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## Cult of the dragon

The worship of dragons has existed for centuries. During that time, its members are presided over by a focus on the creation and worship of Dracolich, based on prophecies translated by Sammaster, the founder of the cult. However, that goal hangs in the rise of a young worshipper named Severin. Inspired by Tiamat, Severin will be able to review the texts translated by Sammaster and save the shattered throne with the dead, not the mischievous ruler. Dragons rule the whole world... When Severin tried to re-create the cult, he led to The Dragon Hundar, the red fury of Mintarn. The fact that Severin not only survived this encounter but befriended the dragon impressed Tiama, who was exiled from nine hells. As a reward and further test, she allowed scraps of knowledge about the existence of the Severining Mushroom Dragon Mask. With that information, Severin did some things that others could accomplish, finding and finding all five masks. It took years to complete and immediately led to the crisis Ferrun now faces. Severin kept the red mask himself. With the discovery of other masks, he presented each with the power of the Wyrspicker by presenting it to his closest ally in dragon worship. Using the magic of dragon masks, this inner circle of Wirma helps to prepare the way for Severintiamat's return. Cult Rescue Cult has a simple hierarchy consisting of apprentices on the floor, four ranks for fanatics, and one highest ranking for wearers of purple - lords, leaders, cult masters of certain locales. The sect is dominated by a secretive internal group led by Severin and four other Wyrma, a term of respect given to those who have supernaturally strong ties to dragons. The ranks of the cult are based on merit and fanaticity. As a primal recruit, start (represented by fanatics and cult fanatics) and have no rank and follow the boss's orders. Only initiators who prove their worth can advance. Purple wearers can promote their serding along the tracks of Dragonclaw (1st), Dragonwing (2nd), Dragon Fan (3rd) and DragonSowl (4th). Cult workgroups are assembled for assigned tasks. They vary in size, from some low-ranking fanatics who operate themselves to hundreds of fanatics of various ranks under the control of several wearers of purple. The wearers of purple purple stand at the top of the humanoid hierarchy of worship, and their words are the law against fanatics in the city, fortifications, hideouts they command. They are the only members of the cult who wear purple, and are proud enough to show off most of the colors. The wearer of purple has an affinity for talking and negotiating with dragons - a gift of wyrmspeking. dozens of purple wearers Through the worship of dragons, everyone can marshal the resources of worship. These four purple wearers are guardians of dragon masks and Severin's most dedicated servants to summon Tiamat. Each of these Wyrmadere has one of the dragon masks, which never break up under any other circumstances, and never at the request of Severin or the draconian Allies. Each member of the inner circle has an affinity for a specific color for color. They entertain with dragons of that color, recruiting more dragons and planning cult missions that advance Severin's plot. Wirmaders rank in order of strength: the new leader of the Red (Severin) blue-green black white Severin (male human fantasist) cult is a calicit named Severin Silasin, who believes that real draconian knowledge and power belongs to a living dragon, not an undead man. Severin's ambitions entertained Tiamat, who revealed that five dragon masks existed for him. This ancient mask allow the wearer to communicate with the dragon. More importantly, characters who are peppered with draconian legends becomewarspickers while wearing masks, which can make the wearer think like a dragon, win favor with dragons, and subtly influence their behavior. The main symbol of the dragon's worship, meanwhile secretly used dragon icons and outfits made to resemble dragon wings and horns. The Dragon Road Alliance, anyone who admires the order of Gauntlet content, is a secret society of people dedicated to the worship of Dragonkind. Their reverence for dragons borders on anti-martyrdom. Society is considered evil by most people who have heard of it, but people within the group see it as persecution of faith in God, not the common god, and therefore the need for secrecy. Due to the covert nature of the organization, information about them is often not based on rumors unless they come directly from their experience with members. The cult of organized dragons lacks formal headquarters or strong leadership, causing the organization to be cut off and often in conflict with themselves. This sect is organized into semi-autonomous cells. Members of this sect come from all races, backgrounds and all backgrounds. Adventurers, traders, farmers, scholars, soldiers and wizards can all be counted among the rankings. The goal of goal worship is unknown to people outside of society. Rumors persist that they will work to have a dragon-controlled world in existence as well as resurrecting dead dragons. Faith worship and the exact beliefs of its members are unknown outside the group and often vary within the cells of the organization. They are known to admire dragons, especially colorism. as a stately and wise creature. Rank rank, if any, is unknown within the cult. It is known that you need to be a starter before you become a full member of the group. As a iconothmological secret group, cults don't over-display icons to mask their existence. But they have symbols to use with each other, of dragon skulls made of flames above the claws, while fanatics wear the uniforms of capes cut into the shape of dragon horns and masks. During a party expedition of the participating Pandelber's Lost Mines (campaign) Thundertree, they met a dragon cult cell using a safe house in the village as a base for observing young green dragons on the