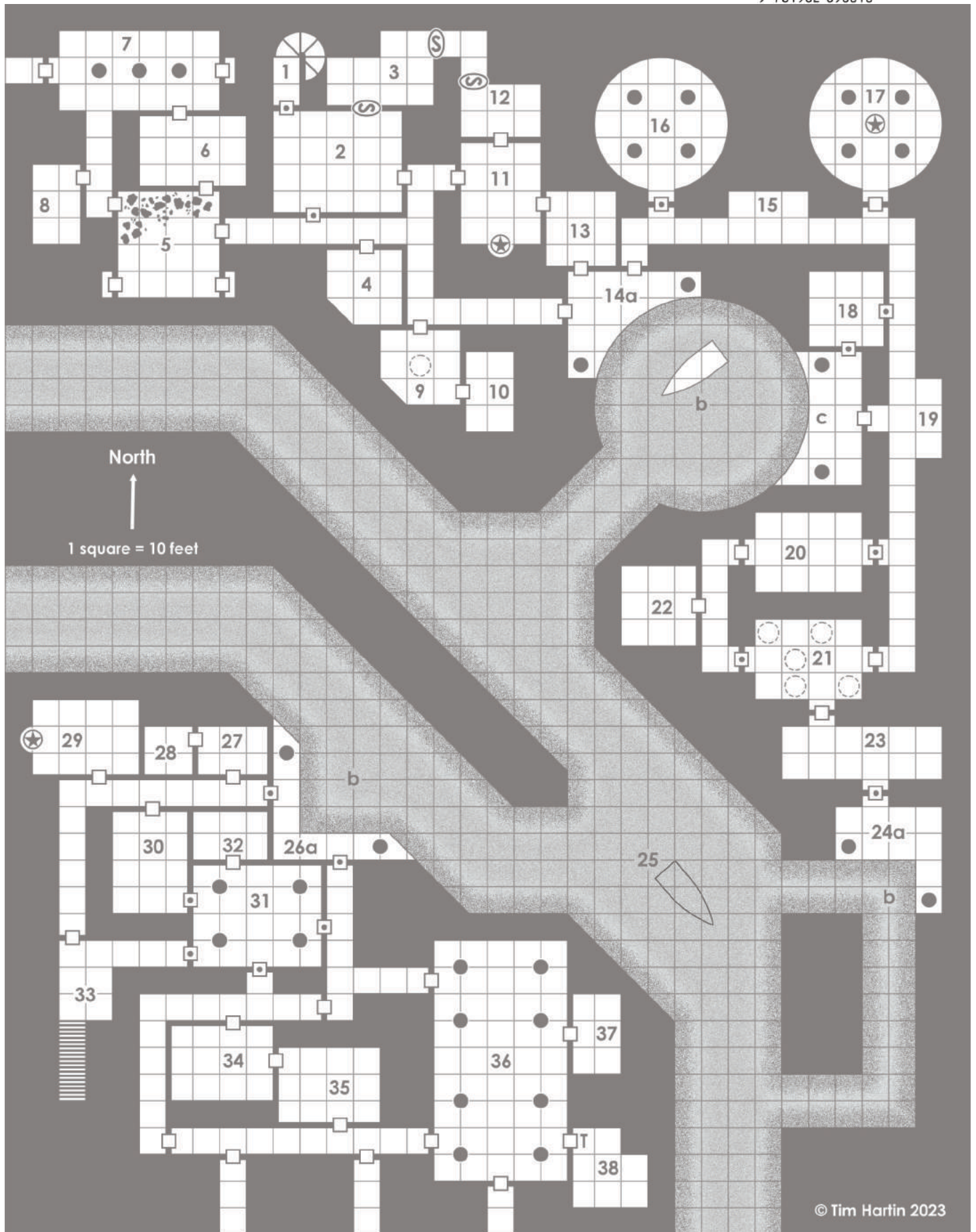


UNDERCITY SECTION D1

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SECTION D1

This section of Undercity is intended for four to six 3rd-level characters.

Hidden within a secluded grove, a spiral staircase, encrusted with ancient glyphs, descends into the mysterious depths of Undercity, beckoning adventurers with its haunting allure. Meanwhile, in a forgotten alleyway of the city above, an unassuming, ordinary staircase, overgrown with moss and ivy, leads downward, offering another, more discreet passage into the sprawling subterranean maze.

Two factions dominate this part of Undercity. The northeastern chambers are ruled over by a coven of sea hags called the Tidebound Trio. They're served by pirate minions. The southwestern part of this section is ruled by a werecrocodile and a clan of albino lizardfolk. The two factions are at war with each other, and will do their best to get the characters to join their respective factions.

Keyed Encounters

The following area descriptions are keyed to the map of Section D1 as shown on the cover.

1—Fetid

Spiral Staircase. This spiral staircase leads up to a secluded grove in one of the city's parks.

Standing Water. There's standing water in this room.

Stuck Door. The door that leads to area 2 is stuck shut. A successful DC 18 Strength check forces it open.

2—Choice

Door Troubles. The door connecting this area to area 1 is stuck shut (see area 1) and the other two visible doors are locked.

Rotting Crates. Ancient crates filled with rotten supplies fill this room.

Secret Door. There is a secret door hidden in the northern wall that leads to area 3. A peephole in this door allows the **ACOLYTE** in area 3 to view the characters as they move through this area.

3—Sticky

Paintings. Numerous paintings—many waterlogged and rotting—hang on the walls of this room. Two of them hide the secret doors that lead to areas 2 and 12.

Standing Water. There's standing water in this room.

The Spy and the Mimic. Unless she was already encountered in area 12, an **ACOLYTE** servant of the hags posts here watching intruders in area 2. Additionally, the painting in front of the secret door to area 12 is actually a **MIMIC**. The hags and their minions keep it fed, so it won't attack the acolyte. If the characters fail to discover the acolyte here, she escapes to area 11 and encounters the circus bear there.

