



Eagle-Gryphon Games

Defenders of the Realm

Official Card Counts

Important NOTES are highlighted in **YELLOW**

Darkness Spreads – Base Game (56 Total Cards)

Balazarg (13 Cards): Also used with Alternate General Ygzell

- Orc Patrols, Balazarg moves to the next location
- 1 red Ancient Ruins, 1 black Seabird Port, Balazarg moves to Raven Forest
- 1 blue Crystal Hills, 2 black McCorm Highlands, Balazarg moves to Raven Forest
- 2 red Cursed Plateau, 2 black Fire River, Balazarg moves to Bounty Bay
- 1 blue Eagle Peak Pass, 1 green Heaven's Glade, Balazarg moves to Raven Forest
- 1 green Father Oak Forest, 1 green Greenleaf Village, Balazarg moves to Monarch City
- 2 green Minotaur Forest, 1 black Land of Amazons, Balazarg moves to next location
- 2 red Orc Valley, 2 green Father Oak Forest, Balazarg moves to Monarch City
- 2 blue Rock Bridge Pass, 1 black Angel Tear Falls, Balazarg moves to Angel Tear Falls
- 1 blue Rock Bridge Pass, 1 black Dark Woods, Balazarg moves to Bounty Bay
- 1 blue Seagaul Lagoon, 1 black Dancing Stone, Balazarg moves to Bounty Bay
- 2 green Thorny Woods, 1 black Mermaid Harbor, Balazarg moves to Angel Tear Falls
- 1 green Wyvern Forest, 1 black Brookdale Village, Balazarg moves to Angel Tear Falls

Gorgutt (13 Cards): Also used with Alternate General Gash Bloodclaw

- Orc Patrols, Gorgutt moves to the next location
- 1 blue Amarak Peak, 2 black Angel Tear Falls, Gorgutt moves to Eagle Peak Pass
- 1 red Blood Flats, 1 blue Bounty Bay, Gorgutt moves to Amarak Peak
- 1 red Cursed Plateau, 2 green Golden Oak Forest, Gorgutt moves to Amarak Peak
- 2 green Gryphon Forest, 2 blue Dragon's Teeth Pass, Gorgutt moves to Eagle Peak Pass
- 2 red Orc Valley, 1 blue Blizzard Mountains, Gorgutt moves to Orc Valley
- 1 red Orc Valley, 1 blue Bounty Bay, Gorgutt moves to Monarch City
- 2 red Pleasant Hill, 2 green Father Oak Forest, Gorgutt moves to Orc Valley
- 1 red Scorpion Canyon, 2 green Greenleaf Village, Gorgutt moves to Eagle Peak Pass
- 2 green Unicorn Forest, 2 blue Crystal Hills, Gorgutt moves to next location
- 2 red Windy Pass, 1 green Raven Forest, Gorgutt moves to Orc Valley
- 2 red Withered Hills, 2 black Enchanted Glade, Gorgutt moves to Amarak Peak
- **2 red Withered Hills, 2 black Enchanted Glade, Gorgutt moves to Amarak Peak (Remove Duplicate)**
- 1 blue Wolf Pass, 1 black Dancing Stone, Gorgutt moves to Monarch City

Varkolak (13 Cards): Also used with Alternate General Lord Vileheart

- Orc Patrols, Varkolak moves to the next location
- Orc War Party, Varkolak moves to Monarch City
- 2 red Blood Flats, 1 green Greenleaf Village, Varkolak moves to Seabird Port
- 1 blue Dragon's Teeth Range, 2 black Dark Woods, Varkolak moves to Windy Pass
- 2 red Ghost Marsh, 1 green Whispering Woods, Varkolak moves to Father Oak Forest
- 1 red Orc Valley, 2 green Unicorn Forest, Varkolak moves to Seabird Port
- 1 red Pleasant Hill, 2 green Minotaur Forest, Varkolak moves to Father Oak Forest
- 2 red Scorpion Canyon, 1 green Gryphon Forest, Varkolak moves to Windy Pass
- 1 red Serpent Swamp, 1 green Golden Oak Forest, Varkolak moves to Seabird Port
- 1 red Windy Pass, 2 green Raven Forest, Varkolak moves to Father Oak Forest
- 1 red Withered Hills, 1 green Father Oak Forest, Varkolak moves to Windy Pass
- 1 blue Wolf Pass, 1 black Enchanted Glade, Varkolak moves to next Location
- 1 blue Wolf Pass, 2 green Greenleaf Village, Varkolak moves to Monarch City

