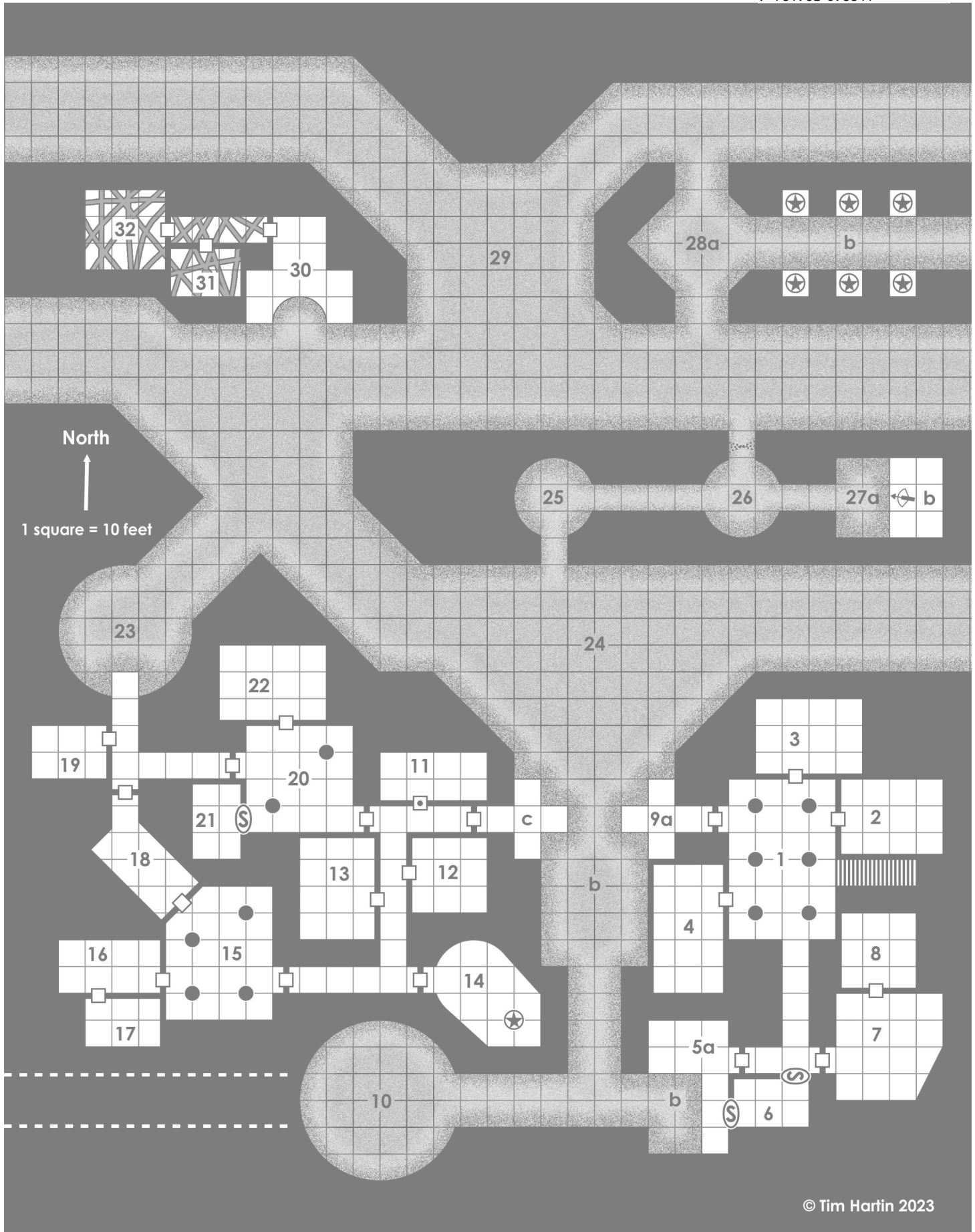


UNDERCITY SECTION B1 BY DMDAVE

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SECTION B1

This section of Undercity is intended for four to six 5th-level characters.

Within the city's oldest district, where cobblestone streets tell tales of bygone eras, stands a forgotten monument, half-shrouded by ivy and time. Beneath its cold, weathered exterior, a series of engraved markers tell a tale of an ancient lineage. By following the markers' pattern, which in truth is a concealed map, one can trace a winding path leading to a cryptic mosaic on the ground. This mosaic, adorned with symbols of death and reverence, slides aside with the right pressure to unveil a hidden stairway. The descent into darkness from this stairway opens up to the silent, echoing expanse of section B2 of the Undercity, a solemn tomb preserving secrets of the past.

