

# Open Dungeon Module ODM1

## Lair of the Changeling

by Daniel Reid  
(daniel.b.reid@gmail.com)  
A Module for Levels 1-5



### General Information

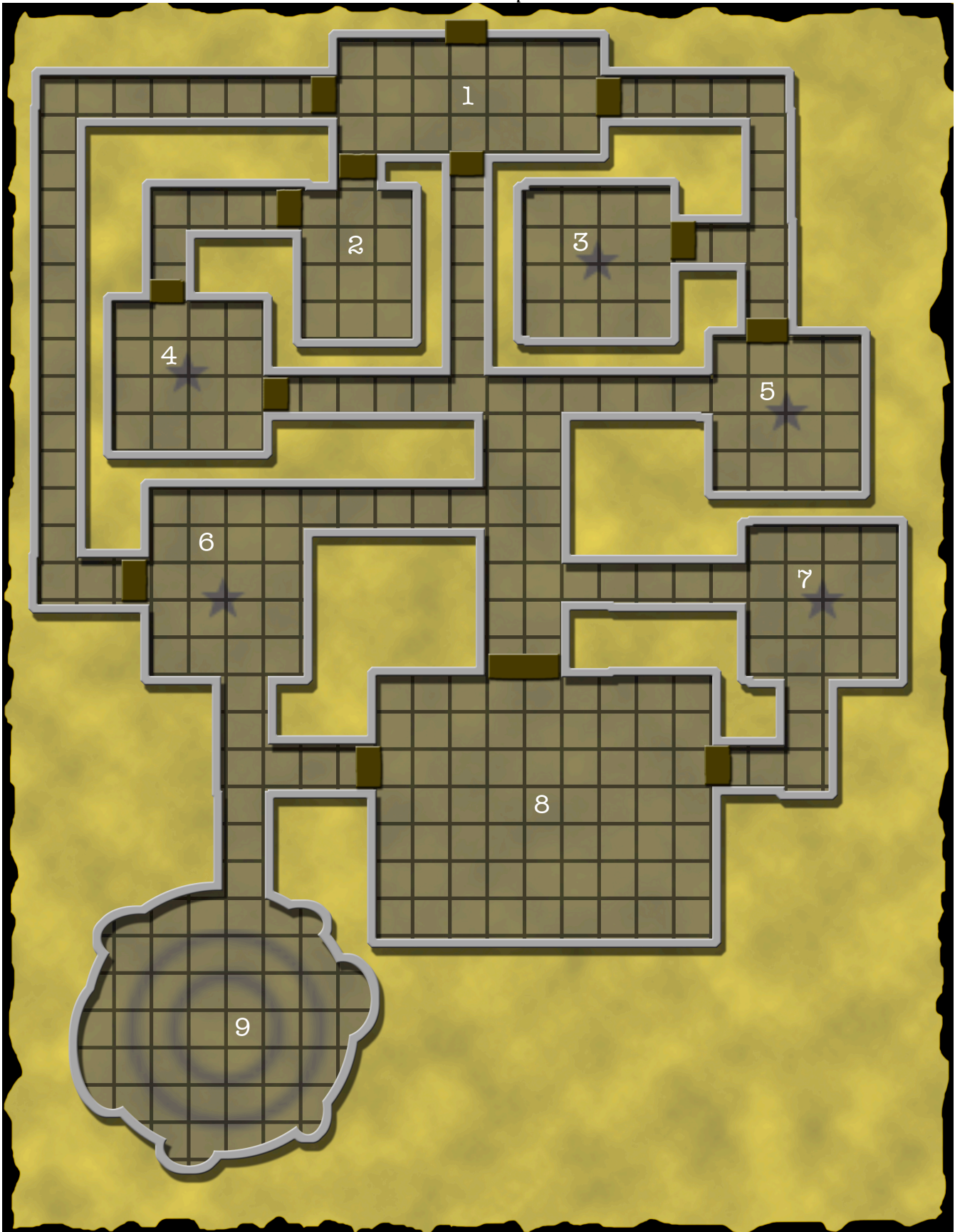
The module assumes you already have a working knowledge of BECM I D&D or some variation of that theme. The information for the monsters provided here from TSR is assumed in the public domain considering their Open Gaming License, however this is an assumption and not something I have personally attempted to verify. Page numbers to the monster stats are for the Red Book Dungeon Masters Rulebook (my own worn out copy) published 1983. The adventure ideas, drawings, and maps are my own. You are free to use, copy, print, and give away this work, provided it is unaltered in any way. If you have suggestions or wish to know more about future modules please feel free to contact me at the address provided above.

