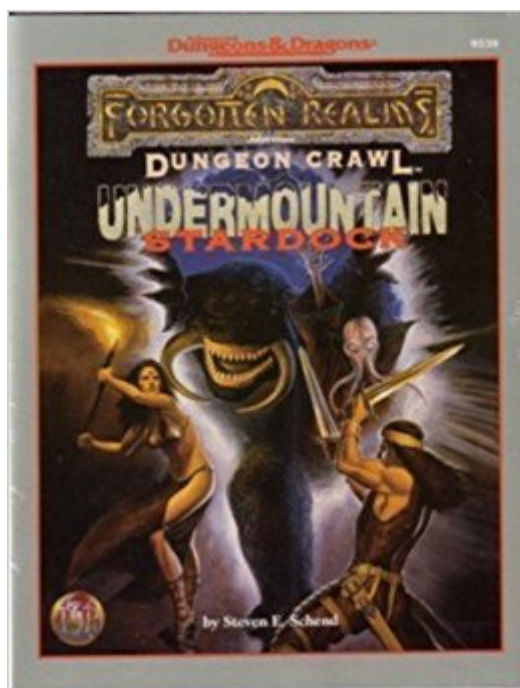


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Undermountain: Stardock (AD&D Fantasy Roleplaying, Forgotten Realms Dungeon Crawl Trilogy, Part 3)



Synopsis

At dawn of Highharvestide 1369, every practitioner of magic on the Sword Coast knew there was a problem. By midmorning, the Lords of Waterdeep confirmed the ill omens: Some brave souls worthy of the title 'Hero' must enter Undermountain on a mission to save Halaster Blackcloak!

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At dawn of Highharvestide 1369, every practitioner of magic on the Sword Coast knew there was a problem. By midmorning, the Lords of Waterdeep confirmed the ill omens: Some brave souls worthy of the title 'Hero' must enter Undermountain on a mission to save Halaster Blackcloak!

An adventure in the most dangerous dungeon in all the Realms! This book gave my characters all-new possibilities such as an alliance with Halaster Blackcloak himself, a new plane of existence for adventurers to explore and to see what the world would be like without the Mad Mage of Undermountain. This adventure also got me interested in the little-known organization known as the Twisted Rune, with its intrigues and mysterious plots for the good and evil forces of the Realms. Basically, this book is not one to be missed!

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