

# The Dragon Cult - The Rules

(adapted from Night of Tiamat by C. Both)

*It's a cool night after the annual city-fair, and only rarely some people are strolling the streets. Some strangers however move in the shadows from house to house and - all of a sudden - a cry is raised: "Fire, Fire, the Temple is burning!". Nothing can be seen of the City Guard, but instead soldiers in green and yellow uniforms are taking control. Rumors are spreading from house to house: "The King has been captured!", "There is a Dragon in Town!", "The High Priest has been murdered!", "The Sheriff has fled!", "The Dragon-Cult is in Town once more!"...*

## What is the Dragon-Cult ?

The Dragon Cult is as old as the land itself. Long ago the cult was a very influential power in the politics of the land, until King Gago Goatbeard prohibited the Cult. However, the reasons why he did so never became known. Historians explain King Gago's prohibition of the Cult with his dislike of human sacrifices, but rumors say that the Queen herself was favoring the Cult's High Priest instead of the King. In this time many Temples of the Cult were destroyed and the relics were dispersed all over the land. However the Cult was not destroyed, and its followers were still meeting in secret or in the Catacombs. In these meetings they pursued one goal: the overthrow of the King.

## How Dragon-Cultists access to the power ?

The event is started as soon as one of the event-card "Night of Tiamat" is drawn.

- The King Palace is transformed into the High Priest board.
- The High-Temple is burned, place the burning Temple board.
- The Dragon Temple has been re-raised in the Village, place the dragon temple board.
- Sheriff and King's Champion lose their Master-Level-Cards.
- The Law in the city is abandoned. From now on, the Law of the Dragon rules.
- All nobility do not apply during the rule of the Cultists. On the contrary, members of the Dragon cult can enter freely the city.
- All 16 Dragon-Cultist-Cards are mixed and distributed to 13 places, discarding the three cards left. These places are: **Main Board:** 1. Village, 2. Hills left of the City entrance, 3. Hills right of the City entrance, 4. The Castle (middle Region), 5. Tavern, **City:** 6. Harbour, 7. High Temple Street, 8. Imperial Avenue, **Village:** 9. Street in front of the Temple, 10. Street in front of the Baron, **Misc:** 11. the Vault (Dungeon), 12. Abandoned City (Mountain Realm), 13. Iron Guardian(?). Is one or more of these places not in play, no card is placed there. The cards stay face-down until the first player enters the space. Instead of drawing a card, the face-down card is now revealed. Is more than one card drawn at the space, any cards are drawn in addition to the Cultist-card.

## Defeat the High Priest

Any player can challenge the High Priest at the Royal Castle (city). If a player win, he can choose either to become King Champion master character (and jailed the High priest) or to take The High-Priest master character. In the latter case, he is in charge of the Dragon Cult. Any player who defeat a High-Priest, can either take the High Priest or take the King Champion (and send the high Priest in jail and end the cultist government).

## How Dragon-Cultists loose the power ?

Since the Kings stands under the influence of the High Priest of the Dragon Cult, the rule of the Cult can be ended either by defeating (and sending to jail) the High Priest and becoming new King Champion or if anyone draw one of the "King is Back" card. The following changes apply immediately:

- The Cultist Boards are removed from the City and The Village.
- All Cultist cards which were not revealed will be discarded.
- The Law of the Dragon is abandoned and the City Law reinstalled.
- All "Warrant" card are lost. The King, in his goodness, forgive everyone.
- The advantages of Nobility apply once again.
- The Master Level of Sheriff is vacant again.
- The Master Level of High Priest (if any) is lost.

## The Lost Relics

Next to the "Law of the Dragon", another proclamation has become nearly as important: Anybody who brings one of the lost

relics to the Royal Castle in the City will receive one Purchase Object (usually for sale in the City of the Village), one Talisman, a scroll with 3 Spells or 6 Gold. These lost relics are the Curator-Skull, the Sacrifice Dagger, the Holy Scriptures, the Dragon Shield and the Dragon Banner.

## The Law of the Dragon

The law replaces the usual Law of the City. Any violations of the Law of the Dragon will be treated the same way as violations of the old Law were dealt with. Draw another card to check for Watch as before. If are take to judgment, any Dragon Cultist will receive a +2 Bonus for his roll in court proceedings. Nobility does not bring any bonus in proceedings anymore, since the court now is a court of commons. The possession of some objects is prohibited. However, they can be dropped at the town square when entering the city. There they can be stolen, but when their owner leaves the city (on any way), all objects left are returned to him.

### *The Dragon-Law:*

- *The use of spells in the City is prohibited. This does not apply for the building of the Wizard's Guild. Blessings do not fall under this prohibition. Any kinds of sorcery or prophecy are not allowed.*
- *Ammunition of any kind may not be fired anywhere in the streets of the City.*
- *Stealing is prohibited.*
- *Dragons, Dragon-Cultists and the City Guard may not be attacked.*
- *Malicious attacks like Karate, Killer Blows and Murder are prohibited.*
- *Trade on the streets is prohibited.*
- *Plundering the shops is prohibited.*
- *The following characters are outlawed anywhere in the country: Priest, Templar, Dragon Hunter, Prophetess, Inquisitor, Dragon Rider, Pilgrim, Questing Knight, Paladin, Philosopher, Monk.*
- *The Holy Cross, Holy Lance, Holy Grail, Sacred Idol and Tiara are forbidden in the City. These items must be left at the portal. Otherwise the bearer breaks the law.*
- *Anyone taken with Dragon bones or a Dragon-Mask (if unsuccessfull) would be arrested immediatly.*