

Out of the Abyss

The Campaign

You wake up in a dank prison cell, chains around your limbs and neck. Outside your cell, two drow guards stand at attention, almost invisible in the darkness if not for a cluster of glowing fungi nearby.

You don't remember how long you've been a slave to the drow — In the Underdark time is almost impossible to track. The little routines of the day are the only things that keep you sane now. The daily labor, supper, the need for sleep. They tell you that time *is* passing, and that this imprisonment is not some eternal torment.

You've kept track of your surroundings. You weren't meant to rot in a drow prison camp. You know that you'll get out eventually, that you'll escape and make your way back to the surface. There are other inmates in your cell. Could they help you? With enough people maybe you could all escape... make your way home.

Home. You'll make it back one day, you just need to wait for the perfect moment to make your escape.

Campaign Arcs

Out of the Abyss is actually two campaigns in one. The first campaign is from levels 1-7, as your characters escape the drow prison camp and flee toward the surface! The second campaign is from levels 7-15, as your characters are dragged back toward the Underdark to stop a greater threat from breaking free.

We'll probably only have time this summer to do the first part of OOTA, but this means we can easily stop there after summer and then come back around to these characters for one-shots until we decide we want to do the second part!

Ability Scores

Ability score generation will be done using the point buy system! You'll have 27 points to create your six ability scores, and you can have any ability score between 8 and 15 (before racial modifiers). The score costs are below! If you don't

want to bother, use the standard array (15, 14, 13, 12, 10, 8).

Ability Score Point Cost

Score	Cost
8	0
9	1
10	2
11	3
12	4
13	5
14	7
15	9

Character Details

None of the characters need to know each other. I would like to know a few bits of information though:

1. How long has your character been a slave of the Drow?
2. What did your character do before they were captured?
3. What would your character do when they got out?

Keld - A World of Endless War

Created thousands of years ago by two of the Great Dragons, Keld exists in an endless cycle of war between Mortalkind and the Fey. The Fey are mindless creatures, acting on raw emotion and their very natures. They rule the forests of Keld, and do not take kindly to mortal intrusion.

Fighting for survival, the mortals of Keld have no choice but to settle in the forests. Their society demands expansion, and when mortals have taken too much from the forests, the Fey begin their bloody extermination anew. When the cycle begins anew, the surviving mortals discover long-lost civilizations, technology they could only dream of, and magic to help them withstand the war.

This is your world.

The Cycle

Keld's cycle of warfare follows the ebb and flow of mortal civilization, each cycle spanning hundreds of years. At the beginning, humanity is small, recovering from its war against nature. But over time it begins to grow again, aided by the remains of civilization. By the time Mortalkind has returned to its former glory, the Fey begin to stir, enraged by the destruction of their homelands. Mortals and the Fey go to war... and Mortals lose. With only shreds of their civilizations intact, Mortals limp away, escaping complete extermination through creative means.

At this point in time Keld is currently experiencing the Rise of Mortals, where civilization has recovered and is in full swing. The Mortal Kingdoms squabble and expand, fearful and angry at the Fey of legend. The Fey are sleepily enjoying their lives in the forest, mostly oblivious to the changing world... for now.

The Fey

Creatures of impulse, the Fey are a class of creatures given life to protect and expand Keld's endless forests. Once their homes grow threatened, they fly into an endless rage, and are commanded by the Queens of the Fey to destroy all Mortalkind.

Most mortals know little of the Fey, save for what they hear in stories. Most mortals never see a Fey creature, save for the occasional wisp or pixie in the trees, but they still play heavily into mortal cultures. Mortals make signs to ward off trickster Fey beings, tell stories to their children about night-stalking child-snatching Fey, and mind their language to prevent offending Feytouched.

The Feytouched

Mortals who have been forever changed by the Deep Forest are often marked by their experiences, becoming Elves or Gnomes. Some emerge from their experiences changed in other ways, sometimes with unexplainable magical abilities.

Feytouched are generally accepted by society, seen as unfortunates who have communed with the Fey against their will. But others see agents of the Deep Forest in them, and do not tolerate them.

The Deep Forest

Mortal civilization changes the forest, stripping the magic from it and pushing the Fey back further and further. But when a few unfortunate mortals venture too far into the woods, they find themselves in the Deep Forest, a time beyond time and rationality. The land of the Fey, the Deep Forest is dangerous and unpredictable, and has an effect on the mortal mind that cannot be fully described.

The Underdark

A land miles beneath the earth, the Underdark is a land filled by rejects, ancient enemies of the Fey, and refugees from several thousand years of warfare. The creatures here are truly alien, their minds and bodies warped over many generations.

