Defenders of the Realm

Dragon Expansion
The King’s eyebrows lifted showing his disbelief. “Dragons you say,” almost whispering the words. The messenger only nervously nodded. Dragons had not been in the Realm for centuries, not since the days when the High Wizard Amarak advised the Royal Court, and now reports of not just the Blue Dragon that had attacked the settlements on the frontier of the Blizzard Mountain Range with an army of half-men – half-dragon-like creatures, but different Dragons and in service of the Dark Lord’s army.

“What type of Dragon,” the King asked, seeking more information. Darius, the King’s Councilor of Magic stood silently near the throne and sensed the King was hoping there was some kind of mistake. Maybe the reports were false, or maybe it was some type of illusion, but the elder wizard knew that no such fortunate wind was to blow – Dragons had been awakened and were in service of the Dark Lord. He had sensed their presence in the mana threads that flowed around him and knew the words to be true. The messenger hesitated as if trying to gather his thoughts, or his courage before answering, “A Red Dragon was reported by troops to the southeast near sunset, but only seen at a distance and in flight.”

“Then the report could be wrong!” the King cut him off. “The setting of the sun playing tricks on the eye.”

The messenger lowered his head and it seemed like an eternity before he whispered, “then the distant horizon turned black with smoke...the next day troops found the Raven Forest still ablaze.”

With that the King sat back and calmly asked, “Is there more?”

“Aye, sire.” The report was given of a Green Dragon attacking a band of Rangers in Wyvern Forest, only a couple surviving due to the ministrations of an Elf monk. And then Darius heard the report he feared most, a Black Dragon had assaulted the stronghold of the Duke in Mc Corin Highlands, killing hundreds of veteran soldiers and critically injuring the Duke. A Black Dragon, thought Darius, almost forgetting the others, for all the old records on the Black Dragons describe the evil creatures to be lightning fast, even by dragon standards, and with a heart blacker than their scales. The thought of Black Dragons on the loose in the Realm sent a shudder through the Councilor’s body.

The King sat silent for only a moment before dismissing the messenger, watching him quickly scamper from the chamber, no doubt happy to have this business behind him. The guards sealed the chamber door leaving the King and Darius alone.

No one spoke for a long time then the King broke the silence. “Dragons...” the way the King said it sounded more like a curse than a question.

“It would appear so, my Lord.” Darius responded. “I have felt a change in the energy that flows through the Realm,” he continued, “and the presence of Dragons would cause such a disturbance.”

The King said nothing, and just looked at his Councilor of Magic awaiting words of wisdom. When they came, they were not what the King expected. “Our heroes are strong enough to defeat the Dragons and when the Dragons fall, the Dark Lord will have lost.”

The King contemplated the bravery and skill of his heroes, and could only wonder if it would be enough.
Overview: The Dragon Expansion builds on the base game of Defenders of the Realm, adding new Generals, Quests, and Special Hero Cards as well as introducing new aspects to the games such as Global Effects and Agents of the Dark Lord. The rules for the basic game will apply to using the items in this expansion. Much of what is included enables the players to customize their games to provide both a more thematic fantasy experience for their gaming group, as well as increase or decrease the difficulty of the game to meet the level of play that their gaming group prefers. A base copy of Defenders of the Realm is required to play the Dragon Expansion.

Scenario 1 (Rampaging Dragons) on page 12 of these rules is the “Official” Expansion for this set.

Contents:

- 3 General Miniatures (3 Dragons)
- 4 Wound Tokens – 1 for each General
- 10 Fire Tokens
- 1 Royal Blessing Card
- 10 Global Effects Cards
- New Special Cards
- New Hero Cards Deck
- King’s Champion Scoring Tokens
- Rulebook, with a story from the Realm

The following sections will examine each of the new components in this expansion in detail and provide information on how to use each to customize your Defenders of the Realm games:

The Dragon Expansion provides many different items that can be added to the game based on the challenge the players desire. Preparation of play for each game will take a little longer with the customization process, but will give the players an even greater fantasy experience. The use of each component is discussed in detail, often with notes and additional options of how to use them in your games.