Sapphire (13 Cards)

- Orc Patrols, Sapphire moves to next location
- Orc War Party, Sapphire moves to Monarch City

The card below is NOT in the Dragon Expansion and is a purposeful exclusion:

- 2 blue Amarak Peak, 2 black Land of Amazons, Sapphire moves to Greenleaf Village
- 2 red Ancient Runes, 2 blue Eagle Peak Pass, Sapphire moves to Heaven's Glade
- 2 blue Blizzard Mountains, 1 black Fire River, Sapphire moves to Greenleaf Village
- 2 blue Bounty Bay, 2 black Brookdale Village, Sapphire moves to Greenleaf Village
- 1 blue Bounty Bay, 2 black Dancing Stone, Sapphire moves to Monarch City
- 1 red Ghost Marsh, 2 green Whispering Woods, Sapphire moves to Ancient Ruins
- 1 black McCorm Highlands, 2 black Mermaid Harbor, Sapphire moves to Ancient Ruins
- 2 blue Seagaul Lagoon, 2 green Heaven's Glade, Sapphire moves to Ancient Ruins
- 2 red Serpent Swamp, 2 blue Wolf Pass, Sapphire moves to Heaven's Glade
- 1 green Thorny Woods, 2 black Dancing Stone, Sapphire moves to next location
- 2 green Wyvern Forest, 2 black Seabird Port, Sapphire moves to Heaven's Glade

Misc. Darkness Spread (1 Card)

- Monarch City

All is Quiet (3 Cards)

- All is Quiet x3 (The Card Art is a sketch of a man)

Base Game Placards (13)

Hero Character Cards (8 Placards)

- Cleric
- Dwarf
- Eagle Rider
- Paladin
- Ranger
- Rogue
- Sorceress
- Wizard

General Character Cards (5 Placards, including “War Status”)

- Balazarg
- Gorgutt
- Sapphire
- Varkolak
- War Status

Darkness Spreads – Dragon Expansion (93 Total Cards)

Sapphire (13 Cards)

- Assault on Monarch City
- Dark Magic
- 2 red Ancient Runes, 2 blue Eagle Peak Pass, Sapphire moves to Heaven's Glade
- 2 blue Blizzard Mountains, 1 black Fire River, Sapphire moves to Greenleaf Village
- 2 blue Blizzard Mountains, 1 black Fire River, Sapphire moves to Greenleaf Village
- 2 blue Bounty Bay, 2 black Brookdale Village, Sapphire moves to Greenleaf Village
- 1 blue Bounty Bay, black Dancing Stone, Sapphire moves to Monarch City

The card below was updated for balance purposes

- 1 red Ghost Marsh, 1 green Whispering Woods, Sapphire moves to Ancient Ruins
- 1 black McCorm Highlands, 2 black Mermaid Harbor, Sapphire moves to Ancient Ruins

The card below was updated for balance purposes; also Seagaul is misspelled as “Segaul”

- 2 blue Seagaul Lagoon, 1 green Heaven's Glade, Sapphire moves to Ancient Ruins
- 2 red Serpent Swamp, 2 blue Wolf Pass, Sapphire moves to Heaven's Glade
- 1 green Thorny Woods, 2 black Dancing Stone, Sapphire moves to next location

The card below was updated for balance purposes,

- 1 green Wyvern Forest, 2 black Seabird Port, Sapphire moves to Heaven's Glade

Brimstone (13 Cards)

- Dark Lord Assassins
- 1 red Ancient Ruins, 1 black Seabird Port, Brimstone moves to Land of Amazons

Plateau is misspelled as "Plateu" for:

