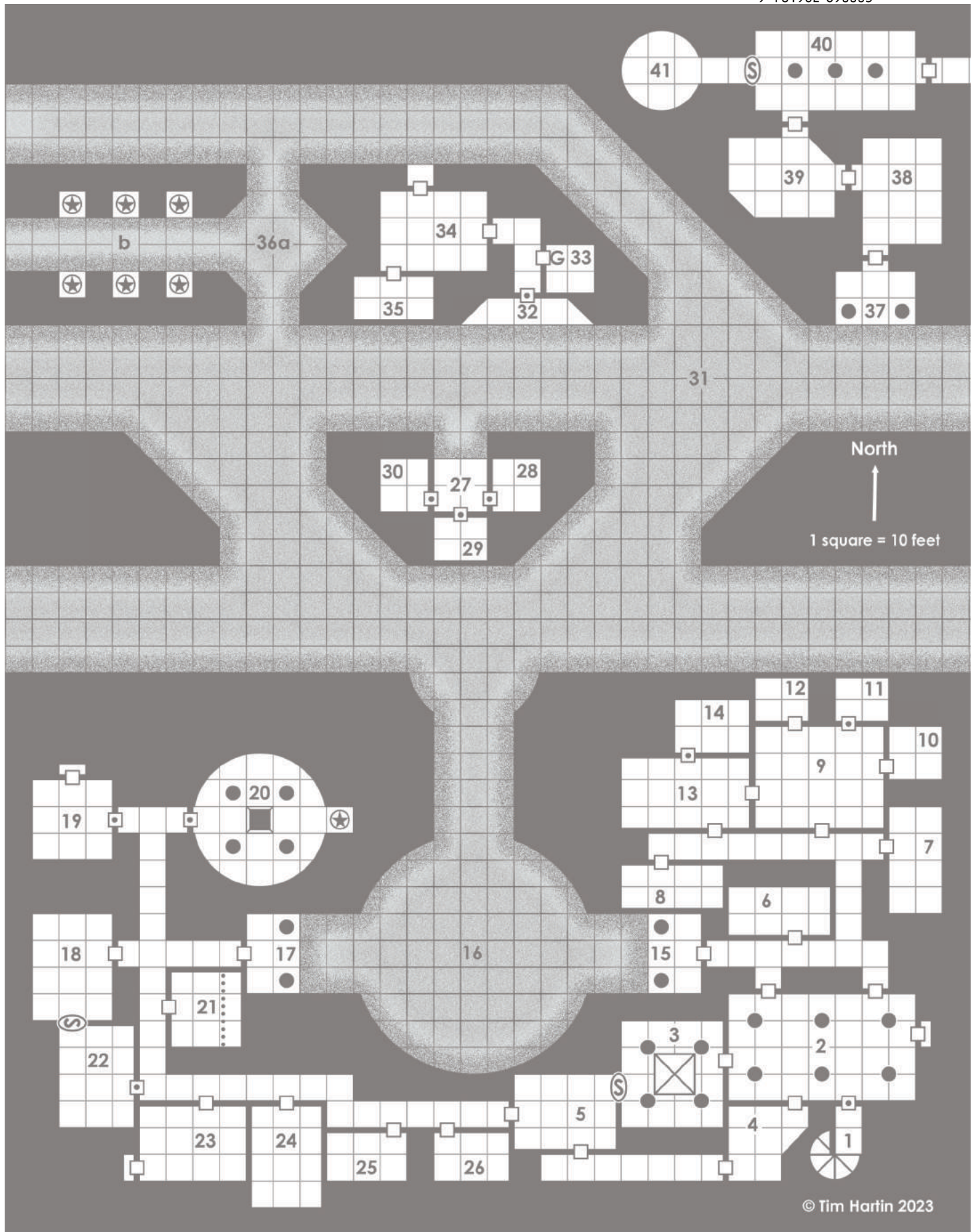


**UNDERCITY SECTION C1 BY DMDAVE**

**Maps** Tim Hartin | **Proofing** John Webb | **Art** Matias Lazaro, Nacho Lazaro

Requires the Fifth Edition Core Rulebooks

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## SECTION C1

This section of Undercity is intended for four to six 6th-level characters.

Amid the bustling heart of the metropolis, where the cacophony of city life reigns supreme, lies a discreet and elusive gateway to a dragon stronghold within the Undercity. Nestled between two age-old buildings, a narrow alley—often mistaken as a mere architectural gap—holds the entrance. To the unobservant, the alley is a dead end, with a faded mural of the city's skyline. However, a closer look reveals the barely perceptible outline of a majestic dragon, wings outspread, hidden within the artwork. Directly beneath this dragon is an innocuous-looking manhole cover, adorned with intricate, barely noticeable, runic designs that are as old as the city itself.

### Keyed Encounters

The following area descriptions are keyed to the map of Section C1 as shown on the cover.

#### 1—Noxious

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**Locked Door.** The door to area 2 is *arcane locked*.

**Secret Staircase.** The secret alley detailed above leads down to this entrance.

**Ghastly Visitor.** If the characters descend the stairs, they catch wind of an awful smell from the bottom of the steps. A **GHA**ST found its way into this area and is clawing at the door to area 2. The creature loathes the living and is hungry, but knows better than to pick a fight with a fully equipped party. It flees as soon as it gets the chance.

#### 2—Haven

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**Locked Door.** The door leading to area 1 is locked.

**Throne Room.** An impressive throne made of polished mahogany and dressed with green cushions stands at the east end of this room. There are details of dragons carved into its arms and back.

**Cleaning Closet.** The door on the eastern wall leads to a closet filled with cleaning supplies.

#### 3—Spidershafts

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**Weapon Racks.** The northern wall features racks of spears and the southern wall features racks of light crossbows. There is a wooden crate under the crossbows holding twenty quivers with twenty crossbow bolts each.

