



DUNGEON MASTER'S SCREEN

TYRANNY of DRAGONS™

This screen is the perfect companion for those Dungeon Masters running *Hoard of the Dragon Queen*™ adventure. The screen features a fearsome image of Glazrael the Cloudchaser, a white dragon, as well as glimpses of a wintery lodge and ruined keep to be explored.



Product Code: 73701





DUNGEONS & DRAGONS



TYRANNY of DRAGONS™



Left - Greenest

1. Keep
2. Tunnel into Keep
3. Temple to Chauntea
4. Mill

Right - Parnast

1. Village of Parnast
2. The Golden Tankard
3. The Stable
4. Shrine of Axes
5. Village Well and Square



ALLIES



Tarbaw Nighthill



Leosin Erlanthar



Ontharr Frume



Jamna Gleamsilver

EPISODE 1 Greenest Encounters

d8	Encounter
1	6 kobolds
2	1 kobold, 1 ambush drake (see appendix B)
3	6 cultists
4	4 cultists and 1 guard
5	2 cultists and 1 acolyte*
6	3 guards and 1 acolyte*
7	1d6 townsfolk being hunted by raiders (roll a d6 to determine raiding group)
8	1d6 townsfolk hiding

* Acolytes have *command* prepared instead of *sanctuary*.

EPISODE 3 Wandering Monsters

d6	Encounter
1	4 kobolds
2	6 kobolds, 2 winged kobold
3	3 winged kobolds
4	5 winged kobolds
5	2 winged kobolds, 1 guard drake (appendix B)
6	2 ambush drakes (appendix B)

EPISODE 4 Hiring Out

d20	Result
0-5	No one is interested in hiring the character, but he or she can tag along as a traveler. Guards sometimes quit or die on the road and a replacement has a chance to find employment.
6-10	Hired as a basic guard for 5 gp per tenday, plus food and living expenses on the road.
11-15	Hired as a sergeant for 8 gp per tenday, plus food and living expenses on the road.
16+	Hired as a bodyguard for the merchant at 9 gp per tenday, plus food and living expenses on the road.

EPISODE 4 Trade Way Events

d12	Event
1	Adventuring Life
2	Animal Abuse
3	Bane of the Mountains
4	Contraband
5	Everything Has a Price
6	Fungus Humongus
7	The Golden Hind
8	High Holy Day
9	No Room at the Inn
10	Roadside Hospitality
11	Spider Woods
12	Stranded.

EPISODE 5 Encounters North of Waterdeep

d20	Encounter
1-14	No encounter
15	12 Human bandits
16	1 troll
17	4 orcs, 1 ogre
18	2 ogre
19	3 lizardfolk and 3 giant lizards
20	6 lizardfolk
21	8 giant frogs
22	12 bullywugs

EPISODE 6 Mere of Dead Men Encounters

d12	Encounter
1-2	Bullywugs (2-3 per character)
3	Crocodiles (2 per character)
4	Giant frogs (2 per character)
5	Giant lizards (2 per character)
6	Giant spiders (1 per character)
7-8	Lizardfolk (3 per 2 characters)
9	Quicksand
10	Shambling mound
11	Will-o'-wisps (3)
12	Yuan-ti (see page 45)

Blinded

- A blinded creature can't see and automatically fails any ability check that requires sight.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.

Charmed

- A charmed creature can't attack the charmer or target the charmer with harmful abilities or magical effects.
- The charmer has advantage on any ability check to interact socially with the creature.

Deafened

- A deafened creature can't hear and automatically fails any ability check that requires hearing.

Frightened

- A frightened creature has disadvantage on ability checks and attack rolls while the source of its fear is within line of sight.
- The creature can't willingly move closer to the source of its fear.

Grappled

- A grappled creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- The condition ends if the grappled creature is incapacitated (see the condition).
- The condition also ends if an effect removes the grappled creature from the reach of the grappler or grappling effect, such as when a creature is hurled away by the thunder wave spell.

Incapacitated

- An incapacitated creature can't take actions or reactions.

Invisible

- An invisible creature is impossible to see without the aid of magic or a special sense. For the purpose of hiding, the creature is heavily obscured. The creature's location can be detected by any noise it makes or any tracks it leaves.
- Attack rolls against the creature have disadvantage, and the creature's attack rolls have advantage.

Paralyzed

- A paralyzed creature is incapacitated (see the condition) and can't move or speak.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.
- Any attack that hits the creature is a critical hit if the attacker is within 5 feet of the creature.

Petrified

- A petrified creature is transformed, along with any nonmagical object it is wearing or carrying, into a solid inanimate substance (usually stone). Its weight increases by a factor of ten, and it ceases aging.
- The creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- Attack rolls against the creature have advantage.
- The creature automatically fails Strength and Dexterity saving throws.
- The creature has resistance to all damage.
- The creature is immune to poison and disease, although a poison or disease already in its system is suspended, not neutralized.

Poisoned

- A poisoned creature has disadvantage on attack rolls and ability checks.

Prone

- A prone creature's only movement option is to crawl, unless it stands up and thereby ends the condition.
- The creature has disadvantage on attack rolls.
- An attack roll against the creature has advantage if the attacker is within 5 feet of the creature. Otherwise, the attack roll has disadvantage.

CULTISTS



Frulam Mondath



Talis the White



Wyrmspeaker Rezmir



Captain Othelstan



Langdedrosa Cyanwrath

ENEMIES



Dralmorrer Borngrey



Pharblex Spattergoo



Rath Modar



Azbara Jos



Sandesyl Morgia