Keyed Encounters

The following area descriptions are keyed to the map of Section B1 as shown on the cover.

1—Echo

Tables and Shelves. Dust-covered stone furniture clutters this area.

Frogs. Dozens of Tiny hopping, croaking, bug-eating frogs cover every surface. These small ones are harmless. However, there are also six Large giant frogs (use the **GIANT TOAD** stat block for the higher CR) here, too, that have no qualms with eating humanoids.

Echo Chamber. The sound of the frogs' croaking echoes throughout this workshop and the rest of the tomb. See "Loud Frogs" in the General Features for details.

Smoke and Light. Smoke from Scab's campfire pours out of the door leading to area 2.

Tied Door. A 10-foot length of rope binds the handle on the door leading to area 4 with one of the columns. The door's lock is broken, suggesting someone forced their way inside.

Secret Door. A character who examines the floor near the secret door leading to area 6 and succeeds on a DC 15 Wisdom (Perception) check spots fresh boot prints in the slime walking away from the wall and to the north. Finding these boot prints grants advantage on checks made to find the secret door.

2—Scab

Sarcophagi. Six stone sarcophagi measuring 10 feet long and 4 feet wide fill this room. These coffins contain nothing but bones and dust.

Campfire. There is a small campfire near the door leading to this chamber. When the characters first enter, it's lit.

Scab. A **WERERAT** in hybrid form sits atop one of the sarcophagi sharpening a stick. When the characters enter, it shrugs and continues working. This wererat's name is Scab. He once worked with the wererat clan in the eastern half of the crypts, but decided to go out on his own. He's not interested in fighting, nor is he interested in talking.

Scab's Stuff. Scab keeps a backpack filled with the contents of a dungeoneer's pack hidden in the sarcophagus on which he sits. The backpack also holds five pieces of jewelry he found sniffing around the tombs. Each piece of jewelry is worth 100 gp.

3—Shackled

Broken Lock. The lock on this door has been forced open. The door will not shut properly.

Large Sarcophagus. A large sarcophagus carved to resemble a sleeping princess dominates the center of this area. The lid to this sarcophagus used to have a poison needle trap protecting it, but the wererat, Scab (see area 2), disabled it.

Captured Ratlings. Two Small rat-humanoid hybrids sit on the floor with their hands bound behind their back. These ratlings use the **GOBLIN** stat block, except they have advantage on Wisdom (Perception) checks made to smell and they don't speak Common. If freed, the ratlings explain that the wererat in area 2 (Scab) captured them, hoping to get information about their hideout. They explain that they live east of this crypt. See Undercity section A1 for details. The ratlings are young and afraid, and will follow the characters given the chance.

Hidden Treasure. There is a hidden compartment at the bottom of the large sarcophagus, detectable with a successful DC 16 Intelligence (Investigation) check. There is a silver tiara dressed with emeralds inside—it's worth 500 gp.

4—Jolly

Tied Door. The lock to the door to this chamber is broken, it's currently being held shut with a length

of rope bound to the nearest column (see area 1 for details). Cutting or unknitting the rope releases it. There are numerous scratches on the door's interior.

Armored Corpses. Ten corpses wearing chainmail lie haphazardly on the ground of this large chamber.

Standing Sarcophagi. Ten 10-foot-tall sarcophagi lacking lids stand against the walls of this chamber. They are all empty.

Footprints. A character who investigates the floor and succeeds on a DC 13 Intelligence (Investigation) or Wisdom (Survival) check notices that there are fresh footprints leading from the sarcophagi to the corpses on the floor, suggesting that they recently got up and walked over to where they inevitably collapsed on the floor.

Scroll. A silver scroll case lies on the floor. Inside the case, there is a large slip of parchment that reads "YOUR TIME IS NOW." Saying this phrase aloud causes the ten armored corpses to rise as **ZOMBIES**. These zombies wear chainmail, giving them AC 16. They fight until destroyed or until 10 minutes passes, whichever happens first.

5—Folded

Broken Lock. The lock to this door is broken.

Pipes. A large pipe in the southern wall feeds this area with water, further adding to the cacophony here (see "Loud Frogs").

Strong Current. The water in 5b pulls strongly toward the whirlpool in area 10. A creature without a swim speed that starts its turn in the water must make a DC 12 Strength (Athletics) check or be pulled 10 feet toward the whirlpool.