Magically Preserved Painting. Curiously, one of the paintings is in perfect condition thanks to abjuration magic. It's worth 500 gp.

4—Canoe

Canoes. There are four canoes in this room. All four are in perfect condition and their paddles are inside.

Hag's Rest. A **SEA HAG** sleeps in one of the canoes. Until she wakes, she looks like a waterlogged corpse. Any character that loses their saving throw against her Horrific Appearance trait cries out, instantly waking her.

5—Scepter

Rubble Piles. Much of the ceiling in the north part of this room has collapsed, blocking access to the doors leading to areas 6 and 7. It can be cleared, but it could take days and there's no guarantee that the entire ceiling won't collapse.

All Hail the Skeleton King. Six humanoid skeletons, bound with seaweed and hung on poles, stand in a circle at the center of this room. One of them wears a crown made of plank wood and holds a scepter fashioned from a canoe paddle.

Closets. The two southern doors open to empty closets.

6—Brisket

Blocked Passage. The door to area 5 won't open until the rubble lying against it (see area 5) is cleared away.

Standing Water. There's standing water in this room.

Cloud of Flies. A cloud of swarming, biting flies fill the room. The cloud's area is lightly obscured and difficult terrain. A creature that enters the room the first time on a turn or starts its turn in the area must make a DC 11 Constitution saving throw. A creature takes 1d4 piercing damage on a failed



saving throw, or half as much damage on a successful one. Removing the calf's corpse from the room causes the flies to leave 1 hour later.

Golden Calf. The flies are feasting on the remains of a calf whose head was encased in molten gold. Although the body is a grisly, reeking nightmare covered in maggots, the golden skull is worth 100 gp.

7—Sewage

Blocked Passage. The door to area 5 won't open until the rubble lying against it (see area 5) is cleared away.

Standing Water. There's standing water in this room.

Pipes. Three huge, leaky, rusty pipes (represented by columns on the map) rise from the ceiling to the floor.

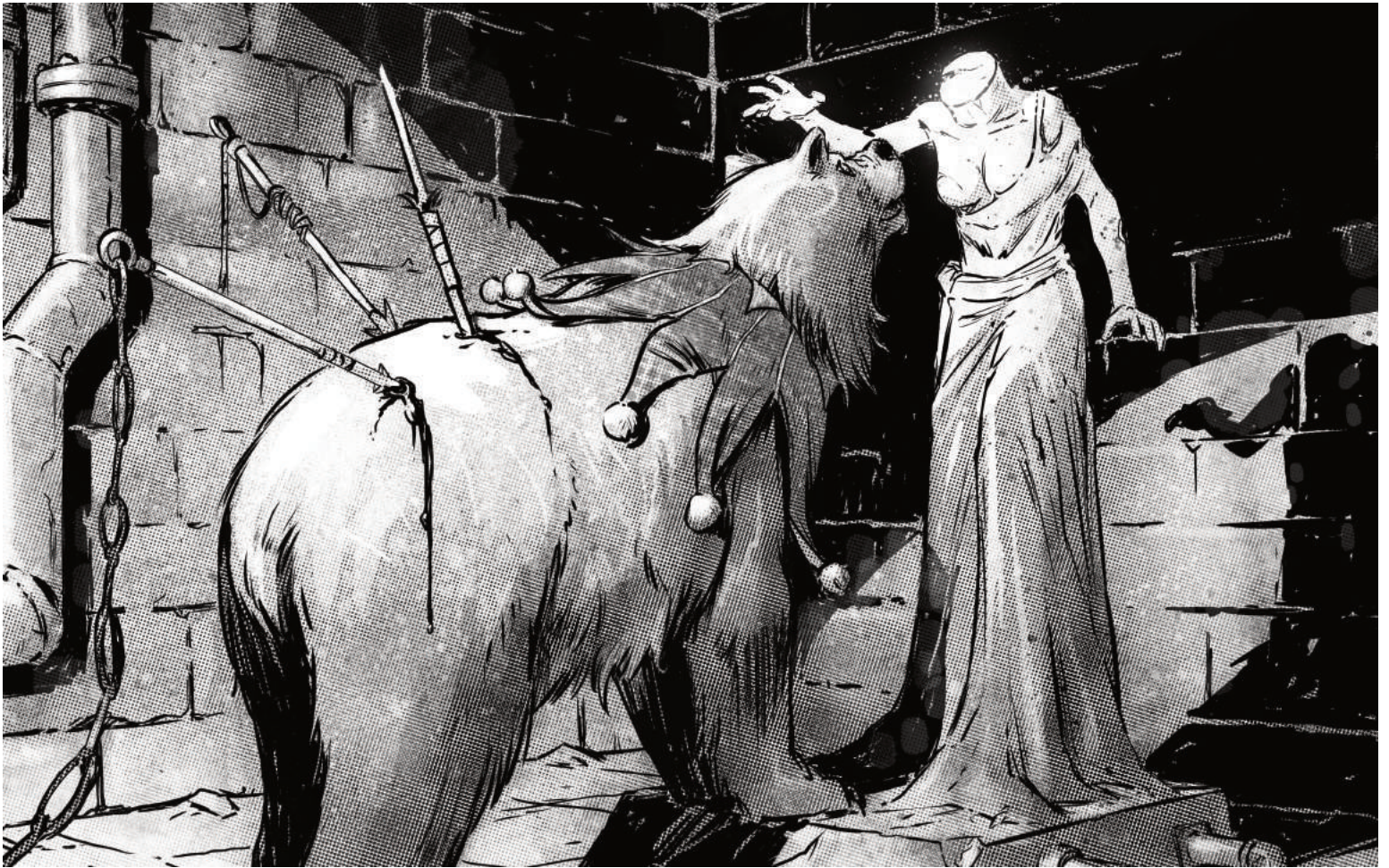
Collector. When the characters enter this area, a hunched over woman wearing tattered, decaying robes digs through the raw sewage with her green claws. Occasionally, she finds something she likes and places it into a brown-stained sack. This woman is a **SEA HAG**.

