



Rejoice, oh initiate, the time of prophecy is upon us! A new leader has arisen in our ranks, Severin the Red Dragon Whisperer. He has chosen you to join us on the path to a new tomorrow. Not only in this land but in all cities and kingdoms, changes are occurring that would have previously been thought impossible.

We were few, but now we are many. We were scattered, but now we are united. Our minds were once slumbering in a dead past, but now we are coming awake to the glory of Tiamat's living future. We stand on the verge of restoring not just fragments but the entirety of her empire, now and forever.

Our wings shall crack like thunder over the realms, casting all who oppose us into shadow. The kings and queens of these lands shall be made slaves of our slaves.

We accept your solemn oath to keep our secrets, and to serve the Queen of Dragons. We embrace you into our order. Be loyal. Crush all traitors. Serve the draconic lords well and the future shall be ours.



ENCOUNTERS™

THE ADVENTURE BEGINS HERE!

Welcome to *Tyranny of Dragons™*, the kickoff storyline for the fifth edition of *Dungeons & Dragons®* and your players' opportunity to be a part of the grand events that help to shape the *Forgotten Realms®!* Through *D&D Encounters™*, your players will become part of the *D&D Adventurers League™*, our ongoing organized play program. They'll join one of five heroic factions and face off against the Cult of the Dragon and the minions of Tiamat.

CONTINUOUS PLAY IN THE D&D ADVENTURERS LEAGUE

D&D Encounters is a store play program that's part of the overall Organized Play experience, called the *D&D Adventurers League*. Players create characters and can continue to play their character at stores and conventions worldwide, earning experience and treasure all along the way. Any adventure with the *D&D Adventurers League* logo on it is legal for play!

ADVENTURE DETAILS

Here's what you need to know about this season's adventure.

- ▶ All of our *D&D Adventurers League* adventures, including this season of *Tyranny of Dragons*, are available as a complimentary digital file. **You can receive this digital file by contacting Game Support using the contact information presented on the last page of these instructions.** Feel free to distribute this digital adventure to your *Dungeon Masters* prior to the start of the first session.
- ▶ The adventure for this season is the first part of *Hoard of the Dragon Queen™*, the first adventure product for *Tyranny of Dragons*. It is not the entire adventure. It is designed for characters levels 1–4. Players must bring a legal *D&D Adventurers League* character of the appropriate level to play during the season.
- ▶ The adventure might run shorter than the entire duration of the season – that's okay. This provides you with the flexibility to take a week off for holidays, or allows players to continue to play other *D&D Adventurers League* adventures while they're waiting for the next season to begin.
- ▶ At the end of the adventure, players can continue to play the published product by purchasing *Hoard of the Dragon Queen* off the store shelves, start up with the next storyline, or participate in *D&D Expeditions™*, a continual "campaign style" play program with longer sessions and more advanced content.

TYRANNY of DRAGONS™
AUGUST 20, 2014 – FEBRUARY 11, 2015 EACH WEDNESDAY

CHARACTER CREATION RULES KIT CONTENT DESCRIPTION

Players can create new 1st-level characters or bring any existing D&D Adventurers League™ character of levels 1–4 to participate in the adventure.

- › For the character creation rules, advise players and Dungeon Masters to head to **DungeonsandDragons.com**. There are quick-start rules available, as well as a comprehensive player's guide.
- › At the end of the complimentary adventure, a character that has gone through the entirety of the adventure should be either 4th or 5th level. The character can continue his/her adventures through the rest of *Hoard of the Dragon Queen*™ or participate in a D&D Expeditions™ adventure suitable for their level.

