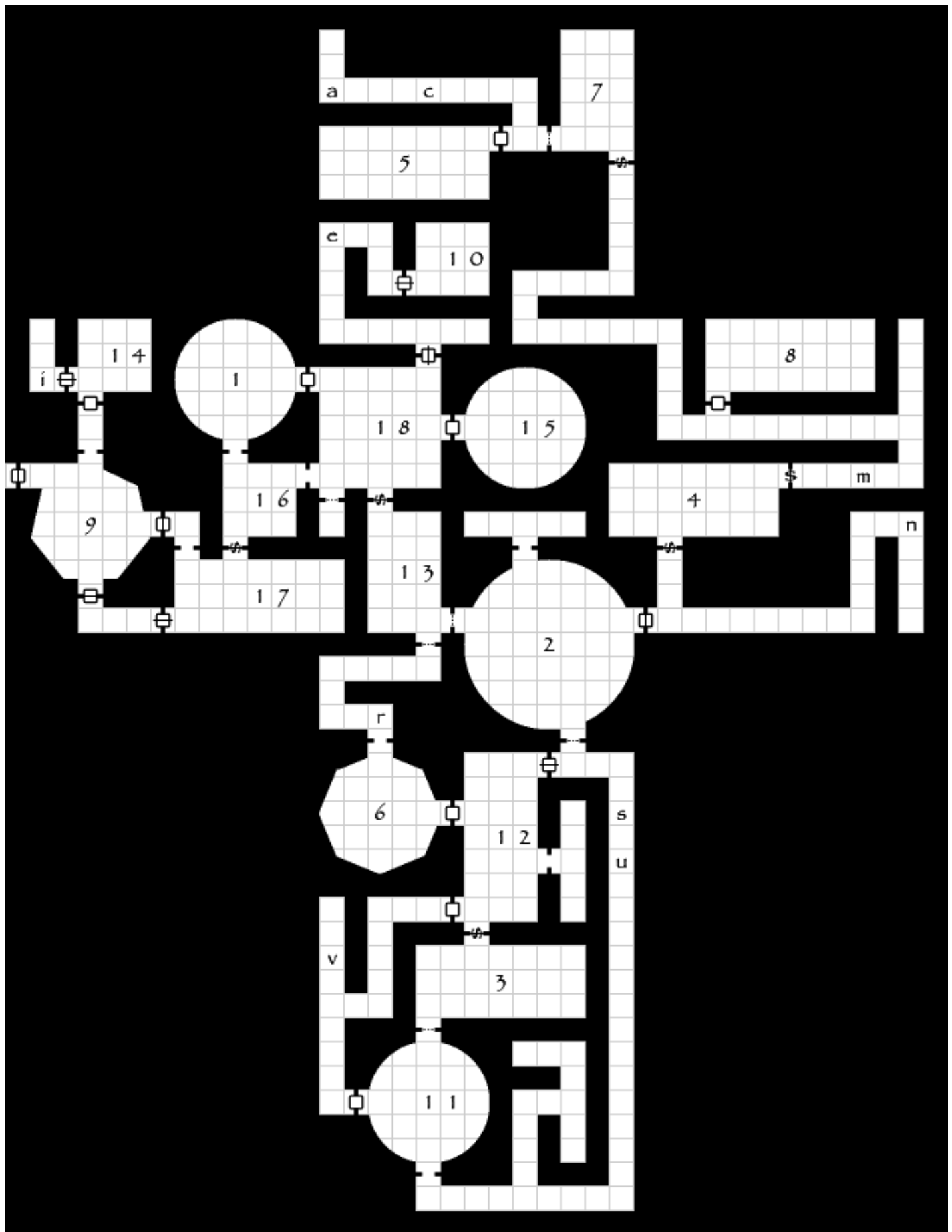


The Lair of the Shadow Baroness 01

Level 1



-  Archway
-  Portcullis
-  Door
-  Locked
-  Trapped
-  Secret
-  Up
-  Down

General

History	The dungeon was created by drow elves as a stronghold. It was eventually abandoned by its creators, and the dungeon has fallen to ruin and been rebuilt many times since then.
Walls	Natural Stone (DC 10 to climb)
Floor	Flagstone
Temperature	Cool
Illumination	Dark (individual creatures may carry lights)