New Quests: Players should take the 12 new Quest Cards and shuffle them into the Quest Deck the first time they play using the Dragon Expansion, regardless of any other components they may choose to use in the game.

If a Quest surfaces that cannot be achieved because the focus of the quest is not in the game (like scout the Black Dragon General and there is no Black Dragon General in the game) the quest is simply discarded with no effect and a new one drawn.

Note: This is the same rule that applies with quests in the base game after Generals identified on an open Quest Card have been slain. When a Quest cannot be achieved, the Quest Card is immediately discarded and a new Quest is drawn.

The new Quests are used just like the Quests in the basic game. No special rules apply to the Quests of the Dragon Expansion.
New Special Hero Cards: Separate the Special (Purple) Hero Cards from the basic Hero Cards and combine them with the 6 New Special Hero Cards. Once all the Special Hero Cards are shuffled, deal 6 into the box without looking at them. Now shuffle the remaining Special Hero Cards into the Hero Deck.

Note: The set up process will be used in every game to keep the game balanced and challenging. If players add the new Special cards without removing any, the game balance will shift toward an easier experience for the players. Of course, if players are having a difficult time winning, they may want an easier game. (See Variant: Want an easier game?).

Note: Generals should be chosen and the appropriate Hero Cards (Cards with the matching General Attack Icons and name on the bottom of the card) be put into the Hero deck prior to shuffling in the Special cards. (See New Generals for more details).

Global Effects: There are 10 Global Effect Cards provided in the Dragon Expansion. These cards are new to play and when activated from the Darkness Spreads Deck will change play until discarded by a new Global Effect or by a General moving. There are 5 Good Global Effect Cards, beneficial to the Heroes, and 5 Bad Global Effect Cards, a hindrance to the Heroes. Not all 10 Global Effects should be included in each game. The players may establish the number of Global Effects they prefer to be in the game to make it tougher or easier, but the following setup is recommended for Global Effects (See establishing Global Effects below).

Global Effects do not count as Darkness Spread Cards drawn when it comes to placing minions or moving Generals. When a Global Effect is drawn, it is activated by placing it on the board as a reminder of the effect to all players. Immediately draw another Darkness Spreads Card after a Global Effects is drawn.

Global Effects remain active until a) A new Global Effect is drawn, or b) A General moves or c) An instruction on the card requires you to discard the Global Effect Card. These events will cause the active Global Effect Card to be discarded.

Note: If a second Global Effect is drawn on the same turn, it (the second Global Effect Card) is discarded with no effect. Likewise if a General Moves on the turn the Global Effect is drawn, this movement will not cause a discard of the Global Effect Card, nor will it negate the Global Effects.

All is Quiet Cards: It is recommended that the All is Quiet Cards be removed from the Darkness Spreads Deck. If you want an easier game, leave them in, but the Global Effects should replace these cards as a thematic way to both give the players a little breather, and to create some interesting challenges.
Establishing Global Effects and the Darkness Spreads Deck for the Game: Take the 5 Bad Global Effects, identifiable by the background on the front of the card, and shuffle them. Then deal 3 to the box without looking at them and place the 2 that will be active to the side for use shortly. Now take the 5 Good Global Effects (also identifiable by the background on the front of the card) and shuffle them. Discard 2 of these cards into the box without looking – they will not be used. Next, take the 5 Global Effects (2 Bad Effects, and 3 Good Effects) and shuffle them into the Darkness Spreads Deck.

Note: In the same manner done for the Hero Cards Deck, Generals should be chosen and the appropriate General Darkness Spreads Cards identified and used to create the Darkness Spreads Deck prior to shuffling the 5 Global Effect Cards into the deck. If the Orcs are not being used, remove the Orc Patrols and Orc War Party and replace those cards with the new “Special” Darkness Spreads Cards.

