

Sample file



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Advanced Dungeons & Dragons
2nd Edition



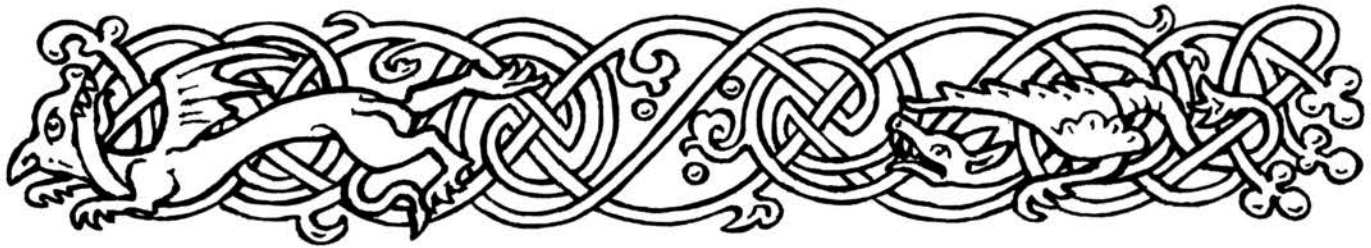
Ruins of Undermountain II The Deep Levels

**A Continuing Campaign Guide
to the Realms'
Greatest Dungeon**

Sample file

Thanks to Ed Greenwood and Steven Schend
who brought the original Undermountain into the open
for all Dungeon Masters and players to enjoy.





Ruins of Undermountain II: The Deep Levels

Campaign Guide

by Jean Rabe and Norm Ritchie

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Introduction

Looking for adventure, are ye? Looking for a place brimming with silver and gold, a place dripping with things magical? I know a place far and not far from here where all of that—and more—can be had. But mind me lads, there are other things there as well—danger and risk and uncertainty, and creatures never before seen by the likes of sell-swords and wizards who tread upon the sunlit lands of the Realms.

“This place is called Undermountain. And it is far beneath the crust of this world, yet right under fair Waterdeep. It is a dangerous labyrinth nestled deep in the bowels of the earth. It is a dungeon, I, Elminster of Shadowdale, know well. I shall tell you of these twisting corridors and of the man who made them his. Listen ye carefully—especially if ye are intent on diving into its depths. Perhaps what I tell you could save your life.

“Perhaps.”

With that the great mage stretched in the ebon-carved chair, his back to the blazing fire in the Gold Dragon Inn. The licking flames caused his shadow to dance across the floor, mingling with the shadows of the Waterdhavians intent on his every word. He reached a wrinkled hand into the recesses of his robe and withdrew a pipe that magically lit when he placed it to his lips. He puffed on the curved stem a few times, the curl of smoke spiraling upward to lose itself in the shadows overhead.

“Aye, I’ll tell you of Undermountain. It is the eldest dungeon in all of these lands, a stone and earth construction older than Waterdeep. Birthed from the mind and workings of the fell mage Halaster, the place was given life more than a thousand years ago. Halaster Blackcloak, they called him, though I know he went

also by other names, including Hilather the Mad Wizard.

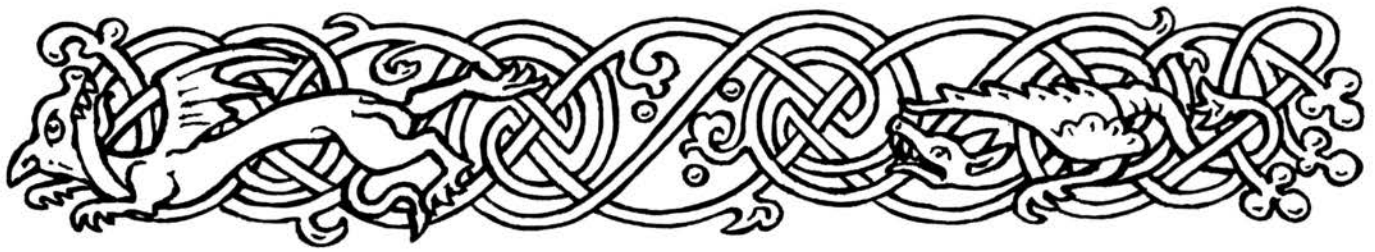
“What I will tell you of him is that at one time he was filled with love and life. During those years he created many and varied magical items and spells, started annual Magefairs and Spellmoots and more across the Realms. Indeed, he practiced the Art with considerable mastery and gained the respect of the populace. He drew people and apprentices to him, and then. . . .”