Corridor Features

- a** Earthmaw Trap: DC 15 to find, DC 20 to disable; +7 to hit against one target, 2d10 piercing damage
 - c** A chute falls into the corridor from above
 - e** Earthmaw Trap: DC 15 to find, DC 20 to disable; +7 to hit against one target, 2d10 piercing damage
 - i** Skeletons hang from chains and manacles against the walls
 - m** A fountain of water sits in an alcove here
 - n** A foul odor fills the corridor
 - r** A narrow shaft descends from the corridor into the next dungeon level down
 - s** The sound of rushing water fills the corridor
 - u** Earthmaw Trap: DC 10 to find, DC 15 to disable; +8 to hit against one target, 2d10 piercing damage
 - v** Poison Gas Trap: DC 10 to find, DC 15 to disable; affects all targets within a 10 ft. square area, DC 13 save or take 2d10 poison damage
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Wandering Monsters

- 1** Kobold Scale Sorcerer (cr 1, vgm 167) and 1 x Kobold (cr 1/8, mm 195); medium, 225 xp, searching for an object stolen from their lair
 - 2** Firenewt Warlock of Imix (cr 1, vgm 143) and 1 x Firenewt Warrior (cr 1/2, vgm 142); deadly, 300 xp, tracking the party
 - 3** Orc Nurtured One of Yurtrus (cr 1/2, vgm 184) and 1 x Orc (cr 1/2, mm 246); hard, 200 xp, wandering senselessly
 - 4** Firenewt Warlock of Imix (cr 1, vgm 143) and 1 x Firenewt Warrior (cr 1/2, vgm 142); deadly, 300 xp, lost and desperate
 - 5** Kobold Scale Sorcerer (cr 1, vgm 167) and 1 x Kobold (cr 1/8, mm 195); medium, 225 xp, hunting for food
 - 6** Myconid Adult (cr 1/2, mm 232) and 1 x Quaggoth Spore Servant (cr 1, mm 230); deadly, 300 xp, bloodied and fleeing a more powerful enemy
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Room #1	<i>East Entry</i>	Unlocked Stone Door (60 hp) → Leads to room #18
	<i>South Entry</i>	Archway → Leads to room #16
	Monster	Orog (cr 2, mm 247); deadly, 450 xp

Treasure: 1600 cp, 1500 sp, 70 gp, a bone figurine (of a gnome sorcerer) adorned with electrum (25 gp), a leather armor trimmed with fur (25 gp), a marble plate engraved with draconic runes (25 gp), a scroll of calligraphy (25 gp), a small woolen tapestry (25 gp), an earthenware vase painted with floral imagery (25 gp), Winged Boots (uncommon, dmg 214)

Room #2	<i>North Entry</i>	Archway
	<i>West Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to room #13
	<i>East Entry</i>	Locked Stone Door (DC 20 to open)
	<i>South Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)

Empty

Room #3	<i>North Entry</i>	Secret (DC 15 to find) Locked Stone Door (DC 25 to open) Ⓢ The door is located above a small stone dais and designed to make noise when opened → Leads to room #12
	<i>South Entry</i>	Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp) → Leads to room #11
	Room Features	Numerous pillars line the south and east walls, and a fountain of water sits against the west wall

Monster Female Steeder (cr 1, mtf 238) and 1 x Male Steeder (cr 1/4, mtf 238); medium, 250 xp

Treasure: 14 cp; 14 sp

Room #4	<i>East Entry</i>	Secret (DC 20 to find) Unlocked Iron Door (60 hp) Ⓢ The door is concealed behind a statue of a hydra, and opened by reaching into several of its mouths
	<i>South Entry</i>	Secret (DC 15 to find) Stuck Stone Door (DC 20 to break; 60 hp) Ⓢ A trap door in the floor leads to a short tunnel beneath the wall

Room Features A set of demonic war masks hangs on the west wall, and a wooden ladder rests against the north wall