### Dungeon Master Information

This is a small goblin lair. Place it wherever it makes sense in your own world. It is intended for low level adventures but I have had great success every now and then running higher level groups of players through a weak dungeon with a focus on the comedic / role play value available. For example the Sprite Nickolas could be aiding the main villain and simply setting a trap for higher-level players – any low level dungeon can be very dangerous when they are ready for the party.

This Module is for experienced DMs who are looking for a quick dungeon that their players have never seen before. I will skip any attempt to teach you how to run the game, but I highly recommend using an ecological system when designing dungeons and avoid wandering monsters and other clichés when describing and running a game. Adventures end in bars – not start there.

*The Map*



## The Story Hook

The Adventure “hook”. Your party has been approached by Nickolas; a wee-folk (sprite) – no joking. He explains that his siblings are in the clutches of an evil goblin king who has held them captive for many days. Nickolas explains that he escaped and has been on the look out for help ever since. He offers up a gold coin to each of the adventurers with a promise that there is a lot more should they choose to help him. He is persistent with his pleading following you everywhere you go should you choose to avoid him. When you finally give into his request and take on his little rescue quest he is over joyed and sings with the gift of a major bard – claiming he will write songs about you and your heroic deeds.

**Sprite** [Nickolas] p. 38 AC ½\* HP ½ 1d4 MV 180' Fly 60' Walk ATT Special or 1 weapon DAM 1d4 dagger (sprite – sword) No. 1 (free) (4 captive) SA E1 M 7 TT S AL N XP 6 [interestingly this information is misaligned in my printed copy]

The sprite leads the adventurers safely through the wilderness (or whatever vegetation / environment you choose). Describe weather and the day-night cycle – insert loon sounds almost all the movies do in the back of your adventure sound track. If you can sing (or not) hum annoyingly pretending you are the spritely fellow leading the party. Roll some dice behind your screen and laugh. When asked what you are doing, just smirk and keep humming. Wait for one of your players to complain “are we there yet”. Then switch to the Smurf song “La la la la la ..” and announce that you have arrived. Honestly if you have not watched the Smurfs on TV growing up – give this module to someone who has – you are not ready to DM. Alternatively eat three apples.

## The Lair Rooms & Corridors

The corridors of this complex are the home of Shriekers – a type of sentient and mobile fungi. For fun, you could have them whistle the Smurf song instead of a high-pitched screech. They are used by the “goblin king” as early warning devices the Shriekers let out a long whistle 1d3 rounds reacting to movement 30' and light 60'. They can and are eaten by the goblins either raw (in the belt pouches of the goblins) or in mushroom soup found over cook fires in the kitchen area.

**Shrieker** p. 37 AC 7 HD 3 MV 9' (3') ATT special DAM nil No. 1d8 SA F2 M 12 TT nil AL N XP 35

There is only a 1 in 6 chance that the Shriekers' warning will result in goblin guards appearing.

**Goblin** p. 31 AC 6 HD 1 MV 90' (30') ATT 1 weapon DAM 1d6 Spear \* No. 2d6 SA Man M 9 TT C AL C XP 5 [ the spear tips are poisoned with a 1d4 round paralytic – useable only on the first hit ]

### 1. Entrance

This room is the entrance. The front door is wide open, to reveal a very dirty but obviously manmade room beyond. You see a group of battered men dirty and tied up upon first entering this room. They are grunting madly trying to escape their bonds.

Found tied up at the entrance and dirty and tired is a group of berserkers . . . driven mad by something, they resist all attempts to talk with them. If the party unties them without harming them, they will flee down the main corridor setting off all the traps and dying a gruesome death – or not, your choice. They could just as easily run and hide to be discovered in a corridor later. On the other hand if the party attacked them in any way (even by insulting them) they will instead attack the party. Do whatever your party least expects. If you were silly enough to give your group a magic sword or something like that – have the berserkers try and steal it and then run away.

**Berserker** p. 27 AC 7 HD 1+1 MV 120'(40') ATT 1 weapon DAM sword 1d8 No. 1d6 SAV F1 M 12 TT (P) AL N XP 20

Whatever you do, the Berserkers do not talk or give away the plot – whatever that is. If your party is a bunch of 5<sup>th</sup> level players or that crazy group of 9<sup>th</sup> level heroes moonlighting as low level rescuers – punish them severely by having the Berserkers wrestle with them gibbering madly about the need to escape. Cloaks should be torn, dirt, stink, and filth should cover the party shortly. Anyone not immediately bathing should stink like a skunk for 1d4 days as a result of this tussle.

## 2. Mudroom

This room has racks of rotting and useless gear hanging on walls. Broken spears now useless sit in a pile in the center of the room. Investigating this room takes some time, but you are sure there is nothing of value after 1d4 turns of searching. Investigating the broken spears reveals a number of beetles.