Slimy Bank. The bank (5a) here is covered in slippery slime, creating an area of difficult terrain. A creature that enters the area of slime or ends its turn there must succeed on a DC 13 Dexterity saving throw or fall prone. A creature that fails this check by 5 or more falls into the water (5b).

Loud Frogs. Dozens of Tiny hopping, croaking frogs lurk here.

Giant Toads. Four **GIANT TOADS** swim in the water. They attack any creature that enters the water or otherwise disturbs it.

6—Smell

Stench. This room reeks.

Corpse. A fresh corpse lies on the floor. There is a silver dagger sticking out of its chest.

Plain, Boring Box. A few feet from the corpse stands a small wooden box measuring 12 inches long, 6 inches wide, and 6 inches deep. This box is a *folding boat*.

7—Window

Storage. Crates, empty urns, tables cluttered with alchemical tools, and other items useful for the crypt's original builders crowd this huge room.

Window Door. The door connecting this area to area 8 had a window set into it. The glass was broken out ages ago, leaving jagged edges around the window's frame. There is a small slot in the lower half of the door, likely used to slip food in and out of area 8.

8—Leper

Cell. This room contains a small bed, table, and a chest filled with clothes and blankets.

Leper's Corpse. The bones of a humanoid still lies on the old bed. A wooden plaque hung around its neck on a pewter chain reads "I AM A LEPER." The corpse is missing its right hand.

Hidden Box. There is a small wooden box stuffed under the bed. The words "don't ever open" have been carved onto its lid. If a creature ignores the warning and opens the box, they discover a shockingly-fresh severed hand inside. The hand is covered in oozing, pulsating lesions. It leaps out of the box and attacks the one who opened the box with a +3 to hit. If the hand hits, it takes 3 (1d4 + 1) bludgeoning damage and grapples the target (escape DC 11). While grappled, the hand can't attack another target, and the target must make a DC 10 Constitution saving throw at the end of each of its turns or contract leprosy. It takes 1d4 days for leprosy's symptoms to manifest in an infected creature. Symptoms include fatigue and cramps. The infected creature suffers one level of exhaustion, and it regains only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest. At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, the character gains one level of exhaustion. The character cannot gain more than three levels of exhaustion from this disease. Levels of

exhaustion gained by this disease can only be removed by magical means.

9—Tremor

Docks. The floors in this area are made from rotting wooden planks.

Sunken Boat. An old rowboat lies at the bottom of the waterway directly below the easternmost docks (9b).

The Great Eye. An eye has been carved into the northern wall of the eastern part of this area (9a). A successful DC 11 Intelligence (Investigation) check suggests that the eye was added long after this section of Undercity was built. There are words carved under the eye written in Primordial. It reads, "Touch the Great Eye to find that which you seek."

A humanoid proficient in Arcana who touches the eye can cast either the *locate object* or *locate person* spell, requiring no somatic or material components to do so. Once either spell is cast using the eye, a creature cannot cast a spell using the eye until the next dawn.

Search Party. After the characters have had a chance to investigate the area, three men on a rowboat row up to the docks. The men are a trio of lycanthrope hunters dubbed the **BROTHERS IN SILVER** (see the sidebar). They're looking for the wererats that live in the crypts. They aren't hostile to the characters, but do encourage that they share any information that they might have regarding wererats in the area.

Strong Current. The water in 9b pulls strongly toward the whirlpool in area 10. A creature without a swim speed that starts its turn in the water must make a DC 12 Strength (Athletics) check or be pulled 10 feet toward area 10.

10—Elemental

High Ceilings. The ceiling of this cylindrical area is 40 feet high. Sunlight shines through an enormous grate over the area.

Pipes. Numerous pipes pock the walls of this cylindrical area. They pour water into the well below, creating a deafening roar; Wisdom (Perception) checks made to hear here are made with disadvantage.

Deep Water. The water here is 25 feet deep.

Whirlpool. After the water from the pipes above collects here, it cycles down a huge drain at the

center of this area. The drain creates a whirlpool. The whirlpool forms a vortex that is 5 feet wide at the base, 50 feet wide at the top, and 25 feet tall. Any creature or object in the water and within 25 feet of any part of the whirlpool is pulled 10 feet toward it. A creature can swim away from the vortex by making a DC 15 Strength (Athletics) check. A creature that fails its saving throw is pulled underwater and starts to suffocate.

