

Chapter 1 : The Great List of Dungeons & Dragons 5E Adventures – Merric's Musings

A module in Dungeons & Dragons is an adventure published by TSR, the term is usually applied to adventures published for all Dungeons & Dragons games before 3rd Edition. For 3rd Edition and beyond new publisher Wizards of the Coast uses the term adventure.

Lost Mine of Phandelver by Rich Baker. Amazon , The adventurers are hired to escort supplies to the mining village of Phandelver, but intrigues and conflict swirl around the town as factions fight over a long-lost mine: Heed the call to defend the legendary monastery and stand against the tide of evil. This is an adventure that uses the playtest rules and needs a little modification before regular use Curse of Strahd Curse of Strahd by Christopher Perkins. Amazon Under raging storm clouds, the vampire Count Strahd von Zarovich stands silhouetted against the ancient walls of Castle Ravenloft. Rumbling thunder pounds the castle spires. A lightning flash rips through the darkness, but Strahd is gone. Only the howling of the wind fills the midnight air. The master of Castle Ravenloft is having guests for dinner—and you are invited. Elemental Evil Princes of the Apocalypse. Amazon Called by the Elder Elemental Eye to serve, four corrupt prophets have risen from the depths of anonymity to claim mighty weapons with direct links to the power of the elemental princes. Each of these prophets has assembled a cadre of cultists and creatures to serve them in the construction of four elemental temples of lethal design. It is up to adventurers from heroic factions such as the Emerald Enclave and the Order of the Gauntlet to discover where the true power of each prophet lay, and dismantle it before it comes boiling up to obliterate the Realms. Rage of Demons Out of the Abyss. Amazon The Underdark is a subterranean wonderland, a vast and twisted labyrinth where fear reigns. It is the home of horrific monsters that have never seen the light of day. It is here that the dark elf Gromph Baenre, Archmage of Menzoberranzan, casts a foul spell meant to ignite a magical energy that suffuses the Underdark and tears open portals to the demonic Abyss. What steps through surprises even him, and from that moment on, the insanity that pervades the Underdark escalates and threatens to shake the Forgotten Realms to its foundations. Stop the madness before it consumes you! 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. Amazon The Cult of the Dragon leads the charge in an unholy crusade to bring Tiamat back to the Realms, and the situation grows more perilous for good people with each passing moment. The battle becomes increasingly political as opportunities to gather allies and gain advantage present themselves. Succeed or succumb to the oppression of draconic tyranny. Win or lose, things will never be the same again. DMs Guild , The people of Oranou are desperate. The village is on the brink of starvation and has little chance of surviving the harsh winter. It is a temptation he cannot afford to resist or can he? DMs Guild An expedition to the Amber Temple reveals another major minion of the enemy and uncovers a secret weapon that may help defeat them. DMs Guild The village of Oranou is panicked when a group of Bloodhand orcs appear at the edge of the woods. They bring news and an unusual request that reveals a new foe. DMs Guild The Bloodhand orcs have a prisoner that may hold the answers to the strange goings on and the key to stopping the enemy. What can you do to convince them to hand the prisoner over? DMs Guild An unknown force is inciting the people and creatures of the idyllic Greenhall to commit horrific acts of murder and carnage. Can the adventurers quell the towering rage of the rampaging Horseman? DMs Guild The enemy is revealed, but time short and if you are not successful in your mission to Mount Baratok, love will never die. Part fourteen and the finale of Misty Fortunes and Absent Hearts. DMs Guild , Strange things are afoot in the Moonsea. The factions have called all those willing and able to investigate strange occurrences in the region surrounding Phlan. Dark whispers and unseen terrors lurk in the misty shadows between this world and someplace much more sinister. Unveil the horrors before it is too late! Part one of Misty Fortunes and Absent Hearts. So much so that even the elves of Greenhall have left their homes to seek out help from their newfound neighbors. But, their tales of a strange beast are not earning them any favors; especially among the Vistani, whom the elves suspect are to blame for their ills. Return once more to the

