turn as well).

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## The Gardens of Soliloquy

(Plains)



## The Hermit Bard Agnos

Commander



4



3



2



2

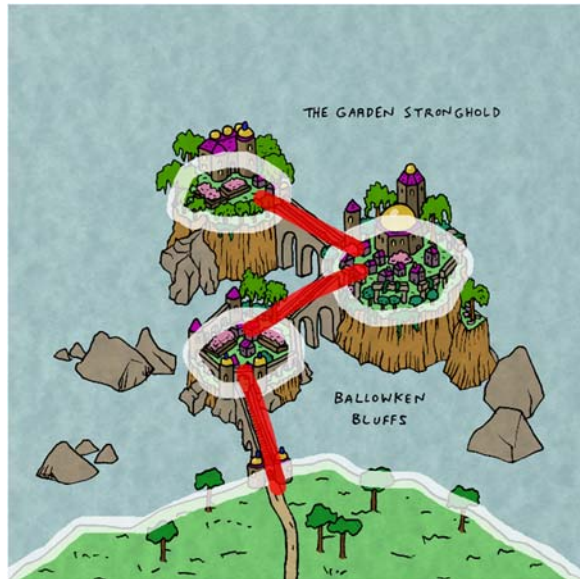
**Sanctity of the Flora:** If Agnos commands a successful defense in a woodland region, he may spend 1 energy. If he does, the faction who attacked him must lose 3 energy (or all of their energy if they don't have 3).



## The Garden Stronghold

(Plains)

Fortified



## Arch Hierophant Phesta

Commander



5



2



2



2

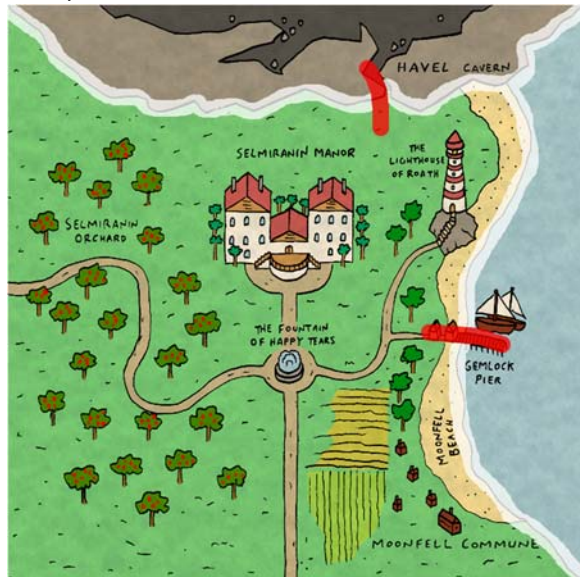
**Arcana:** On Phesta's faction's turn, immediately after any dice roll, her faction may spend 3 influence to reroll the dice.

*"To the sinful man, luck is but a slippery bird too quick to catch."*

## Gemlock Pier

(Plains)

Port, Sand



## The Illegitimate Daughter of Selmiranin

Commander



7



5



4



2

**Possession:** Instead of commanding a levy this turn, The Daughter may spend 1 energy and name a Commander from the top of another player's discard pile. If she does, her faction commands one of its levies using the named Commander.

**Incorporeal:** At the beginning of her turn, this Commander may spend 1 energy. If she does, then she may not attack or be pursued this turn.

The Ghost Town of Owlglen

(Plains)



Colonel Harmon III

Commander



5



3



3



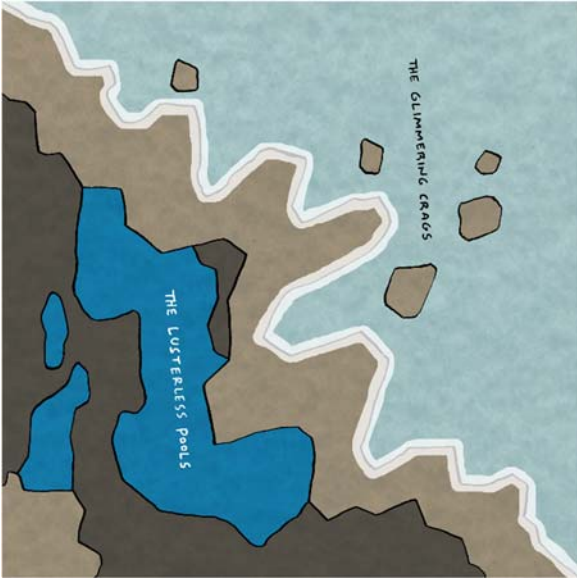
2

**Incorporeal:** At the beginning of his turn, this Commander may spend 1 energy. If he does, then he may not attack or be pursuit attacked this turn.

**Haunted Reputation:** If a levy attempts to enter a city or settlement region controlled by Colonel Harmon's faction, he may spend 1 energy to end its move immediately before it enters the region (no retinues may be in the region).

The Glimmering Crag

(Seas)



No recruitable characters dwell here.



**Gobdana Jungle**  
(Plains)  
Woodland, Sand



**Kokawa the Ape Chieftain**

Commander



8



6



3



3

**Tribal Warfare:** When Kokawa commands an attack, he receives a lethality bonus of 1 per pawn of his faction in his region. When he commands a defense, he may spend 1 energy to receive a fortitude bonus of 1 per pawn of his faction in his region.

*"Know secret of filre? Immaterial woithout proper warfare tactics!"*

**Gossamer Valley**  
(Plains)



**The Spider God's Bride**

Commander



8



6



6



4

**Web:** When The Spider God's Bride commands a successful defense, the attacking pawn is placed on its side. Next time it tries to move on its turn, instead of moving, it is placed upright but must not leave its region that turn.

*"Shall I tuck you into my web, cold, lonely child?"*

**Granveer Tower**

(Plains)

Fortified



**Sir Garrith the Corrupted**

Commander



7



5



5



2

**Turret Warfare:** When Sir Garrith commands a castled levy, his lethality receives a bonus of 2.

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

**The Great Brown Lake**

(Plains)

Freshwater



**The Hermit of the Muck**

Commander



4



4



5



1

**Sinkhole:** If The Hermit commands an attack in a freshwater or wetland region, his lethality receives a bonus of 2.



## Great Husk Maze

(Plains)

Agricultural



## The Scarecrow of the Stalks

Commander



5



3



4

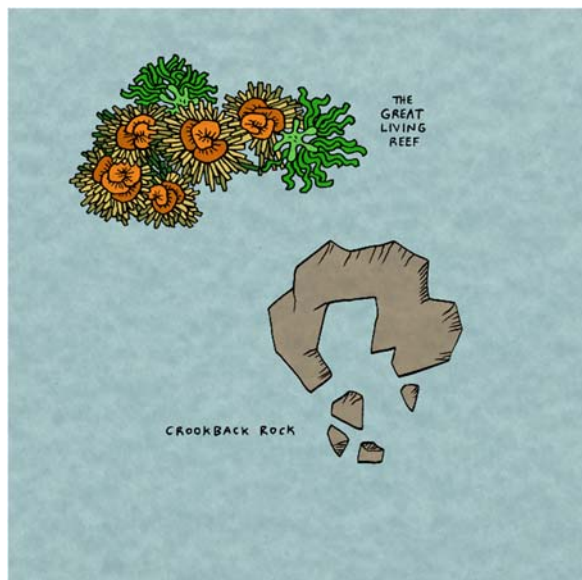


1

**Misdirection:** If The Scarecrow commands a successful defense, and if the attacker may move out of the region immediately after the attack, The Scarecrow may force it to do so (no pursuit attacks may be taken as a result of this forced move, unless 1 energy is spent per pursuit attack). The Scarecrow controls the move.

## The Great Living Reef

(Seas)



## The Squid Lord

Commander



7



5



5



2

**Deep Sea Voyage:** If this turn The Squid Lord does not command an attack and only moves into sea regions, his speed is doubled and his levy is immune from pursuit attacks this turn.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## The Great Sundial

(Plains)



## The Swashbuckler of the Red Dawn

Commander



7



5



4



2

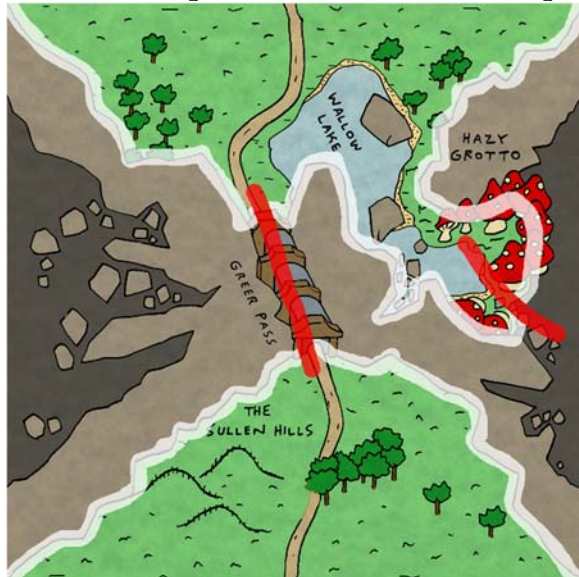
**Duel:** If The Swashbuckler commands an attack or defense in a region containing only two pawns, his lethality and fortitude each receive a bonus of 2.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Greer Pass

(Connector)

Connects the plains on either side of the pass



Since this is a connector location and therefore not in one specific region, no recruitable characters dwell here.



The Grotesque Pumpkin Patch

(Plains)



Jack of the Lantern

Commander



5



4



3



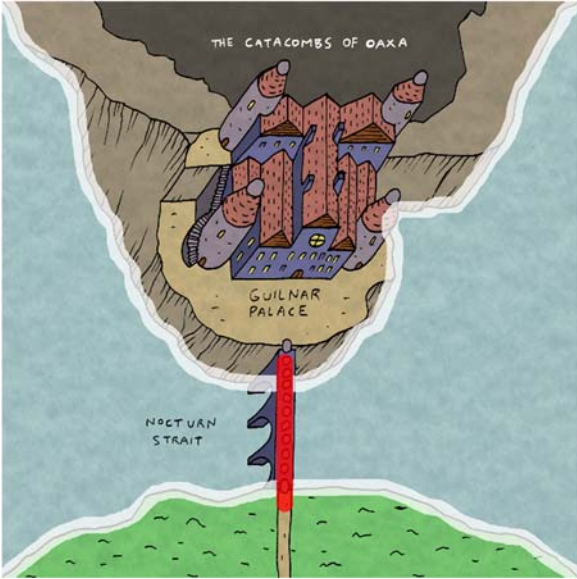
2

**Head Throw:** When commanding an attack, after learning who (if anyone) will be commanding the defense, but before rolling the dice, Jack may decide for his lethality to be doubled this turn. If he does, then immediately after the attack, his commanded levy is slain.

Guilnar Palace

(Caves)

Fortified



Count Norvik

Commander



9



6



5



3

**Blood Thrall:** When Count Norvik commands an attack that slays a pawn, he may draft a levy into the region.

**Shapeshift:** If Count Norvik commands a move in which his levy enters and leaves a region during the same move, pawns in that region do not get pursuit attacks during that move.

# H

## Halbress Island

(Plains)

Sand



No recruitable characters dwell here.

## Hallowshire

(Plains)

Agricultural



## The Ashen Knight

Commander



6



5



4



2

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.



**Harkensgate City**

(Plains)  
City, Fortified



**Eudoxus the Tyrant**

Commander



6



4



3



2

**Popular Support:** At the end of Eudoxus's turn, if the levy under his command is in a city or settlement controlled by his faction, he may spend 1 energy. If he does, he may draft a levy into his region if in a settlement, or 3 levies if in a city.

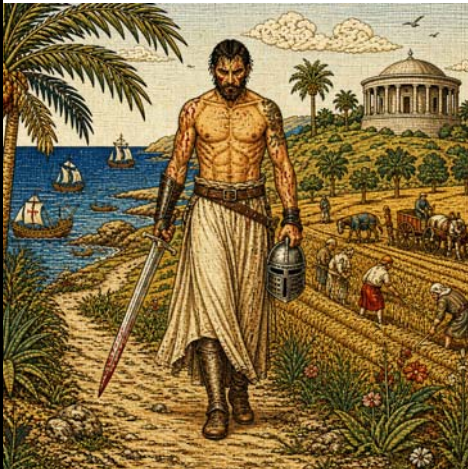
**Haronvale**

(Plains)  
Agricultural



**Sir Alarac**

Commander



5



5



2



2

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

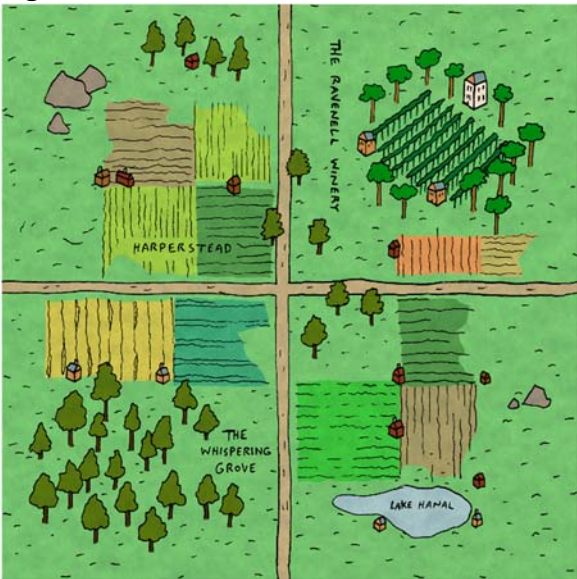
*"I took a liking to Sir Wilber, and that's why I left him all but his eye. I shall take far more from you."*



Harperstead

(Plains)

Agricultural



Sir Arbaretus

Commander



6



4



4



2

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

Havel Cavern

(Caves)



The Memorious Imp

Commander



7



6



2



2

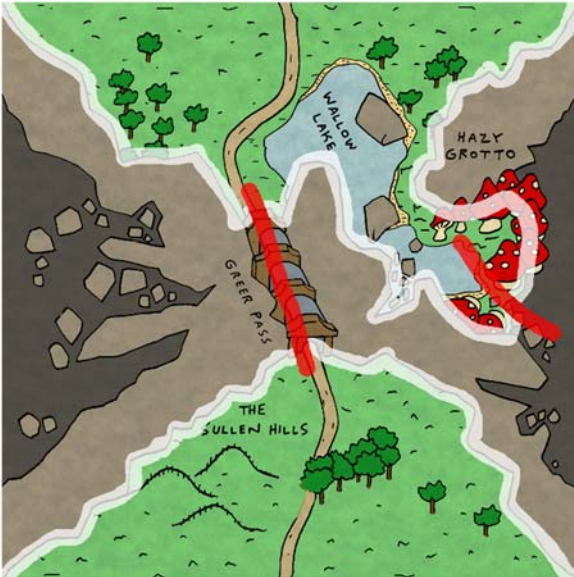
**Recompense:** If the Imp commands an unsuccessful defense, the attacking faction's Prince loses 1 influence if he has any.



## Hazy Grotto

(Caves)

Fungal



## Messenger Ringly of Undervale

Commander



5



4



5



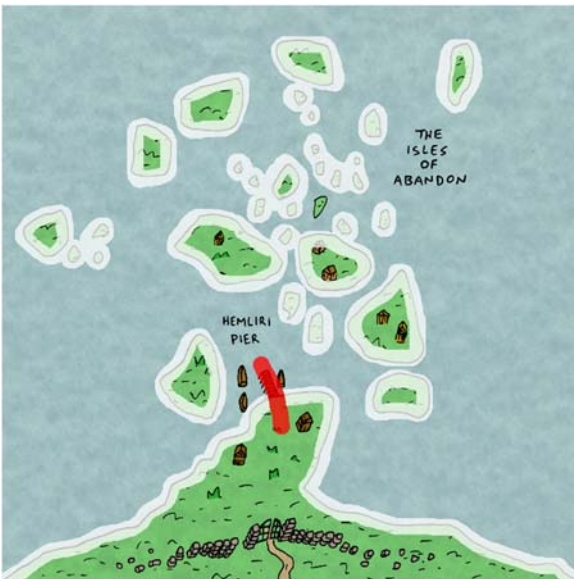
2

**Secret Passages:** When commanding a move, The Gnome may spend 1 energy. If he does, his levy may treat mountain rocks as if they have cave mouths and tunnels through them, allowing the levy to pass through.

