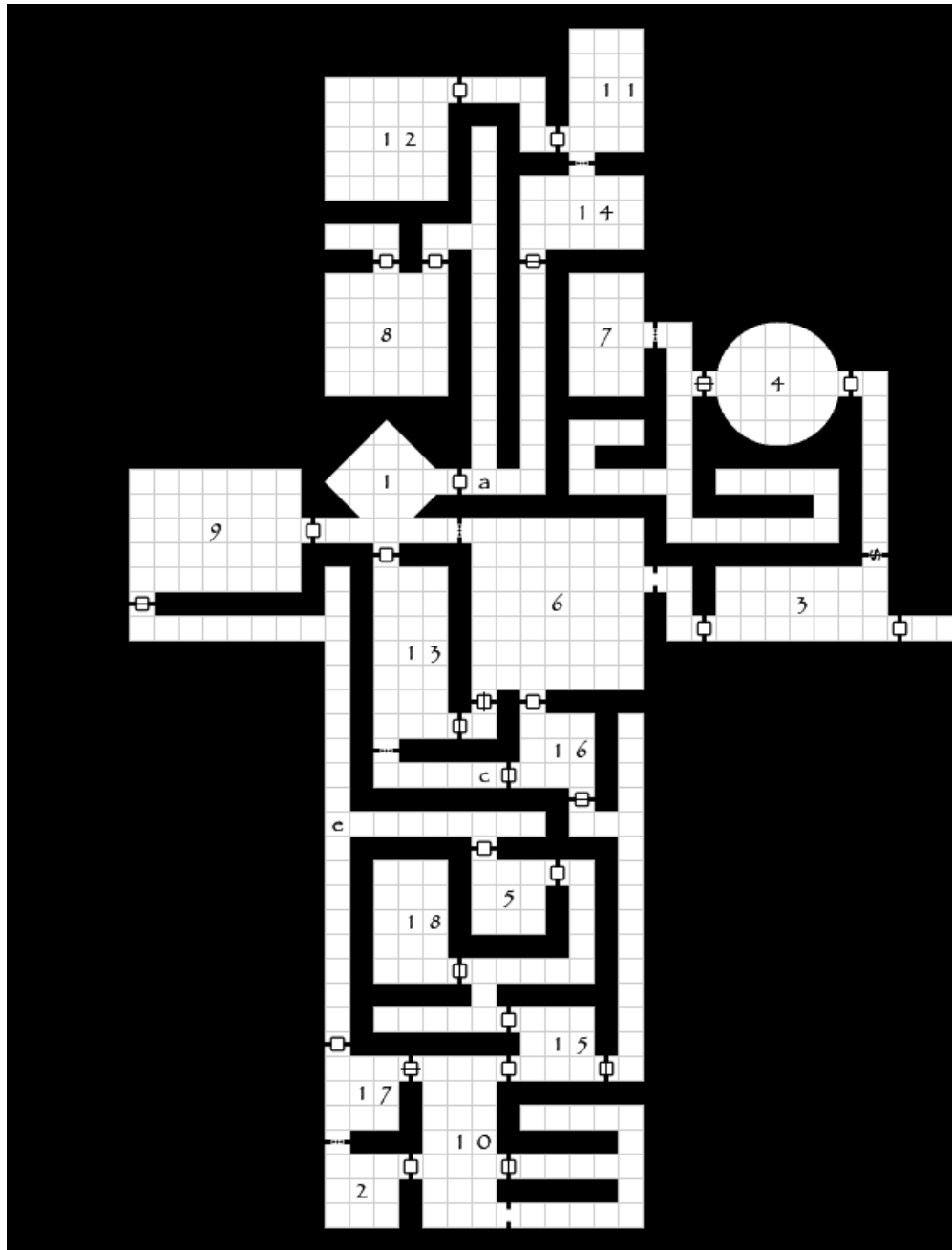


# The Shrine of Shadowy Terror 01

## Level 1



<b>General</b>	<b>History</b>	The dungeon was created by dwarves as a temple. Its creators were destroyed by a natural disaster, and the dungeon has been conquered and altered many times since then.
	<b>Walls</b>	Superior Masonry (DC 20 to climb)
	<b>Floor</b>	Smooth Stone
	<b>Temperature</b>	Cool
	<b>Illumination</b>	Average (shadowy in corridors, magical light in most rooms)
<b>Corridor Features</b>	<b>a</b>	Several square holes are cut into the walls here
	<b>c</b>	Concealed Pit: DC 15 to find, DC 15 to disable; affects all targets entering a 10 ft. square area, DC 13 save or take 2d10 damage
	<b>e</b>	Ice Dart Trap: DC 15 to find, DC 15 to disable; +8 to hit against one target, 2d10 cold damage
<b>Wandering Monsters</b>	<b>1</b>	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp, wandering senselessly
	<b>2</b>	Yuan-ti Pureblood (cr 1, mm 310); medium, 200 xp, searching for an object stolen from their lair
	<b>3</b>	Mimic (cr 2, mm 220); deadly, 450 xp, investigating a strange noise
	<b>4</b>	Yuan-ti Pureblood (cr 1, mm 310); medium, 200 xp, scavenging for food and treasure
	<b>5</b>	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp, gathered around an evil shrine
	<b>6</b>	Mimic (cr 2, mm 220); deadly, 450 xp, returning to their lair with plunder
<b>Room #1</b>	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #9</a>
	<i>East Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<i>East Entry #2</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #6</a>
	<i>South Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #13</a> , inhabited by Mimic
	<b>Room Features</b>	A stream of quicksilver flows along a channel in the floor, and an altar of evil sits in the center of the room

