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A returned to the Queen Dragon Hoard from Queen Dragon is the first of two adventures written by Wolfgang Baur and set of Steve Winter in The Forgotten Realms. The two adventures have players arriving against fresh dragon cult plans, a wicked long-standing group in setting, to convene Tiamat from nine hell. The designers of this adventure are experienced. They've worked in the sector for many, many years. Unfortunately, they were also working with a series of rules that Werena t still completely finished, and therefore there are moments when the balance of the encounters isna is. Or the Arena T rules as you wait. Sometimes, some meetings have changed significantly, but keeps part of the text of the previous version. As a result, Hoard of Queen Dragon can be a bit difficult to run from the book as written. It works best when the DM changes pieces of it to better satisfy their group. This is the first of a series of posts on the structure of an adventure helped by messages that Steve Winter has done one that can help you better understand how to handle the adventure. Episode 1: greener in Flames To say the start of the adventure was a shock for players and DM is something reductive. Players tour in a city under attack and try to save it. And Cana t. That's what really, really need to know the first episode: ITA s intended to be overwhelming. It defines the cult of the dragon as a group from absolutely feared and respected. Here are Thoughts Steve's: the first episode is brutal. Characters of 1st Level Dona t get to fall into hundreds defeat of cultists, and win the war against their first day of work. DM needs to make players understand, through the descriptions of what's happening in the city and through the PNGs to the Mastio, which can't tack these high-headed predictions. Their task is to survive the night and to help as many fellow citizens can do the same. But even if the PCs run brilliantly, the city will be looted and innocent fellow citizens will be murdered and kidnapped to the cult of Dragona's new vision for the coast of the sword. The first episode is structured so that it has an opening meeting, several optional missions, and a closure encounter. The opening meeting is quite simple and allows players to be rescue heroes the villagers and escorted them to that good defensive position in the city: the Mastio. There, they have the opportunity to meet the two main NPCs that are responsible for the city, the governor and the Castellano. These two NPCs are very important because they provide the main way the DM can inform players about the situation of the faces of the city. The Protector acts as an authoritarian figure soon that provides the structure for this part of adventure; He's also intends to provide the impulse that moves the characters in the next part of the adventure. One of the main problems afflicting a DM of this episode is how to correctly balance meetings. There is a basic problem: the meetings are, as written, almost entirely too dangerous for players to face. It could be that this actually supports the style of play you want to promote: stealth, ambush and avoid direct comparison are some of the players techniques can use to reduce city threats. However, for the most heroic game, there are two basic strategies I suggest. Reduce the number of monsters encountered, and increase the healing available to the party. That last I made in my race just through the adventure, placing a NPC healer in the keeper with the business healer; This company has allowed every character to be healed once during the night. And Wasn't enough of the party were still Spent for the moment they'd only the half of the missions a but turned out to be a step in the right direction to allow more than the challenges in this episode actually to deal with the players. It is worth noting what the cultists want to happen: they Enter, get all the gold and valuables that can, then exit. I'm not actually there to kill everyone, only make sure that no one tries to oppose them. That is what the dragon is there for: the presence of him (and dragonfear) will keep the defenders in The Keep. Manage all the cultists so that they want to fight until death is probably a mistake, which is another way in which you can adjust the adventure to allow better chance that defenders to survive. Finally, it is a very good idea to give some of the reasons for the characters from Appendix to adventure. Smart players might simply avoid greens, and even if we want to encourage smart game, we also want them to play adventure! Look to hold the opening meeting of the adventure introduces a way in which players can be heroes: saving the villagers threatened by raiders. A battle against eight kobolds will be hard, but manageable - especially when the kobolds are probably surprised by the heroes. One thing to be emphasized in this first part of the adventure is that the raiders (cultists) are not dressed in uniform and are indistinguishable by the characters of the player. This is something that is actually quite important, and it will be in episode 2. It means that initially, players should not know that raiders belong to any organization; this will be evident through subsequent meetings. Once the characters reach the maintenance, they need to meet the governor Nighthill and Castellano Escobert Red, which can give them a description of what happened from their point of view, as well as spreading the challenges in