

Buried Lair

Original Purpose: Fortress Protecting Nothing.

Current Purpose: Trapping a monster a la the Minotaur.

Entrance/Extra/Layout: Manor Built Above

There will be just a regular manor of a rich person above, although most of the wealth has probably been devoted to trapping said monster. Since it was originally constructed as a fortress protecting nothing, it's most certainly some kind of wizard's basement.

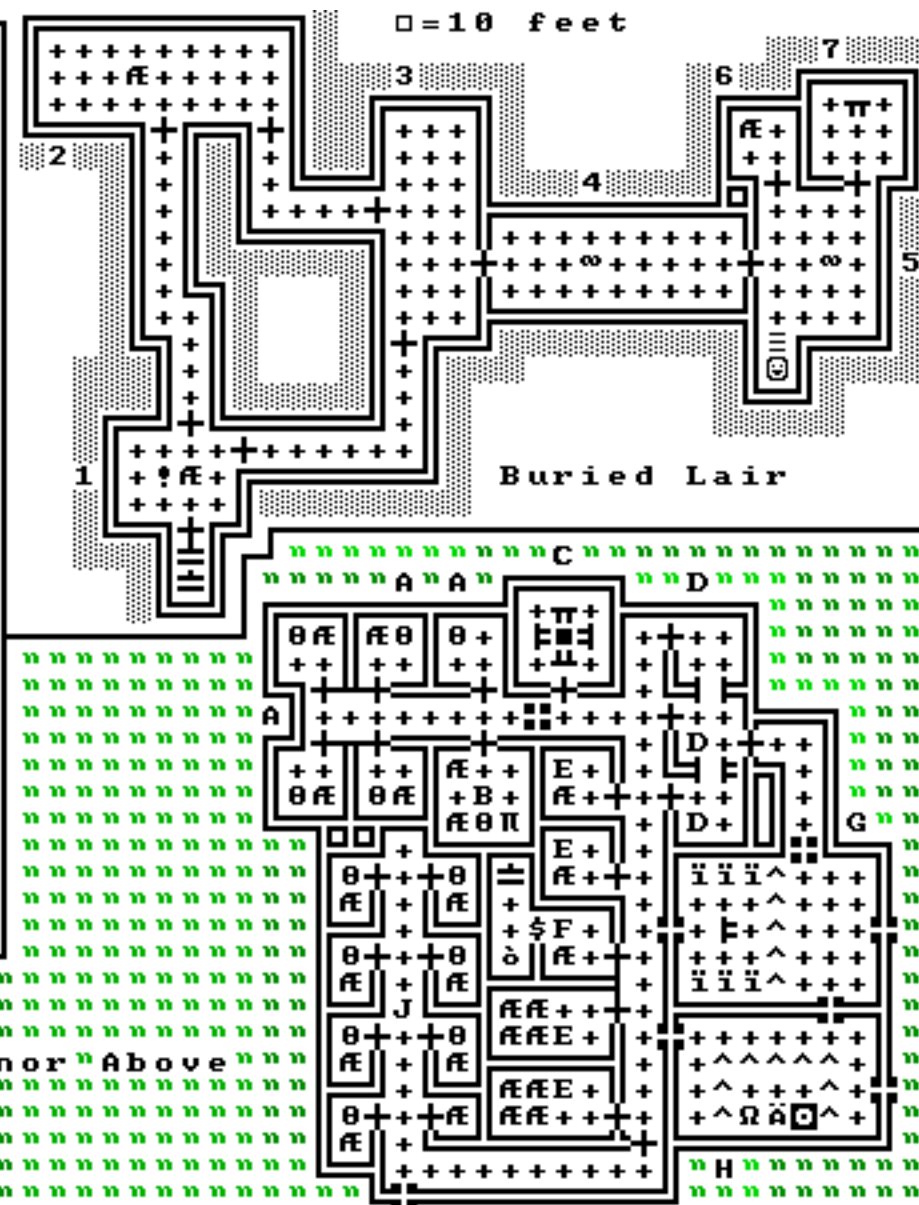
There's only 1 floor below the manor.

The monster has been captured, but it has made its lair in the dungeon and can leave when it wishes. The noble is looking for adventurers to kill the beast so he can attempt again. This noble is probably also a wizard.



