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Edit The Book of Properties Edit Page Content Top Reviews Latest Reviews Feel a cold touch of death in this adventure for the greatest role-playing games in the world. Read more October 01 Article Sage Advice Compendium August 19 Article Review: Subclasses Part 4 Aug 12 Article D'D Review 2020 Aug 05 Article Subclasses, Part 4 As a Dungeon Master, developing a story from scratch on a regular may prove to be a punishment. Step in, Official Dungeons and Dragons 5E Book Campaign. These beautifully illustrated volumes contain all the important narrative points, monsters and maps that you will need to create an amazing long-form adventure - no homegrown required! One of the best board role-playing games ever made, since its inception in 1974 Dungeons and Dragons has spawned countless settings scattered across numerous publications. The fifth edition among all the others, emphasizes the story and immersion. The best RD 5E campaigns listed here cover a wide range of locations and topics. You can enjoy the seedy urban hijinx and conspiracy in the Waterdeep campaign: Dragonheist; unyielding fear and folk horrors nasties in the Curse of the Guardian; or huge jungles and dinosaurs of the Tomb of Destruction. Some of these campaigns are brutal, others are more gentle trips through curious fantasy worlds. The scale of the books here is a testament to the universality of the Dungeon and Dragons system as a whole. And since all campaigns are designed as sandboxes, you can customize how best your desk fits, customizing how and when you like it. We've listed all of the published RD campaign books there, however, worth keeping an eye on the upcoming book RPG Explorer's Guide to Wildemount - which is the installation of the wildly popular D'D series of Actual Game Critical Role - and recently revealed the mythical Odyssey of Tedos, which relies on Magic: Collecting Greek Myth-inspired World of Theros, both of which will be landing this year. Of all these countless plains, here are the best Dungeons and Dragons 5E campaigns you can play right now. If you are looking for more in the spirit of classes, racing and mechanics, take the gander in the best sources of DDD. 1. The Curse of the Guardian Title Vampire Guardian von Sarovic, the cruel and capricious lord of Baria. Adapting and expanding from the 1st edition of Dungeons and Dragons adventure module Ravenloft (which sees you storm the cursed castle under Dracula's control as a figure), The Curse of Strahd sees you trapped in Baraology: the miserable land of the grey mist and sunless sky, which is controlled by the slashing of your teeth, the malovelent lord of the title. Almighty and, as dictated by the Gothic trails, utterly bonkers, this adventure sees you team up to take down the bloodthirsty despot. This is not your typical adventure with high imagination. In The Curse of the Guardian, the villain has already won, the economy does not exist and you chances of beating him are slim. In addition to harassment by Strahd himself, you will also find that all also wants to kill you. Wolves, witches, hordes of hordes - This campaign has all the folk horror creeping attributes you need. There is even one section where you will find a witch's hut sing on your feet. The DDA campaign The Curse of the Guardians is full of horrors and folklore, including this apparently cursed witch hut belonging to a certain Baba Yaga. You will scour the icy mountains, raid strange temples and, if you survive long enough, storm the castle of the dark host Ravenloft. Thematically, the Curse of Strahd deals with impotence and trauma. Every place in Baria has either fallen, or found strange ways to deal with the horror that permeates the earth. Barovia was irreparably traumatized by the Guardian, and what you do will determine his fragile destiny. The Curse of the Strahd campaign also has a curious element of randomization, in that aspects of it are generated through a suitably creepy Tarroka deck (available separately to the main book) that is handed to you by the mysterious fortune teller Madame Eve and foreshadows upcoming events. It even determines who will help you, brave and likely doomed heroes, on your quest. And while Baria is damn relentless, the threat of near-constant death is part of what makes him so compelling to play. One for horror lovers, looking at horrors and spooky events in the gloomy land. It even got its own haunted house module, Death House, which you can read for free before you get the entire campaign book. Buy The Curse of Strahd on Amazon. 