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You're Reading a Free Preview Pages 237 to 248 are not shown in this preview. This is a list of official Dungeons & Dragons adventures published by Wizards of the Coast as separate publications. It does not include adventures published as part of supplements, officially licensed Dungeons & Dragons adventures published by other companies, official d20 System adventures and other Open Game License adventures that may be compatible with Dungeons & Dragons. Officially published adventures from before 3rd edition are often called modules. For a list of modules published prior to 3rd Edition Adventures, see List of Dungeons & Dragons modules. For description and history of Adventures/Modules, see Adventure (D&D). For adventures set in the Forgotten Realms setting, see the List of Forgotten Realms modules and sourcebooks, and for adventures set in the Eberron setting, see the List of Eberron modules and sourcebooks. 3rd edition The adventures listed here are official Wizards of the Coast Dungeons & Dragons 3/3.5 adventures only. The first 3rd Edition adventure module published (not counting OGL/d20 STL modules) by Wizards of the Coast was The Sunless Citadel, in 2000. Number Title Levels Author(s) Published Setting Notes 953827400 Scourge of the Howling Horde 01 Gwendolyn F.M. Kestrel 2006 D&D Generic Setting ? Caves Of Shadow 3* Monte Cook 2000 D&D Generic Setting Stand alone game with pre made characters used to teach how to play D&D. Uses a different dice system. 11640 The Sunless Citadel 01–03 Bruce R. Cordell 2000 D&D Generic Setting B0001723 The Frigate at Tristor 01–03 Keith Polster 2001 Living Greyhawk 0786941960 The Shattered Gates of Slaughtergarde 01–06 David Noonan 2006 D&D Generic Setting 959767400 Barrow of the Forgotten King 02-04 Ed Stark 2007 D&D Generic Setting 86410 Shadows of the Last War 02 Keith Baker 2004 Eberron 11644 The Forge of Fury 03–05 Richard Baker 2000 D&D Generic Setting Ranked 12th greatest adventure of all time.[1] 86430 Whispers of the Vampire's Blade 04 David Noonan 2004 Eberron 95003 Fantastic Locations: Fane of the Drow 04 Gwendolyn F.M. Kestrel 2005 Special maps for use with miniatures 11843 Return to the Temple of Elemental Evil 04–14 Monte Cook 2001 Greyhawk Sequel to T1–4 The Temple of Elemental Evil; Ranked 8th greatest adventure of all time.[1] 957557400 Fantastic Locations: The Frostfell Rift 04–18 Ari Marmell 2006 Special maps for use with miniatures 959777400 Eyes of the Lich Queen 05-09 Stephen Schulbert 2007 Eberron 10797740 The Sinister Spire 05 Bruce R Cordell & Ari Marmell 2007 D&D Generic Setting 11830 The Speaker in Dreams 05-07 James Wyatt 2001 D&D Generic Setting 953857400 Red Hand of Doom 06-12 James Jacobs & Richard Baker 2006 D&D Generic Setting 11730 Grasp of the Emerald Claw 06 Bruce R. Cordell & James Wyatt 2006 Ravenloft 95363 Voyage of the Golden Dragon 07 Nicolas Logue 2006 Eberron 109277400 Fortress of the Yuan-Ti 07 Ari Marmell 2007 D&D Generic Setting 11838 The Standing Stone 07-09 John D. Rateliff 2001 D&D Generic Setting (minor references to Greyhawk) 95364 Fantastic Locations: Fields of Ruin 08 Richard Pett 2006 Special maps for use with miniatures 109257200 Expedition to the Ruins of Greyhawk 08-13 Jason Bulmahn, James Jacobs & Erik Mona 2007 World of Greyhawk update of WGR1 Greyhawk Ruins 95004 Fantastic Locations: Hellspike Prison 09 Matthew Sernett 2005 Special