**Fire Beetle** p. 26 AC 4 HD 1+2 MV 120' (40') ATT 1 bite DAM 2d4 No. 1d8 (2d6) SAV F1 M 7 TT Nil AL N XP 15 – 3 glowing red glands 1d4 days of light 10' when removed

Play this room however you like. The old equipment in here is really useless unless for some reason you need to equip your group with missing items old iron rations or a safe place to stay after some kind of chase to get here – good for you, make them work for it! If the group got badly beat up and does not have a healer, place a healing potion in this room or bandages or something. Murder holes can be found in the wall across from the long hallway (how the berserkers might be killed).

### 3a. Estate Bedroom Door

The inhabitation of this lair may not be the original occupants. This bedroom is obviously protected by some very old magic. Magical ruins run around the inside of the stone doorframe and the door was firmly shut just a moment ago until you opened it. The door is pulling itself closed vigorously. If you don't wedge it open or use a lot of mussel it will close again.

### 3b. Estate Bedroom Inside

Well you've managed to get inside – congratulations. The room is well appointed with a four-poster bed, a long bookshelf – with several volumes on the shelf in unreadable script. There is no dust in this room. Tied down under a blanket is a man shape. Only the ropes tied to the bedposts give you a clue that someone might be under there. There are several holes in the blanket as if someone had been poking a spear through the body lying on the bed.

A chained Ghoul is held captive for its sweat, which is a paralyzing agent. The Goblins poke their spears into the Ghoul to coat them with the agent. Anyone struck with a spear thus coated is paralyzed for 1d4 rounds. Should the party be curious enough to remove the blanket the offending party member will be paralyzed and the Ghoul will slip its bonds – describe the blanket as untying the bonds somehow as the blanket is pulled back.

**Ghoul** p. 30 AC 6 HD 2 MV 90' (30') ATT 2 claws / 1 bite DAM 1d4/1d4/1d4 + special No. 1 SA F2 M 9 TT B AL C XP 25

Once the Ghoul is defeated you can let the adventurers out of the room. The door magically reopens. If the adventurers examine the bookshelf and touch the books they fall apart (or if you stole the party's magic user's book to get them here chasing the Sprite the whole way, then it is here – give it back!).

#### 4. Guard Room

Bunk beds are carefully stacked along the walls oddly shorter than your typical beds. A brazier sits in the center of the room – ashes and bits of wood and other burnable items sit nearby in a neat stack. Your group gets the impression that this is a well-ordered barracks of small humanoids.

**Goblin** p. 31 AC 6 HD 1 MV 90' (30') ATT 1 weapon DAM 1d6 Spear \* No. 2d6 SA Man M 9 TT C AL C XP 5

The goblins in this room, and as wandering monsters, are a trained group of fighters and are what is left of the original goblin king's guards. They are armed with a special poison tipped spear, which paralyzes its target for 1d4 rounds – but only on the first hit. These goblins poison their spears using the body of the Ghoul found in room 3. Once a spear has struck its target the poison is used up. This tactic however is how the goblins were able to tie up a group of adventurers (first found in room 1). The goblins repeated use of the poison drove them to become crazy berserkers.

#### 5. A Sitting Room

The walls in this room were at one point painted with an elaborate scene containing maidens and unicorns in a glade. The paint is long faded and chipped and peeling in places. The dusty floor reveals a wood parquet floor – still in good condition. There are old pieces of wooden furniture that are thread bare but serviceable.

Curiosity killed the cat – should the adventurers take a moment to rest on the sofas and chairs or to investigate them in any way releases a nest of centipedes.

**Centipede Giant** p. 27 AC 9 HD ½ (1d4) MV 60' (20') ATT 1 bite Damage Poison No. 2d4 (1d8) SA Man M 7 TT Nil AL N XP 6 [ characters bit are violently ill for 1d10 days, move at half and cannot attack or defend themselves ]

The furniture in this room is worth a considerable amount of coin. Do not make this obvious to the players unless they are of higher level and you are playing a humorous campaign. Anyone who investigates the furniture after the battle will see the master mark of a carver / wood worker.

## 6. The Kitchen

There is a spicy aroma wafting through the room. Large pots on the fire simmer and coals are banked with the expert care of someone who knows their way around a kitchen fire. Bobbing in the main caldron are wedge shaped pieces of cut mushroom. They look oddly familiar.

**Goblin** p. 31 AC 6 HD 1 MV 90' (30') ATT 1 weapon DAM 1d6 Wooden Spoons No. 2d6 SA Man M 9 TT C AL C XP 5 [ These goblins are the cooks and hired help. They won't fight unless they must. Dress them up in aprons and silly Smurf hats]

Unless the party is travelling without torchlight these goblins have taken cover in this room, hiding behind benches, caldrons and the like. They will remain as quiet as possible and hope the party ignores them. If the party samples the mushroom soup (made from Shriekers) the head cook will pop his head out of hiding and scold them with "No Soup for YOU!" He carries a very large wood spoon just as effective as a wooden club and will use it to defend his soup. His helpers will come to his aid, but only if the party refuses to pay for the soup.