Mipui map; there's also a Rexpaint ASCII Map com

Legend	
o	Pillar
+	Smooth Floor
^	Raise/Dais
▲	Stalagmite
~	Water/Pools
≡	Walls
≡	Bars
+	Door
+	Locked Door
+	Concealed Door
\$	Secret Door
≡	Stairs
≤	Trapdoor Up
≥	Trapdoor Down
γ	Plant/Bush
n	Grasses
O	Tree Trunk
ω	Refuse Pile
*	Brazier
⊞	Portal
⌘	Chest/Coffer
!	Trap
⊞	Mechanisms
⊞	Machine
⊞	Bed
⊞	Chair
⊞	Table
⊞	Pedestal
⊞	Sarcophagus
⊞	Altar
⊞	Statue
⊞	Fountain/Well
⊞	Prisoner
⊞	Corpse



To Do List

- ☐ Finish the Manor Key
- ☐ Finish the Dungeon Key
- ☐ Roll for the Treasure
- ☐ Figure out what I want to do with this dungeon
- ☐ Playtest it!!!

General Features

Wandering Monsters, 1/6 every 2 turns.

1. 1d6+1 Yetchers hunting giant rats or faeries
2. 1d6+1 Yetchers patrolling the dungeon
3. 1d6+1 Yetchers skipping out on work
4. 1d6+3 Yetchers on a raiding party to the surface
5. 1d8 Giant Rats hunting
6. 1d4 faeries avoiding 1d6+1 Yetchers.

Manor Key

A. Bedroom

These are bedrooms for members of the manor-owner's family or their guests. They haven't been used in a while and have been coated with dust and grime, though there are signs that the rooms have already been searched. The yetchers have thoroughly gone over these rooms.

B. Master Bedroom

This is the master bedroom of the house.

C.

J. Servant Quarters

These rooms have not been used in a long time but have been tossed by the yetchers. Along with the dust there is the trace of foul-smelling grime from the yetchers excretions.

Dungeon Key

1. Enticing Vestibule

Effect: Doors lock; Trigger: Opening a lid/door; Evidence: Trigger fails first time.

40'x30' room. Three chests are stationed in the center of the room. If a lid is lifted open, there is a whirring and a clacking about the room along the walls -- this is the warning that there is a trap. The trigger fails, however, and nothing happens but the sounds of a whizzing gear that's missing something. The next lid, however, triggers the trap, causing all of the doors to close and lock. The doors will need to either be unlocked or bashed down (triggering a wandering monsters check).

2. Enticing Hoard

90'x30'. Dagger of backstabbing, longsword, in an ordinary chest. Probably also where the rest of the treasure is in this dungeon.

3. Grilbo's Loitering Spot

30'x80'. A Notgoblin disguised as a yetcher has heard that the people above were alerted to the yetchers' presence and hopes to see an adventuring party come through. His name is Grilbo. He waits here, eating insects, hoping to lead them into a battle and witness both many yetchers and the PCs die in the battle. When he sees adventurers come into the room, he will brighten up and attempt to befriend them. He'll plead to not be hurt and will attempt to explain that his "wicked kin" have exiled him but that "you brave and strong" adventurers must exact revenge. He explains the treasure in the lair, that it is guarded, but explains that they are "worthless yetchers" so as to downplay the potential dangers. He doesn't explain the yetchers' fear of magic if asked for any weaknesses, only saying that they are weak and squat. If probed about the yetcher's manaphobia, he will admit that the yetchers are fearful in the most general way possible. As a notgoblin, he cannot speak an outright lie.

□ Figure out wtf this room is supposed to be...

4. Disgusting Trash Room

90'x30'. Trashpile, footprints in the dust, scent of ozone.

10: Lair

Minion Living Space & Prisoner

40'x50'. Martial creature whose instinct is to spread (ew). 3d6 minion Yetchers. The Yetchers live in this disgusting space, their trash beds strewn around. Congested in this rotten space, a -2 penalty is imposed on the Save+Con to resist the impulse toretch. In a caged cell facing the living quarters is an emaciated townsperson/villager. If no identity is given by the referee, they are Wilmund or Wenfleda, a tailor or swineherd who'd been abducted while they were away from the village/other townsfolk. The prisoner is barely clinging on to life.

Guarded Treasure

20'20'. 1d6 Yetchers and a Yetcher Sergeant guarding a small hoard of treasure mixed with slimy garbage. and the master.

Monsters

Grilbo

Notgoblin, as described in Ford's Faeries. Stats are: HD 1 AC 5 [14] Weapon 1d6 Save 17 Special (Polymorph self, 50% magic resistance) Move 12 Morale 7.

Yetchers

The Yetchers have been cajoled into following the

Yetcher Sergeant: 1d6 hp AC 6 [13] Weapon 1d6 Save 18 Special: *Stink* Move 9 ML 6 CL 1/15xp.

Yetcher Captain: 1-2 AC 6 [13] Weapon 1d8 Save 17 Special: *Stink* Move 9 CL 2/30xp.