- 2 red Cursed Plateau, 2 black Fire River, Brimstone moves to Gryphon Forest
- 1 green Heaven's Glade, 1 blue Eagle Peak Pass, Brimstone moves to Raven Forest

Minotaur is misspelled as "Minotar" for:

- 1 black Land of Amazons, 1 green Minotaur Forest, Brimstone moves to Brookdale Village
- 2 black McCorm Highlands, 1 blue Crystal Hills, Brimstone moves to Wyvern Forest
- 1 black Mermaid Harbor, 1 green Thorny Woods, Brimstone moves to Brookdale Village
- 2 red Orc Valley, 1 green Father Oak Forest, Brimstone moves to Golden Oak Forest
- 2 blue Rock Bridge Pass, 1 black Angel Tear Falls, Brimstone moves to Whispering Woods
- 1 blue Rock Bridge Pass, 1 black Dark Woods, Brimstone moves to Enchanted Glade

Seagaul is misspelled as "Segaul" for:

- 1 blue Seagaul Lagoon, 1 black Dancing Stone, Brimstone moves to Unicorn Forest
- 2 red Serpent Swamp, 1 green Greenleaf Village, Brimstone moves to McCorm Highlands
- 1 green Wyvern Forest, 1 black Brookdale Village, Brimstone moves to McCorm Highlands

Hemlock (13 Cards)

- Dark Lord Assassins
- 2 black Angel Tear Falls, 1 blue Amarak Peak, Hemlock moves to Eagle Peak Pass
- 1 red Blood Flats, 1 blue Bounty Bay, Hemlock moves to Amarak Peak

Plateau is misspelled as "Plateu" for:

- 1 red Cursed Plateau, 1 green Golden Oak Forest, Hemlock moves to Amarak Peak
- 1 green Gryphon Forest, 2 blue Dragon's Teeth Ridge, Hemlock moves to Eagle Peak Pass
- 2 red Orc Valley, 1 blue Blizzard Mountains, Hemlock moves to Orc Valley
- 1 red Orc Valley, 1 blue Bounty Bay, Hemlock moves to Monarch City
- 2 red Pleasant Hill, 1 green Father Oak Forest, Hemlock moves to Orc Valley
- 1 red Scorpion Canyon, 1 green Greenleaf Village, Hemlock moves to Eagle Peak Pass
- 1 green Unicorn Forest, 2 blue Crystal Hills, Hemlock moves to next location
- 2 red Windy Pass, 1 green Raven Forest, Hemlock moves to Orc Valley
- 2 red Withered Hills, 2 black Enchanted Glade, Hemlock moves to Amarak Peak
- 1 blue Wolf Pass, 1 black Dancing Stone, Hemlock moves to Monarch City

Onyx (13 Cards)

- Assault on Monarch City
- Dark Magic
- 2 red Blood Flats, 1 green Greenleaf Village, Onyx moves to Seabird Port
- 1 blue Dragon's Teeth Range, 2 black Dark Woods, Onyx moves to Windy Pass
- 2 red Ghost Marsh, 1 green Whispering Woods, Onyx moves to Father Oak Forest
- 1 red Orc Valley, 1 green Unicorn Forest, Onyx moves to Seabird Port

Minotaur is misspelled as "Minotar" for:

- 1 red Pleasant Hill, 1 green Minotaur Forest, Onyx moves to Father Oak Forest
- 2 red Scorpion Canyon, 1 green Gryphon Forest, Onyx moves to Windy Pass
- 1 red Serpent Swamp, 1 green Golden Oak Forest, Onyx moves to Seabird Port
- 1 red Windy Pass, 1 green Raven Forest, Onyx moves to Father Oak Forest

- 1 red Withered Hills, 1 green Father Oak Forest, Onyx moves to Windy Pass
- 1 blue Wolf Pass, 1 black Enchanted Glade, Onyx moves to next location
- 1 blue Wolf Pass, 1 green Greenleaf Village, Onyx moves to Monarch City

Misc. Darkness Spread (1 Card, Sean Connery says, "There can be only one!")

