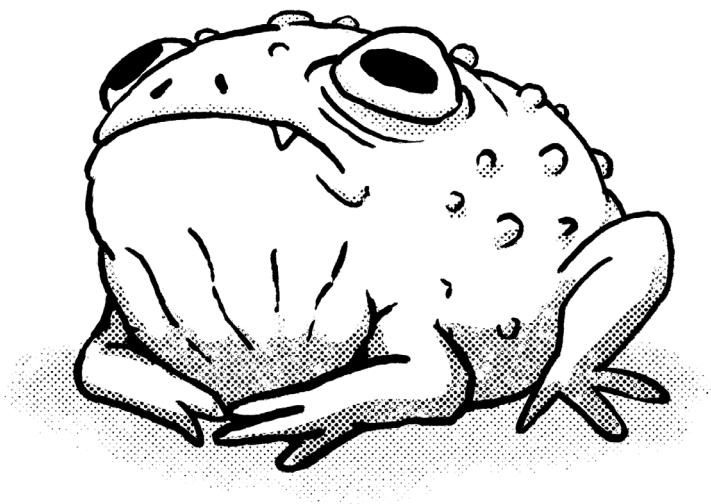


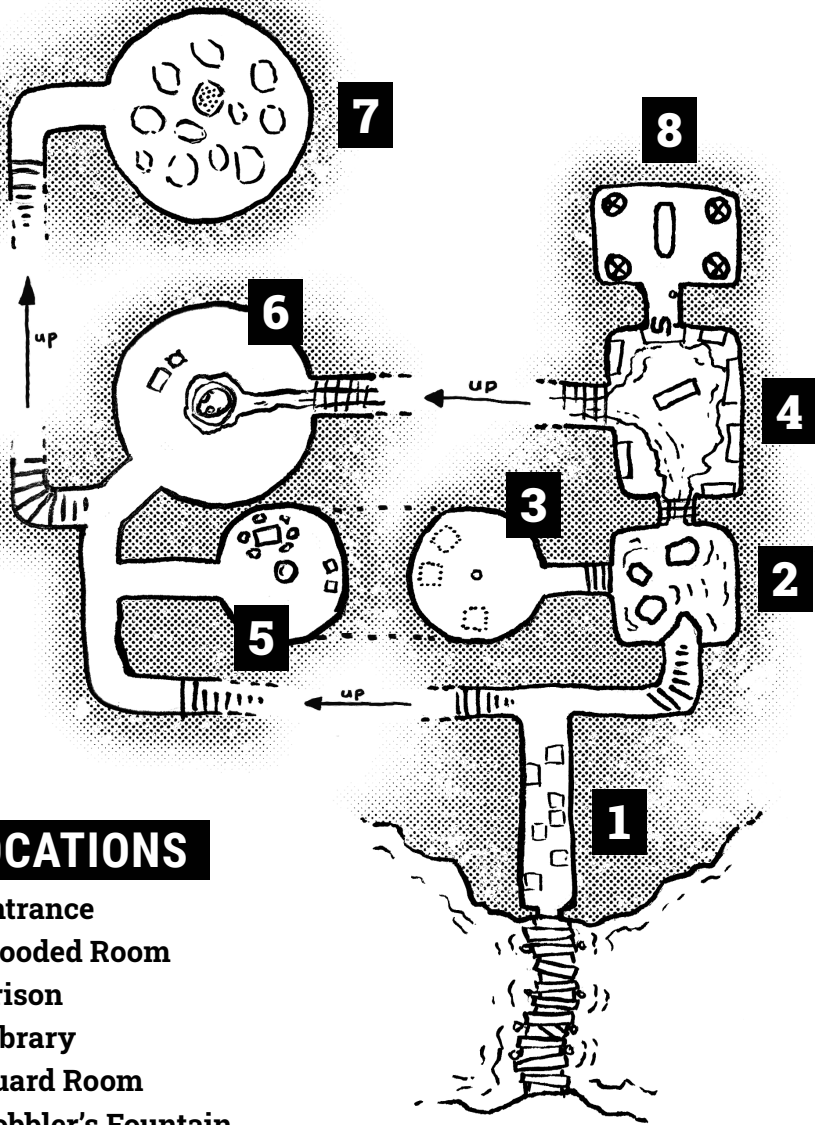
# LAIR OF THE GOBBLER

A DUNGEON FOR LOW HIT DIE ADVENTURERS (1-2 HD)