2. From the abyss of the Psychedelic Underdark town of Neverlight Grove to the campaign From the Abyss, like Twisted Alice in Wonderland, this one takes you on a psychedelic adventure deep into Underdark - a series of tunnels that literally span continents. Here, it's eternally dark (you'll navigate mostly with the help of glowing mushrooms), and the terrifying cults based around the spider Goddess Lolt abound. However, it is a thriving place full of cities, trade networks and infrastructure. Just do not engage in witty monologues with friendly caterpillars. You start as prisoners before making your way to the Apocalypse Now-style journey of terror as you delve deeper and deeper down. This campaign even has its own Demogorgon. The infamous demogorgon, made famous in the TV show Stranger Things. Fans of the dungeon book series and Dragons Legend of Drizzt, about some heroic but oh-so-tortured dark elf, admit the uber-goth races are available immediately. Although keep in mind, it's tough for beginner DMs - as it requires a lot of training, even by the standards of Dungeons and Dragons. If you love things strange and kind of dark, out of the abyss is the campaign for you. Buy from the abyss on Amazon. 3. Baldur Gate: Descent to Avernus Is arguably the heaviest metal Dungeon and Dragons campaign ever, the recently released Baldur Gate: The Descent to Avern's literally takes you to nine hells and back. Set during the infamous Blood Wars, it has diabolical enemies, fiery skies and er, Hell of Wasps. Mad Max meets the underworld. Plus Plus tiny golden elephants that pump out the radiant sparks of positive energy. Not to mention the mighty hellish machines: big bad motorcycles powered by the souls of the damned. An unusually long campaign, it follows players from 1 to 13, and one cumbersome book. Definitely one for fans of Baldur's Gate - the campaign serves as a prequel to the upcoming video game Baldur's Gate III - or who love to explore a hellish landscape saturated with sinister ultra-violence. Buy Baldura Gate: Descent to Avernos on Amazon. 4. Storm King Thunder High Fantasy has always been a staple with dungeons and dragons, and if this is your lucky place, this campaign is set in the iciest regions of Forgotten Realms perfect for you. It has emerged powerful giants that terrorize civilization. In response, small people come together in pursuit of the ruddy magic - an ancient weapon that has long allowed the giants to defeat the dragons. It has everything from kraken wizards to enchanted fantastic groves, and the giants themselves, of which there are many types, make formidable enemies. It's also a cumbersome but very detailed campaign book that delivers a real cornucopia of results - which players are presented with in several ways to conclude a quest. One of those rare campaigns that avoids the railways, but is also detailed enough to be relatively easy to run. Try this one if you players want a full fantasy experience. Buy Thunder Storm King on Amazon. 5. Tales from the yawning portal This campaign collection contains seven of the deadliest dungeons that have sprung up over the last 30 years of dungeons and dragons history. Among them is the fifth edition of the adaptation of the infamous Total Party Kill Machine 'Tomb of Horrors'. In it you go down to a labyrinthine crypt full of dirty beasts and scary traps. Somewhere lurks eon-old Demilich. A yawning portal book for those who imagine a dungeon crawl. And what kind of dungeons it is. In the adventure Of the Sun-Free Citadel, explore a long-abandoned fortress that contains an apple that can provide eternal life, or steal it. Defeat the orcs in a long-abandoned dwarf fortress under a mountain in the Forge of Fury. Or in the wild white mount of Plume, you scour the long-lost lair of a mad tyrant wizard. As you can imagine, that one is a real horror funhouse and top-level weird. These adventures are light on theme and story, but make for super fun dungeon delving. Your desk will need to combine wit, muscle and - let's face it - just good luck to make it alive. Buy fairy tales from the yawning portal on Amazon. 6. Ghosts of Saltmarsh In this campaign, sea is your enemy. A series of excellent one-offs adapted in 5e from the classic one-off sea adventure from Dungeon magazine. Ghosts of Saltmarsh features seven jam-packed campaigns with pirates, high seas hijinx and terrifying fish people. You can guide players from 1 to 12, using the adventure and starting area of Saltmarsh Saltmarsh fishing or play them as times. There's a real range of adventures to be had here. Explore the haunted house in the Secret of Saltmarsh module, spy on lizard in Dangers in Dunwater and claim the cursed island for the local guild of sailors on Abbey Island. In addition, Ghosts of Saltmarsh has convenient rules for sea battles, boats and strange sea encounters. Two words: boat and kraken. They serve as an excellent inspiration to the sandbox to take in their own written campaigns. We especially love rescue operations: in which you explore the ghost ship of Emperor Waves, which was spotted adrift nearby after going missing for years. All the more modular, these adventures also provide ample opportunities to add your own flavor to the narrative. Buy The Ghosts of the Salt Marsh on Amazon. 