

# Out of the Abyss DM Companion



This guide, along with the video series on Lutes & Dice YouTube channel are designed to assist you in running *Out of the Abyss campaign for Dungeons & Dragons 5e*.

## *Out of the Abyss* main features:

Release date: September 15, 2015

Level span: 1-15

## Backstory Explained:

Lolth, the demon Queen of Spiders, and the goddess worshiped by the drow, wants to claim the Abyss for herself. To achieve that, she secretly manipulates Gromph Baenre, the archwizard of Menzoberranzan, into performing a certain summoning ritual.

Gromph is expecting to take control over a powerful demon, when in reality he summons Demogorgon in the middle of the city of drow. And apparently, the same ritual goes wrong even beyond that, pulling several demon lords from their home plane and placing them somewhere in the Underdark, relatively close to Menzoberranzan. Those demon lords were Baphomet, Fraz-Urb'luu, Graz'zt, Juiblex, Orcus, Yeenoghu and Zuggtmoy.

And thus the Spider Queen disposes of her demonic rivals and can seize power in the Abyss.

## Primary Conflict:

The party starts their journey in the Underdark, finding themselves imprisoned by the drow. They need to find their way back to the surface world, but on the way, they discover that the Underdark is under siege by the Demon Lords of the Abyss. Their sprawling madness slowly infects everyone that lives in the Underdark and it's only a matter of time before the invasions extends onto the surface of Faerûn.

## Follow-up Conflict:

Some time after the party escapes the subterranean world, they are gathered in Gaunlgrym by the king Bruenor Battlehammer. They forge alliances and descent into the darkness once again, this time with a small army. Their task is to find out the details of the demonic invasion and put an end to it.

## Chapter 1: Prisoners of the Drow

This is where the adventure begins. A 12 page chapter describing the Velkynvelve drow outpost, where party is held imprisoned along with ten other NPCs. The chapter can be run in one session, by the end of which the party will escape the drow prison with some or all of the prisoners.

## Chapter 2: Into Darkness

This chapter introduces the rules for the Underdark travel, describes its alien flora, provides a whole bunch of random encounters and has several tiny locations with maps to explore. This 20 page chapter will be used every time the party travels through the Underdark wilderness, with exceptions of specific regions, like the Darklake, the Wormwritings and so on. Those regions have their own chapters.

## Chapter 3: The Darklake

This chapter describes the Darklake region and the kuo-toa village of SLoobludop. The party has a chance to witness one the demon lords for the first time, as Demogorgon rampages through the village. The chapter is 10 pages long.

## Chapter 4: Gracklstugh

This 32 pages long chapter describes the duergar city of Gracklstugh and its political tension in detail. This one is perhaps the most complex and open ended chapter.

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### Chapter 5: Neverlight Grove

Neverlight Grove is a home to a colony of myconids and to Stool - one of the prisoners from the first chapter. This 11 pages chapter reveals the presence of another powerful demon in the Underdark - Zugtmoy.

### Chapter 6: Blingdenstone

Perhaps the safest place so far, the svirfneblin city requires help with several issues. The gnomes can provide directions that will lead the party to the surface world. This chapter is 20 pages long.

### Chapter 7: Escape from the Underdark

This tiny chapter of 3 pages mentions a few ways to escape from the Underdark. Just before the escape the drow pursuers from Velkynvelve catch up with the party, leading to a potential fight.

### Chapter 8: Audience in Gauntlgrym

A few weeks after escaping the Underdark the party is invited to Gauntlgrym by king Bruenor Battlehammer. The party has a chance to win the support of various factions before taking on a mission to investigate the demonic invasion. They are tasked with finding an ancient library of Gravenhollow and seek answers there. The chapter is 11 pages long.

### Chapter 9: Mantol-Derith

This chapter describes the trading outpost of Mantol-Derith. Here the party is supposed to meet with their Zhentarim contact and learn the location of Gravenhollow. The chapter is 10 pages long.

### Chapter 10: Descent into the Depths

This 6-page chapter provides guidelines for further Underdark travels including handling a considerable amount of NPCs (troops gained in Gauntlgrym).

### Chapter 11: Gravenhollow

This part describes the ancient library, its inhabitants and prophetic visions in 10 pages. The party will meet the most important ally in the war with the demon lords - Vizeran DeVir, the drow archmage.

### Chapter 12: The Tower of Vengeance

Araj, the tower of Vizeran DeVir, and the archmage's plan to defeat the demonic threat are described here in 6 pages.

### Chapter 13: The Wormwritings

Having agreed to help archmage with his plan, the party is on a quest to gather ingredients for Vizeran's ritual. This 12-page chapter describes an Underdark region of the same name. The chapter features a troglodyte's lair, a purple worm nursery, a beholder's lair and more.

### Chapter 14: The Labyrinth

The party continues their search for ingredients. This time in a region called Labyrinth. Several encounter and locations are outlined in this massive region including the Gallery of Angels - the party's destination. The chapter is 11 pages long.

### Chapter 15: The City of Spiders

During this 18-page chapter the party is supposed to infiltrate Menzoberranzan, steal Gromph Baenre's grimoire, place Vizeran's magic artifact in the city, and leave. The artifact, Dark Heart, will draw the demon lords into the city and provoke a battle between them.



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DM Guide  
video series



Out of the Abyss  
original soundtrack  
by Folkard

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