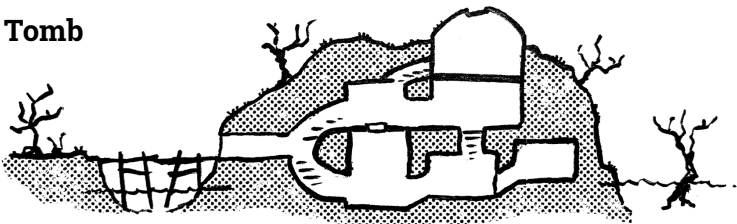
WRITTEN AND ILLUSTRATED BY **EMIEL BOVEN**

EDITED BY **AVA ISLAM**



## LOCATIONS

- 1. Entrance
- 2. Flooded Room
- 3. Prison
- 4. Library
- 5. Guard Room
- 6. Gobbler's Fountain
- 7. Pool Dome
- 8. Lost Tomb



*Deep in the Berrenmoot Swamps stands a ruin, forgotten by most. Inside lives a creature with an insatiable appetite and its loving mother, who cares for naught else besides her precious child.*

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The ruins are home to a clan of borgles, a kind of slippery humanoid salamanders. Most borgles inside the lair are fed up with Elder Mother Elharr's all consuming obsession with her child, the Gobbler, a big toad-like creature. They tolerate it out of respect for her as the clan's leader, but a clever group of players could use this growing resentment to their advantage.

## DURF

This adventure is designed to be used with the game **DURF** but since all stats are fairly simple it can be adapted with relative ease to different fantasy roleplay systems.

You can find the **DURF** rules for free at [emielboven.itch.io](http://emielboven.itch.io)

## REASONS TO ENTER

### The Missing Chef

A few days ago a merchant arrived in Berrenmoot bearing bad news for Bella, the owner of the Soaring Salmon. Moira, the trained chef that was supposed to arrive with the merchant, has disappeared. During a stop in the swamps two days ago, the woman wandered off looking for herbs and did not return.

Bella has hired the PCs to find Moira and return her safely. After searching the swamps, the PCs eventually find the lair.

### The Mage's Fortune

The PCs have heard rumors hinting that an ancient mage lies buried somewhere in the Berrenmoot Swamps. In search of ancient treasure, they travelled to the swamps and stumbled upon the mysterious lair.

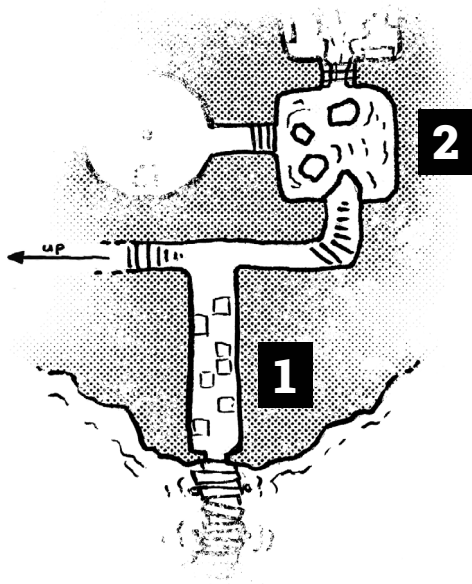
## RANDOM ENCOUNTERS

Every turn, or if the PCs make a lot of noise, the GM should roll a d6 to determine if a random encounter occurs. On a result of 1, roll on the table below.

