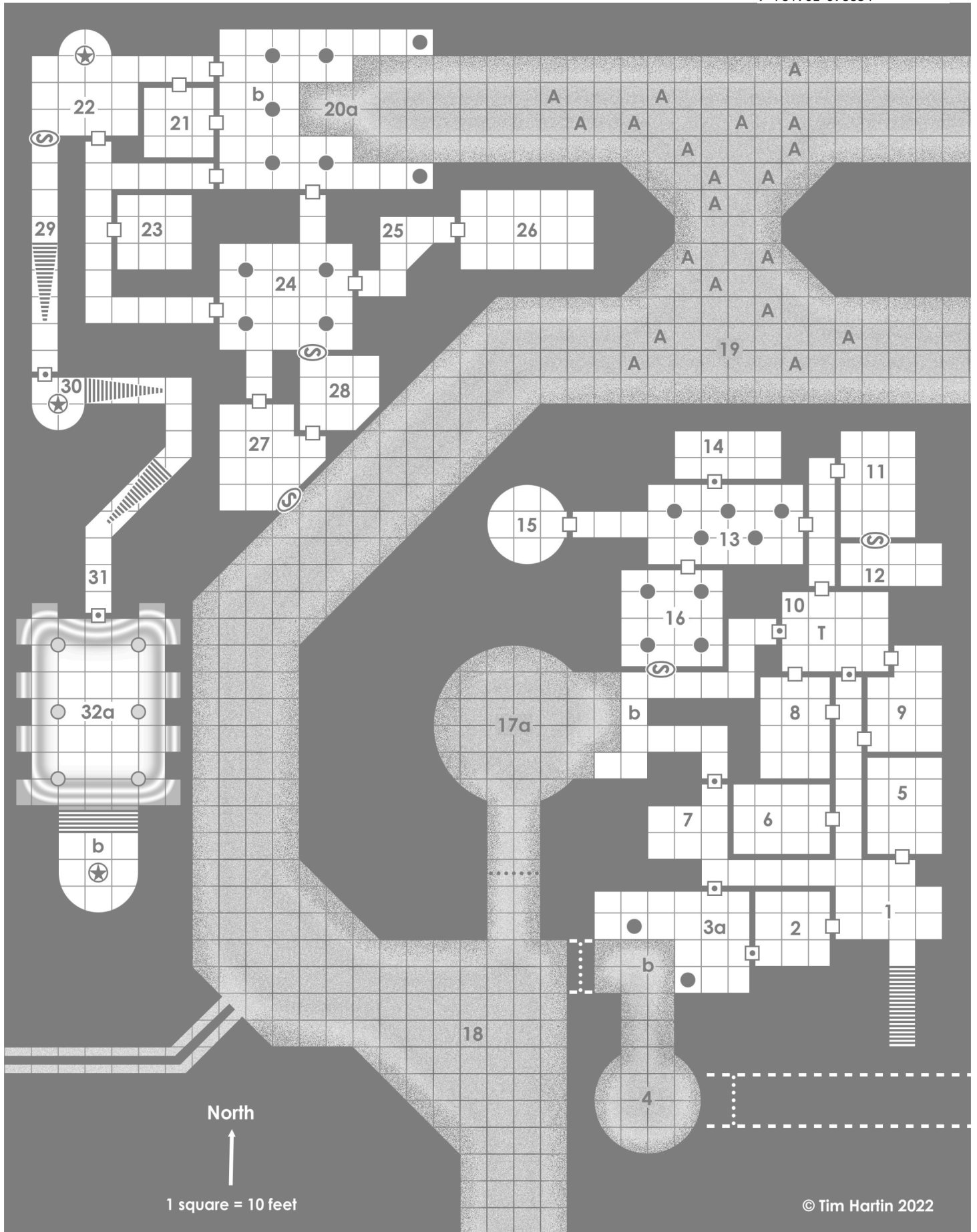


**UNDERCITY SECTION A1 BY DMDAVE**

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Requires the *Fifth Edition Core Rulebooks*

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# SECTION A1

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

Behind the city's ancient apothecary, a narrow alleyway hides a secret: where the shadow of the weathervane falls at noon, an ornate manhole cover, adorned with cryptic runes, reveals itself. Once opened, a set of time-worn steps descends directly into Undercity Section A1.

