

# Lair of Shaothbuul the Savant Aboleth – Level 1



## Wandering Monsters

1. Elder Eidolon (construct)
2. Skum Guardians (x 12)
3. Sahaugin (dominated, x 4)
4. Sharks (dominated, x 6)
5. Sorcerer 8<sup>th</sup> (dominated)
6. Water Elemental (controlled)

## Legend:

1 Square = 20 feet



Glyph of the Deep



Glyph of the Slime Curse

## Room Key

1. **Stairs from Surface:** 20 foot wide stairway and hall from the surface, glyph of the deep
2. **Skum Guard Chamber:** 80 feet wide by 160 feet long, arcane weapons rack: +3 long sword, +4 trident, 10 each +1 short swords
3. **Guardian Chamber:** Elder Eidolon prevents non-dominated slaves from escaping to surface, doors at end of hall trigger alarm if opened.
4. **Half Submerged Chamber:** at least 2 dominated sharks in chamber at all times. Net of Snaring partially buried in sand at room center
5. **Slave Shelf:** non-dominated slaves are kept here with straw bedding.
6. **Entry Hall:** submerged chamber, guarded by dominated Sahaugin and Sharks at all times.
7. **Barred Gate:** submerged access to the Dread Harbor, door opens with an Aboleth complex command word (unspeakable by non-Aboleth)
8. **Dread Harbor:** with sea floor 50' down from gateway entrance
9. **Glyph of the Slime Curse:** empowers Aboleth often found in the Great Hall.
10. **Shaothbuul's Great Hall:** submerged chamber containing living crinoids, sea worms, sea centipedes and anemones decorate hall, although dangerous, not considered monsters. The floor is inlaid with Bilestones
11. **Shaothbuul's Private Chamber:** submerged chamber protected by a Glyph of the Deep at entry way, Shaothbuul is found here half the time.
12. **Aboleth Nursery Chamber:** submerged chamber currently holds 3 gestating eggs in mucus.
13. **Portal Chamber:** arcane portal offers two way travel to the Aboleth city of Korallauth, in deep trench beyond the Dread Harbor