

Aboleth Lair by Tom Cartos

Background

The ground around these crumbling ruins has recently collapsed, opening up to a maze of flooded tunnels below. Around the same time the pools of water appeared on the surface, several large rocky protrusions erupted from the earth. Anyone with even the slightest magical inclination can feel their corrupting presence in the weave, and the sensation is getting stronger by the day. The stench coming from the water is almost unbearable, but a nearby town is paying a high fee for anyone willing to take the plunge and explore below.

Grid Information

GRID SIZE – 34x22 (300DPI)

VTT SIZE – 4760x3080 (140DPI)

RECOMMENDED PRINT SIZE – A1/ANSI D

Design Notes

Ruins

- **01 – Ruined Buildings**
- **02 – Fetid Water Pools**
- **03 – Corrupted Protrusions**

Tunnels

- **04 – Exit to Surface**
- **05 – Access to Shrine Area**
- **06 – Flooded Tunnels**

Shrine

- **07 – Exit to Tunnels**
- **08 – Shrine**
- **09 – Treasure Hoard**
- **10 – Exit**