

# THE NIGHT OF TIAMAT

**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!"...**

## **1. How does the Dragon-Cultist event start?**

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

- The City board is transformed into the Dragon-Cultist board.
- The High-Temple is destroyed, the space empty.
- The Temple has been re-raised in the Village. Here people can pray as before in the High-Temple.
- 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 advantages of nobility do not apply during the rule of the Cultists.
- All 16 Dragon-Cultist-Cards are mixed and distributed to 13 places, discarding the three cards left. These places are: 1. Village, 2. Hills left of the City entrance, 3. Hills right of the City entrance, 4. The Vault in the Catacombs, 5. The Royal Castle (middle Region), 6. Harbour (City), 7. Tavern, 8. High Temple (City), 9. Imperial Avenue (City), 10. North-Street Alley (City), 11. South-Street Alley (City), 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.

## **2. How does the Dragon-Cultist Event end?**

Since the Kings stands under the influence of the High Priest of the Dragon Cult, the rule of the Cult can only be ended at the Royal Castle in the City. The player who wins a combat at the Castle against the High Priest ends rule of the Cultists. The following changes now apply:

- The Cultist-Board is removed from the City.
- All Cultist cards which were not revealed will be discarded. This also applies for place and stranger Cultist cards. Enemies and Items remain on the board.
- The Law of the Dragon is abandoned and the City Law reinstalled.
- The Slayer of the High Priest becomes King's Champion.
- All "Wanted"s are discarded.
- The advantages of Nobility apply once more.
- The Master Level of Sheriff is vacant again.

## **3. 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 Gagos 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 relicts were distributed 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. In this they succeeded in the "Night of Tiamt".

## **4. 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.

## **5. 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. Is anybody observed by the City Guard while breaking the Law, the Guard will try to capture the trespasser. Is the combat against the Guard won or a draw, the player has to take a "Wanted". Is the combat lost the player is taken to court. Any Dragon Cultist will receive a +1 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.

During the Law of the Dragon any players who are openly carrying Dragon Bones will not be hampered by the City Guard. This also applied to the Bearer of the Dragon-Mask, provided the deception-check succeeds. If the check does not succeed, the Bearer of the Mask will be captured instantly.

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 LAW OF THE DRAGON**

- **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.**