north side of town. Agreeing to accompany the dragons known as Dokfang and the fanatics who were attempting the Farley, they were later betrayed by Fabrik, the leader of a cell paying homage to the beast. Banning fanaticism for their lives, the heroes survived the encounter with Dokfang, while the fanatics were not killed by the dragon's poison breathing. Notable people and places People places are not yet notable places associated with the cult of Dragon. Edit the shared symbol of the worship of dragons. In the western heartland, the wearer of the purple keeper of scallyway's secret Hoard followers, Snow Burning Flame, Dragon Claw LG NG NG LN N LE NE CE Devil Worshipper, Wizard, Merchant, Clergy Harpers, Church of Meistra, Rathander, Thor, and Cult of Thailand, also the Keeper of the Secret Hoard or about 1370 DR, wearer of purple. [2] was an anti-religious evil organization that worshipped the undead dragon, or Dracolich, founded by Sammaster, a powerful wizard. Sammaster had great power in a similar way to Elminster and Kelben Blackstaff Arunkun. [3] In Sammaster's case, additional power led him to believe that the dead dragon would completely rule the world, and he began to work toward that goal, and fought the various chosen of Meistra and even the divine Latinder along the way. Sammaster died, rushed into the cliché, and fell again, but his cult continued to live and threatened the western heartland. The worship of dragons worships dragons, especially evil dragons, especially dead evil dragons. They reproduced the huge corpse powerfully and Dracolich fell. The cult acted as an information network for draconian masters, brought gems and wealth as an art, and encouraged evil dragons to become draconian. Their belief was that Dracolich was beyond him because he was destined to one day rule Falun. They can be inhabited by objects created, especially in their images of the skull. [5] Activity [Edit | Editing Source] The worship of dragons' primary activities was to gather information about Falun's evil dragons, contribute treasures to their ere, and assist them in any way possible to obtain this dragon's cooperation. [6] They were also able to prepare these evil dragons for deracolich and protect dragon lairs, including dragon eggs and cubs, who hunted or raided them. [7] In return, a member of the Dragon Cult sought permission to use the Dragon's Lair as a shelter and asked the dragons for help if they had ever been asked to use the Dragon Ring. [7] The cult was active throughout the realm, but was particularly powerful in the cold lands and north, where dragons were abundant. [Citation required] cult membership activities included gathering information about particularly wealthy caravans to be raided, stealing unique objects to be provided to their owners, and leading airstrikes against enemies (who, to their minds, were all those who could oppose the rule of the dragon). [6] Senior members of the Dragon Cult were given the secret of Dracolich's creation and each owned a dragon ring. Goalkeepers used them to protect them from attackers. [Citation required] The sect did not oppose legitimate commercial activities, so there were some traders who made good money to fund cult projects. [8] The organization [Edit | Edit Source] Cell [Edit | Editing Source] Marcelber Dragon's cult was following in the Shu territory of Sissing in Marsember in the late 15th century and DR. Sou traditionally worshipped dragons and found that worship can operate more openly underwater than other cultures. [9] One of the longest operating cells of the Mourktar cult (f.1005 DR), the group played a pioneer role in the field of magical research related to dragons and death. They were a huge success in persuading dragon Alasklervanvastto to turn into the Dragonrichdom, and the Great Bon Whamm later became the leader of the cell. In fact, the cell transferred its base of operations from Chesenta to his hideout on Mount Tulvein. [10] The cell gained a dogma reputation throughout dragon worship for its devotion to Bain, strong ties to the Church, and the teachings of Sammaster. But the cell had been united in its hatred of Chazar and his followers over the past few years and saw him return to ascension as an open threat to Alaskravanbasto. [10] In the late 14th century, the Great Bon Wharm implied the formation of an alliance between the cell and the Church of Thiimat, which failed in its attempts to install a draconian leader in Chesenta. Members were exhausted and marginalized from other branches of the sect. [10] Dr. Murdom was openly operating in the dragon-dominated realm of Murdom in the late 15th century. The sect owned a building in the city of Skalnaedyr, known as the Dragon House, and maintained a fortress on the edge of a purple dust plain known as the Talon Tower. [11] Neverwinter in 1479 a cult cell led by DR Indmond Crosskas, working with Ballindra Shadowmantle's Taryan agent at Never Winterwood, looking for a way to restore dragon Laura to non-life. [12] In Sembia 1368, the Commander of the Sulvia Great Rune Guard took control of the city through the manipulation of the elderly merchant and official ruler Halas Timir. The group favored using the Daerun as a weapons store and maintaining low-key activities to heal wounded members. [13] According to DR in the 1370s, the senior leaders of the Sembia cell were the wearers of purple Salvadorad, Jannaster, Girbrin, Parlaur Ontium, seven well-to-do merchants, and senior members of the Silver Crow. The cells were strongly allied with Dracolich orgloosa and Dratoroyaster, and maintained loose ones associated with several other cells. The Sembias had a strong influence on the Dragonwell cell. [14] The Sembia cell was waging an ongoing resource war with gentarim and repeatedly clashed with the Church of Thiimat during efforts to convert the dragons of thunder peaks to death. They even got to see if the threat from Shadobar was growing. [14] Sunset Mountain This cult cell was kept in the Citadel of the Sunset

