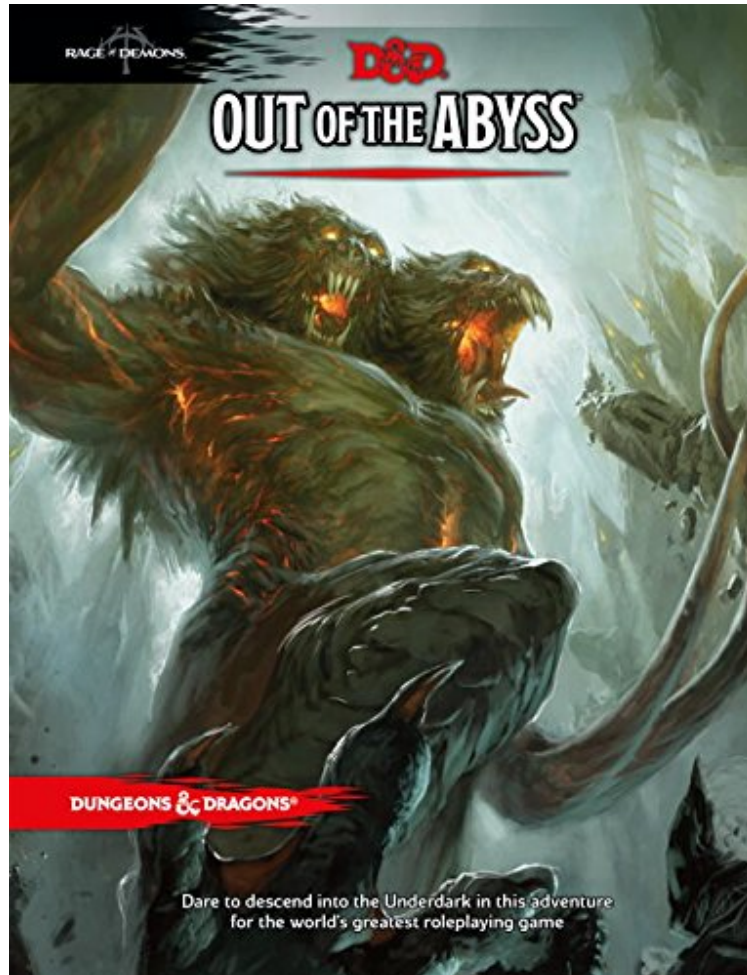


[Pdf free] Out of the Abyss (DD Accessory)

Out of the Abyss (DD Accessory)

Wizards RPG Team

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#6852 in Books Wizards of the Coast Model: WTCB24390000 2015-09-15 2015-09-15 Original language: English PDF # 1 11.20 x .65 x 8.60l, 2.00 #File Name: 0786965819256 pages Books, Fantasy, Dungeons Dragons RPG, Strategy Games, Role-Playing, Dungeons Dragons Next (5th Edition) | File size: 45.Mb

Wizards RPG Team : Out of the Abyss (DD Accessory) before purchasing it in order to gauge whether or not it would be worth my time, and all praised Out of the Abyss (DD Accessory):

173 of 185 people found the following review helpful. After having run this entire adventure, my opinion has drastically changed...see update By Mago Barca I've only read through half the book, but already I can tell you some very important information. I'll try not to 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. The environments/encounters are extremely rich and some are truly bizarre (as would be appropriate for the Underdark). In conclusion, a DM can't read a chapter an hour before the game and effectively run this adventure. DMs must really be willing to do the necessary prep work. But, if they are willing to invest the time, this adventure will provide months of fantastic entertainment as it takes the characters from 1st to 15th level.

UPDATE (10/16)- I have now run the entire adventure and, in my opinion, certain serious flaws have become apparent. I will start with what I consider the worst flaw (and the reason I dropped the adventure from 5 to 3 stars). The campaign is advertised as going from 1st to 15th level. However, the 2nd half of the adventure (when you supposedly go from 8th - 15th level) is still chocked full of encounters with very low CR monsters. For example, when you are supposed to be around 12th level, there is a major encounter with troglodytes (CR 1/4!). The authors seem to imply that somehow this would actually be challenging for a 12th level party. Another example is the fact that the random encounter tables in the 2nd half of the book are almost exclusively full of monsters below CR 6. Once again, the characters are way beyond that sort of threat at that point. This sort of flaw is repeated numerous times. With the exception of a 2 or 3 boss encounters these encounters are boring for the party. As a DM, I had to completely re-do most of the encounters not only to challenge the party, BUT TO GIVE THEM ENOUGH XP TO EVEN GET TO THE LEVELS THEY NEEDED TO BE AT for the finale. The encounters as written are basically useless. Other flaws include numerous errors in organization such as stating that Overlake Hold is the home of the Deepking (pg. 62) and then stating the Deepking lives in a totally different place (pg 82). These errors are much less serious but there are so many and they do get annoying. Finally, the organization of the chapters is pathetic.

