

THE LOST LEVEL BENEATH THE RUINS OF UNDERMOUNTAIN



SCALE: ONE SQUARE EQUALS TEN FEET

	Door		Portcullis		Lower Passage
	Double Door		Altar		Core Room
	Secret Door		Water		Teleport Area
	One-Way Secret Door		Direction of Current		Dead Magic Area
	Statue		Stairs (Arrow Points Down)		



Monster Statistics for the Lost Level

Behir: AC 4; MV 15; HD 12; THACO 9; #AT 2 or 7; Dmg 2-8/2-5 or 2-8/1-6 (x6); SA Lightning bolt, swallow; SD Immune to electricity, poison; SW Nil; MR Nil; SZ G (40' long); ML Champion (15); Int Low (5-7); AL NE; XP 7,000.

Notes: SA—The behir can shoot a 24 point lightning bolt once every 10 rounds. On natural attack rolls of 20, the behir swallows its prey whole.

Carrion Crawler: AC 3 (head) / 7 (body); MV 12; HD 3+1; THACO 17; #AT 1 or 8; Dmg Special or 1-2; SA Paralysis; SD Nil; SW Nil; MR Nil; SZ L (9' long); ML Special; Int Non- (0); AL N; XP 420 each.

Notes: Tentacles produce paralytic secretions that paralyze victims for 2-12 turns.

Crawling Claw: AC 7; MV 9; HD 2-4 hp; THACO 20; #AT 1; Dmg 1-4 (armored foe), 1-6 (unarmored foe); SA Nil; SD As undead, but immune to turning or control; SW cold; MR Various; SZ T (human hand); ML Fearless (19); Int Non- (0); AL N; XP 35 each.

Notes: SD—Claws are unaffected by death magic or *raise dead* spells; they also have the standard resistance to *charm*, *hold*, and *sleep* spells as all undead.

SW—Cold-based spells increase all damage rolls against them by +1 per die.

Beholder, Death Kiss: AC 4 (body), 6 (tentacle), 8 (eye); MV Fl 9 (C); HD 77-84 hp; THACO 11; #AT 10; Dmg 1-8 (tentacle); SA blood drain, ram; SD regeneration; SW Nil; MR Nil; SZ H (8 1/2' diameter); ML Fanatic (17); Int High (14); AL NE; XP 8,000.

Notes: SA—Each attached tentacle drains 2 hit points per round starting the round after it hits. Hitting a tentacle will stun it for 1-4 rounds. Tentacles sever after taking 6 points of edged damage. They can be torn from victims with sufficient Strength (22); this does the victim 1-6 points of damage per barbed tentacle. Death kiss also ram foes for 1-8 damage.

SD—Each absorbed hit point allows the death kiss to regenerate 1 hp of damage in each of its tentacles.

Beholder, Undead—Death Tyrant: AC 0 (body), 2 (eyestalk), 7 (central eye); MV Fl 2 (C); HD 45-75 hp; THACO 9; #AT 1; Dmg 2-8 (bite); SA Magic eyes; SD Anti-magic ray; SW Nil; MR Nil; SZ L (4 1/2' diameter); ML Fanatic (18); Int Special; AL LE; XP 13,000.

Notes: SA—Undead beholders have the abilities of standard beholders, but they lose a few eyes when becoming undead. This one is missing its *disintegrate*, *fear*, *cause serious wounds*, and *charm* person eyes. Its *charm* monster eyestalk functions as *hold* monster now.

Beholder, Elder Orb: AC 0 (body), 2 (eyestalk), 7 (central eye); MV Fl 3 (B); HD 75 hp; THACO 5; #AT 1; Dmg 2-8 (bite); SA Magic eyes, spells; SD Anti-magic ray; SW Nil; MR 50%; SZ M (6' diameter); ML Fearless (19); Int Godlike (22); AL LE; XP 18,000.

Notes: SA—It can memorize one spell of each spell level from 1st to 9th level. It is missing his eyestalks with *cause serious wounds*, *death ray*, and *fear* effects.

SD—Elder orbs have the standard beholder's anti-magic central eye power.

Ettin: AC 3; MV 12; HD 10; THACO 10; #AT 2; Dmg 1-10 (left hand), 2-12 (right hand), or 2-16 (left club), 3-18 (right club); SA Nil; SD Surprised only on a 1; SW Nil; MR Nil; SZ H (13' tall); ML Elite (14); Int Low (5-7); AL CE; XP 3,000 each.

