

THE LAIR OF THE HIDE-RA

A Deadly Game of Hide-and-Seek by Buddy Caperton



Overview:

The lair follows a classic hide-and-seek house hunt with traps. The house can be as big or small as needed with the Hide-ra just out of reach or jetting around a corner. The ending brings the players face-to-face with the Hide-ra. Sounds to entice the players can be heard or glimpses seen whenever you need to guide the players to a location or keep them moving. Below are trap ideas and rooms as a start but the lair of the Hide-ra is endless in its possibilities. Rooms can be entered multiple times with different traps set each time as the monster moves throughout the house creating new obstacles.

Rooms

Kitchen:

Oven: Open for a fire blast
Hanging Knives Rack: Animated and attacks or falls on whomever walks underneath
Pantry: Full of enchanted food that poisons or other negative effects

Dining Room:

Chandelier: Drops upon whomever walks underneath
Curio Cabinet: Items inside are animated, fly out/attack if doors opened

Stairs:

Covered in grease/oil making movement tricky
Item tied to string when released strikes the player unless check is made
Spikes scattered about stairs that unless investigated will be missed for damage

Doors:

Door Knobs: Set to burn/electrify if grabbed without investigating
Tripwire: Wire that releases poison gas/spikes/objects when tripped
Clear Plastic: Stretched across top of door to wrap around players head upon entering

Bedrooms:

Closets: Spring-loaded hidden weapon that activates on door opening
Under the Bed: Blasting device located under bed that shoots out liquid/fire/powder upon checking
Open Window: Tries to close upon the player who sticks head out; Rabid animal waiting on other side to attack; Tree whips at players who stick their head out

Bathrooms:

Medicine Cabinet: Full of enticing pills that cause various harmful or positive effect
Shower: Closed curtain with monster hiding behind that strikes upon opening
Sink: Cabinet underneath contains small rabid animal that attacks

Library/Study

Book Shelves: Books fly out at random to strike the player
Mounted Animals: Comes to life attacking players who are too close

Porch:

Tripwire: Covers player in material appetizing to outdoor animals
Shoddy Floor Boards: Need careful maneuvering or will fall through for damage

Hallways:

Paintings/Photos: Shoots as player pass
Statues: Animated and attacks when players are near
Rugs: Move to trip the players then wraps and squeezes as additional attack
Rolling Object: Rolls down hallway to crush unless dodge

Attic:

Boxes: Full of explosives or poisons ready to go off upon opening
Dolls: Animated, attacks in swarms, cannot move while being looked at
Rafters: Full of vampire bats that attack when players move under; Hidden objects drop upon them

Hide-Ra:

Two variants players can encounter:

- Size changing chaotic hydra: Damage causes heads to die but if from non-magical or fire damage two more heads sprout with half the health of previous head in its place. Each head makes a biting attack or headbutt.
- Small monster just trying to hide: Will do everything to escape and each head has magical attack to survive long enough to flee and teleport away.