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Storm king's thunder guide on dms guild

One of the major advantages of playing Dungeons & Dragons vs. other roleplaying games, is the number of really well-made official and unofficial adventures out there on the market. Some have been especially designed for 5e, others are classic storylines from D&D's past that have been updated for playing with the 5th edition rules. The purpose of this page is to introduce you to as many as possible, and hopefully help you find one that is perfect for your group. As the list expands, I will maybe sort these by level and price, but for now I have just sorted into a) adventures that I have published myself, b) official Wizards of the Coast campaigns, and c) modules by the gaming community published on the Dungeon Master's Guilds marketplace. As a hobby gamer I haven't had time to play/read these all cover to cover, but my aim is to present adventures that I have enough experience of to recommend them (or not!). In each case I have noted from what perspective I'm writing, either that of a DM who's led PCs through this storyline (DM'ed), as a PC who has taken part (played), or as someone who owns the adventure but hasn't had a chance to play it yet (read). Adventures by Hipsters & Dragons My first goal when creating an adventure is to provide PCs with a range of challenges – not just combat, but problem solving, NPC interaction and fun details – in order to engage the different personalities that often sit at any one table. I love to build in NPCs with conflicting motives, decision making dilemmas (large and small) with real consequences, along with memorable encounters. As of February 2018 I'm delighted to announce I've published my first ever 5e adventure, a classic romp through a wizard's tower and a love letter to my early days playing D&D. If you're searching for some old school flavour, with 5th edition sensibilities, you might have just found what you're looking for... it's already gone Copper Best Seller within a couple of weeks of publication and the reviews so far have been very favourable! The Gleaming Cloud Citadel Author: Duncan Rhodes Levels: 10-11 (all combat encounters recalculated for 5-6, 7-9 levels). Length: 3 sessions Eszteban, the Archmage of the Gossamer Robe Order, hides atop his tower in the Gleaming Cloud Citadel, denying his fellow wizards access to the knowledge of the Upper Library with a series of deadly traps and obstacles. Who will be brave enough to disarm this labyrinth, unravel the Order's secrets, and confront the potentially deranged archmage? In this adventure your PCs must treat with the scheming mages of a now broken academic order, and then rise through a series of trapped and guarded chambers, room and halls to discover what has happened to its leader Eszteban... on the way they will have to solve riddles, battle blizzards in corridors, fend off gorgons, sphinxes and genies and even come face to face with shadowy versions of themselves. Whatever the PCs' own motivations those of the mages that inhabit the Gleaming Cloud Citadel are sure to complicate matters. Buy The Gleaming Cloud Citadel on the DMs Guild. Official 5th Edition D&D Storylines The very same people who publish the 5th edition core rulebooks, Wizards of the Coast (usually abbreviated to WoTC), have also published a number of memorable storylines for D&D fans to engage with, all set in the fantasy world of The Forgotten Realms. Here are the ones I've got to grips with so far... Lost Mine of Phandelver Author: Rich Baker and Chris Perkins Levels: 1-4 Length: Mini-campaign This introductory adventure comes with the 5th edition Dungeons & Dragons Starter Set, and whilst I was sceptical it was going to be a no frills dungeon crawl, it turns out to be a layered and interesting story, with plenty of optional side quests. The action starts in Neverwinter before moving to the rough and tumble mining town of Phandalin. After accepting what seems like a simple mission to escort a wagonload of provisions into town, complications quickly add up. Overall a perfect way to introduce new players to classic D&D tropes, the adventure contains loads of fun and unique details so that experienced players should still enjoy it. (DM'ed). Buy Lost Mine of Phandelver (part of the D&D Starter Set) on Amazon.com. Curse of Strahd Author: Chris Perkins Levels: 1-10 Length: Campaign During this 5th edition remake of the legendary Ravenloft adventure, players are transported to the fog-filled Barovia – think Count Dracula's Transylvania, covered in a perma-mist – where they run into the mysterious Madam Eva, a fortune teller who offers to read their futures using her deck of cards. This adventure is all about atmosphere, as the