**Spider Design.** This marble floor bears a black, white, and gold spider design.

**Spider Trap.** The spider is actually a trap, triggered when a creature steps through the 20-foot square marked with an X on the map. The spider's legs magically animate and rise from the floor, creating a cage. Each creature in the area must make a DC 14 Dexterity saving throw.

On a successful save, the creature can choose to be pushed 5 feet back or to the side of the spider trap. A creature that chooses not to be pushed suffers the consequences of a failed saving throw.

On a failed saving throw, the creature is stuck inside the spider's cage. A creature, including the trapped creature, can force the cage's leg-bars open with a successful DC 18 Strength check.

The trap also signals a telepathic alarm to the guards in areas 25 and 26. They arrive in five rounds, emerging through the secret door in the western wall.

Noticing the trap requires a successful DC 16 Intelligence (Investigation) check. A *dispel magic* spell disables the trap for 24 hours.

**Secret Door.** A secret passage in the western wall connects this area to area 5.

#### 4—Carriage

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**Carriage.** A luxurious carriage dominates the center of this room. It seems to be a decoration more so than a practical mode of travel.

#### 5—Hidden

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**Refectory.** Two large tables flanked by benches are the focal point of this room.

**Secret Door.** A secret passage in the eastern wall connects this area to area 3.

#### 6—Court

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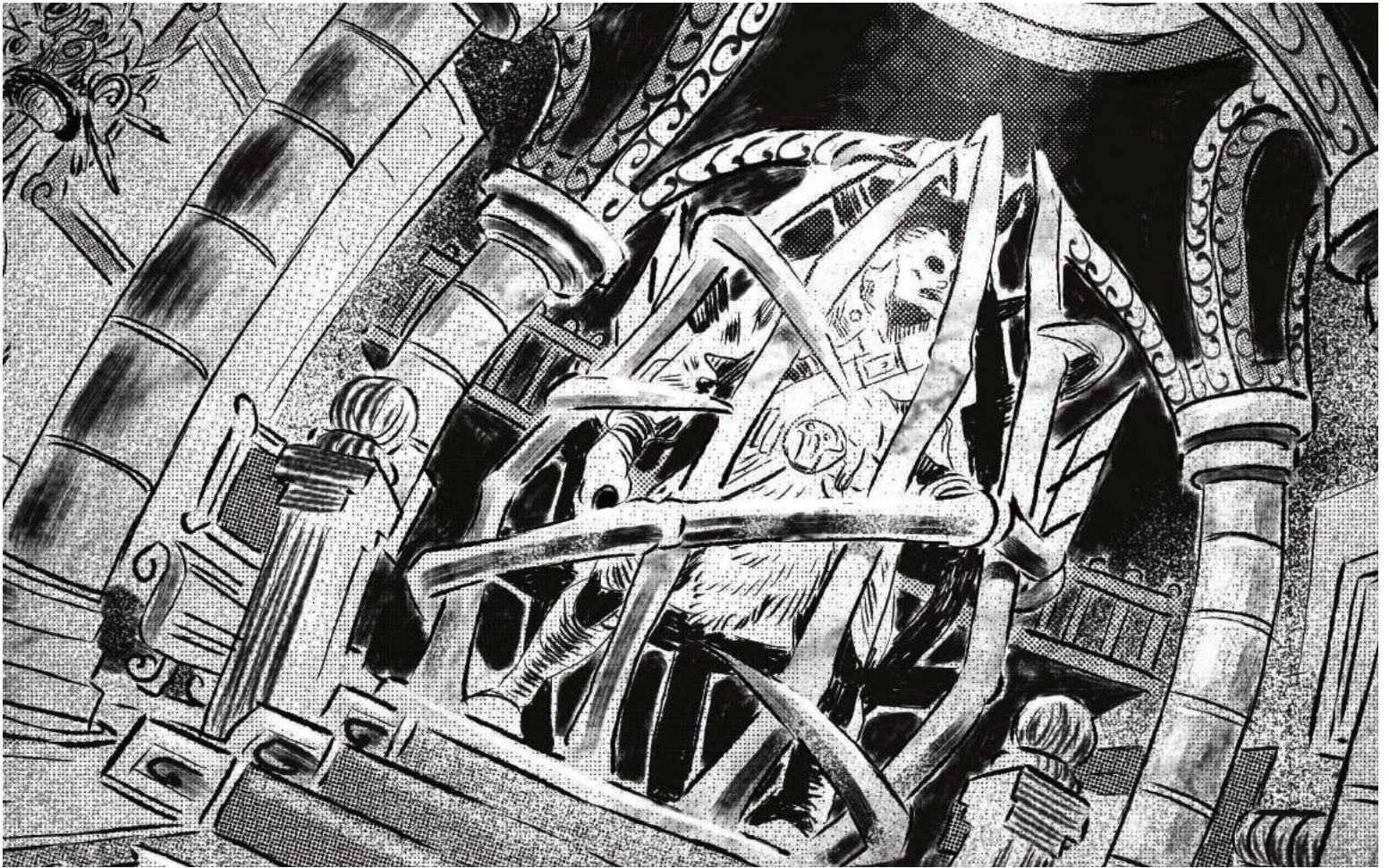
**Wooden Floors.** The floors here are made of highly polished light-colored wood.