Giant, Frost: AC 0 (chain mail); MV 12; HD 14 + 1-4hp; hp 61 (wounded); THACO 7; #AT 1; Dmg 1-8 (fist), 2-16+9 (battle axe); SA Hurling rocks for 2-20 damage; SD Impervious to cold; SW Nil; MR Nil; SZ H (21' tall); ML Very Steady/Elite (13); Int Average (9); AL CE; XP 7,000.

Giant, Hill: AC 3 (hide armor); MV 12; HD 12 + 1-2 hp; hp 51 (wounded); THACO 9; #AT 1; Dmg 1-6 (fist), 2-12+7 (club); SA Hurling rocks for 2-16 damage; SD Nil; SW Nil; MR Nil; SZ H (16' tall); ML Elite (14); Int Low (5); AL CE; XP 3,000.

Golem, Iron: AC 3; MV 6; HD 18; THACO 3; #AT 1; Dmg 4-40 (fists); SA Gas; SD Fire healing; SW Electrical attacks, weapons of +3 or better; MR Nil; SZ L (12' tall); ML Fearless (20); Int Non- (0); AL N; XP 13,000 each.

Notes: SA—The golem can breathe a cloud of poisonous gas once every 7 rounds (save vs. poison or die).

SD—Iron golems are immune to all weapons of less than +3 enchantments. Each die of fire damage heals 1 hit point on the iron golem.

SW—Magical electrical attacks *slow* it for 3 rounds.

Advanced Dungeons & Dragons®



Undermountain: The Lost Level

by
Steven E. Schend

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Introduction

Welcome to the first official DUNGEON CRAWL™ adventure module, where we return to the timeless depths of the Realms' oldest and greatest dungeon: Undermountain! DUNGEON CRAWL adventures are created as stand-alone quests, but can easily be adapted to existing campaigns. DMs will be given ideas for linking DUNGEON CRAWL modules into an existing campaign. Even though the first few DUNGEON CRAWL modules are set within the FORGOTTEN REALMS® campaign (and specifically in the Undermountain setting), they can easily be used as parts of other major dungeons on any of TSR's worlds. Just like many early dungeons of the AD&D® game, the adventures take place where and when you, the DM, need them to happen.

Each DUNGEON CRAWL adventure includes a variety of ways into and out of the dungeon, as well as such sundries as: encounter tables (What monsters are wandering through the dungeon? When conditions change, what changes occur in the monsters' pattern?); rumors about the dungeon (What tavern tales lead the PCs to the dungeon? Are fabled treasures or lost comrades there?); and notes on what makes this dungeon unique physically (Is it dry or wet? Is the air stagnant or fresh? Are the doors wooden or stone and how do they lock?). Dungeon Masters should keep in mind the following rule for all DUNGEON CRAWL modules: Each adventure is entirely self-contained. Unless additional connections are needed to link the adventure to the DMs campaign, each DUNGEON CRAWL adventure location should be reachable only through the specific entrances and exits given in the module. Many of the locations chosen for these adventures are isolated and secluded, and adding even a stairwell or a tunnel can alter how the dungeon plays.

Do you have to play each DUNGEON CRAWL adventure in a particular order? No! Each adventure has a suggested range of character levels that can play the module and have a chance of success. Beyond that, the DM and the players are encouraged to play whichever DUNGEON CRAWL modules they wish, in whatever order they decide. Most of the modules will be weighted toward the mid-range of levels (Levels 5-9) and an average party size (five PCs). There may be some introductory or advanced DUNGEON CRAWL modules in the future, depending on what you, the consumer, want to play.