Elminster inhaled the pipe smoke deeply, then exhaled it in a single puff that seemed, for a moment, to take on the visage of an evilly-grinning man. “And then Halaster Blackcloak let his Art corrupt him. He ended all dealings with men, save with his seven apprentices. He came to these very lands seeking solitude in the mountain. Whether he came from the east or from Netheril, or whether he happened upon this ground from the Cradlelands that lie dead and buried under the Plains of Purple Dust, only the gods know—or care.

“Ye need know only that Halaster Blackcloak came here and called to him monsters from far planes and bound them to his will. These dark creatures built him a tower, a monument to his blackening soul. Long after the tower was finished he kept the creatures with him. It was his dealings with those monsters that changed him even more, the sages say. The more time he spent with them, the stronger and stranger he became. Next, the creatures built more chambers, perhaps at his bidding—perhaps not. But this time they constructed them beneath the earth, forming tunnels and rooms that encroached on, then took over an ancient dwarven home called the Underhalls.

“These caves and corridors were large and grand and as pitch as the fell mage’s heart. The duergar and other dwarves who walked them fell





before Halaster's spells, yielding the underground to the Mad Wizard. Halaster created tricks and traps and devious devices, things to protect his treasure and magics. Guardians he set to watch his scrolls and tomes, the things he wanted no other human eyes to see.

"While above ground, Halaster's apprentices wondered at his disappearance and journeyed to the deep ways in search of their master." Elminster closed his eyes in thought, a furrow crossing his brow. "One by one they sought Halaster Blackcloak, but they found only grief. Their once-master so craved solitude that he sent his creatures against them, testing both his students and his protections. After two of his apprentices were slain, the Mad Wizard called off the attack and drew his surviving pupils to his side, enlisting them to help improve the security of his Undermountain realm. Only one apprentice would not agree. She broke away from Halaster and returned to the surface, finding comfort within the walls of Myth Drannor and eventu-

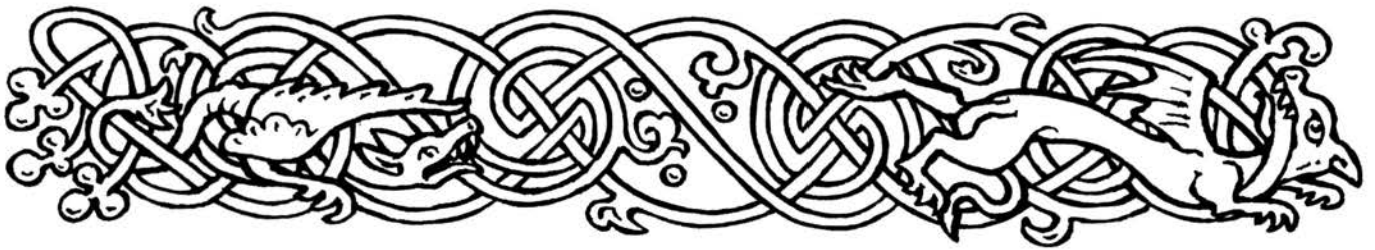
ally taking her place as Magister. It is from her that all knowledge comes of the fell mage and his underground home."