**Hoop.** An 18-inch-wide ring made of iron hangs 10-feet off the floor on the western wall of this chamber.

**Broken Floor.** The wooden floor directly below the hoop is broken and mangled.

**Stone Orb.** A 9-inch-wide orb made of solid stone rests on the ground against the northern wall.

The orb is enchanted, detectable with a successful DC 14 Intelligence (Arcana) check or



*detect magic* spell. When a creature touches the orb, the **YOUNG GREEN DRAGON**, Elanzo, immediately knows that it's being disturbed. Unless already encountered, the young green dragon arrives in 1d6 rounds to investigate.

## 7—Encroaching

**Bath.** This entire space seems to revolve around a 20-foot-wide bathtub at the south end of the room. Steam gently rises from the water that fills it.

**Poisonous Bath.** The water in the bathtub is poisonous. A creature that touches the water must succeed on a DC 13 Constitution saving throw or be poisoned for 1 minute. The poisoned creature is paralyzed. So long as the creature still isn't touching the poisonous water, it can repeat its saving throw at the end of each of its turns, ending the effect on itself with a success.

## 8—Recipe

**Altar.** A majestic altar carved of marble and dressed with glistening emeralds stands as a centerpiece at the east end of this room. The altar is dressed with unlit candles on silver candlesticks and a large, leather-bound tome. The book is closed when the characters enter this area.

**Prayer Mats.** Numerous prayer mats stand before the altar, all made from green and gold thread.

**Book of Draconic Prayer.** If a creature opens the book, a *magic mouth* resembling a dragon's maw forms on the book's pages and begins reciting dark, ancient prayers in Draconic. The prayers continue as long as the book stays open. A creature that starts its turn listening to the prayers must make a DC 13 Wisdom saving throw or take 3 (1d6) psychic damage from the effect. A creature that succeeds on its saving throw is immune to the effect for 24 hours. Dragons, half-dragons, dragonborn, and other creatures with dragon ancestry (such as Draconic Bloodline sorcerers) are immune to this effect.

**Treasure.** Many of the items in this room hold considerable value. Double the results for the random treasure roll here (see General Features).

## 9—Veiled

**Audience Chamber.** This humongous room serves as an audience chamber. A throne made of polished wood, ivory, and silver stands at the north end of the room between the doors to areas 11 and 12.

## ELANDRIEL THE TIMELESS

Elandriel the Timeless, a dragon baroness concealed in the heart of the metropolis, has woven an intricate web of politics and power over the course of four centuries. In her grandiose position, she has witnessed the ebb and flow of time, watching the city evolve around her, its denizens oblivious to the dragon that lies beneath its opulence. Yet, as the decades have turned, a weariness has crept into her heart. The role of baroness, once a thrilling game of strategy, now often feels like a gilded cage, trapping her vast spirit within its ornate bars.

To mingle with her subjects and to evade the burdens of her station, Elandriel harnesses her innate draconic sorcery, adopting the guise of an elven enchantress. Her emerald skin gleams like the finest jade, and her pitch-black eyes betray nothing of the mighty dragon within. Yet, when she offers one of her rare, genuine smiles, the needle-sharp teeth that peek out are a telling sign of her true heritage. The baroness is not without her vulnerabilities. Her children, Elanzo and Elandrea, are her Achilles heel. Born to privilege, they revel in the excesses of their station, but Elandriel's love for them knows no bounds. She shields them from harm, fiercely protective, employing myriad covert methods, from ambushes to insidious poisons, to eliminate any threats.

Yet, even with all her might and influence, a yearning gnaws at Elandriel's heart. She dreams of the thrill of adventure, of stepping into the shoes of those brave souls who traverse dungeons and face unspeakable dangers. The idea of posing as a mere adventurer, free from the trappings of her title, is an allure she can hardly resist. Any opportunity to join such a questing party would be seized upon with an almost childlike enthusiasm.

**Elandriel's Guards.** Six lawful evil human **KNIGHTS**, all servants of Elandriel and her children, linger in this area, patiently waiting their patron's next request. Unless the characters were careful or they are disguised, the knights draw their swords and attack.

If the fight drags on for more than three rounds, the noise draws the attention of Elandriel in area 10.

**Treasure.** Many of the items in this room hold considerable value. Double the results for the random treasure roll here (see General Features).

**Locked and Trapped Door.** The door to this area is *arcane locked* and trapped. When a creature that isn't Elandriel touches the door, the trap triggers. The entirety of area 9 fills with noxious vapors, which spread into area 11. Its area is heavily obscured. When a creature enters the gas's area for the first time on a turn or starts its turn there, that creature must make a DC 18 Constitution saving throw. The creature takes 22 (5d8) poison damage on a failed save, or half as much damage on a successful one. The knights' helmets protect them from the vapors.

The door sends a telepathic alert to Elandriel, who, unless already encountered elsewhere, arrives in 1d6 rounds, quite angry at the disturbance.

Noticing this trap requires a successful DC 18 Intelligence (Arcana) or (Investigation) check. A *dispel magic* spell cast at the 5th-level temporarily disables it for 1 hour.

A strong wind disperses the vapors. Otherwise, they last for 10 minutes.

## 10—Feeder

**Bed Chamber.** The only piece of furniture in this room is a large, circular bed dressed with green silk sheets and pillows. The adult green dragon, Elandriel the Timeless, often sleeps here.

**Books of Poetry.** Numerous books of poetry, heavily earmarked and annotated, cover the bed and the floor beside it.

**Elandriel the Timeless.** Unless already encountered, the **ADULT GREEN DRAGON**, Elandriel, lies on her bed, restless, sighing. See the sidebar for a description.

When Elandriel first meets the characters, she is intrigued by their position and their ability to get through her defenses. She offers them a proposition—take her on their quests and she will let them live. If they deny her, she reveals her true form and kills one of them to make her point. If the characters surrender, she has her guards place them into one of the prison cells (see areas 27-30).

