The King has called his champions to slay the denizens of the dark and bring peace to the realm. These Heroes will battle throngs of Orcs, Demons, Undead, and dreaded Dragons, and will forever be known as the DEFENDERS OF THE REALM.

Defenders of the Realm is a cooperative fantasy board game in which 1-4 players take a role as one of the King’s Champions. You make use of strategy, special abilities, cooperation, card play and a little luck in Defenders of the Realm for a unique experience every adventure. But be forewarned! As each Enemy General is struck down in battle, the remaining dark forces only grow more difficult to vanquish and their march to Monarch City gets faster with each Hero victory!

Components

1 Gameboard
8 Unique Character Placards
8 Unique Hero Miniatures
4 General Character Placards
100 Minions Miniatures
1 War Status Board
56 Darkness Spreads Cards
96 Hero Cards
24 Quest Cards
21 Quest Cards
12 Tainted Crystals
5 Magic Gate Tokens
12 Dice (Black, Blue, Green, and Red)
7 Status Tokens
42 Life Tokens
Rulebook, with a story from the Realm
Once again, Darkness has spread across the Realm. The Dark Lord has rallied his forces to overrun the walls of Monarch City. Four dreaded Dragon Generals have emerged from the far corners of the land and legions of foul dark-spawn sweep the horizon, leaving only flames and terror in their wake.

Defenders of the Realm: The Dragon Expansion (2nd Edition) provides the means to ramp up, ease up, expand and customize your Defenders of the Realm gaming experience in a variety of ways. The three Dragon Generals (Onyx, Hemlock, and Brimestone) join Sapphire, the original blue Dragon from the base game, in a struggle that will severely test the mettle of the Heroes of the Realm.

Components

- 3 Dragon General Miniatures
- 4 New Dragon General Placards
- 4 New Minion Placards
- 4 Wound Tracker Tokens – 1 for each General
- 3 Agent of the Dark Lord Placards
- 10 Fire Tokens
- 6 Troll Renegade Tokens
- 4 Royal Blessing Tokens
- 1 Royal Blessing Placard
- 21 Quest Cards
- 10 Global Effects Cards
- 6 New Special Cards
- New Darkness Spreads Deck
- New Hero Cards Deck
- King’s Champion Scoring Tokens
- 7 King’s Champion Reward Cards
- Rulebook, with a story from the Realm
Defenders Battlefields is a competitive fantasy battle game for 2 to 4 players. In the game, one side takes the role of the Dark Lord’s invading army and minions while the other side represents the heroes and forces defending the Realm. The battles are fast and furious as players place minions and heroes onto the battlefields and attack their opponents using a variety of abilities and special skills. The winner is the first side that is victorious on the agreed-upon number of battlefields.

Players: 2 or 4
Time: 15 - 45 minutes
Ages: 13 and up

Components

- 52 Hero Cards
- 52 Minion Cards
- 8 General Cards
- 14 Large Battlefield Boards
- 20 Black Tokens
- 20 Blue Tokens
- 2 Special Battlefield Dice
- 1 Rulebook

