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## Awaken the Dragon (2021) – By Tabletop Monthly

A dragon is stealing resources and terrorizing the island. Can you muster an army brave and strong enough to banish the dragon and protect your growing civilization?

### Required Supplies:

- Catan Game
- Volcano Hex
- Dragon Robber
- Treasure Tokens (1 or more)

### Setup:

- Replace Desert Hex with Volcano Hex
- Place Dragon on Volcano Hex
- Place Treasure on Volcano Hex
- Remove Robber from the game
- Remove the Largest Army bonus card from the game

### Instructions:

- **Awaken the Dragon:** When a player rolls a 7, the Dragon awakes from her slumber. The player will roll a single die twice to determine where the Dragon lands.
  - **First Roll:** The Dragon will travel in the direction that is clockwise to the number rolled relative to the numbers on the Volcano hex. For example, a roll of 6 will have the Dragon travel in the direction between the 6 and the 1 on the Volcano.
  - **Second Roll:** The Dragon will move the number of hexes equal to the roll of the die, skipping the Volcano hex, If the Dragon flies off one end of the board, it reappears on the opposite end of the board and continues in the indicated direction.
- **The Dragon Lands:**  
When the Dragon lands, any player with at least one Knight and a settlement or city on the hex may attempt to Vanquish the Dragon (See Vanquish the Dragon below). If the Dragon is not slain, then the Dragon will attack.
- **The Dragon Attacks:**  
Each player with a settlement or city on the occupied hex loses resource cards. The dragon destroys one resource card for a settlement and two for a city. Resource cards are chosen at random from the player to their left. The stolen cards are returned to the bank.

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- **Vanquishing the Dragon:**

When the Dragon lands on a hex, or during a player's subsequent turn(s), a player with at least one Knight and a Settlement or City on the hex may attempt to Vanquish the Dragon. When landing, if more than one player wishes to attack the Dragon, the player with the most Knights in play goes first. In case of a tie, the player with the least Victory Points goes first.

To Vanquish the Dragon, the player will roll one die. If their number of Knights is equal to or greater than the number rolled, the Dragon is vanquished back to the Volcano and no resources are stolen from other players. The player receives 1 Treasure Token (worth 1 VP) and 3 resource cards from the bank. If the player is unable to Vanquish the Dragon, they keep their Knights and can try again on their next turn.

- **Banishing the Dragon:** After Vanquishing the Dragon, if the final Treasure Tokens is removed from the Volcano Hex, then the dragon has been banished from the island. Removed from the dragon from the board for the remainder of the game.

### **Additional Seafarers Rules:**

Visit <https://www.tabletopmonthly.com> to download the "Thar Be Dragons" scenario.