DRAGON LORDS

THE BATTLE OF DARION

OFFICIAL FAQ

VERSION 1.7 - EFFECTIVE JUNE 2020

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This is the official FAQ for "Dragon Lords: The Battle of Darion. All rules, changes, and errata contained in this document are meant to replace the original text contained in the rulebook and on the cards.

FAQ

ORDERS

If you attack with a unit (using only 1 Order), are you obligated to use the 2nd Order?

No, you may only perform 1 order, but you'll lose the 2nd order, you can't save it for a future turn.

Can a unit use "Counter Strike" if they have already attacked that round?

Yes, "Counter Strike" can be used by any unit, even if the unit is "exhausted/resting". It can be used on a unit that has already attacked or a unit that has not yet attacked.

If this is used on a unit that has not yet performed an attack, that unit may use "Counter Strike" to perform an attack, and then perform an attack as normal when the unit is activated.

The order "Slow" says to remove 1 order from a unit. Since you place order tokens on a unit to show that they have performed orders, I assume that this should   add an order token or that the unit can use 1 less order?

"Slow" takes 1 Order away from a unit, meaning that the unit is only allowed to perform 1 Order that round. At the start of the next round, the affected unit will once again be able to perform 2 Orders.

When playing "Turn Undead", if the unit becomes bound to the Cleric (by rolling the crown), what happens if the Cleric is killed? Does the unit return to the original owner's control? What happens if the original owner kills the bound unit? Do they receive the points or does the opponent?

If the cleric is killed with a bound enemy unit, the enemy unit returns to the original owner's control. If the original owner kills the unit while it's bound to the cleric, the original owner will get points for killing the unit, even though it was originally their unit.

While some spells/orders/abilities may cause damage to friendly units, this would be the only time you could specifically target/attack/kill your own unit.

There are 4 copies of Healing in the box, but you can only include 1 in a deck (cost 0). Should you be able to include multiples (cost: 0/x)?

"Healing" is normally limited to 1 per deck. If a player has more than 1 "Cleric" in their deck, they may have up to 2 "Healing" cards in their Order deck.

SPELLS

Should the spell "Chain Lightning" cost 1 order?

This may change, but currently it is correct as is. The high mana cost, high card cost, and potential to damage your own units seems to keep this in check.

What is an "exhausted" unit? The term is used on the spells "Field Orders" and "Terrify"?

"Exhausted" is another term for "Resting". It's a unit that has used all of their Orders.

Do units get to roll defense against the damage from "Fire Wall"?

No defense can be rolled for "Fire Wall", once cast it causes damage to both friendly and enemy units.

On p. 8 of the Rulebook, it states that you can have two copies of Fireball in your deck as it costs 2/3. I assume that the card was updated, but the rulebook was not since we only have 1 copy of the card.

Correct, we were having some balance issues with this card and the cost/deck limitation was changed, but apparently the change was missed in the rulebook.

When using "Reflect", does the attacker get to defend against the reflected damage? I assume not since Flame Shield specifies that the attacker can defend against its reflected damage.

Correct, the attacker has no defense.

When using "Roar" do both units have to be pushed into the same zone? Is it correct that this movement will trigger the damage from Burning?.

You may choose up to 2 units to effect, so if you wanted to only choose 1 unit, that would be fine. Since the units being pushed are not using an order, they would not suffer damage from "Burning".

The "Scorched Earth" card seems to be another "Stoneskin" (same cost, description, etc.). Is this correct?

This is a misprint and the card should read:

Scorched Earth -
Perform a ranged attack, all other units (including the spellcaster) in the same zone as the target suffer 1 DMG and Burning.

SCORCHED EARTH 3

Perform a ranged attack, all other units (including the spellcaster) in the same zone as the target suffer 1 and Burning.

3
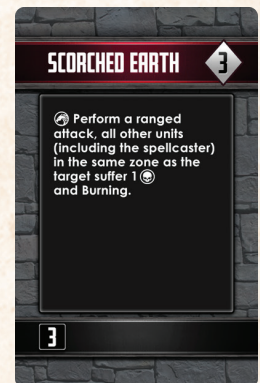
When using "Swarming", do you add the dice from both units to the attack (i.e. 1 attack) or resolve 2 separate attacks?