39.99 (MSRP)
### HERO PACKS

<table>
<thead>
<tr>
<th>Hero Pack #1</th>
<th>$39.99</th>
<th>$24.99</th>
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<tr>
<td><strong>(Painted)</strong></td>
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<tr>
<td><strong>(Unpainted)</strong></td>
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<tr>
<td>Includes miniatures and placards for the Captain of the Guard, Chaos Wizard, Assassin, Adventurer, and Paladin along with 8 new Global Effects cards to add to the Darkness Spreads deck.</td>
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<tr>
<th>Hero Pack #2</th>
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<td><strong>(Unpainted)</strong></td>
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<tr>
<td>Includes miniatures and placards for the Druid, Monk, Elf Lord, and Healer, along with 10 new Global Effects cards to add to the Darkness Spreads deck.</td>
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<th>Hero Pack #3</th>
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<td><strong>(Unpainted)</strong></td>
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<tr>
<td>Includes miniatures and placards for the Thief, Feline, Seeker, and Shaman along with 10 new Global Effects cards to add to the Darkness Spreads deck.</td>
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<th>Hero Pack #4</th>
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<td><strong>(Unpainted)</strong></td>
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<tr>
<td>Includes miniatures and placards for the Dragon Hunter and Dragon Rider.</td>
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<tr>
<th>Hero Pack #5</th>
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<tr>
<td><strong>(Unpainted)</strong></td>
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<tr>
<td>Includes miniatures and placards for the Bard, Centaur, and Mariner.</td>
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<tr>
<td>HEROES</td>
<td>ADVENTURER</td>
<td>ASSASSIN</td>
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<tr>
<td><img src="hero1.jpg" alt="HERO PACK #1" /></td>
<td>No quest left uncompleted, no chest left unopened, no dungeon left unexplored! The Adventurer has 4 skills: Friends in Low Places, Dungeon Delver, Minor Quest, and Magic Pouch. Includes miniature only.</td>
<td><img src="hero2.jpg" alt="HERO PACK #1" /></td>
</tr>
<tr>
<td>$6.99 (Painted)</td>
<td><img src="hero5.jpg" alt="HERO PACK #1" /></td>
<td><strong>ASSASSIN</strong></td>
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<td><img src="hero7.jpg" alt="HERO PACK #5" /></td>
<td><strong>BARBARIAN</strong></td>
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<td><img src="hero10.jpg" alt="HERO PACK #5" /></td>
<td><strong>BARD</strong></td>
<td><img src="hero11.jpg" alt="HERO PACK #5" /></td>
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</table>
HEROES

**CLERIC**
A religious leader, the Cleric works to eradicate the demons summoned by the Dark Lord. The Cleric has 3 skills: Blessed Attack, Turn Undead, and Sanctify Land. Includes miniature only (placard comes in the base game).

$6.99 (Painted)

**DRUID**
The Druid comes from the peaceful race of magical beings, but dark times have called him into battle. The Druid has 3 skills: Heal Land, Woodland Magic, and One with the Earth. Includes miniature only.

$6.99 (Painted)

**DRAGON HUNTER**
The Dragon Hunter adds a new Hero to the game with 3 new skills: Scent of Dragon, Dragon Bounty & Dragon Fury. This expansion is particularly suited to the DOTR: Dragon Expansion.

**DRAGON RIDER**
The Dragon Rider adds a new Hero to the game with 3 new skills: Dragon Link, Dragon Flight & Dragon Knowledge. This expansion is particularly suited to the DOTR: Dragon Expansion.

**DWARF**
The Dwarf wields a Battle Axe and seeks to destroy the enemy and claim his gold! The Dwarf has 3 skills: Mountain Lore, Dragon Slayer, and Armor & Toughness. Includes miniature only (placard comes in the base game).

$6.99 (Painted)

**EAGLE-RIDER**
The Eagle Rider has made friends with the great Eagles of the the Realm. The Eagle-Rider has 4 skills: Eagle Flight, Fresh Mount, Sky Attack, and Ground Attack. Includes miniature only (placard comes in the base game).

$6.99 (Painted)

**ELF LORD**
The Elf Lord can’t let the humans and dwarves have all the glory! The Elf Lord has 3 skills: Elven Magic, Secret Pathways, and Swift Attack. Includes miniature only.