Note: As more expansions for Defenders of the Realm are released, there will be more Global Effects Cards added to the game. The setup will continue to be recommended with 2 Bad Global Effects and 3 Good Global Effects so that the game continues to be balanced and challenging. Of course, players that want a tougher game can put 0, 1 or 2 Good Global Effect Cards in the game while someone wanting an easier game can reduce the Bad Global Effects and increase the Good ones that they add to their games. It is recommended that the maximum number of Good or Bad be 3 Global Effects Cards and a total of no more than 6 Global Effects appear in any game and never more than 4 of one type (Good or Bad). This way much of the game will be played with no special effect in play, and by randomly changing them every game, the story aspect of the game continues to increase as no two games will ever be the same.

New Generals: The players can now choose between the 2 Generals for the colors Green, Red, Black, and Blue (although we recommend using the High Dragon Sapphire when other Dragons are in play), mixing and matching to randomize their games to a greater degree, or can play one of the preset scenarios, like Dragons on the Rampage, in the back of this rulebook.

Setting up the Hero and Darkness Spreads Card Decks: When using a new General, players need to customize the Hero and Darkness Spreads Decks by taking out the cards of the General(s) not being used in the game and shuffling all cards with Icons of the Generals being used (Generals Movement Icon for the Darkness Spreads Deck and Generals Attack Die Icon for the Hero Deck) into their respective decks. Once players choose the General, they should take his Wound Token and place it on his highest number of his wound track, as in the base game set up.

The new Generals in this expansion are all Dragons, and each is unique in their combat skill and the minions they command. Their General Cards are just like the original Generals with one exception, each of these General Cards show the General’s starting location, troops to be placed with him at the start, and movement type. In most cases movement will be along the arrows on the board following the path the previous General’s moved on, but for the Red Dragon Brimstone, that General starts on a new location, Fire River, and has special movement as described below – Dragon Flight.

**The Dragon Generals**

Onyx  Hemlock  Brimstone  Sapphire
Brimstone’s Special Movement – Dragon Flight: Brimstone moves differently than any of the other Generals in the game. Not only does he not start at the previous Red General’s location, he does not have a path to Monarch City. He uses special movement called Dragon Flight and will move every time his General’s Movement Icon appears on a Darkness Spreads Card as noted below.

**Dragon Flight:** This is a special movement that only the Red Dragon uses. On the Darkness Spreads Cards with Brimstone’s picture, a location will appear with the Dragon Flight icon identifying that the Red Dragon immediately moves to that location. The Red Dragon General will always move when his icon is activated, therefore he can move all over the board. When he moves, as soon as he lands, he sets the location On Fire—placing one of the 10 Fire Tokens on that location. (See Setting a Location On Fire)

Brimstone has no flight path that will land him in Monarch City. In order for Brimstone to move to the capital and defeat the Realm, he must place all 10 of his Fire Tokens on the board. When Brimstone is activated to move and all 10 of the Fire Tokens are on the board, Brimstone automatically attacks Monarch City and defeats the Heroes and the Realm.

**Minions:** Fire Elementals (Red) – Fire Elementals are magical living flames that will set a location On Fire when 3 are present. Add a Flame Token to the location. A roll of 4 or more is required to defeat a Fire Elemental Minion.

**Placing Fire Elemental Minions:** The Red Darkness Spreads Cards place the Fire Elementals the same way as they do the Demons in the base game.

**Setting a Location On Fire:** There are 10 Fire Tokens that will be used when Brimstone is one of the Generals, or an Agent of the Dark Lord. Fire Tokens are only added to a location that Brimstone lands on, or a location that has 3 Fire Elementals on it. There is a limit of 1 Fire Token per location.

**Effects of Fire Tokens on a Location:** When a location is On Fire, it now only takes 3 of any Minion type present to Taint the location. Additionally, locations On Fire cost 2 Actions to enter and any Hero ending their turn in a location On Fire suffers 1 wound due to fire damage. Fire wounds are not blocked by armor or special abilities like Hiding in the Shadows.
Putting Out the Fires: This is a new action that Heroes can take. A Hero may put out the fires by traveling to the location with a Fire Token on it and spend 1 Action, discarding a Hero Card matching the color of the location On Fire to roll 2 Dice - a roll of 4+ on either die extinguishes the fire and removes the Fire Token from the board, returning it to the surplus Fire Tokens near the board. The action is similar to Healing the Land, but easier to succeed.