masterful Strahd toys with the PCs, allowing them to explore his dominion before expecting them at the dread Castle Ravenloft. Full of great locations, characters and evocative details inspired 18th century Romania and Hungary. The best bits of this adventure are best tackled by PCs of at least 8-10th level, and I would recommend starting with another adventure first before heading to Barovia, especially for new players who should probably taste a traditional D&D setting before getting the horror treatment. (Played + read). Buy Curse of Strahd on Amazon.com Storm King's Thunder Author: Chris Perkins Levels: 1-11 Length: Campaign I've played several encounters of this storyline so far, and really enjoyed it. There is a huge amount of material and it feels like we can point to anywhere on the map and court adventure there. So far we're missing a bit of overarching motivation, but we've only played a few sessions, defending various towns against an unprecedented wave of giant attacks, using a mix of tactics and brute force. I like the epic feel to proceedings, and the fact that the action plays out on the Sword Coast, and not the Underdark or some weird plane of existence, which is not my favourite flavour of fantasy. Virtually all the reviews and comments I've seen online have been positive and this seems to be one of WoTC's most critically acclaimed stories. (Partially played). Buy Storm King's Thunder on Amazon.com. Tyranny of Dragons (Hoard of the Dragon Queen + Rise of Tiamat) Author: Wolfgang Baur and Steve Winter Levels: 1-7 + 8-15 Length: Campaign I haven't read or played this campaign, but my friend and fellow DM told me not to bother as they are very railroaded and somewhat repetitive. So I thought I'd share his feedback here, as I trust his opinion. The story concept – a Dragon Cult intent on bringing back the legendary Tiamat – does however sound quite exciting to me, and I'll no doubt check them out at some stage but they are low on my list of modules to acquire for now, especially as it would require buying not one but two premium-priced books... If I haven't put you off, you can buy both Hoard of the Dragon Queen and The Rise of Tiamat on Amazon.com. DMs Guild Adventures The DM's Guild is an immensely popular marketplace for community content. The quality of many products is surprisingly good. Most authors tend to be experienced and creative DMs who invest the time to playtest and proofread their material before going to press. Works featuring top quality original artwork and maps however are more the exception than the rule, given the expense of creating these for one person publishers or small indie games companies – however that's not to say they such works don't exist. When you purchase from the DM's Guild, 50% of the total price of each publication goes to WoTC and 50% to the author. (When you buy via a link on this blog 5% goes to me... taken from the WoTC pool. That money is what keeps this blog going, so any purchases made via Hipsters & Dragons links are much appreciated!). Here I present a few titles you might like... Lady of Loss Author: Simon Collins Levels: 3 Length: 8 hours A corrupt Paladin holds sway over the village of Truntan, exploiting the local population and enforcing monotheism upon them. Supernatural events call the PCs attention, and in doing so they begin to reveal dark secrets the Paladin would rather keep quiet, secrets that revolve around the suppressed hidden sect of Shar, the Goddess of Loss. This is a smart little adventure with a good balance of combat, NPC interaction, detective work and exploration. (Read). Buy Lady of Loss on the DMs Guild (\$1.95). Into The Witchwood Author: Simon Collins Levels: 1 (or maybe better at 2nd) Length: 8 hours A classic chase scenario, this adventure presupposes the PCs are Northlanders from the Moonshae Isles on the run after a peace moot turned into a deadly betrayal (think the Blackfish on the run after the Red Wedding if that helps!). After, hopefully, outpacing their horse-mounted pursuers into a forest known as the Witchwood, the PCs stumble from encounter to encounter (original ones at that – such as a flock of zombie pseudodragons), before a Dryad helps them escape into the Feywild. However if they want to get back to the material plane they will now need to defeat the demon that guards the only other portal back. Given the backstory is already established, my opinion is that this would work best as a one-shot adventure (over two sessions) – and I would say better start the PCs at 2nd level. Some of the encounters look pretty deadly for a 1st level party and there ain't much time for resting! (Read). Buy Into The Witchwood on the DMs Guild (\$0.95)

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