## Keyed Encounters

The following area descriptions are keyed to the map of Section A1 as shown on the cover.

### 1—Hot Springs

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**Barred Door.** The door leading to area 10 is barred from this side.

**Steam.** A thick cloud of steam covers this area.

### 2—Cheese Press

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**Barred Door.** The door leading to area 3 is barred from this side. The ratlings (see below) won't go through this door.

**Cheese Press.** An enormous cylindrical machine dominates the center of this room. A successful Intelligence check using proficiency in cook's utensils identifies the machine as a cheese press.

**Ratlings.** Three ratlings (see General Features) are here tending to the cheese press. They are not aggressive, and flee the first chance they get.

### 3—Gas

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**Barred Doors.** The doors connecting this area to areas 2 and 7 are barred shut from the other side.

**Submerged Bars.** The submerged passage that connects this area to area 18 has iron bars blocking the way.

**Steam.** A thick cloud of steam covers this area.

**Soggy Ground.** The presence of the gibbering mouthers here has made the ground mushy, creating an area of difficult terrain. Each creature that starts its turn in this area must succeed on a DC 10 Strength saving throw or have its speed reduced to 0 until the start of its next turn.

**Massive Pipes.** Two huge pipes (represented by columns on the map) stand near the edge of the water. These pipes bring in water from the city above. It's quite loud, imposing disadvantage on

Wisdom (Perception) checks made to hear in this area.

**Swimming Gibbering Mouthers.** A pair of **GIBBERING MOUTHERS** swim in the water between here (3b) and area 4. The combination of the steam and the murky water make them impossible to see to any creature that isn't within 10 feet of them, and the water muffles their gibbering.

**Forgotten Treasures.** The water here (3b) is littered with treasure discarded by the mutated humanoids that the gibbering mouthers once were. Although the mundane equipment is rusted and ruined, there's still 600 gp worth of coins, two *potions of healing*, and a +1 *scimitar*.

### 4—Spores

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**Submerged Bars.** The submerged passage that connects this area to Section B1 has iron bars blocking the way.

**Lost Spellbook.** A spellbook lies at the bottom of the pool here, protected only by its innate magic. The spellbook contains the spells a **MAGE** knows.

**Gibbering Trouble.** Swimming or making noise in this area causes the gibbering mouthers in area 3b to swim into this section to investigate. If the characters have already encountered the gibbering mouthers in area 3, ignore this.

### 5—Cacophony

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**Cheese Blessing.** Four **RATLINGS** (see General Features) stand in a circle praying with song to a fresh wheel of cheese. These creatures aren't aggressive, and flee or cower in fear as soon as they see the characters.

**Sleeping Quarters.** Not only is this a temple for the ratlings, but it serves as their sleeping quarters. There are numerous nests composed of rotting straw, rags, paper, and other detritus. Juvenile ratlings, no more than 8 inches in height, lurk amid the nests. These young ratlings use the **RAT** stat block.