Water Flow Controls. The door on the eastern wall is locked. It conceals a small closet within which are multiple pipes and large valves. A character who examines the controls and succeeds on a DC 12 Intelligence (Investigation) check understands that these valves control the water flow. By adjusting the valves, the characters can raise the water levels throughout the Undercity up an additional 5 feet, or completely drain it. This affects the water in area 25, plus all other connected waterways in other parts of the Undercity.

8—Decomposition

Stench of the Dead. The smell of the dead things in this room is detectable from the other side of the door, no check needed.

Zombie Closet. When the characters enter this area, they discover what looks like thirteen corpses lying face down on the stone. A dreadful-looking woman—a **SEA HAG**—stands amid them, sprinkling their backs with salt water poured from a rusty watering can. When she sees the characters, she puts a finger to her lips and whispers, "Shh, they're sleeping." Almost immediately after that, the corpses rise as thirteen **ZOMBIES**. The sea hag whines that the characters woke the dead.



Pearly Eyes. All of the zombies have pearls jammed into their eye sockets (they still see normally), twenty-six in all. Each pearl is worth 100 gp.

9—Deception

Hole in the Floor. There is a 10-foot-wide, 6-foot-deep hole in the floor at the center of this room.

“Help me!” A child’s voice calls out from the hole, begging for help. If a creature comes to the edge of the hole and looks down, they see what seems to be a girl with her back to them. The “girl” stands in two feet of standing water. The girl then turns to the characters, revealing a horrific, waterlogged face lacking eyes and a nose—only a black-toothed mouth. A humanoid who sees this must succeed on a DC 11 Wisdom saving throw or become cursed. Creatures immune to being frightened automatically pass their saving throws against this magic. The magical curse takes effect whenever the target takes a short or long rest, filling the target’s thoughts with horrible images and dreams. The cursed target gains no benefit from finishing a short or long rest. The curse lasts until it is lifted by a *remove curse* spell or similar magic. The girl is actually an illusion. She fades away shortly after she reveals her true face.

10—Watched

Dolly. The bones of a small child lie in the center of this room. It still clutches its old dolly, whose porcelain eyes stare coldly at anyone who enters this room.

11—Bear

The Bear. An animal’s grunts are audible near any of the doors that lead to this room. When the characters enter the chamber, they discover a **BROWN BEAR** wearing a purple vest with gold embroidery sniffing around the statue (see below). Three harpoons stick out of the animal’s back; blood mats its fur and drips on the ground. The beast only has 10 hit points remaining. It’s angry, scared, and hungry, but doesn’t want to fight anymore and is hoping that the characters show it some kindness.

Characters who can speak with animals learn from the bear that it was a circus bear from the metropolis who was captured by the sea hags’ minions. The minions tried to force the bear to attack innocents, and it refused, so the minions tried to kill the bear. The bear killed the minions and fled here.

Headless Statue. A headless statue of some long forgotten politician stands in an alcove at the south end of the room.

Hidden Stash. A character who searches the statue and succeeds on a DC 15 Intelligence (Investigation) check discovers a backpack that contains the contents of a burglar's pack stashed behind it. There is salted mutton in the bag, which is why the bear was so interested in it. There's also a pouch with 100 sp.

12—Ballast

Gravel. Dozens of sacks clutter the room, the majority of which have been torn open, spilling their contents—gravel.

Standing Water. There's standing water in this room. This combined with the gravel creates difficult terrain throughout.

Ambush. If the characters failed to discover the **ACOLYTE** in area 3, they find her here with scratches over her chest. (she only has 5 hp). She attempted to gather reinforcements, but instead encountered the bear in area 11. Terrified, she won't fight the characters; however, she won't help them either.

Secret Door. There is a secret door in the northern wall that leads to area 3. If the characters haven't killed the **MIMIC** in area 3, it attacks them as soon as they walk through the second secret door.

13—Pirates

Cafeteria. This area looks like it may have once been a commons or cafeteria.

Injured Minion. Three of the sea hags' minions lie on the floor, two of whom are dead, shredded by a large animal (see area 11). The third, a **THUG**, is covered in claw marks and bites, but is alive with 1 hit point remaining. He begs for water. If shown kindness, he reveals what he knows about this section of Undercity (GM's discretion). He then escapes, fearing the wrath of his sea hag employers.

Coin Purses. All three minions (even the living one) has a coin purse that holds 50 sp. One of the dead minions holds a key that opens the pirate ship's chest in area 14b.

14—Barrels

Boom-Boom Stuff. Dozens of barrels and kegs crowd the north and east banks of this large chamber (areas 14a and 14c respectively). The

barrels hold drinking water and the kegs hold smokepowder.

If a fight breaks out here, Captain Galaxy (see below) threatens to blow the entire supply. If this happen, creatures in areas 14a and 14b must make DC 12 Dexterity saving throws. A creature takes 24 (7d6) fire damage on a failed saving throw, or half as much on a successful one. Creatures in area 14b and the pirate ship (see below) are unaffected by the explosion.

Miniature Pirate Ship. A small sailing ship, no more than 15 feet in length, stands anchored in the round pool at the center of this area (14b). The Jolly Roger hangs from the top of its mast. Lacking a breeze in the Undercity, anyone who utilizes this sailing vessel will need to use its oars to propel it.

Pirates! Two men dressed as pirates (both **THUGS**) stand on the ship. They attack without hesitation, but surrender as soon as they start taking damage.

