

Download additional volcano scenario instructions at
<https://www.tabletopmonthly.com>

Thar Be Dragons Seafaring Expansion (2021) – By Tabletop Monthly

A Dragon has laid claim to the island and the seas. She is devastating supply routes, terrorizing the ports, and stealing resources from the settlements. Can you muster an army or fleet brave and strong enough to banish the dragon and protect your growing empire?

Required Supplies:

- Catan Game
- Seafarers Expansion
- Volcano Hex
- Dragon Robber
- 6 Treasure Tokens

Setup:

- Replace the Desert Hex with a Volcano Hex
- Place Dragon on Volcano Hex
- Place Treasure Tokens on Volcano Hex
- Remove the Robber and the Pirate 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.
 - *If the Dragon lands on a land hex, proceed to **The Dragon on Land***
 - *If the Dragon lands on a water hex, proceed to **The Dragon at Sea***

Thar Be Dragons Seafaring Expansion (2021)

- **The Dragon on Land:**

- **The Dragon Lands:**

When the Dragon lands, any player with at least one Knight and a settlement or other building on the occupied 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.

- **Vanquishing the Dragon on Land:** 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 occupied 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 may then choose up to 3 resource cards from the Volcano and one Treasure token worth 1 Victory Point. If the player is unable to Vanquish the Dragon, they keep their Knights and can try again during their 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.

Thar Be Dragons Seafaring Expansion (2021)

- **The Dragon at Sea:**

If the Dragon lands on a water hex, each player with a shipping route must choose to either Bribe the Dragon or Fight the Dragon. Players choosing to Bribe the Dragon go first followed by those choosing to fight. While the Dragon is on a water hex, no new ships may be built on the hex until the Dragon moves.

- **Bribe the Dragon:**

The player will offer two resources of their choice to the Dragon. These resources will then be returned to the bank. The Dragon remains on the water hex and prevents additional ships from being built until another 7 is rolled. If a player lacks the resources to bribe the dragon, they must choose to fight.

- **Fight the Dragon:**

If more than one player chooses to fight the dragon on the same turn, then the player with the most ships on the hex goes first.

To determine the fleets fighting strength, the player rolls a die. Add the number of your ships and ports on the hex minus 1 to the number rolled. For example, if you have 3 ships on the hex and roll a 2, then you would have a strength of 4 ($3+2-1=4$). If your strength is equal to or greater than the number of Treasure Tokens remaining on the Volcano then the Dragon is vanquished. The player may choose up to 3 resource cards from the bank and will receive one Treasure Token worth 1 Victory Point. The Dragon returns to the Volcano.

If you fail to vanquish the Dragon, then one ship (regardless of the number on the hex) is destroyed, If an Open Shipping Route is broken into two segments, the ships all sail back a space toward their homeport so that no ships are left stranded in the open seas. Closed Shipping Routes that are broken into two become two Open Shipping Routes. The Dragon remains on the water hex and prevents additional ships from being built until another 7 is rolled.

- **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.