The Underdark is not under the control of the Fey, but there is a madness about it that affects even the best of men. The madness is known by the people of the Underdark, but it cannot be explained...

Ancient Civilizations

The Fey have no use for the ruins of mortal civilization, leaving the skeletons of once-great cities to be plundered by the next generation. Often these cities are littered with technology and magic far beyond what the current generation understands. These tools are brought back and accelerate the growth of Mortal-kind, bringing riches and power to those who seek them.

Character Origins

Here are some quick notes about example origins for your characters: their potential homelands and how they fell into their character class.

The Mortal Kingdoms

Crescent Commonwealth: Tribes of Feytouched once banded together for greater prosperity, and that created the Crescent Commonwealth. Its cities are vast and famous, and its people are known for their passion and commitment to their highest ideals of independence and self-fulfillment.

Westreach: A jewel of civilization, the Westreach Kingdom is a cultural and economic powerhouse. Its people are characterized as being shrewd cosmopolitans who are always on the lookout for “the next big thing.”

Highlands Confederacy: A collection of settlements that are based in the hills and mountains to the East. Full of dwarven clans, human tribes, and halfling settlements, these smaller civilizations band together for protection and mutual benefit. They are known as a hardy people with silver tongues, used to experiencing half-a-dozen different cultures before breakfast.

Tynwind: A monarchy built on the delta, Tynwind is known for fostering some of the greatest explorers in existence. Always striving to find new lands, Tynwind is also known for its military might, ready and able to bring the fight to the Fey when necessary.

Free People’s Republic: A new country that has emerged from the ashes of a corrupt monarchy, the people of the Republic are generally an egalitarian sort, viewing the world through the lens of their fledgling democracy.

Example Class Origins

Barbarian: It is not uncommon for tribes of mortals to live among the forest, out of reach of civilization. Tribes out here learn to be self-sufficient, wary of outsiders, and very attuned to the forest and its moods.

Bard: Westreach has a voracious appetite for the arts, and that shows in its population of bards. Often bards will train in Westreach under a mentor (or several!) and then leave to find their own troupe to perform with.

Cleric: The Gods of Men exist on Keld, granting powers to devout who exhibit the best in their orders. Clerics choose a saint that symbolizes their personal relationship with the world, and that saint acts as their personal guide on their spiritual journey.

Druid: Those who seek to learn the secrets of the forest and commune with it become druids. Wisemen and women, druids act as healers, lore masters, and defenders of the balance of civilization and nature. Their powers come from their connection to the forest, and they use that power to attempt to keep peace for as long as possible.

Fighter: Mercenaries, knights, and common soldiers exist in all reaches of

Keld. They are highly prized as warriors who can stand up against the strange going-ons of the forest. Many fighters educate themselves in Fey lore, and it is not uncommon for a fighter to be a part-time monster hunter for some extra coin.

Monk: The Highlands are known for their monasteries, who sequester themselves in the mountains for study and dedication to the gods. Some monks choose to end their seclusion in seek enlightenment or truth, others to fulfill a sacred vow. There are even some monks who choose to leave so that they may hone their skills, finding fulfillment in their martial abilities.

Paladin: Many paladins in Keld do not actively choose their calling, but instead so completely embody some attribute that the gods can't help but take notice. A saint will choose a paladin, who will be their only champion until the paladin's demise. With their newfound powers, paladins have to decide how next to proceed.

Ranger: Mortals who are comfortable in the Deep Forest, who are attuned to the trees and their silent language. Rangers often grow up in settlements at the edge of civilization, and those who venture through the forest long enough often have Feytouched marks on their body that may explain their deep personal connection to the land.

Rogue: Wherever there is civilization, there will be mortals who live on their wits alone. Rogues often grow up sticking their heads where they shouldn't belong. The most famous rogues in Keld made their career delving into long-dead civilizations, deep into the woods, and coming back with riches beyond imagination. Others simply struggle to get by in the Mortal Kingdoms, working to live another day.

Sorcerer: Some Feytouched find themselves with wondrous new powers that they hardly understand, and can barely control. These Feytouched have a deep connection to the Fey, or whatever else grants them their powers, and can't help but bring themselves closer to the source.

Warlock: Many Fey choose to bargain with mortals, often because their natures demand they fulfill such bargains, or because they are unable to fulfill their desires alone. These warlocks are often misunderstood by society at large, and are often considered dangerous agents of the Deep Forest.

Wizard: Many wizards get their start at artificers and investigators, trying to unlock the secrets of ancient technology that is found from the previous Cycle. These wizards are well-acquainted with city-life, but quickly find themselves thirsting for more, venturing out into the ruins of the past to discover hidden secrets.