Each kit contains enough material to support up to twenty players and four Dungeon Masters (DMs). Each table consists of one DM and three to seven players. Your kit contains the following materials:

- › A poster advertising the D&D Encounters™ program, with a D&D Adventurers League promotion on the reverse.
- › This instruction sheet. Please note that the adventure is available by contacting Game Support, and the character creation rules are found on **DungeonsandDragons.com**.
- › 20 faction packs (four of each of the five factions). Each faction pack contains materials for a player, including a blank character sheet, adventure logsheet, table tent, faction sticker, faction welcome letter, a faction certificate, and a special Regalia of Bahamut certificate. Each player receives a faction pack when creating a character or showing up for the first session of play.
- › 4 Dungeon Master packs. Each DM pack contains materials for the DM, including a table tent, DM welcome letter, a DM certificate, and special Regalia of Bahamut certificates for the Dungeon Master to hand out to the players. Each DM receives a DM pack when showing up for the first session.
- › A pack of treasure and reward certificates. The current certificate pack contains enough certificates to give out to four tables' worth of play. It includes certificates for the following adventures:
 - ›› *Lost Mine of Phandelver*, the D&D® adventure from the D&D Starter Set. This adventure is legal for play in the D&D Adventurers League.
 - ›› *Hoard of the Dragon Queen*, the D&D adventure product that forms the first part of the Tyranny of Dragons tabletop roleplaying adventure series. **Please note that the entire adventure is legal for play in the D&D Adventurers League; certificates are provided for treasure beyond the complimentary adventure.**

RUNNING WEEKLY SESSIONS

Follow these steps to ensure a great weekly play experience!

- › **Set aside a start time on Wednesdays for your D&D Encounters™ sessions.** Maintain the same time throughout the season. Each session should be scheduled for at least two hours.
- › **Print out or photocopy blank character sheets and logsheets.** In case you run out of faction packs, you'll want to have these on hand. They can be found online at DungeonsandDragons.com or on the Wizards Play Network site at wpn.wizards.com.
- › **Find Dungeon Masters.** If you're looking for Dungeon Masters, head to DungeonsandDragons.com or the WPN site for more information on how you can put out a call to get DMs for your game.
- › **Distribute the adventure one week prior to the start of the season to the DMs.** You can send the DMs the file you receive from Wizards of the Coast so they can prepare the adventure.
- › **New players are welcome at any time.** The adventure is for levels 1–4, so new players can create a new first-level character and jump in at any point.
- › **Don't forget to report each session!** We've made it easier than ever to report your D&D Encounters play – you only need to register each player on a list.

PLAY LENGTH NOTES

The D&D Encounters program allows players to participate in an ongoing play experience that feels a lot more like a home game, stopping and starting where the DM chooses from session to session. Here are some notes to keep in mind throughout the season.

- › A session may run a little longer or shorter than two hours. Players and DMs should find appropriate break points for the end of each session. The digital adventure has some guidelines on break points.
- › The season available as part of the digital adventure is shorter than the total length of time allocated for the season. This means that you'll have extra time to take a week off for holidays or spend more time roleplaying without worrying about finishing.

DISTRIBUTING REWARDS

You'll give the players and DMs their packs prior to the start of the first session (or when first arriving at your store, if after the first session). In addition, the certificate pack contains all the certificates for *Hoard of the Dragon Queen*.

- › Certificates are representations of permanent magic items and special accomplishments earned throughout play. They are signed by the DM at the time they are awarded.
- › Whenever a magic item or certificate is awarded, give out one (1) certificate for the table; only one player's character gets an item. You can let the DM distribute certificates.
- › Rules for determining who gets a magic item are available in the D&D Adventurers League™ Player's Guide on DungeonsandDragons.com.



CONTINUING PLAY

This kit contains support for continued play, using the following published products.

- › *Lost Mine of Phandelver* from the D&D® Starter Set (for characters levels 1–5). You have enough certificates in this kit to support play of this adventure for up to four tables.
- › The remainder of *Hoard of the Dragon Queen*. Your players can continue the adventure in the for-sale product after they've finished the complimentary portion. You have enough certificates in this kit to support play of the remainder of this adventure for up to four tables.