Please keep the Monarch City Card with the *Pink Outline Header* and remove the other)

- Monarch City (x2 in Dragon Expansion currently)

All is Quiet (3 Cards: Remove the two "Map" art cards)

- All is Quiet x3 (The Card Art is a sketch of a man – keep these)
- All is Quiet x2 (The Card Art is a map, remove these)

Global Effects Cards – Dragon Expansion (20 Cards)

Note: For each pair keep the "thicker" font cards that also have, in red, Immediate Effects. Remove the other card in each pair.

If you wish to play an easier game, keep all the duplicates or select a number of your choosing. However, there should always be a minimum of 10 Global Effects Cards and always an equal amount of both positive and negative cards.

POSITIVE CARDS (10 cards)

- A Light in the Darkness x2
- The Healing Touch x2
- Quests of the Council x2
- Ship Transports x2
- Visions of Amarak x2

NEGATIVE CARDS (10 cards)

- Enemy Elite Troops x2
- Gates Drained x2
- Inns Closed x2
- Magic Armor x2
- Mana Drain x2

NOTE: More Global Effects Cards are listed under the "Add-Ons & Expansions" Section

Hero Cards Base Game – (96 Cards)

Balazarg (22 Cards): also used with Alternate General Ygzell

- Spell of Purity
- Strong Defenses
- Ancient Ruins, Horse
- Ancient Ruins, Eagle
- Blood Flats, Horse
- Blood Flats, Gate
- Cursed Plateau, Gate
- Cursed Plateau, Gate

- Ghost Marsh, Horse
- Ghost Marsh, Gate
- Orc Valley, Horse
- Orc Valley, Gate
- Pleasant Hill, Horse
- Pleasant Hill, Eagle
- Scorpion Canyon, Horse
- Scorpion Canyon, Eagle
- Serpent Swamp, Gate
- Serpent Swamp, Gate
- Windy Pass, Horse
- Windy Pass, Gate
- Withered Hills, Gate
- Withered Hills, Gate

Gorgutt (24 Cards): also used with Alternate General Gash Bloodclaw

- Elven Archers
- All is Quiet
- Father Oak Forest, Horse
- Father Oak Forest, Gate
- Golden Oak Forest, Horse
- Golden Oak Forest, Gate
- Greenleaf Village, Horse
- Greenleaf Village, Eagle
- Gryphon Forest, Horse
- Gryphon Forest, Eagle
- Heaven's Glade, Gate
- Heaven's Glade, Gate
- Minotaur Forest, Horse
- Minotaur Forest, Gate
- Raven Forest, Horse
- Raven Forest, Gate
- Thorny Woods, Horse
- Thorny Woods, Gate
- Unicorn Forest, Gate
- Unicorn Forest, Gate
- Whispering Woods, Gate
- Whispering Woods, Gate
- Wyvern Forest, Horse
- Wyvern Forest, Eagle

Varkolak (22 Cards): also used with Alternate General Lord Vileheart

- Magic Gate
- Militia Secures Area
- Angel Tear Falls, Horse
- Angel Tear Falls, Gate
- Brookdale Village, Horse
- Brookdale Village, Gate
- Dancing Stone, Horse
- Dancing Stone, Gate
- Dark Woods, Horse
- Dark Woods, Gate
- Enchanted Glade, Gate
- Enchanted Glade, Gate
- Fire River, Horse
- Fire River, Gate
- Land of Amazons, Horse
- Land of Amazons, Gate
- McCorm Highlands, Gate
- McCorm Highlands, Gate
- Mermaid Harbor, Horse
- Mermaid Harbor, Eagle
- Seabird Port, Horse
- Seabird Port, Eagle

Sapphire (20 Cards)

- Battle Fury
- King's Guard Attack
- Amarak Peak, Eagle
- Amarak Peak, Gate
- Blizzard Mountains, Horse
- Blizzard Mountains, Horse
- Bounty Bay, Horse
- Bounty Bay, Gate
- Crystal Hills, Horse
- Crystal Hills, Gate
- Dragon's Teeth Range, Horse
- Dragon's Teeth Range, Eagle
- Eagle Peak Pass, Horse
- Eagle Peak Pass, Gate
- Rock Bridge Pass, Gate
- Rock Bridge Pass, Gate
- Seagaul Lagoon, Eagle