$6.99 (Painted)
<table>
<thead>
<tr>
<th>HERO PACK</th>
<th>NAME</th>
<th>PRICE</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>#3</td>
<td>FELINE</td>
<td>$6.99</td>
<td>Half Cat, Half Human, the Feline purrs with delight at the sight of battle! The Feline has 3 skills: Shadow, Catlike Quickness, and Claws. Includes miniature only.</td>
</tr>
<tr>
<td>#2</td>
<td>HEALER</td>
<td>$6.99</td>
<td>Every group of Heroes needs a Healer, right? The Healer has 4 skills: Potent Remedies, Healing Touch, Transfer Energy, and Walk in the Light. Includes miniature only.</td>
</tr>
<tr>
<td>#5</td>
<td>MARINER</td>
<td>(Only available in Hero Pack #5)</td>
<td>Land Ho! Though the Mariner spends his days at sea, he sure can navigate his sword into the chest of an enemy! The Mariner has 3 skills: Sea Travel, Swashbuckling Attack, and Merchant Trade.</td>
</tr>
<tr>
<td>#2</td>
<td>MONK</td>
<td>$6.99</td>
<td>Most Monks are passive. Not this one. She’s on a spiritual quest to destroy the dark lord at any cost. The Monk has 3 skills: Spiritual Quest, Flurry of Blows, and Defensive Moves. Includes miniature only.</td>
</tr>
<tr>
<td>#1</td>
<td>PALADIN</td>
<td>$6.99</td>
<td>The Paladin rides his steed into battle, caring only to serve the kings he loves unconditionally. The Paladin has 3 skills: Noble Steed, Bravery, and Aura of Righteousness. Includes miniature only (placard comes in the base game).</td>
</tr>
<tr>
<td></td>
<td>RANGER</td>
<td>$6.99</td>
<td>The Ranger is master of the bow and swords. The Ranger has 3 skills: Woods Lore, Archery, and Elf Support. Includes miniature only (placard comes in the base game).</td>
</tr>
<tr>
<td></td>
<td>ROGUE</td>
<td>$6.99</td>
<td>The Rogue is ready to take on anything the Dark Lord throws at her. The Rogue has 3 skills: Hide in the Shadows, Thievery, and Crafty. Includes miniature only (placard comes in the base game).</td>
</tr>
<tr>
<td>Hero</td>
<td>Description</td>
<td>Price</td>
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<tr>
<td>Seeker</td>
<td>She can see the future, confounding the Dark Lords every move. The Seeker has 3 skills: Precognition, Deadly Blade, and Confound Enemy. Includes miniature only.</td>
<td>$6.99</td>
<td></td>
</tr>
<tr>
<td>Shaman</td>
<td>He's a bear. He's a wolf. He's the master of Destruction. The Dark Lord will be sorry he woke this hero from his slumber! The Shaman has 2 skills: Arrows of Destruction and Beast Form. Includes miniature only.</td>
<td>$6.99</td>
<td></td>
</tr>
<tr>
<td>Sorceress</td>
<td>Is she good? Or evil? One can never be sure, but the king is thrilled to have her fighting for Monarch City! The Sorceress has 3 skills: Shape Shifter, Ambush, and Visions. Includes miniature only (placard comes in the base game).</td>
<td>$6.99</td>
<td></td>
</tr>
<tr>
<td>Thief</td>
<td>The Thief sneaks around in shadows, stealing vital object from the Dark Lords armies. 3 new skills: Scout, Steal Battle Plans, and Daggers &amp; Theft. Includes miniature only.</td>
<td>$6.99</td>
<td></td>
</tr>
<tr>
<td>Wizard</td>
<td>You can’t defeat the Dark Lord with a Wizard. That’s just Fantasy 101. The Wizard has 3 skills: Teleport, Fireball, and Wisdom. Includes miniature only (placard comes in the base game).</td>
<td>$6.99</td>
<td></td>
</tr>
</tbody>
</table>
**GENERALS**

**BALAZARG**

The mighty demon general Balazarg leads an army of lesser demons that pillages and taints the very essence of the land! Includes miniature (placard comes with the base game).

$9.99 (Painted)

**GORGUTT**

The Orc General Gorgutt is known through the Realm for his brutal attacks against human settlements on the frontier. Includes miniature (placard comes with the base game).

$9.99 (Painted)

**VARKOLAK**

Varkolak, champion of the Undead, knows no pain and has no fear. He leads his army of skeleton warriors like a dark plague descending over the land. Includes miniature (placard comes with the base game).