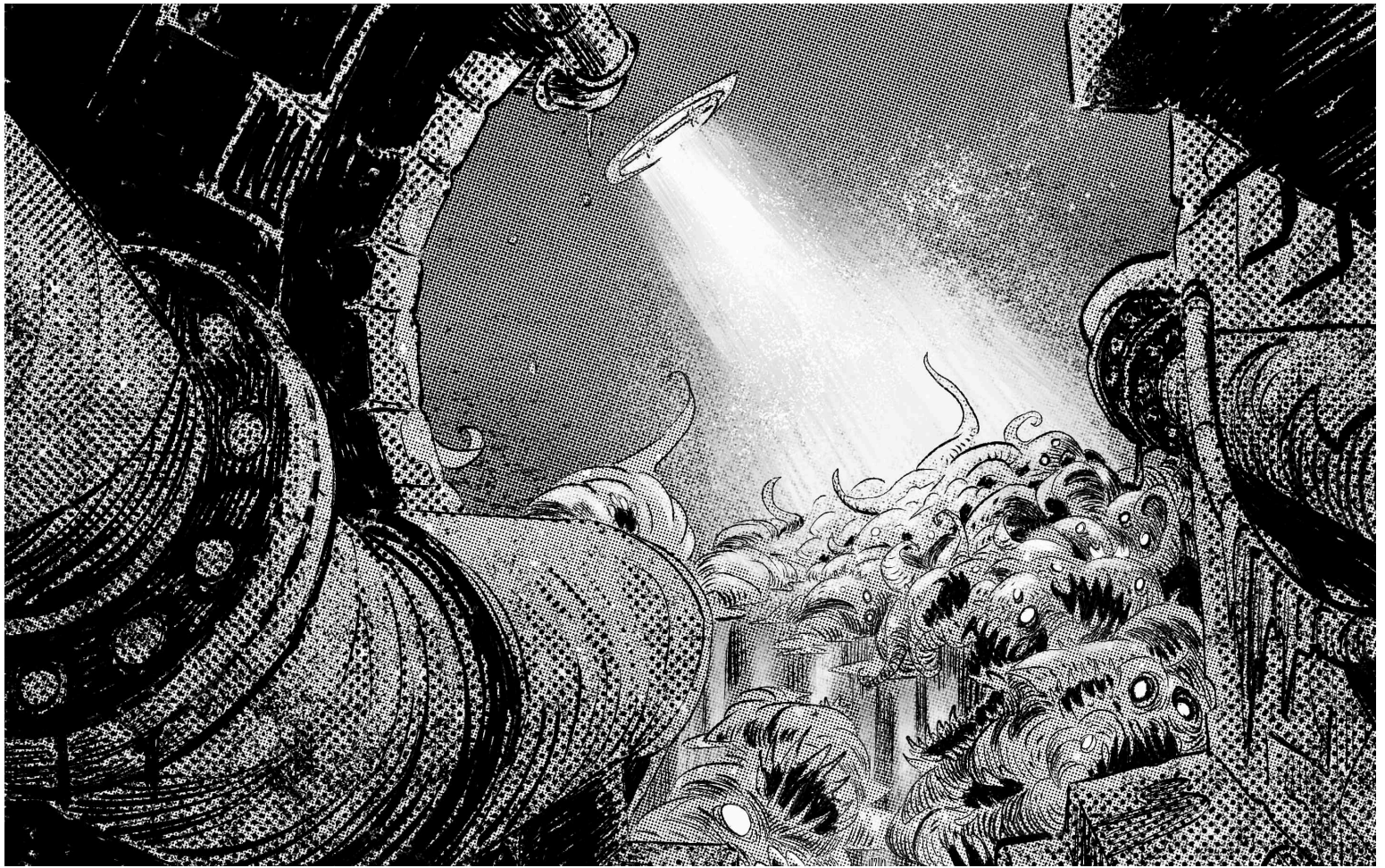
### 6—Harpsichord

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**Harpsichord.** An old harpsichord stands against the western wall, its bench knocked over. The instrument is terribly out of tune. A character with proficiency in harpsichords can spend 1 hour tuning it, doing so with a successful DC 13 Intelligence check using their proficiency.

**Sheet Music.** A book of sheet music sits on the harpsichord's music stand, turned to an





arrangement titled “The Shoggoth.” One of the arrangement’s pages has been torn out.

## 7—Multiple

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**Barred Doors.** The doors connecting this area to areas 3 and 17 are barred from this side.

**Tables and Benches.** Multiple tables and benches here suggest that this is a common area.

**Ratlings.** Six **RATLINGS** (see General Features) hide among the tables here. They are not aggressive and flee as soon as they are able—they won’t go through the door to area 3 or 17 no matter what.

## 8—Menagerie

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**Ratlings.** Eight **RATLINGS** (see General Features) congregate here. Unlike the other ratlings found in this part of the Undercity, they are more defensive, and screech at the characters to leave the way they came. They are led by a ratling **GLADIATOR**.

**Captured Thief.** A small wooden pen contains a blonde haired woman. Her entire left arm has been replaced with an animated armor’s arm. She was caught trying to steal the ratling’s cheese in

area 2. The ratlings are still trying to decide what to do with her. If the characters free her, she tells them her name is Jen (**SPY**). She isn’t interested in joining the party, but does mention she heard there was a long lost treasure cache to be found somewhere in this part of the Undercity.

## 9—Split

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**Divination Circle.** The faded remains of a large divination circle is still visible on the floor. There is a low wooden stand in the middle of the circle. 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*.

**One-of-Four.** Shortly after the characters enter this room, a Small **BLACK PUDDING** with 21 hit points slides under the door from area 10. When it spots the characters, it attacks.