- Seagaul Lagoon, Gate
- Wolf Pass, Horse
- Wolf Pass, Gate

Special Cards (8 Cards) any general

- Battle Luck x 2
- Battle Strategy
- Cavalry Sweep
- Dark Vision
- Hammer of Valor
- Local Information
- Spy in the Camp

Hero Cards – Dragon Expansion (104 Cards)

Sapphire (20 Cards)

- Battle Fury
- King's Guard Attack
- Amarak Peak, Eagle
- Amarak Peak, Gate
- Blizzard Mountains, Horse
- Blizzard Mountains, Horse
- Bounty Bay, Horse Bounty
- Bay, Gate
- Crystal Hills, Horse
- Crystal Hills, Gate
- Dragon's Teeth Range, Horse
- Dragon's Teeth Range, Eagle
- Eagle Peak Pass, Horse
- Eagle Peak Pass, Gate
- Rock Bridge Pass, Gate
- Rock Bridge Pass, Gate
- Seagaul Lagoon, Eagle
- Seagaul Lagoon, Gate
- Wolf Pass, Horse
- Wolf Pass, Gate

Brimstone (23 Cards)

NOTE: All cards are incorrectly spelled "Brimestone"

- Spell of Purity
- Strong Defense
- Ancient Ruins, Horse

- Ancient Ruins, Eagle
- Blood Flats, Horse
- Blood Flats, Gate
- Cursed Plateau, Gate
- Cursed Plateau, Gate
- Ghost Marsh, Horse
- Ghost March, Gate
- Orc Valley, Horse
- Orc Valley, Gate
- Pleasant Hill, Horse
- Pleasant Hill, Horse (Remove this Duplicate)
- Pleasant Hill, Eagle
- Scorpion Canyon, Horse
- Scorpion Canyon, Eagle
- Serpent Swamp, Gate
- Serpent Swamp, Gate
- Windy Pass, Horse
- Windy Pass, Gate
- Withered Hills, Gate
- Withered Hills, Gate

Hemlock (24 cards)

- All is Quiet
- Elven Archers
- Father Oak Forest, Horse
- Father Oak Forest, Gate
- Golden Oak Forest, Horse
- Golden Oak Forest, Gate
- Greenleaf Village, Horse
- Greenleaf Village, Eagle
- Gryphon Forest, Horse
- Gryphon Forest, Eagle
- Heaven's Glade, Gate
- Heaven's Glade, Gate
- Minotaur Forest, Horse
- Minotaur Forest, Gate
- Raven Forest, Horse
- Raven Forest, Gate
- Thorny Woods, Horse
- Thorny Woods, Gate
- Unicorn Forest, Gate
- Unicorn Forest, Gate

- Whispering Woods, Gate
- Whispering Woods, Gate
- Wyvern Forest, Horse
- Wyvern Forest, Eagle

Onyx (23 cards)

- Magic Gate
- Militia Secures Area
- Angel Tear Falls, Horse
- Angel Tear Falls, Gate
- Brookdale Village, Horse
- Brookdale Village, Gate
- Dancing Stone, Horse
- Dancing Stone, Gate
- Dark Woods, Horse
- Dark Woods, Gate
- Enchanted Glade, Gate
- Enchanted Glade, Gate
- Fire River, Horse
- Fire River, Gate
- Land of Amazons, Horse
- Land of Amazons, Gate
- McCorm Highlands, Gate
- McCorm Highlands, Gate
- **Mermaid Harbor, Horse (Card is missing currently & will be included in future reprints)**
- Mermaid Harbor, Eagle
- Seabird Port, Horse
- Seabird Port, Eagle
- **Seabird Port, Eagle (Remove this Duplicate)**

Special Cards (8 Cards): Any General

- Battle Luck x 2
- Battle Strategy
- Cavalry Sweep
- Dark Vision
- Hammer of Valor
- Local Information
- Spy in the Camp