<b>Room #2</b>	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #17</a> , inhabited by Yuan-ti Pureblood
	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #10</a>
	<b>Room Features</b>	Someone has scrawled "Fari has no beard" in dwarvish runes on the south wall, and a pierced breastplate lies in the east side of the room
<b>Room #3</b>	<i>North Entry</i>	Secret (DC 15 to find) Locked Simple Wooden Door (DC 20 to open, DC 15 to break; 10 hp) ⑤ The door is located near the ceiling and concealed by an illusion
	<i>West Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp)
	<i>East Entry</i>	Unlocked Good Wooden Door (15 hp)
	<b>Room Features</b>	The south and east walls are covered with claw marks, and a rotting backpack lies in the north-east corner of the room
	<b>Monster</b>	Yuan-ti Pureblood (cr 1, mm 310); medium, 200 xp Treasure: 11 ep
<b>Room #4</b>	<i>West Entry</i>	Trapped and Unlocked Good Wooden Door (15 hp) ① Rune of Confusion: DC 15 to find, DC 20 to disable; affects all targets within 10 ft., DC 12 save or become confused (phb 224) for 1d4 rounds
	<i>East Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
	<b>Monster</b>	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp Treasure: 2 pp
<b>Room #5</b>	<i>North Entry</i>	Unlocked Good Wooden Door (15 hp)
	<i>East Entry</i>	Unlocked Simple Wooden Door (10 hp)
	<b>Monster</b>	Mimic (cr 2, mm 220); deadly, 450 xp Treasure: 2500 cp, 1100 sp, 70 gp, 2 x blue quartz (10 gp), 2 x hematite (10 gp), obsidian (10 gp), 2 x rhodochrosite (10 gp), 3 x tiger eye (10 gp), Potion of Heroism (rare, dmg 188)

<b>Room #6</b>	<i>West Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #1</a>
	<i>East Entry</i>	Archway
	<i>South Entry #1</i>	Trapped and Stuck Iron Door (DC 25 to break; 60 hp) Ⓣ Guillotine Blade: DC 10 to find, DC 10 to disable; +6 to hit against one target, 2d10 slashing damage
	<i>South Entry #2</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #16</a> , inhabited by Mimic
	<b>Room Features</b>	A wooden ladder rests against the east wall, and someone has scrawled "We've run out of arrows" on the south wall
<b>Room #7</b>	<i>East Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) (magically reinforced, disadvantage to break)
		<b>Empty</b>
<b>Room #8</b>	<i>North Entry #1</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp)
	<i>North Entry #2</i>	Unlocked Strong Wooden Door (20 hp)
		<b>Empty</b>
<b>Room #9</b>	<i>East Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #1</a>
	<i>South Entry</i>	Locked Good Wooden Door (DC 10 to open, DC 15 to break; 15 hp)
		<b>Empty</b>
<b>Room #10</b>	<i>West Entry #1</i>	Trapped and Stuck Iron Door (DC 25 to break; 60 hp) Ⓣ Arrow Trap: DC 10 to find, DC 15 to disable; +8 to hit against one target, 2d10 piercing damage → Leads to <a href="#">room #17</a> , inhabited by Yuan-ti Pureblood
	<i>West Entry #2</i>	Unlocked Good Wooden Door (15 hp) → Leads to <a href="#">room #2</a>
	<i>East Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #15</a> , inhabited by Mimic
	<i>East Entry #2</i>	Locked Stone Door (DC 20 to open, DC 25 to break; 60 hp)
	<i>East Entry #3</i>	Archway
	<b>Room Features</b>	A tapestry of a goddess of plants hangs from the east wall, and someone has scrawled "Ecix's Knights killed six trolls here" on the west wall
	<b>Trap</b>	Scythe Blade: DC 10 to find, DC 15 to disable; +8 to hit against all targets within a 5 ft. arc, 2d10 slashing damage