## 11—Broom

**Locked and Trapped Door.** The door to this area is *arcane locked* and trapped. See area 10 for details.

**Elandriel's Hoard.** Elandriel keeps a portion of her impressive treasure hoard in this room. The room is stuffed with wooden chests containing 100,000



sp, 17,000 gp, 400 pp, 14 and emerald gems worth 1,000 gp each.

## 12—Shimmering

**Dragon Shrine.** A shrine dedicated to a Draconic god stands at the north end of this room. There are two candles lit on the mantle.

## 13—Infection

**Elanzo's Chambers.** This particularly large bed chamber belongs to Elanzo. Elanzo is a **YOUNG GREEN DRAGON**. Unlike his mother and sister, he prefers to remain in dragon form. Elanzo is always looking for an excuse to eat humans, and will attack anyone who disturbs his peace.

**Locked Door.** The door leading to area 14 is *arcane locked*.

## 14—Beard

**Locked Door.** The door leading into this area is *arcane locked*.

**Empty Treasure Room.** This room is completely empty save for a large stone dwarf statue lying on the ground.

**Stone Dwarf Trap.** The dwarf is supposed to be part of a trap used to protect the room that Elanzo has yet to set-up. If a creature touches the statue, it arms itself. On initiative count 20, the statue fires rays from its eyes at a random creature within 60 feet of it with a +3 to hit (or +8 if it's standing), dealing 18 (4d8) fire damage. The rays continue for 1 minute and then cease. Destroying the statue ends the effect early. The statue has AC 18, 200 hit points, and immunity to poison and psychic damage.

Spotting this trap in advance requires a successful DC 16 Intelligence (Investigation) check. If the check fails by 5 or more, the character accidentally touches the statue. A *dispel magic* spell cast on the statue disarms it for 1 hour.

## 15—Drain

**Dock.** This stone dock offers access to the main waterway (areas 16 and 31). There is a luxury caravel tethered to the northernmost column.

**Spectral Tentacles Trap.** A character that examines the area here and succeeds on a DC 16 Intelligence (Arcana) check identifies the existence of the spectral tentacles trap in area 16 without triggering it.

## 16—Scale

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**Pool.** This large pool connects to the main waterway (area 31).

**Spectral Tentacles Trap.** A powerful, ancient enchantment protects this pool from intruders. When a creature comes within 50 feet of the pool's center, a spectral guardian appears at the pool's center. It occupies a 10-foot-square space and appears as a mass of writhing spectral tentacles. Any creature that moves to a space within 50 feet of the tentacles or starts its turn in the area, including on the turn that triggered it, must make a DC 15 Dexterity saving throw. A creature takes 20 radiant damage on a failed saving throw, or half as much damage on a successful one. The tentacles vanish when they have dealt a total of 100 damage. Casting *dispel magic* on the guardian against a 6th-level, or saying aloud the passphrase "Drain Scale Depths" ends the effect early. The trap resets the next sunrise.

## 17—Depths

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**Docks.** This area is identical to area 15, except it lacks the caravel.

## 18—Squalor

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**Kitchen.** Stovetops, ovens, pots and pans—this room is a kitchen.

**Filth Monster.** When the characters enter this area for the first time, two of Elandriel's **KNIGHTS** are currently handling a little problem—an **OTYUGH** from area 22 has escaped and is eating the preserves while six members of the kitchen staff (all **COMMONERS**) watch in awe.

**Trash Chute.** There is a large trash chute in the southern wall (marked with an S on the map). The otyugh climbed its way up the chute to get into the kitchen.

## 19—Dizziness

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**Locked and Trapped Door.** The door to this chamber is *arcane locked* and trapped. When a creature other than Elandriel touches the door, it casts the *guards and wards* spell throughout the corridor, creating the following effects for 24 hours or until Elandriel dispels it:

Fog heavily obscures everything in the corridor.

All of the doors in the corridor (those leading to areas 17-20) are *arcane locked* for the duration and an illusion spell masks their presence.

A *suggestion* spell affects the 10-foot-square space directly in front of this door. A creature who fails a DC 18 Wisdom saving throw against this effect must "surrender to the nearest guard."

Additionally, the guards in areas 25 and 26 investigate the disturbance, assuming that they haven't already been killed or rerouted.

**Elandriel's Treasure.** Another portion of Elandriel's treasure is held in this area. This part of her hoard consists of 25,000 sp, 1,100 pp, a small chest holding 20 green gems, each one worth 500 gp, two *cloaks of elven kind*, a *wand of magic missiles*, and an *adamantine breastplate*.

## 20—Wistful

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**Locked Door.** The door to this chamber is kept locked.

**Elandrea's Domain.** This large, round room belongs to Elandrea. It's sparsely decorated save for a statue of an ancient Draconic god in the eastern alcove. Elandrea recently moved all her belongings down to the Underrealm.

**The Hole.** Elandrea has used her innate draconic sorcery to dig a hole in the center of the room. This hole leads down to section D2 of the Underrealm.

**Elandrea.** When the characters first arrive in this chamber, the **YOUNG GREEN DRAGON** Elandrea crawls out of the hole at the center of the room, having just completed a foray into the Underrealm. At first, she's angry that the characters have entered her room, but quickly realizes that the characters might be able to help her. See the Elandria the Inquisitive sidebar for more information.