Elminster rubbed his chin and plucked the pipe from his mouth. "It is getting late, so only a little more will I tell you. Halaster Blackcloak grew in power and age and played with arcane incantations to give him immortality. Whether he was successful . . . who is witness to say? His home still exists in the womb of the earth, and that is what ye be interested in. If he no longer lives, he cannot consider you trespassers.

"How to get there, then? How to reach the wealth and magic? How to make a name for yourselves in the darkened halls far beneath Waterdeep? Well, friends, there are many paths to the deep ways, magical gates and more to transport you to adventure. Ye must find the gates and paths on your own or from the lips of others, for I shall not lead you to destruction. And where will these paths take you?

"Indeed, where will they take you?"





About The Deep Levels

This is a sequel to the *Ruins of Undermountain* campaign setting by Ed Greenwood, released in 1991. It presents various levels in the massive dungeon and is intended for characters of sixth to ninth level; the higher the characters' levels, the better their chances for survival. The first boxed set contains extensive background material on the dungeon and Waterdeep. Some of that information is paraphrased in the introductory material of this product. You do not need the first boxed set to use *Ruins of Undermountain II: The Deep Levels*.

Nestled in the FORGOTTEN REALMS® campaign setting, Undermountain is contained entirely beneath Waterdeep, the greatest city in that land. Consult the *Ruins of Undermountain* boxed set, the FORGOTTEN REALMS campaign setting, and the *FORGOTTEN REALMS Adventures* hardcover for more information on Waterdeep, its environs, and its inhabitants.

Ruins of Undermountain II: The Deep Levels (hereinafter referred to as UMTII) works best within a campaign set in the Forgotten Realms. However, it is a dungeon, and with very little work it can be used in practically any campaign setting. The DM™ will need to adjust the gates into and out of Undermountain to fit his or her own campaign.

The entire dungeon of Undermountain has nine known levels and at least 14 sub-levels. UMTII presents two of those levels, detailed on the full-color map sheets included in this box. Another map sheet presents a third sub-level and the map for the adventure booklet in this box. The uppermost three levels of the dungeon were handled in the *Ruins of Undermountain* boxed set.

There are more than enough rooms, caverns, and corridors in this set to keep players busy for hundreds of hours. Many of the rooms, caverns and corridors are detailed and populated in this product. These are noted by numbers on the maps that correspond to keyed descriptions in this book and the adventure book. In addition, much of Undermountain is left for DMs to personalize with their own tricks, traps, and

creatures. These undeveloped areas on the maps do not have numbers.

This is the fun of Undermountain—there is just enough material to keep DMs and players busy for a long while, yet there is just enough room for expansion by DMs who like to create their own material and add their own mark to the depths of the dungeon.

This book contains basic information about gates, rumors, NPCs, new magical items and spells and detailed chambers within the deep dungeon. It should be read only by the DUNGEON MASTER™. However, the DM™ might want to read Elminster's introduction to players to provide them with a little background and make them curious about Undermountain.

Also included in this box is a 32-page booklet filled with adventures. A small MONSTROUS COMPENDIUM® booklet presents new creatures to vex even veteran players; all of these monsters lurk somewhere within Undermountain's twisting corridors. And, finally, eight DM aid cards present traps and magical effects to intersperse throughout Undermountain.

Using UMTII

DMs should read all the introductory material in this booklet before sending their players into the Deep Levels. However, it is not necessary to read the entire product before starting play. DMs can focus on certain sections of the dungeon, reading only the text that pertains to those encounters, traps, and creatures, choosing the MONSTROUS COMPENDIUM sheets and tricks and traps cards that apply.

Since there is material here for dozens upon dozens of playing sessions, DMs can pace themselves through the material, making it less overwhelming. DMs should have copies of the MONSTROUS COMPENDIUM volumes I and II (or a copy of the *Monstrous Manual*). All the creatures in this boxed set, save for the creatures described in the included MONSTROUS COMPENDIUM booklet, come from these volumes. Of course, DMs are free to add creatures from other MONSTROUS COMPENDIUM volumes.

DMs will get ideas for their own encounters and