It should be 1 attack with a combined dice pool.

When can I cast a spell?

Spells may be cast at different times depending on the effect/requirement listed on the spell card.

• Most spells, especially those with offensive abilities, may be cast during a unit's turn.

• Other spells are defensive or reactive, meaning that they may be played in response to an enemy performing an attack or Order. These spells are typically played out of turn.

CONDITIONS

When are conditions applied? For example, if an attack applies Poisoned, does the defender suffer the +1 penalty while defending against that attack or only against subsequent attacks?

An attack must be successful for a condition to take effect. For an attack to be successful, the attacker must cause at least 1 damage to the defender after the attack/defense resolves.

If for instance the attack is successful and the defender gains "poisoned", they take damage and get the "poisoned" condition token that will come into play while defending any future attacks, or until either healed, or an order is spent to remove "poisoned".

The Quick Reference card says that it takes 1 Order to remove "Burning", but the rulebook says that it takes 2 Orders. Which is correct?

It should be 1 order to remove "Burning", the rulebook has the old rule and unfortunately is incorrect.

If you spend an Order to remove "Burning", do you take damage since you used an Order while "Burning"?

Likewise, if you only have 1 health left and are "Burning", can you use a healing potion and heal before taking the damage because you are "Burning", or will you die from using the Order before you can heal?

Any Order performed while burning (even to remove burning), will cause 1 damage at the start of the order. So, if the unit has only 1 health remaining and tries to heal, the unit takes a damage before it can heal and dies.

How does Lightning work? Is it really a condition? There are no rules around removing it.

Lightning only lasts the duration of the round, and is then removed. If the card played specifies damage caused by lightning, that is the damage dealt to the target, and any mount/knight/bound creature tied to the target suffer target damage -1.

UPGRADES

Can the opponent target the "Opus of the Banished" with a Mana Drain attack? If so, do they get the victory points if they destroy it?

No, since "Opus of the Banished" is an item equipped to a unit, that unit is the only unit that has access to the mana contained in the item, and is the only unit that can spend/deplete it.

The two cards "Demon Blade" and "Spiteful Band" are almost identical (Demon Blade can only be used by Knights/Warriors). Is this intentional?

The text on "Spiteful Band" is incorrect. As is, we'll rule that if you have "The Demon Blade" upgrade on a unit, that unit cannot also have the "Spiteful Band" upgrade equipped.

"Spiteful Band" should read as pictured below-

The rules state that you cannot have 2 or more of the same or similar type of upgrades. Is this all based off of the picture and logic of the players? All of the Dragon set are classed as armor, but you can see that they would be worn on different parts of the body and would assume that they can all be worn to receive the set bonus.

Should be logical limits, so for instance, you can't have 2 swords, or a sword and scepter, or a helm and the circlet.

To make limits completely clear - units are limited to 1 weapon upgrade, 2 ring upgrades, 1 amulet, 1 piece of armor per armor type, 1 opus, and unlimited potions.

The "Dragon" set of upgrades provide +1 each to the wearer's armor rating. Wearing the full set could give a character a 9+ armor rating. I assume that somebody can always be hit on a 6. Is this correct? Similarly, is a 1 always a fail (like when a unit with a high Defense rating is in a siege tower)

Correct, a 6 always hits regardless of armor rating, and a 1 will fail.

Can a "Good" unit use an "Evil" upgrade, or an "Evil" unit use a "Good" upgrade?

A unit may only use an Upgrade that matched their alignment, so "Good" can use "Good", "Evil" can use "Evil". The "Neutral" items may be used by any unit as long as they meet all other requirements listed on the Upgrade.

ATTACKING & DAMAGE

Some cards refer to a "successful attack". What is considered a "successful attack"?

A successful attack is an attack that causes at least 1 damage, if it misses or all damage is blocked, the attack is not successful.

What constitutes a fire/ice/magic/etc. based attack? Some things say to add Fire damage, but others (Flaming Arrow, Fireball, etc.) would seem to be fire attacks, but don't specify that they are Fire damage. Are they only Fire damage if they specifically say "Fire damage"?

