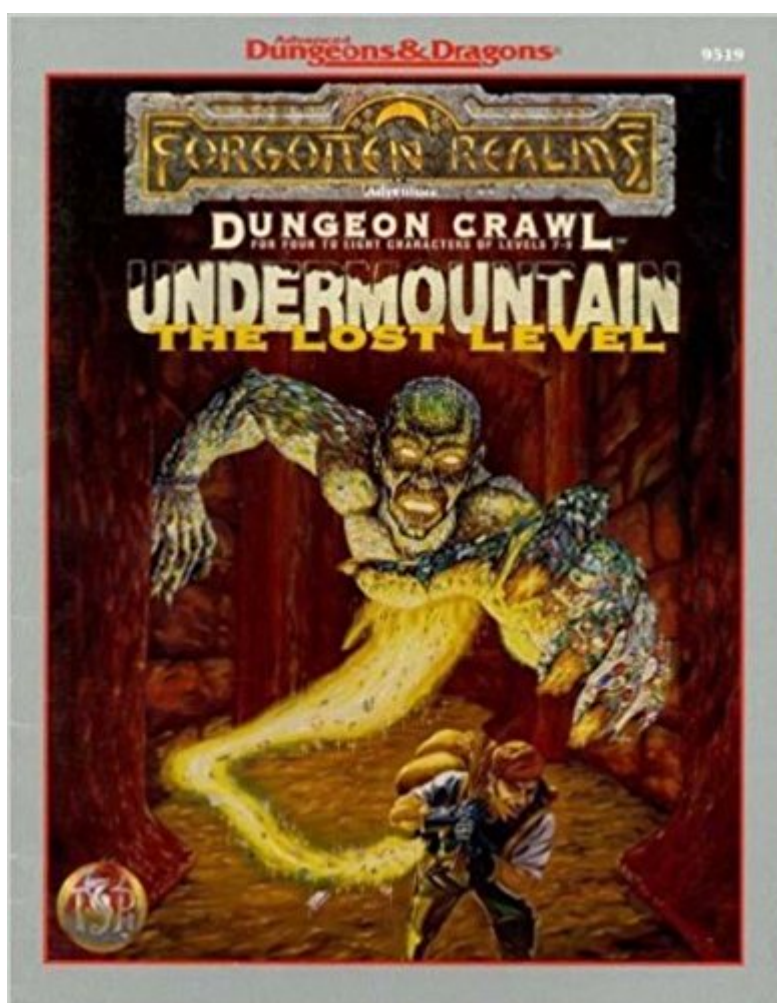


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# Undermountain: The Lost Level (AD&D/Forgotten Realms Dungeon Crawl Module)



## Synopsis

This DUNGEON CRAWL adventure includes 32 pages of combat and role-playing hearkening back to classic AD&D dungeons of old. This is a stand-alone module and does not require additional support materials. It can easily be inserted into a campaign on any world, but best fits an Undermountain or Waterdeep campaign within the Realms.

## Book Information

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## Customer Reviews

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Generations before the city of Waterdeep was founded, the dwarves of Clan Melairkyn built a fabulous underground settlement. Later, an army of drow elves and evil duergar wrenched the settlement away from them, only to have it taken away in turn by the evil arch-wizard Hilather Blackcloak (later Halaster), who turned it into Undermountain. But, even the great Halaster could not take control of the Lost Level, a place consecrated to the dwarf god Dumathoin. And now, your characters are going there, to see something unseen by mortal men for many years...Undermountain: The Lost Level is an AD&D (2nd edition) Forgotten Realms/Planescape adventure module for four to eight characters of level seven to nine. Overall, I found this to be a fun and interesting dungeon crawl - you know, not much of a story, but rooms filled with traps,

monsters, and treasure! My players had a lot of fun unraveling the mystery of the Lost Level (which allows them to leave!), and were truly challenged by Huntmistress Dhusarra, the villainess of the module. The tricks and traps of this module were well designed and quite interesting. Even more interesting, I thought, were the monsters and non-player characters who populate it. (I would like to say more, but don't want to provide any spoilers.) So, let me just say that my players and I enjoyed this module immensely, and highly recommend it to you.

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