## **Squatters!**

## One Page Dungeon by Lee Parker http://www.bravingridge.com/opd

Overview All of the villages and hamlets in the land have been paying tribute to Krug the red dragon. Krug has terrorized the local villages in the past. Tributes are taken to a nearby mountain and put into a flaming pool. The local mayor has sent a party, that included his son, with the latest tribute but they are a couple weeks past due coming home. The mayor is especially worried since there has been a lot of goblin activity all over the area. **Background** Krua built his lair over 150 years ago but he left well over 30 years ago mainly due to the fact that he outgrew the tunnels. The place was taken over by a very clever illusionist, Droon, who has carried on the tradition by using just enough magic to keep the villages convinced that Krug was still in business. This incredible wealth allowed

## a kingdom of his own.

-Once the bugbear chief is gone who will clear the countryside of all the goblin raiders?
-Krug is rumored to have an offspring who might come

him to have several other posh abodes. The real problem is that a little over a month ago a large band of goblins found the secret back door and overran the complex. The bugbear chief has been using the money to prepare

## Random Encounters d6

1-2: 4 Goblins, 2 Hobgoblins

3-5: 4 Goblins

home to rest.

6 : Large Wasp

11. Holding Cell. The cell holds the remainder of the party except for Mayor's son. They are all weak from starvation. No equipment.

**12. Dump.** Large bottomless pit that is used to dispose of debris. (Is it bottomless...?)

**13. Tunnels.** Currently infested with large wasps that entered the caves after the goblins broke the secret doors (14). The entrances have been partially blocked with debris. 3 wasps (W) huddle around a recent victim. Nice set of chain armor, 25 Gold, and a Potion of Strength.

**14. Back Door.** Broken secret doors that exit to a 300' drop outside. There are several ropes and roper ladders leading down. There are 6 goblins guarding this area. 50% chance they are asleep.

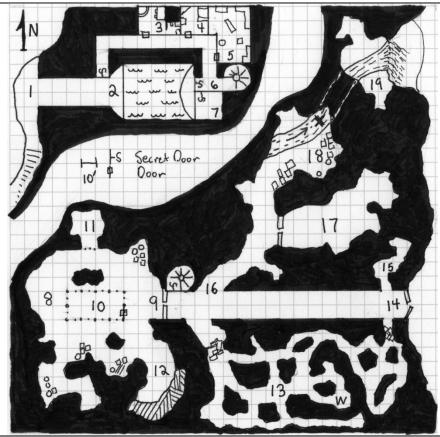
**15. Equipment Room.** Climbing gear including rope ladders, rope and large block and tackle.

16. Intersection. Four goblins and two large wolves guard the intersection. 50% chance they may have wandered away momentarily.
17. Lair. The old dragon lair full of bones and scrap. Currently being used to house the goblin squatters. 12 goblins and 4 Hobgoblins. Subtract Random Encounters from this group. Search: red dragon scales, magically sharp short sword, and 100 Gold.

**18. Storage.** A stream runs swiftly and loudly through this room. There is a 50' chain (X) anchored to a rock. The chain reaches to room 19. The room is full of useless "tributes" such as clothing, trinkets, statues, and furniture. A Large Spider has taken residence here. This spider collects bottles. Search – Potions of Cure Poison, Invisibility, and Healing.

19. Waterfall Cave. The stream exits the caves here and drops 300' to the bottom of the mountain. The Mayor's son managed to sneak past the spider but he is now trapped in this room. He is near starving.

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- **1. Entrance.** Through an on ornately carved arched the hall leads to a flickering glow.
- 2. Pool Room. The room flickers with reflections of flames. The flames spread sporadically across the water. The walls are lined with brass mirrors. A wall of flames covers the back wall (an illusion). Everything thrown in the water sinks 20' then feather falls 75' through air to the cage below (10). All tributes were to be thrown in the water. Nothing thrown in actually gets wet. (magic!)
- **3. Kitchen.** Nicely equipped kitchen with a large pantry. Some food is beginning to spoil. Search: Magical pot that requires no fire.
- **4. Bedroom.** Nice bedroom with expensive bedding and furnishings. Search: bag of 5 marbles (when thrown acts as light spell), dagger under pillow (magic, acts as silver or iron)
- **5. Study.** A body lies slumped near the desk (dead at least a month). The room smells. Several empty potion bottles litter the floor. Droon was mortally wounded and made it to here before perishing. The goblins never found the secret doors to this upper section. Three large asps still guard the room. Search: wand of Illusion (few charges), scroll of invisibility, bag of gems, small key on Droon
- 6. Stairway Down. There is a secret door on the west wall that leads to the pool room. The spiral staircase leads down to the next level.
  7. Holding Room. The door is trapped. Save vs. Blindess. This is where Droon kept most of treasure before taking it to his other residences. He had just cleared most of it out before his death so the room is near empty. There are several shelves all lined with chests, boxes and bags. There is some brass and silverware scattered among the containers. One ornate box is locked (trapped unless Droon's key is used, Save vs. Paralysis, 100 Platinum, 500 Gold, Potion of True
- Seeing). Search: Bag of Holding.

  8. Bugbear Chief. Behind the cage sits the chief and his cohorts.

  They sit here waiting to see what is thrown in the pool above. The immediate area is a mess since they have been living here. Most of the recent loot has been squandered. Large bugbear (chief), 2 bugbears, and 4 hobgoblins. There is 100 Gold and 300 Silver among the goblins. The Chief also has a Magic Shield and a Magic Spear.
- 9. Large Doors. These heavy doors will close by themselves.
  10. Pool Cage. The iron cage reaches up 15'. It does not have bars on the top so items from the pool areas can fall into the trap. There is a single door and the key hangs on the wall near the entrance.
  Small creatures might be able to squeeze through the bars.