Attacks only cause special damage (fire/ice/etc) if they specify special damage on the card.

When a dragon, hero, or unit has a shield, and they roll the black skull, does the shield counter that wound or does it go through? I just played it as if the shield blocked the hit to make things more challenging.

If a unit has a shield token, they may use it at any time to block damage. However, if they have an ability that grants +1 shield, this ability does not block a botched attack or any damage the unit rolls while performing an attack.

When something tells you to lose half of your health/dice, do you round down?

In general, we tend to always round down - but this is a rule that can be agreed upon by the players.

How exactly do the damage results from the red/blue dice work? If you roll a white skull, does that just add to the total hits that the defender can block. If you roll a black skull, do you have a chance to block that damage?

Damage from Red/Blue dice cannot be blocked by either the attacker or defender. This keeps attacks

from being completely nullified.

When attacking all results from red/blue dice are resolved first, so all damage from these dice is dealt, special abilities, gems, etc. Once these dice are resolved, the damage from the standard D6's is calculated and resolved/defended against.

When a unit suffers damage from an effect like at High Palace of Waesdithas (Rogue units suffer +1 damage when casting rogue spells.), do they have a chance to block it?

The only time damage can be defended against is during an attack from a player or summoned creature. Any location effects, or negative character abilities that cause damage or conditions, cannot be defended against.

When does a unit suffer special types of damage (fire, ice, etc)?

Some cards will specify when special types of damage are dealt, but in general if a spell is "Fire" based and deals damage, it is considered fire damage ("Fireball" for example). This is the rule for all types of special damage.

When a card says to add or remove dice to my "attack dice pool" / "dice pool", what does it mean?

For example, lets look at a situation where you are performing a melee attack with 6 attack dice and 1 red battle die. You roll your attack and get to use the "Special" attack on your unit, which instructs you to add 2 dice to your attack dice pool. You would then keep the results of your initial roll, roll 2 more attack dice, and add those results to the attack total.

If the unit/spell/ability you are using instructs you to add dice to your pool before you perform an attack, or while you are defending, these dice are added to your total pool of dice being rolled.

GENERAL

If a unit does not have a healing value, does this mean that it cannot be healed or can other units with a healing value heal it?

Correct, on page 18 under "healing" it explains that if a unit has no healing value, it may heal.

How do you determine if a unit can fly? It seems that you have to look at the picture and see if it has wings. Is this correct?

All dragons can take flight. The only other creatures that can fly are in the summoning deck, and they can only take flight if their ability/special specifically says that they fly/take flight.

What is a "resting unit"?

"Resting" is another term for "Exhausted". It's a unit that has used all of their Orders.

When does the Summoning deck get re-shuffled?

The summoning deck is shuffled any time;
- A card specifically calls for it to be shuffled.
- When a player searches it for a certain creature.
- Whenever a creature is returned to the deck.

What exactly do the terms "Resting" and "Exhausted" mean?

Both of these terms mean the same thing; the unit has used all of their Orders for the round and cannot any further actions until the start of the next round.

KINGDOMS

How do Kingdom effects work? For example, Omberdawn Stronghold states "Humans gain +1 damage while attacking.". If your Human unit is in the Omberdawn Stronghold and fires a ranged attack into the battlefield or opposing kingdom, does the +1 apply?

Likewise, if your Human unit is in the Battlefield and fires a ranged attack into Omberdawn Stronghold, does the +1 apply? Also, do both players receive the bonus when attacking with Humans?

Kingdom/location effects benefit or hinder all players once inside the kingdom.

In the example you provided, both players receive the bonus when attacking with humans. Also, if an attack if initiated from within the kingdom (ranged or melee), it gains the benefit or penalty of the location. So a ranged attack originating in Omberdawn Stronghold, performed by a human to the enemy kingdom (or even into the center battlefield), would gain +1 damage.

ABILITIES

Some of the Selective Abilities seems like they should not be optional. For example, Deldrach's says "While mounted may not perform melee attacks." I assume that is not optional. Is this correct?

Correct, that would not be optional - in that example they cannot perform any melee attacks while mounted.