## 7. Prison Block

This room has five-foot prison cells anchored around the walls of the room, framed with wooden bars. These bars do not look very well maintained and in some cases the cells have clearly broken down. There is damp and terrible smell to the room and a purple moss clings to the wooden structures.

The moss will attach any characters investigating the room's cells.

**Purple Moss** AC 9, HD ½ 1d4 ATT 1, DAM special MV 9' (3'), SA F1, ML 12 [Original B3 Module]

This flesh eating plant produces sleeping gas when it detects pray within 10' of it. Any player failing a *Save vs. Spell* within 10' of the plant falls instantly asleep for 1d6 turns. The moss covers sleeping bodies and will digest the character completely in 1hr (6 turns) leaving their wood, leather and metal bits behind... The moss is damaged only by fire normal or magical in nature.

Should the characters purge the room of moss and investigate the room they will discover several remains of other humanoids with a small amount of treasure.

## 8. The Great Hall – The Lair of The Changeling

Ironbound oak doors protect this room from idle entry. This room is locked up tight. The double doors are trapped with paralytic darts that can be reloaded from the other side of the door. The side doors are also locked should the party investigate. Magical Ruins run the length of the doorframes of each door preventing the knock spell from working on these doors. Only a thief with a successful Open Lock check can open the doors or someone with a key. If your adventurers have arrived here straight from the main doors and have not investigated the rest of the complex do not allow even the thief's Open Lock check to work. You can place a key somewhere in the complex or allow the party to sneak in following one of the cooks. The cooks take the side entrance closest to

the kitchen and have a key for that door – see room 6. When your party is sufficiently frustrated, exhausted and tired of exploring the rest of the dungeon swing these doors wide open. The Goblin King who has been watching them with a magic device the whole time is ready for them. The device is keyed to this place and becomes useless if removed.

Your party enters a large hall, typically found in castles. One long table (5' x 15') is in the center of the room. A thorn is on one end with benches down both sides. The empty end is pointed towards the double doors. Several braziers are scattered around the room keeping it warm and throwing a soft yellow glow over the room. In each of the room's corners is a statue of a beast: Minotaur, Ogre, Lizard Man, and a Troglodyte (a very mean looking Lizard Man).

**Doppelganger** p. 28 AC 5 HD 4\* MV 90' (30') ATT 1 DAM 1d12 No. 1 SA F8 M 8 TT E AL C XP 125

The goblin king is long dead, killed by a cunning doppelganger many years ago. He has shaped the remaining goblins into an effective fighting force making use of the entire complex. He masterminded the use the Ghoul as a source for poison and managed to organize the complex to his best advantage. The wizard who built the place originally long abandoned the place. He has two goblin bodyguards who know his secret and are loyal to him. They act as 2 HD monsters.

When the party finally encounters the doppelganger, he will take the form of one of the 7' tall stone statues found in the great hall. Roll 1d4 to choose or pick one that appeals to you. He will continue to attack with his own stats regardless of the form he takes.

## 9. Trash Heap

The rough circular natural walls indicate some kind of chimney structure – perhaps a natural feature of an underground system? The walls are dry and there is a soft breeze coming from above. Looking up, 20 feet or so is a small whole to the sky. In the center of this room is a stinking mess of refuse. The place has obviously been used as a dumping ground for the complex. Looking closely there are grooves in the floor that might have once been a circular pattern but the trash covers and breaks the symbol spilling over it in several places.

**Centipede Giant** p. 27 AC 9 HD ½ (1d4) MV 60' (20') ATT 1 bite Damage Poison No. 2d4 (1d8) SA Man M 7 TT Nil AL N XP 6 [ characters bit are violently ill for 1d10 days, move at half and cannot attack or defend themselves ]

**Shrieker** p. 37 AC 7 HD 3 MV 9' (3') ATT special DAM nil No. 1d8 SA F2 M 12 TT nil AL N XP 35

This is the “birth place” of Shrieker mushrooms and the home of the centipedes. The magical energy residue from what was once a teleport pad appears to have made both these creatures possible. Place whatever treasure in this heap of trash you think is appropriate.

**The Lair Treasure** – *found with the various monsters listed*

*Goblin* [c]: 1000 Silver Pieces, Gems 1 onyx 50 gp, 1 topaz 500 gp, 1 amber 100 gp.

*Ghoul* [b] : 1000 Gold Pieces

*Doppelganger* [e] : 3000 Electrum Pieces, 8000 Gold Pieces

*Berserker* [p] 10 Copper Pieces Each