Submerged Tunnel. A submerged tunnel leads west to section A1 of Undercity. The current caused by the whirlpool in this area pulls creatures in the water toward the vortex's center.

11—Sarcophagus

Horrible Stench. The hallways here reek thanks to the destroyed ghost in area 13.

Broken Lock, New Lock. The original lock to this door was broken. A relatively new-looking hinged hasp has been installed. A padlock keeps it in place. Without the key, a creature proficient with thieves' tools can pick this lock with a successful DC 15 Dexterity check. Otherwise, the lock has AC 18, 5 hit points, and immunity to poison and psychic damage.

Empty Sarcophagus. There is a large stone sarcophagus at the center of the room. Its lid lies on the floor next to it. The sarcophagus is filled with eight sacks of coins. Each sack contains 2,000 sp.

12—Puddle

Standing Water. Standing water fills this room, creating an awful stench.

Campsite. The wererats that dominate this part of the crypts have transformed this old workshop into a campsite.

Wererat Gang. A gang of three **WERERATS** live here. All three wear bandanas over their faces to avoid the smell of the ghost in area 13. The wererats aren't aggressive, but they don't care for intruders either. They remain in human form and kindly ask the characters to leave. If the characters don't comply, they switch to their crossbows and take positions of cover around their site.

Backpacks. Amid the makeshift tents, the characters find three backpacks, each one containing the contents of a dungeoneer's pack. Each pack also contains a coin purse with 50 sp.

13—Stench

Dead(er) Ghast. The remains of a **GHA**ST lies on the floor of this old crypt, its body riddled with crossbow bolts. Although it has been destroyed, its Stench persists.

Stone Coffins. Small stone coffins crowd this entire area. All of them have had their lids removed and the remains inside have been heavily disturbed.

14—Shroud

Temple. This catty-corner room looks like it may have once served as a temple for the crypts.

Statue. A large statue dedicated to a deity of death stands at the far end of this room. It is in remarkably good condition compared to the rest of the crypts.

Praying Wererat. A female **WERERAT** in hybrid form prays before the statue at the far end of this room. She says nothing to the characters, and just motions for them to leave. Her name is Gyxza, and she is the wererats' leader. She carries the key to the padlock on area 11's door.

15—Saint

Rotting Coffins. Old coffins made from wood crowd this large room, creating an area of difficult terrain.

Prayers. An elderly man wearing stained white robes and a veil walks between the coffins with a burning censer. He periodically stops to pour holy water on the lids of the coffins, offering a small prayer for the corpse inside. The man's name is Arno, and he is a lawful good **ACOLYTE**. Arno works alongside the wererats, hoping to help them in their struggles with poverty and lycanthropy. Killing Arno will invite the wrath of all the wererats that live in this section of the Undercity, including Scab (see area 2).

Arno's Vestments. Arno's censer and other vestments are worth 100 gp altogether.

16—Library

Tablets. Hundreds of stone tablets collected in small stacks crowd this room. All of them bear the names of long-forgotten denizens of the metropolis who were likely buried in this section of the Undercity.

17—Illusion

Diviner's Table. There is a small round table at the center of this room with a chair placed at either side. One chair is empty and the other seats a corpse wearing tattered white robes and a veil. There is a

BROTHERS IN SILVER

Deep within the heartlands, where tales of monstrous beings and supernatural occurrences run rife, three hunters have risen to prominence, feared by the creatures of the night and revered by villagers and townsfolk. They are the Brothers in Silver: Caelum, Drystan, and Lorian, a trio bound not by blood, but by a shared, fervent mission to rid the world of the lycanthropic curse. Named for their preferred method of dispatching were-beasts—weapons forged from blessed silver—each brother boasts a unique skill set that, when combined, forms a force nearly unparalleled in their trade.

Caelum, the eldest, is a master tactician (LG **NOBLE**), his mind always strategizing and predicting the unpredictable movements of their targets. Drystan, with his keen eyesight, is the group's tracker (LG **SCOUT**), able to discern the faintest of trails and lead his brothers unerringly to their quarry. Lorian, the youngest, is a prodigious fighter, swift and deadly, having trained under various martial experts across the realms (LG **SPY**). Together, the Brothers in Silver roam the lands, a beacon of hope for those terrorized by lycanthropes, their reputation growing with each successful hunt.

All of them carry silvered weapons and wear brown lederhosen with matching feathered caps.

small wooden stand at the middle of the table. A character who investigates the scene and succeeds on a DC 13 Intelligence (Arcana) check recognizes that the stand likely once held a *crystal ball*.