$9.99 (Painted)

**GENERAL EXPANSION**

These new alternate general characters add variety and challenge to your game! The expansion includes the alternate demon general: Ygzell the Corrupt, Gash Bloodclaw, and Lord Vileheart. Includes miniatures and placards.

$34.99 (Painted) $24.99 (UnPainted)

**GASH BLOODCLAW**

(Only available in the General Expansion)

The Orc General Gash Bloodclaw gained fame and status in the Orc Nation after leading victorious raids against the Trolls, and dispatching the Troll Chief in single combat. Includes miniature and placard.

**LORD VILEHEART**

(Only available in the General Expansion)

The Undead General, Lord Vileheart, was summoned back to life by the Dark Lord himself and charged to do one thing: bring death to the Realm. Includes miniature and placard.

**UGZELL**

(Only available in the General Expansion)

The Demon General Ygzell has feasted upon the life force of every living thing in the lands he has conquered, draining all life and growing in strength. Includes miniature and placard.
**DRAGON GENERALS**

**HEMLOCK**
Hemlock is the most evil of all Dragons. He enjoys the suffering of his enemies and his hatred of humans oozes from his every breath. Painted miniature and placard comes with the Defenders of the Realm: Dragon Expansion. (Only available with Dragon Expansion)

**BRIMSTONE**
Brimstone lives for one purpose, and that is to see the world burn. Painted miniature and placard comes with the Defenders of the Realm: Dragon Expansion. (Only available with Dragon Expansion)

**ONYX**
The Black Dragon is the perfect warrior: ruthless, cunning, intelligent, and lighting fast. Painted miniature and placard comes with the Defenders of the Realm: Dragon Expansion. (Only available with Dragon Expansion)

**SAPPHIRE**
Sapphire, wise in the ancient dragon spells, draws power from the other dragon generals and becomes the ruler of all dragons and their forces. Includes miniature (placards comes with the base game). $9.99 (Painted)

**DRAGON PLACARDS**
Includes all seven placards, Four for the Dragon Generals Hemlock, Brimstone, Onyx and Sapphire, and Three for the Dark Agents Emerald, Drakus, and Cinders (Placards ONLY, these are also included in the Dragon Expansion) $9.99 (MSRP)
DARK AGENTS

CINDERS

“Set the world to flame to welcome the master...” That was the charge to Cinders, and one that he was all too happy to obey. Placard comes with Defenders of the Realm: Dragon Expansion.

DRAKUS

The Black Dragon enjoys operating alone to harass the Heroes that stand between the Dark Lord’s Army and Victory over the Realm. Placard comes with Defenders of the Realm: Dragon Expansion.

EMERALD

The Green Dragon’s heart is as venomous as his breath, and his task of finding the Heroes sanctuaries makes him an ever-present threat. Placard comes with Defenders of the Realm: Dragon Expansion.

DARK AGENT PLACARDS

Includes all three placards for Emerald, Drakus, and Cinders (Placards ONLY)
STERLING
GUARDIAN DRAGON OF THE REALM

There are many threats in this Realm, but the Silver Dragon Sterling is one example of a helpful force. Adding Sterling to the game can give the Heroes a much-needed advantage against the Generals—but encountering the Silver Dragon requires traveling and actions. Includes miniature, placard, and 8 Encounter the Silver Dragon cards.

STERLING

$24.99 (Painted)

There are many threats in this Realm, but the Silver Dragon Sterling is one example of a helpful force. Adding Sterling to the game can give the Heroes a much-needed advantage against the Generals—but encountering the Silver Dragon requires traveling and actions. Includes miniature, placard, and 8 Encounter the Silver Dragon cards.

Sterling is a powerful Guardian Dragon. When Sterling is encountered, it can offer assistance or attack, depending on the circumstances. Sterling’s abilities include breathing fire, lightning, or ice to destroy enemies, as well as using its wings to fly through the skies. Sterling is particularly effective against the Generals, who are often accompanied by their own dragons. Sterling can be summoned by Heroes who possess the appropriate Encounter cards, which are used to trigger Sterling’s appearance on the battlefield.