0 of 0 people found the following review helpful. A great setting in need of tweaks and a lot of DM preparation. By CustomerRunning this module for coworkers and so far it seems to be going really well. I like the concept as a whole, but I highly recommend reading the whole book ahead of running the adventure and being flexible about how you run it, as it seems more rail-road than sandbox.

SPOILERS: While the game offers that your party can go to Menzoberranzan, Darklake, or Gracklestugh after chapter one, what they really mean is you SHOULD go to the Darklake, Gracklestugh isn't the worst idea, and Menzoberranzan is certain death. This is a running theme through the book. You "can" go anywhere, but you only can go one, maybe two places without being captured, or TPK'd. If you do allow your party to not follow strictly to the chapter progression of the book (Velkynvelve Travel Darklake Darklake Travel Gracklestugh Travel Neverlight Grove Travel Bligdenstone Leave Underdark), make sure to be prepared to have NPCs fight on behalf of the party if things get too sticky. Unfortunately, with the pacing of the recommended levels, the book would lead you to believe that any of this activities could take place in any order, but that is simply not the case. You are basically required to hit every single stop before leaving the Underdark. The chapter on travel is a bit of a nightmare to boot, as the travel times for reaching certain cities don't match up with the math for travel times as expressed in the DMG and this book. Specifically, the PHB states that in an hour, PCs travel 3 mph or 24 miles per day at a normal pace, the table for OotA says they travel 0.75 mph or 6 miles per day, but OotA ALSO states that Underdark travel is considered "difficult terrain," which should be 1/2 movement speed, putting the travel down to 1.5 miles per hour or 12 miles per day. Ultimately, it only adds to the confusion that travel distance, isn't listed in distance at all, but in "days traveled." This makes it incredibly frustrating to keep track of how much the party is actually moving and leads to a lot of necessary BS'ing on the part of the DM. Another thing is that the "random encounters" for the first half of the book span wildly different CR ratings and actual combat difficulty. Be prepared for very hard encounters early on and trivial ones once the PCs obtain the "Daylight" spell or the sun blade Dawnbringer. Additionally, since the party will face at most 2 encounters a day by book ruling while travelling through the Underdark, the "easier" encounters serve as little but speedbumps in the path to reaching the actual meat of the story in the dungeons and major chapters. I strongly recommend that DMs write specific content to occur for the party along the way to each major chapter and use that over the excuse for. Additionally, with modules in mind, not a lot of mind is paid to making the world feel alive much. Specifically in the case of the Darklake where the players are expected to be kidnapped (AGAIN) and taken as prisoners to the city of Sloobludop. This practice becomes a trope even among a party who hasn't been exposed to it before. The book says the PCs are taken as prisoners three separate times (four if they are captured by the first group of Kuo-toa at the Darklake and the second) before the end of the fourth chapter. This kind of storytelling is tedious. And makes the players feel like they are in a game, rather than writing themselves into a world. Also, be prepared to explain to your party that this adventure is sparing with magic items early on. Some of the setpiece dungeons offer

meaningful magic items in the first half of the book (including a +1 dagger, a fiery mace which deals 1 additional fire damage with no +hit bonus, and a legendary sentient sunblade), but unfortunately this leads to some disparity in magic item possession among party members. One particular thing I've noticed is a lack of items for casters in general. Now I know items like +1 weapons for casters are rarely a thing (unless you're a warlock), but there should be some compensation added for casters throughout the adventure, given that all major items handed out consist solely of melee weapons. And the last thing is this: make certain to read the entire chapter before running it and make notes of specific plot paths. There is not an adventure summary in this book and it makes the product especially difficult to fully prepare for, and as a DM that's already difficult enough. I don't need to have trouble finding where the plot-hooks are in the DM's guide for the story. All-in-all, however, I think it's a fantastic story that requires a lot of polish from the DM, use of additional resources (such as this one: [...]), and some extra attention to making modifications based on your preference. For DM's with extra time on your hands and a desire to have some say in world-building and designing for your party? I rate a 8.5/10 for the plot and setting alone. For DM's looking for a real sandbox, inexperienced DMs, or those with little time to prepare looking for a true alternative to world-building? 3/10 of 0 people found the following review helpful. *Out Of The Abyss is Out of This World* By Brian EI have been a DD nerd for a long time. I already purchased the 5th Edition Core Rule Books. When I saw this, I figured get it. It was well worth the buy. It's like the old TSR Mega Modules. The story has several mini-arcs that tie in with the overall storyline is excellent. Well worth the buy!

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 1-5