Quivering Forest and learn the terrifying truth! DMs Guild , The locals are spreading rumors of the emergence of an age-old relic in a remote farming village. She raved of an army of the dead, a delicate powderbox, and a beautiful yet dangerous woman. DMs Guild , The time has come to venture beyond the village of Oranou and explore the realm of Barovia. However, in your travels, you happen across an unusual tribe of people—distrusted denizens of the Demiplane of Dread. Do the Vistani truly possess the ability to see the future, or is it simple parlor tricks and deceit? DMs Guild , Old hatreds die hard, but sometimes it is necessary to set aside petty, personal disagreements for the greater good. The hag, Jeny Greenteeth, is wise and may prove instrumental in the troubles that lay ahead. Your task will not be easy, however; the dark forces of Barovia have agents everywhere, and eyes from beyond the grave no doubt watch your every move. Within, the unliving son of an unliving god awaits the peace of death that eternally eludes him. Will you grant him his rest, or realize the part he is to play in things to come? Can you find the monster and save the village from starvation, or worse? Part eight of Misty Fortunes and Absent Hearts. DMs Guild On the southern shores of the Moonsea, the residents of Mulmaster have eked out a living where others would likely have given up long ago—in a bleak city where corruption is rampant and the Church of Bane holds sway. In these five short, introductory adventures, you will travel the breadth of the City of Danger, meet its people, see its sights, and witness firsthand how the city truly has earned its ominous moniker. Is the woman insane, or is something nefarious at play? DMs Guild You are approached by someone claiming to be a member of the Brotherhood of the Cloak investigating unusual incidents involving some of his brethren. Discretion is vital, as there is rumored to be a link between the denizens of the Tower of Arcane Might and one of the elemental cults. Can you uncover the truth? DMs Guild Riddled with veins of precious ore and gem, the Earthspur Mountains to the west have long been a valuable resource for anyone able to mine them. DMs Guild During a summer drought, Mulmaster is threatened by a series of arson attacks. As the populace riots, accusations fly blaming Thayans, residents of the ghettos, rowdy sailors, the refugees from Phlan and dozens of others. Can you solve the mystery before the city burns? DMs Guild The monks of the Monastery of the Yellow Rose have long cloistered themselves in their home atop the Earthspur Mountains, practicing their strange lifestyle which is rumored to give them longevity. Now, their dietary restrictions and practices of breath control have become the fashion amongst the well-to-do of Mulmaster. DMs Guild The Soldiery has grown weary of dealing with a particularly nettlesome band of miscreants who have holed up in the Flooded Forest to the south. And so, you have been called upon to quell their activities so that trade along the North Road can resume unmolested. However, in so doing, the truth behind their activities reveal that much more than simple banditry is at hand. Will you be able to stop it? DMs Guild The sewers beneath Mulmaster have always been dangerous, with countless stories of brigands, murderers, and worse that lurk beneath the streets of the City of Danger. But those stories pale in comparison to a new threat under Mulmaster, one brought to light by a strange and disturbing corpse recently found. It is up to you to learn the terrifying truth of what lurks below. DMs Guild A storm of unparalleled fury has been ravaging the peaks of the Earthspur Mountains for a tenday, and the Monastery of the Yellow Rose sits in its eye for now. Some monks have fled the monastery to the safety of Mulmaster and beseech you to convince their more obstinate brothers to retreat to the city before the eye of the storm shifts, and the monastery is in terrible danger. Can you brave the elements and convince the monks to escape? DMs Guild The Cloaks of Mulmaster have taken an interest in your progress, and may be looking to sponsor adventurers for future work. DMs Guild When Fort Iron was taken from the duergar who inhabited it, much of their subterranean quarters were never fully explored. An ancient oubliette has been discovered and its contents have disturbed the miners. Can the mine and the miners be saved from the dangers of the Oubliette of Fort Iron? Are the rumors of elemental cults true or are the rumors a cover for some other sinister plot? Some monks have fled the monastery to the safety of Mulmaster and beseech you to convince their more obstinate brothers to retreat to the city before the eye of the storm shifts, and the monastery is interrible danger. DMs Guild The fabled sword of Selfaril is told to bestow wisdom and power upon whomever wields it, so naturally its discovery has caused quite a stir in Mulmaster. All of this is complicated when a masked benefactor claims to not only know the truth about the blade, but also how it can be used to benefit the oppressed people of Mulmaster. Can it truly change Mulmaster for the better? Intent on retaking her home of

Phlan, Aleyd has amassed a surprising amount of support from the citizenry of Phlan, including that of the High Blade himself. But as lofty as her goals might be, the honor-bound warrior seems willing to sacrifice much in her questâ€”including everything she once stood for. DMs Guild A dwarven expedition has stopped in Mulmaster for much-needed supplies. Whatever he is trying to protect may not stay hidden for long. Can you keep his secret treasure out of the wrong hands? Harried in Hillsfar by Shawn Merwin. DMs Guild In the village of Elventree, near the oppressive city of Hillsfar, a recent string of strange occurrences has the locals on edge. Is this the machinations of Hillsfar, or something more? DMs Guild The Red Plumes have increased patrols in the region surrounding Hillsfar, and a string of disappearances has followed in their wake. Naturally, this has roused the suspicion of the factions.