Captain Galaxy. The ship's captain, a kobold named Galaxy, stands on the east bank. Galaxy is a **BANDIT CAPTAIN**, except his size is Small and he has a kobold's Sunlight Sensitivity and Pack Tactics features. If a fight breaks out here, he threatens to explode the smokepowder with a torch (see above). Relatively tough, he's confident he can survive the explosion.

Shinies. The pirate boat holds a locked wooden chest (same checks as a locked door to open) in the bow near the steering wheel. The chest is stuffed with iridescent shells. While pretty, they lack real value.

15—Fronds

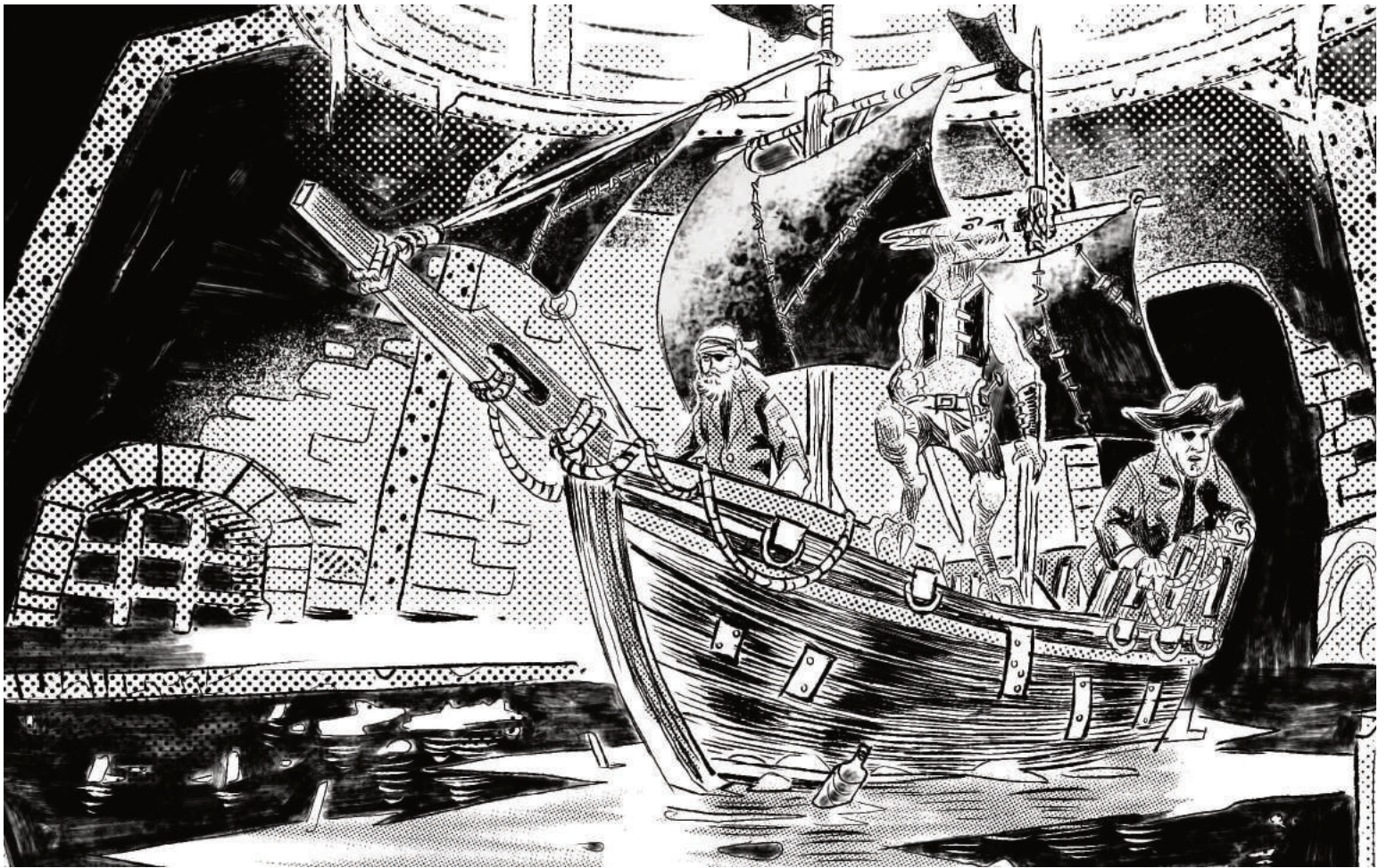
Abandoned Campsite. Tattered tents, a cold campfire, and other clues hint that a group recently stayed here.

Palm Frond Beds. The camp beds are made of palm fronds.

Hidden Treasure. A character who searches through the fronds and succeeds on a DC 13 Intelligence Investigation check discovers a pouch filled with 10 +1 *sling stones* and an ordinary sling.

16—Forbiddance

Locked and Enchanted Door. The door leading into this room is locked. A line of ruby dust is drawn across it. A character who succeeds on a



DC 16 Intelligence (Arcana) check recognizes that the dust is part of the *forbiddance* spell. The spell seems to protect the room. Removing the ruby dust ends the spell.

Ruby Dust. The ruby dust is worth 1,100 gp.

Forbiddance. This chamber is under the effects of the *forbiddance* spell, affecting celestials, elementals, fiends, and undead. Feys may come and go freely.

Mage Prisoner. A half-elven **MAGE** named Elandrial Wavebinder is held prisoner here. He does not have his spellbook or arcane focus, so he is unable to cast most of his spells. The sea hag's minions captured Wavebinder, hoping to use his magic to alter the flow of currents in the Undercity. Neutral-aligned, Wavebinder isn't interested in joining the party, and only wishes to return to the city.