## 10—Mitosis

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**Barred Doors.** The door connecting this area to area 1 is barred from area 1. And the door connecting this area to area 10 is barred from this side.

**Tesla Coil.** There is an electrical resonant transformer circuit (you and I know them as “Tesla” coils) at the center of this room (marked with a T on the map). It’s currently on, producing lightning from it in a 15-foot-radius sphere. A creature that moves into or starts its turn in this area must make a DC 13 Dexterity saving throw, taking 7 (2d6) lightning damage on a failed saving throw or half as much damage on a successful one.

**Dead Ratlings.** Six charred bodies of ratlings lie on the floor surrounding the Tesla coil.

**Lever.** A large lever on the wall to the left of the door that leads to the corridor between areas 11 to 13 controls the Tesla coil.

**Gleeful Mouthers.** If the characters shut off the Tesla coil using the lever, they immediately hear the **GIBBERING MOUTHERS** in area 17 yelp in triumph. A round later, the door connecting this area to area 17 starts to soften and bow inward. A round later, it collapses like a soufflé—the gibbering mouthers from 17 then slink into this chamber.

**Three-of-a-Kind.** Three Small **BLACK PUDDINGS**, each with 21 hit points, slink in the corridor behind the northern door between areas 11, 12, and 13. If the characters didn’t already encounter the fourth Small black pudding in area 9, it’s in the main room near the Tesla coil. Black puddings are immune to lightning damage.

## 11—Running

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**Hamster Wheel.** A large hamster wheel stands against the southern wall.

**Cages.** Dozens of cages, large enough to contain a small creature, are stacked against the northern wall. If one of the characters comes within 5 feet of the cages, the entire stack collapses. Each creature within 10 feet of the stack must succeed on a DC 13 Dexterity saving throw or take 1d6 bludgeoning damage from the falling cages.

**Alchemist’s Desk.** A desk stands against the eastern wall. It is covered in enough equipment to create a full set of alchemist’s supplies.

**Letter to Scrounge.** There is a half-penned letter lying on the desk, only moderately ruined from water damage and mildew. It reads, “Dear Scrounge, Your suggestions worked better than I could have imagined. Our new friends are getting along quite nicely. And, as you suggested, I disposed of the failures in the nearby waterway, into which they dissolved immediately, except I decided to keep one of them in my hidden

chamber, hoping to study the aberration. I am anxious to show it to you. Perhaps you can use it in your own studies?” The letter ends there.

**Soggy Wall.** A portion of the southern wall appears softer than the rest of it, almost like a fabrication. This “soggy wall” conceals the secret passage connecting this area to area 12. Thus, no check is required to find the secret door.

## 12—Levitation

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**Concealed Door.** The door to this chamber is concealed behind a soggy section of wall.

**Melted Aquarium.** A 10-foot-cube glass aquarium dominates the easternmost section of this chamber. A huge hole has been dissolved into the glass from the inside.

**Shredded Clothing.** Torn robes lie on the ground near the aquarium.

**Spongy Floor.** The floor in this room is exceptional spongy. A character who studies it and succeeds on a DC 17 Intelligence (Arcana) check recognizes it having the same quality as surfaces affected by a gibbering moulder’s Aberrant Ground feature.

**Samples.** A large cabinet on the western wall contains multiple samples taken from various creatures—bits of rats, preserved scorpions, and other oddities.

**Jar of Spittle.** Three of the jars are labeled “Test Subject 3’s Spittle.” The jar contains gibbering moulder spittle. A character can throw the jar to a point up to 60 feet away. When the jar hits an object, it explodes in a bright flash of light. Each creature within 5 feet of the flash must succeed on a DC 13 Dexterity saving throw or be blinded until the end of its next turn.

## 13—Inaudible

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**Glass Tubes.** Five 20-foot-tall, 10-foot-diameter glass tubes (marked as columns on the map) dominate this area. Four of the tubes hold a dead rat thing inside. Some have the bodies of ogres with rat-like features. Others are total abominations, with multiple heads, myriad eyes, and more than four limbs. The fifth tube is empty, its glass door ajar.

**Bookshelf.** There is a 10-foot-wide empty bookshelf against the northern wall.

**Charred Books.** There is a huge mound of charred books and ash on the ground a few feet from the bookshelf. These books are illegible, ruined by a fire long ago.