### d4 Random Encounters

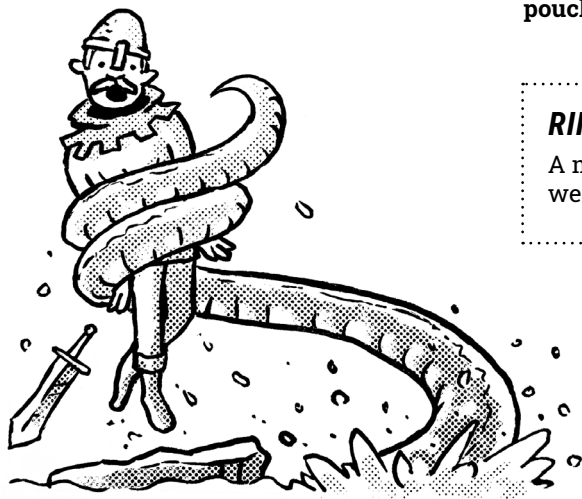
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- 1 1d4 **borgles** arguing in hushed voices about how they should stand up to Elharr.
- 2 Two nervous-looking **rootkin** armed with shovels, looking for **Willow**.
- 3 A wild sheep-sized **red chicken** (**Skill 1, HD 1, Peck 2 dmg**) that escaped from its cage in **area 3**.
- 4 1d6 **borgle guards** searching for the escaped chicken, to feed it to the Gobbler.



## 1. ENTRANCE

1 **borgle** guard (spear and blowpipe). At any sign of danger will run into the lair, avoiding the **trapped tiles** in the **hallway**, to warn the guards in area 6. **Carved faces** decorate the hallway walls.



- ▶ The **hallway** is trapped with **pressure plates**. When a creature steps on one, the faces will spew jets of flame (DEX save or take 4 dmg).
- ▶ One of the **faces** has a **ruby eye** (worth 80 GP). Removing it also activates the trap.

## 2. FLOODED ROOM

Dark. The floor of this room has fallen away, leaving only a few **stepping stones** surrounded by **shoulder-deep water** in which a **glimmer of silver** can be spotted. A stream of water flows into the room from **area 4**.

- ▶ If the **water** is disturbed the **lurker** hiding there will try to grab the closest PC and drag them beneath the surface. PCs wearing medium or heavy armor gain a Break on their rolls when fighting in the water.
- ▶ A **skeleton** lays beneath the **water**. It wears plate armor and a **Ring of Protection**. Next to the remains lies a **sword** inscribed with a lily, a **small silver statue** (380 GP) and a **pouch** with 175 GP.

### **RING OF PROTECTION**

A magical ring that gives the wearer +1 Armor.

### 3. PRISON

Soft light is shining through a **circular slab of glass** in the ceiling. Through the thick glass, the guards in the room above can keep an eye on the prisoners but cannot hear anything. Unless the PC's make no effort to be careful the guards above won't notice them for at least a full turn.

**Three cages** stand along the edges of the room. At the center stands a **short pedestal** with a disc-shaped indent at the top.

- ▶ In one of the **cages** behind the pedestal sits a small rootkin named **Willow**. The borgles captured him some time ago and are now forcing their other prisoner Moira (**area 6**) to come up with a recipe to prepare the root man as a treat for the Gobbler. Willow is terrified of what will happen to him if he stays here and will beg the PCs for help. He knows that some of the borgles are fed up with the Elder Mother.
- ▶ The southern **cage** has a hole in it and is empty except for a few large red feathers.
- ▶ By placing the **disc** from **area 7** on the **pedestal** it will project a beam of bright blue light through the glass above, blinding creatures in **area 5** for 3 turns. When the beam fades away, a dark blue **Cloak of Starlight** will be floating above the pedestal.

#### CLOAK OF STARLIGHT

+1 light armor. Once per day its wearer can create a bright flash of light, blinding all nearby creatures unless they make a STR save.

### 4. LIBRARY

Dark. The walls of this room are lined with **crooked bookcases**. A stream of water flows through this room from **area 5**. The bookcases are damaged by the water and lined with rotten books.

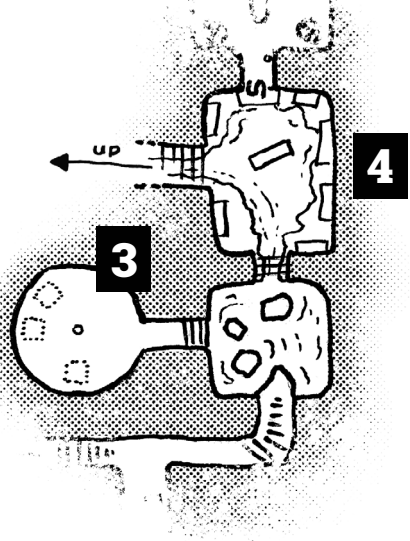
- ▶ Searching the **bookcases** reveals a **Tonic of Health** and an intact **Bolt scroll**.
- ▶ The **bookcase** against the north wall is the only one still standing straight. It is attached to a piece of wall that can be swung open to reveal a secret room (**area 8**).