Monster 4 x Drow (cr 1/4, mm 128); deadly, 200 xp

Treasure: 1600 cp, 1000 sp, 110 gp, azurite (10 gp), blue quartz (10 gp), hematite (10 gp), lapis lazuli (10 gp), 2 x moss agate (10 gp), 2 x obsidian (10 gp), 2 x turquoise (10 gp), Potion of Healing (common, dmg 187)

Room #5

East Entry Unlocked Stone Door (60 hp)

Trap Rune of Hypnosis: DC 15 to find, DC 10 to disable; affects all targets within 10 ft., DC 10 save or become incapacitated for 1d4 rounds

Room #6

North Entry Archway

East Entry Unlocked Stone Door (60 hp)

→ Leads to [room #12](#)

Room Features The south and west walls have been engraved with endless spirals, and sporadic knocking can be faintly heard near the east wall

Monster 2 x Goblin (cr 1/4, mm 166) and 3 x Giant Rat (cr 1/8, mm 327); hard, 175 xp

Treasure: 16 gp; 17 cp; 13 sp; 14 sp; 9 ep

Room #7

West Entry Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)

South Entry Secret (DC 15 to find) Stuck Iron Door (DC 25 to break; 60 hp)

Ⓢ The door is concealed behind a statue of a troll archer, and opened by pulling an arrow in its quiver

Empty

Room #8

South Entry Stuck Iron Door (DC 25 to break; 60 hp)

Room Features A magical mosaic on the north wall can be used to scry upon any known individual within the dungeon, and the ceiling is covered with cracks

Monster Orc Nurtured One of Yurtrus (cr 1/2, vgm 184) and 1 x Orc (cr 1/2, mm 246); hard, 200 xp

Treasure: 17 sp; 9 sp

Room #9

North Entry Archway

West Entry Locked Iron Door (DC 25 to open)

East Entry Locked Iron Door (DC 25 to open)

South Entry Locked Stone Door (DC 20 to open)

Room Features A sloped pit lined with iron spikes lies in the center of the room, and the sound of horns can be faintly heard near the south wall

Monster Orc (cr 1/2, mm 246) and 1 x Half-ogre (cr 1, mm 238); deadly,

300 xp

Treasure: 13 sp; 16 cp

Room #10

West Entry

Trapped and Unlocked Stone Door (60 hp)

Ⓣ Magic Missile Trap: DC 10 to find, DC 15 to disable; one target, 2d10 force damage

Room Features

A rope ascends to a wooden platform in the south side of the room, and a set of demonic war masks hangs on the south wall

Monster

Orog (cr 2, mm 247); deadly, 450 xp

Treasure: 1400 cp, 1300 sp, 100 gp

Room #11

North Entry

Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)

→ Leads to [room #3](#), inhabited by Female Steeder and 1 x Male Steeder

West Entry

Stuck Stone Door (DC 20 to break; 60 hp)

South Entry

Archway

Empty

Room #12

West Entry #1

Unlocked Stone Door (60 hp)

→ Leads to [room #6](#), inhabited by 2 x Goblin and 3 x Giant Rat

West Entry #2

Stuck Stone Door (DC 20 to break; 60 hp) (slides to one side)

East Entry #1

Trapped and Locked Iron Door (DC 20 to open, DC 30 to break; 60 hp)

Ⓣ Thunderstone Mine: DC 20 to find, DC 20 to disable; affects all targets within 20 ft., DC 13 save or take 2d10 thunder damage and become deafened for 1d4 rounds

East Entry #2

Archway

South Entry

Secret (DC 15 to find) Locked Stone Door (DC 25 to open)

Ⓢ The door is located above a small stone dais and designed to make noise when opened

→ Leads to [room #3](#), inhabited by Female Steeder and 1 x Male Steeder

Room Features

A rope ascends to a wooden platform in the north side of the room, and the scent of ozone fills the room

Room #13

North Entry

Secret (DC 25 to find) Unlocked Stone Door (60 hp)

Ⓢ The door is located near the ceiling and opened by pulling an iron sconce

→ Leads to [room #18](#)