“Purple” Special Cards added in Dragon Expansion (6 Cards): Any General

NOTE: In the Dragon Expansion Rulebook the directions when adding the new special hero cards says to “separate” the purple cards. Unfortunately, the six cards below are not purple, and we will have a solution in future reprints

- Experienced Guides
- Fire Brigade
- Good Fortune
- King's Leadership
- Lightning Storm
- Traveling Healer

Quests of the Realm – Base Game (24 Cards)

- Amarak's Blessing
- Amazon Envoy
- Amulet of the Gods
- Ancient Tree of Magic
- Boots of Speed
- Crystal of Light
- Demon Hunter Dragon Hunter
- Duke Envoy
- Elf Envoy
- Find Magic Gate
- Helm of Power
- King of the Gryphons
- Orc Hunter
- Organized Militia
- Raids
- Rumors
- Scout the General (Balazarg)
- Scout the General (Gorgutt)
- Scout the General (Sapphire)
- Scout the General (Varkolak)
- Undead Hunter
- Unicorn Steed
- War Banner of Valor

Quests of the Realm – Dragon Expansion (22 Cards)

Note: Some of the cards below have similar game effects despite having the same card header, or two cards having a different header, but the same effects. We suggest to use all of the Quest cards provided for the Dragon Expansion since the similarities will not interfere with game balance

- Rules Card
- Agent Slayer
- Combat Training x2
- Dragon Lance, The

- Dragon Orb, The
- Dragon Scale Armor x2
- Dwarf Envoy
- Eliminate the Dark Agent
- Envoy to the Dwarves
- Forest Dwellers
- Heal the Land x2
- Organize Fire Brigade
- Scout The Dragon (Brimstone) – NOTE: Card is misspelled as “Brimstone”
- Scout the Dragon (Hemlock)
- Scout the Dragon (Onyx)
- Seek the Dragon Lance
- Seek the Dragon Orb
- The Witches Potion x2

The King’s Champions/Rewards Deck – Dragon Expansion (9 Cards)

- “Minor/Major Scoring” x2
- Church Blessing
- Duke of McCorm
- Folk Hero
- King's Champion
- King's Stable
- Mayor
- Vast Acres

Winds of War – Dragon Expansion (16 Cards)

- Assault Through the Gates
- Attack of the Hill Folk
- Blood Fury
- Burned Inns
- Burnt Earth Tactics
- Burn Them Out!
- Defensive Positions
- Dragon Surge
- Low Supplies
- New Tactics Ogres
- Attack
- Relentless Recruits
- Siege of the Capital
- Troll Renegades
- The War Lingers On
- Wicked Onslaught

Placards – Dragon Expansion (13 Total, 9 Large + 4 “Card” Sized)

Dragon General Placards (4 Placards)

- Brimstone
- Hemlock
- Onyx
- Sapphire

Agents of the Dark Lord Placards (3 Placards)

- Cinders
- Drakus
- Emerald

Minion Placards (4 Placards, card sized)

- Dragon Master
- Fire Elementals
- Imp
- Zealots

Royal Blessing/Winds of War Placards (2 Placards)

- Royal Blessing
- Winds of War

Add-Ons & Expansions:

Darkness Spreads – Global Effects – Add-On Pack #1 (9 Cards)

POSITIVE CARDS:

- Healing Touch, The
- Light in Darkness, A
- Quests of the Council
- Ship Transports
- Visions of Amarak

NEGATIVE CARDS:

- Gates Drained
- Inns Closed
- Enemy Elite Troops
- Mana Drain

Darkness Spreads – Global Effects – Add-On Pack #2 (28 Cards)

POSITIVE CARDS (14 Cards)

- Battle Luck
- Blessed Blades
- Calm Before the Storm Elf Archers Patrol
- Fresh Mounts

- Fresh Supplies
- Help from the Woodland Ents
- Lesser Demons
- Local Raiders
- Local Support
- No Reserves
- Organized Retreat
- Spell Restoration
- War Council

NEGATIVE CARDS (14 Cards)

- Assault on Monarch City
- Corruption Spreads
- Harsh Winter
- Heavy Rain
- Magic Armor
- Major Assault
- Political Bickering
- Poor Morale
- Spies & Henchmen
- Stolen Battle Plans
- Strong Command
- Troll Guards
- Undead Surge
- Visions of Monarch City

NOTE: There are 57 Total "Global Effects Cards throughout all iterations of DOTR.

