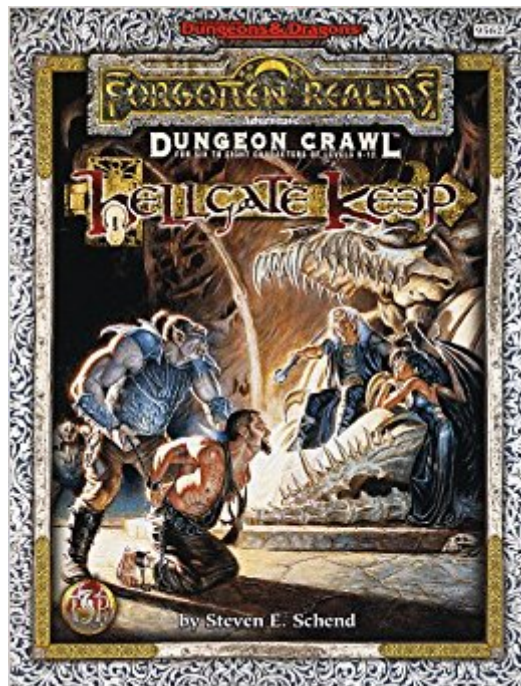




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Hellgate Keep (Advanced Dungeons & Dragons/Forgotten Realms)



Synopsis

Prepare to meet a new race of creatures spawned both of Faerûn and the Lower Planes. Uncover the corruption of an elven house that was ancient before Myth Drannor ever rose. Find out what survived the havoc visited upon the Keep, and who or what leads the survivors to a new lair. All this and more awaits amid the depths of ruined Hellgate Keep!

Book Information

Paperback: 32 pages

Publisher: Wizards of the Coast (March 1998)

Language: English

ISBN-10: 078690786X

ISBN-13: 978-0786907861

Product Dimensions: 0.2 x 8.5 x 10.8 inches

Shipping Weight: 6.4 ounces

Average Customer Review: 4.0 out of 5 stars 4 customer reviews

Best Sellers Rank: #1,863,077 in Books (See Top 100 in Books) #724 in Books > Science Fiction & Fantasy > Gaming > Dungeons & Dragons

Customer Reviews

Prepare to meet a new race of creatures spawned both of Faerûn and the Lower Planes. Uncover the corruption of an elven house that was ancient before Myth Drannor ever rose. Find out what survived the havoc visited upon the Keep, and who or what leads the survivors to a new lair. All this and more awaits amid the depths of ruined Hellgate Keep!

Great classic dungeon.

Hellgate Keep has some interesting ideas and the potential for some great dungeon-crawling and high-level combat. However, the module is not complete. If you are a busy person like myself and love DMing but only have time for minimal preparation before every gaming session, you'd think buying a module would be the answer. That is not the case with Hellgate Keep. The dungeon itself has on average 3 pre-set encounters per level, the other 10 to 50 rooms are "free for the DM to expand upon". This line pops up a lot. There are major lists of treasure locations but most of the treasures themselves are up to the DM to invent. How hard would it have been to give a complete list of items and label them as a suggested list? Nearly half of the text in the module is devoted to

the history of Hellgate Keep. Others may disagree with me but this history is too long and needlessly detailed. It does give you a good amount of information from which to develop the remaining encounters... but this presumes you have the time to read and re-read the detailed history, conceive an encounter, make it balanced and consistent and then write it up. Maybe the hardest job of the DM is choosing which one of the gazillion empty rooms to place your encounter! If you'd like to mould this mythical place into your Forgotten Realms adventure and have time to work on it then buy Hellgate Keep. If, however you are busy like me and are looking for a pre-prepared module then search elsewhere.

Here's one of the best modules in the great, retro-style Dungeon Crawl series from TSR! Hellgate Keep has lain sundered in ruins - it was destroyed by the Harpers and the demon-spawn there were totally eradicated. Or were they? Now, your high-level heroes (9-12) get a chance to find out what new diabolical menace has come to plague the ruins... I'll give you a hint, though, there's this ancient clan of evil elves... hmmm...

A module with good villains and a good story. If you have a party of high level characters around 10th level who seek a challenge with plenty of combat, this is pretty cool. Also, won't take too long to play.

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