## Hemliri Pier

(Plains)

Port

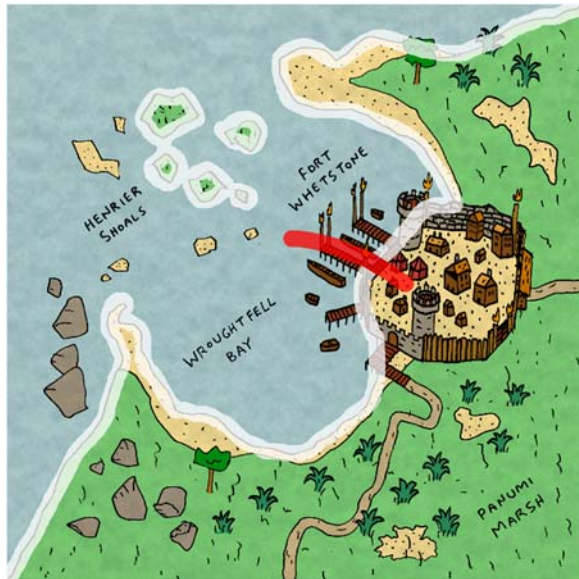


No recruitable characters dwell here.

## Henrier Shoals

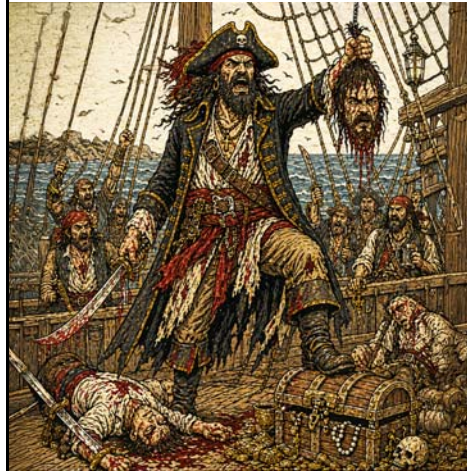
(Plains)

Sand



## Buccaneer Commodore Arzaad

Commander



8



6



2



2

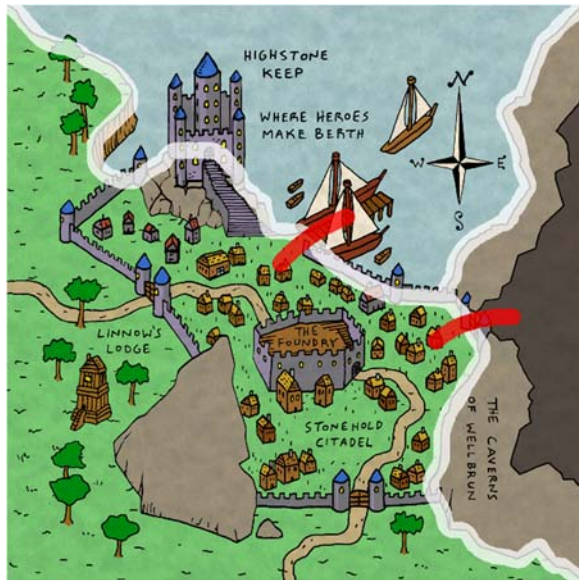
**Plunder:** If Arzaad commands a successful attack in a seas region, his Prince may take 1 influence from the Prince of the defeated pawn.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Highstone Keep

(Plains)

Fortified



## High Sentinel Eldrick

Commander



8



5



6

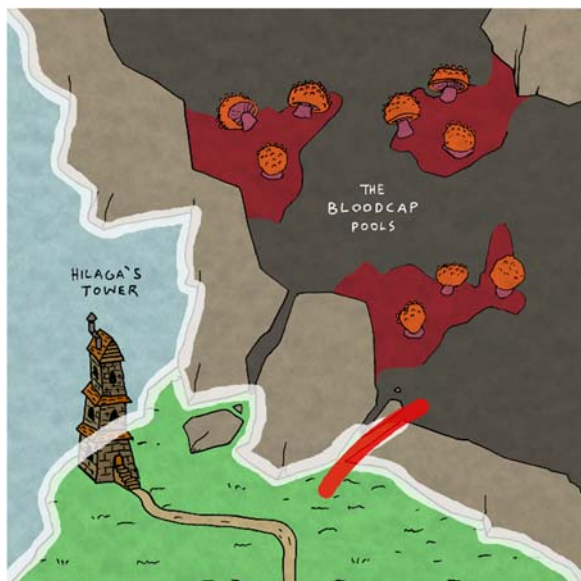


2

**Perimeter:** If a levy attempts to enter a fortified region controlled by Eldrick's faction, he may spend 1 energy to end its move immediately before it enters the region (no retinues may be in the region).



## Hilaga's Tower (Plains)



## Hilaga the Blackened

Commander



7



6



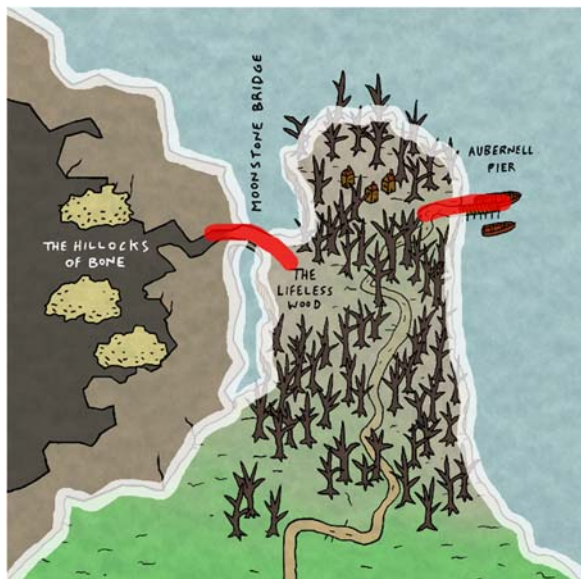
2



2

**Fungal Portal:** When moving out of a fungal region, Hilaga may move into any other fungal region as if they border each other.

## The Hillocks of Bone (Caves)



## The Lich of the Moonstones

Commander



7



6



6

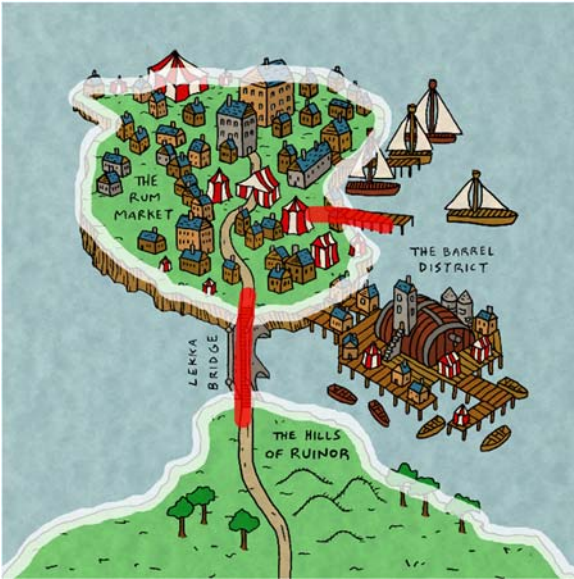


1

**phylactery:** When The Lich commands an unsuccessful defense, he may spend 2 energy. If he does, then the defeated levy is resurrected immediately after being slain.

## The Hills of Ruinor

(Plains)



## Sven the Incurrigible

Commander



6



4



5



2

**Trapmaking:** When commanding a defense in a fortified region controlled by Sven's faction, he receive a fortitude bonus of 2.

## The Histle River

(Plains)

Freshwater



## The River Sorceress

Commander



7



5



3



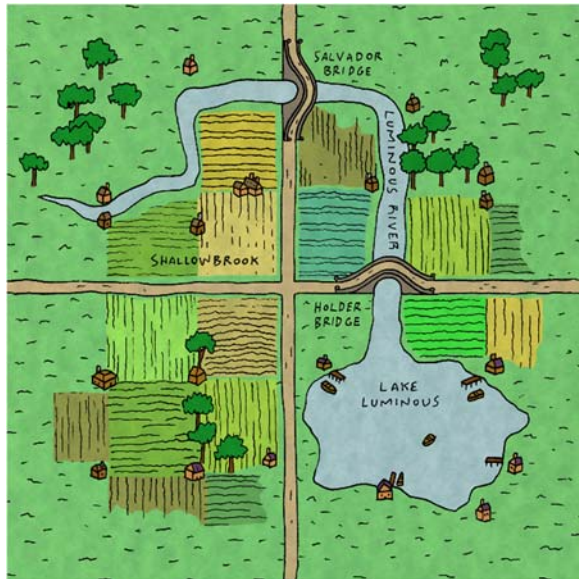
2

**Freshwater Summon:** If a move commanded by The River Sorceress ends in an freshwater region, she may choose a levy of her faction from anywhere on the map and summon it to her region.



## Holder Bridge

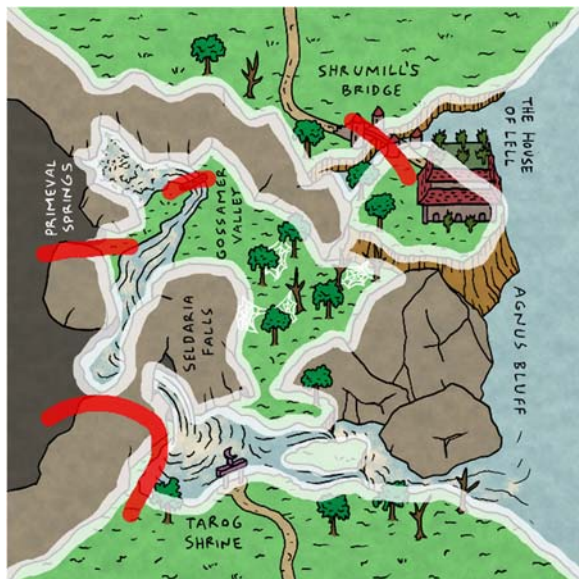
(Plains)



No recruitable characters dwell here.

## The House of Lell

(Plains)



## Madam Lell the Austere

Commander



7



6



5



2

**Magic Mirror:** At the end of her turn, Madam Lell may spend 1 energy and name another faction. If she does, she may take any Commander from that faction's discard pile, provided that there is at least one Commander of equal prestige in her own faction's discard pile. The player of the named faction may then take any other Commander of equal prestige from Madam Lell's faction's discard pile. The two exchanged Commanders have now switched factions and are discarded.

Howlwood Forest

(Plains)  
Woodland



**Druid of the Cedar Stag**

Commander



5



4



3

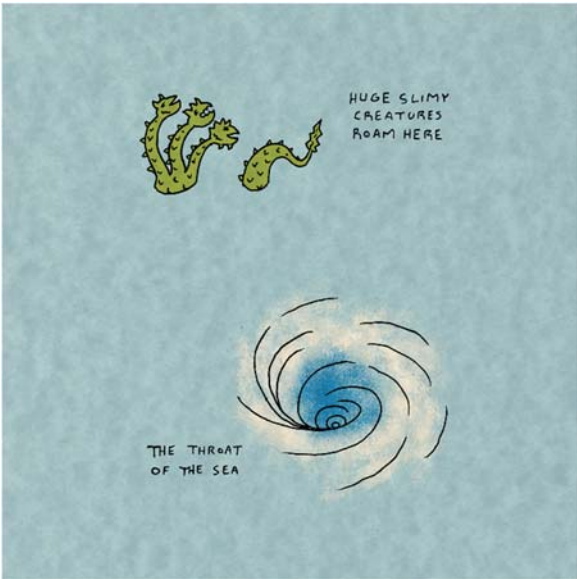


2

**Animals Forms:** At the start of commanding a levy, the Druid may choose one form as her form for the rest of the turn: tiger form (lethality bonus of 2), bear form (fortitude bonus of 2), or stag form (speed bonus of 2).

Huge Slimy Creatures Roam Here

(Seas)



No recruitable characters dwell here.



## The Hungry Pools

(Caves)

Subterranean water, Freshwater



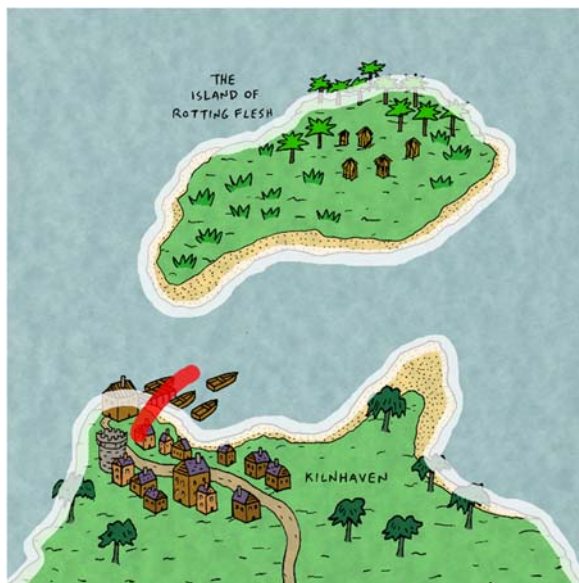
No recruitable characters dwell here.

## I

## The Island of Rotting Flesh

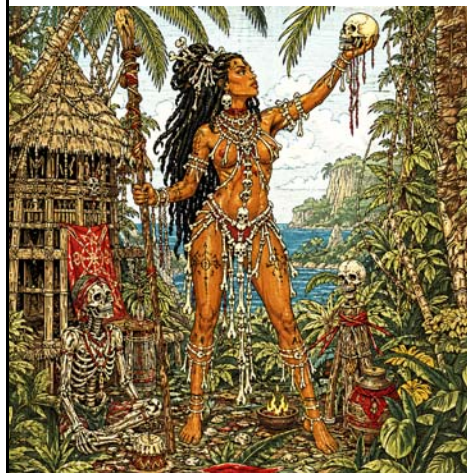
(Plains)

Sand



## The Necromancer of the Island

Commander



7



6



3

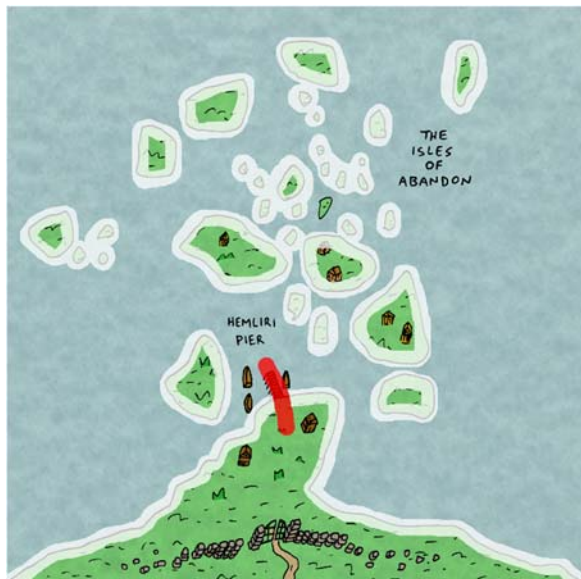


2

**Zombification:** At the end of her turn, The Necromancer of the Island may select a Commander from her player's discard pile and pay x energy. x equals the Commander's prestige divided by 3 rounded up. If she does, that Commander goes into her player's hand.