Quests of the Realm –Base & Dragon Expansion Replacement Deck (85 Cards)

NOTE: The cards highlighted below are also featured in the Dragon Expansion

- Rule card, double sided
- Activate the Magic Gate
- Amulet of Necromancy
- Battle on the High Seas
- Berzerk Cyclops
- Blood Quest
- Blood Ring of Healing
- Build a Network of Spies
- Clear the Avalanche
- Cloak of Amarak
- **Combat Training**
- Commune with the Tree Spirit
- Crystal Persuasion
- Disruptive Raids
- **Dragon Scale Armor**
- Druid Spirits
- **Eliminate the Dark Agent**
- Envoy to the Amazons Envoy to the Duke
- **Envoy to the Dwarves**
- Envoy to the Elves
- Feed the Orphans
- Fellowship of Heroes, The
- **Forest Dwellers**
- Great Library, The
- Halfling Envoy
- Healers of Brookdale, The
- Heroic Test of Valor
- Horn of Fellowship
- Hunt the Dark Troops
- Hunt the Green Skins
- **Heal the Land**
- Magic Arrows of Seeking
- Mountainfolk Alliance
- Organize Militias
- Pegasus
- Pearl of Fortune
- Petition the King

- Pirates or Privateers
- Protective Charm, The
- Quest for the Axe
- Quest for the Holy Sword
- Quest of Strength
- Rally the Forest's Creatures
- Report to the High Council
- Remember Mccorm!
- Rescue Brookdale
- Rescue the King's Spy
- Ring of Dominance
- Ring of Life
- Ring of Rage
- Ring of Storms
- Ring of Visions
- Rock Bridge Spirits
- Royal Escort
- Runestone of Destruction
- Runes at the Ruins
- Run with the Wolves
- Scout the Black General
- Scout the Blue General
- Scout the Green General
- Scout the Realm
- Scout the Red General ("Red" is in the incorrect font size, will be corrected in future reprints)
- Seek Amarak's Blessing
- Seek the Amulet of the Gods
- Seek the Banner of Valor
- Seek the Crystal of Light
- Seek the Dragon Lance
- Seek the Dragon Orb
- Seek the Helm of Power
- Seek the Magical Boots
- Seek the Magic Unicorn
- Seek Rumors at the Inn
- Seer of the Glade
- Shield of Light
- Supply Run
- Tactical Planning
- Tower of the Undead
- Treasure Hunter
- Treasure Seeker

- Trident of the Seas
- War Council with the King
- Whispers on the Wind
- Wilderness Training
- Witch's Potion, The

Realm in Flames Deck (9 Cards)

- Heroes Choose - flames in Pleasant Hill and McCorm Highlands or a General moves
- Heroes Choose - flames in Seabird Port and Greenleaf Village or a General moves
- 2 black in Enchanted Glade, 2 black in Mermaid Harbor, 1 black in Monarch City
- 2 green in Gryphon Forest, 2 green in Unicorn Forest, 1 green in Monarch City
- Seagaul is misspelled as "Segaul" for:**
- 2 blue in Mountains of Mist, 2 blue in Seagaul Lagoon, 1 blue in Monarch City
- 2 red in Withered Hills, 2 red in Blood Flats, 1 red in Monarch City
- 3 blue in Mountains of Mist, pick 1 General to move
- Inns Raided x 2

High Council (13 Cards, Rule card included)

- Rule card, double sided
- Build a Magic Gate / Attack Interlopers
- Fire Brigades / Magic Scroll Fortune's
- Favorites / Veteran Tactics
- Heal the Land / Druid Assistance

NOTE: For Stronger Defenses it should be 6 Minions for the Heroes to Lose

- Homeguard Strike / Stronger Defenses
- Major Attack by the King's Army / Prayers of the Holy Order
- Map of General's Headquarters Camp
- Questing Heroes / Sprites of the Realm
- Quick Strike / Bold Generals
- Redeployment / Veteran Tactics
- Reinforcements, Intel and Supplies / Spy Network
- Visions of Doom

