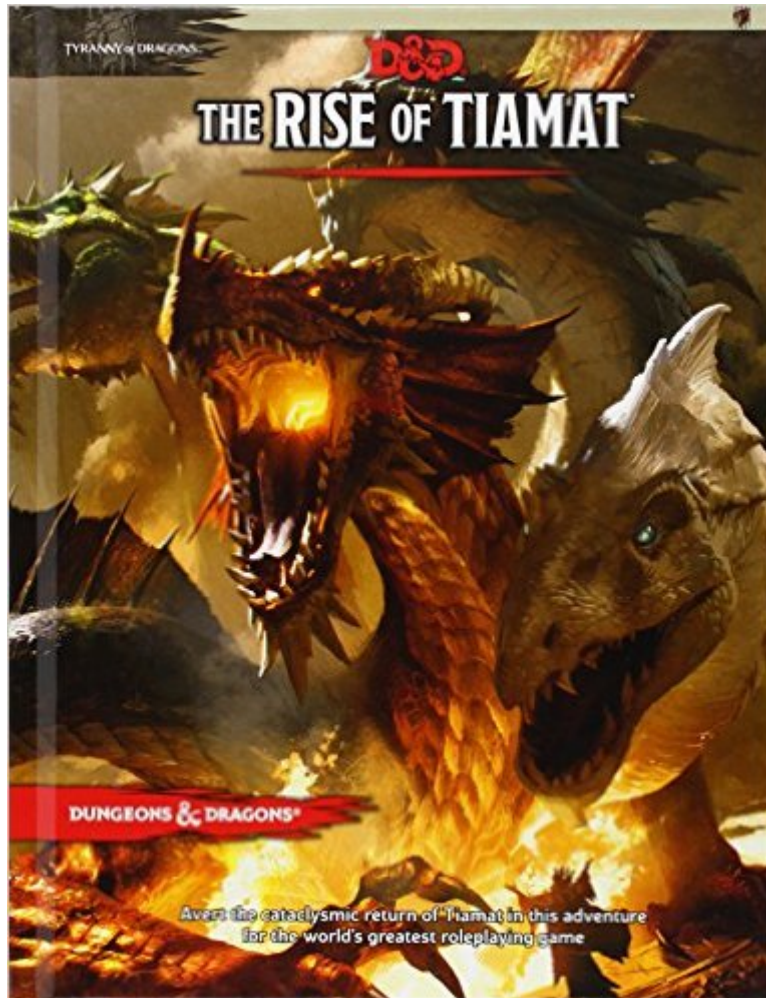


The book was found

The Rise Of Tiamat (D&D Adventure)



Synopsis

Avert the Cataclysmic Return of Tiamat in this Adventure for the World's Greatest Roleplaying Game! The Cult of the Dragon leads the charge in an unholy crusade to bring Tiamat back to the Realms, and the situation grows more perilous for good people with each passing moment. The battle becomes increasingly political as opportunities to gather allies and gain advantage present themselves. From Waterdeep to the Sea of Moving Ice to Thay, it is a race against Evil. Succeed or succumb to the oppression of draconic tyranny. Win or lose, things will never be the same again.

The second of two adventures in the Tyranny of Dragons story arc, The Rise of Tiamat provides everything a Dungeon Master needs to create an exciting and memorable adventure experience. Fans of the Dungeons & Dragons® Roleplaying Game can get a sample of what this product has in store for them through the D&D Encounters in-store play program. Adventure design and development by Kobold Press.

Book Information

Series: D&D Adventure

Hardcover: 96 pages

Publisher: Wizards of the Coast (November 4, 2014)

Language: English

ISBN-10: 0786965657

ISBN-13: 978-0786965656

Product Dimensions: 8.5 x 0.5 x 11.2 inches

Shipping Weight: 1.2 pounds (View shipping rates and policies)

Average Customer Review: 4.5 out of 5 stars See all reviews (85 customer reviews)

Best Sellers Rank: #5,410 in Books (See Top 100 in Books) #11 in Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons #943 in Books > Teens

Customer Reviews

[SPOILERS] The Rise of Tiamat is a sweeping scenario designed for higher level characters as a sequel to Hoard of the Dragon Queen. The adventure is set up as a set of episodes that revolve around an axis of four council sessions. This council is comprised of various powerful factions who are interested in thwarting the designs of the Cult of the Dragon in freeing Tiamat from her hellish prison and unleashing her upon Faerun. As the PCs interact with the council, they must manage the differing preferences and proclivities of the council factions, while, at the same time, seeking to hinder the Cult's machinations. The council part of the adventure is fairly well done, with some

decently deep descriptions of the council factions and representatives that should allow a DM to play their parts. Make no mistake, however, the council is a big part of the scenario and so if your DM is not up to role playing and talking and your players just want to kick in doors and murderhobo, then much of this scenario will be wasted. This is not to say it cannot be glossed over and the council simply used as a mission generator for the PCs, but that misses much of the point and flavor of the scenario. The council has an interesting mechanic, whereby PC actions (including the outcomes of various missions [including some from Hoard of the Dragon Queen]) are rated for each faction on a scorecard. Some actions will cause some factions to favour the PCs more, while those same actions might anger other factions. The PCs must maneuver these potentially treacherous waters and try to strike a balance that will result in the most overall support from the council factions come the final battle.

[Download to continue reading...](#)

The Rise of Tiamat (D&D Adventure) Rise Sister Rise: A Guide to Unleashing the Wise, Wild Woman Within ruing from the truth: its an adventure..its a great adventure (1) Pathfinder Adventure Card Game: Wrath of the Righteous Adventure Deck 2 - Sword of Valor Pathfinder Adventure Card Game: Wrath of the Righteous Adventure Deck 3 - Demon's Heresy Pathfinder Adventure Card Game: Wrath of the Righteous Adventure Deck 4 - The Midnight Isles Ramayana: India's Immortal Tale of Adventure, Love and Wisdom: India's Immortal Tale of Adventure, Love, and Wisdom Puerto Rico (Adventure Travel Map) (National Geographic Adventure Map) SNOWBOARDING: A guide book on how to learn the extreme sports winter adventure (snowboarding games, extreme adventure, winter sports) Diary of a 6th Grade Ninja 3: Rise of the Red Ninjas 3D Printing: Rise of the Third Industrial Revolution (Gyges 3D Presents) The Software Paradox: The Rise and Fall of the Commercial Software Market Slow Dough: Real Bread: Bakers' secrets for making amazing long-rise loaves at home Water to the Angels: William Mulholland, His Monumental Aqueduct, and the Rise of Los Angeles Bad News Bunny and Friends; Their Rise to Victory Broken Genius: The Rise and Fall of William Shockley, Creator of the Electronic Age (Macmillan Science) Wisdom's Workshop: The Rise of the Modern University Empire: The Rise and Demise of the British World Order and the Lessons for Global Power RISE of the MACHINES: Secret Weapons, Secret Wars, & Secret Agendas Rise and Shine: Recover from burnout and get back to your best

[Dmca](#)