

Vanity Lair

by David Dodson

<http://groups.yahoo.com/group/DDSciFiFantasyArt/>

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1. Barracks: Many crude beds & weapons lying about. Very messy. Possible wandering Goblins: (stats:)

2. 2 Goblins & 2 Large Wolves guard these double doors: Goblins (see above); Wolves (stats:). They carry keys, door is locked.

Crude stair entrance leading down... Walls in cavern are crudely dug...

5. 2 goblins guarding double doors (stats:)

Door opens to unfinished dug wall.

4. Cell Chamber: South wall has table & 2 chairs. 5 potions sit on top in holder. Potions w/crude labels:

- #1. Clear liquid with a heart symbol ().
 - #2. Black liquid w/Skull & Crossbones (poison).
 - #3. Blue liquid un-marked (potion of truthfulness, save or tell).
 - #4. Black un-marked (save or pain & anguish)
 - #5. Large brown bottle (submissional trance: simple orders—plodding)
- Cells:

- a. dead rotting human corpse
- b & c. empty
- d. Dead rotting half-dwarf corpse
- e. 2 Ogres in a submissional trance like state, drooling, etc.

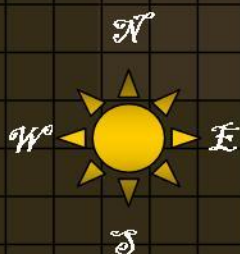
8. Secret Treasure Room: ()

Bugbear Leader: He maybe found in the torture chamber, grooming himself in his bedroom, or going over plans in meeting room. (Bastard Sword & Ring of Protection). Very vain w/2 braids were a humans beard would be. ***Note**: The characters should find him after they have explored other areas.

6. Bugbear leaders quarters: Lavish oak carved bed. 2 fine polished axes hang on West wall. Dashing painting of himself on South wall. Fine full body silver mirror on swivel stand on North wall. He maybe found here fawning over himself.

7. Meeting room: Here the vain Bugbear maybe meeting with goblins that ran-sacked party. They are filling him with details and he is asking them how he looks, insisting they speak common tongue. On table is map of () showing whereabouts of Ancient Village and location of War Machine, etc. Also on table are blue-prints of war machine and crude directions.

3. Smoke filled room. Characters will eventually see that it is a Torture Chamber. Racks, etc. and many weapons abound. There is a flaming hot hearth in the SE corner. An Elf is being tortured here by at least 2 goblins. The Bugbear leader may also be found in this room. The Elf has been so badly tortured that he has gone mad.



= 10 feet