## The Isles of Abandon

(Plains)



## The Phantom of Twilight Isle

Commander



6



5



5



3

**Incorporeal:** At the beginning of his turn, this Commander may spend 1 energy. If he does, then he may not attack or be pursuit attacked this turn.

## The Ivy Grotto

(Caves)

Sand



## The Enchanted Knight of Everfrow

Commander



7



5



5



1

**Enchanted Sleep:** At the beginning of his turn, the Enchanted Knight may choose not to command this turn. If he does, his faction gains 2 energy.

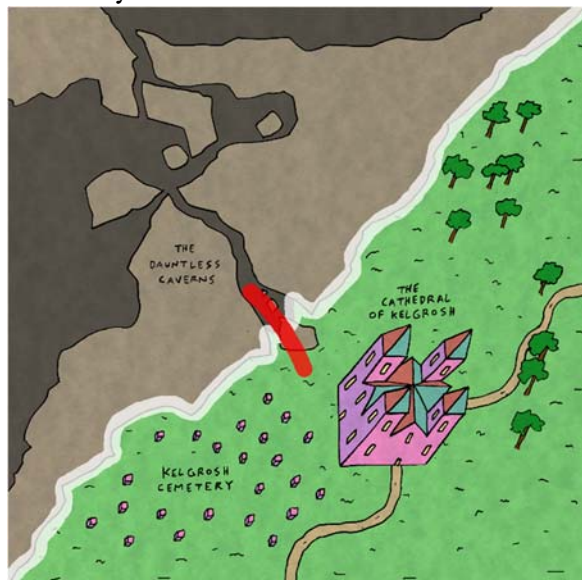


# K

## Kelgrosh Cemetery

(Plains)

Funerary site



## The Ghoul of the Ashes

Commander



5



5



3



2

**Grave Digger:** If a move commanded by The Ghoul ends at a funerary site that is controlled by his faction, his Prince may gain 1 influence.

## Kerkar Village

(Plains)

Settlement, Port



## Sir Raphaellis

Commander



7



4



5



2

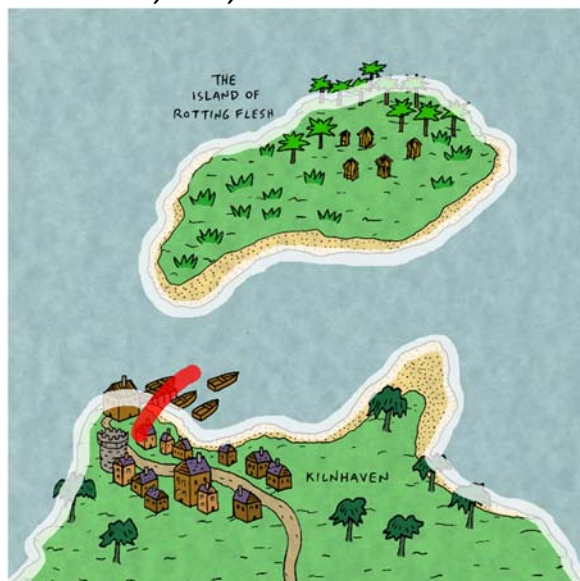
**Rampart Warfare:** When Raphaellis commands a castled levy, he receive a fortitude bonus of 2.

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

## Kilnhaven

(Plains)

Settlement, Port, Sand



## Minister Bellington

Commander



5



3



2



2

**Diplomacy:** When Bellington commands a successful defense, the Prince of the attacker loses 1 influence.

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

## Korbid's Outpost

(Plains)



## King Korbid

Commander



8



6



4



2

**Palisade:** Korbid may spend 1 energy to Castle in any region as if it is fortified.

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.



## Kranebeak Island

(Plains)

Sand



## Captain Garritt

Commander



5



4



2



2

**Lost Wonder:** If a move commanded by Garritt ends in a region that is controlled by his faction and contains ruins, his Prince may gain 1 influence.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## L

## The Labyrinth

(Caves)



## The Labyrinth

## The Minotaur's Son

Commander



12



6



6



3

**Charge:** When attacking, The Minotaur's Son receives a lethality bonus of 1 per region he has entered this turn.

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

## Lake Gulbury

(Plains)

Freshwater



No recruitable characters dwell here.

## Lake Hanal

(Plains)

Freshwater



## The Witch of the Lake

Commander



7



6



2



2

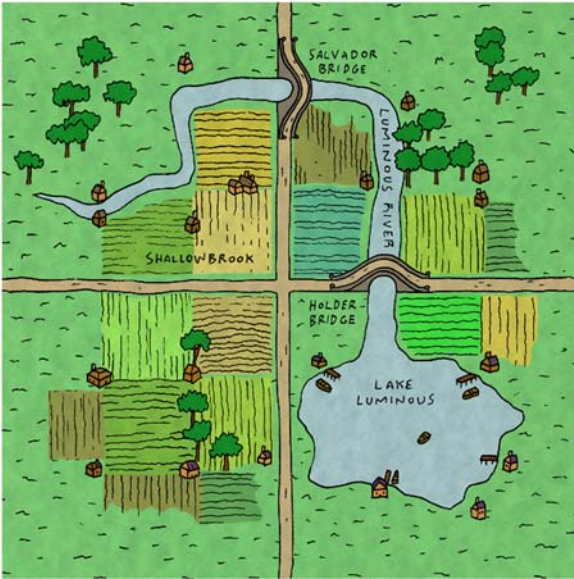
**Freshwater Portal:** When moving out of a freshwater region, The Witch of the Lake may move into any other freshwater region as if they border each other.



## Lake Luminous

(Plains)

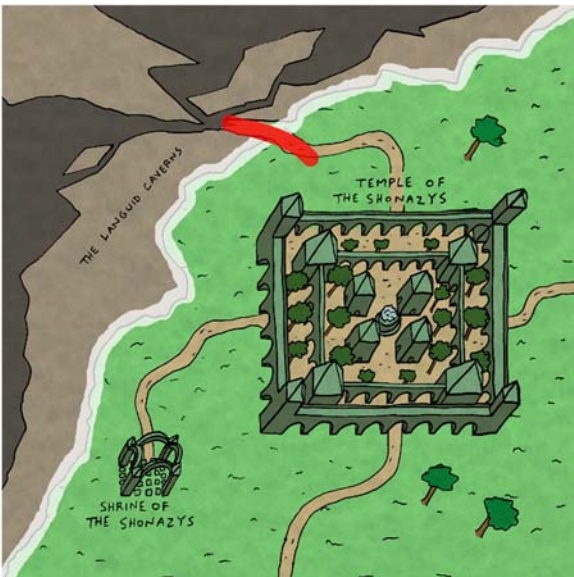
Freshwater



No recruitable characters dwell here.

## The Languid Caverns

(Caves)



No recruitable characters dwell here.

**Lapis Monastery**

(Plains)

Religious site



**Abbot Torvald of the Blue Sand**

Commander



4



3



2



2

**Prayer:** If Torvald commands a defense at a religious site, he receives a fortitude bonus of 2.

**Lazy Moon Strand**

(Plains)

Sand



No recruitable characters dwell here.



**Lekka Bridge**

(Connector)

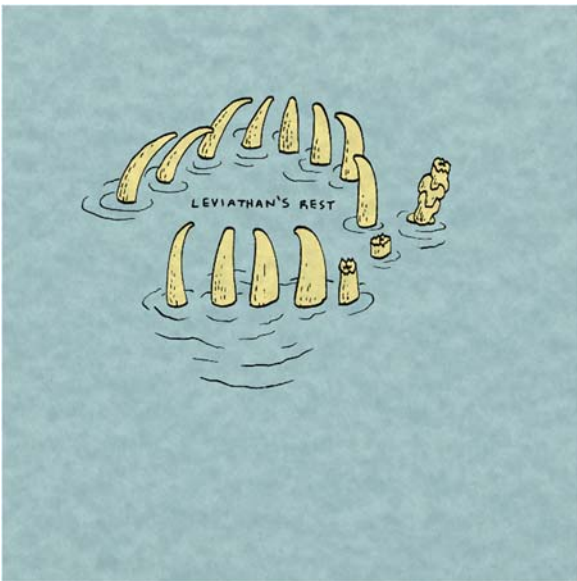
Connects the Hills of Ruinor to the Rum Market



Since this is a connector location and therefore not in one specific region, no recruitable cgaracters dwell here.

**Leviathan's Rest**

(Seas)



**Death**

Commander



26



9



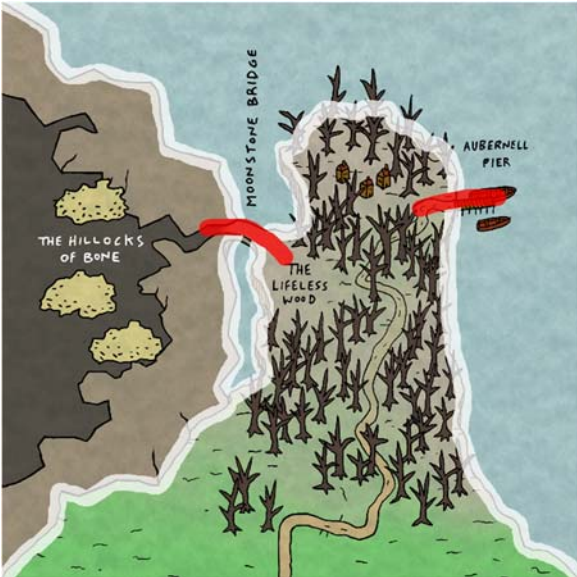
8



2

**Grim Reaper:** Every time a pawn is slain, Death's Prince gains 1 influence.  
**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

# The Lifeless Wood (Plains)



# The Death Witch of Aubernell

Commander



10



8



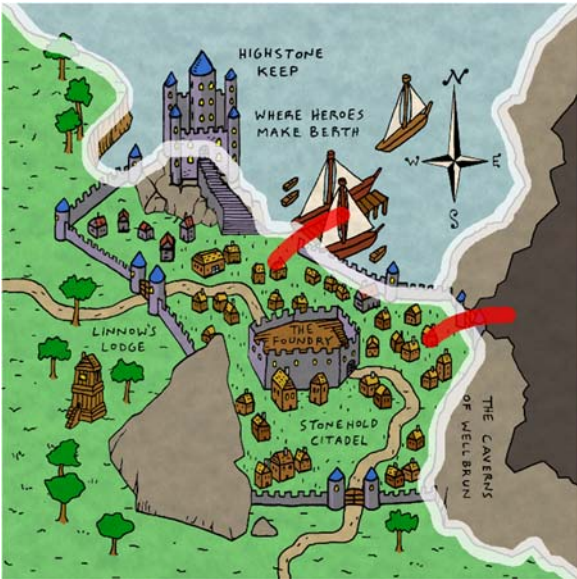
2



2

**Raise the Dead:** If The Death Witch commands a move that ends in a funerary site, she may draft a levy into her region.

# Linnow's Lodge (Plains)



# Master Huntress Linnow

Commander



5



5



2



2

**Archery:** When commanding an attack or defense against a pawn who didn't start the turn in the same region that this Commander's levy did, this Commander's lethality and fortitude receive bonuses of 2.



**The Lighthouse of Roath**

(Plains)

Sand



**Malovar Wickhand**

Commander



3



3



I



2

**Beaken:** When Malovar commands a move, he may spend 1 energy. If he does, his speed is doubled this turn, but he must end his move in a port.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

**Lord Colmir's Tomb**

(Caves)

Funerary site



**The Embalmed Lord Colmir**

Commander



7



5



6



I

**Treasure Stash:** If a move commanded by Lord Colmir ends in a cave region in which his levy is the only levy, he may spend 1 energy. If he does, his Prince gains 3 influence.

## The Lovelorn Crag

(Seas)



## Arkathos Portstormer

Commander



9



7



4



2

**Raid:** If Arkathos commands an attack in an enemy-controlled port during a turn he began in a seas region

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Lulling Hedge

(Plains)



## The Goblin of the Hedge

Commander



8



4



5



1

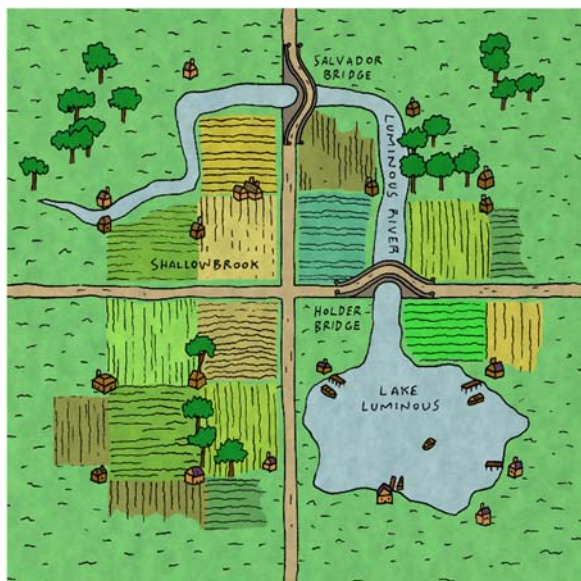
**Misdirection:** If The Goblin commands a successful defense, and if the attacker may move out of the region immediately after the attack, The Goblin may force it to do so (no pursuit attacks may be taken as a result of this forced move, unless 1 energy is spent per pursuit attack). The Goblin controls the move.



## Luminous River

(Plains)

Freshwater



No recruitable characters dwell here.

## The Lusterless Pools

(Caves)

Subterranean water, Freshwater



## The Banshee of the Depths

Commander



4



4



3

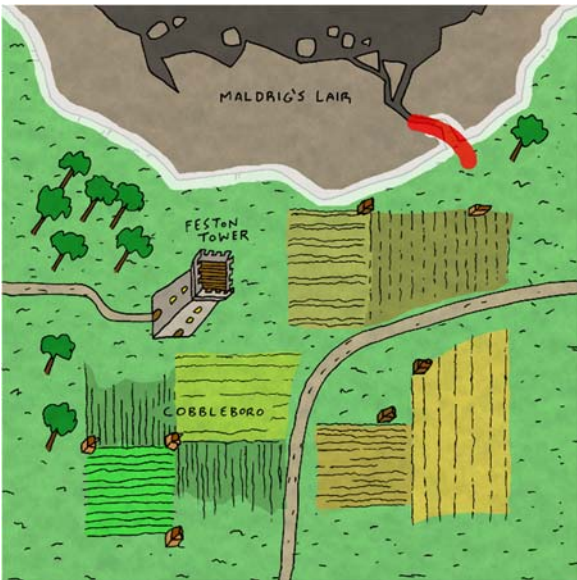


2

**Scream of Grief:** When the Banshee commands an attack in a cave, she may spend 1 energy. If she does, she may command an attack against as many pawns in the region as she wishes this turn. Each defending faction may command all their levies' defenses this turn with the same Commander (which they may select after learning that "Scream of Grief" will be used).

# M

## Maldrig's Lair (Caves)



## Maldrig

Commander



6



6



3



2

## Mallard Beach (Plains) Sand



## Mallard Beach

### Elder Mariner Varric

Commander



2



4



1



2

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.  
"There's something horrible up that staircase, lad. Nay, your royal tutors would have known nothing of what I speak. A young man such as yourself could not understand it, but mark my words, son. Do not enter that tower!"



**Marauder's Den**

(Caves)

Freshwater



**The Shadow Baron**

Commander



8



6



4



2

**Under Cover of Darkness:** When commanding a retreat, The Baron may spend 1 energy. If he does, his levy cannot be pursuit attacked this turn.  
**Thieves' Guild:** If The Baron commands a move that ends in a cave region, he may spend any number x of influence. His faction gains x energy.  
**Archery:** When commanding an attack or defense against a pawn who didn't start the turn in the same region that this Commander's levy did, this Commander's lethality and fortitude receive bonuses of 2.