Have a Seat. If a character takes a seat in the chair, a soft whisper comes from the corpse. "In death I speak, in silence I stand, | Three questions from you, answers close at hand. | Choose wisely the queries you wish to unfold, | For once I've answered, the rest remain untold."

The corpse then acts like it is under the effects of a *speak with dead* spell, except it only offers three questions instead of five. The corpse knows all there is to know about the Undercity, however, it has no recollection of its own identity. Once it has answered three questions, it collapses, crumbling into a pile of loose bones.

18—Tickling

That's No Fortune Cookie. Hundreds of thousands of insects cover every surface—the walls, the floors, the ceilings, everything. A creature that



enters this area or ends its turn in the area must make a DC 10 Constitution saving throw, taking 5 (2d4) piercing damage from the insects bites and stings on a failed saving throw, or half as much damage on a successful one.

Dead Tiefling. A dead tiefling wearing full plate armor lies amid the crawling chaos. It still clutches its +2 *greatsword*.

19—Craggy

Crossbow Trap. The door to this room is tethered to a crossbow at the room's center. When a creature opens the door, the crossbow fires with a +6 to hit. On a hit, the bolt deals 1d8 + 4 piercing damage and the creature must succeed on a DC 13 Constitution saving throw or be poisoned for 1 hour. If the saving throw fails by 5 or more, the creature is also unconscious while poisoned in this way. The creature wakes up if it takes damage or if another creature takes an action to shake it awake.

Collapsed Floor. The majority of the floor in this room has collapsed, crumbling into a pile at the west end of the room. Treat the entire area as difficult terrain.

Chest. There is a wooden chest hidden among the rubble at the west end of the room. This chest contains 2 ep.

20—Finicky

Rat Nests. Large nests of hay and torn cloth cover the floor of this room.

Rat Mounts. Five enormous rats the size of ponies camp here. They immediately approach the characters, sniffing for food, but otherwise aren't aggressive. These rats use the **WORG** stat block, except they can't speak, their Intelligence is 3, and they're unaligned.

Concealed Door. Old coffin lids crowd the southwestern corner. These lids mask the presence of a doorway that leads to area 21.

21—Lionize

Concealed Chamber. Coffin lids conceal the presence of this chamber (see area 20).

Private Chambers. This old crypt has been converted to a campsite for the wererat, Gyxza (see area 14).

Rats Everywhere. Tiny rats cover almost every surface of this room. When a character touches

something or ends its turn in the room, roll a d20. If the result is equal to or greater than the character's AC, one of the rats bites them, dealing 1 piercing damage.

Hi, Dad. A huge painting of a no nonsense noble dominates the north end of this room. A plaque on the frame identifies this noble as Lord Gyxza. He appears to be giving a look of derision and disappointment.

22—Acidic

Yellow Puddle. There is a 20-foot-diameter yellow puddle at the center of this room, the remains of an ochre jelly destroyed by the wererats. A creature that touches the puddle, steps into it, or starts its turn standing or touching the puddle takes 3 (1d6) acid damage.

Ruined Weapons. Old weapon racks hug the northern wall. The only weapons still hanging were half eaten by rust monsters ages ago and are completely useless.

23—Candlestick

Wooden Dock. The edge of the bank that hangs over the water here is made from old, rotting planks. If a creature weighing 50 pounds or more steps onto the dock, it collapses. The target must succeed on a DC 13 Dexterity saving throw to avoid falling in the water.

Silver Candlestick. A lone silver candlestick stands at the center of the wooden dock. Enticing, isn't it?