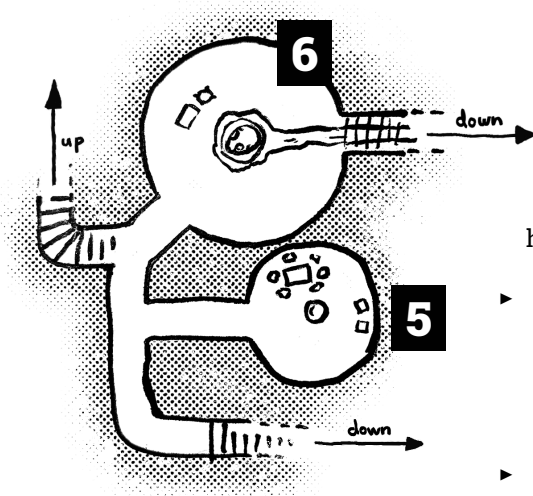
#### TONIC OF HEALTH

Drinking this tonic magically heals 6 Wounds and any physical affliction.

#### SPELL: BOLT

Throw a number of bolts of magical lightning equal to half the caster's WIL, each bolt deals 3 damage.





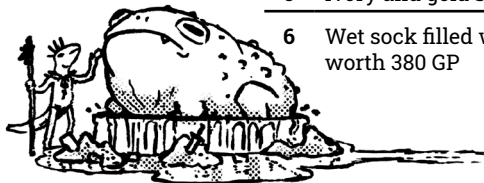
## 5. GUARD ROOM

Lit by torchlight. 6 **borgle** guards (4 with spears, 2 with blowpipes) drinking reed beer and talking loudly. They are easily surprised and PCs gain a Buff when trying to move by the room without the guards noticing them.

- ▶ Two **crates** can be found here. One holds crude spears and two jugs filled with the **paralyzing slime** the borgles use on their blowpipe darts (STR save or be paralyzed for 2d4 rounds). The other contains five bottles of reed beer, two of which are empty.

## 6. GOBBLER'S FOUNTAIN

Lit by a cooking fire. 3 **borgle** guards (2 with spears, 1 with a blowpipe). This room is damp and smells like swamp water. At the center of the room stands an **algae-stained fountain** surrounded by **shiny things**. In it sits **the Gobbler**, blocking the fountain's drain. Dirty



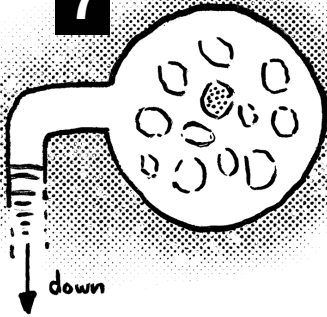
water flows over the edges and through the room to **area 4**. An **old borgle** with a staff is lovingly petting the toadlike monstrosity. A **sweaty woman** in a filthy apron is chopping giant worms on a small table beside a pot of broth hanging over an open fire.

- ▶ The **old borgle** is **Elharr, the Elder Mother** of this clan. She considers the Gobbler her precious child. Lately, she has neglected the rest of the clan to make sure her child gets the best treatment.
- ▶ The cooking woman is **Moira**, a chef who has been kidnapped by the borgles to be a personal chef for the Gobbler. She is stressed and exhausted but will grab any opportunity to escape. If she can she will attempt to save **Willow (area 3)** who she bonded with during their few days of imprisonment together.
- ▶ If a PC spends a turn sifting through the **shiny garbage** around the **fountain** roll on the table below to determine what they will find. Move up or down an entry if it has already been found.