Placing the 10th Fire Token on the Board: When the 10th Fire Token has been placed on the board, Brimstone’s greatest desire is within sight – the burning of Monarch City. If Brimstone is activated to move by a Darkness Spreads Card while all 10 Fire Tokens are on the board, his location is automatically Monarch City – and a loss for the Heroes.

Minions: Imps (Green) - These creatures are Quick Flying and Mischievous. A roll of 3 or more is required to defeat an Imp Minion.

Placing Imp Minions: The Green Darkness Spreads Cards place the Imps the same way as they do the Orcs in the base game with the following exception:

Quick Flying: There will never be more than 1 Imp placed at one time per location – Therefore Imp Location cards in the Darkness Spreads Deck will show only 1 Green Minion to be added. That is the good news, the bad news is that each time 1 Imp is placed, the Quick Flying skill will cause 1 Imp to be placed in each adjacent location that does not currently have an Imp on it, similar to an overrun.

Mischievous: Imps are sly and natural born thieves - Heroes lose 1 Random Hero Card rather than take wounds for each Imp at the location in which the Heroes end their turn.

Random Card Loss Process: Shuffle your Hero Cards and the player to your Right draws 1 for each Imp at your location and discards the drawn cards.

Slayer & Defeating Imps: When a Hero becomes the Slayer of the Imps by landing the final blow on Hemlock, this is a special role from other Slayers in that no action need be spent to defeat the little troublemakers. The Hero merely needs to move into a location with 1 or more Imps to slay them (no combat action is necessary).
Minions: Zealots of the Order of the Black Dragon (Black) - These Zealots are berserk fighters that deal out wounds each round of combat. When a Hero attacks one or more of the Zealots and fails to kill all in single blow, the Hero suffers 1 wound immediately at the end of each round of combat if 1 or more Zealots remain. (See combat example below) A roll of 4 or more is required to defeat a Zealot Minion.

Berserk: Each round of combat (after each Combat Action) if there are any Zealots in the location, the Hero suffers 1 wound regardless of the number of Zealots present. This is in addition to any wounds that the Hero will suffer if they end their turn with 1 or more Zealots (or minions in general). As with typical minions, a player ending their turn in a location with 1 or more Zealots will suffer 1 wound for each Zealot present.

Note: Heroes that have armor protection can block the wound each round, as well as 1 at the end of the turn if in a space with the minions.

Note: The Rogue's Ability to hide in the shadows will not prevent damage from the Berserk attacks, but will continue to stop end of turn damage from the Zealots as normal.

Example: The Rogue attacks 3 Zealots and rolls 3 dice getting a 2, 2, 5 – defeating 1. She now suffers 1 wound to the Berserk skill because 2 Zealots remain. She attacks again with her final action (brave little Rogue) rolling a 1, 3 – both misses. She again suffers 1 wound from the Berserk skill and would suffer 2 more wounds, but uses her skill Hide in the Shadows and therefore takes no additional wounds.

Strategy Note: The berserker skill of the Zealots can do a lot of damage to Heroes, but if the players send armored Heroes after the Zealots (Paladin, Dwarf) using their ability to ignore 1 wound from minions, the Zealots are much less of a threat.

The Cleric & Zealots: The Cleric has a blessed attack that will also work on Zealots as their evil triggers the blessing on her mace. Therefore, the Cleric adds +1 to each die rolled in combat with Zealots as she does with Undead and Demons.
Minions: Dragon Masters (blue) - These powerful wizards draw their power from the magic the dragons generate and create. Their combat power is not fixed, but determined by the number of Dragons active in the game. A roll of 2 plus the number of active Dragons invading the Realm is required to defeat a Dragon Master. Example: If all 4 Generals are Dragons, the player would need to roll a 6 in battle to defeat a Dragon Master. If 3 Dragons are active, a 5+ would be needed – and so forth.

