



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



**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 grappler 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.

Restrained

- A restrained creature's speed becomes 0, and it can't benefit from any bonus to its speed.
- Attack rolls against the creature have advantage, and the creature's attack rolls have disadvantage.
- The creature has disadvantage on Dexterity saving throws.

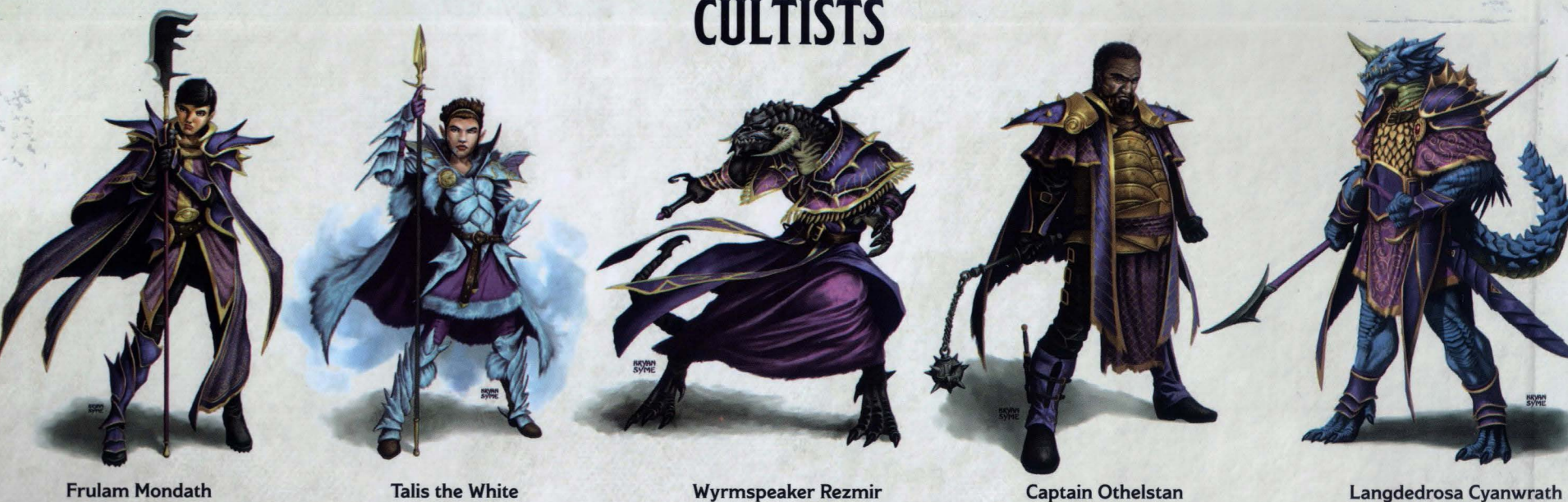
Stunned

- A stunned creature is incapacitated (see the condition), can't move, and can speak only falteringly.
- The creature automatically fails Strength and Dexterity saving throws.
- Attack rolls against the creature have advantage.

Unconscious

- An unconscious creature is incapacitated (see the condition), can't move or speak, and is unaware of its surroundings.
- The creature drops whatever it's holding and falls prone.
- 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.

CULTISTS



ENEMIES



Tarbaw Nighthill Leosin Erlanthar Ontharr Frume Jamna Gleamsilver