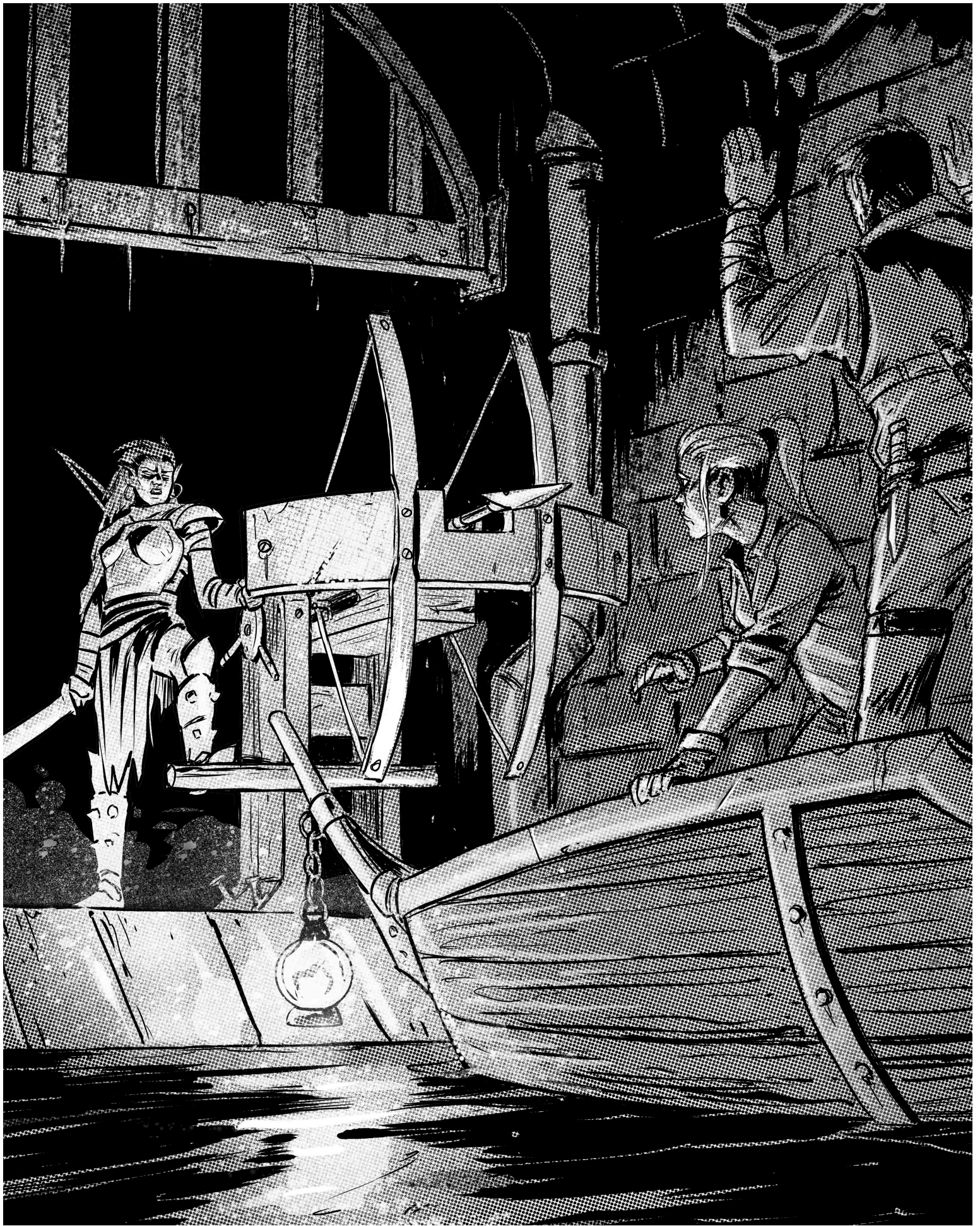
Disturbing the Water. Disturbing the water here attracts the **HYDRA** in area 29.

24—Steam

Main Waterway. Water flows from both directions to this part of the main waterway, then cuts south toward the whirlpool in area 10. The current here isn't strong enough to pull a creature that way.

Broken Rubble. Large hunks of stone and other broken rubble lie at the bottom of the waterway, creating difficult terrain throughout.

Steam Blast. A broken pipe in the wall just inside the passage leading to area 25 creates a significant hazard—scalding steam. A creature moving through the steam must make a DC 13 Constitution saving throw, taking 10 (3d6) fire damage on a failed saving throw, or half as much damage on a successful one. A creature entering the passage by swimming underwater avoids the hazard.



25—Ichor

Caustic Sludge. Foul-smelling black sludge floats on the surface of the water of this chamber. A creature that touches the black sludge or ends its turn touching the black sludge takes 7 (2d6) acid damage. A creature can swim under the sludge to avoid the hazard.

Dead Wizard. A bearded, waterlogged corpse lies at the bottom of the pool here, their face partially melted by the foul sludge floating on the surface. The wizard still clutches its arcane focus, a crystal orb worth 30 gp. Breaking the orb free from the dead wizard's grip requires a successful DC 13 Strength check.

