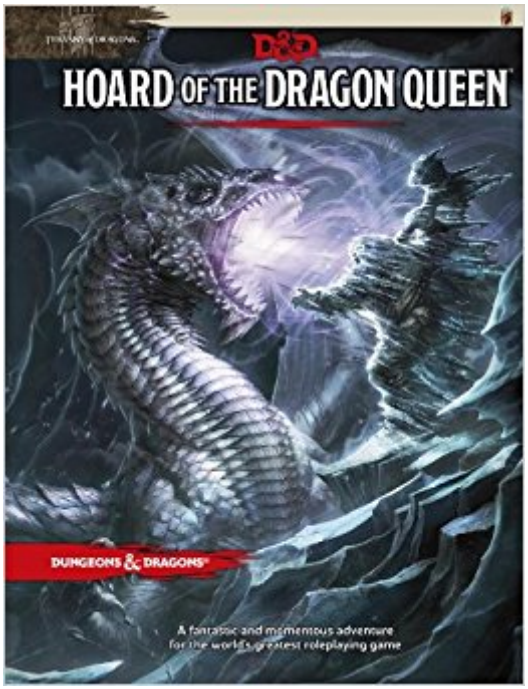
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Hoard Of The Dragon Queen (D&D Adventure)



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Synopsis

Fight the War Against Draconic Oppression in this Adventure for the WorldÃ¢â ¬â„¢s Greatest Roleplaying GameÃ Â In an audacious bid for power the Cult of the Dragon, along with its dragon allies and the Red Wizards of Thay, seek to bring Tiamat from her prison in the Nine Hells to Faerun. To this end, they are sweeping from town to town, laying waste to all those who oppose them and gathering a hoard of riches for their dread queen. The threat of annihilation has become so dire that groups as disparate as the Harpers and Zhentarim are banding together in the fight against the cult. Never before has the need for heroes been so desperate.Ã Â Ã¢â ¬Â¢Ã Â The first of two adventures in the Tyranny of DragonsÃ¢â Â¢ story arc, Hoard of the Dragon Queen provides everything a Dungeon Master needs to create an exciting and memorable adventure experience.Ã Â Ã Â Ã¢â ¬Â¢Ã Â Fans of the Dungeons & DragonsÃ Â® Roleplaying Game can get a sample of what this product has in store for them through the D&D EncountersÃ¢â Â¢ in-store play program.Ã Â Ã Â Ã Â Ã Â Ã¢â ¬Â¢Ã Â Adventure design and development by Kobold Press.

Book Information

Series: D&D Adventure

Hardcover: 96 pages

Publisher: Wizards of the Coast; 5th Edition edition (August 19, 2014)

Language: English

ISBN-10: 0786965649

ISBN-13: 978-0786965649

Product Dimensions: 8.5 x 0.5 x 11.2 inches

Shipping Weight: 1.4 pounds (View shipping rates and policies)

Average Customer Review: 4.1 out of 5 stars 224 customer reviews

Best Sellers Rank: #6,454 in Books (See Top 100 in Books) #12 inÃ Â Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons #125 inÃ Â Books > Crafts, Hobbies & Home > Crafts & Hobbies #968 inÃ Â Books > Teens

Customer Reviews

This is a great module that should be picked up for sure!Pros:Production Value - The book is indisputably high quality. Full color printing, heavy duty binding and fantastic artwork makes the book a pleasure to use.Layout - The layout is extremely clean, with nice use of color to delineate sidebars and "read-aloud" text.Writing - The writing is well done, by some big name pros in the

industry including Wolfgang Baur and Steve Winter. It’s got enough flavor to paint a picture, but is short enough to not overwhelm.Structure - The adventure is put together in an episodic format throughout the book and each episode has sub-missions that can, generally, be done in whatever order the GM / Players choose. This may not be true for each chapter, but is certainly true for the first.Cons (I would not actually say there are any *real* cons to this product, but I would like to address some issues other users have mentioned):Level Range Visibility - Some users have pointed out that it does not state the level range. It does, on the back cover of the book it states that it is from 1-7.Monsters - There are certainly monsters mentioned that are not found in the book. The reason that this was done is up for debate but you DO NOT need to wait until the Monster Manual or the Dungeon Master’s Guide come out. They state in the first pages of the book that there is a free online supplement that they have released that has all of that information (and then some). That info can be found simply by googling "Hoard of the Dragon Queen Free Supplement."This is a great product that is extremely high quality and should make for the beginning of a very awesome campaign! You would do well to pick yourself up a copy.

I’m a new DM, and I just finished the adventure "Lost Mines" from the Starter Set with my group. We’re two weeks into this adventure, and so far the group is enjoying it. Like all the Wizards of the Coast products it’s well thought out, and graphically pleasing. My only nitpick is that it has you flipping between the appendix and the Monster Manual for the stats of the monsters. Simple solution was to compile a separate sheet for the stats we would be using the most during each night’s adventure. I already have the sequel "Rise of Tiamat" ready to go!

This product has been a good tool for my first full campaign to DM. It is a bit inconvenient having to keep supplemental stuff pulled up or printed out when I need to use it. There are also a few plot holes in the story or other flaws. However, using this, the supplement, and some online blog’s modifications, we managed to play the campaign.

It’s clearly written & easy to follow. I haven’t had a chance to actually run it yet, but I’m looking forward to doing so. Most of the maps show what they’re supposed to show. I understand there is additional material available for download at the official site; I couldn’t find it, but that’s OK, I can make do on my own. All in all, I’m pleased with it, & will buy more of these books.

This a pretty terrible adventure module. It is poorly written and in serious need of a second edition.

There are typos galore, most of the chapter plots have ill conceived character hooks, and the flavor text is spotty and often poorly written. If you intend to run this module prepare to do some serious editing. Not only are the adventure sections poorly planned they tend to have overpowered encounters that need to be trimmed down and scaled back. The whole book has a feeling of having been rushed to print without the editing it really needed to make it great. I was sorely disappointed in the product as a whole but I did have a pretty good time rewriting it for my gaming group.

This was an excellent first module for 5th Edition D&D.My only complaints are as follows:1. Not all the creatures, loot, and spells were included in the book and had to be downloaded as an Addendum to the book. This was a minor issue and did not take anything away from the module.2. There were no printable maps for the module available from the Wizards site. I did track down maps from the artist who did the work for the book. The artist wanted a fee for each map which requires you to pay for both the DM version and then the player version. There was an option to purchase the bundle for $70 but this is a crazy amount for a module that ran me $20 on .

DM and Player approved.... I won’t give spoilers, but know well that this is typical WOTC quality! Oh, Read the disclaimers just inside the front cover!!!

After testing the waters with the fantastic starter setÃ Â Dungeons & Dragons Starter Set: Fantasy Roleplaying Game Starter Set (D&D Boxed Game)Ã Â and a few people we were ready to take the plunge and go all in on the D&D universe. This book leaves so much to be desired. Many others have mentioned the awful editing, and it’s bad...game breaking at points.Pacing is bad: is really difficult for new players. the book starts by thrusting you into battle with no time to get to know your new companions then our players, an over-sized party of 6 characters were almost always out matched in the early fights. causing players to be super cautious and questioning, then found it a breeze through the mid section. There was no real treasure hidden stuff early on so players stopped looking by the time it cropped up.Also the supplement is really annoying that i need to go to a separate pdf in addition to the book i already paid for, and if were going to do online supplements how about an official online insert of corrections to the main books broken-ness instead of me stumbling into a reddit thread withissues listed.We worked through everything but its bad when halfway through i’m thinking it would have been easier to write my own story from scratch....

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