advance. From here, the order of missions depends on the players and the DM - the DM generally establishes the situation and players will choose what they do. It is almost certain that players will not be able to do everything that the adventure suggests, and you should feel free to invent King additional situations to give players choser than what to do. Add additional missions to save more inhabitants in the village is a great idea. The sanctuary mission is just an example of how you could run one. The old tunnel, prisoners both of these scenarios allow players to be active in their choice of missions. It is a good idea to let the governor put them in his initial conversation with players, especially if you have a group that will be more proactive as they do things: these missions can be performed at any time players want to trigger them. Prisoners are very important to run so that players learn motivations behind the attack. Sanctuary, the port Sally on the contrary, these two missions are reactive: the cultists have done something, and players must respond to it. These are good missions to give to players when they are not sure what to do. Both increase session tension. In the case of the sanctuary, it can give rise to a real dilemma: let's go and help, or continue safe? Given how this episode is dangerous, it can lead to some interesting debates between party members. Dragon Attack, save the mill Although these two missions are substantially reactive, they will actually be triggered by cultists to eliminate the characters. Therefore, cultists must be aware of the fact that the characters are present and actively resist to worship. These two missions are rather brutal, both with a high probability of death of the player's characters - and save the mill could easily end up in a TPK, so you will have to be careful enough when they enjoy them as they play. Personally, allow players the chance to escape if the mill starts to go wrong for them. The attack Dragon is particularly interesting as they penalizes those characters who do not have remote attacks. (Demonstrate that most characters should have missile weapons is something very good in my opinion). When I ran the meeting, I assured me that the characters were aware that the dragon was half a heart for the whole thing; I was helped helped This to have a ranger whose enemy favored was dragons. Metá -dragon Champion The final meeting makes a couple of things: firstly, it demonstrates the cruelty of cultists. Cyanwrath is only interested in demonstrating how much he is like a combat sword of all the others, and so challenge the mastion of bringing out a sample so they can grind them in dust. (In my opinion, Cyanwrath, a wicked legal character, has a very twisted definition of Mr and Wona t using his weapon breath to win the duel, but will absolutely kill them otherwise). Also the characters yet another moral dilemma: do the prisoners are killed (or the guard), or if instead march towards his death? Note that a rule change the means that this meeting is more lethal than expected: the text states that Cyanwrath hits the character once to inflict a failed death of salvation on them, but the final rules means that this counts like a shot critic and two failed saves; IA D Go with the Text Adventure In this case and only inflict a failure, or do not have a coup of grace to all. And yes, there's nothing that a fair on this meeting at all. It is not to be. With its end, the characters must absolutely hate Cyanwrath and worship. If your group has less tolerance for unbalanced meetings, the Dona t have cyanwrath to perform this extra attack and allow the group to reach the felled character before Dies. However, execution The meeting as the written is going to be quite memorable. Incorrect and clarifications The map of Greenest has numbers on it that Arena T referred to in the text. According to Steve Winter, 1 = The Keep, 2 = where the tunnel emerges along the torrent, 3 = the temple and 4 = The Mill. Steve's reflections on only the execution of a couple of missions: if that's all characters can handle, that's well. If they fought their way to the keep, plus a couple of battles more, the governor Nighthill will be happy to say They've pulled their weight. At midnight, the Mastio should be full of wounded Ca's a takes more. Anyone who's severely wounded can join them without shame. My experience with 5e, in general, and this scenario, in particular, is that the characters can handle more than new players to the system of thinking they can. Once everyone is wounded and spells have gone, the only tactic that makes sense is to avoid as much fighting as possible. This is necessarily medium hideout in the keeper, though. Once the old tunnel is cleared, some missions can be managed very hidden. Other Cana t. EA's up to players to decide what their characters can handle. Key points of the episode The characters reach the senior and discover the sectarian attack. They then act heroically, recalling the attention and gratitude of Greenest governor. Along the way, they find that the attack is from the cult of the dragon and they're more interested in collecting the loot of everything else. They also discover that the worship is extremely dangerous; By the end of the episode, very little greener remains, despite their efforts. Articles in a Running Hoard of the Dragon Series Queena: Episode 1, episode 2, episode 3, episode 4, episode 5, episode 6 6

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