Hidden Stories

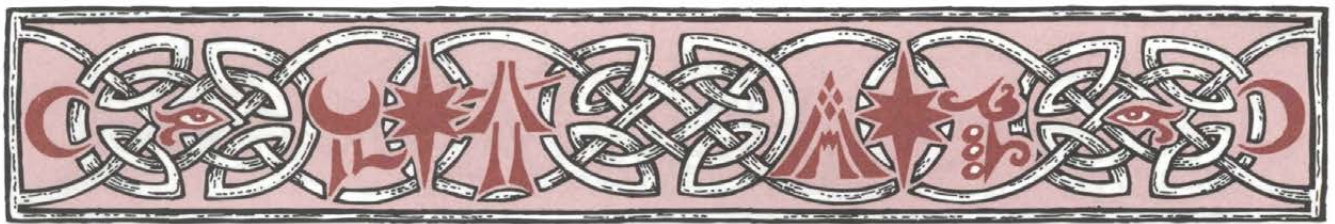
"Hail and well met" is a greeting I reserve for precious few dwellers in the dark halls of Undermountain. Indeed, most inhabitants are best met with the edge of a blade or worse. Still, I speak from experience that friends may be found in the most unlikely of places within Halaster's home. Provided, that is, you can crawl over those who fell before you and survive to meet them. . . .

—Mirt the Moneylender

This particular segment of the massive dungeon complex known as Undermountain has been the subject of many false and long-winded legends. The Lost Level, as it is commonly called, lies within the area known as the Dark Levels of Undermountain. These are isolated sub-levels of Halaster's domain somewhere between major Levels Four and Six. This section contains information on the Lost Level likely never to be discovered by the player characters. It is presented to give you, the DM, a background to work from.

Undermountain was not always the "deepest dungeon of the Realms," though it has always had its share of dangers. Over 2,000 years ago, a dwarf named Melair settled in this area and struck a rich vein of mithral. Soon, the works coming from the Underhalls of Clan Melairkyn rivalled the best of their contemporaries in Delzoun. Most of their work is now lost and long forgotten, as the Melairkyn clan disappeared long before settlements began cropping up where Waterdeep now stands. They were driven from their halls by drow and duergar who came to plunder the rich deposits of gems and mithral. These invaders were later slaughtered by the arrival of Hilather Blackcloak. After taking the name Halaster, the wizard claimed all the Underhalls and attendant areas as his own. This became what is now considered Undermountain.

The Lost Level was originally constructed by the Melairkyn dwarves nearly two thousand years ago and consecrated as a temple to Dumathoin. It serves as a burial tomb for what would prove to be the last dynasty of the Melairkyn clan rulers on Faerun. Rooms #1 through #16 are the oldest-



structures on the Lost Level. Rooms #17 and #18 are natural caverns, though Room #17 originally extended about 100 feet from the bottom of the stairs connecting it to the complex above; all the expansions of that cavern come from the priest's (and others') diligent mining efforts over the past centuries.

Next came a prison built by the drow (Rooms #19-#24). Designed to hold captive dwarves between raids throughout the Underhalls, the prison was built in 964 NR (68 DR) and capable of holding eight prisoners and up to five monsters for release into other sections of the emptying complex. Many of the captives either died here or were taken down to the Underdark as slaves. The drow fought the dwarven priests of Dumathoin mercilessly, and many fell before they sealed the temple from outsiders in the year 821 NR/211 DR. In the intervening 1,157 years, the doors have opened only 32 times, and less than 20 living beings have seen this last glory of the Melairkyn dwarves.

Halaster Blackcloak, a wizard of some renown in the south, arrived at the Lost Level 757 years before Ahghairon began his rule of Waterdeep. In the nearly 1,100 years since, he has altered the Lost Level in many ways. Almost immediately, he emptied the prison and left a few magical surprises for any drow that might try to return. Within a century of that time, he sealed the mechanized shaft that led to the Melairkyn temple and replaced it with a *gate* of his own devising, as well as the heavily guarded exit *gates* (Rooms #29 & #30). Finally, on some malevolent whim, he and his apprentices constructed the deadly gauntlet that has been the abode of eight separate vampires in the intervening 500 years. These changes reflect Halaster's anger in being denied access to Dumathoin's temple on this level—one of only a handful of places he does not control within the Undermountain complex.

Eleven years ago, the Time of Troubles rocked Faerun and changes happened even here, more than four miles beneath Waterdeep's streets. The havoc included the spontaneous creation of the dead magic zone in Room #27 and a sudden localized tremor that split the barren cavern (Room #18), created a double waterfall from the formerly submerged River Sargauth, and caused some major changes to the cave.

These facts are almost impossible for the PCs to uncover without magic or interrogating Halaster himself (who would hardly sit still for questioning unless it amused him to do so). Some basic information might be amassed by *stone tell* or other similar magics. But most likely, they simply help set the stage for the Dungeon Master and prepare them for setting the player characters loose in the patchwork dungeon that is the Lost Level of Undermountain!