<b>Room #11</b>	<i>West Entry</i>	Unlocked Good Wooden Door (15 hp)
	<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #14</a>
	<b>Empty</b>	
<b>Room #12</b>	<i>East Entry</i>	Unlocked Strong Wooden Door (20 hp)
	<b>Room Features</b>	A balcony hangs from the north wall, and someone has scrawled "Trespassers will be flayed alive" in goblin runes on the west wall
	<b>Monster</b>	Gelatinous Cube (cr 2, mm 242); deadly, 450 xp  Treasure: 1400 cp, 800 sp, 90 gp, a bone scepter engraved with draconic scales (25 gp), a lacquered wooden medallion set with a rosette of pearl (25 gp), a pewter coffer inlaid with ornate copper scrollwork (25 gp), a set of crystal dice (25 gp), a small woolen tapestry (25 gp), an ivory medallion set with coral (25 gp), Oil of Etherealness (rare, dmg 183), Potion of Gaseous Form (rare, dmg 187), Potion of Invulnerability (rare, dmg 188)
<b>Room #13</b>	<i>North Entry</i>	Stuck Strong Wooden Door (DC 15 to break; 20 hp) → Leads to <a href="#">room #1</a>
	<i>East Entry</i>	Locked Strong Wooden Door (DC 15 to open, DC 20 to break; 20 hp)
	<i>South Entry</i>	Trapped Iron Portcullis (DC 20 to lift, DC 25 to break; 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
	<b>Room Features</b>	A ladder ascends to a balcony hanging from the west wall, and a rusted breastplate lies in the north-east corner of the room
	<b>Monster</b>	Mimic (cr 2, mm 220); deadly, 450 xp  Treasure: 16 sp
<b>Room #14</b>	<i>North Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #11</a>
	<i>South Entry</i>	Locked Iron Door (DC 10 to open, DC 30 to break; 60 hp)
	<b>Hidden Treasure</b>	Hidden (DC 25 to find) Locked Strong Wooden Chest (DC 20 to unlock, DC 25 to break; 20 hp)  1900 cp, 1400 sp, 20 gp, carnelian (50 gp), chalcedony (50 gp), citrine (50 gp), 2 x quartz (50 gp), sardonyx (50 gp), Spell Scroll (Arcane Eye) (rare, dmg 200), Bag of Beans (8 beans) (rare, dmg 152)

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**Room #15**

<i>West Entry #1</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) (magically reinforced, disadvantage to break)
<i>West Entry #2</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp) → Leads to <a href="#">room #10</a>
<i>East Entry</i>	Locked Simple Wooden Door (DC 25 to open, DC 15 to break; 10 hp)
<b>Monster</b>	Mimic (cr 2, mm 220); deadly, 450 xp
	Treasure: 11 gp

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**Room #16**

<i>North Entry</i>	Stuck Simple Wooden Door (DC 10 to break; 10 hp) → Leads to <a href="#">room #6</a>
<i>West Entry</i>	Locked Stone Door (DC 10 to open, DC 25 to break; 60 hp)
<i>South Entry</i>	Locked Simple Wooden Door (DC 10 to open, DC 15 to break; 10 hp)
<b>Monster</b>	Mimic (cr 2, mm 220); deadly, 450 xp
	Treasure: 12 gp

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**Room #17**

<i>North Entry</i>	Stuck Good Wooden Door (DC 15 to break; 15 hp)
<i>East Entry</i>	Trapped and Stuck Iron Door (DC 25 to break; 60 hp) Ⓢ Arrow Trap: DC 10 to find, DC 15 to disable; +8 to hit against one target, 2d10 piercing damage → Leads to <a href="#">room #10</a>
<i>South Entry</i>	Wooden Portcullis (lift DC 20, DC 15 to break; 30 hp) → Leads to <a href="#">room #2</a>
<b>Room Features</b>	A magical altar in the east side of the room summons an air elemental to serve whomever sacrifices a gemstone upon it (but only once), and someone has scrawled "Beneath the statue" on the west wall
<b>Monster</b>	Yuan-ti Pureblood (cr 1, mm 310); medium, 200 xp
	Treasure: 1900 cp, 1200 sp, 70 gp, 2 x azurite (10 gp), banded agate (10 gp), eye agate (10 gp), malachite (10 gp), 4 x rhodochrosite (10 gp), tiger eye (10 gp), turquoise (10 gp), Potion of Greater Healing (uncommon, dmg 187)

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**Room #18**

*East Entry* Locked Strong Wooden Door (DC 10 to open, DC 20 to break; 20 hp)

**Monster** Mimic (cr 2, mm 220); deadly, 450 xp

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Treasure: 2300 cp, 1100 sp, 80 gp, a bone orb set with citrine (25 gp), a cloth robe trimmed with fur (25 gp), a leather scabbard tooled with arcane runes (25 gp), a marble miniature (of a temple) adorned with copper (25 gp), a pewter medallion inlaid with a filigree of electrum (25 gp), an obsidian rod engraved with a labyrinth (25 gp), Figurine of Wondrous Power (silver raven) (uncommon, dmg 169), Wand of Web (uncommon, dmg 212)

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