maps for use with miniatures 955687200 Expedition to the Demonweb Pits 09–12 Wolfgang Baur and Gwendolyn F. M. Kestrel 2007 D&D Generic Setting 953777400 Fantastic Locations: Dragondown Grotto 10 Ed Stark 2006 Special maps for use with miniatures 11847 Heart of Nightfang Spire 10–13 Bruce R. Cordell 2001 D&D Generic Setting 11855 Deep Horizon 13–15 Skip Williams 2001 D&D Generic Setting 88163 Lord of the Iron Fortress 15–17 Andy Collins 2002 D&D Generic Setting 88167 Bastion of Broken Souls 18–20 Bruce R. Cordell 2002 D&D Generic Setting 959787400 Fantastic Locations: City of Peril - Ed Stark 2007 D&D Generic Setting Additionally Wizards published a series of Free Online Adventures on their website from 2000 to 2005. This is the complete list of adventures, with links to the original presentation articles. Title Levels Author(s) Published Edition Notes Burning Plague, The 01 Miguel Duran 08/01/2000 PDF Archive map not archived 3.0 Ettin's Riddle, The 02-03 JD Wiker 09/01/2000 3.0 Base of Operations 05 Ed Stark 10/01/2000 3.0 Vessel of Stars, The 04 Robert Holzmeier 11/01/2000 3.0 Alchemist's Eyrie, The 06 Edward Bolme 12/15/2000 3.0 Ghosts of Amiel, The 06 Stephen Kenson 01/12/2001 3.0 One Last Riddle 05-07 David Eckelberry 02/02/2001 3.0 Manifesting: A Tale 03 Angel Leigh McCoy 03/30/2001 3.0 Something's Cooking 02 Andy Collins 04/13/2001 3.0 Tower of Deception, The 09 Monte Cook 05/25/2001 3.0 Frigid Demise, A 13 Monte Cook 06/08/2001 3.0 Ministry of Winds, The 06 Monte Cook 07/20/2001 3.0 Eye for an Eye, An 08 Monte Cook 08/24/2001 3.0 Fang, Beak, and Claw 08 Sean K. Reynolds 09/26/2001 3.0 Sea Witch, The 10 Jason Carl 10/05/2001 3.0 Secret of the Windswept Wall, The 02-04 Eric Haddock 10/21/2001 3.0 Harvest of Evil, A 10–12 Jason Carl 11/30/2001 3.0 House of Harpies 06 Owen K. C. Stephens 12/21/2001 3.0 Icy Heart, An 20 Eric Haddock 01/25/2002 3.0 Desert Sands 13 Gwendolyn F. M. Kestrel 02/23/2002 3.0 Crumbling Hall of the Frost Giant Jarl, The 10 Andy Collins 03/29/2002 3.0 Black Rain 16 Monte Cook 04/27/2002 3.0 Start at the End 07 Rich Redman 06/28/2002 3.0 Question of Ethics, A 12 Monte Cook 07/26/2002 3.0 Tiger's Palace 09-10 Owen K. C. Stephens 08/30/2002 3.0 Self-Fulfilling Prophecy? 11 Gwendolyn F. M. Kestrel 09/28/2002 3.0 Test of the Demonweb 06 Ramon Arjona 10/26/2002 3.0 Haunting Lodge 17 Owen K. C. Stephens 11/30/2002 3.0 Treasure of the Black Veils, The 07-09 Skip Williams and Penny Williams 12/06/2002 3.0 Thicker Than Water 12 Monte Cook 12/27/2002 3.0 Into the Frozen Waste 07 Eric Cagle 01/11/2003 3.0 Ill Wind in Friezford 14 Skip Williams and Penny Williams 01/31/2003 3.5 Shoals of Intrigue 08 Robert Wiese 02/28/2003 3.5 Temple of Redcliff, The 10 Eric Cagle 03/29/2003 3.5 Environmental Impact 08 Ramon Arjona 04/25/2003 3.5 Stone Dead 14 Stan! 05/30/2003 3.5 Road to Oblivion 11 Penny Williams 06/14/2003 3.5 Fallen Angel 05 Ramon Arjona 06/29/2003 3.0 Eye of the Sun, The 04 Eric Cagle 07/25/2003 3.5 Bad Moon Waning 10 Stan! 08/30/2003 3.5 Hasken's Manor 07 Scott Brocius and Mark A. Jindra 09/26/2003 3.5 Sheep's Clothing 11 Robert Wiese 10/31/2003 3.5 Matters of Vengeance 15 Darrin Drader 11/28/2003 3.5 Lochtell's Secret 15 Eric Haddock 01/09/2004 3.5 War of Dragons 18 Robert Wiese 02/27/2004 3.5 Force of Nature 18 Mark A. Jindra 03/26/2004 3.5 Wreck Ashore 01 Robert Wiese 04/30/2004 3.5 Frozen Whispers 03 James Jacobs 05/29/2004 3.5 Dry Spell 03 Darrin Drader 06/26/2004 3.5 Bad Light 04 Owen K. C. Stephens 07/31/2004 3.5 March of the Sane 05 Owen K. C. Stephens 08/27/2004 3.5 Primrose Path 06 Owen K. C. Stephens 09/24/2004 3.5 Tanus's Banquet! 