Ways In and Out

This section provides a summary of possible entrances linking Undermountain's Lost Level to the surrounding campaign territory. Like most entries and exits for Undermountain, those that enter this adventure permit travel in one direction only—into the dungeon—and it's up to the players to get their PCs out alive! There are several *gates* on the main level itself, but only one of them gets to the hidden *gate* maze. . . and there they may find a route that leads them to safety. . .

DMs should keep in mind that this adventure is not written in stone. If you want to alter *gates* to or from the Lost Level, feel free to change them as you see fit, either by moving them or blocking access to them (temporarily with a rockfall or more permanently). Obviously, the *gates* listed below can be changed to fit the adventure into your current campaign. While it is designed as an Undermountain supplement, the Lost Level could be part of labyrinths beneath a great city on any campaign world.

The Lost Level has only four entrances and they all link with Waterdeep and Undermountain without using any specific entrances detailed in either of the *Ruins of Undermountain* boxed sets. Three of the *gates* are established below, but if you do not own other Undermountain products of the *City of Splendors* boxed set, simply use the fourth option to design your own entrance.

- Waterdeep's sewers contain the first entry *gate*. The sewer entrance shaft located in the trees at the center of the block bounded by Hassantyr's Street, the High Road, Julthoon Street, and Copper Street (Sewer Feature #22 in the *City of Splendors* box) is the closest entrance to the *gate*. The *gate* lies 100 paces along the main sewer shaft to the southeast; when active, any sentient being approaching within 30 feet of it sees a sparkling light beneath the water of the sewer. All PCs and NPCs entering the light must save vs. spell or be sucked into a swirling whirlpool that drags them underwater and into Room #1 of the Lost Level. This *gate* is only active during the night of a full moon in the month of Flamerule.
- The second *gate* is easily reached on Level Two of Undermountain, but it needs a number of activators. A temple on Level Two (the 2M area with the pyramid, north of Room #45 and south of Room #51) has a series of storage rooms behind it filled with now dusty and rotted altar cloths, tunics, and clerical supplies. The fourth alcove from the left contains boxes of white and red candles. Candle holders are mounted on both sides of the corridor at ten foot intervals. When white candles are placed in both the holders mounted on the sides of the ninth alcove and in the holder opposite the alcove and lit, a *gate* opens. Sparkling ribbons of white light connect the candles, and all living beings and carried equipment within the beams of light are teleported into Room #1 of the Lost Level.
- The third *gate* is simple to find; it lies in the room directly south of Room #66 on the Level Three—North map of Undermountain. To trigger it, one must stand on the mosaic and say the words "Take us to our rest" in dwarvish. The *gate* is identical in appearance to the arrival area in Room #1 and has not been used since the warren of rooms leading to it became home to a tribe of ogres. The tribe consists of 17 male and 14 female ogres, two female ogre leaders, and a male ogre chieftain. The floor and walls of the *gate* room are covered with lice-infested bearskins, and the room serves as the chieftain's treasure chamber. It is heavily defended at all times. The room contains: 5,600 cp; 1,100 sp; 275 gp; an obsidian statuette of a stag (500 gp); four suits of human-sized chain mail (all bloodied but usable; one is *chain mail* +2); a stained cloak of arachnida; and a staff of curing with four charges.



- The final *gate* that leads to Room #1's entry *gate* is left for the DM to create. It is important to have this *gate* meet at least one of the following criteria: it is incredibly difficult to reach or use (remote or has an elaborate activation); it is painful to use and hard to survive passage through (at the center of a flaming brazier, for example); or impossible for any but a dwarf to discover (a secret door leading to the *gate* that only a dwarf can detect). Remember, this is called the Lost Level because few adventurers manage to find it, and fewer still ever return to tell the tale!

Rumors of Undermountain

These are rumors about Undermountain that PCs may hear in tavern tales or whispered to them by mysterious beggars in Waterdeep. Use these as you see fit to provide the PCs with some ideas if they are not sufficiently motivated to find the adventure themselves. What the truth is behind these rumors is up to the individual DM to decide.