**Creaky Door.** Just as soon as the characters notice the bookshelf and burned books or the empty glass tube, the door leading to area 15 creaks open slowly. The sound of sniffing can be heard from within.

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

## 14—Seraglio

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**Locked Door.** The door connecting this area to area 13 is locked.

**Stench.** A horrible stench permeates this area.

**Scratch Marks.** There are scratch marks on the interior of the door that leads to area 13.

**Benches and Cots.** Multiple benches and cots line the walls of this room.

**Corpses.** Seven decaying corpses are strewn about this room. A character who investigates the corpses and succeeds on a DC 12 Intelligence (Medicine) check learns that these were human women, the majority of whom were in the mid-to-late seventies. It seems that they all died from starvation.

**Worn Coin.** One of the corpses is holding a platinum piece with worn edges. She sits next to a section of wall covered in scratches. A successful DC 13 Intelligence (Investigation) check suggests she was trying to use the coin to dig through the wall.

## 15—Spoons

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**Open Door.** The door to this chamber is slightly open.

**Spoons.** An enormous rat-creature lives here. It uses the **HILL GIANT** stat block, except it has advantage on Wisdom (Perception) checks made to smell and it can't speak. A collar around its neck reads "Spoons." Surprisingly, the rat-creature is friendly and doesn't attack. It is even willing to travel with the party if they allow it. Before it goes, it grabs a torn, one-eyed teddy bear it has hidden amid its crude nest. Spoons is terrified of any room that contains gibbering mouters, particularly area 17, and refuses to go into those areas.

## 16—Serendipitous

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**Kitchen.** Stoves, ovens, and tables—it's obvious that this was a kitchen.

**Food Supplies.** Dozens of cabinets lining the wall contain well-preserved foodstuffs. There's enough here to feed one person for one hundred days.

**Ratling.** A smaller-than-usual **RATLING** (see General Features) hides inside one of the cabinets, its little arms loaded with food preserves. It shrieks and runs, afraid to get caught.

**Service Passage.** Three collapsed cabinets hide the presence of a secret door that leads to area 17. Removing the cabinets automatically reveals the passage.

## 17—Obliterate

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**Barred Doors.** The doors connecting this area to areas 7 and 10 are barred from the other side.

**Submerged Bars.** Iron bars (see General Features) block the narrow waterway connecting this area to area 18.

**Stuck Secret Passage.** The secret passage in the northern wall that leads to area 16 is obvious from this side. However, three large cabinets propped against it require a creature to succeed on a DC 20 Strength saving throw to open it.

**Gibbering Mouters.** Unless encountered elsewhere, six **GIBBERING MOUTHERS**—three in the pool (17a) and three on the bank (17b) gather here.

**Discarded Treasure.** The water here (17a) is littered with treasure discarded by the mutated humanoids that the gibbering mouters once were. Although the mundane equipment is rusted and ruined, there's still 1,200 gp worth of coins, a *mace of smiting*, and a *potion of waterbreathing*.

## 18—Mead

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**Main Waterway.** This is a main waterway. The water here flows south to north. The exit to the south leads to Section A2 of the Undercity.

**Submerged Barred Passages.** Bars (see General Features) prevent access to the narrow waterways leading to areas 14 and 17.

**Adrift.** A passenger-less rowboat drifts aimless at the center of the bend in the waterway. It holds six small kegs containing mead, but its oars are missing.



## 19—Thousands

**Main Waterway.** This is a main waterway. The water here flows from area 18 and heads east toward section B1 of the Undercity.

**Secret Passage.** There is a concealed passage just above the water level of the waterway that leads to area 27.

**Rusted Armor.** Twenty **animated armor** suits stand in the water of the main waterway, only their heads poking out above the murk. Their starting locations are marked with an A on the map. These animated objects have movement speeds of 10 feet as well as disadvantage on Dexterity ability checks and saving throws and melee attack rolls. The CR for each of these suits of animated armor is 1/4 (50 XP).