Chapter 2 : List of Dungeons & Dragons modules - Wikipedia

D&D 1st Edition Module - CM5 MYSTERY OF THE SNOW PEARLS (Rare SOLO and VG+!!) See more like this D&D 1st Ed Module - X3 CURSE OF XANATHON (Hard to Find From and VG!!).

Monday, 5th January, Based on a survey I took in This is an experimental new forum, and a bit of fun. The idea is to post your Top 10 or 20 or 1, or whatever things in a given theme. See the sticky thread inside for more info, and please do feel free to post your own Top List! This one should serve as a good example! Night Below By Carl Sargent. It was described as "bursting and the seams with nasty, slimy, ugly things" by Cliff Ramshaw. The Isle was later retconned in 4th Edition to be part of the Feywild. Steve Winter described it as "one of the most widely known and played adventures for years". Browne and Don Turnbull. The abandoned, dilapidated mansion of an evil alchemist. The introduction to an underwater campaign. Queen of the Spiders By Gary Gygax. A compilation of 7 modules spanning Greyhawk, the Underdark, and concluding in the Demonweb Pits, the abyssal lair of the demonic goddess Lolth. Against the Giants By Gary Gygax. The "G" series of modules by Gary Gygax combined into one compilation module. Castle Amber By Tom Moldvay. The second 3rd Edition adventure on this list. A hobgoblin hoard devoted to Tiamat. Tomb of Horrors By Gary Gygax. Written to test mighty player characters in the tomb of the demilich Acererak. One of the toughest modules of all time! SF Site called it " a classic and a mus-have for gamers". At the time, more copies of this module were printed than of any other scenario. An expansion of The Village of Hommlet and a page classic which inspired a novel, a computer game, and a return years later. Even Dungeon Master for Dummies called it "the grandfather of all huge dungeon crawls". A frightening portrait of a vampire.

Chapter 3 : 8 Awesome D&D Modules | Gallery of the Day | The Escapist

DAN: Arguably the most famous D&D module, The Temple of Elemental Evil was a landmark adventure for a number of reasons: 1) it is widely considered the grandfather of huge dungeon crawls; 2) in a.

Modules were more than just accessories, more than a simple way for DMs to populate their worlds. They were invitations to common experiences for gamers worldwide. But even then, in the golden age of modules, there were some duds. Granted, many of these were from companies other than TSR that produced tons of crap though some of them, like Judges? Here are eight of TSR? Descent into the Depths of the Earth An early and egregious example of placed monsters in a pretty static environment. A lich in an alcove? Just laying there, waiting for someone to come by and try to take his stuff? Even if this did lead into some pretty good stuff Vault of the Drow, Queen of the Demonweb Pits , this wasn't? Gargoyle Comedy is not pretty. Steve Martin said that, but this module proves it. The Land Beyond the Magic Mirror In which every Lewis Carroll character you ever read about and loved as a child comes to life and tries to kill you. The Cheshire Cat is a smilodon cat waiting to eat you. And Tweedledee and Tweedledum are two annoying guys renamed T. And for that, at least, you have to give the module points for accuracy. Not only are they drawn out to a punishing length the core series runs fourteen modules, with approximately eleven hundred maps to go along with them, plus two more modules just because they? For example, a small hill that the adventurers climb over is revealed to be? Worst of all, these modules commit the cardinal sin of adventure-writing, which is railroading the characters into pre-set storylines. In Search of the Unknown Some old-time players might have a fond memory of this module, because for many it was the first they played. This alternated with B2: The Keep on the Borderlands as the module included in the Basic Set. So why is it on this list? Mainly because this module was left unfinished? The results for most players was the quintessential random monster guarding a random treasure sort of adventure that got old quick. The high point of this module is the list of NPCs at the end, with an unintentionally hilarious list of horrible names: Castle Greyhawk When it started, Greyhawk was a campaign setting that was pretty reality-based. Then this monstrosity came out, and all bets were off. Worse, the 10th level of Castle Greyhawk each level of which was done by a separate freelancer, and then just spliced together? It was clever, then, when it was only a small booklet of jokes like replacing Elven Boots with? But Castle Greyhawk, at pages, is one long joke that never seems to end, even if you wish that it would. Lost Caverns of Tsojcanth This module had a lot going for it? It even made 22 on Dungeon Magazine? Is that a name, or random keyboard tapping from the home position? I can do that. The Castle of Wvqeubrug. Vault of the Padknjwefrgnuge;q? The Forest Oracle This module just plain makes no sense. Or a Halfling innkeeper and former thief, no less who never puts together the facts that he? Or worse, descriptions like this, in describing an encounter with brigands: It is plain they are not soldiers from their haphazard way of walking. They do not seem to be joking loudly or singing as they advance.? Furthermore, they are not whistling, snorting, or farting. They are clearly not bakers. They do not seem to dislike fish, nor do they appear to be incontinent.

