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## **Keep on the borderlands 3.5 pdf**

questions for the experts out there! I'm sorry if this all seems too new. Once upon a time I was quite educated in everything Mystaran, but now it's been too many years and I've missed so much that you've all written over the years! My idea was to create a 3.5 edition module, which would include all the wonderful material I found on Pandius.com LOCATION: Where is the keeping in Mystara? Can I assume as a canon that castellan is Keep, as stated in this interesting article? Is there already a Karameikos fan map showing keep (Castellan Keep) and other encounters in the wilds of modules? Date: This is a very interesting timeline. Can we set B2 at 1,000 AC? Other ideas? What about the various humanoid tribes found in the caves of chaos? Are they part of larger communities of humanoids living elsewhere or are they new and unique tribes? I always thought they were part of bigger clans, I used to come to the Caves of Chaos to pray in an evil temple there. But on Pandius I found a lot of interesting ideas about three tribes: Grey Rats, Horned Heads and The Chaos Horde: here, here, and of course this fantastic pdf. Do I miss other important materials I should consider? RELIGION: About the temple itself, which god do you think is worshiped there? One god or more gods? which one? I read about the Dark Triad. This article or section is about something old school - and awesome. Make sure your rose-colored glasses are on the pretty and narrow and get ready for a nice walk down the nostalgia trail. Shit, this came back when old-school adventures were old school. Created in the glory days of dungeons and dragons, when traps were dangerous, poison was salvation or death, and everything was phenomenal. It was one of the first adventures released for the Basic version of the system (released with the Advanced (1st edition) version), Gary Gygax himself back in 1978. The general essence was that unknown evil took over the occupation in a series of caves (so-called Caves of Chaos) not far from the strategically important castle town (said guarding) in the border areas. What followed was a classic dungeon crawl and a high adventure. It's made for low-level groups, so it's soft around the edges unlike a certain other module that's been known to drive people into a frenzy. Nevertheless he had some serious challenges in him, including some nasty damn objects, a bunch of warring monstrous humanoid clans. ready to attack the preservation and temple of an evil god willing to profit from it all. Overall, it was a forgiving module, well suited to a wide range of different party styles and tactics, whether the group was full of warrior-diplomats or sneaky gibts, magical users and fighting types - but it was also hard-core enough for the parties to feel tension and unease. It was supposed to have treasure, and so many memories for the players who jumped into this game, that it remains a segment that loves everything. Keep on the Borderlands came out of print in the early 1980s, but was reprinted twice; a sequel was also made. A novelized version of the adventure was released in 1999 (like the one for Tomb of Horrors, a sucking bag full of cocks). Remakes[edit] The module was well received by almost everyone who played it, and in 2004, it was the first to play it. Like a lot of old adventures that the Wizards of the Coast fucking dragged their heels on, they didn't release an updated version of Keep on the Borderlands until October 4th. Keep on the Borderlands has never been a remake for 3rd or 3.5, despite overriding demand for it. Veteran elegan/tgentlemen are quick to point out that this straight falls into the same category as some of WotC's other bone-head moves, like lawsuits to prevent other companies from working on books for Ravenloft in 3rd Edition, claiming that they would publish their own version of the setting (only this with an expedition to Ravenloft Castle book for 3.5, level 6-10 module), Failure to sell Planescape, Spelljammer, and Dark Sun (settings highly sought after and that would honestly be sold), and so on. The caves part of the module, however, was updated in 2012 for early early gaming of D&D Next. For many fans of joy, in 2017 it was announced that Keep on the Borderlands (along with its sister module B1 in search of the unknown) will be released in 2018 as Into the Borderlands as part of a partnership between Wizards of the Coast and Goodman Games. This release featured two scans of the original B1 and B2 adventures (to highlight differences from their original and subsequent 80s releases) as well as updating modules and connecting them to form one comprehensive adventure suitable for D&D 5e characters from level 1 to Level 5. They hilariously kept almost all the original treasures and added a few extra adventure