Shield Guardian. A rusty **SHIELD GUARDIAN** covered in barnacles serves as Wavebinder's guard. The shield guardian has the *darkness* spell stored within it—as a creature with blindsight, it uses the darkness spell to gain advantage over its enemies. The construct is loyal to the sea hags and fights until destroyed.

Wavebinder's Reward. Although Wavebinder doesn't wish to aid the characters in their pursuits, he is an honest person. Shortly after his release, he will seek out the characters and reward them 1,000 gp for their aid.

17—Gnarled

Ajar. The door to this chamber is open.

Rubble. Piles of rubble cover much of the area, creating difficult terrain.

Grick Nest. Two **GRICKS** hide among the stones in this area. They wait until a creature comes close, then strike.

18—Missing

Locked Doors. Both doors leading into this area are locked.

Cages. There are six rusty steel cages hanging from the ceiling of this room. Four of the cages contain children (noncombatants), who've been abducted by the pirates in areas 13 and 14. They're desperate to escape.

Doing The Right Thing. Freeing the children and returning them to their respective parents earns all members of the party inspiration.

19—Cephalopod

Dead Squids. Hundreds of dead squids cover the floor of this passage. Each one has a bite taken out of it. The cephalopods are particularly slippery. A creature moving through the covered area must succeed on a DC 10 Dexterity saving throw or fall prone. A creature moving through the area at half speed doesn't need to make the save.

Figurine of Wondrous Power. One of the squids is not like the other—it's made of silver and it's magical. This squid functions exactly like a *silver raven figurine of wondrous power*, except it transforms into a squid (**OCTOPUS**) instead of a raven.

20—Variegated

Locked and Trapped Door. The eastern door connecting this area to area 19 is locked and trapped.

When a creature attempts to force the door open, a poison dart shoots out from the locking mechanism. The dart makes an attack against the creature with a +5 to hit. On a hit, the target takes 1 piercing damage and is poisoned for 1 minute.

Rubble and Standing Water. This area is filled with standing water and chunky rubble, creating **difficult terrain** throughout.

Sea Hag Coven. Three **SEA HAGS** use this area as their gathering chambers. They act as a coven called the Tidebound Trio (see the Tidebound Trio sidebar). A sea hag that is part of a coven has a challenge rating of 4 (1,100 XP).

Hag's Hoard. Numerous useless trinkets decorate the boulders and cracked stones of this chamber. However, there are a few notable valuables here, too: six wooden chests each with 10,000 sp, a rotting leather pouch containing four *potions of water breathing*, and a *folding boat* that resembles a ship in a bottle.

21—Masticate

Locked Door. The western door that leads to area 22 is locked.

Mouthy Door. The eastern door that leads into this chamber from area 19 is an illusion designed to look like the face of a sea hag. Although it doesn't

THE TIDEBOUND TRIO

The hag coven, known as the "Tidebound Trio," consists of the cunning Morwen Deepshade, the brutal Lysandra Seascorn, and the enigmatic Vaelis Whispersurge. United in their dark ambitions, they seek to flood parts of the Undercity, creating a drowned domain from which they can harness the souls of the lost and forge malevolent water-bound spells. All three wear hats made out of green and white leaves.

Shared Spellcasting. While the three hags are within 30 feet of one another, they can each cast the following spells from the wizard's spell list, but must share the spell slots among themselves (spell save DC 11, +3 to hit with spell attacks).

1st level (4 slots): *fog cloud, identify*

2nd level (3 slots): *gust of wind, hold person*

3rd level (3 slots): *bestow curse, counterspell, lightning bolt*

4th level (3 slots): *control water, dimension door*

5th level (2 slots): *contact other plane, scrying*

6th level (1 slot): *circle of death*

have their Horrific Appearance feature, it snaps and bites with its foul mouth, making it seem like the door will eat the characters. It's programmed to flinch and shriek when it takes "damage." Touching the gigantic head reveals that it's an illusion, as does a DC 11 Intelligence (Investigation) check.

Holes! There are numerous 5-foot-wide, 10-foot deep holes filled with murky water in this chamber. Otherwise, the room is empty.

22—Astrolabe

Suspiciously Clean. This room is extremely clean.

Star Charts. Drawings of stars and their relative positions cover the walls of the room.

Canoe Cots. There are three canoes in this room stuffed with palm fronds. The sea hags in area 20 use these as their beds.

Map Books. Dozens of map books stand in a stack in the northwestern corner of the room. These books are worth 500 gp to a collector.

Astrolabe. An astrolabe made of copper lies on the floor next to the book stack. Although it isn't



magical, it is somewhat rare. A creature who makes an Intelligence (Investigation) check related to calculations or measurements gains a +2 bonus on the check when using this item.

23—Leprechauns

Locked Door. The southern door into this room is kept locked.

Crates. Dozens of crates fill this room. Most of them appear to be relatively new. Some look ancient and waterlogged.

Smoking “Leprechauns.” Three **GOBLINS** dressed in green sit on the crates smoking from pipes and gnawing on cheese. The goblins aren’t wise enough to recognize a real challenge, and grab their bows and take cover as soon as they spot intruders. However, as soon as one dies or is injured, they all surrender. They eagerly share what they know about this section of Undercity (GM’s discretion). They are allied with the pirates and sea hags that lurk here.

24—Spiral

Locked Door. The door that connects this area to area 23 is locked.

Fast Flowing Water. The water in this narrow passage moves faster than water in the other waterways. A creature without a swim speed that enters the water for the first time or starts its turn in the water must make a DC 10 Strength saving throw, or become restrained by the current and pushed 30 feet south then around the corner, stopping when they reach the main waterway (area 25).

Spikes. The pirates and sea hags planted spikes in the water here (24b). A ship entering the area automatically takes 2d6 piercing damage from the spikes. A humanoid entering the water must make a DC 13 Dexterity saving throw, taking 7 (2d6) piercing damage on a failed saving throw, or half as much damage on a successful one. Noticing the spikes requires a successful DC 16 passive Wisdom (Perception) check or DC 12 Intelligence (Investigation) check (the creature’s choice).