7. Tomb destruction Do you love dinosaurs? Ok. How about the zombie Tyrannosaurus Rex? It's cool. We found a campaign for you. Located predominantly on the green and ever so deadly jungle island of Hult, Tomb Destruction has many exotic thrills for the right-wing party. Story-wise, you will look for the source of the mysterious curse of death, said sources in these wild, huge jungle. Along the way, you'll probably fight snake people, explore a carnivorous garden or two and maybe even race some dinosaurs. It also has a plethora of friendly Dungeons and Dragons faces, such as time travel measuring the hopping arch of Leach Asserac - made a legend in Tomb of Destruction is a good lot, since it's got something for everyone and plenty of opportunities to mix up themes: whether you want to play up the Madcap Indiana Jones aspect or lean on the entire damn island vibe. Buy Tomb Annihilation on Amazon. 8. Lost Mine Phandelver Is ideal for both beginner players and DMs. Lost Mine Phandelver is a mini-campaign available with the fifth edition of Dungeons and Dragons starter kit. It essentially has everything you need to feel things, and balances role-playing games nicely with fun fighting encounters. Story-wise, this is a very typical fantasy adventure containing goblins, a dragon and one very hungry owl. There's a village full of NPCs, lots of quest hooks, a mini dungeon and a great one complete with big bad adventures. It's also quite easy to use Lost Mine Phandelver as a starting point for another longer-term campaign, as it goes well into larger settings. One tip: don't use prenatal symbols. Let your players make their own first-level characters (like Player Guide and Internet sketch this well) and hold it during Session 0 where you can all help others get through the process. Buy the Lost Phandelver mine as part of the OCG Starter Set on Amazon. 9. Waterdeep: Dragon Heist Shabby Waterdeep is not too far from the muddy streets of Terry Pratchett's Discworld series Ankh Morpork. Excellent long campaign for beginners, albeit a fairly short short others, it will take you from a level of one to five. In addition, the physical book has a beautiful, full-colored waterdeep retractable map. Story wise, the villain you will play depends on which of the four seasons the players choose. Examples of possible villains include a horde of sheep and some ultra-strange devil worshippers. Story-wise, it's effectively a crazy dash to get the missing gold before everyone else does. No high fantasy, no horror, it's more of a city crawl. He draws a lot of inspiration from heist movies. As you would expect, corruption is at the heart of Waterdeep, and there are plenty of factions and villains for players to meet. The tone is quite light, and it provides a lot of entertaining role-playing features. Of all the campaigns, this one is better suited to investigating something thoughtless murder, although there are many murders to be had. Also, unlike basically any other campaign, the stakes aren't as high. You don't save the world in that. Well, not right away. It's perfect for beginner players, or a fun diversion for players coming out of a heavier campaign looking for something a little easier. Buy Waterdeep: Amazon's Dragonheist. 10. Waterdeep: Dungeon Mad Mage Sequel Dragon Heist, this adventure will take players from level 5 to 20 (!) In this, they descended into Undermountain - where the bonkers master Halaster Blackcloak resides. In his field, he took on a ton of creatures, and created an array of strange portals leading to multiverse and other forgotten Realms locations. So this is actually one giant dungeon crawl, and infinitely more hack n' slash, then its predecessor. We recommend using it as a follow-up to Dragon Heist. Tonally, Dungeon Mad Magician is a bit of an all-time, as such, best regarded as a crazy dungeon crawl cap. Buy Waterdeep: Amazon's Dragonheist. Amazon, dungeons and dragons 5th edition. dungeons and dragons 5th edition character sheet. dungeons and dragons 5th edition pdf. dungeons and dragons 5th edition books. dungeons and dragons 5th edition player's handbook. dungeons and dragons 5th edition classes. dungeons and dragons 5th edition races. dungeons and dragons 5th edition character creator

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