**The Marbala Islands**

(Plains)



**Kalomonn The Savage**

Commander



4



5



2



2

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Mermaid Rock

(Seas)



No recruitable characters dwell here.

## The Miasma

(Seas)

Wetland



No recruitable characters dwell here.



The Misty Caverns

(Caves)



No recruitable characters dwell here.

Monbeckar Mine

(Caves)



Mine Baron Fronis

Commander



4



3



3



2

**Excavate:** If Fronis commands a move that ends in an uncontested cave region containing at least 3 levies of Fronis’s faction, he may spend 1 energy. If he does, his Prince gains 3 influence.

Monument of Havall  
(Plains)



O'Hara the Shunned

Commander



3



3



2



2

**Desecration:** If O'Hara commands a successful attack in a religious site, her faction gains 1 energy.

The Moocavan Islands  
(Plains)



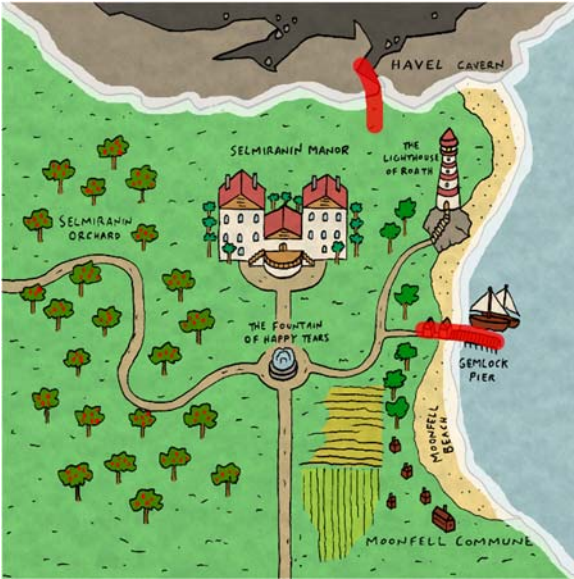
No recruitable characters dwell here.



## Moonfell Beach

(Plains)

Sand

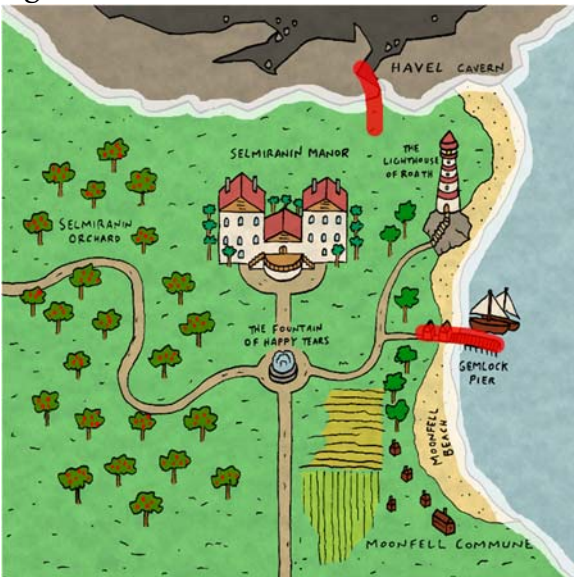


No recruitable characters dwell here.

## Moonfell Commune

(Plains)

Agricultural

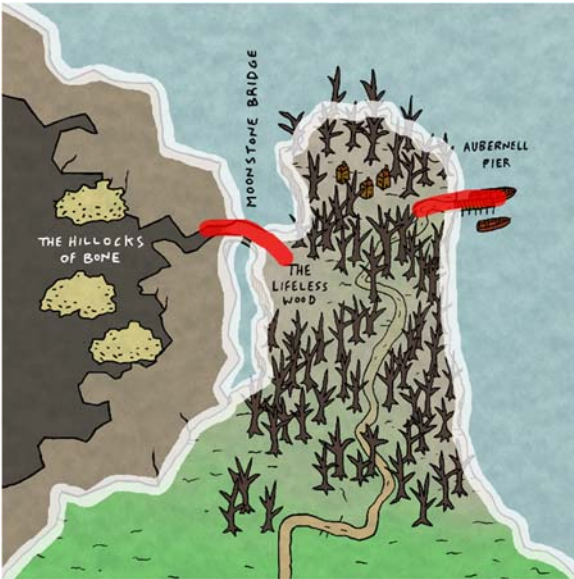


No recruitable characters dwell here.

## Moonstone Bridge

(Connector)

Connects the Hillocks of Bone to the  
Lifeless Wood



Since this is a connector location and therefore not in one specific region, no recruitable characters dwell here.

## Moth Lagoon

(Plains)

Sand



No recruitable characters dwell here.



**Mullhorn Beach**

(Plains)

Sand



**Gladdance the Mighty**

Commander



3



5



2



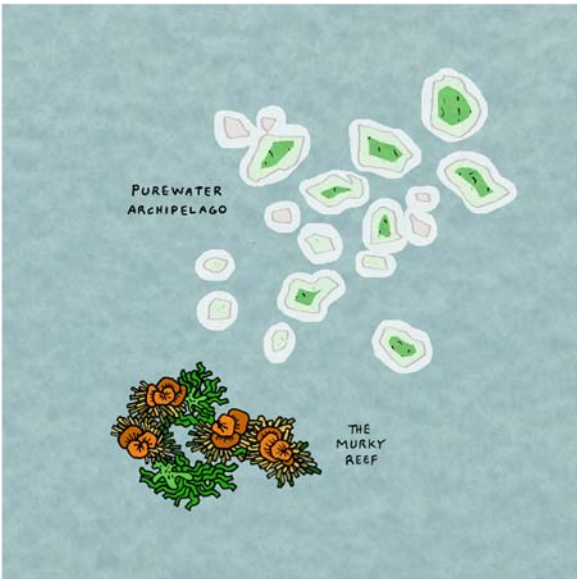
2

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

*A local legend, aye, but a legend nonetheless.*

**The Murky Reef**

(Seas)



**Captain Marimus of the Brackish**

Commander



7



6



5



3

**Keelhaul:** If Marimus commands a move out of a seas region, if there is one or more enemy pawns in that seas region, Marimus may spend x energy. If he does, he may command x attacks (each must be against a different pawn) on his way out of the region, before any pawn has a chance to make a pursuit attack against his pawn.

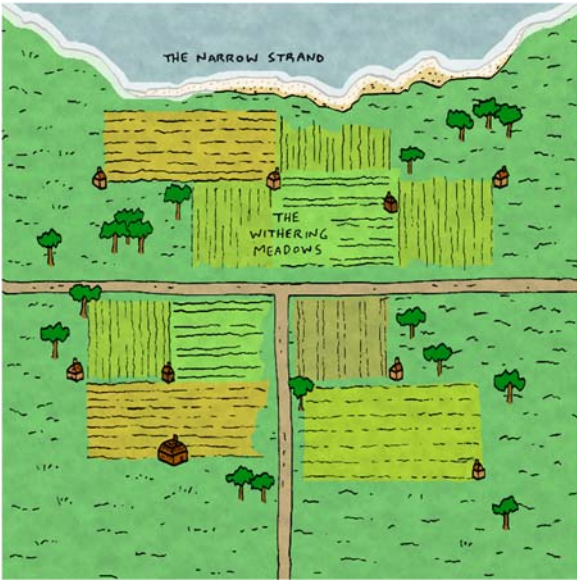
**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

# N

## The Narrow Strand

(Plains)

Sand



## The Crone of the Salt

Commander



3



I



2



I

**Saltwater Curse:** If The Crone commands an unsuccessful defense in a seas region, her attacker must lose 1 energy if they have any.

## The Nether Pools

(Caves)

Subterranean water



## The Nether Pools

## The Nether Wraith

Commander



7



5



5



3

**Incorporeal:** At the beginning of her turn, this Commander may spend 1 energy. If she does, then she may not attack or be pursuit attacked this turn.

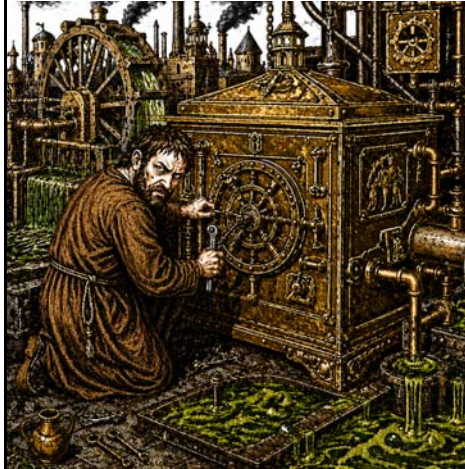


**Newboro**  
(Plains)  
Settlement



**The Vanguard of the Laborers**

Commander



5



3



3



2

**General Strike:** If The Vanguard ends his move in a city or settlement controlled by his faction, he may vanquish any number x of the levies of his faction from the region. His prince gains x influence if he is in a settlement, or 3x influence if he is in a city.

**Nightingale Bay**  
(Seas)



**Merchant Baron Corbaccio**

Commander



5



4



3



2

**The Open Market:** At the end of his turn, Corbaccio may spend 2 energy. If he does, his Prince gains 2 influence per city, 1 per settlement, and 1 per market controlled by his faction.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Nightingale Peninsula

(Plains)

Sand

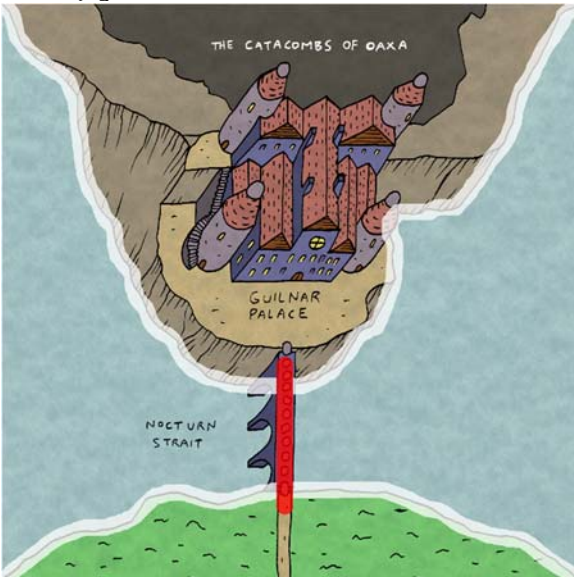


No recruitable characters dwell here.

## Nocturn Strait

(Seas)

The bridge connects Guilnar Palace to the nearby plains



No recruitable characters dwell here.



# O

## Oldmarket

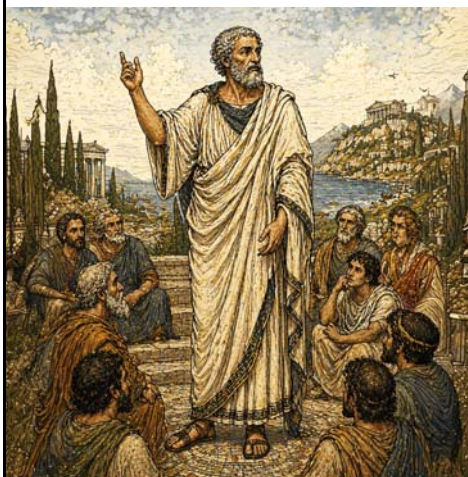
(Plains)

Market



## Theron the Sophist

Commander



3



2



1



2

**Rhetoric:** At the end of The Sophist's turn, if he did not command an attack this turn, and if he commanded a levy that is in an uncontested region, he may spend 1 energy. If he does, his Prince gains 1 influence per levy of his faction in the region.

*"A man who leads great commanders surely holds great influence, and yet you can be sure that he lost influence in order to lead such a commander. But then, wouldn't his influence be lesser the greater his commanders are? What an enigma."*

## Oysterborn Strand

(Plains)

Sand



## Captain Bartholomew

Commander



3



4



2



2

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

P

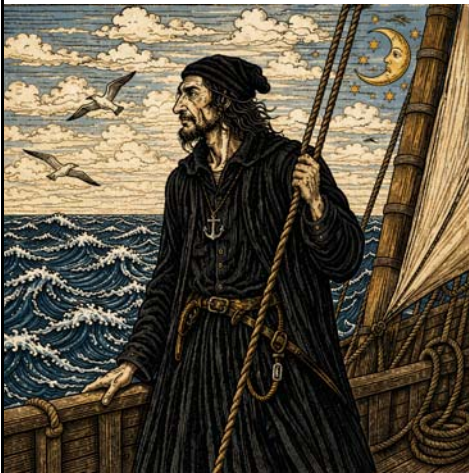
Palogo Island

(Plains)  
Sand



Fisherman Commodore Cornelius

Commander



4



4



2



2

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

**Fishermans' Guild:** If he commands a move that ends in an uncontested port, Cornelius may spend x energy (x may be any number equal to or lower than the number of ports controlled by his faction). His faction gains 2x influence.

*"Teach a man to fish, and ya've writ his death sentence... 'less he's in with tha guild."*

Palogo Jungle

(Plains)  
Woodland, Sand



No recruitable characters dwell here.



## Panumi Marsh

(Plains)

Wetland, Sand



## The Bard of the Reeds

Commander



4



3



2



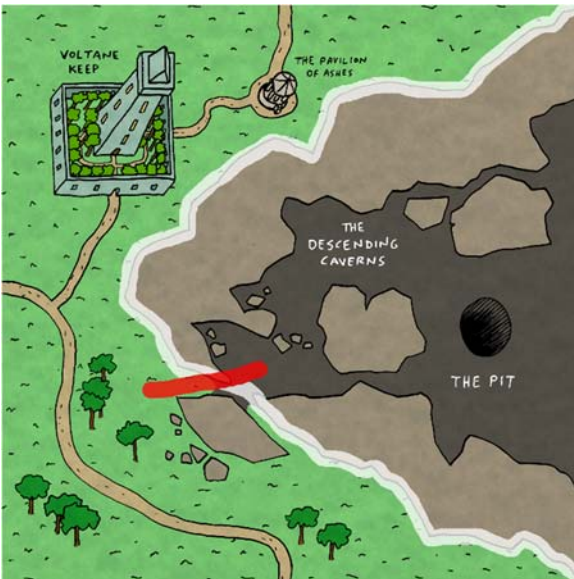
2

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

**The Burning Reed Stench:** When the Bard commands a defense after which the attacker may move, the Bard may spend 1 energy. If he does, the attacker must move during this turn after its attack, and must end its turn outside the region where the attack took place.

## The Pavilion of Ashes

(Plains)



## The Pavilion of Ashes

### Agatha of the Reverse Order

Commander



2



2



1



2

**Riddle:** If a pawn attempts to move out of a region controlled by Agatha's faction, Agatha may spend 2 energy to end their move immediately, preventing them from leaving the region during this move.

*"That was now, this is then."*

## The Pavilion of Lost Lovers

(Plains)



## The Lady of the Morning Dew

Commander



4



3



I



2

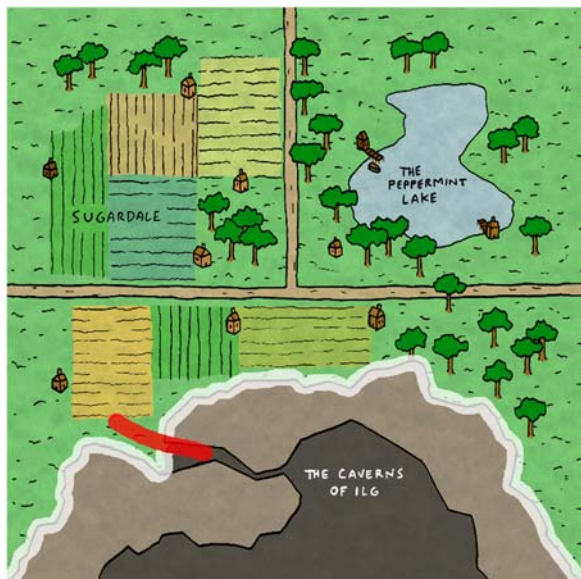
**Love Curse:** If The Lady commands a successful attack, then on the attacked faction's next turn, they must spend 1 energy per attack commanded against The Lady's faction.

