


## Night Below: The Underdark Campaign (Ad&D Adventure)

*Carl Sargent*

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## **Night Below: The Underdark Campaign (Ad&D Adventure)** Carl Sargent

The ultimate dungeon adventure is back in print again because the fans demanded it Set in the Underdark and designed to be used in any AD&D"RM" campaign, Night Below presents an epic adventure that takes player characters from 1st level to loth level and beyond. Available again for a limited time, this huge adventure is packed with plots, subplots, sinister conspiracies, and action on a grand scale.

## **Night Below: The Underdark Campaign (Ad&D Adventure) Details**

Date : Published November 28th 1995 by Wizards of the Coast (first published November 1995)

ISBN : 9780786901791

Author : Carl Sargent

Format : Paperback 192 pages

Genre : Role Playing Games, Dungeons and Dragons, Sports and Games, Games, Fantasy

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## From Reader Review Night Below: The Underdark Campaign (Ad&D Adventure) for online ebook

StoryTellerShannon says

The book description for this epic boxed set is as follows:

Book Description

Publication Date: November 1995

*“Night Below, the first epic campaign adventure for the AD&D game, is designed to take the player characters from 1st level to 10th level and beyond. The PCs start as beginning adventures on a routine courier mission who soon become drawn into combating a sinister plot that menaces the pleasant land of Haranshire. By the end of Book I, The Evils of Haranshire, the player characters should have worked their way up to 5th level. Book II, Perils of the Underdark, shifts the scene underground as the characters search the seemingly endless realm of the underdark to discover the fate of the kidnappers' victims. By the time they reach the dark cavern of The Sunless Sea in Book III, they should each be 10th level or above, ready at last to confront the ultimate evil behind the far-reaching conspiracy. "Inside this box are\* Three 64-page books comprising a single grand-scale adventure, which can be placed in any AD&D world.\* 16 Player Handout sheets featuring art, maps, charts, and letters.\* 8 two-sided DUNGEON MASTER Reference Cards providing cutouts, monster rosters, and two new evil deities.\* An eight-page booklet of new MONSTROUS COMPENDIUM entries, detailing three new races and two new monsters.\* 6 full-color poster maps detailing all the important locations in the entire campaign setting.”*

**The reason this story works is because the authors made it different in these ways:**

- (1) They put in actual methods to negotiate. So, rather than just bash everything, PCs can talk their way out or even make alliances. Additionally, not all the creatures of the Underdark are out to kill you so it allows more chances to talk things out. ;
  - (2) There's a great deal of context and History; especially in book one in the area of Haranshire (a backwaters shire); good to great character descriptions. You could easily use this for any campaign setting, not just AD&D 2nd edition though you would have to change the stats of several things;
  - (3) Superb overland map you can share with your players (just don't show the back); include a few battle maps for key sections of the long adventure);
  - (4) Lots of overland adventures; some not just fighting but puzzle related or negotiation related; additionally, you get to deal with the locals;
  - (5) Great details of natural hazards in the Underdark;
  - (6) A variety of different monsters in the Underdark;
  - (7) fairly good linkage;
  - (8) big finale at the end; and
  - (9) PCs have the opportunity to actually have allies!
- I think past reviewers are correct in that book two isn't as linked. This was done mainly to let the PCs go up in levels so that they would be ready for the later big fights.

Not a problem for me. I increased the size of the map and added more features and also changed the nefarious end as I felt it was too cliché'.

Overall, this is superlative boxed set. As it isn't terribly pervasive, it can fit in to almost any campaign. For a DM who has little put together, you could do a whole campaign this way but the PCs have to enjoy tromping down in the Underdark. In my campaign, this started at about 50% of the possible adventures but as more and more happened, it's about 15-20% now. That's sort of b/c now that they're higher level they've gotten involved in big time politics. :)

**CONCEPT: B plus to A minus; IDEA EXECUTION: A minus; MAPS/PROPS: A minus;  
CAMPAIGN DEPTH: A minus to A; OVERALL GRADE: A minus; WHEN REVIEWED: March  
2001 (revised review end of July 2012)**

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