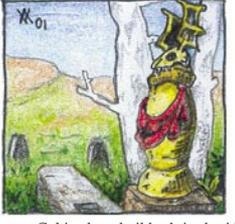


<p>2 Monster-Enemy <b>Drachen-Cultist</b></p>  <p><b>Strength 3</b></p> <p>If you lose and the Cultists are still in power, you will be dragged into court and lose a Life. If the government is free of cultists you only lose a Life. The Cultist will never attack members of the Dragon Cult.</p>	<p>2 Monster-Enemy <b>Drachen-Cultist</b></p>  <p><b>Strength 4</b></p> <p>If you lose and the Cultists are still in power, you will be dragged into court and lose a Life. If the government is free of cultists you only lose a Life. The Cultist will never attack members of the Dragon Cult.</p>	<p>4 Stranger <b>Dragon-Missionary</b></p>  <p>This old Missionary prays about the teachings of Tiamat, Father of the Dragons. Roll two dice equal or less than your Craft. If you succeed you are not affected. If not, you will become a Dragon Cultist. Take the card „Believer of the Dragon.“</p>	<p>4 Stranger <b>Dragon-Missionary</b></p>  <p>This old Missionary prays about the teachings of Tiamat, Father of the Dragons. Roll two dice equal or less than your Craft. If you succeed you are not affected. If not, you will become a Dragon Cultist. Take the card „Believer of the Dragon.“</p>
<p>1 Event <b>Night of Tiamat</b></p>  <p>This is the Night of Tiamat. Dragon Cultists burn down the High Temple, kill the Bishop and take over the government. The High Temple and the Ruined Dragon Temple in the Village will change their tables. Dragon Cultists will have +2 if they apply for the job of the Sheriff and will lose all penalties during judgment.</p>	<p>5 Object <b>Holy Scriptures</b></p>  <p>The Holy Scriptures will change you into a Prophet of the Dragon. Any Dragon Cultist you Encounter will become your Follower and will add 1 to your Strength. Human Enemies (Bandit, Thug, Press Gang, Drunken Soldier) can be treated as Cultists if you roll a 6 before Combat. The Sacrificial Stone, the Black Temple and Altar of Dread will not affect you.</p>	<p>5 mag. Object <b>Curator-Skull</b></p>  <p>The skull of the old priest of the dragon cult has still some magic. Some people believe that he is still living. The skull will transform all books into scrolls with two spells inside. He also transform any pergamens into scroll with one spell inside. He does not transform the „Holy Scriptures“ of the dragon cult. This book will always have one spell inside if you read it in the near of the skull.</p>	<p>5 mag. Object <b>Sacrifice Dagger</b></p>  <p>The Dagger of Despair is one of the famous relics of the Dragon Cult, lost long ago through sacrilege. No Character with Good Alignment will take the Dagger. Others can sacrifice a Follower with it at the beginning of their turn to gain one Life. Discard that Follower.</p>
<p><b>Believer of the Dragon</b></p>  <p>You believe in the Dragon King Tiamat, the Bringer of Life. All Dragons become scared to you. Your new faith has these consequences:</p> <ol style="list-style-type: none"> <li>1. You cannot become good. If any action or event indicates that you become Good, you will become Evil instead.</li> <li>2. You will be save in the Black Temple. You can pray there as in the Temple.</li> <li>3. You cannot enter the Chapel or the Hightemple. If you reach that spaces you will lose a Life instead.</li> <li>4. The Sacrificial Stone and Altar of Dread have no effect on you.</li> <li>5. You will get -1 on your dice roll in judgment in the city.</li> <li>6. If you meet another Dragon Cultist, it will become your Follower and will fight one combat in your place. You have to draw him after the fight.</li> </ol>	<p><b>Believer of the Dragon</b></p>  <p>You believe in the Dragon King Tiamat, the Bringer of Life. All Dragons become scared to you. Your new faith has these consequences:</p> <ol style="list-style-type: none"> <li>1. You cannot become good. If any action or event indicates that you become Good, you will become Evil instead.</li> <li>2. You will be save in the Black Temple. You can pray there as in the Temple.</li> <li>3. You cannot enter the Chapel or the Hightemple. If you reach that spaces you will lose a Life instead.</li> <li>4. The Sacrificial Stone and Altar of Dread have no effect on you.</li> <li>5. You will get -1 on your dice roll in judgment in the city.</li> <li>6. If you meet another Dragon Cultist, it will become your Follower and will fight one combat in your place. You have to draw him after the fight.</li> </ol>	<p><b>Believer of the Dragon</b></p>  <p>You believe in the Dragon King Tiamat, the Bringer of Life. All Dragons become scared to you. Your new faith has these consequences:</p> <ol style="list-style-type: none"> <li>1. You cannot become good. If any action or event indicates that you become Good, you will become Evil instead.</li> <li>2. You will be save in the Black Temple. You can pray there as in the Temple.</li> <li>3. You cannot enter the Chapel or the Hightemple. If you reach that spaces you will lose a Life instead.</li> <li>4. The Sacrificial Stone and Altar of Dread have no effect on you.</li> <li>5. You will get -1 on your dice roll in judgment in the city.</li> <li>6. If you meet another Dragon Cultist, it will become your Follower and will fight one combat in your place. You have to draw him after the fight.</li> </ol>	<p><b>Believer of the Dragon</b></p>  <p>You believe in the Dragon King Tiamat, the Bringer of Life. All Dragons become scared to you. Your new faith has these consequences:</p> <ol style="list-style-type: none"> <li>1. You cannot become good. If any action or event indicates that you become Good, you will become Evil instead.</li> <li>2. You will be save in the Black Temple. You can pray there as in the Temple.</li> <li>3. You cannot enter the Chapel or the Hightemple. If you reach that spaces you will lose a Life instead.</li> <li>4. The Sacrificial Stone and Altar of Dread have no effect on you.</li> <li>5. You will get -1 on your dice roll in judgment in the city.</li> <li>6. If you meet another Dragon Cultist, it will become your Follower and will fight one combat in your place. You have to draw him after the fight.</li> </ol>
		<p><b>Blessing</b></p>  <p>This card allows you to re-roll any one dice roll. You must accept the result of the second roll. Discard the Blessing card after you have used it.</p>	<p><b>Blessing</b></p>  <p>This card allows you to re-roll any one dice roll. You must accept the result of the second roll. Discard the Blessing card after you have used it.</p>