East Entry Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
→ Leads to [room #2](#)

South Entry Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)
Ⓣ One-way Door: DC 15 to find, DC 15 to disable

Trap Falling Block: DC 10 to find, DC 10 to disable; affects all targets within a 10 ft. square area, DC 16 save or take 4d10 damage

Room #14

West Entry Trapped and Unlocked Stone Door (60 hp)
Ⓣ Contact Poison: DC 15 to find, DC 10 to disable; affects each creature which touches the trigger, DC 20 save or take 4d10 damage

South Entry Unlocked Stone Door (60 hp)

Room Features A large kiln and coal bin sit in the center of the room, and a charred wooden chest lies in the north-east corner of the room

Monster 2 x Xvart (cr 1/8, vgm 200) and 3 x Giant Rat (cr 1/8, mm 327); medium, 125 xp

Treasure: 15 cp; 13 gp; 19 cp; 9 gp; 16 ep

Room #15

West Entry Stuck Iron Door (DC 25 to break; 60 hp)
→ Leads to [room #18](#)

Room Features Someone has scrawled "You cannot kill it with wizardry" in draconic script on the west wall, and the scent of ozone fills the room

Monster Kuo-toa Whip (cr 1, mm 200) and 1 x Kuo-toa (cr 1/4, mm 199); medium, 250 xp

Treasure: 16 cp; 15 gp

Room #16

North Entry Archway
→ Leads to [room #1](#), inhabited by Orog

East Entry Archway
→ Leads to [room #18](#)

South Entry Secret (DC 20 to find) Stuck Iron Door (DC 25 to break; 60 hp) (slides down)
Ⓢ The door is concealed within the mouth of a demonic face carved from stone
→ Leads to [room #17](#)

Empty

Room #17

North Entry #1 Archway

North Entry #2 Secret (DC 20 to find) Stuck Iron Door (DC 25 to break; 60 hp) (slides down)

Ⓢ The door is concealed within the mouth of a demonic face

carved from stone

→ Leads to [room #16](#)

West Entry Trapped and Unlocked Iron Door (60 hp)

Ⓣ Contact Poison: DC 10 to find, DC 10 to disable; affects each creature which touches the trigger, DC 11 save or take 1d10 damage

Room Features A faded and torn tapestry hangs from the south wall, and the sound of drums can be faintly heard near the west wall

Trap Chain Flail: DC 15 to find, DC 10 to disable; initiative +1, 1 attack per round, +8 to hit against all targets within 5 ft., 2d10 bludgeoning damage

Hidden Treasure Hidden (DC 25 to find) Locked Iron Chest (DC 20 to unlock, DC 30 to break; 60 hp)

2100 cp, 1000 sp, 20 gp, a bone comb set with a rosette of black pearl (25 gp), a leather coat trimmed with rabbit fur (25 gp), a pewter rapier inlaid with ornate electrum scrollwork (25 gp), Potion of Greater Healing (uncommon, dmg 187)

Room #18

North Entry Trapped and Unlocked Stone Door (60 hp)

Ⓣ Acid Spray: DC 10 to find, DC 15 to disable; affects all targets within a 20 ft. cone, DC 14 save or take 1d10 acid damage for 1d4 rounds

West Entry #1 Unlocked Stone Door (60 hp)

→ Leads to [room #1](#), inhabited by Orog

West Entry #2 Archway

→ Leads to [room #16](#)

East Entry Stuck Iron Door (DC 25 to break; 60 hp)

→ Leads to [room #15](#), inhabited by Kuo-toa Whip and 1 x Kuo-toa

South Entry #1 Iron Portcullis (DC 20 to lift, DC 25 to break; 60 hp)

South Entry #2 Secret (DC 25 to find) Unlocked Stone Door (60 hp)

Ⓢ The door is located near the ceiling and opened by pulling an iron sconce

→ Leads to [room #13](#)

Room Features A magical shrine in the east side of the room summons an air elemental to serve whomever offers a prayer (but only once), and a stack of crates filled with rocks stands against the west wall

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