In addition, you can order D&D Expeditions™ kits, which provide certificates for adventures tied to D&D Expeditions. D&D Expeditions play is perfect for players who want to continue to play on a regular basis and be engaged in an ongoing campaign-style game for years to come.

CONTACT INFORMATION

To obtain the complimentary digital portion of *Hoard of the Dragon Queen* and for all other questions regarding in-store D&D play, please contact us!

- › WPN Home Page: wizards.com
- › D&D Adventurers League Information: DungeonsandDragons.com (for player and DM information)
- › Email: wizards.com/customerservice, click on “Email Us” tab
- › Call (800) 324-6496 (US/Canada) or (800) 204-8069 (other countries)

DUNGEONSANDDRAGONS.COM



SPECIAL STARTING ITEM

Tyranny of Dragons™

Your character starts play with one special item from the list below. It might be an heirloom from a family member, a gift from a friend, something you found or stole from someone else, or any other story reason you'd like to use. Choose one of the following, and mark your choice below.

- 300 extra gold pieces (gp)
- Breastplate (armor, not magical)
- Splint (armor, not magical)
- Bag of holding* (wondrous item, uncommon)
- Gloves of swimming and climbing* (wondrous item, uncommon)

This item is not tradable. It is given to you as a thank you for being a Dungeon Master for D&D Encounters™ during *Tyranny of Dragons*.

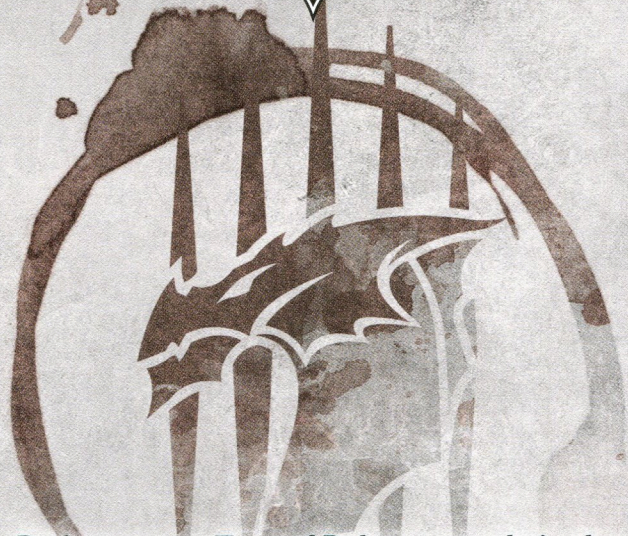


TEAR OF BAHAMUT

REGALIA OF BAHAMUT

This vial holds a platinum-colored liquid that has a metallic smell. You can take an action to pour all the liquid on a humanoid that died up to 1 minute ago in battle against a chromatic dragon, members of the Cult of the Dragon, or allies of such creatures. Unless it is missing any vital part of its body, the target returns to life with 1 hit point. Once this vial is used, the certificate is void. This certificate is valid from November 19, 2014 until February 28, 2015.

Potion, rare



Redeem your Tear of Bahumut code in the
Neverwinter[®] MMORPG at: <https://my.perfectworld.com/nw/redeemkey>
Register for an account at: <https://www.arcgames.com/en/sign/up>



FACTION QUICK GUIDE



HARPERS

Benevolent
Knowledgeable
Secretive



ORDER OF THE GAUNTLET

Honorable
Vigilant
Zealous



EMERALD ENCLAVE

Decentralized
Hardy
Reclusive



LORDS' ALLIANCE

Aggressive
Militant
Political



ZHENTARIM

Ambitious
Opportunistic
Unscrupulous

For more information on the factions, see the D&D Adventurers League™ Player's Guide.

D&D
ADVENTURERS
LEAGUE™



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DUNGEON MASTER NAME

[Blank white field for DCI number]

DUNGEON MASTER DCI NUMBER





**TYRANNY of
DRAGONS.**

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