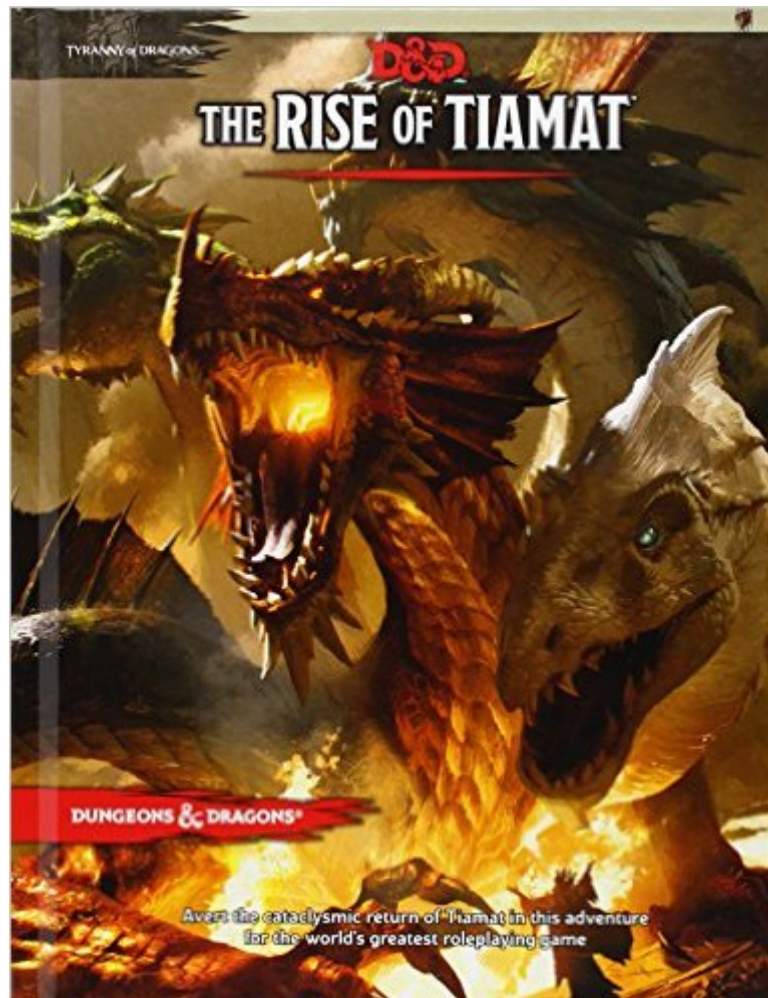


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The Rise Of Tiamat (D&D Adventure)



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

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

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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.

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