How does Aenwyn's "Devour" (Spend 5 damage and discard a random spell card to perform 2 attacks) work? Do you perform one attack, then discard 5 damage to make another attack?

No, you must first take 5 damage and discard a random spell card to gain the ability to perform 2 attacks. The 2nd attack may be wasted if you happen to kill the enemy target with the first attack, so it can be a gamble.

Alithana's selective ability states: "Poison adds +1 (D) to this unit..." Does this mean that when she receives the Poisoned condition she takes an additional damage, or she takes one extra damage while Poisoned? If the latter, when does the damage occur (when attacked, when using an order, etc.)?

The unit suffers +1 damage when she receives the poisoned condition.

Can Alithana's "Dark Justice" ability be use when her mount is attacked or does it need to be used on her turn?

She may use "Dark Justice" when the mount is being attacked, but only if she has 2 Orders left to give - so if she is exhausted/resting, she can't use this ability. She is basically sacrificing her 2 orders to protect her mount.

On the Avenging Angel unit what is the last part of "Brutal Strike" (Brutal Strike: Resolve attack. Defender must then roll 1 die, result is taken as .)?

"Brutal Strike" should read as pictured below -
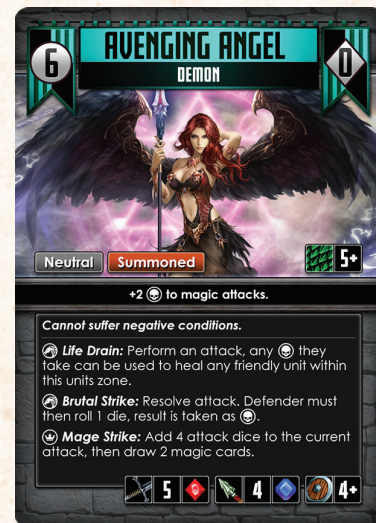
The "Cursed Knight" has 2 abilities called "Pale Rider" I assume that one should have a different name?

Correct, this is a misprint. The "special" (2nd "Pale Rider" on the card) should be named "Odious Charge" as shown below.

Does the Blood Scout count himself when he uses "Blood Rage"? E.g. if he is the only friendly Dwarf in his zone, does he roll 8 or 10 dice for the Blood Rage attack?

He would only roll 8 dice for the attack. The "Blood Rage" attack is only beneficial if there are additional friendly Dwarf units in the same zone.

For Andras, what does "Poison damage causes this unit to heal." mean? If she is attacked by an attack that causes Poisoned, she is healed?

Correct, any time she suffers damage from an attack that would cause the "poisoned" condition, she is healed.

The Dark Crusader's "Dark Pact" states: "Draw 1 card from the summoning deck. If creature drawn is a demon, it joins this unit and may attack for 1 order".

Does this mean that the creature becomes bound to the Dark Crusader? If not, does that mean that it attacks with the Dark Crusader (if he spends another order) and is then discarded?

If a demon is drawn, it becomes bound to the unit, and may immediately perform 1 attack if the Dark Crusader spends an additional Order.

The Dark Crusader's "Brutal Strike" states: "Resolve attack. Defender must then roll 1 die, result is taken as Damage."

I assume that a d6 will be rolled?

Correct, the defender rolls 1D6 and takes the results as damage.

If a unit (Dark Leprechaun / Griffin) uses their ability that lets them move, attack, and then move (Teleport/Swift Strike), do they become unbound if they move out of the zone of the summoner or do they only become unbound if they end their turn out of the zone of the summoner?

If they leave the zone of the unit they are bound to and end their turn out of the zone of their summoner, the bond is broken.

Anytime a creature leaves their summoner's zone and goes off on their own, the bond is broken.

The Dwarven Cavalry special attack says "Add 1 attack die to your pool and perform an attack that gains 2 dice." Does this mean that you add 3 attack dice or is there a reason for the phrasing?

You may opt to add either 1 red, 1 blue or 1 black die to the pool, and then also add an additional 2 black dice to the attack.

If you order a card to attack with a unit (Eldain, Deldrach, etc.), does it receive an Order token? Also, does this allow the unit to attack more than once in a round or does it specifically have to say that it allows the unit to attack a 2nd time?