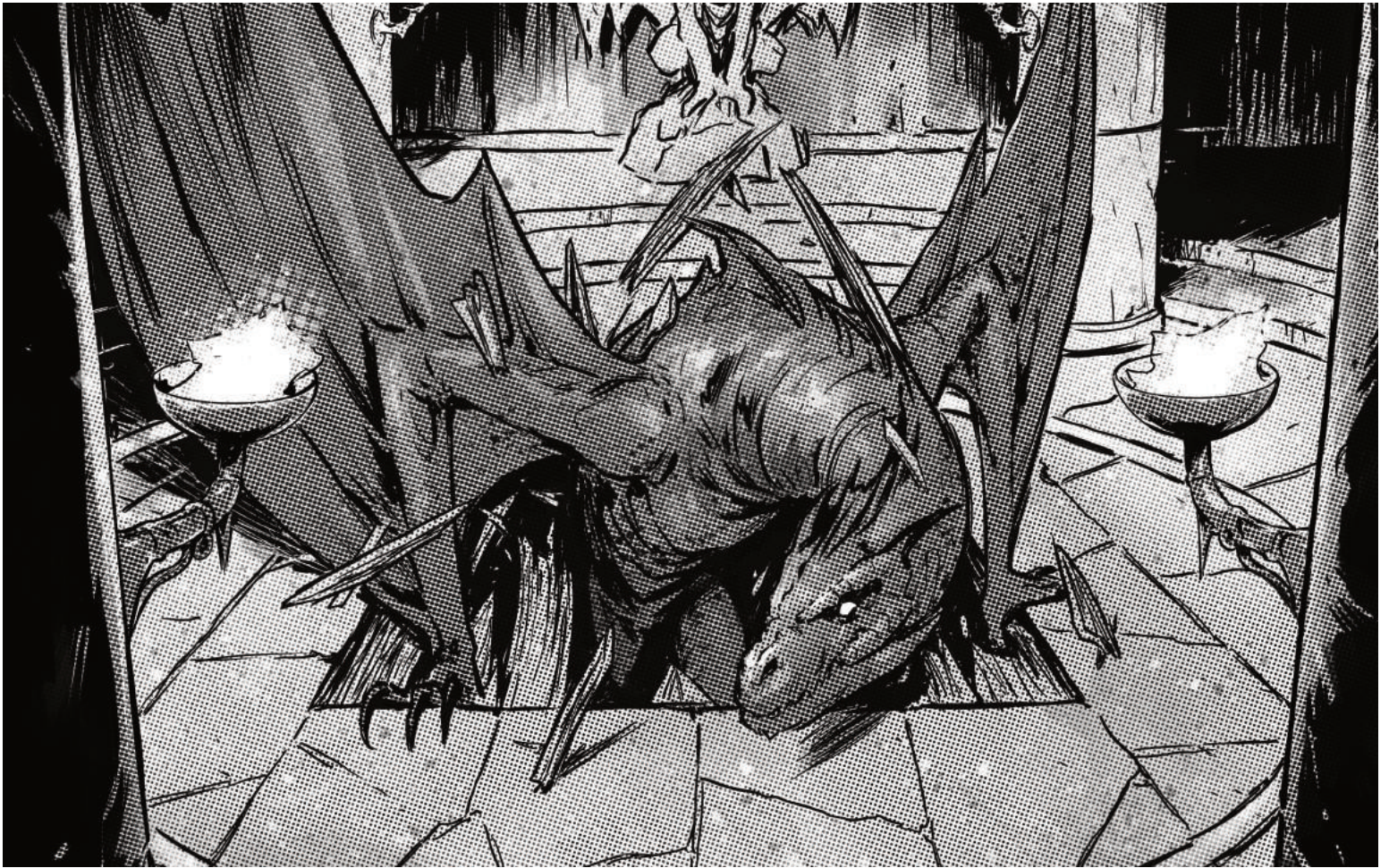
## 21—Compress

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**Warning.** A sign on the door reads, "Warning: Do not bring fire into this area!"

**Freezer.** This large room is extremely cold, serving as a freezer. It's filled with perishable goods such as meats and vegetables.

**Brown Mold.** The easternmost wall of the chamber is covered in brown mold. It's what makes this area so cold. A row of iron bars prevent anyone from moving within 10 feet of the mold. However, if a creature manages to slip through the bars and come within 5 feet of the mold or start its turn there, it must make a DC 22 Constitution saving throw, taking 22 (4d10) cold damage on a failed



save, or half as much damage on a successful one. The mold is immune to fire, and any source of fire brought within 5 feet of the mold causes it to instantly expand outward in the direction of the fire, covering a 10-foot square area, with the source of fire at the center of the area. A patch of brown mold exposed to an effect that deals cold damage is instantly destroyed.

## 22—Sandstone

**Barred Door.** The door leading to this chamber is barred from the corridor, hinting that the room has something trapped inside it. Unbaring this door frees the otyughs (see below).

**Trash Chute, Corridor.** A pulldown door to the right of the door masks a 3-foot-wide trash chute for depositing garbage, waste, and anything else that will fit through it into this area. Climbing up this chute requires a successful DC 15 Strength (Athletics) check.

**Low Floors.** This floors in this chamber are 10 feet lower than the rest of the floors in Elandriel's lair.

**Waste Disposal Room.** This filthy room is where Elandriel's servants deposit the lair's waste. There are two **OTYUGHS** here. A third recently

escaped through the large trash chute in the northern wall (see area 18). Hungry and vicious, the otyughs attack anyone that comes in here.

**Trash Chute, Kitchen.** A 5-foot-wide trash chute connects this area to area 18 (marked S on the map). Climbing up this chute requires a successful DC 15 Strength (Athletics) check.

## 23—Opal

**Secondary Kitchen.** This area serves as a secondary kitchen.

**Small Pantry.** The door on the western wall leads to a small closet containing preserves.

## 24—Flooding

**Flooded Dining Hall.** Three inches of standing water pools on the floor in this small dining area.

## 25—Despair

**Training Room.** This area contains dummies, wooden swords, and other gear designed to help keep Elandriel's guards in shape.

