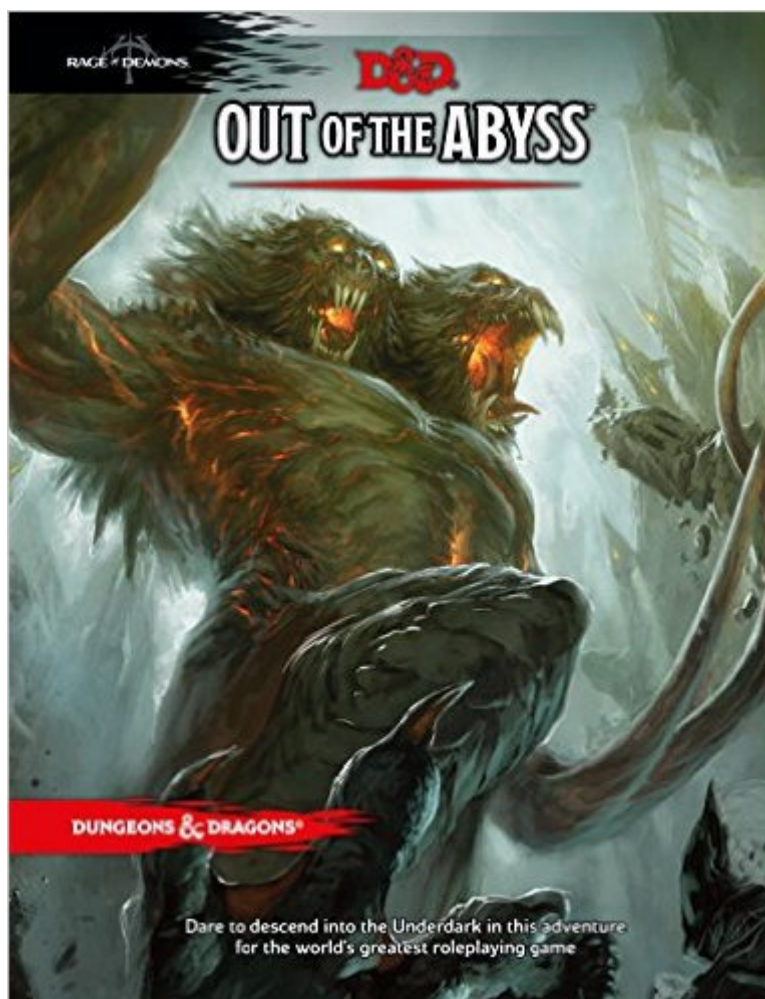


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Out Of The Abyss (D&D Accessory)



Synopsis

Dare to descend into the Underdark in this adventure for the world's greatest roleplaying game! 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! A Dungeons & Dragons® adventure for characters of levels 1 to 15

Book Information

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Customer Reviews

I've only read through half the book, but already I can tell you some very important information. I'll try not spoil anything except for how the characters start the adventure. The MOST important thing to realize about this adventure is that the mechanics are quite complex. DMs must keep track of many "conditions" which are not normally of high importance. Examples include: Drow level of pursuit throughout the first 6 chapters, levels of character insanity, dozens of important NPCs (and their actions), levels of exhaustion. There are many random encounter tables and many set encounters which require A LOT of pre-planning. For example, if you don't pre-plan, you will be turning pages to find many different tables and stat blocks in the middle of an encounter which would break the game flow. A DM will probably need to create a special DM screen to deal with all these potential

situations. To use an analogy, this adventure is like a complex machine with many gears (which must be oiled) and many moving parts. It is NOT for new DMs. However, if a DM is willing to do all the hours of necessary "homework", this adventure is simply phenomenal!! The characters start out as prisoners of the Drow with no equipment and have to escape their captors. Then the situation gets very "sandboxy" as the NPCs who are with the characters each want to go to different areas of the Underdark. The choices of where to head are up to the players. What makes the adventure so great is the richness of the NPCs, and the variety of encounters. Some are heavy combat and some are role-playing and can be resolved in many creative ways. There are all sorts of decisions characters must make which have consequences later on.

Out of the Abyss is a fantastic campaign, but it isn't for everyone and requires an experienced group and seasoned DM to run it. The first segment of the campaign features your party running away from pursuing drow through the Underdark. When/if you get away, you have to return for reasons I won't spoil. The plot is nice, the game is sandboxy enough to keep you going, and the initial chase mechanic has you constantly moving. So, if you were curious about whether or not the actual adventure is good, the answer to that is a resounding 'yes'. Not to break stuff down a little more. The Environments The Underdark is where the bulk the game will be taking place (if not all of it) and it is gloriously horrible. Gone are the days of the Underdark just being an underground metropolis with a different color scheme and 'just another dungeon'. It is a living realm, terrible, alien, and absolutely lethal to almost everyone. There is a damn good reason the bulk of the people who live in the Underdark are considered crazy or masochistic by outsiders, you find out quickly that you basically HAVE to be in order to survive this nightmarish landscape for an extended period of time. There are cities to explore as well as cavern systems (which the Underdark basically is, a continent sized cavern system) and each has a unique populace, features, and a hefty amount of NPCs. Given the amount of cities, NPCs, side quests, and the effects characters have on the relationship with each of these given their past actions. Keeping track of everything can be a major hassle for a new DM. Veterans? Better bust out with that note book while playing and have contingencies if things get bum-jumped fast for a planned encounter later on, like always. PCs rarely do what you plan on them doing after all.

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