**Archery:** When commanding an attack or defense against a pawn who didn't start the turn in the same region that this Commander's levy did, this Commander's lethality and fortitude receive bonuses of 2.

## The Peppermint Lake

(Plains)

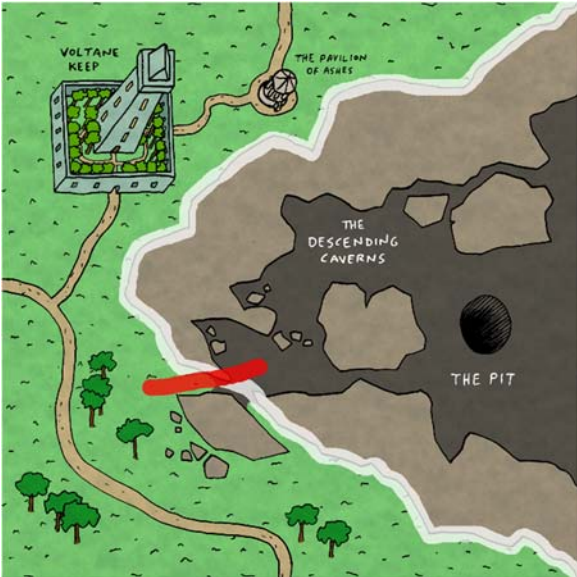
Freshwater



No recruitable characters dwell here.



# The Pit (Caves)



# She From Below

Commander



13



7



6



3

**Bargain:** Once per turn, at the end of her turn, She may choose another faction to bargain with. If she does, she must either give that faction 1 of her faction's energy, or give its Prince 1 of her Prince's influence. If she gave energy, the other faction's Prince must give her Prince 1 influence. If she gave influence, the other faction must give her faction 1 energy. This ability may only be used in such a way that both parties can afford the transaction.

# Primeval Springs (Plains)

Whitewater, Freshwater



# Gatekeeper Raugnor of Undervale

Commander



6



4



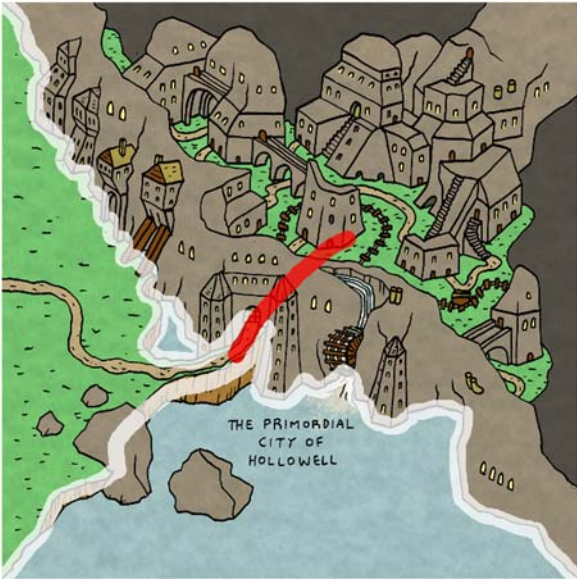
6



1

**Secret Passages:** When commanding a move, Raugnor may treat mountain rocks as if they have cave mouths and tunnels through them, allowing his levies to pass through.

**The Primordial City of Hollowell**  
(Caves)  
City, Fortified, Freshwater, Whitewater



**The Demigoddess Ipperose**

Commander



15



8



7

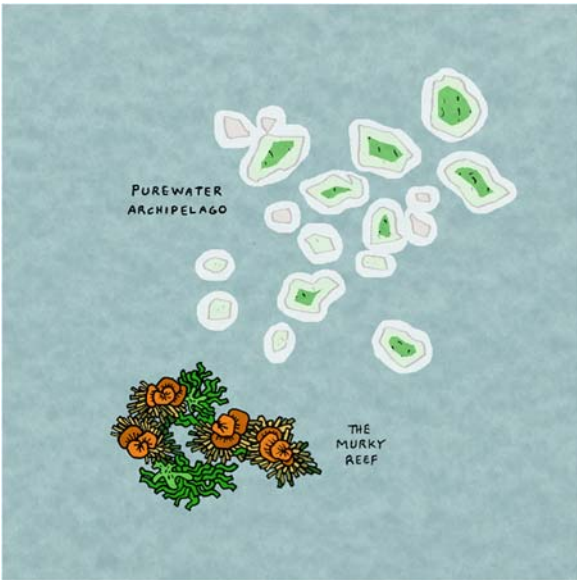


5

**Thunderbolt:** When Ipperose commands an attack, the target of the attack may be one region away instead of in the same region, unless either Ipperose or the target is in a cave.

**Archery:** When commanding an attack or defense against a pawn who didn't start the turn in the same region that this Commander's levy did, this Commander's lethality and fortitude receive bonuses of 2.

**Purewater Archipelago**  
(Plains)



**The Wight of Sunken Ahgrell**

Commander



5



5



4



2



## The Putrid Lake

(Caves)

Subterranean water



## The Cavern Witch

Commander



7



6



2



2

**Darkwater Portal:** When moving out of a subterranean water region, The Cavern Witch may move into any other whitewater region as if they border each other.

## The Pyramids of Ojalla

(Plains)

Fortified, Funerary site, Ruins



## Selanis the Heathen

Commander



4



4



2



2

**Human Sacrifice:** At the end of his turn, if he commanded a levy this turn, Selanis may slay the levy. If he does, his Prince gains 1 Influence, or 2 if the sacrifice took place at a funerary site, or 3 if it took place at a religious site.

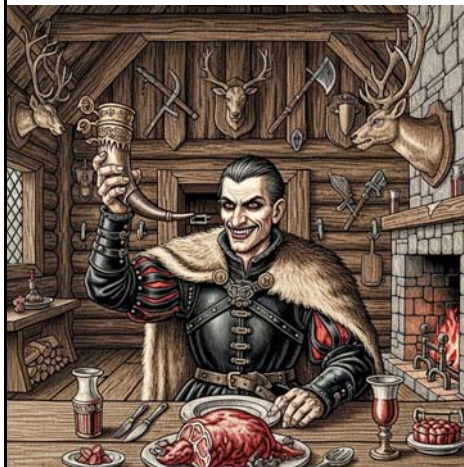
## Pyre Lodge

(Plains)



## Master Huntsman Grarios

Commander



7



6



1



2

**Big Game Trophy:** When Grarios commands a successful attack, he may spend 1 energy. If he does, his Prince gains x influence, where x is the prestige of the Commander at the top of the attacked faction's discard pile.

**Archery:** When commanding an attack or defense against a pawn who didn't start the turn in the same region that this Commander's levy did, this Commander's lethality and fortitude receive bonuses of 2.

Q

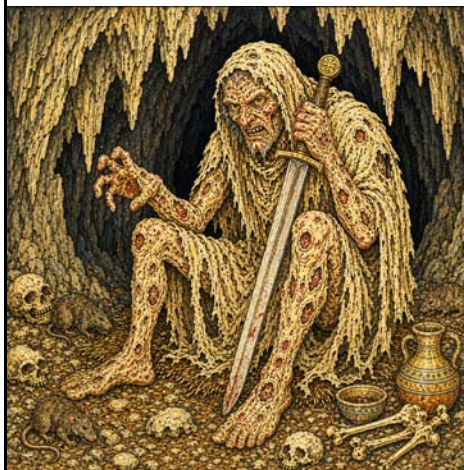
## Quiet Hollow

(Caves)



## The Cursed Leper Lord Farrogath

Commander



4



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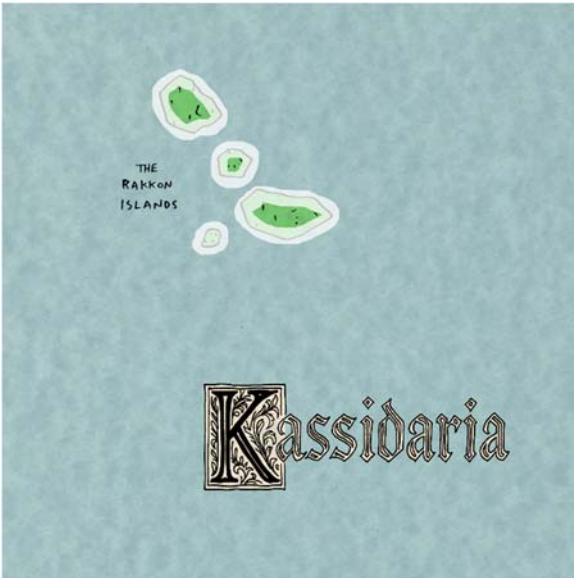
2



# R

## The Rakkon Islands

(Plains)



## King Drathul

Commander



7



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3

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

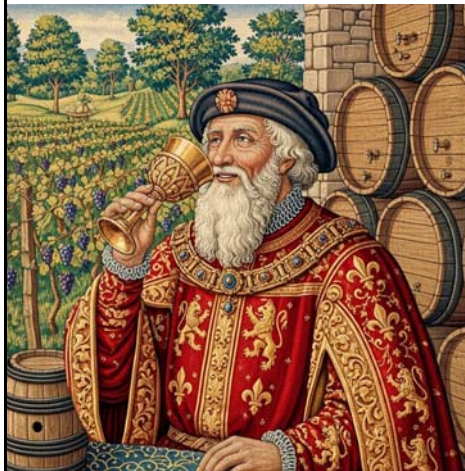
## The Ravenell Winery

(Plains)



## Magistrate Thane

Commander



5



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2

**Wine Trade:** If Magistrate Thane commands a move that ends in an uncontested city or settlement, he may spend any number  $x$  of influence, as long as  $x$  is not higher than the total number of cities and settlements controlled by his faction. His faction gains  $x$  energy.

## Rinegut Strand

(Plains)

Sand



## Captain Silas

Commander



3



4



2



2

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Rosegill Island

(Plains)

Sand



## Bongo the Seafaring Ape

Commander



5



4



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3

**Arboreal:** If a move commanded by Bongo ends in an uncontested woodland region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.



Rothburn Cemetery

(Plains)

Funerary site



The Hag of the Crypt

Commander



5



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2

**Tomb Abduction:** If a move commanded by The Hag ends at a funerary site, she may choose an enemy levy from anywhere on the map and summon it to her region (to command an attack this turn she must spend 1 energy).

The Ruins of Kani

(Plains)

Ruins



Gharuta the Ape Shamaness

Commander



7



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3

**Comunion with the Dead:** When her Prince recruits from a funerary site, Gharuta may spend 1 energy to allow the Prince to recruit from any funerary site on the map.

## The Ruins of Madrigad

(Plains)

Ruins



## Jarlus the Giant

Commander



8



7



I



3

**Trample:** Whenever he commands a move into a region in which a pawn there is castled, he may spend any number  $x$  of energy. If he does, he may uncastle up to  $x$  pawns in the region before they have the chance to uncastle to pursuit attack.

## The Ruins of Tamira

(Plains)

Ruins, Sand



## Silken Mane the Younger

Commander



9



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3

**Pride:** If a move commanded by Silken Mane ends in a region containing Silken Mane's Prince's retinue, Silken Mane may spend 1 energy. If he does, his Prince's Retinue is castled. A castled retinue may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.



**The Rum Market**

(Plains)  
City, Port



**Privateer Commodore Marloe**

Commander



6



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2



2

**Royal Charter:** When his Prince recruits from a port, Marloe may spend 1 energy to allow the Prince to recruit from any port on the map.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

**S**

**Salttooth Beach**

(Plains)  
Sand



**Captain Kade the Depraved**

Commander



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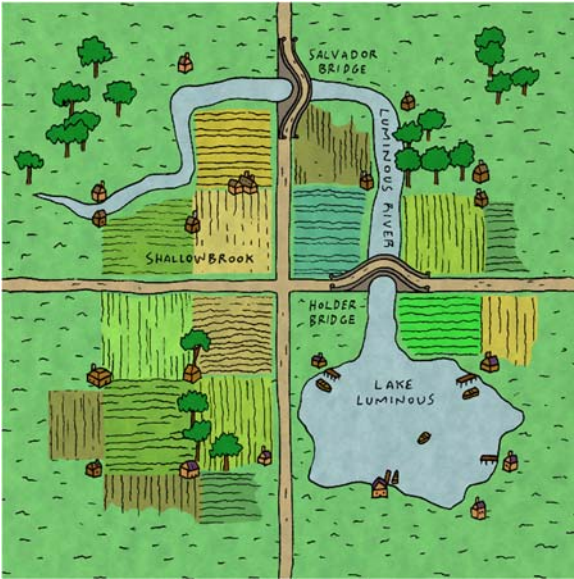
2

**The Plank:** If Kade commands a move that ends in a seas region in which all but 1 levy are in his faction, he may spend 1 energy. If he does, the levy in the region that is not in his faction is slain.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Salvador Bridge

(Plains)

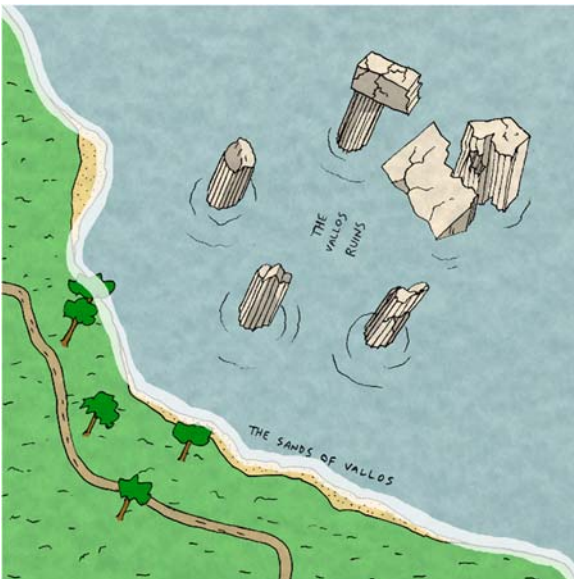


No recruitable characters dwell here.

## The Sands of Vallos

(Plains)

Sand

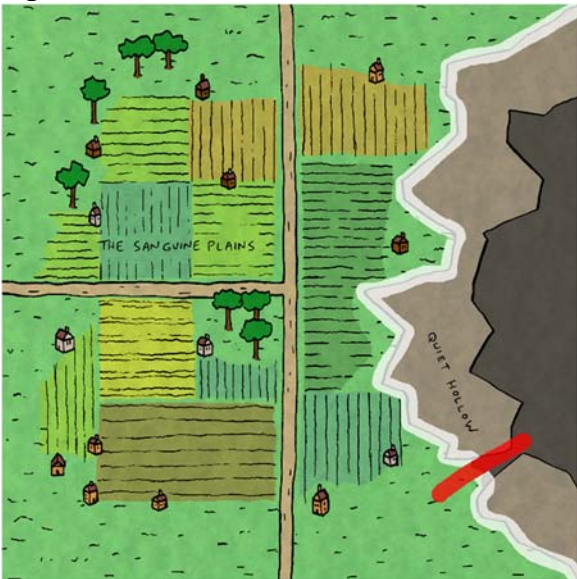


No recruitable characters dwell here.



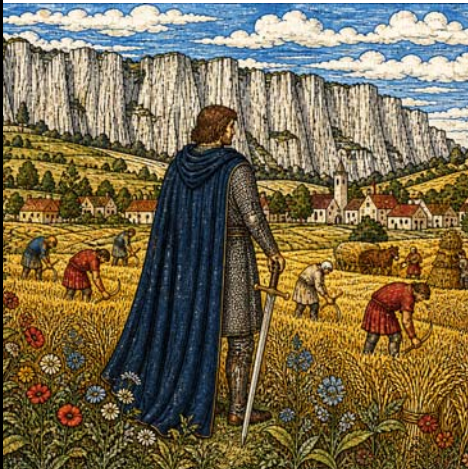
**The Sanguine Plains**

(Plains)  
Agricultural



**Sir Amon Greycliff**

Commander



5



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2

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

**Seldaria Falls**

(Seas)  
Freshwater, Whitewater



**The Witch of the Mist**

Commander



7



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2

**Whitewater Portal:** When moving out of a whitewater region, The Witch of the Mist may move into any other whitewater region as if they border each other.