If the unit ability allows you to order another unit to attack, it does not cost the attacking unit an order to perform that attack, and they can perform an additional attack on their activation.

For the Longbowman's selective ability, how is the friendly damage distributed? Is it random? Is it spread equally? If not, who chooses?

Whenever friendly damage is dealt it should be distributed equally. If there is an odd number of damage to be distributed, the attacker can choose where to place the extra damage.

The Longbowman special attack refers to "simultaneous attacks". Does this mean that you total the attack dice for 1 big attack or resolve one attack and then move to the next unit(s)?

"Simultaneous attacks" could go either way, but we play it as 1 giant attack pool. If players agree before hand, it can be individual attacks.

The Forest Lord unit states: "Melee attacks cause 2x damage to this unit." When is the 2x applied, after rolling for armor or defense?

Correct, damage is multiplied after all attack/defense results are resolved. So if the Forest Lord blocks all but 1 damage, it takes a total of 2 damage.

On the Longbowman I assume that "DM" is the same as damage/the skull symbol? Clearly it can't be "Dragon Mandate", which is the only DM that I am aware of in the game.

Correct, "DM" should be the skull damage symbol.

The Fallen Warrior's special attack says "Headshot: Resolve attack. If successful, add Poisoned, Wounded, & Bleeding." What is Bleeding?

Bleeding was a condition that was part of some unrealized stretch goals. It was supposed to be removed from all cards, but was missed on "Fallen Warrior".

This card should read: "Headshot: Resolve attack. If successful, add Poisoned and Wounded to the results."

The innate ability of the Forge Master has "+2 Damage". It doesn't specify whether this is for his attack (i.e. no "to/from/suffer"). Since innate abilities are not solely beneficial, does this mean that he always deals +2 damage when attacking or does he deal +2 damage when attacking and suffer +2 damage when defending?

Anytime a unit has an innate ability that causes damage, they inflict that damage automatically while performing an attack. As explained earlier in the FAQ, this damage cannot be defended against.

In this example, the Forge Master deals +2 damage when performing an attack.

Kondrim has an innate ability that states: "+1 Damage, +1 Gem per attack. Limit 1 order per round."

Does he deal +1 Damage when attacking, receive +1 Damage when attacked, or both? Also, how does he trigger Viscous (requires 2 Orders) when he can only have 1 Order per round?

Kondrim gains +1 DMG per attack. This wording is bad on the "limit 1 order per round". The meaning of this is that while she has 2 orders to use, she can only do thing/perform 1 action per round. So if she moves a zone, that's her order for the round. If she performs "Viscous", costing 2 orders, that's her order for the round.

Koz the Defiler's selective ability states: "Cannot suffer negative conditions. All attacks cause the attacker to become Poisoned."

Does this mean that everybody that attacks him is Poisoned or whoever he attacks is Poisoned?

Any unit that attacks him will become poisoned.

Koz the Defiler's "Mana Drain" attack states: "Perform an attack, Damage results can be used to drain mana from target."

If you drain mana with these, do they still count as damage dealt, or do they only drain mana?

This only drains mana, no damage (health) is caused.

When using Koz the Defiler's "Unholy Rage" (Add 1 attack die of your choice to the current attack, then draw 1 spell card.) special ability, I assume that this means you can add a d6, red, or blue die.

Correct, the attacker may add 1 of any die to the current attack.

Myllilth's "Lightning Strike" attack says: "...Add +3 Lightning damage and Electrocution." What is Electrocution? Should this be Lightning instead?

Correct, this should be "Lightning", not electrocution.

When performing Lord Azerrad's "Savage" (Perform an attack and add +2 Damage, then become Dazed) attacks, do they become Dazed or does the target? Also, is Lord Azzerad's supposed to cost 2 orders and Reddros' only 1 for the same effect (possibly for balance)?

"Savage" will add +2 DMG to the attack, and then the attacker (Lord Azerrad) will become "Dazed". Lord Azzerad and Reddros share the "Savage" ability, it should cost 1 Order for both of them.