- There are places in Undermountain where mountains of gold, gems, and other valuables lie, seemingly unguarded. If the treasure is disturbed, it forms into a monstrous golem of gold and gems before your very eyes!
- The Melairkyn dwarves are long dead, but their treasures are still in Undermountain waiting for someone to find and claim mountains of mithral coins, armor, and weapons!
- There is a dwarven battle song in the North that details an ancient battle of dwarves against trolls. The last verse of the song has the spirits of fallen dwarves crying "Take us to our rest!" Ilighast Chamnabar, a sage of Waterdeep learned in the history of the Sword Coastlands, believes this line and bits of the song tie into some hidden entrance to the tombs of the long-lost Melairkyn clan of Undermountain.
- The Waterdeep watch is baffled by the repeated stories of a skulking killer "wearing the hide of a displacer beast" who slays her victims and carries them off with her. While a few vagrants have disappeared in Trades and South Ward, the watch officially denies the affair and is actively trying to hush the whole thing up.
- A former adventuring company of Waterdeep, the Band of the Mailed Fist, never returned to the city. It is said that they founded a small village somewhere in the dungeon. They cleared out a large temple area, and along with other lost adventurers, built the fortified village known as Gauntlet. The citadel-city lies at the mouth of a large tunnel in Undermountain's Level Five along a known drow slave trade route to the Underdark.
- A Lord of Waterdeep, clad in bright scarlet robes instead of black, floats along the damp halls of the deep dungeon. He never talks and should be approached with caution, as he is equally likely to blast a person with lightning bolts as he is to dole out *neutralize poison* to a fallen hero. No one knows how long he's been here, but many "know" this is old Ahghairon's spirit keeping the worst dangers of Undermountain from reaching the surface.

- The Sons of Allumar Zeth is a 100-year-old myth of Undermountain. Zeth was a former Guildmaster during the guilds' misguided rule of the city, and he was among the first to fall in the ensuing intrigues. He sent his sons into Undermountain with his fortune (and magic) to protect them, assured that they would remain safe from the dangers of the dungeon. All the tales agree to these facts, but split here. Some say there were eight sons and four slew their brethren to join Halaster. Others say there were fourteen sons and all still remain in magical stasis, guarding their father's treasure, and awaiting a summons to return. Still more talk of the eldest, Allumar the Second, and his marriage to a drow slayer. Most believe the answer to the puzzle of The Sons of Allumar Zeth is on the Lost Level.
- The Guard has been disposing of many undesirables into Undermountain recently. They've just broken up a budding thieves' guild and are using some old drow prisons within the Underhalls to cage the miscreants.
- There is a hall filled with mirrors within Undermountain. The mirrors reflect spells and light alike. The mirrors show a person's inner self rather than their external looks. This mirrored-room hides many secret doors leading to vast treasures of magic hidden away by Halaster and his malformed apprentice Arcturia.

Notes on The Lost Level

If rooms or locations do not have specific details, the DM should use these generic notes to cover the norms of a number of features on the Lost Level.

Architecture

Doors

Most doors on this level are made of heavy wood with bands of steel reinforcing them. They have pull-rings on either side for handles, which must be turned and pulled to open. Door locks are made of metal. The text notes if a door is open, locked, unlocked, and if it can be forced.

Doors on the Lost Level fit tightly in their frames, though none are tight enough to bar the passage of air or sound. They do manage to muffle most sounds—except high-pitched shrieks and loud spells like *fireball*. The standard door has only a half-inch gap between the frame and the door.

Doors within the dwarven-built temple to Dumathoin and the tombs of the Melairkyn are all made of stone, and unless mentioned otherwise, built to pivot on a central rod. All are air-tight and show no handles or locks. Massive locks are located in the top of the door frame and cannot be picked with normal thieves' tools. The locking mechanism and door "handle" is often hidden under a flagstone near the door's base. The temple doors and locks are opened by pressing a special amulet into a recess and turning it; the mechanism closes as the door pivots to allow entry. The tomb doors have similar locks, but their locks are even more carefully hidden. The locking mechanism on tomb doors is a set of five recessed handles that must



be turned in sequence to release the locks and then turned again to open the doors. Specific combinations are mentioned for important tomb doors. When a tomb door is opened, it splits into four sections and recedes into the wall.

All temple doors are precisely made. Dwarves are the only creatures that can easily spot the hidden locks and presence of secret doors. All characters searching for locks or traps (find and/or open) within the dwarven temple are at -1 (or -5%) penalties, except dwarves, who operate normally.