## 20—Acupuncture

**Boat Ramp.** A boat ramp offers access down to the main waterway.

**Pin Cushion.** A **GIANT CROCODILE** lurks in the waters and on the bank of this area. It has six **FLYING SWORDS** stuck in its back—they were unable to dislodge themselves after attacking the

croc and have since become a part of it. Each time the croc takes damage other than psychic damage, roll a d6. On a result of 5 or 6, one of the flying swords dislodges and attacks the crocodile or the characters (whichever is nearest). A fight with the croc wakes Gunther (see below) from his nap.

**Banana Peels.** Dozens of discarded banana peels lie on the bank.

**Gunther's Rowboat.** A rowboat rests between the columns. There is a large crate filled with underripe bananas inside the boat.

**Sleeping Ape.** What looks like a large man wearing a full suit of plate mail armor sleeps in the boat next to the crate of bananas. Half-eaten bananas cover his chest. The “man” is actually a highly intelligent *awakened APE* named Gunther. Gunther recently escaped from the circus and took to the Undercity to hide from his former employers. He almost lost his life trying to enter the chambers to the west when the animated objects that lurk there attacked him. He crushed one of the suits of armor and now wears it to protect himself (he has AC 18 while wearing the armor).

Gunther hasn't been in Undercity long, but he knows that there are horrific creatures he calls "screamers" lurking in the water to the south (see areas 1 through 17). He also believes that this section of the Undercity is haunted. He claims to have seen the ghosts of small children running around, especially in the classroom through the northwestern door (see area 22).

Gunther isn't terribly interested in joining the party, but does request that if they find a safe, comfortable-looking place, let him know about it so he can move there.

## 21—False

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**Library.** This room is filled with shelves choked with thin books. A quick inspection reveals that the books are all books intended for children's education.

**Grumpy Quasit.** When the characters enter this area, they discover a small, horned lizard-like creature standing on the shelves, reading the books. A few seconds after flipping through the pages, the creature huffs and tosses the book away, muttering to itself in Abyssal. The creature is a **QUASIT**. It isn't interested in fighting the characters, nor is it willing to share its reasons for being in this old children's library.

**Valuable Book.** If a character inspects the shelves and succeeds on a DC 15 Intelligence (Investigation) check, they discover a large book with gold trim. The title of the book reads, "A Young Man or Woman's Guide to the Abyss." This colorfully illustrated book is, in fact, a guide to the abyss. But it also serves as a *tome of understanding*.

**"That's Mine!"** If the quasit is still alive when the characters discover the book, it shrieks and tries to grab the book from them. If the characters fail to relinquish the book, the quasit holds its breath. While holding its breath, it starts to rapidly expand like a balloon until it finally explodes. Each creature within 30 feet of the explosion must make a DC 10 Strength saving throw or be knocked prone.

After the dust settles, a **HEZROU** stands where the quasit once stood. It, too, seeks the book, and will aggressively pursue whoever has the book until it gets it. If the characters surrender the book, the hezrou vanishes in a puff of smoke and sulfur, taking the book with it.

## 22—Orphan

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**Classroom.** Small desks clutter this area. A large statue at the north end of the room holds a slate board with one hand. Its other hand is outstretched offering two sticks of chalk.

**Ghostly Cries.** When the characters first enter this chamber, have them all make Wisdom saving throws. The character with the lowest result hears the cries of children coming from the southwestern corner of the room. If they go to investigate, a chill sweeps over them—the target takes 1d4 cold damage.

Suddenly, the chalkboard (see above) bears the text "PLEASE FREE US" written in chalk. One of the chalk sticks rolls around on the floor.

**Secret Door.** There is a door concealed in the southwestern corner of this room. The 5-foot-square directly in front of the concealed door is considerably colder than the rest of the room.

## 23—Overgrowth

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**Overgrown.** Thousands of roots spill from the ceiling above, pushing into this area that looks like it may have once been a kitchen.

**Skeleton.** A small skeleton—perhaps that of a child—is bound to the eastern wall by the tree roots here.

If a character touches the skeleton, cold air escapes its fleshless jaw and it whispers, "Please free us..."

The roots then spring alive and attack the character. The character must make a DC 13 Strength or Dexterity saving throw (the character's choice), or become restrained by the roots. While restrained, the character takes 1d4 cold damage at the start of each of its turns. The creature can use its action to escape the roots with a successful DC 13 Strength check. Alternatively, the roots can be hacked away. The roots restraining the target have AC 13, 18 hit points, and immunity to cold, bludgeoning, and psychic damage.