**Training Session.** Unless encountered elsewhere in Elandriel's lair, there are two **KNIGHTS** training in this room when the characters enter.

## 26—Quintessential

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**Bunks.** Three bunks crowd the south end of this room, and standing lockers are against the northern wall.

**Guards.** Unless encountered elsewhere, there are two **KNIGHTS** resting here.

## 27—Clamato

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**Clam Shells.** Enormous clam shells, some measuring up to 8-inches in width, cover the bottom of the waterway within 10 feet of the entrance to this area, serving like natural caltrops. A creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 slashing damage from the clamshells' edges. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature swimming through the area doesn't need to make the saving throw.

**Blood in the Water.** A living creature that doesn't have all its hit points that enters the area draws the attention of the three **SWARMS OF QUIPPERS** that lurk under the loading dock.

**Prison.** This small area doubles as a loading dock and a desk for the prison's jailer (currently absent).

**Locked Doors.** The doors leading to areas 28 through 30 are *arcane locked*.

## 28—Vertigo

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**Locked Door.** The door to this room is *arcane locked*.

**Prison Cell.** This room contains a simple bed and a wooden bucket. It's currently empty.

**Vertigo Gas.** Invisible vapors fill this chamber. A target that enters the area for the first time on a turn or ends its turn in the area must succeed on a DC 11 Constitution saving throw or become poisoned for 1 hour. While poisoned in this way, the target can't take reactions and has disadvantage on Dexterity saving throws.

## 29—Dank

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**Locked Door.** The door to this room is *arcane locked*.

**Prison Cell.** This room contains a simple bed and a wooden bucket. It is currently occupied by a **WERERAT** named Dank. Dank is currently under the effects of this cell's vertigo gas.

**Vertigo Gas.** Invisible, disorienting vapors fill this chamber. See area 28 for a complete description.

## 30—Disoriented

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**Locked Door.** The door to this room is *arcane locked*.

**Prison Cell.** This room contains a simple bed and a wooden bucket. It's currently empty.

**Vertigo Gas.** Invisible, disorienting vapors fill this chamber. See area 28 for a complete description.

## 31—Swizzle

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**Main Waterway.** The main waterways here connect to sections B1 to the west and D1 to the east.

**Pirates.** The first time the characters enter this area, a small sailing ship, no more than 15 feet in length, makes its way west. The crew consists of four **BANDITS** led by a **BANDIT CAPTAIN**. These pirates serve the sea hags known as the Tidebound Trio (see Undercity Section D1 for more information).

## 32—Meerschaum

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**Locked Door.** The door leading into this area from areas 33 and 34 is locked.

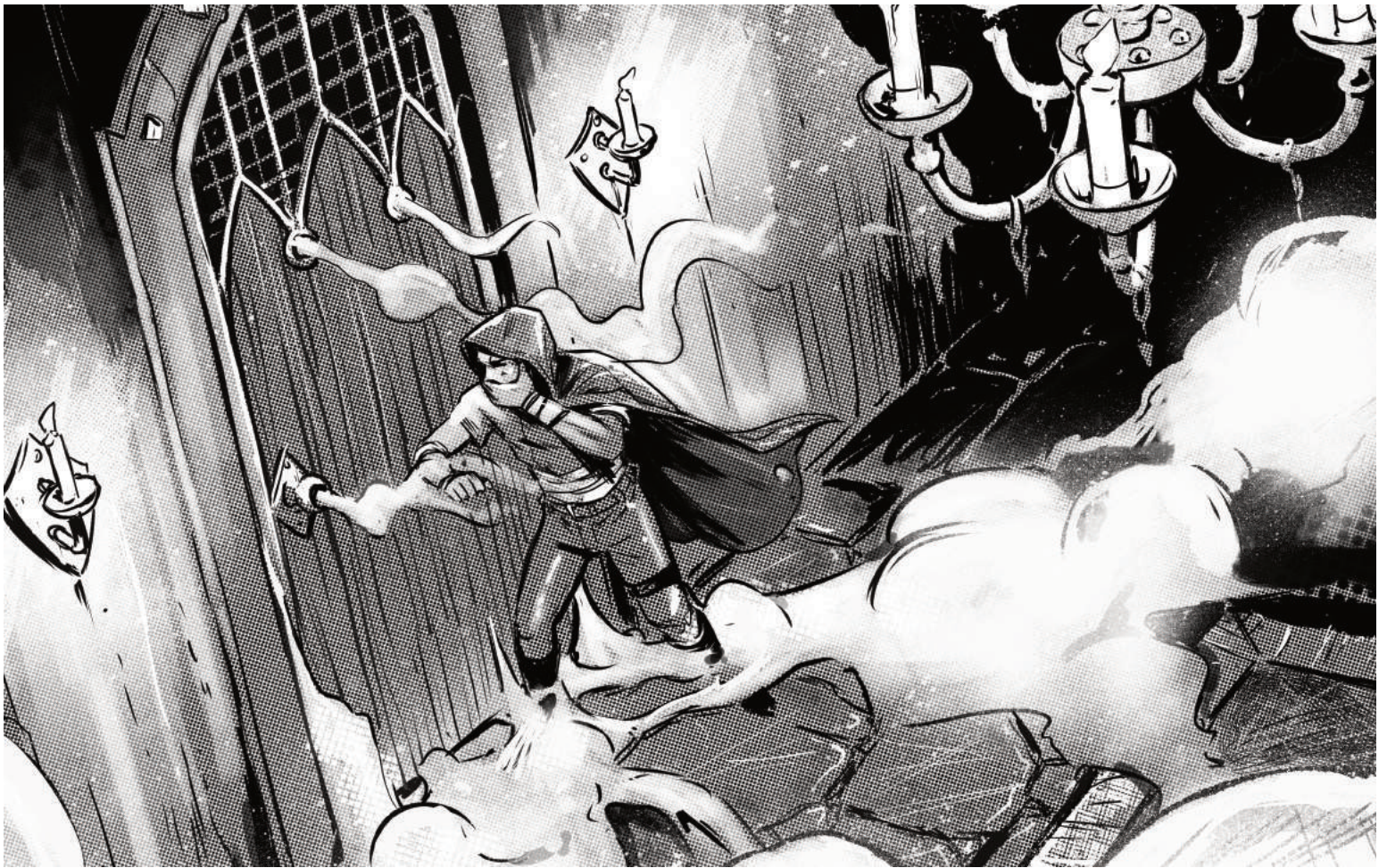
**Ramp.** The dry part of this section serves as a boat ramp.