Relics Deck (5 cards, Rule card included)

- Rule card, double sided
- Mask of Kravarr
- Gem of Souls
- Ring of Despair
- Dragon Wing Amulet

Winds of War (16 Cards)

- Assault Through the Gates
- Attack of the Hill Folk
- Blood Fury
- Burned Inns
- Burnt Earth Tactics
- Burn Them Out!
- Defensive Positions
- Dragon Surge
- Low Supplies
- New Tactics
- Ogres Attack
- Relentless Recruits
- Siege of the Capital
- Troll Renegades
- The War Lingers On
- Wicked Onslaught

Legends Deck (16 cards)

- Berserker
- Brotherhood of heroes
- Brotherhood of Trackers Elf
- Friends
- Friends of the Eagle Riders
- Gypsy Trader
- Hobbit Friends
- Horse Whisperer
- Lone Wolf
- Night Fighters
- Orc Hatred
- Queen's Champions, The
- Reckless
- Roustabout
- Scavenger
- Veteran Adventurer

Hero Pack #1 (8 Cards and 4 Placards)

NOTE: All of the following Global Effects are also included above in the "Add-On Pack #2" Section

Darkness Spreads – Global Effects (8 Cards)

POSITIVE:

- Battle Luck
- Blessed Blades
- Calm Before the Storm
- War Council

NEGATIVE:

- Assault on Monarch City
- Corruption Spreads
- Magic Armor
- Visions of Monarch City

Heroes (4 Placards)

- Adventurer
- Assassin
- Captain of the Guard
- Chaos Wizard

Hero Pack #2 (10 Cards and 4 Placards)

NOTE: All of the following Global Effects are listed above in the "Add-On Pack #2" Section

Darkness Spreads – Global Effects (10 Cards)

POSITIVE:

- Elf Archer Patrol
- Fresh Supplies
- Fresh Mounts
- Help from Woodland Ents
- Lesser Demons

NEGATIVE:

- Harsh Winter
- Heavy Rain
- Major Assault
- Political Bickering
- Poor Morale

Heroes (4 Placards)

- Druid
- Elf Lord
- Healer
- Monk

Hero Pack #3 (10 Cards and 4 Placards)

NOTE: All of the following Global Effects are listed above in the "Add-On Pack #2" Section

Darkness Spreads – Global Effects (10 Cards)

POSITIVE:

- Local Raiders
- Local Support
- No Reserves
- Organized Retreat
- Spell of Restoration

NEGATIVE:

- Spies & Henchmen
- Stolen Battle Plans
- Strong Command
- Troll Guards
- Undead Surge

Heroes (4 Placards)

- Feline
- Seeker
- Shaman
- Thief

Hero Pack #4 (2 Placards)

- Dragon Hunter
- Dragon Rider

Hero Pack #5 (3 Placards)

- Bard
- Centaur
- Mariner

Barbarian Expansion/ Standalone Additions (3 Placards)

- Barbarian
- Errant Paladin
- Dwarf Noble

Sterling Expansion (11 Cards and 1 Placards)

NOTE: The "Place Sterling" cards are in the process of being reprinted Sterling Cards (11)

- Success Encounter Cards x8
- Place Sterling on Rock Bridge Pass
- Place Sterling on Crystal Hills
- Place Sterling on Gryphon Forest

Sterling Placard (1)

- Sterling

Minions Expansions (12 Placards, card sized)

Orc Minions (3)

- Orc Warriors, Relentless Troops
- Orc Warriors, Raiding Orcs
- Wolf Riders

Dragon Minions (3)

- Dragonkin, Thick Scales
- Dragonkin, Magical Assault
- Dragon Mages

Demon Minions (3)

- Gluttons, Corruption
- Gluttons, Strength of Decay
- Blood Demons

Undead Minions (3)

- Skeleton, Fear
- Skeleton, Dark Magic
- Nightmares

Alternate Generals (3 Placards)

- Gash Bloodclaw
- Lord Vileheart
- Ygzell