Chapter 4 : Welcome to Dragonsfoot

Google Doc of in Print 1st Edition AD&D Adventure Modules Spread this link far and wide, email it to friends, blog it, post it on forums. This is your chance to welcome newcomers and show everyone that 1stEd Advanced Dungeons & Dragons is a living, breathing game.

We have just finished the first section of the campaign T1. The Physical Books Let us start with the actual physical volumes – they are, after all decades old. RupertG has bought about 20 copies of the various books on eBay over the course of our campaign, and the same can be said of these. The vast majority of them have held up extremely well. The paper is heavy and matte, which is less favoured these days but has held up nicely and has coped well with the numerous notes and modifications in pencil, pen, highlighter, and even liquid paper that has been added to many of the volumes. Some of the pages are a little ripped, but the combination of age and many hands make that not unexpected. A note needs to be made here about the books that you will find on eBay or other second hand retailers. It was very common for house rules to be written directly into the books themselves. Little regard was given to keeping the books in pristine condition, and you will find notes and jottings throughout the majority of the books available. The art is hilariously bad. Layout and Structure Right away, the 1st Ed books do something correct that the 3. Basic touches like that mean that whilst the book is only black and white, and fairly simple in terms of page structure no fancy text or decorations, just basic headings etc , it is quite easy to read. Nevertheless, I am thankful for my dad having carefully highlighted all headings and important bits, making them stand out a bit more. The structure of the PHB is relatively sane: The DMG is particularly bad. What are some things every character needs? To Hit scores and Saving Throws? And yet the award for worst structure goes to the arbitrary inclusion of useless appendices. Want to know about psionics or the planes of existence? Too bad if you wanted your Saving Throws, though. The books are usable. As a game, how does it play? The basics the stats, AC, saves, and so on are still used over 30 years later. There was a lot that was done right. There are definitely some good things, and definitely some bad. A lot of the spells are great. Fighters, at least at low levels, are actually good, especially with the Unearthed Arcana Weapon Specialization rules. Our resident Fighter is enjoying this very much. The core is simple, quick, and fun Combat is mostly fast and brutal. It can slow down if no-one can hit anyone, but this is rarer than in some other games we have played. High damage and low hitpoints bring even large battles to a close pretty quickly. Players get their turns quickly enough to maintain an interest, and a decent number of dice get rolled. Add magic to the mix, and it gets downright cruel. In one session, a plate-armoured enemy Fighter strode forwards to engage the party. One character cast Hold Person and another Heat Metal meaning that he boiled alive in his armour without being able to move. Even though material components are still in 3. The classic example is Fireball, which needs bat guano and sulphur: Coupled with insisting that your Magic User or Cleric play out somatic and vocal components and you are in for a good time. Level titles are also cute. Each level for each class has special title. Each case is dealt with separately. And then there are the tables! So many tables! There are tables for everything! Some are just so painful and so useless as to be a waste of paper, such as the giant table of hit adjustments for weapon vs armour type. It is almost as if they assumed everyone was like them and played in massive conventions of people. Research by WotC led to the more realistic 3. Basically there are a lot of things that just feel plain dated, and there are often clearer ways of doing things, especially with having played more polished modern RPGs. So bad, in fact, that my dad completely wrote the XP tables and heavily modified the spell ones, and many other changes besides. Balance is almost non-existent. Negative ACs are difficult to justify. If the maths was better, you could cut own most of the tables because there would be a sensible progression to things. Nevertheless, despite being annoying, the maths issues are not the end of the world. You can work around a lot of the problems: Magic-Users can be given bonus spells for high Intelligence like Clerics with high Wisdom. A lot of the other problems can just be ignored when they crop up. Missing stuff we take for granted Skills. It is amazing how badly you miss them. The rules for Thief abilities centre around percentages and are quite messy to deal with. And, as Thief abilities are non-standard, apparently only Thieves can climb, and no-one can work out how to or if they can jump. The