Lampreys. Dangerous lampreys lurk here in the water (area 24b) swimming amid the spikes. The lampreys use the **SWARM OF QUIPPERS** stat block.

25—Kelpies

Main Waterway. This is the main waterway cutting through this section of Undercity. The two

passages that lead west connect this section of Undercity to section C1. The passage that leads south connects to section D2.

Wrecked Boat. A wrecked pirate ship identical to the one in area 14 sits at the intersection, except it has a figurehead carved to resemble a seal-humanoid.

Sunken Treasure. If the characters think to swim down to its deck, they discover an unlocked wooden chest containing 500 sp and a heavy crossbow that's still in working condition.

Broken Javelins. Broken javelins lie at the bottom of the waterway, visible to anyone with a passive Wisdom (Perception) score of 15 or better. A character who examines one of the javelins and succeeds on a DC 11 Intelligence (History) check recognizes them as lizardfolk design.

26—Desecrated

Barred Doors. Both doors that lead to this area are barred from the corridors. An albino **LIZARDFOLK** wearing female noble livery complete with powdered wigs and crinoline hoopskirts stand in the corridor by each door. Both lizardfolk demand a password—"Dracox"—to anyone who wishes to pass through their respective door. Forcing open the barred door requires a successful DC 21 Strength check.

If a creature approaches a lizardfolk from its hallway, the respective lizardfolk escapes into this area and leaps into the water, so that the giant crocodile will help them in the fight.

Crocodile Guardian. An albino **GIANT CROCODILE** lurks in the water here. It is allied with the lizardfolk that dominate this part of section D1. The croc is missing one eye, which gives it disadvantage on Wisdom (Perception) checks made to see.

Dead Pirates. The bodies of six drowned and partially eaten pirates lie at the bottom of the waterway (area 26b). Each one holds a coin purse that holds 50 sp.

27—Tap

Old Bar. This chamber was once an illegal, underground bar. Mold grows over everything, including the beer kegs and bar stools.

Noble Lizards. Four lizardfolk dressed as nobles rest here. They aren't outwardly aggressive, but don't take kindly to intruders. They will first ask the

characters to leave. Failing that, they attack. If one of them is killed, the rest flee the chamber.

28—Salty

Gallery. Pedestals and splintering tables crowd this area. Old works of art, now rendered useless by time and mold, stand atop their surfaces.

Can I Offer You an Egg? Hidden behind a few of the worthless works of art is a pristine jeweled egg of gold and silver. The egg seems to have a brass stopper at its top. This egg functions exactly like an *iron flask*. If one of the character's removes the top, they discover it holds an **EARTH ELEMENTAL** named Salty. Salty can speak Common. Once it's done serving the creature that freed it, Salty leaves, hoping to find a way to return to its home plane.

29—Idol

Lizardfolk Idol. This temple once had a statue of a human god standing in the western alcove. The lizardfolk have since "reimagined" it, using crocodile bones, seaweed, and other embellishments to make it look like a dreadful lizardfolk demon god.

Worshippers. Six albino **LIZARDFOLK**, all dressed in powdered wigs and black robes, stand here praying to the idol. They pay no mind to the characters unless the characters choose to desecrate the statue or wear clothing that suggests they are aligned with the pirates and sea hags.

30—Manatees

Standing Water. There's standing water in this room.

Werecrocodile. The lizardfolk's leader, an 8-foot werecrocodile (use the **WEREBEAR** stat block, except he has a swim speed of 50 feet and can transform into a **GIANT CROCODILE** instead of a bear) named Jamori, rests here. Jamori wears a heavily stained set of noble's clothing. Jamori is neutral evil, but he is dreadfully patient, willing to parlay with the characters. Jamori wants the sea hags in the northern part of this section gone, but doesn't have the resources to do it. If the characters promise to do it, Jamori will pay them 100 gp each. If the characters refuse his offer, he demands them to leave. Failing that, he calls for reinforcements—four additional albino **LIZARDFOLK** show up in 1d4 rounds to assist their leader.

Manatee Statues. Jamori keeps a three small silver manatee idols in the pockets of his breastcoat. Each is worth 100 gp.

Barred Door. The door to 31 is barred shut. A rope on the wall beside the door signals The Gremlin in area 32 to come open the door.

31—Orb

Barred Doors. All doors leading into this chamber are barred shut. Ropes attached to the bells in area 32 signal The Gremlin to come open the door.

Low Ceilings. The ceilings in this chamber are shorter than normal, only 5-feet high, requiring most characters to hunch as they move through it.

Rubble. Loose gravel and rubble crowd the room, creating difficult terrain throughout.

Crystal Ball. A successful DC 13 Intelligence (Investigation) check finds a burlap sack, within which is a black *crystal ball*. The lizardfolk stole this rare magic item from the sea hags. A creature that touches the orb becomes cursed. So long as the creature remains cursed in this way, each hag of the Tidebound Trio knows the direction and distance to the cursed creature as long as the two of them are on the same plane of existence. The curse ends if another creature touches the *crystal ball* and becomes cursed or all three hags are killed.

Hag Minions. So long as at least one hag of the Tidebound Trio is alive, they send minions after the cursed creature to collect their lost *crystal ball*. At the start of each day, roll a d6 and add 1 for every day it's been since the trio last sent minions after the cursed creature. On a result of 6 or higher, 1d4 + 1 **THUGS**, minions of the sea hags, attack the cursed target. This continues until the curse ends or the sea hags get their treasure back.

32—Gremlin

Standing Water. There's standing water in this room.

Bells. Various bells connected to ropes hang from the ceiling of this chamber.