The following are key rules about using Agents in the game.

- Only 1 Agent can be used in a game
- Agent Cards identify their Starting Location, Moving Process, Special Abilities, and requirements for them to be defeated
- The same Dragon cannot be an Agent and a General in the same game
- Agents never invade Monarch City
- Agents do not count as Minions on Locations
- Heroes may move freely past Agents
- Agents, like Generals, do not attack Heroes that end their turn on a Location with them
- Agents only attack when they are activated to do so
- Slaying an Agent grants a Victory Point with base game rules (more in the King’s Champion Variant) and a reward of 2 Hero Cards

Each new Dragon General provided in the game also has an Agent Card. Agents are new to Defenders of the Realm, and act as special henchmen to the Dark Lord. The Agents never invade Monarch City, but they do harass and create problems that the Heroes will have to deal with.
Using Agents: If the players want to increase the difficulty of the base game with the original 4 Generals, or a mix of old and new Generals, they can add 1 Agent in service to the Dark Lord. This Agent’s Card is placed next to the 4 General Cards and the War Status Board. Each Agent Card gives detailed information about the Agent: where they start, when they are activated, special powers, and how they can be defeated. Agents are also added to some of the Scenarios in the Scenarios Section of this rulebook.

VARIANTS

The following section provides a number of variants to use in playing Defenders of the Realm. Each of these variants is optional and may be used as the players desire.

Royal Blessing: The Royal Blessing is a thematic way to assist the players at various levels without making changes to the rules. It is primarily designed to assist players that are using less than 4 Heroes, or in 4 player games where the players desire an easier game.

The entire Royal Blessing rules are printed on the front & back of a special General-sized card so that players can set it near the board until they are familiar with how it works. There are also 4 Blessing Tokens and depending on the number of players, 1 – 4 are placed on the Monarch City location of the board.

Rules for 5 Players: The following changes to basic game rules should be used to keep the balance of a challenging game when adding a 5th Hero (player) to the game.

- Remove all of the Darkness Spreads All Is Quiet cards from the deck. They will not be used in the game.
- The choice of Hero Selection should be random – Shuffle Heroes and deal 1 to each player.
- Players start with 1 Hero Card rather than 2. Players will still gain 2 Hero Cards at the end of each turn.
- Maximum Hand Size for Hero Cards is now 8 rather than 10.

Rules for 6 Players: The following changes to basic game rules should be used to keep the balance of a challenging game when adding a 6th Hero (player) to the game.

- Remove all of the Darkness Spreads All Is Quiet cards from the deck. They will not be used in the game.
- Shuffle all Special cards and remove 5 randomly – place them in the box without looking at them.
- The choice of Hero Selection should be random – Shuffle Heroes and deal 1 to each player.
- Players start with zero Hero Cards rather than 2. Players will still gain 2 Hero Cards at the end of each turn.
- Maximum Hand Size for Hero Cards is now 7 rather than 10.
In both setups (5 or 6 players), the players will still set the Global Effects normally as in a 1 – 4 player game. As always, players may change the set up to make the game easier or tougher based on the level they wish to play, but the maximum hand size rules, and the number of Hero Cards gained each turn should remain as listed above.

Strategy consideration with increased players: The biggest issue the players face in 5 and 6 player games is the flow of Hero Cards. They start with less in a 5 & 6 player game, and players hold less with a reduced hand size. With extra players, the control of Minions and Tainted Crystals should be easier to handle – so the key focus must be preparing to attack Generals.

The King’s Champion Rewards: Defenders of the Realm is a true cooperative game with recognition of the overall King’s Champion. Whether using the King’s Champion rules in the base game, or this variant, all players continue to win or lose as a team. This variant introduces a more thorough way to identify the level of heroism exhibited by the Heroes in defense of the Realm and recognizes multiple Heroes at the end of the game.