**Dissolved Skeleton.** The acid-coated remains of a kobold lies on the ramp. Curiously, its right forearm and hand is still mostly intact and holds an attractive wooden pipe. This pipe is worth 50 gp.

**Green Slime.** A 5-foot-square patch of green slime clings to the ceiling directly above the dissolved skeleton. When a living creature enters the same square as the dissolved skeleton, the slime drops from the ceiling onto the target. Spotting the slime requires a successful DC 15 Wisdom (Perception) check. A creature aware of the slime can make a DC 10 Dexterity saving throw to avoid it. Otherwise, the slime can't be avoided.

A creature that comes into contact with the slime takes 5 (1d10) acid damage. The creature takes the damage again at the start of each of its turns until the slime is scraped off or destroyed. Against wood or metal, the slime deals 11 (2d10) acid





damage each round, and any nonmagical wood or metal weapon or tool use to scrape the slime away is effectively destroyed. Sunlight or any effect that cures disease, or any effect that deals cold, fire, or radiant damage, destroys a patch of green slime.

### 33—Sticky

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**Old Barracks.** Rotting bunks, broken foot lockers, and rusty, discarded weapons hint that this area was once used as barracks.

**Glue Trap.** The 10-foot-square section of floor directly behind the door to this room is covered in sticky glue (marked with a G on the map). Each creature that starts its turn in the glue or that enters it during its turn must make a DC 13 Dexterity saving throw. On a failed save, the creature stops moving and its movement speed is reduced to 0. A creature stuck in the glue can use its action to make a DC 13 Strength check, freeing themselves on a success. An ounce of lantern oil also dissolves the glue.

Spotting the glue in advance requires a successful DC 15 Intelligence (Investigation) check.

### 34—Golden

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**Music.** The sound of sea shanties, accompanied by a fiddle, tin whistle, and squeezebox, fill the air just outside of this area.

**Ruined Laboratory.** Soot and ash covers the walls, floors, ceilings, and ruined furniture in this area. However, a creature with proficiency in alchemist's tools immediately recognizes that this was once a laboratory.

**Camped Pirates.** Six **BANDIT** pirates sing sea shanties to pass the time. They immediately stop their song when they see the characters and put their hands on their weapons. These pirates are loyal to the Tidebound Trio (see Undercity Section D1).

### 35—Intoxicating

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**Soot and Ashes.** This room was once a kitchen, but a fire sometime in its past ruined everything.

**Rum Supply.** Six kegs of rum, property of the bandits in area 34, stand against the northern wall to the left of the door.

## ELANDREA THE INQUISITIVE

Elandrea the Inquisitive, the eldest offspring of Elandriel the Timeless, carries the weight of her lineage with a mix of pride and restlessness. While she has grown amidst the splendor of her mother's luxurious lair, comfort has become her cage. The glistening treasures and vast libraries, though rich in knowledge and opulence, fail to quench her thirst for discovery and ambition. The walls of the lair, echoing with tales of old, have instilled in her a yearning for a domain of her own, one that she could shape with her unique vision.

It was during one of her secret expeditions that Elandrea stumbled upon the remnants of a once-majestic dwarven empire, buried deep below the Undercity. The vast, intricate tunnels, the remnants of expert stonemasonry, and whispers of forgotten legends called out to her adventurous spirit. Seeing the potential of this ancient marvel, Elandrea envisioned it as the perfect foundation for her dream lair. However, as she started carving out her sanctuary, she quickly realized that the shadows of the old empire still harbored denizens, some curious and others menacing. The creatures of the deep, long accustomed to the quiet of the forsaken dwarven halls, now bristle at this dragon-born interloper, challenging her claims and ambitions at every corner. Yet, Elandrea's spirit remains undeterred, for she knows that with every challenge faced, her legend only grows.

## 36—Submerged

**Cable.** A cable runs the length of this area (and beyond to the identical section in Section B1 of the Undercity).

**Succubus Statues.** Six alcoves along the waterway, three to the north and three to the south, hold statues of attractive winged female fiends.

**Hidden Pirate.** A lone **BANDIT** armed with a trident stands behind one of the statues in the alcove. If the characters catch him unaware, it seems that he's searching for something. If the characters capture or kill the pirate and search him, they discover that he's carrying an ancient book written in the Infernal language.

**Infernal Book.** The pirate's book is *Materiae Daemonum et Succuborum Index*. It is a catalog of fiends and succubi on the material plane. A lock

of black hair bookmarks a section detailing a succubus named Lilandra Nightshade (see Undercity C1 for more information).

If asked about the book, the pirate explains that he found it stowed away on a ship he served on a few years ago. He's spent the last couple of years looking for the fiends detailed in it, and suspects that one of them is hidden here in this statue gallery.

A character that can read Infernal who spends 1 hour reading the book can make a DC 13 Intelligence (Arcana) check to learn that the succubus, Lilandra, was trapped in this exact location, just as the pirate suspected.