Once the target is freed, the roots return to normal.

## 24—Shriek

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**Secret Passage.** The secret passage in the southern wall is slightly ajar, making it easy to find—the DC to find the door is 10 instead of 20.



**Screams.** Immediately before the characters enter this room, regardless of the door through which they enter, they hear a blood-curdling shriek come from within.

**Empty Room?** This area seems completely empty, devoid of even dust. Whatever made the shriek isn't here. Or is it?

**Look Up.** Six suits of **ANIMATED ARMOR** cling to the ceiling 20-feet above the chamber. Only a creature actively looking up or with a passive Wisdom (Perception) score of 16 or better notices the suits. When a character steps into the middle of the room, the suits gently drift to the ground (as if affected by the *feather fall* spell) and attack. During the attack, they repeatedly whisper, "Please free us..."

**Golden Key.** One of the animated suits of armor clutches a small golden key. This key opens the door to area 30.

## 25—Cannibalism

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**Disembodied Voice.** When the characters cross through the center of this hall, a disembodied voice whispers, "I'm so hungry... aren't you?"

**Hunger.** After hearing the voice, each creature in the hallway must make a DC 13 Wisdom saving throw or become charmed for 1 minute. While charmed, the target desires nothing more than to eat the flesh of the living. A charmed target must use its action to make a melee attack against a randomly determined creature within its reach. If there is no creature within its reach, the creature instead bites itself. If the creature doesn't have a natural bite attack, it deals 1 piercing damage with its own bite. Creatures that don't need to eat to survive are unaffected by the hunger. A creature that takes damage can repeat its saving throw, ending the effect on itself with a success. A target that succeeds on their saving throw or has the effect ends for it is immune to the evil here for 24 hours.

## 26—Vanity

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**Beds.** Numerous small bunks fill this room.

**Sleeping Guest.** One of the beds seems to have a small humanoid hiding under the covers. The hidden person giggles like a child. Attacking the covers does nothing to deter its giggles. However, if one of the characters removes the covers, they don't find anyone under the covers—only a lone silver key. This key is used in area 26 to open the door to area 31.

**Haunted Mirror.** There is a large mirror hanging on the eastern wall. A character that comes within 15 feet of the mirror spots something moving in the mirror out of the corner of their eye. If the character investigates the mirror, they see a reflection of themselves, but as a child. Upon seeing this, the target must make a DC 13 Wisdom saving throw. On a failed saving throw, the target ages 1d4 x 10 years. The aging effect can be reversed with a *greater restoration* spell, but only within 24 hours of it occurring. This haunting only affects one creature in the room.

## 27—Echoing

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**Secret Passage.** There is a small secret passage concealed in the wall 10-feet above the floor. This passage leads to the main waterway, area 18.

**Training Room.** Exercise equipment, training dummies, and other items suggest that this was once a training room for young warriors.

**Echoes.** The first time the characters enter this room, they hear an echo of what sounds like children laughing and playing. The sound quickly fades away and doesn't return.

## 28—Kettle

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**Storage.** Huge crates and barrels fill this room. They are filled with long-expired food supplies.

**Tea Time.** There is a small table hidden behind some of the storage boxes. A trio of stuffed animals sit around the table. Each has a small tea cup sitting in front of it. There is a fourth place set at the table, but nothing sits there and the cup has tipped over.

## 29—Reservoir

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**Secret Chamber.** The secret door in area 22 leads to this area.

**Cold.** This area is under conditions of extreme cold. Ice collects on the walls and floor, making it slippery. Slippery ice is difficult terrain. When a creature moves onto slippery ice for the first time on a turn, it must succeed on a DC 10 Dexterity (Acrobatics) check or fall prone. The ice also collects on the stairs. A creature that falls prone on the stairs must make a DC 10 Dexterity saving throw or tumble to the bottom of the staircase 30 feet below, taking 10 (3d6) bludgeoning damage from the fall and landing prone at the bottom of the stairs.

**Flying Swords.** Four **FLYING SWORDS** guard this area. They attack the characters without hesitation. Because they've been in this area so

long, their attacks deal an additional 2 (1d4) cold damage on a hit.

**Locked Door.** The door to area 30 is *arcane locked*. The golden key held by the animated armor in area 24 unlocks the door and removes the *arcane lock*.