c,d,c,a

c,a,a,d

<p>5                    Gegenstand <b>Call-up Order</b></p>  <p>The call-up paper was sealed by the King but there is no name on it. You can write in a name of one of your competitors in your region. He has to move in direction of the city at any time until he reach the gates. There he can discard the call-up order, has to conscript for one round and will get a sword. If he lose the way to the city, he will get a warrant.</p>	<p>1                    Event <b>Crucifixion</b></p>  <p>All Strangers are crucified in xenophobia of the dragon cultists. In addition, all players not believing the Holy Dragon Tiamat are attacked and lose one life.</p>	<p>2                    Monster-Enemy <b>Holy Dragon</b></p>  <p><b>Strength 7</b> Nobody knows how the dragon has reached the city, but cultists have canonize the brute. Any character who attacks the Holy Dragon will get a warrant. The warrant will be instantly discarded if the cultists will lose the government.</p>	<p>4                    Stranger <b>Dragon-Baptist</b></p>  <p>The Dragon-Baptist is traveling over the land and will convert pagans with dragon blood. If you agree you have to take the card „Believer of the Dragoncult“. If you disagree you will have to take a „Curse“ card. If you were converted in former rounds you will be blessed. Take a „Blessing“ card.</p>
<p>6                    Place <b>Pillory</b></p>  <p>Dragon cultists had build a pillory as a deterrent. Put the next Follower of the Adventure-Card pile in the pillory. You can free the heretic if you like and he will join you as a follower but you have to take a warrant.</p>	<p>6                    Place <b>Dragon-Shrine</b></p>  <p>Dragon Cultists have build a shrine beside the road. You can pray if you like: 1: Dragon (Strength 7) attacks. 2-3: No response. 4: Blessing (convert to Dragon Cultist) 5: + 1 Spell (convert to Dragon Cultist) 6: + 1 Craft (convert to Dragon Cultist) The Dragon-Shrine will be destroyed, if the Cultists will lose government.</p>	<p>6                    Place <b>Refugee Camp</b></p>  <p>Some of the townsmen has been run away from the cultists and have been build up this camp. All Dragon-Cultists or believer or their god will lose one live if they enter this camp. Other can draw a City card, which only remains here for your round. You have not to check for the guard if you offend against law in the camp.</p>	<p>4                    Stranger <b>Dragon-Noble</b></p>  <p>A rich noble has seen all his dreams coming true. She will give two bags of gold to any believer of the dragoncult. Her inventory is 10 bags of gold at the beginning of the charity. If she had no bags of gold left she will be discarded. Nobody will know her name in future.</p>
<p>5                    Object <b>Dragon-Mask</b></p>  <p>After the Dragon-cult was outlawed, its members started using masks to hide their faces. You just found one of those masks, which allows you to pretend being a Dragon-cult member (see card). Roll a dice to see the effect, on a 4-6 the deception works.</p>	<p>4                    Stranger <b>Fearful Noble</b></p>  <p>The fearful noble is no friend of the dragoncult. He will give you a payment of 3 bags of gold if you agree to kill the Leader of the dragoncult. Take a „Loan“ card. This loan will not be active if the dragon cultists are still in government. But if the Highpriest is killed by another player you have to pay back 5 bags of gold. If you kill him you can draw the „Loan“ card.</p>	<p>2                    Monster-Feind <b>Dragon-Assassin</b></p>  <p><b>Strength 3</b> The fanatic assassin wants to kill all pagans. If you are not a believer of the dragoncult, you have to roll under your craft with one dice. If you do not succeed, you have to subtract 4 from your strength in combat.</p>	<p>2                    Monster-Enemy <b>Dragon-Cultist</b></p>  <p><b>Strength 5</b> If you lose and the Cultists are still in power, you will be dragged into court and lose a Life. If the government is free of cultists you only lose a Life. The Cultist will never attack members of the Dragon Cult.</p>
<p>4                    Stranger <b>Dragon-Missionary</b></p>  <p>This old Missionary prays about the teachings of Tiamat, Father of the Dragons. Roll two dice equal or less than your Craft. If you succeed you are not affected. If not, you will become a Dragon Cultist. Take the card „Believer of the Dragon.“</p>	<p>2                    Monster-Enemy <b>Dragon-Cultist</b></p>  <p><b>Strength 3</b> If you lose and the Cultists are still in power, you will be dragged into court and lose a Life. If the government is free of cultists you only lose a Life. The Cultist will never attack members of the Dragon Cult.</p>	<p>2                    Monster-Enemy <b>Dragon-Cultist</b></p>  <p><b>Strength 4</b> If you lose and the Cultists are still in power, you will be dragged into court and lose a Life. If the government is free of cultists you only lose a Life. The Cultist will never attack members of the Dragon Cult.</p>	<p>2                    Monster-Enemy <b>Dragon-Cultist</b></p>  <p><b>Strength 4</b> If you lose and the Cultists are still in power, you will be dragged into court and lose a Life. If the government is free of cultists you only lose a Life. The Cultist will never attack members of the Dragon Cult.</p>

Blessing

Dragoncultist

DUNGEON

ADVENTURE

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