26—Explosives

Smokepowder Kegs. Seven kegs of smokepowder bob on the surface of the water here. The smokepowder inside these kegs is still dry. Setting fire to these containers causes them to explode, dealing 24 (7d6) fire damage to creatures within 10 feet of it. A successful DC 12 Dexterity saving throw halves the damage. Creatures completely submerged underwater have resistance to fire damage.

Chains. The hobgoblin in area 27b has bolted three lengths of chain across the passage that connects this area to the main waterway. Any creature that attempts to pass through the area must succeed on a DC 15 Dexterity saving throw or stop moving. The creature can then use 15 feet of its movement to swim through the chains. Noticing the chains in advance requires a successful DC 15 Wisdom (Perception) check. A successful DC 18 Strength check is required to pull a chain from the wall.

Ambush. If the characters enter this area without being stealthy, the **HOBGOBLIN** in area 27b readies an ambush for them.

27—Treasure

Broken Chests. Numerous broken chests cover the floor of the boat ramp here (27a), creating an area of difficult terrain.

Ballista. A functional ballista mounted on a mechanism that allows a single person to aim and fire it stands at the center of the ramp. A creature using this weapon makes an attack roll equal to their proficiency bonus plus their Intelligence modifier. It has a range of 120/480 ft and deals 16 (3d10) piercing damage on a hit. A creature using the ballista has half cover from ranged attacks made against it from the water (27a).

LILANDRA THE SUCCUBUS

Lilandra Nightshade, once a formidable succubus, was known to traverse between the mortal realm and the infernal planes. Her beauty was intoxicating, her allure irresistible; she wielded these gifts to sow chaos and ensnare souls, binding them to her will and offering them to her dark masters. Among her most notorious deeds was the seduction and subsequent downfall of several influential leaders, plunging entire realms into anarchy and war.

However, her reign of terror and seduction was not to last. A formidable trio of wizards, each a master in their domain, joined forces to end Lilandra's malevolent spree. Through a combination of divination and powerful arcane traps, they cornered the wily succubus. In a fierce and breathtaking battle, amidst a cascade of spells and enchantments, the trio managed to ensnare Lilandra in a web of magic, petrifying her into statue form.

Varasha. Unless the characters were stealthy getting into this area, the **HOBGOBLIN** who lives here, Varasha Ironclaw, loads the ballista and readies a shot for the first person that comes into view (she has a +3 to hit). She shoots to kill, but still claims that it's a warning shot for anyone else entering the area. Varasha wears a *cape of the mountebank*, which she will use if she is cornered. She teleports to area 1 of this section of Undercity, then retreats back to the metropolis. Varasha also carries a coin purse with 100 gp.

Varasha's Camp. A shack made of discarded wooden pallets and torn sails leans against the eastern wall (27b). Inside this cozy shack is a small cot, and table, plus a collection of utensils, stoneware, and other trinkets.

28—Cable

Cable Raft. A cable runs the length of this area (and beyond to the identical section in Section C1 of the Undercity). A raft with two posts topped with eyeholes allow up to four Medium creatures to pull themselves along the length of the cable.

Succubi Statues. Six alcoves along the waterway, three to the north and three to the south, hold statues of attractive winged female fiends. The succubi statue in the central northern alcove looks different than the rest. She looks angry and is holding her left hand out, palm upward. A character who inspects the statue and the pedestal upon which it stands and succeeds on a DC 10 Intelligence (Investigation) check notices

that this statue seems to be standing where another statue once stood. In fact, a character who investigates the water at the foot of the statue sees the remains of another succubus statue identical to the other five.

If a character touches this succubus's hand and says her name aloud, "Lilandra", they cause the statue to return to flesh, freeing the succubus. Immediately, she says, "—ou and everyone you care about!" before realizing that the people who she was originally yelling at are long gone.

As part of the petrification curse cast upon her, the **SUCCUBUS** Lilandra is charmed by whatever creature freed her. Lilandra regards the creature as a trusted friend to be heeded and protected. Although Lilandra isn't under the creature's control, she takes the creature's requests or actions in the most favorable way she can. Casting *remove curse* or similar magic on her ends the charmed condition.

Each time the creature or the creature's companions do anything harmful to the target, Lilandra can make a DC 15 Wisdom saving throw, ending the effect on herself on a success. Otherwise, the effect lasts until the creature who freed her dies or she does. See the Lilandra the Succubus sidebar for more information.