Small Bed Chamber. The Gremlin (See below) uses this room as his private quarters.

Frogs. Dozens of small **FROGS** lurk in this chamber amid The Gremlin's belongings. They are his friends, his food, and his hobby.

The Gremlin. A miniature albino lizardfolk (**KOBOLD**) serves as the guard. They call him "The Gremlin." It's his job to open the doors anytime one of the lizardfolk (or someone else) rings a bell.

Wand of Magic Missiles. The Gremlin is armed with a *wand of magic missiles*, which he uses without hesitation.

33—Parlay

Stairs. The stairway here leads up to an old alleyway in the metropolis. The lizardfolk use this entrance to come and go.

Lizardfolk Guards. Six albino **LIZARDFOLK** wearing torn and stained noble finery and frazzled white wigs stand guard here. The lizardfolk aren't aggressive, but they won't allow intruders to go too far beyond this area.

Barred Door. The door to area 31 is barred. A rope on the wall beside the door signals The Gremlin in area 32 to come open the door.

34—Scarecrow

Torture Chamber. Four albino **LIZARDFOLK** dressed like plague doctors hover around a large table in the middle of the room. Tied to this table is an animated **SCARECROW** made of seaweed, shells, and other detritus. The lizardfolk are interrogating the creature, using a torch to force it to communicate. Although it can't speak any of the languages that the lizardfolk can, a loosely bound hand scrawls words on a tablet offered by the lizardfolk.

What the Lizardfolk Know. The lizardfolk "doctors" have already learned the primary location where the Tidebound Trio gather (area 20). They're in the process of learning more about the hags' defenses and minions. If the characters have agreed to work with Jamori (See area 30), they will gladly share this information with them.

35—Hatch

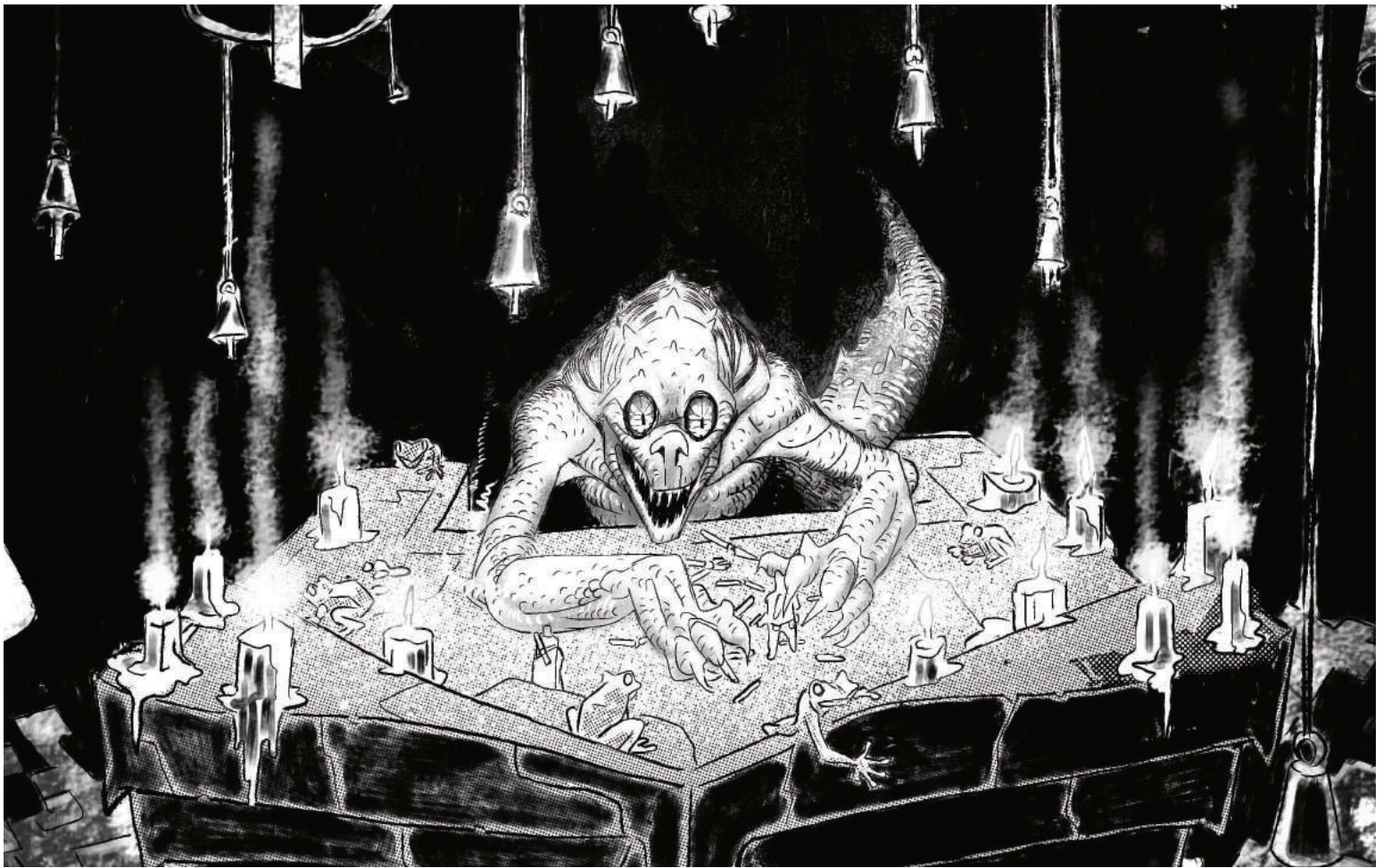
Nesting Area. Nests made of branches, driftwood, and torn clothing crowd this area.

Ladder. A ladder on the north wall leads up to a hatch that's chained shut from the top side (treat it as a barred door). The hatch is hidden in an old work shed in the city park where the lizardfolk frequent.

