



Underdark (Dungeons & Dragons d20 Fantasy Roleplaying, Forgotten Realms Accessory)

Bruce R. Cordell, Gwendolyn F.M. Kestrel, Jeff Quick, Kalman Andrasofszky (Artist), Matt Cavotta (Artist), Mike Dubisch (Artist), Wayne England (Artist), Matt Faulkner (Artist), more... Vance Kovacs (Artist), Vince Locke (Artist), Raven Mimura (Artist), Jim Pavelec (Artist), Vinod Rams (Artist), Richard Sardinha (Artist), Stephen Tappin (Artist), Joel Thoma (Artist) ...less

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Underdark provides a wealth of highly detailed information about one of the most popular regions in the **Forgotten Realms** world, the world beneath the ground.

Underdark includes details on the most popular Underdark race, the drow, plus 16 other below-ground character races. In addition to 25 new regional feats as well as new prestige classes, spells, monsters, and magic items, there is also background content on 60 cities and sites of interest, including extensive story content gathered from a multitude of **Forgotten Realms** products and articles.

To help both players and dungeon masters use the book without players stumbling onto things they shouldn't, additional material for running a campaign is isolated in a single section of the book and includes adventure hooks.

To use this accessory, you also need the *Forgotten Realms Campaign Setting*, the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*.

Underdark (Dungeons & Dragons d20 Fantasy Roleplaying, Forgotten Realms Accessory) Details

Date : Published October 1st 2003 by Wizards of the Coast

ISBN : 9780786930531

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Format : Hardcover 192 pages

Genre : Games, Role Playing Games, Gaming, Dungeons and Dragons, Forgotten Realms, Fantasy, Reference



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From Reader Review Underdark (Dungeons & Dragons d20 Fantasy Roleplaying, Forgotten Realms Accessory) for online ebook

Andrew says

It's like the FR Campaign Setting for the Underdark.

Nicole says

Incredibly useful, especially the geological information and underdark primer sections.

Francisco Becerra says

A very nice book about everything of Faerûn's Underdark: races, prestige classes, magic, monsters, and a nice brief about the main cities and special places. Updates nicely all 2nd ed. Material.

Jennifer says

My bedtime reading for the past few weeks. There's something really soothing--even soporific--about game books. At the same time, there's that element of unexamined social assumptions . . . What has been seen cannot be unseen, at least for me.

Tor.com Publishing says

I'm not personally a big fan of Forgotten Realms-- it's subgenre is a little too high magic for my tastes-- but this is barely a FR book. The Underdark has always been it's own little mini-setting. I know the Underdark of Greyhawk & Faerûn are supposed to be different but...Erelhei-Cinlu & Menzoberranzan are totally trading partners in my headcanon. Since I'm running Out of the Abyss, I've been flipping through this a lot. As a 3e sourcebook it's utility is limited-- high ECL player races never work right & the prestige classes aren't that seductive-- but as a source of worldbuilding, it is great. --MK

Ryan says

This is a really great supplement that's actually worth owning. I think it does a better job than the 2ed book.

David says

I both liked and disliked this sourcebook. There's a disconnect between the meaty parts and the flavour parts, so its value depends on what you're looking for.

The flavour and lore parts are really great. It provides varied details that come together to paint a vivid world beneath the surface of Faerûn. There's a little bit of everything - the aberrations, the high societies of drow and duergar, invaders from another setting, even outer planar visitors. It's a great resource for world-building and underground adventures.

Too bad the meaty parts don't gel nicely. The new races presented are all uninteresting to me - I can't get a "feel" of what they're like (aside from the already well-established drow, duergar, and svirfneblin). They're also mostly high ECL races, which aren't really that nice to play. The prestige classes are boring - they wouldn't be enticing to players, both in terms of mechanics and in terms of role-playing. Some of them have odd nonsensical entry requirements. The items are adequate, with a few new materials and special attributes. The spells felt a bit unimaginative - with a large number of them being greater/lesser/mass variants and a whole bunch of node spells (magic-buffing earth nodes, a feature of the Underdark).

All in all, if you like the Forgotten Realms, and want to get a better picture of the Underdark, then this will be an awesome sourcebook. But if you're looking for more underground adventuring options and how to run more realistic subterranean explorations, then this would be a poor sourcebook.