10 Sean K Reynolds 10/15/2004 3.5 Lest Darkness Rise 07 Owen K. C. Stephens 10/29/2004 3.5 Cave of the Spiders 09 Skip Williams 11/26/2004 3.5 Thunder Below, The 17 James Jacobs 12/25/2004 3.5 Shrine of the Feathered Serpent 12 By Skip Williams 12/30/2004 3.5 To Quell the Rising Storm 10 Christopher Lindsay 01/28/2005 3.5 White Plume Mountain 07 Andy Collins, Gwendolyn F.M. Kestrel, and James Wyatt 12/07/2005 3.5 Tower in the Ice 09 Christopher Lindsay 02/25/2005 3.5 A Dark and Stormy Knight 01 Owen K. C. Stephens 03/29/2005 3.5 Fait Accompli 12 Owen K. C. Stephens 05/17/2005 3.5 Tomb of Horrors 09 Gary Gygax, Bruce R. Cordell 10/31/2005 3.5 Legend of the Silver Skeleton 06 Bart Carroll, Todd Clayton, Mark A. Jindra, and Robert Wiese 10/17/2006 3.5 Return to the Temple of the Frog 10 Ted Albert 02/23/2007 3.5 The Last Breaths of Ashenport 06 Ari Marmell 12/07/2007 3.5 4th edition The first official Wizards of the Coast 4th edition adventure published was Keep on the Shadowfell in 2008. H series H—Heroic tier adventures were designed for characters of level 1–10. This series can stand alone, or can be used before the P series and E series to begin a campaign from 1st to 30th level, focusing on the cult of the demon prince Orcus. Code Title Levels Author(s) Published Notes H1 Keep on the Shadowfell 1–3 Bruce Cordell, Mike Mearls May 20, 2008 Nentir Vale H2 Thunderspire Labyrinth 4–6 Richard Baker, Mike Mearls July 15, 2008 Nentir Vale H3 Pyramid of Shadows 7–10 Mike Mearls, James Wyatt August 19, 2008 Nentir Vale HS series HS—Heroic Standalone tier adventures were designed for characters of level 1–10. Adventures in this series were designed to be used stand alone and not as part of a multi-adventure campaign. Code Title Levels Author(s) Published Notes HS1 The Slaying Stone 1 Logan Bonner May 18, 2010 Generic D&D setting HS2 Orcs of Stonefang Pass 5 Logan Bonner July 20, 2010 Nentir Vale P series P—Paragon tier adventures were designed for characters of level 11–20. This series can stand alone, or can be used in between the H series and E series to continue a campaign from 1st to 30th level, focusing on the cult of the demon prince Orcus. Code Title Levels Author(s) Published Notes P1 King of the Trollhaut Warrens 11–13 Richard Baker, Logan Bonner October 21, 2008 Generic D&D setting P2 Demon Queen's Enclave 14–16 David Noonan, Chris Sims December 16, 2008 Generic D&D setting P3 Assault on Nightwyrm Fortress 17–20 Bruce R. Cordell March 17, 2009 Generic D&D setting E series E—Epic tier adventures were designed for characters of level 21–30. This series can stand alone, or can be used following the H series and P series to conclude a campaign from 1st to 30th level, focusing on the cult of the demon prince Orcus. Code Title Levels Author(s) Published Notes E1 Death's Reach 21–23 Bruce R. Cordell, Chris Sims April 21, 2009 Generic D&D setting E2 Kingdom of the Ghouls 24–26 Wizards RPG team June 16, 2009 Generic D&D setting E3 Prince of Undeath 27–30 Wizards RPG team October 20, 2009 Generic D&D setting Other Title Levels Author(s) Published Notes Dungeon Master's Guide – Kobold Hall 1 Wizards RPG Team June 6, 2008 Nentir Vale The Keep on the Borderlands, Chapter 1: A Season of Serpents 1 Chris Sims September, 