## 37—Pattern

**Locked Door.** The door connecting this area to area 38 is locked.

**Glyph of Warding.** There is a *glyph of warding* drawn onto the ground at the center of the two columns. The glyph is nearly invisible and requires a successful DC 11 Intelligence (Investigation) check to be found.

When a creature moves through the area, the *glyph* triggers and summons an **INVISIBLE STALKER**, setting the triggering creature as its quarry.

Removing the *glyph* requires a successful *dispel magic* spell cast against a 6th-level spell.

## 38—Generosity

**Library.** Although the furniture is old and the books are stained and yellowing, this library is in relatively good condition compared to other areas in the vicinity. The majority of the books here detail parts of the Undercity. A character who performs research in this library has advantage on all Intelligence (History) checks made to find a specific location in Undercity.

**Mosslyn the Murkweaver.** A woman with dark skin and kinky hair smokes a long pipe and pours over books in the library. Mosslyn is actually a **GREEN HAG** in disguise. She's begrudgingly allied with the Tidebound Trio and the pirates (see Undercity D1). She's not interested in fighting the characters and will turn invisible and leave if they attack her.

## 39—Smothering

**Cistern.** Huge 125-gallon butts of clean water dominate this chamber.

**Smothered Pirate.** A dead bandit lies rolled up in a **RUG OF SMOTHERING**. The rug serves Mosslyn the Murkweaver (see area 38).

## 40—Healing

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**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.

**Sack.** A torn sack lies on the ground. Six *potions of healing* are inside.

**Concealed Passage.** A secret door conceals the presence of the passage that leads to area 41.

## 41—Trampoline

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**Concealed Passage.** The door leading to this chamber is concealed in the western wall of area 41.

**High Ceiling.** The ceilings in the main chamber here are 60-feet high. Rusty spikes cover the entirety of the ceiling.

**Platform.** A 10-foot-diameter circular iron platform hangs 40 feet above the center of the room. There is an *immovable rod* bolted to the bottom of the platform. Sitting just outside of the antimagic barrier's sphere, it's what keeps the platform afloat.

**Antimagic Barrier.** An invisible sphere of antimagic (as the spell *antimagic field*) extends 20 feet in all directions from the center of the iron platform. This prevents creatures from using magic to fly, levitate, or climb up to the iron platform.

**Bouncy Floor.** Despite looking like regular stone, the floors of the main chamber are curiously bouncy. A *detect magic* spell reveals the presence of transmutation magic.

A creature can use its action to use the bouncy floor like a trampoline. The creature must make a DC 13 Strength (Athletics) check to bounce high enough to reach the platform. Once they bounce high enough, they must then make a Dexterity (Acrobatics) check. The DC for the check is equal to the result of the creature's Strength (Athletics) check. If the Acrobatics check succeeds, the creature pulls itself onto the platform. If the check fails, the creature misses the platform—and if the check fails by 5 or more, the creature hits the ceiling and takes 5 (2d4) piercing damage from the spikes.

**Treasure.** The platform holds a metal cube measuring 5 inches on each side, which is actually an *instant fortress*. Ω

**B**eneath 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:** Most of 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.

**Elandriel's Lair.** The majority of this section of the Undercity (areas 1 through 26) is dedicated to the home of an adult green dragon named Elandriel the Timeless. Elandriel's lair exudes an opulent fusion of regal elegance and draconic majesty; grand arches carved from precious stones frame vast chambers adorned with gold-trimmed mosaics that depict her lineage and achievements. Regardless of the section, ceilings are typically 7-foot high in corridors and 20-foot high in chambers.

**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. Increase the DC for either check by 10 for doors that have *arcane locks*.

**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. The corridors and chambers of Elandriel's lair are well lit with torches and candles.

**Elandriel's Knights.** All of Elandriels' guards use the **KNIGHT** stat block, and they all wear magical helmets that function the same way as a *necklace of adaptation*.

**Random Encounters (Elandriel's Lair).** Each hour that the characters are in Elandriel's lair (areas 1 through 26), roll a d10. On a result of 9 or 10, an encounter occurs, featuring 1d4 **KNIGHTS** (see above).

**Random Encounters (Waterways).** Each hour that the characters are in the waterways (areas 27 through 41), roll a d10. On a result of 8 through 10, an encounter featuring 1d6 pirate **BANDITS** occurs.

**Random Treasures.** Many of the chambers in Elandriel's lair feature 1d6 - 1 valuable art objects. Use the Random Treasures table to determine the nature of each object.

### Random Treasures

d12	Treasure	Value
1	Bone statuette	25 gp
2	Copper chalice	25 gp
3	Small mirror	50 gp
4	Embroidered handkerchief	50 gp
5	Gold or silver jewelry	75 gp
6	Framed portrait, small	100 gp
7	Bronze crown	150 gp
8	Ivory statuette	250 gp
9	Green dragon comb	250 gp
10	Framed portrait, large	250 gp
11	Ceremonial jeweled dagger	500 gp
12	Silver chalice	750 gp

**Sounds and Smells:** The silent labyrinths of the Undercity's waterways occasionally echo with distant water drips and unseen creatures, while a potent mix of dampness, decay, and metallic undertones fills the air. Elandriel's lair stands in stark contrast. It is relatively quiet. Perfumes and flowers keep everything smelling fresh and clean.

**Waterways.** The waterways of the Undercity are a labyrinthine network of channels, both natural and carved, that course through its vast expanse like veins of a subterranean creature. They range from wide, slow-moving rivers that glide silently, reflecting the dim lights of the city above, to narrow, bubbling streams that carry whispers of hidden chambers and long-forgotten secrets. On average, the water in these chambers is 5 feet deep. Treat these areas as **difficult terrain**.