Set up of the King’s Champion Rewards: Make a draw pile of the Gold Fame Tokens (Minor Fame) anywhere near the board. Players will be drawing from this pile throughout the game, so make it accessible to all. Take the Blue Fame Tokens (Major Fame) and place them in a cup for drawing during the game, then place the cup next to the Gold Fame Tokens. For easy tracking of when and what type of Fame Token to draw, refer to the King’s Champion Fame Guide.

Playing the Game with the King’s Champion Rewards: Play the game normally, but as the players perform tasks in defense of the Realm, they will be awarded minor and major fame that the King will recognize at the end of the war, should the Realm be saved by the Heroes. Heroes will earn Minor Fame for the following heroic actions – these Fame Tokens are awarded regardless of success.

Minor Fame Heroic Actions:

- Attack 3 Minions in a Location – Gain 1 Minor Fame token
- Attempt to Heal the Land - Gain 1 Minor Fame token
- Attempt a Quest that requires Dice to be Rolled - Gain 1 Minor Fame token
- Attack any number of Minions in Monarch City - Gain 1 Minor Fame token
- Wound a General in Battle - Gain 1 Minor Fame token for each Wound inflicted
- Attempt to put out Fires in a Location - Gain 1 Minor Fame token
- Build a Gate (not by use of Special Card) – Gain 1 Minor Fame token
- Delay a Quest to place Minions when supply is too short – Gain 1 Minor Fame token
- Attack an Agent of the Dark Lord – Gain 1 Minor Fame token

Major Fame Heroic Actions:

- Complete a Quest Successfully – Draw 1 Major Fame token
- Land Slaying Blow to a General – Draw 2 Major Fame tokens
- Successfully Put Out a Fire on a Location – Draw 1 Major Fame token
- Gain 2 or More Cards from a Rumor Action in the Inn – Draw 1 Major Fame token
- Slay 2 or More Minions in a Single Round of Combat – Draw 1 Major Fame token
- Successfully Heal the Land (without a Special Card) – Draw 1 Major Fame token
- Slay an Agent of the Dark Lord – Draw 2 Major Fame tokens
The Realm is Saved! At the end of the game, if the Heroes are victorious, The Realm is saved from the invading armies of the Dark Lord and all players are winners. To celebrate, the King sponsors a Grand Ball in which the Heroes are honored. If the Heroes fail to win, The Realm has fallen and the King awards no one – all players lose.

The Grand Ball after a Victory: Place the King’s Champion Card on the board and shuffle the remaining Grand Ball Cards and deal 3 of them face up on the board. Starting with the player that achieved the highest total fame points (Minor+Major Fame), that Hero is honored by the Royal Court and awarded the King’s Champion Card. The Hero with the second highest points now has their choice of remaining cards, then the third highest and the fourth. If playing with more than 4 Heroes, no further rewards are given out, but the King still recognizes those Heroes as honored warriors - to honor them, all players should cheer.

Awards: Players may want to keep track of awards on the chart below so the next time they play Defenders of the Realm the player that earned the reward can (providing they play the same hero that won it) use the reward in the game. When a player winning a reward plays with the same hero that won the reward – they are awarded the Grand Ball Card at the start of the game as a benefit in the new game.

<table>
<thead>
<tr>
<th>Generals</th>
<th>Minions</th>
<th>W/L</th>
<th>Champion</th>
<th>Duke</th>
<th>Land</th>
<th>Mayor</th>
<th>Stables</th>
<th>Folk Hero</th>
<th>Blessing</th>
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Generals: Track General used in the game with these abbreviations: Sapphire (S), Sapphire Dragon Master (SDM), Varkolak (V), Gorgutt (G), Balazarg (B), Brimstone (BRD), Venom (VGD), Onyx (OBD).

Minions: Track Minions used in the game with these abbreviations: Orcs (O), Demons (D), Undead (U), Dragonkin (DK), Fire Elementals (FE), Dragon Masters (DM), Imps (EI), and Zealots (Z).

Win Loss: Track Wins & Losses if desired, or just track wins for King’s rewards.