Selmiranin Orchard

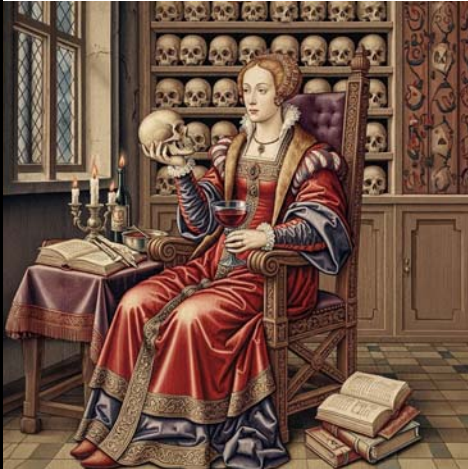


**Selmiranin Manor**  
(Plains)



**Lady Selmiranin the Fair**

Commander



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2

**Armistice Feast (and a Toast of Poisoned Wine):** When Lady Selmiranin commands a successful defense, the faction that attacked her must lose 1 energy if they have any.

**Selmiranin Orchard**  
(Plains)  
Agricultural



**The Banished Sister of the Orchard**

Commander



4



3



2



2

**Sanctity of the Harvest:** If The Sister commands a successful defense in a woodland region, she may spend 1 energy. If she does, the faction who attacked her must lose 3 energy (or all of their energy if they don't have 3).



## Shadow's Respite

(Plains)



## The Shadowborn Assassin

Commander



7



6



2



3

**Backstab:** When commanding a pursuit attack, the Assassin's lethality receives a bonus of 2.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Shakav Town

(Plains)

Settlement, Port, Sand



## Smuggler Baron Corvin

Commander



6



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2

**Black Market:** If a move commanded by Corvin ends in a port controlled by his faction, his Prince may gain 1 influence. If he does, he may also spend 1 energy to gain 1 additional influence per port his faction controls.

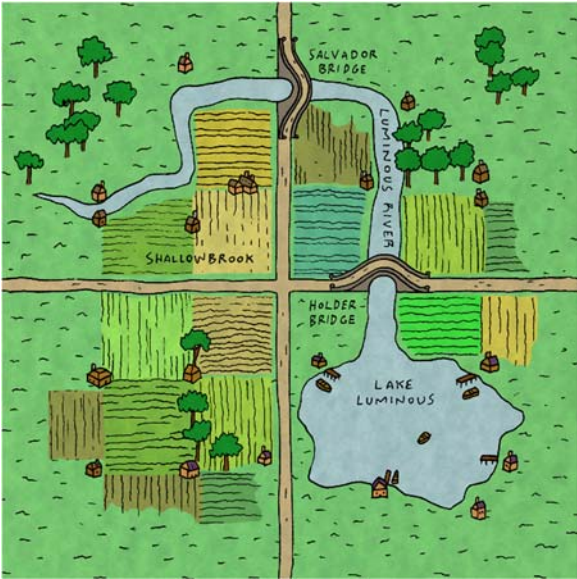
**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

*"Lookin' to make some coin, lad? How wide of a compartment you got?"*



**Shallowbrook**

(Plains)  
Agricultural



**Sir Osric**

Commander



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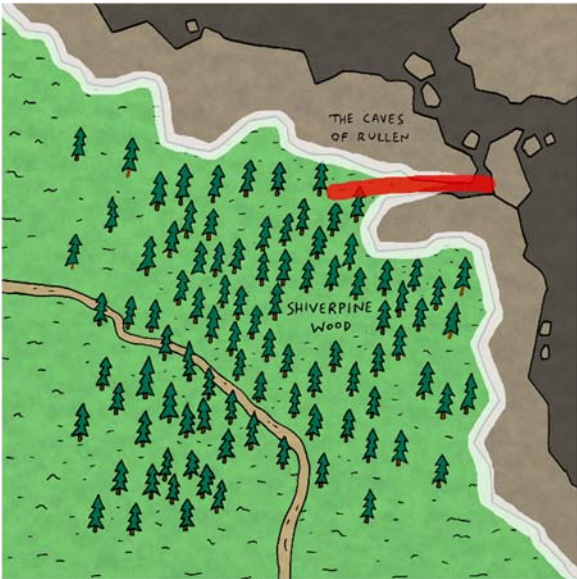


2

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

**Shiverpine Wood**

(Plains)  
Woodland



**The Shiverpine Footpad**

Commander



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**Ambush:** If a levy enters a woodland region controlled by The Footpad's faction when The Footpad is in his player's hand, he may spend 1 energy and be discarded to command an immediate pursuit attack against the moving levy. After the attack, if the levy still stands, it may continue its turn.



## Shrine of Krimun

(Plains)

Religions site



## Caldar of the Chaos

Commander



6



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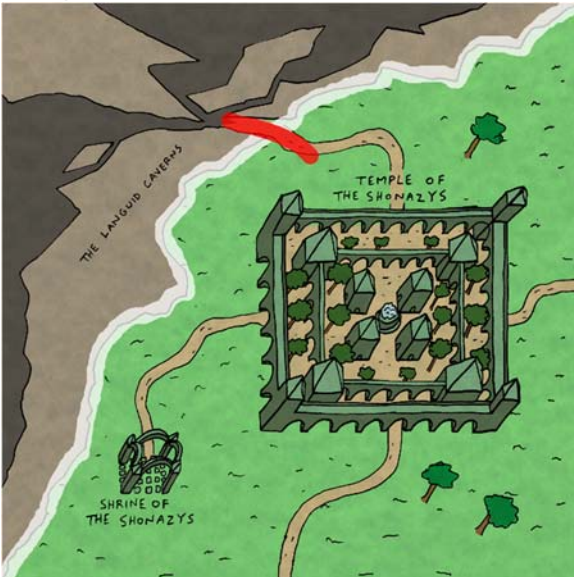
2

**Astral Projection:** When Caldar finishes commanding a levy, he may spend 1 energy to immediately command another levy.

## Shrine of the Shonazys

(Plains)

Religions site



## Paladin of the Pale Flame

Commander



7



5



6



2

**Smite:** If the Paladin commands a successful attack at a religious site, his Prince may gain 1 influence.

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

**Shrouded Hollow**  
(Caves)



**The Creeper of Shrouded Hollow**

Commander



4



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2

**Stalk:** If The Creeper commands a pursuit attack against a retreating pawn, the Creeper may choose for the levy under his command to move with the retreating pawn until the end of its move and then execute the pursuit attack, rather than interrupting the move to make the prusit attack.

**Shrumill's Bridge**  
(Connector)

Connects Agnus Bluff to the nearby plains with the road



Since this is a connector location and therefore not in one specific region, no recruitable cgaracters dwell here.



**The Silken Pass**  
(Caves)



**Lady Virelith of Undervale**

Commander



8



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**Secret Passages:** When commanding a move, The Gnome may treat mountain rocks as if they have cave mouths and tunnels through them, allowing his levies to pass through.

**Web:** When Virelith commands a successful defense, the attacking pawn is placed on its side. Next time it tries to move on its turn, instead of moving, it is placed upright but must not leave its region that turn.

**The Singing Mists**  
(Seas)



**Demigoddess Exile Hesla**

Commander



14



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6



6

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Site of the Star Awakening (Caves)



## The Outsider

Commander



6



4



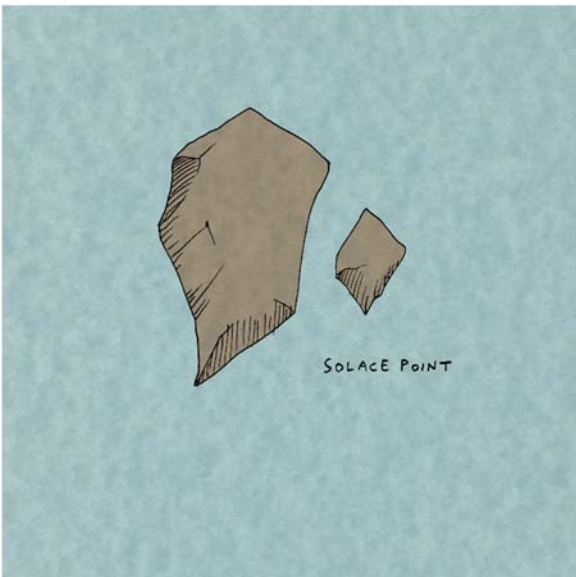
5



2

**Interdimensional Rift:** At the end of her turn, The Outsider may spend 1 energy. If she does, she may trade any Commander from her faction with a Commander of the same prestige in another faction. Each of the exchanged Commanders assumes the discard status of the other (in other words, if a player loses a Commander from his discard pile, the Commander he gains should go in his discard pile, but if he loses a Commander from his hand, the Commander he gains should go in his hand).

## Solace Point (Seas)



## The Earth Pilgrim

Commander



3



3



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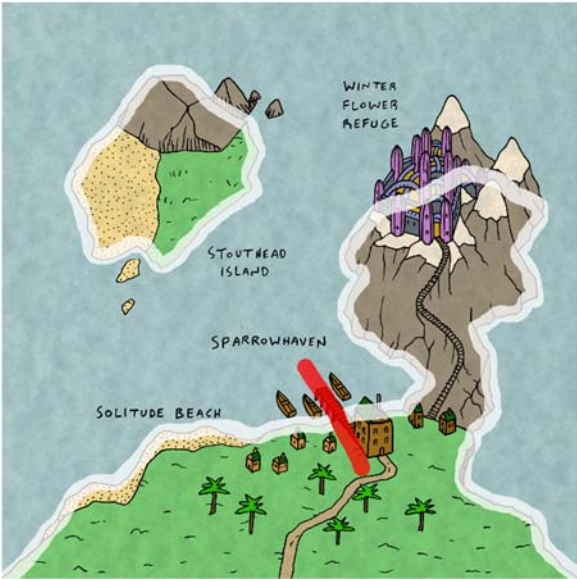
**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.



Solitude Beach

(Plains)

Sand



No recruitable characters dwell here.

Somastad

(Plains)

Settlement



Sir Rykton

Commander



5



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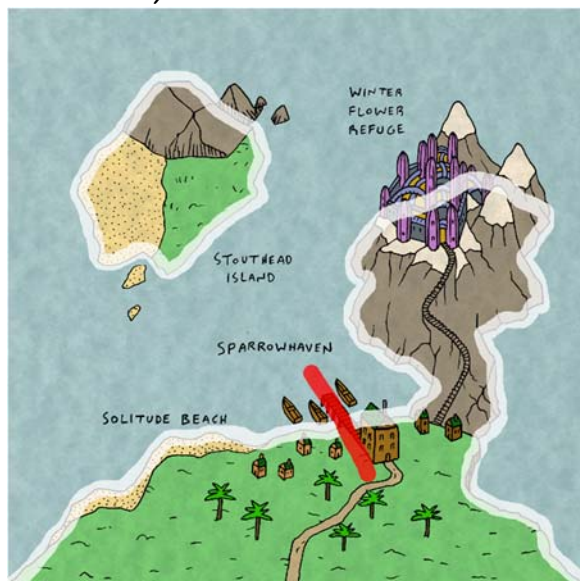
**Profane Soma:** When Rykton commands a successful attack, his Prince may lose 1 influence and gain 1 energy.

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

## Sparrowhaven

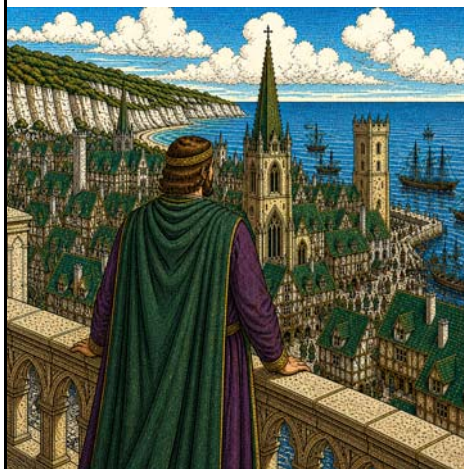
(Plains)

Settlement, Port



## Lord Grimshroud

Commander



3



3



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2

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

## The Spiral Circus

(Plains)



## The Harlequin of the Spiral Eye

Commander



3



4



2



2

**Masquerade:** At the end of The Harlequin's turn, he may spend 1 energy. If he does, then every player must immediately pass a Commander from his or her faction to the player to his or her right. Those Commanders are now part of the factions of their new players.



**Stagg Marsh**

(Plains)

Wetland



**Maevrik the Feral**

Commander



6



6



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**Autarchy:** Once per Harvest, if Maevrik's faction has one or more pawns in a region but is tied with another faction for most pawns in the region and therefore does not control the region, Maevrik may spend 1 energy for his faction to be considered the controller of the region for the purposes of this Harvest.

**Starlight Falls**

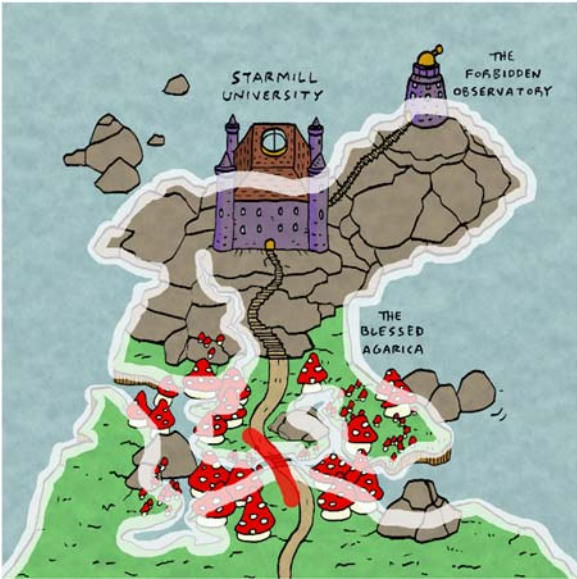
(Seas)

Freshwater, Whitewater



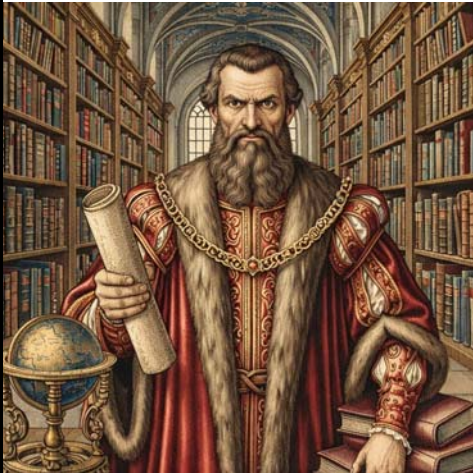
No recruitable characters dwell here.

**Starmill University**  
(Plains)



**Headmaster Scholar Boaz**

Commander



4



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2

**Research:** At the beginning of his turn, Boaz may spend 1 energy and choose not to command this turn. If he does, his Prince gains 3 influence.

**Statue of Cleorora**  
(Caves)



**The Doomed Acolyte Jylas**

Commander



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2

**Martyrdom:** If The Acolyte commands a successful attack, he may slay his own levy in addition to the attacked levy. If he does, he spends x energy (he chooses the number x) and slays x additional levies of his choice in the region.



