

Night Below An Underdark Campaign Ad D Fantasy Roleplaying 1125

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Night Below: An Underdark Campaign, often known as Night Below, is a boxed set for the second edition of the Advanced Dungeons & Dragons fantasy role-playing game. The set, with the product code TSR 1125, was published in 1995, and was written by Carl Sargent, with box cover art by Jeff Easley .

[Night Below - Wikipedia](#)

Night Below was published in 1995, under the AD&D version of D&D. This was one of the boxed campaigns that TSR published at that time and was originally intended to invoke the same atmosphere as the old D-series did. The box contained three campaign books, score of maps and many handouts.

[Night Below: An Underdark Campaign - Yawning Portal](#)

The Night Below box set also came out at that time. I remember being astonished at a campaign starting out characters at relatively low level in an Underdark campaign, which was usually the playground of high-level PCs. It's a beautiful set, with a lot of callbacks to old school AD&D. I've got some eye candy photos further down.

[Night Below: An Underdark Campaign \(1995\) - Wayne's Books](#)

Night Below is an adventure written for second edition Advanced Dungeons and Dragons. It is an entire campaign set in the Underdark

[Night Below: An Underdark Campaign Review - Old School...](#)

Origins (II): The Return of D. Night Below: An Underdark Campaign (1995) is clearly intended as a reinvention of Gary Gygax's original series of "D" adventures. Like that primordial campaign, Night Below is set in a peopled underdark with monstrous cities and entire civilizations beneath the earth.

[Night Below: An Underdark Campaign \(2e\) - Wizards of the...](#)

Book I: The Evils of Haranshire provides an introduction to Night Below, a campaign designed to take player characters from 1st level to 10th level and beyond. This campaign was expressly designed to be usable into any ongoing campaign setting.

[Night Below: An Underdark Campaign - Contents](#)

The Night Below is, in brief, a complete campaign setting designed to move characters from introductory standing and first level up to the teens, complete with some backstory, interaction with politics and a whole lot of hackin' and slashin'. While the "stat blocks" all fit into the core 2nd edition AD&D rules, the campaign setting itself can be translated into the current D&D rules set or even ported to other game systems with a little work.

[Review of Night Below: An Underdark Campaign - RPGnet d20...](#)

Tsr 01125 Night Below An Underdark Campaign. Topics. DUNGEONS AND DRAGONS, AD&D, MYSTARA, BOXED SET, COMPANION RULES, RED, BLUE, DARK BLUE, GREYHAWK, FORGOTTEN REALMS, RAVENLOFT, DRAGON, CASTLES, SPELLJAMMER, DUNGEON MASTER'S, RUINS OF UNDERMOUNTAIN, GOBLIN'S, MENZOBERRANZAN, MYTH DRANNOR, DWARVEN, ELMINSTER'S, PRIEST'S, THIEF'S, UNDERDARK, CORMANTHYR, MONSTER MANUAL, FIEND FOLIO, MANUAL OF THE PLANES, ADVENTURES, MONSTROUS COMPENDIUM, DRAGONLANCE, FIGHTER'S, WIZARD'S, PSIONICS, TOME OF ...

[Tsr 01125 Night Below An Underdark Campaign : Free ...](#)

Night Below: An Underdark Campaign is a boxed set by Carl Lynwood Sargent, for 2e in 1995. Noted in the Usenet group rec.games.frp.dnd for inducing severe depression on those playing through it on account everything is ugly, and damp, and wants your orifices for its pulsating turgid tentacles.

[Night Below - 1d4chan](#)

After about three years of playing, my current game group finished the 2nd edition module Night Below: An Underdark Campaign. This is the fifth group I have started on this module and the first to make it to book three as well as finish it. I have run the module in every edition of Dungeons and Dragons from the time it was released for the Second Edition, and finally, I got a group with the ...

[Dungeons and Dragons Game Log: Night Below Retrospective...](#)

Night Below, the first epic campaign adventure for the AD&D game, is designed to take the player from 1st level to 10th level and beyond. The PCs start as beginning adventurers on a routine courier mission who soon become drawn into combating a sinister plot that menaces the pleasant land of Haranshire. S3: Expedition to the Barrier Peaks

[Nol Drek's UA Page](#)

Night Below: an Underdark Campaign [AD&D 2nd Edition - IC] It is a hot and humid midsummer day, around five or six in the evening, as you march along with your companions. You have been traveling with them for a few days now - ever since you met them in the Free City of Greyhawk. There, the wizard Gordrenn hired you all to act as couriers.

[Night Below: an Underdark Campaign \[AD&D 2nd Edition - IC\]](#)

Beginning in the dark and savage borderland wilds of the world above, the neophyte heroes will soon find themselves embroiled in a sinister, world-endangering demonic intrigue - by the end of the campaign, they'll be battling the darkest forces of the world (and beyond!) in the depths of the Underdark - an ideal way to prepare them for another epic, for example GDQ1-7 Queen of the Spiders!

[Night Below: The Underdark Campaign: Sargent, Carl...](#)

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[Night Below: An Underdark Campaign](#)

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[Night Below | RPG Item | RPGGeek](#)

Night Below: An Underdark Campaign (2e) - A missing mage... A ruthless band of kidnappers... A sinister conspiracy... Night Below, the first epic campaign adven

[Night Below: An Underdark Campaign \(2e\) - Wizards of the...](#)

Tonight, we take a break from our usual campaign to indulge in a bit of nostalgia with a session of Advanced Dungeons & Dragons 2nd Edition. After rolling up...