The selective ability of Myllilth states: "You may leech up to 5 health points from friendly units in your zone. You may not use spells or potions to heal."

However, this unit does not have a healing value, so you would not be able to heal it using potions anyway, right?

Correct. We had some potions and spells (unrealized stretch goals) that would have allowed the user/ caster to heal self/heal another for a set amount of health - "heal a unit for +3 health" for instance - this unit would not be able to benefit from these cards.

Rohim's ability (Shadow of the Wyrm: Take flight, gain 1 Block token.) takes 2 Orders, but Grailron's (Thwart: Take flight, gain +2 Block tokens) only takes 1 Order, but is better. Is this correct?

This is correct. It was to balance out the hit points a little. If this proves to be a problem we'll change it.

What happens with wounds on the Shadow Druid when he uses the Polymorph ability to take a creature's form or when he returns to Human form? Do they transfer to the new form? Do they stay with each form separately? Are they healed?

When a Shadow Druid takes the form of the creature, all conditions and damage that the druid has suffered should be kept on the druid card, this will remain on the unit when it returns to druid form.

When the creature is defeated, the druid returns to druid form and all previous damage/conditions are back in play. All conditions and wounds inflicted to the creature go away when it is defeated.

The Shadow Mage special attack says "Summon from Darkness: Draw 1 card from the summoning deck, if creature is evil add 2 dice to its attack pool."

Does the summoned creature attack when it is summoned or are the dice added to its next attack?

The summoned unit will get an additional 2d6 to it's next attack.

If there are two units with different armor/defense values in a Siege Tower, and the siege tower is attacked, how do you determine the armor/defense value of the siege tower?

When multiple units are in the Siege Tower, the armor/defense value will be based on the unit with the lowest armor/defense value.

How do points work for the units resurrected from the Skeleton King's "Animate Dead"? Does the opponent still receive the points for the initial kill? If they kill the animated unit, do they receive full points or half points?

The opponent receives points for the initial kill. If the unit is killed again, they will receive full points for killing the unit again.

The Sorceress's selective ability states: "When a melee attack against you is resolved, the attacker suffers Lightning damage." What does this mean? Do they receive the Lightning condition and take 2 damage or just take 2 damage?

The attacker will take the "Lightning" condition - take 2 damage and 1 damage to any units bound, mounted/mounted on, the attacking unit.

The Thief has a special attack that says you "become hidden". What does "hidden" mean?

"Hidden" was overlooked in the rule book. When the Thief becomes hidden, you flip over the Thief card and they cannot be targeted/attacked, or suffer any area damage from spells/orders, etc., for the remainder of the round. If the Thief still has a remaining order while hidden, they may still move/ heal,etc.

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While hidden they may not be ordered to attack, they may not cast spells or use any orders that cause damage or conditions. At the start of the next round the Thief card is flipped and play continues as normal.

For the selective ability, does the owner of the Wild Mage keep the spell or return it?

They return the spell to their opponent. You just get to peak at the top, upcoming card from their spell deck.

The Wolf Clan Infantry selective ability states: "May use 1 order to add 2 attack dice to either a melee or ranged attack."

Since he does not have a ranged attack, does that mean that this ability can be used on other units?

This unit can use that ability to perform a ranged attack with their melee dice pool dice. This ability cannot be used on another unit.

On the Wolf Clan Chieftain unit I assume that all instances of "Wolf Pack" should be replaced with "Wolf Clan" instead?

Correct, both instances should read "Wolf Clan".

If there are two riders on Zaedyt & Tasi, and one of the dragons dies, does 1 rider fall? Is it determined randomly which rider falls?

Correct, if there are 2 riders and the health dice pool gets down to 11, 1 of the dragons die and 1 of the riders fall. The knight with the lowest health is the knight that falls. If both knights have the same health remaining, the player controlling the dragon chooses which knight falls.

SOLO / DRAGON MANDATE

Can I move into the enemy's deployment zone?

Yes. You may perform any actions you can perform during normal game play.

If a unit has used all of its Orders but has Mana can it still use defensive spells?

No. Casting a spell costs a unit an Order. A unit may use an Order out of turn to cast a defensive spell. A unit may cast any number of spells on their turn, however they must have enough Mana and Orders to cast them.