**Statues of the Foul Ones**  
(Plains)



**High Priestess of the Foul Cult**

Commander



6



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2

**Retribution:** Whenever the High Priestess commands a successful pursuit attack, her faction gains 1 energy.

**Stilton’s Pumpkin Patch**  
(Plains)



**Stilton the Puritan**

Commander



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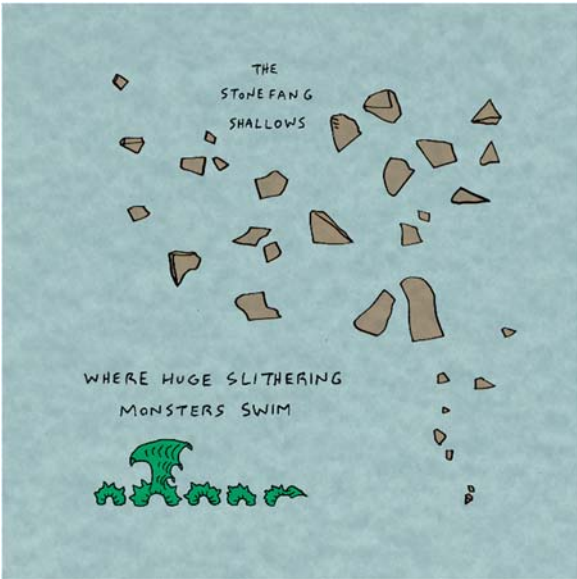
**Inquisition:** When Stilton commands an attack at a religious site, his lethality receives a bonus of 2.

Stingray Inlet  
(Seas)



No recruitable characters dwell here.

The Stonefang Shallows  
(Seas)



The Hero Lysitheon

Commander



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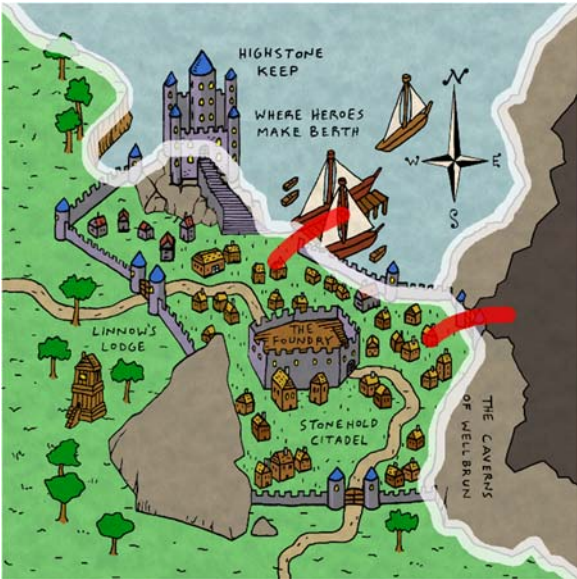
**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.



**Stonehold Citadel - Where Heroes Make Berth**

(Plains)

City, Port, Fortified



**Legionnaire Commander Brigley**

Commander



7



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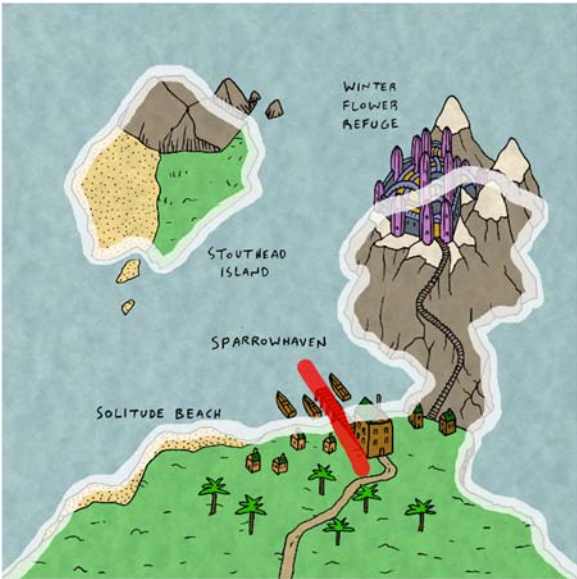
2

**March:** When Brigley commands a move, all levies in his faction in his region at the beginning of his move may move with his levy for this turn.

**Stouthead Island**

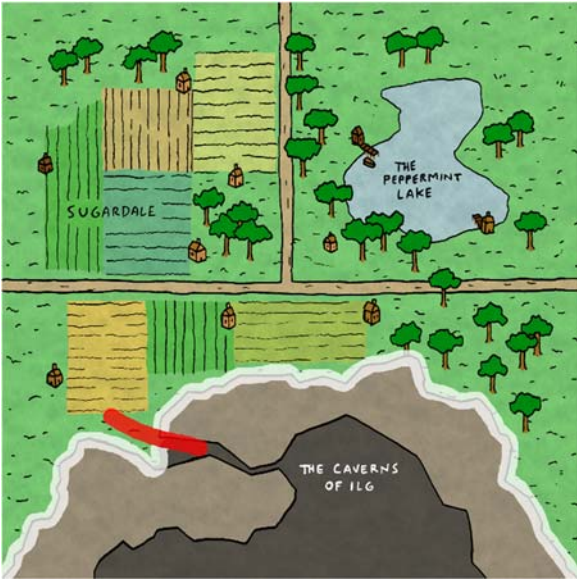
(Plains)

Sand



No recruitable characters dwell here.

**Sugardale**  
(Plains)  
Agricultural



**Sir Tomas Hayward**

Commander



4



4



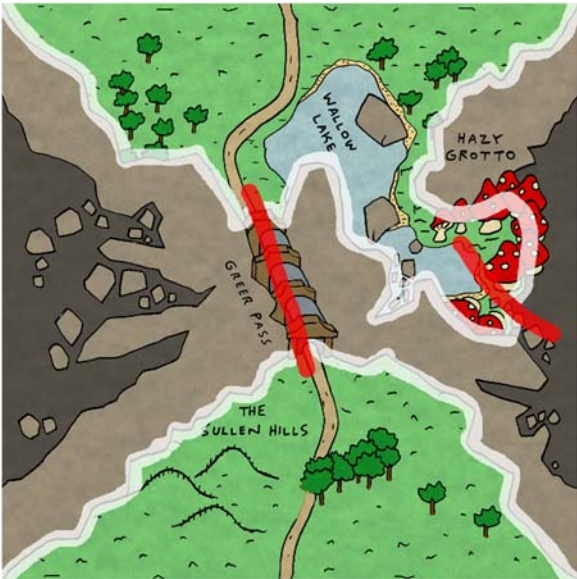
3



2

**Garrison:** If a move commanded by this Commander ends in an uncontested fortified region, he may "castle" his levy (place an influence token under the levy to indicate "castled"). A castled levy may uncastle and make an immediate pursuit attack if a pawn enters its region. It must uncastle if it moves or is slain.

**The Sullen Hills**  
(Plains)



**Enginemaster Thalgrin**

Commander



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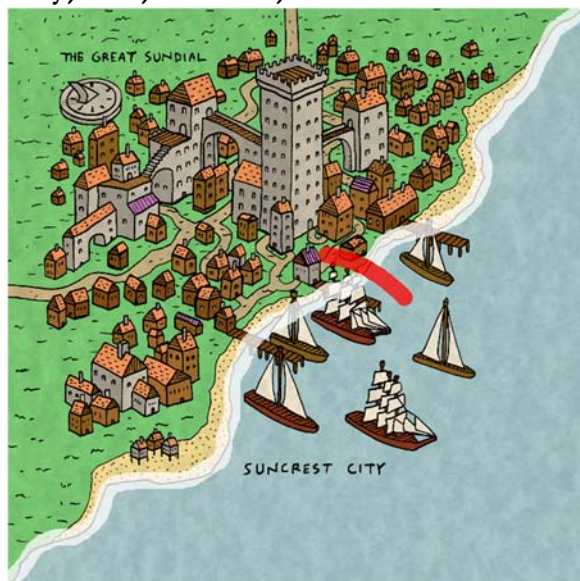
**Siege Engine:** If a levy under Thalgrin's command is pursuit attacked by a pawn who uncasles to make the attack, and if the attack fails, the pursuit attacker's faction loses 1 energy if it has any.



## Suncrest City

(Plains)

City, Port, Fortified, Sand



## Admiral Falgraw

Commander



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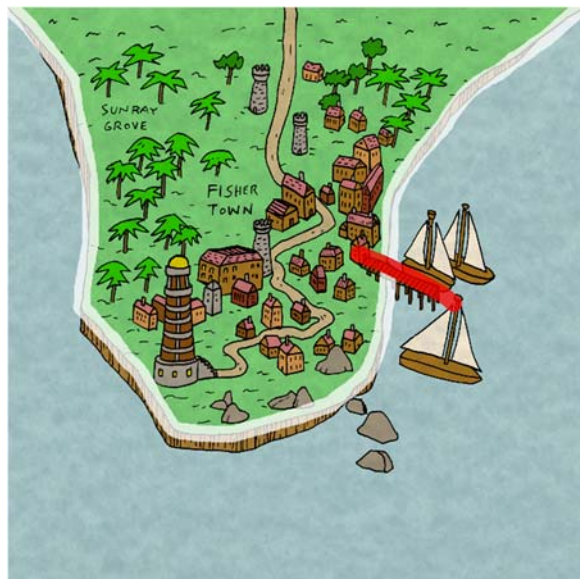
**Blockade:** If a levy attempts to enter a port controlled by Falgraw's faction, he may spend 1 energy to end its move immediately before it enters the region (no retainues may be in the region).

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Sunray Grove

(Plains)

Woodland



## Hymmelek the Brigand King

Commander



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**Shakedown:** After commanding a successful pursuit attack, Hymmelek may take 1 influence from the Prince of the pawn he vanquished.

**Sylvan's Peninsula**

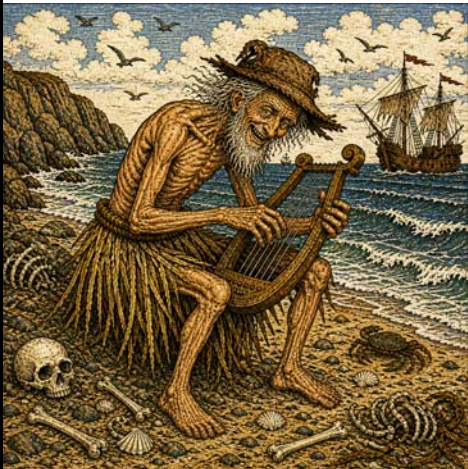
(Plains)

Sand



**Leif the Sea Bard**

Commander



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2



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2

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

**T**

**Tabernel Bridge**

(Connector)

Connects the two adjacent plains



Since this is a connector location and therefore not in one specific region, no recruitable characters dwell here.



**The Tamiran Sands**

(Plains)

Sand



**The Highland Wanderer**

Commander



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**Tarnessal Island**

(Plains)

Sand



**Long Tusk the Elder**

Commander



8



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## Tarog Shrine

(Plains)

Religious site



## The Ascetic of the Falls

Commander



6



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2

**Meditation:** The Ascetic may spend 1 energy at the beginning of his turn or at the beginning of commanding a defense to increase his lethality and fortitude by 3 each this turn. At the beginning of his turn, The Ascetic may choose not to command, in which case his faction gains 1 energy.

## Tearshatter Shrine

(Caves)

Religious site



## The Bishop Exile of Undervale

Commander



5



3



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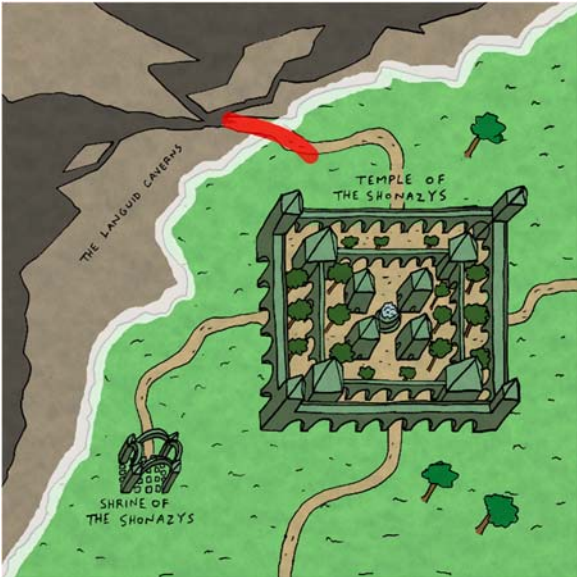
2

**Blessing:** If a move commanded by The Bishop ends at a religious site that is controlled by his faction, his Prince may gain 1 influence.

**Secret Passages:** When commanding a move, The Gnome may treat mountain rocks as if they have cave mouths and tunnels through them, allowing his levies to pass through.



**Temple of the Shonazys**  
(Plains)  
Religious site, Fortified



Temple of the Shonazys  
**Madam Sylith the Pendulous**

Commander



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**Twist of Fate:** When a dice roll is made by Madam Sylith's faction, immediately after the roll, her faction may spend 1 energy and vanquish any 1 of its own levies to reroll the dice.

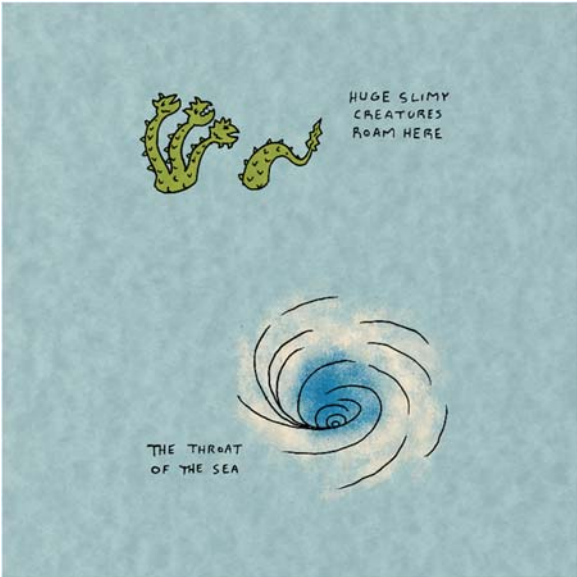
**The Tepid Inlet**  
(Seas)  
Sand



No recruitable characters dwell here.

# The Throat of the Sea

(Seas)



# The Nāga

Commander



10



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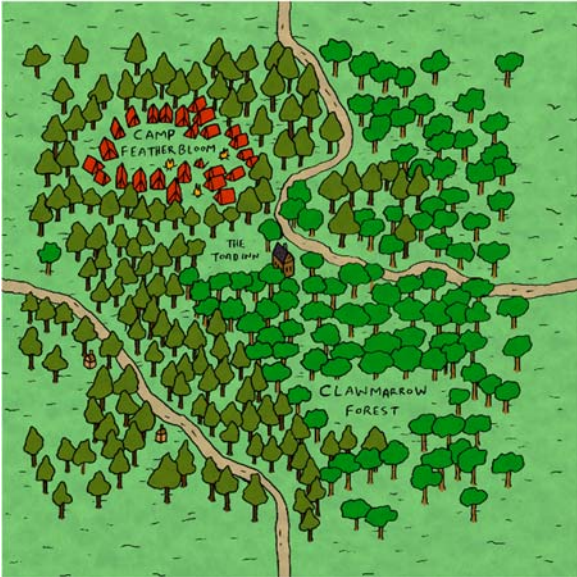
**Whirlpool:** If The Nāga commands a move that ends in a seas region, she may spend any number x of energy. If she does, all pawns that are x seas regions away or fewer (without any plains or caves regions blocking the path, are moved to the Nāga’s region (pawns are immune to pursuit attacks while being moved by ”Whirlpool”).

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

# The Toad Inn

(Plains)

Inn



# Selwyn of the Golden Vine

Commander



6



4



3



2

**Track:** If Selwyn commands a move that begins in an uncontested region, he may choose to receive a speed bonus of 1 under the condition that his move ends in a region containing an enemy pawn.