rules for multi-classing are almost non-existent. The initiative rules are a bit hard to follow. The grapple rules are just like all other grapple rules in every RPG book ever ie: For some rules, you can stumble through them, or ignore them as unimportant. For some, we had to give up and pull out the better-specified 2nd Edition books as the rules are mostly compatible. While that is true, most rulebooks make the intention clear. I would not advise handing the books to a player and having them read them. The DM and maybe one other player should get familiar with the rules and then give everyone else a sane version. It assumes you take a very long time to do anything: It assumes large party sizes. It assumes that your characters can die at basically any time. This is a game where the dungeon ceilings will try to eat you. That should tell you enough. Conclusion It is hard to deny that 1st Ed is dated and it feels it. Having said that though, it still both reads and plays okay. The biggest problems is just trying to work out what the rules mean or intend, and once that is established you will be mostly fine until the next curveball comes swinging byâ€. The DM has to do a lot of work simply to try and understand the rules, make decisions, and then run the game. This puts even more pressure on the DM, because to understand any of it you often have to read all of itâ€ and multiple times. I would sayâ€ only for the experience of the nostalgia.

Chapter 5 : 1st Edition D&d calendrierdelascience.com - Free Download

I take a look at four decades of Dungeons & Dragons adventures and present to you the 15 Best D&D Modules Of All Time, for example, or Top AD&D 1st Edition Modules.

Rampage by Joseph A. Mohr The legendary Tarrasque is on the rampage in Zanzia. He is destroying cities and towns all across the land and seems to be on a path towards Barrowmar Even the keeps of the adventurers themselves may be in danger. But all is not lost. A reclusive sage may know of a secret weapon to use against the legendary monster. But the quests to make this device may be more dangerous than facing the Tarrasque! This is an epic level adventure intended for the highest level characters. A party of six or more characters of very high levels may have a chance to complete this adventure. Methods for adjusting the adventure for varied party strengths are presented. Your group is the talk of the town! Gossip and rumors are flying around the city about the event Let the games begin! An OSR adventure for Levels For those interested, a POD version is available at Drivethrurpg. Temple of the Ice Gods by Joseph A. Mohr Strange lights and sounds have been heard in the skies over the Barbarian Lands north of Zanzia. Long ago the Ancient Dunars settled this continent. It has long been believed that buried somewhere beneath the ice in the arctic wastelands of the Barbarian Lands there might be clues to their existence and why they disappeared so long ago. This adventure is a possible sequel to ZA5: Flayers of the Mind. It is for six to eight characters of 8th to 10th levels of experience.

Chapter 6 : Everything you need for 1st edition dungeons and dragons | Squat the Planet

If you aren't playing OSR then you could play with the new D&D 5th edition rule set. I think that all of these modules can easily be converted on the fly to be played with the new edition rules. But as with any written module, you should be able to take them and use any rule set that your group likes to use.

Chapter 7 : The 8 Worst Dungeons & Dragons Adventure Modules Ever Made | Topless Robot

Does anyone have any advice on converting from 1st edition D&D modules? I'm tempted to just replace monsters with equivalent level monsters from new calendrierdelascience.com I'm hesitant because 1st edition adventures often seem to feature a lot of very weak monsters, short encounters, and to be more focused on attrition and problem solving.

Chapter 8 : Ad&d 1st Edition Modules calendrierdelascience.com - Free Download

We have several free downloadable first level adventures listed below. Download the adventures and if you decide to play any of these, please leave some feedback at the bottom of this page, our visitors would love to hear your thoughts!

Chapter 9 : Adventures | Dungeons & Dragons Free Resources

Honestly all you need is the players handbook, the first monster manual and the DMs guide and modules. Dm's guide and the second moster manual are the two attachments. Enjoy.