36—Skulking

Boot Prints. A trail of boot prints leading from the south passage cuts right and stops just before the door to area 37.

Lights and Voices. If the characters are careful and quiet while they're in this area, they can hear the



sound of humans speaking in area 37. Dim lantern light pours out from under a crack in the door.

Prepare for Battle. If the characters aren't careful, the pirates in area 37 hear them coming and stage an ambush.

37—Soggy

Storage Area. This old room was used to store goods. Most of the goods are ruined and worthless.

Pirate Raiders. A raiding party of pirates sent by the sea hags gathers in this chamber. They're preparing to lead a raid on the lizardfolk in hopes of reclaiming the Tidebound Trio's *crystal ball*. The group is led by a half-orc **BANDIT CAPTAIN** named Soggy Brog, and consists of six **BANDITS**, two **THUGS**, and a trained **TIGER**. If they hear the characters coming, the pirates prepare for combat, taking cover behind the crates and barrels in this room.

Soggy Brog's Saber. Soggy Brog's weapon of choice is a jeweled +1 *scimitar*, giving him +1 to his attack and damage rolls.

South Passage. The southern passage—and all other corridors that lead south on this end of the section—lead to section D2 of Undercity.

38—Scramble

Open Door. The door to this chamber is open.

Crates of Cheese. Old crates holding long-since rotted cheese stand against the walls of this area. They were designed to entice giant rats into this area.

Glue Trap. There is an old, 10-foot square glue trap on the floor of this chamber (marked with a "T" on the map). There is a pair of boots stuck to the trap, left behind by the last person who tried to cross the area. Ironically, there are no rats or rat bones stuck to the trap. A creature that walks through the area must make a DC 13 Strength check or become stuck. The creature can use its action to free itself with a successful DC 13 Strength check. Applying lantern oil to the glue trap releases the target.Ω

Beneath the sprawling metropolis lies Undercity, a labyrinthine complex of ancient chambers, twisting corridors, and decrepit architecture that tells tales of forgotten civilizations. A mixture of rotting wood, rusted iron, and age-worn stone constitutes the bulk of its construction, with claustrophobic passages opening into grand halls supported by intricately carved columns. Hidden waterways filled with stagnant, murky water snake through the subterranean maze, while an array of traps and hazards lie in wait for the unwary. The air is thick with the smells of dampness and decay, punctuated by chilling echoes and unsettling silence. Serving as a haven for the unspeakable—cultists, creatures, and malevolent entities—it remains a place shrouded in darkness, both literal and metaphorical, where the line between the mortal realm and other, darker planes of existence grows perilously thin.

General Features

Unless stated otherwise, this section of the Undercity has the following features in common.

Architecture: The architecture of Undercity is a mix of ancient stone work and decaying, wooden reinforcements, with labyrinthine corridors leading to large, open chambers. In corridors, the ceiling is generally about 7 feet high, while the chambers boast vaulted ceilings reaching up to 20 feet.

Columns: In chambers that have them, stone columns rise from the floor, intricately carved but worn by age, and some appear to be load-bearing while others might be purely decorative.

Doors: Doors in this section are mostly made of rotting wood bound with rusty iron, many of them warped or partially broken, requiring force or finesse to open.

Locked and Barred Doors: Some of the doors in Undercity feature ancient, rusted locks that are complicated but frail, requiring either skilled lockpicking or brute force to bypass. A locked door requires a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock, or a successful DC 20 Strength (Athletics) check to break open. Doors have AC 15, 18 hit points, and immunity to poison and psychic damage. Barred doors can only be forced open and can't be picked.

Secret Doors: Hidden throughout Undercity are secret doors, masterfully camouflaged to blend in with the surrounding stone or woodwork, often requiring keen observation or magical detection to discover. These doors require a successful DC 20 Wisdom (Perception) or Intelligence (Investigation) check (character's choice) to discover.

Illumination: The majority of Undercity is shrouded in darkness, broken only by the occasional flicker of

phosphorescent fungi or the rare, enchanted sconce.

Sounds and Smells: The air is filled with the pungent odors of dampness, decay, and an underlying note of something metallic, like rust or old blood. Echoing footsteps, the distant drip of water, and occasional screeches or cackles fill the otherwise eerie silence.

Standing Water. Many of the rooms have stagnant standing water in them. The water doesn't impede movement, but it reeks; Wisdom (Perception) checks made to smell in these areas are made with disadvantage.

Waterways: Shallow, murky waterways crisscross various sections, filled with dark, stagnant water that sometimes conceals lurking dangers. These waterways are 5 feet deep and count as difficult terrain.

Section D1 Random Encounters (1/Hour)

d100	Areas 1–24	Areas 25–38
01	2d4 + 1 BANDITS	1d4 + 1 LIZARDFOLK
02	1d4 THUGS	1 LIZARDFOLK and 1d3 CROCODILES
03	1 SEA HAG	2d4 KOBOLDS
04	2d4 SWARMS OF RATS	2d4 SWARMS OF RATS
05	1d6 + 1 GIANT RATS	1d6 + 1 GIANT RATS
06	1d4 SWARMS OF RATS	1 SWARMS OF RATS
07	1 OTYUGH	1 OTYUGH
08	1d4 GRAY OOZES	1d4 GRAY OOZES
09	2d4 STIRGES	2d4 STIRGES
10	1d6 + 2 ZOMBIES	1d4 CROCODILES
11	1d8 SHADOWS	1d3 GIANT POISONOUS SNAKE
12	1d3 GHOULS	1 GIANT SPIDER
13	1d3 SPECTERS	1 GHOST
14	1d3 WILL-O'-WISPS	1d4 GIANT FROGS
15	1 GELATINOUS CUBE	1d3 SWARMS OF BATS
16–00	No encounter.	