locales that only added more treasures. This means that by the time players are done playing through it, they will be on in terms of wealth as characters a few levels higher up in most other 5e adventures and decked out in a fair number of magical weapons, armor and other miraculous objects they should actually be able to take on even harder threats going forward. And what's the more serious threat than an entire island of dinosaurs, pirates, cannibalistic spider-humans and ancient secrets? Gallery[edit] Caves of Chaos (spoilers! ghost.) Today I want to start a series on how classic adventures can be used with D&D Next. With recent announcements suggesting we won't get any extra playtest content for a while, we hope that will be helpful. How deeply I delve into the topic will depend in part on your feedback. If this is useful, I'll continue the series longer. D&D Next. Gateway to the Past One of the joys of D&D Next is that it translates really easily to previous releases. I have a huge collection of old adventures (and classics can often be had for \$10 or less through your local gaming store or on E-Bay. Update: Pdf versions of D&D materials can now be found on D&D Classics.com, including Keep on the Borderlands!). Starting with 3E, it became really difficult to use old content, because the style of play really changed from many small encounters to a few meatier choreographed adventures. The narrative also evolved from an improvisational arrangement between DM and players to more similar actors in a film with specific touchpoints where players made decisions. The monsters in the later release were very specific, intended to create a certain type and level of challenge. Modifications took a lot of time to invest to 'upgrade' classics (for example, you can't take a room with 20 orcas and simply create the same experience in 3E). These changes make it difficult for a sprawling complex (such as the Temple of Elementary Evil) and translate it into modern editions. With D&D Next, this changes. Suddenly you can take any number of classic adventures, grab Playtest's Bestiary (or 5E's Monster Manual or free rules) and play! It's almost that easy! The sins of the past are over. As I wrote earlier in the OD&D debate, trips back to classic adventures can suddenly remind us that adventure design has reached far. Classic adventures look great through the lens of nostalgia, but the room after the lookaless rooms of the same creature today can quite elegati. Old adventures often lack realistic motivations for entertainment, have a weak story and lack a developing narrative, have little understanding of balance, feature dungeons that are too static (especially when it probably takes months in the game to clean the dungeon), and lack the much cinematic excitement of more recent adventures. We have simply come to demand more and modern adventure design has progressed in step with these expectations. What I want to do is share some experiences Group. Group. use D&D Next to easily create fantastic experiences with classic adventures. By helping us in our cause, the Playtest adventure actually does some of the hard work for us. To give all this perspective, let's first look at the history of the adventure of the Playtest package. Caves of Chaos, heart of B2 Caves of Chaos: Origins The Caves of Chaos adventures included in the first D&D Next playtest package is based on the classic B2 – The Keep on the Borderlands adventure. On the one hand, behind the adventure is a huge amount of history that works well with Next's vision of talking to previous releases. B2 first appeared in the sixth print of the first Basic Set in 1979 and continued to be the default adventure (replacement B1) for three years (through the next set I started with), then ended when the release of 'Red Box' Basic was released. It was also sold separately during and after this time. Getting involved in the boxed set made this a very popular adventure. Many players of the era count Keep as one of the first adventures they've ever played (if not their first). It ranked #7 time in 2004 Dungeon magazine ranking the top 30 adventures. Partly, that order was based on what was an influential experience for so many first-time D&D players... almost perfect fit for playtest D&D Next. And the attack doesn't stop there. There were several reprints, including the 1984 10th Anniversary Collector's Set, the 1999 25th Silver Anniversary Collector's Edition set, and the 1985 super-module B1-9 (pdf package B1-B12 can be purchased here). It has been revised for AD&D 2E as Back to Keep on the Borderlands, advancing the story of caves for 20 years and posing new threats (and sloppily embarking on an adventure in a Greyhawk setting). However, the audit was not particularly well received. The adventure was even turned into a novel in 1999. RPGA Adventure Guild program (early/primitive version of The Encounter) published an adventure in a product-related store, called Displaced. The fourth edition saw Keep on the Borderlands published first as a 2010 article by Mike Mearls in Keep on the Chaos Scar (Dungeon 176), where he revises Keep as Restwell Keep, largely meats its inhabitants, and sets it in Nentir Vale. 4E then published The Keep on the Borderlands in late 2010. So it is thought, it has turned a variation on the story of caves and residents to keep, including some really cool battles against enemies not in the original. That the Caves have a special part in the hearts of the players is beyond doubt. We can find tons of posts all over the internet by players who share nostalgia for introducing them to D&D through caves. Many return to it well to rediscover what they loved about the game in long gone. (I collected some links at the end of this article). To quote Grogardia, the most archetypal description of Dungeons & Dragons ever written. It sums up the game very succinctly and yet in such a way that it leaves a lot for the individual referee and player to imagine for themselves. On the other hand, when I started talking about the history of adventure and form, I said on the one hand. I do. On the other hand, there are those who said the following: No resident of this keep has a name. Riddled with crimes against logic, coherence and good role-playing, the reviewer can only look at this product in the same way that a traffic cop views the hoarding of ten Cars The Keep on the Borderlands (KoB) literally serves as Exhibit A in a major case against Dungeons and Dragons. And, I must admit, that's what I've thought in the past. Keep is arguably not so bad by the standards of 1979, but to this day it really lacks narrative, interesting RPCs and ideas about how DM can launch adventures and develop and interact with players' goals. The caves contain a bunch of creatures that shouldn't get along, all packed side by side. This might actually be interesting, but one hardly thinks about the relationships that must exist. In the hands of a capable DM, this can be easily overcome. For me, this adventure was a long dungeon crawl with a little differentiation of various clans. We killed because they were evil. We were robbing. We died. New computer, next cave, etc. Identify the problem, and then fix it! You read someone who doesn't like the original Keep? It was Mike Mearls from 1999 RPG.net 1999. Surprised? I am not. Mike is a phenomenal person and a formidable player. From my limited exposure, he analyzes, learns and constantly improves. Like us, he likes to talk about things online and not every post will be perfect. And yet, look what he did about his original criticisms. He complained that Keep lacked NCCs with names, and then 11 years later wrote an article by DDI that fixed it. And then he approved Encounters in Adventure and The Use of Caves for D&D Next. At the D&D DXP Convention, he asked several DMs for feedback based on our results. We talked to him about how caves of chaos could be seen negatively if it was just digging, and computers died in rooms with 20 orcas because DM didn't know what to do. While I have no idea if this discussion helped, an open version of the playtest adds a whole new section that speaks directly to these issues. Talk about building something out of your criticism! We can do that, and we can do that. (And, it won't hurt if we keep in mind that an outsider who argues fiercely online could become an insider many years later! People change, develop, and improve.) Looking ahead In the next blog post we will to what the Playtest package adds to the classic adventure, using it as a template for future efforts to update classic adventures for D&D Next. I will also share the elements I have added from my ride and ideas for additional changes. Inspired by the inspired masses As mentioned earlier, the evidence of how many people are affected by Keep on the Borderlands is extensive. I leave you some examples. – Dungeons & Digressions made a Sketchup 3D version of the caves. – Telecancer's rules on pulls spoke of the prevalence of different species and show a color map encoded by species. (Obviously, it contains spoilers) – EN World is one of many places where fans have shared their own Keep conversions into different editions. – If some time ago you watched a funny video of Dafty Duck as a D&D-style wizard, it may surprise you to see how Carjacked Seraphim noted that keeping in the video is stylized after Keep on the Borderlands! – Isomage has created a really nice map in the colour of the hex card of the outside map on an adventure. Original/New: Original version New version Classics certainly inspire! Next time we'll watch another classic. (Originally published in 2012 on my WotC blog) Related

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