All dwarven-built doors within the temple and tombs are 100% resistant to magics like *knock* or *chimes of opening*. They only respond to either the manipulation of their locks or *Bandaerl's chime* that Johanna carries.

Portcullises

The portcullises on the Lost Level, unless stated otherwise, are standard iron gates that drop from ceiling to floor. The dwarven portcullises are gold-plated mithral constructs, and thus characters trying to force them incur a -40% penalty to Bend Bars rolls.

Climate

Undermountain is often cold and dank (like a cellar), but the Lost Level is dry with only a few areas with any humidity. The level is comfortably warm, about equal to a sunny spring day.

Despite the lack of vents or other air passages, the Lost Level has fresh air brought in by magical means. The Temple of Dumathoin, sealed for decades, has slightly staler air than the remainder of the level. There are notes on the air in the deep tombs, but in all other locations, the air is fine. Running out of fresh air is the least of the dangers within the Lost Level.

Gate Keys

While the PCs generally have no control over the *gates* within Undermountain, finding the exit *gate* from the Lost Level is a puzzle. The three keys needed to activate it scatter randomly around the Lost Level within Rooms #19 through Room #29. When discovered, they are the size of a standard door key until brought within 5 feet of the floor mosaic in Room #1, when the key grows to 4 feet in length and fits one of the three keyholes worked into the mosaic. With all three keys in place, the gate will activate and send any PCs in contact with it to Room #30. Once the *gate* is activated, it remains active for less than a round and then the keys *teleport* to random locations again.

Magic Barrier Spells

Like the rest of the Undermountain dungeon complex, powerful magics prohibit many different spells and abilities from working normally. These magical invisible barriers permeate the dungeon everywhere, and they cause most walls, doors, and other surfaces in Undermountain to radiate with magic under *detect magic* spells. Some areas emit magic so strongly that *detect magic* spells become useless, the caster being virtually blinded by the radiance.

- No form of *teleportation* or similar spells—*word of recall*, *dimension door*, *succor*, or even *passwall*—function within the Lost Level. No magical methods of escape are possible except through Halaster's *gates*.
- ESP and similar scrying magic (like *locate object*) do not operate through ceilings, floors, walls, or doors. *Wizard eyes* and *projected images* can move only if there are gaps for air passage like keyholes and other similar openings in the enclosure.
- Spells that summon things from outside the dungeon do not function. A *monster summoning*, for instance, only summons creatures already in Undermountain. Most *summoning items* (like a *horn of Valhalla*) operate, as do devices that create extradimensional areas (such as *bags of holding* and *portable holes*).
- *Stone shape*, *rock to mud*, and other similar spells and effects are blocked within the dwarven temple—such spells may only be cast if it is the will of Dumathoin. Normally, only the dwarven *archlich* is able to cast spells of this sort within the tombs and temples.

Lighting

Within the temple of Dumathoin and the tomb of the Melairkyn, torches line the walls and light the areas. These torches are enspelled to burn on command without consuming the torch. These magical lights are the only overt sign of elven work within the halls. Other than their longevity and their inability to be blown out, the lights are like normal torches.

Magic-Dead Zones

A few areas in the Lost Level are “magic-dead” as a lingering result of the Time of Troubles. These “dead-zones” are invisible to the naked eye, but are identified in the text and highlighted in blue on the map. Magic-using monsters can ‘feel’ the perimeters of “magic-dead” areas, and most will not enter them willingly.

Within a “magic-dead” area, spells do not work, magical items do not function, and ongoing spells or magical powers are suspended until they are out of the area. Spells cast into a magic-dead area are negated at the closest edge. Spellcasting or item use inside these areas will not “waste” the spell or charges—everything magical is ‘on hold.’ Magical weapons function as normal weapons, and memorization of new spells is impossible.

Monsters

While the Lost Level has no wandering monsters, there are spells set by Halaster to release a large number of creatures into the temple to Dumathoin (Rooms #3-#15) when its door is breached. The statistics and information on all the monsters in the Lost Level can be found in the MONSTROUS MANUAL™ tome, as well as in abbreviated form on the gatefold.

All the monsters within the tomb and temple areas carry a random amount of individual treasure as noted within the MONSTROUS MANUAL. Items of unique interest are mentioned specifically with the individual monster.