Rewards: Write the name of each Hero and the player on the reward achieved. They may use this reward in their next game providing the use the same Hero that earned it.
The Dragon Expansion provides the first new Generals bringing the total number of Generals and Minions available for play to 8 each. Expect more in the future, but for now you can begin playing different scenarios, as well as mixing and matching Generals and Minions to create different challenges. Below are a few game scenarios that we think you will both enjoy and find very challenging.

**Scenario 1 - Rampaging Dragons:** The Dark Lord has engaged the Dragons to serve as his Generals and each has mustered an army to serve their ruthless attacks on the Realm.

<table>
<thead>
<tr>
<th>Generals</th>
<th>Minions</th>
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<tr>
<td>Brimstone</td>
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<td>Hemlock</td>
<td>Imps</td>
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<td>Onyx</td>
<td>Zealots</td>
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**Agent of the Dark Lord:** None

**Setup:** Use the Darkness Spreads Deck that shows the Dragon Generals. The Dragon Quests are added to the Quest Deck. It is not important to discard the quests for the other generals – if they appear in the game, just discard them since they cannot be achieved. Add the new Special cards to the base game Special cards, shuffle them and then discard 6 into the box without looking at them.

**Special Rules:** The Dragons are relentless, there are no All is Quiet cards in use, they should be removed from the Darkness Spreads Deck.

Want an Easier Game against the Rampaging Dragons? If you want an easier game against the dragon generals, use some of the easier game rules in the base game or implement some of these below:

- Keep 1 or More All is Quiet cards in the Darkness Spreads Deck
- Choose Which Special cards are discarded to the box
- Use 1 or more Royal Blessing Tokens
- Shuffle 4 Good Global Effect and only 1 Bad Global Effect Cards into the Darkness Spreads deck.

**Scenario 2 - Realm in Flames:** The Dark Lord has summoned the Fire Dragon Brimstone and unleashed him as an independent agent to turn the Realm into an inferno.

<table>
<thead>
<tr>
<th>Generals</th>
<th>Minions</th>
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<tr>
<td>Lord Balazarg</td>
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<td>Sapphire</td>
<td>Dragonkin</td>
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<tr>
<td>Gorgutt the Savage</td>
<td>Orcs</td>
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<tr>
<td>Onyx</td>
<td>Zealots</td>
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</table>
**Agent of the Dark Lord:** Brimstone the Red Dragon

**Special Rules:** Perform the following additional actions during set up of the game.

1) Insight from Darius, the High Mage and Councilor of Magic to the Royal Council assists the heroes. After the Special cards are shuffled, 6 plus the number of players are dealt into the box. The remaining cards are now shuffled into the Hero Deck per the normal rules for preparing the Hero deck. The cards dealt into the box are now shuffled and each player is dealt 1 card randomly as part of their starting hand. The other Special cards are now placed back into the box without looking at the cards removed from the game.

2) Prior to placing the Minions per normal rules of play, turn over 3 Darkness Spreads Cards and place 1 Fire token on each of the 2 spaces on the card. On Fire rules apply and Tainted Lands may occur.

**All is Quiet Darkness Spreads Cards:** Add 2 All is Quiet cards to the Darkness Spreads deck.

**Scenario 3 – Onslaught!** The reports can’t be true, but they are. The enemy has advanced very quickly; if the Realm is to stand, the Heroes must move quickly. Onslaught is a scenario where the enemy has advanced before the Heroes respond.

**General & Minions:** The players may choose the Generals or randomly determine Generals and Minions.

**Random Selection of Generals:** Shuffle all General cards and then deal them one at a time. The first of each color to be dealt is active in the War. Whenever a second General of the same color emerges, he is discarded and another drawn. When each of the 4 colors of General have been drawn, the selection is complete. Take the Minions that go with their General and place them near the board.

**Dark Agents:** The players may add a Dark Agent, by choice or randomly, as they prefer.

**Special Rules:** The following rules are used for setting up the game.

1) Do the normal set up, but when placing 2 Minions you will use 4 cards rather than 3. When placing 1 minion, use 5 cards rather than 3. During this placement, overruns and tainted lands can occur.