Encountering the Silver Dragon

When a location where Sterling resides, spend 1 Action to roll 1 die. Each 6 or higher is a successful encounter with Sterling. Draw a card and apply the effect associated with the number of successes gained.
MINIONS

**ORCS**

The Orc Minions Pack provides the players with 20 Orc Warriors and 5 Wolf Riders, along with 2 Minion Reference Cards describing how these Minions are to be used in playing Defenders of the Realm.

$79.99 (Painted) $24.99 (Unpainted)

**DEMONS**

The Demon Minions Pack provides the players with 20 Gluttons and 5 Blood Demons, along with 2 Minion Reference Cards describing how these Minions are to be used in playing Defenders of the Realm.

$79.99 (Painted) $24.99 (Unpainted)

**DRAGON**

The Dragon Minions Pack provides the players with 20 Dragonkin and 5 Dragon Mages, along with 2 Minion Reference Cards describing how these Minions are to be used in playing Defenders of the Realm.

$79.99 (Painted) $24.99 (Unpainted)

**UNDEAD**

The Undead Minions Pack provides the players with 20 Skeleton Warriors and 5 Nightmares, along with 2 Minion Reference Cards describing how these Minions are to be used in playing Defenders of the Realm.

$79.99 (Painted) $24.99 (Unpainted)

**MINION EXPANSION**

Expands the minion abilities by introducing new minion types to each army. Includes 4 Minion Placards for Zealots, Imps, Fire Elements, and Dragon Masters (also included in the Defenders of the Realm: Dragon Expansion)

$7.99 (MSRP)
**EXPANSIONS**

**WINDS OF WAR**
$9.99
(MSRP)

The Winds of War creates new challenges and strategies for the Heroes of the Realm! Includes 6 Troll Renegade Tokens, 16 Winds of War Cards, and 1 Placard (Included in Defenders of the Realm: Dragon Expansion).

**MAGIC GATES**
$17.99
(Unpainted)

Make your Defenders of the Realm game more detailed! These Five 3D magic gate miniatures replace the 2D tokens used in the original game!

**REALM IN FLAMES**
$4.99
(MSRP)

Includes Demon, Dragonkin, Orc, and Undead Darkness Spreads to Monarch City Raid cards (4 cards), Inn Raid Darkness Spreads card (3 cards), Realm in Flames (2 cards) and 4 Flame tokens.

**Siege of the Capital**

Action:
Add 1 Mission of matching color to each Location surrounding Monarch City that has 1 or more Missions. If the Location is empty, add 1 Mission.

Prevention:
Each Hero is moved to Monarch City and discards 2 renewable Hero Cards.
EXPANSIONS

**RELICS + HIGH COUNCIL** $4.99 (MSRP)
The Relics deck includes a set of four Relic cards for Defenders of the Realm. Each card depicts a powerful Relic that can be obtained and used by the four Generals marching towards Monarch City, making them even more difficult to defeat. The High Council deck includes a set of 12 cards representing help from the King and the High Council of the realm. These cards provide additional story, events and assistance to the heroes in Defenders of the Realm.

**LEGENDS** $4.99 (MSRP)
The Legends Deck gives Heroes an additional skill and background story to use in the game!

**DOTR: QUEST DECK** $14.99 (MSRP)
The Quest Deck expands your Defenders of the Realm gameplay with 84 cards, including 23 from the original game, 9 from the Dragon Expansion, and 52 that are brand new to the game.

**GLOBAL EFFECTS: DOTR** $6.99 (MSRP)
Complete deck of 28 Global Effects cards from the base game (does not include Global Effects from Defenders of the Realm: Dragon Expansion)

**DRAGON RULEBOOK** $4.99 (MSRP)
Dragon Expansion Rulebook.

**GLOBAL EFFECTS: DX** $2.99 (MSRP)
Complete deck of 9 Global Effects cards from Defenders of the Realm: Dragon Expansion (does not include Global Effects from the base game)