**Archery:** When commanding an attack or defense against a pawn who didn’t start the turn in the same region that this Commander’s levy did, this Commander’s lethality and fortitude receive bonuses of 2.



## The Tree of Past and Present (Plains)



## The Ancestor

Commander



4



3



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**The Cycle of Death and Rebirth:** When The Ancestor commands an unsuccessful defense, he may spend 1 energy. If he does, the defeated levy is placed in its faction's starting location instead of being slain.

## Trueblood Bridge

(Connector)

Connects Kerkar Village to Nightingale Peninsula



Since this is a connector location and therefore not in one specific region, no recruitable characters dwell here.

The Tunnels of Ryla

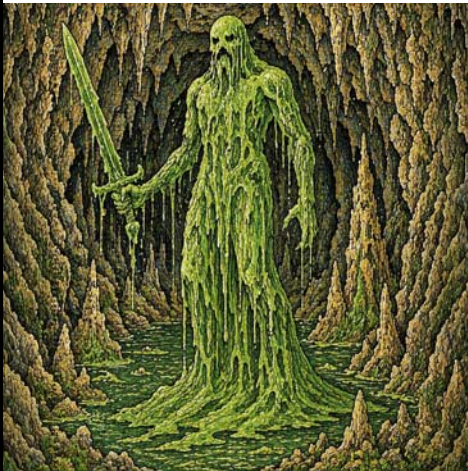
(Caves)

Subterranean water



Drellman's Proprietary Ooz

Commander



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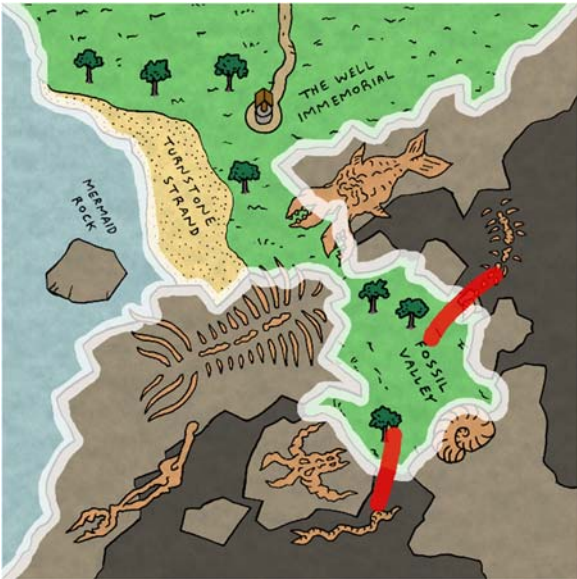
I

**Sticky Current:** When the Ooz begins commanding a move, it may spend 1 energy and choose any number of other levies in the same region. All the chosen levies move with the Ooz for the rest of the turn. (Those levies are not subject to pursuit attacks from each other since they are all moving together.)

Turnstone Strand

(Plains)

Sand



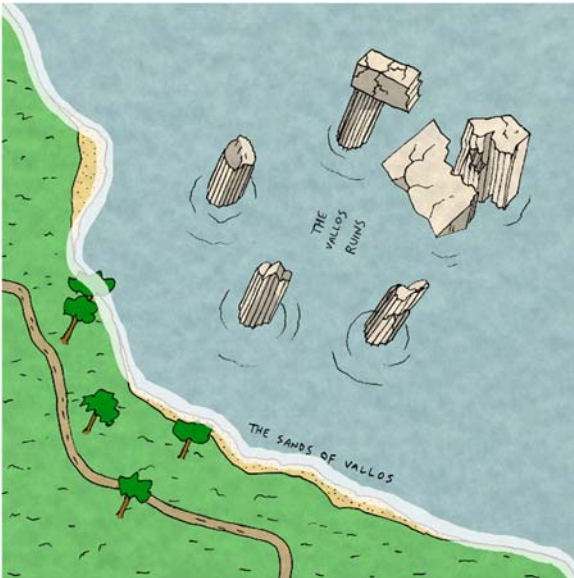
No recruitable characters dwell here.



# V

## The Vallos Ruins

(Seas)  
Ruins



## Daughter of the Medusa

Commander



10



6



5



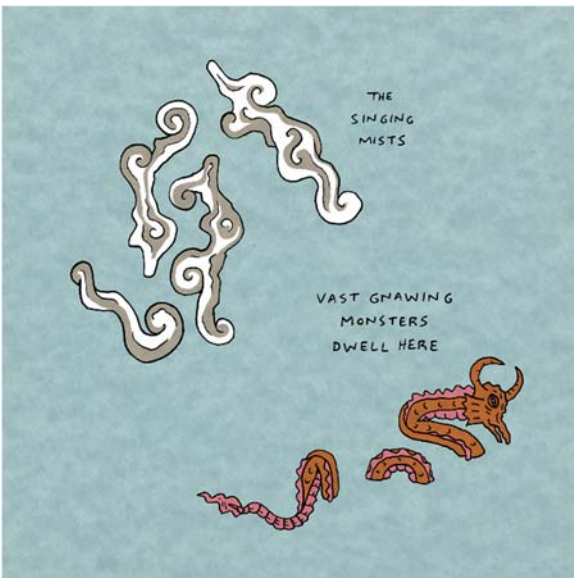
3

**Turn to Stone:** If a pawn made an attack against which the Daughter of the Medusa commanded the defense this turn, that levy may not move out of the region this turn unless they spend 1 energy.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

## Vast Gnawing Monsters Dwell Here

(Seas)



## Thalimenes Windtamer

Commander



8



6



5



2

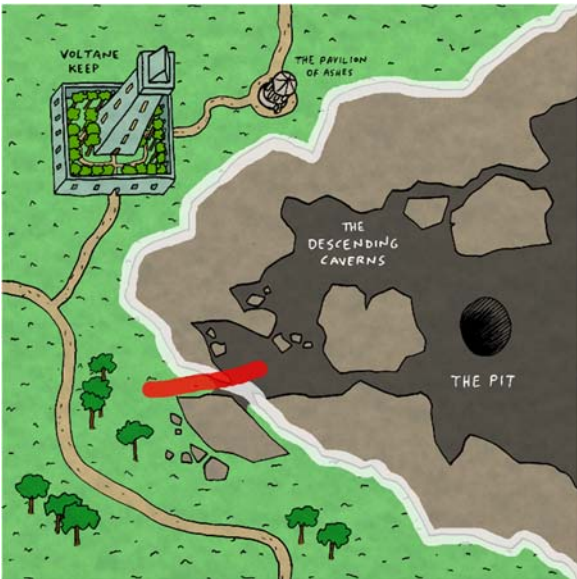
**Dragon Tooth Saber:** After rolling the dice when commanding an attack, Thalimenes may spend 1 energy to reroll (he may do this as many times as he wants).

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

**Voltane Keep**

(Plains)

Fortified



**The Baron of Emerald Court**

Commander



7



5



5



2

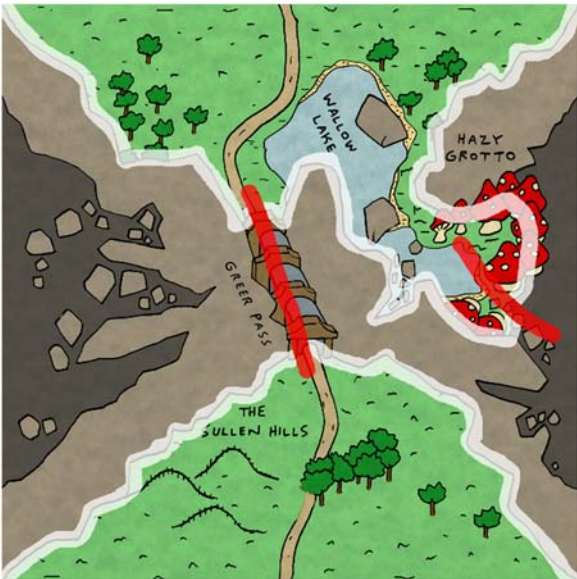
**Siege:** If The Baron commands an attack in a fortified region, if the region is controlled by the faction that is being attacked, The Baron receives a lethality bonus of 1 per levy (other than the one under his command) in the region.

**W**

**Wallow Lake**

(Plains)

Freshwater



**Larnus Frogtamer**

Commander



1



2



1

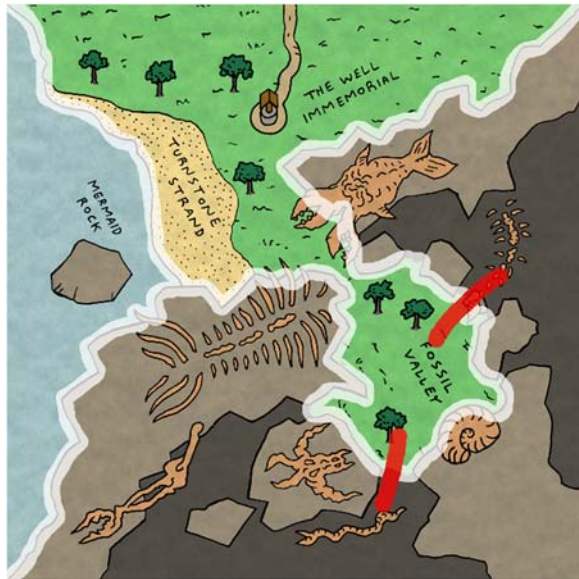


2



## The Well Immemorial

(Plains)



## The Child of the Well

Commander



6



7



I



I

## Where Huge Slithering Monsters Swim

(Seas)



## The First Mate of the Slitherer

Commander



II



5



5

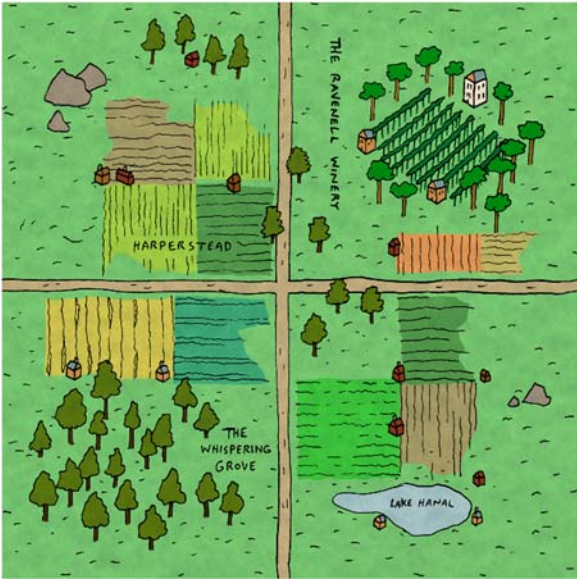


4

**Venom Strike:** If The First Mate of the Slitherer commands an attack after commanding a move earlier that turn, her lethality receives a bonus of 2. If the attack succeeds, the defending faction loses 1 energy if they have any.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.

The Whispering Grove  
(Plains)  
Woodland



**The Grove Witch**

Commander



7



6



2



2

**Woodland Portal:** When moving out of a woodland region, The Grove Witch may move into any other woodland as if they border each other.

Willowsong Grove  
(Plains)  
Woodland



No recruitable characters dwell here.



**The Window that Judges**

(Plains)

Sand



**The Eye**

Commander



5



4



I



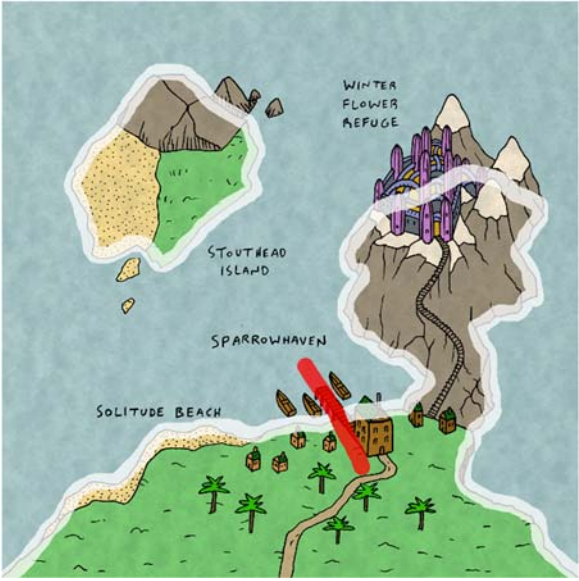
I

**Foresight:** Up to once per turn on The Eye's faction's turn, immediately after any dice roll, its faction may spend 1 energy to reroll the dice. If The Eye's player has The Eye in his or her hand, he or she may discard it on any other turn to reroll any of his or her dice rolls.

**Winter Flower Refuge**

(Plains)

Fortified



**The Winter Baron**

Commander



8



6



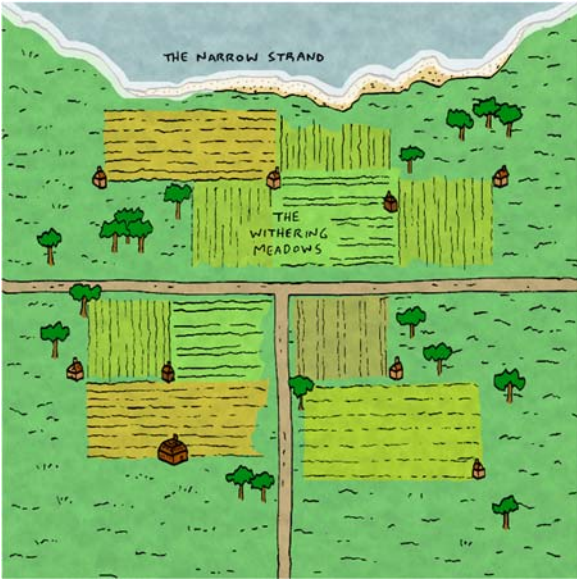
6



2

**Frost Blade:** If The Baron commands a successful attack, and if the defense was commanded, The Baron may cause the defending faction to lose 1 energy.

**The Withering Meadows**  
(Plains)  
Agricultural



**The Meadow Sorceress**

Commander



7



5



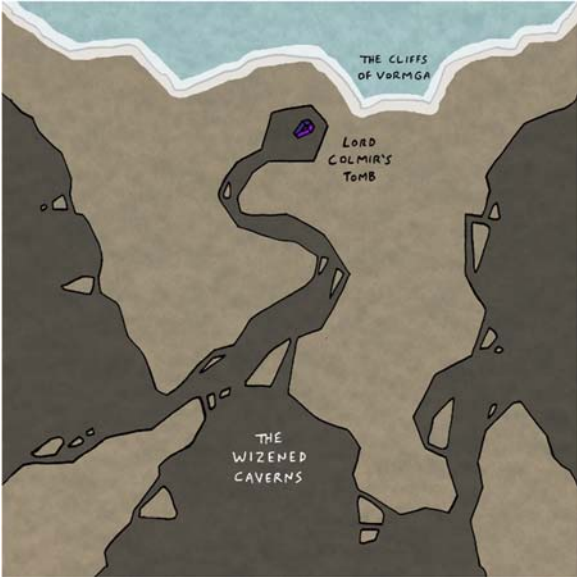
3



2

**Field Summon:** If a move commanded by The Meadow Sorceress ends in an agricultural region, she may choose a levy of her faction from anywhere on the map and summon it to her region.

**The Wizened Caverns**  
(Caves)



**The Earth Sorceress**

Commander



7



5



3



2

**Shadow Summon:** If a move commanded by The Earth Sorceress ends in a subterranean water region, she may choose a levy of her faction from anywhere on the map and summon it to her region.



Wroughtfell Bay

(Seas)

Sand



The Corsair of the Wreckage

Commander



6



5



2



2

**Ransack:** If The Corsair moves into a fortified region that is controlled by another faction and then commands a successful attack in that region, his Prince may take 1 influence from the Prince of the defeated pawn.

**Seafaring:** Pawns commanded by this character may move between seas and land at any coastal plains or cave mouths, not just ports.