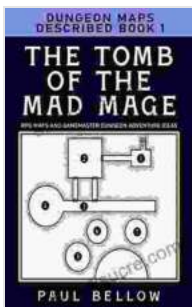


The Tomb of the Mad Mage: An Epic Adventure for Dungeons & Dragons

The Tomb of the Mad Mage is a massive dungeon crawl adventure for Dungeons & Dragons that takes place in the Undermountain beneath the city of Waterdeep. This guide will provide you with everything you need to know about the adventure, including a plot summary, a breakdown of the dungeon levels, and tips for running the adventure.



The Tomb of the Mad Mage: Dungeon Maps Described Book 1 (RPG Maps and Gamemaster Dungeon Adventure Ideas) by Paul Bellow

★★★★☆ 4.4 out of 5

Language : English
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Lending : Enabled
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Plot Summary

The Tomb of the Mad Mage is a dungeon crawl adventure that takes place in the Undermountain, a vast and dangerous dungeon complex beneath the city of Waterdeep. The adventure begins when the characters are hired by a wealthy merchant to retrieve a powerful magical artifact from the Undermountain. The characters must then navigate through the dungeon,

fighting monsters, solving puzzles, and overcoming traps in order to reach the artifact.

Along the way, the characters will learn about the history of the Undermountain and the Mad Mage, a powerful wizard who once ruled the dungeon. The characters will also encounter a variety of factions and creatures that inhabit the Undermountain, including dwarves, drow, and duergar.

The Tomb of the Mad Mage is a challenging adventure that will test the skills of even the most experienced players. The adventure is designed to be played over multiple sessions, and it can take months or even years to complete.

Dungeon Levels

The Tomb of the Mad Mage is divided into 23 dungeon levels. Each level is filled with monsters, traps, and puzzles. The following is a brief overview of each level:

1. **Level 1: The Yawning Portal** - This is the entrance to the Undermountain. It is a large tavern that is frequented by adventurers and merchants.
2. **Level 2: The First Level of the Undermountain** - This level is home to a variety of creatures, including goblins, kobolds, and giant rats.
3. **Level 3: The Second Level of the Undermountain** - This level is home to a variety of humanoids, including bandits, thugs, and cultists.
4. **Level 4: The Third Level of the Undermountain** - This level is home to a variety of undead creatures, including zombies, ghouls, and

wights.

5. **Level 5: The Fourth Level of the Undermountain** - This level is home to a variety of aberrations, including mind flayers, beholders, and illithids.
6. **Level 6: The Fifth Level of the Undermountain** - This level is home to a variety of elementals, including fire elementals, water elementals, and earth elementals.
7. **Level 7: The Sixth Level of the Undermountain** - This level is home to a variety of celestials, including angels, archons, and devas.
8. **Level 8: The Seventh Level of the Undermountain** - This level is home to a variety of fiends, including demons, devils, and yugoloths.
9. **Level 9: The Eighth Level of the Undermountain** - This level is home to a variety of constructs, including golems, homunculi, and warforged.
10. **Level 10: The Ninth Level of the Undermountain** - This level is home to a variety of dragons, including red dragons, black dragons, and green dragons.
11. **Level 11: The Tenth Level of the Undermountain** - This level is home to a variety of giants, including cloud giants, fire giants, and frost giants.
12. **Level 12: The Eleventh Level of the Undermountain** - This level is home to a variety of beholders, including death tyrants, eye tyrants, and mind flayers.
13. **Level 13: The Twelfth Level of the Undermountain** - This level is home to a variety of illithids, including elder brains, mind flayers, and

ulitharids.

14. **Level 14: The Thirteenth Level of the Undermountain** - This level is home to a variety of yugoloths, including arcanaloths, mezzoloths, and nyarlathoteps.
15. **Level 15: The Fourteenth Level of the Undermountain** - This level is home to a variety of demons, including balors, mariliths, and nalfeshnee.
16. **Level 16: The Fifteenth Level of the Undermountain** - This level is home to a variety of devils, including erinyes, lemure, and pit fiends.
17. **Level 17: The Sixteenth Level of the Undermountain** - This level is home to a variety of constructs, including golems, homunculi, and warforged.
18. **Level 18: The Seventeenth Level of the Undermountain** - This level is home to a variety of dragons, including red dragons, black dragons, and green dragons.
19. **Level 19: The Eighteenth Level of the Undermountain** - This level is home to a variety of giants, including cloud giants, fire giants, and frost giants.
20. **Level 20: The Nineteenth Level of the Undermountain** - This level is home to a variety of beholders, including death tyrants, eye tyrants, and mind flayers.
21. **Level 21: The Twentieth Level of the Undermountain** - This level is home to a variety of illithids, including elder brains, mind flayers, and ulitharids.

22. **Level 22: The Twenty-First Level of the Undermountain** - This level is home to a variety of yugoloths, including arcanaloths, mezzoloths, and nyarlathoteps.
23. **Level 23: The Twenty-Second Level of the Undermountain** - This is the final level of the dungeon. It is the lair of the Mad Mage, Halaster Blackcloak.

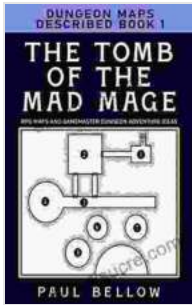
Tips for Running the Adventure

The Tomb of the Mad Mage is a challenging adventure that requires careful planning and execution. Here are some tips for running the adventure:

- **Read the adventure carefully before running it.** This will help you to get a good understanding of the story and the dungeon.
- **Be prepared to improvise.** The Tomb of the Mad Mage is a sandbox adventure, which means that the players can go anywhere and do anything. Be prepared to improvise if the players go off script.
- **Use the environment to your advantage.** The Tomb of the Mad Mage is filled with hazards and traps. Use these to your advantage to challenge the players.
- **Don't be afraid to kill the players.** The Tomb of the Mad Mage is a dangerous place. If the players make a mistake, they could easily die.
- **Have fun!** The Tomb of the Mad Mage is a great adventure that can be enjoyed by players of all levels.

The Tomb of the Mad Mage is a massive dungeon crawl adventure that will provide hours of entertainment for players of all levels. The adventure is challenging, but it is also fair. With careful planning and execution, you can

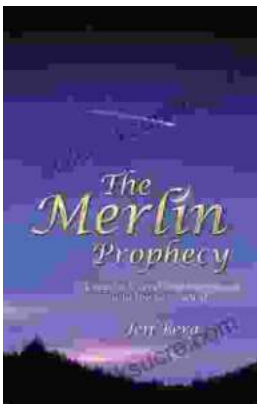
run a successful Tomb of the Mad Mage campaign that your players will never forget.



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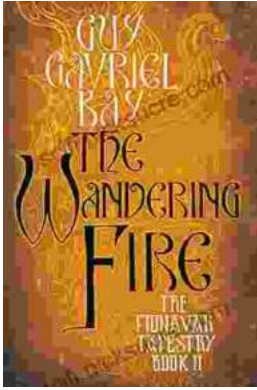
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