### 30—Carcinization

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**Locked Door.** The door to this area is *arcane locked* (see area 29).

**Cold.** This room is affected by the same cold as area 29.

**Crab Man.** A tall statue resembling a crab-humanoid stands at the center of this chamber. When a creature comes within 5 feet of the statue, it animates. It uses the **ANIMATED ARMOR** stat block, except its movement speed is 0. When it hits a creature with its slam attack, the target is grappled (escape DC 12) if it is a Large or smaller creature and the statue doesn't have two other creatures grappled.

### 31—Authoritarian

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**Cold.** This room is affected by the same cold as area 29.

**Door Decorations.** The door at the bottom of the stairs is carved with a bas relief resembling a uniformed woman surrounded by smiling children.

**Locked Door.** The door to area 32 is *arcane locked*. The silver key found in the bed in area 26 unlocks the door and dispels the *arcane lock*.

### 32—Spittoon

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**Air Pocket.** The true ceiling is 70 ft. above and open to the water that surrounds it. An invisible barrier ranges from 20 ft. high (at the sides) to 30 ft. at the centre. This magical barrier keeps the water above at bay, creating an air pocket at floor level.

**The Children.** Six semitransparent children float around the room. They are all **SPECTERS** under the control of the headmistress (see below). When the characters enter the room, she commands them to attack. Despite their tears and frowns, they comply.

**The Headmistress.** An elderly woman with arched eyebrows wearing a hoop skirt stands at the top of the tall flight of stairs leading up to the dais overlooking the larger area (area 32b). She watches the fight between the characters and the specters. However, if the characters approach this woman, she becomes semitransparent and levitates, shrieks, then attacks. She is a **WRAITH**.

If the characters reduce the wraith to half her hit points or fewer, she uses her action to speak a command word, dispelling the force magic holding the air pocket together. When the water collapses, all corporeal creatures in this area must make a DC 18 Strength saving throw. A creature takes 16 (3d10) bludgeoning damage on a failed save, or half as much damage on a successful one. The water completely floods areas 32, 31, 30, and the lower part of 29. Ω

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**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:** 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.

**Arcane Locked Doors:** Some of the doors here have *arcane locks*. Increase the DC for the checks made to open these doors by 10. These doors are immune to all forms of 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 wooden 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.

**Steam.** Some of the rooms are filled with steam. These areas are lightly obscured.

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

**Barred Tunnels:** Some of the submerged tunnels are barred. A successful DC 20 Strength check is required to bend the bars. Otherwise, the bars have AC 18, 10 hit points, and immunity to piercing, poison, and psychic damage.

**Ratlings:** Many of the chambers have ratlings living or working in them. These Small rat-humanoid hybrids use the **GOBLIN** stat block, except they don't speak Common and they have advantage on Wisdom (Perception) checks made to smell. The majority of ratlings living in this part of Undercity are not hostile and do not wish to fight. They will flee the first chance they get.

## Ratling Names

d20	Name	d20	Name
1	Briskwhisk	11	Mumblefur
2	Chittersnap	12	Nibblesight
3	Duskgfang	13	Pipsqueal
4	Fiddleclaw	14	Quicktoe
5	Glimmertail	15	Riddlesnout
6	Hushsqueak	16	Skitterfoot
7	Inkwhisper	17	Tangleears
8	Jitternose	18	Veilscamper
9	Knotwhisker	19	Whispergnaw
10	Latchscratch	20	Ziptwitch

## Section D2 Random Encounters (1/Hour)

d100	Areas 1–18	Areas 19–31
1–4	1d4 <b>RATLINGS</b> (see above)	1d3 <b>ANIMATED ARMORS</b>
5–6	1d6 <b>GIANT RATS</b>	1d4 <b>FLYING SWORDS</b>
7–8	1d2 <b>SWARMS OF RATS</b>	1 <b>RUG OF SMOTHERING</b>
9–10	1d3 <b>GRAY OOZES</b>	1d3 <b>SPECTERS</b>
11–12	1 <b>BLACK PUDDING</b>	1 child's <b>GHOST</b>
13–14	1d2 <b>SPECTERS</b>	1d2 <b>SWARMS OF SPIDERS</b>
15–16	2d4 <b>STIRGES</b>	1 <b>GIANT SPIDER</b>
17–00	No encounter.	