For the AI, are all of the card details in effect? ie special characteristics?

The AI unit cards function as normal and have all abilities, Orders, and Special attacks available.

For the AI, if the Dragon Mandate card says attack, do I use one of the abilities or just a plain vanilla attack?

The AI units should always perform the action/attack that causes the most damage to the player.

FIXES

Unfortunately there are 2 cards with minor printing errors. To avoid any confusion, here are the corrected versions of the 2 cards.

SAMPLE DECKS

Good\Neutral

Location:
Omberdawn Stronghold   Pool of Myrin

Knight:
Alithana (7)

Dragon:
Faranth (22)

Units:
Wolf Clan Chieftain (10)   Warlord (9)
High Priest (4)

Upgrades:
Athgar's Fury (3)

Spells:
Blade Dance (2)   Brutalize (5)
Field Orders (0)   Resist Cold (0)
Resist Fire (0)   Resist Poison (0)
Tail Whip (0)   Torn Flesh (1)
Vicious Thrash (2)   Reflect (0)

Orders:
Antidote (0) x2   Counter Strike (3)
Critical Blow (3)   Death Blow (3) x2
Guard (0) x2   Healing (0) x2
Heroic Charge (3)   Horde (0) x2
Inner Change (2)   Majestic Presence (1)
Pray (2)   Remove Curse (0) x2
Valor (0) x2

EVIL\Neutral

Location:
Woods of Grayhorn   Forgotten Lair

Knight:
Adlen (6)

Dragon:
Kondrim (14)

Units:
Great Ballista (7) x2   Necromancer (8)
Dark Crusader (8)

Spells:
Acid Cloud (3)   Cursed Arrow (1)
Field Orders (0)   Fireball (3)
Fortification (0)   Protection (0)
Shielded (0)   Summon (2)
Tail Whip (0)   Torn Flesh (1)

Orders:
Berserker Rage (2)   Counter Strike (3)
Critical Blow (3)   Dark Command (2)
Death Blow (3) x2   Guard (0) x2
Heroic Charge (3)   Horde (0) x3
King's Orders (0) x2   Majestic Presence (1)
Protection (0)   Remove Curse (0) x2
Valor (0) x2

Good\Neutral – WITH EXPANSIONS

Location:
Forest of Delimbiyaa   Pool of Myrin

Knight:
Eldrin (8)

Dragon:
Eldrax (12)

Units:
Warlord (9)   Tracker (7)
Syndra the Druid (7)

Upgrades:
Amulet of the Phoenix (5)   Athgar's Fury (3)
Circlet of Kylantha (3)

Spells:
Blade Dance (2)   Chain Lightning (3)
Field Orders (0)   Fortification (0)
Reflect (0)   Resist Poison (0)
Shielded (0)   Summon (2)
Torn Flesh (1)   Vicious Thrash (2)

Orders:
Berserker Rage (2)   Counter Strike (3)
Death Blow (3) x2   Dispel (1)
Evade (3)   Guard (0) x2
Heroic Charge (3)   Horde (0) x2
King's Orders (0) x2   Parry (1)
Protection (0)   Remove Curse (0) x2
Valor (0) x2   Victory (1)

EVIL\Neutral – WITH EXPANSIONS

Location:
Nomads of Darion   Altar of the Fallen King

Knight:
Lord Azerrad (9)

Dragon:
Naizid (17)

Units:
Fallen King (10)   Vampire Elder (9)

Upgrades:
Talisman of Death (4)   Demon Blade (3)
Spiteful Band (3)

Spells:
Brutalize (5)   Defender (0)
Field Orders (0)   Flaming Bolt (3)
Fog of War (0)   Protection (0)
Resist Fire (0)   Roar (0)
Summon (2)   Tail Whip (0)

Orders:
Cut Throat (3)   Dark Command (2)
Death Blow (3) x2   Guard (0) x2
Horde (0) x2   King's Orders (0)
Majestic Presence (1)   Protection (0)
Poison (2)   Parry (1)
Remove Curse (0) x2   Slow (3)
Undead Swarm (1)   Valor (0) x2
Victory (1)