29—Dentist

The Hydra. Unless the characters have already encountered it elsewhere, the **HYDRA** is found swimming here. It's been eating rats (many of which are still stuck in its myriad teeth) and would love a change of diet—a band of merry adventurers will suffice. If the party uses fire or acid to attack it, it dives under the water where it knows it's safe. The hydra won't travel beyond this section of Undercity.

30—Altercation

Hydra's Shore. The bones of hundreds of creatures, including humanoids, cover the ground of this dry area.

Hydra Pups. A pair of young hydras gather at the north end of this chamber. These hydras aren't fully developed. As such, they both use the **CROCODILE** statblock. If the characters harm the pups, they cry out, drawing the attention of their mother. So long as the characters haven't slain her yet, the **HYDRA** from area 29 swims over and attacks.

Stuck Door. The door to the corridor leading to area 31 is stuck shut with spider webs. Prying the door free requires a successful DC 12 Strength check.

However, it signals the spiders in area 32 to come investigate what their web has caught.

31—Running

Stuck Door. The door to the corridor running between area 30 and 31 is stuck shut with spider webs (see area 30).

Spider Webs. The passage connecting areas 30 and 31 (plus areas 31 and 32) is covered in thick spider webs, creating an area of difficult terrain. A creature entering this area for the first time on a turn must succeed on a DC 12 Dexterity saving throw or become restrained by the webs. A restrained creature can use its action to try to escape, doing so with a successful DC 12 Strength (Athletics) or Dexterity (Acrobatics) check.

Each 10-foot cube of giant webs has AC 10, 15 hit points, vulnerability to fire, and immunity to bludgeoning, piercing, and psychic damage.

Disturbing these webs draws the attention of the spiders in area 32.

Dead Things. Numerous dead animals, drained of their bodily fluids, hang in the webs.

32—Chamber

Spiders. Eight **GIANT WOLF SPIDERS** gather in this web-filled room (see area 31 for details on webs). Ω

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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.

General Features

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

Architecture: Undercity boasts a blend of ancient stonework intertwined with later-era wooden supports, creating a maze-like sprawl of tunnels and chambers beneath the metropolis. The tight corridors of Undercity are constrained by 7-foot ceilings, while its expansive chambers are crowned by majestic 20-foot vaulted ceilings.

Columns: Massive, intricately-carved stone columns grace many chambers, serving both structural and decorative purposes. Some of the columns might be large pipes—the description will note this change in such instances.

Doors: Most doorways feature deteriorating wood bound with rusted iron, many warped or partially unhinged, bearing the tales of time and decay.

Locked and Barred Doors: Many of the doors feature crude iron locks. 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. Barred doors cannot be picked, and only forced open. A door has AC 15, 18 hit points, and immunity to poison and psychic damage.

Secret Doors: Masterfully hidden among the stonework and wood panels, secret doors await those with a keen eye or magical means to reveal

them. Spotting a secret door requires a successful DC 20 Wisdom (Perception) check.

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 silent labyrinths occasionally echo with distant water drips and unseen creatures, while a potent mix of dampness, decay, and metallic undertones fills the air.

Loud Frogs. Many of the rooms in this part of the Undercity have dozens of frogs living there. An area with loud frogs imposes disadvantage on all Wisdom (Perception) checks made to hear.

Submerged Tunnels: Certain paths in Undercity are entirely submerged, forcing adventurers to brave underwater treks to discover what lies beyond.

Wererat Names

d12	First Name	Last Name
1	Scurryclaw	Thorne
2	Whisperfang	Grime
3	Tailor	Quickwhisk
4	Muddle	Scratchbane
5	Latch	Gleamtooth
6	Gloomtail	Vex
7	Nibblersnout	Shade
8	Dartclaw	Slumber
9	Rattlefang	Veil
10	Skulkwhisper	Mire
11	Pesterclaw	Dusk
12	Veerfang	Hushblade

Section B1 Random Encounters (1/Hour)

d100	Areas 1–22	Areas 23–29
1–10	1d2 WERERATS	1 HYDRA (see area 29)
11–12	1d4 GHOULS	1d4 + 1 GIANT WOLF SPIDERS
13–14	1 GHAST	1d4 hydra pups (CROCODILES)
15	1d2 OCHRE JELLIES	VARASHA IRONCLAW (see area 27)
16	1d4 RATLINGS (see page 3)	1d4 WERERATS in a rowboat
17	1d6 + 1 ZOMBIES	THE BROTHERS IN SILVER (see page 5)
18	1d4 GIANT FROGS	1d4 BANDITS in a rowboat
19–00	No encounter.	