2) After the placement of troops, flip over 2 Darkness Spreads Cards. The General movement icon on the bottom is only used to identify the General that will move. Regardless of the location on the card (exception: Brimstone – he will use this location if in the game) the identified Generals will move to their next location. This means that 2 Generals will be 1 step closer to Monarch City, or 1 General will be 2 Steps closer at the start of the game. After this step, shuffle the Darkness Spreads deck, adding Global Effects Cards and All is Quiet cards as desired.

3) Shuffle the Special Hero Cards separately and deal 2 to each player. Afterward, discard 6 Special Hero Cards into the box without looking at them. Next, shuffle the remaining Special Hero Cards into the Hero Deck. When shuffled sufficiently, deal 4 cards to each Hero in the game.

4) Shuffle the Quest Cards and deal 2 to each player. The players review the 2 Quests, discard 1 and keep the other. Reshuffle Quest deck after the selection is complete.

**Scenario 4: The Land is Dying!** The poison infesting the land is spreading quickly, accelerated by the venomous march of the Green Dragon Hemlock and his Imp minions.

**Generals and Minions:** Hemlock and his Imps, Lord Balazarg and his Demons, Varkolak and his Undead, and Sapphire with her Dragonkin.

**Setup:** Follow the normal rules for set up. All 4 All is Quiet cards should be added to the Darkness Spreads Deck. No Agent of the Dark Lord should be used with this scenario.
Special: Each time that Hemlock moves, place a Tainted Crystal on the space he moves into as his venomous breath decays the land.

Scenario 5: The Burning Land: The Dark Lord has tasked Brimstone, the Red Dragon to scour every village and dale with fire to make way for his advancing generals. The Heroes must douse the fires before the Red Dragon returns.

Setup: Set up the game using the original 4 Generals and their minions: Gorgutt and his Orcs, Lord Balazarg and his Demons, Varkolak and his Undead, and Sapphire with her Dragonkin. No Agent of the Dark Lord is to be used. All 4 All is Quiet Cards should be added to the Darkness Spreads Deck.

Set the Realm Ablaze: After the normal setup of the board, place a Fire Token on the three Inns, Brookdale Village, McCorm Highlands, Seabird Port, and Monarch City.

Special Rules: The following rules are in play with this Scenario:

Locations On Fire: While these locations are On Fire, Heroes that end their turn on them may not collect Hero Cards and no Heroes can conduct Rumors at the Inn Actions.

The return of Brimstone, the Red Dragon: As soon as a General is defeated, The Red Dragon enters play. The decks (Both Hero and Darkness Spreads) will need to be reshuffled with the Red Dragon cards added. Brimstone will have no minions; the Red Minion tokens remain Demons.

Preventing the Appearance of Brimstone: The Fire Tokens in the Inns and Cities must be extinguished before a General is killed. If this occurs, Brimstone will not appear in the game.

Removing Fire Tokens from Monarch City and the Inns: These Fires can only be removed by using the (special) purple cards to douse flames. Special cards used to put out flames are not discarded from the game, but placed in the discard pile of the Hero Cards and reshuffled since the special ability on the card has yet to be used.

Monarch City On Fire: If Brimstone enters the game and Monarch City is On Fire when he is activated to move, he immediately moves to Monarch City and the game is lost by the Heroes.

Want an Easier Game?: The Dragon Expansion provides a number of thematic ways to increase and decrease the difficulty level of the game. However, the expansion primarily introduces more challenges than benefits, so players that are losing too often may use the methods listed under this section in the base game rules along with any listed below to reduce the challenge to best fit their game group.

- Choose which Special cards are discarded from the game. This not only assures players that the best Special Cards will appear, it eliminates the “fog of war” related to randomly discarding without looking and not knowing what resources are available in the deck.

- Increase the Good Global Effects and reduce the Bad ones. Keep in mind that no more than 6 Global Effects should ever appear in a game and no more than 4 of one type (Good or Bad).

- Use more Royal Blessing tokens than recommended for the number of Heroes in the game.