

Dragon Inquisition by Nate Bivins

Number of Players: 3-5 Players

Summary: A great war is brewing between the Dragons loyal to light and the preservation of life, and the sinister faction of dragons hellbent on destroying it. One player within your group of loyal Dragon Masters is actually a traitor, allied with drakes who are evil incarnate. Can those of you who follow the light sort out the traitor before they cause the war to be lost?

Mechanics: Hidden traitor

Objective: Be the side who completes the most missions.

Loyalty Deck: Shuffled pile of face down cards: The Citrine and Shadow dragons are placed into a mini deck to determine who is the traitor.

Loyalty Card: The card you keep face down that dealt to you from the loyalty deck. This determines if you are loyal or a traitor.

Loyalist: A player with a Citrine dragon loyalty card.

Traitor: The player with a Shadow dragon loyalty card.

Dragon Deck: Shuffled pile of face down cards comprised of a select number of each type of dragon (excluding Shadow dragons, which are never in this deck).

Discard Pile: Place where killed/used dragons (cards) go to die.

Mission: One round of play.

Scoring Row: This small row acts as a reminder of if the loyalists or traitor won a mission.

Set-Up: How to set the game so it is ready to play.

1. **Loyalty Deck:** Remove the Citrine and Shadow dragon cards from the dragon deck, and set the remaining cards in the dragon deck aside. Form a Loyalty deck of Citrine and Shadow dragons as indicated below:

<u>Loyalty Deck Setup</u>		
<u>Number of Players</u>	<u>Number of Citrine Dragons</u>	<u>Number of Shadow Dragons</u>
3	2	1
4	3	1
5	4	1

Return the remaining Citrine dragons to the dragon deck and remove the remaining Shadow dragons from the game, returning them to the box.

2. **Deal Loyalty Cards:** Shuffle the Loyalty deck and deal each player 1 card face down (this should be all cards in the loyalty deck). Players should examine these loyalty cards, careful to keep them secret from the other players. A Shadow dragon loyalty card indicates that you are the traitor, while a Citrine dragon loyalty card indicates that you are a loyal dragon master. These cards will remain face down in front of each player until the end of the game.

3. **Dragon Deck:** Set aside a number of Evil or Good dragon cards depending on the number of players shown below, then shuffle the remaining dragon cards to form the Dragon deck. See “*Dragon Types*” in the *Book of Dragons Concepts* booklet for details on dragon names and alignments. In *Dragon Inquisition*, the Forest dragons are considered Evil as opposed to Good. So there are 6 Evil dragon types and 4 Good dragon types. (You can easily remember this because all left facing dragons will be considered Evil and right facing dragons are considered Good.)

<u>Dragon Deck Setup</u>		
<u>Number of Players</u>	<u>Number of Good Dragons to Remove</u>	<u>Number of Evil Dragons to Remove</u>
3	3	0
4	0	1
5	0	4

Gameplay:

Mission/Round Sequence

- 1) Deal – Deal each player 3 Dragon cards from the Dragon deck, face down.
- 2) Discard – Each player takes their hand of 3 cards, and discards 1 card of their choice to the discard pile, face down.
- 3) Pass – Each player then passes the remaining 2 cards to the adjacent player, face down. The first turn pass clockwise, alternating pass direction each round.
- 4) Play – Each player plays 1 card to the middle of the table face down, indicating the card they wish to resolve. The remaining card in hand is discarded face down to the discard pile.
- 5) Reveal – Take the face down cards played and shuffle them, then reveal the cards one at a time.
- 6) Resolve – After all cards are revealed, for each Moon dragon revealed, discard one Evil dragon face down to the discard pile. If at least one Evil dragon remains in the revealed cards, the Traitor succeeded. Otherwise, the Loyal players succeed. If the Traitor succeeded, place one of the Evil dragons face up as a reminder in the center of the table in a scoring row. If the Loyal players succeeded, place one of the Good dragons face-up as a reminder in the center of the table in a scoring row. Any, and all Moon dragons that are revealed should be discarded out of the game and not to the discard pile (you may use one in the score row if the Loyalists won).

(Need a graphic of this reveal).

Details:

Dragon Deck

If you run out of cards to deal from the Dragon Deck, shuffle the discard pile and form new Dragon deck, and continue dealing.

Evil Dragons

Evil dragons are trying to infiltrate and destroy the kingdom, and are represented by dragons facing left (Clarification: The Hydra Dragon faces left and is Evil). The Traitor player is trying to get Evil dragon cards resolved and scored, failing the loyalist's missions (and thus completing theirs). *Remember: The Forest Dragon in Dragon Inquisition has chosen to switch sides, and is evil instead of good.*



Good Dragons

Good dragons are trying to save the kingdom and aid the Loyal Dragon Masters. Good dragons are represented by dragons facing right. The Loyal Dragon Master players are trying to get Good dragon cards resolved and scored, prevent Evil dragon cards from being played, and succeed the missions.



Moon Dragons

Moon dragons possess the powerful ability to see disguises, and can negate an Evil dragon. Each Moon dragon played in a mission negates 1 Evil Dragon. Once used, Moon Dragons are removed from the game.



Game End:

When one side has won 3 missions, the game ends and you continue to the Accuse Phase.

Accuse Phase

In the Accuse Phase, at the count of three, each player will point and accuse one player of being the Traitor. If the majority of players Accuse one player, flip that player's Loyalty card. If there is a tie, skip the remainder of the Accuse phase. If the Traitor is successfully Accused, award the Loyal players an extra 1 mission win. This may win the game for the Loyal players even if the Traitor player won 3 missions in the game.

Winning: Each game is played until one side has won 3 missions. **Need a graphic of the Scoring Row here).** Then, each player will vote to accuse a Traitor, and if the Traitor is successfully accused, the Loyal Dragon Masters get an extra mission win added to their score. The winning team is the team that has won the most missions. The Loyal players win ties.