2010 Nentir Vale Dungeon Delve 1–30 David Noonan, Bill Slavicek March 3, 2009 Generic D&D setting The Last Breaths of Ashenport 8 Ari Marmell July 2008 Generic D&D Setting Khyber's Harvest 2 Keith Baker June 2009 Eberron Seekers of the Ashen Crown 2–4 Chris Sims, Scott Fitzgerald Gray July 21, 2009 Eberron Revenge of the Giants 12–17 Bill Slavicek, Mike Mearls, David Noonan August 18, 2009 Generic D&D setting Marauders of the Dune Sea 2–5 Bruce Cordell August 17, 2010 Dark Sun Tomb of Horrors 10–22 Ari Marmell, Scott Fitzgerald Gray July 20, 2010 Generic D&D setting Madness at Gardmore Abbey 6–10 Creighton Broadhurst September 20, 2011 Nentir Vale Essentials These adventures were included in the boxed sets of the Essentials line. Code Title Levels Author(s) Published Notes Essentials Dungeons & Dragons Fantasy Roleplaying Game Starter Set (Red Box) – Twisting Halls 1 Wizards RPG Team September 7, 2010 Nentir Vale Essentials Dungeon Master's Kit – Reavers of Harkenwold 2–3 James Wyatt, Jeremy Crawford October 19, 2010 Nentir Vale Essentials Monster Vault – Cairn of the Winter King 4 Rodney Thompson, Matthew Sernett, Logan Bonner November 16, 2010 Nentir Vale 5th edition Storyline Title Levels Published Starter Set Lost Mine of Phandelver 01-05 July 15, 2014 Tyranny of Dragons Hoard of the Dragon Queen 01-07 August 19, 2014 The Rise of Tiamat 08-15 November 4, 2014 Elemental Evil Princes of the Apocalypse 01-15 April 7, 2015 Rage of Demons Out of the Abyss 01-15[2] September 15, 2015 Curse of Strahd Curse of Strahd 01-10 March 15, 2016 Storm King's Thunder Storm King's Thunder 01-11 September 6, 2016 Tales from the Yawning Portal Tales from the Yawning Portal 01-11+ March 24, 2017 Tomb of Annihilation Tomb of Annihilation 01-11 September 19, 2017 Waterdeep Dragon Heist 01-05 September 18, 2018 Dungeon of the Mad Mage 05-20 November 13, 2018 Stranger Things Starter Set Hunt for the Thessalydra 03-04 May 1, 2019 Ghosts of Saltmarsh Ghosts of Saltmarsh 01-12 May 21, 2019[3] Essentials Kit Dragon of Icespire Peak 01-06 June 24, 2019[4] Baldur's Gate Baldur's Gate: Descent into Avernus 01-13 September 17, 2019[5] Dungeons & Dragons vs. Rick and Morty The Lost Dungeon of Rickedness: Big Rick Energy 01-03 November 19, 2019 Icewind Dale Icewind Dale: Rime of the Frostmaiden 01-12 September 15, 2020 Candlekeep Mysteries Candlekeep Mysteries 01-16 March 16, 2021 The Wild Beyond the Witchlight The Wild Beyond the Witchlight 01-08 September 21, 2021[6] Strixhaven Strixhaven: A Curriculum of Chaos 01-10 December 7, 2021 Critical Role Critical Role: Call of the Netherdeep 03-12 March 15, 2022 See also List of Dungeons & Dragons modules – for adventure modules up until the publication of 3rd Edition D&D References ^ a b Mona, Erik; Jacobs, James; Dungeon Design Panel (November 2004). "The 30 Greatest D&D Adventures of All Time". Dungeon. Paizo Publishing (116): 68–81. ^ "Out of the Abyss | Dungeons & Dragons". ^ Wieland, Rob (25 February 2019). "The Next D&D 5e Supplement Revealed: Ghosts of Saltmarsh". Nerdist. Retrieved 25 February 2019. ^ "Dungeons & Dragons Essentials Kit | Dungeons & Dragons". dnd.wizards.com. Retrieved 2019-05-29. ^ "Baldur's Gate: Descent Into Avernus | Dungeons & Dragons". dnd.wizards.com. Retrieved 2019-05-29. ^ "The Wild Beyond the Witchlight | Dungeons & Dragons". dnd.wizards.com. Retrieved 2021-09-29. Retrieved from "

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