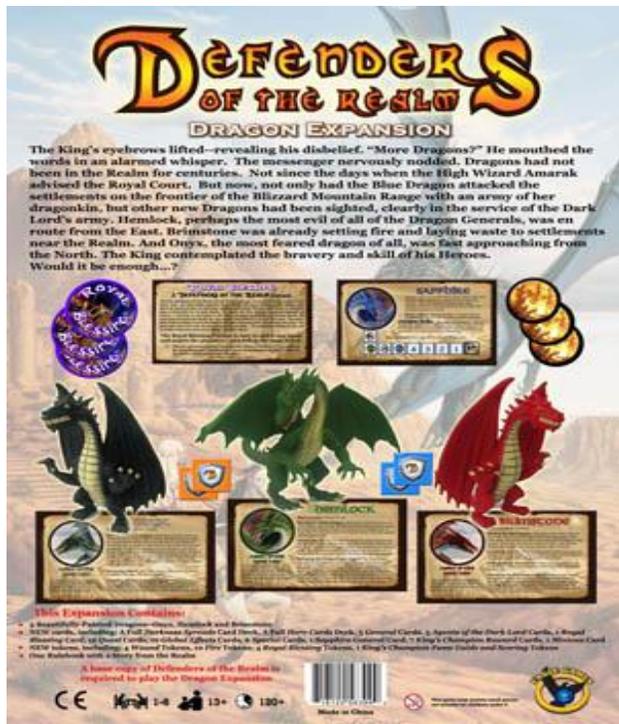


# Defenders of the Realm: Dragon Expansion



The King's eyebrows lifted--revealing his disbelief. "More Dragons?" He mouthed the words in an alarmed whisper. The messenger nervously nodded. Dragons had not been in the Realm for centuries. Not since the days when the High Wizard Amarak advised the Royal Court. But now, not only had the Blue Dragon attacked the settlements on the frontier of the Blizzard Mountain Range with an army of her dragonkin, but other new Dragons had been sighted, clearly in the service of the Dark Lord's army. Hemlock, perhaps the most evil of all of the Dragon Generals, was en route from the East. Brimstone was already setting fire and laying waste to settlements near the Realm. And Onyx, the most feared dragon of all, was fast approaching from the North. The King contemplated the bravery and skill of his Heroes.

Would it be enough...?

The Defenders of the Realm: Dragon Expansion allows players to increase or decrease the difficulty level of game play using variants and scenarios. The rules provide for an increase to 6 players. 3 new Dragons, 3 Agents of the Dark Lord and 4 new minions enter the Realm!

Game designed by Richard Launius  
 Art by Larry Elmore  
 Published by Eagle Games  
 Made in China

## Game Components:

- 3 beautifully painted dragons
- New Hero & Darkness Spreads Decks
- New bad guys! (4 Generals , 3 Agents of the Dark Lord and 4 Minions)
- King's Champion Reward Cards, Fame Guide and over 80 Tokens
- 32 page Rulebook with several variants, scenarios and a story from the Realm.

Players:	1 - 6 players	Code:	101265N
Playing time:	120 - 180 minutes	UPC:	7 1812256399 9
Age:	13and up	Size:	8.75" x 12.5" x 3.5"
Case size:	6 (4.4 lbs. or 1981 g/unit)	MSRP:	\$59.99

## Target Audience:

- Casual and serious gamers
- Fantasy and Dungeons and Dragons™ fans
- Game, toy, gift and bookstore patrons

## Core Information

- Beautifully illustrated by renowned fantasy artist Larry Elmore
- Co-operative gameplay with player quests that allow for individual glory!