### d6 Treasure

- |   |   |
|---|---|
| 1 | +1 dagger that bleeds from its hilt when a promise is broken in its presence. |
| 2 | Gold necklace, worth 160 GP   |
| 3 | 1d4 emeralds, worth 75 GP each.   |
| 4 | Platinum goblet, worth 460 GP   |
| 5 | Ivory and gold snuffbox, 200 GP   |
| 6 | Wet sock filled with river pearls, worth 380 GP                               |

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## 7. POOL DOME

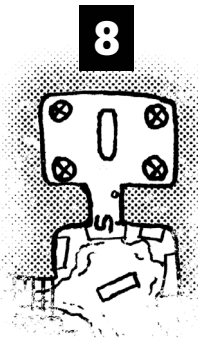
The top of this big domed room has a hole to let the sunlight in. Beneath it lay a bunch of **shallow pools** in which the borgles sleep at night. Around the pools sit 9 unarmed **borgles** talking and grumbling about how the **Elder Mother** only cares about her precious child nowadays.

- ▶ One of the **pools** is filled with borge spawn. Silhouettes can be seen inside.
- ▶ Looking through the belongings around the **pools** reveals 23 GP and a **metal disc** that shimmers like oil on water.

## 8. LOST TOMB

Dark. The air here is stale and dry. In each corner stands a **brazier** held by a faceless statue. A burned-out torch hangs next to the entrance. At the center of the room stands a **black stone sarcophagus** carved with the likeness of a woman with long hair wearing a cape made of feathers and a headband.

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Below her feet, an inscription in an old dialect reads: "VIYOLA, SIXTH AMONG THE NINE, VOICE OF THE SPACE BETWEEN".

- Opening the **sarcophagus** without lighting each **brazier** summons a **shadow** for each unlit brazier. Lighting a **brazier** after opening destroys its **shadow**.
- Inside the **sarcophagus** lie the mummified remains of a woman dressed in dusty black robes. It wears a **silver headband** set with a single onyx (260 GP) and holds a **Staff of Night**. Next to it is a **small box** filled with 580GP, a **jewelled dagger** (200 GP), a **sapphire** (80 GP) and **two scrolls**: *Shadow Blade* and *Grasp of Yahzahar*.

### STAFF OF NIGHT

+1 staff. The wielder gains the ability to see in the dark, and a Buff on attempts to sneak or hide.

### SPELL: GRASP OF YAHZAHAR

A number of creatures up to half the caster's WIL must make a STR save or are grabbed by a shadowy hand and held in place for 1d4 rounds.

### SPELL: SHADOW BLADE

Caster summons a blade made of shadowy smoke. It exists for 1 turn and deals 3+half the caster's WIL dmg. When attacking with it, the caster may use their WIL instead of STR. If cast during combat, the caster may immediately make an attack.

# NPC STATS

## BORGLE

**Skill 2 HD 1 (no Armor) ML 8**

*Slippery humanoid salamanders who live in swampy environments. They are known to coat their weapons in a paralyzing poison harvested from slugs.*

- ▶ **Spear 4 dmg**
- ▶ **Blowpipe 2 dmg + paralyzing poison** (STR save or become paralyzed for 2d4 rounds).
- ▶ **Unarmed 1 dmg**
- ▶ Creatures attempting to restrain a boggle gain a Break on their roll.

## ELHARR, THE ELDER MOTHER

**Skill 4 HD 2 (no Armor) ML 9**

*Old borgle shaman and clanleader. Will do anything to protect her child, the Gobbler.*

- ▶ **Staff 3 dmg**
- ▶ **Spells:** Elharr can cast the following spells once a day:
  - **Bolt** - Throw 2 bolts of magical lightning, each bolt deals 3 damage.
  - **Healing Hand** - Heals 4 Wounds.

## THE GOBBLER

**Skill 4 HD 2 (3 Armor) ML 7**

*A giant toadlike creature that has grown bigger than it probably should have. Does not speak, only eats and sleeps.*

- ▶ **Tongue lash 2 dmg + swallow.** Works like a ranged attack. A creature hit by the Gobbler's long tongue must make a STR save or be pulled into the creature's mouth. Creatures inside the Gobbler automatically take 3 dmg each round as they are slowly digested.
- ▶ Can't move. Creatures attacking it with a ranged attack gain a Buff.

## LURKER

**Skill 3 HD 1 (5 Armor) ML 7**

*A four tentacled predator of the swamps.*

- ▶ **Tentacle 2 dmg + grapple.** The grappled creature may make an opposed STR roll during their round to break free.
- ▶ **Squeeze 3 dmg.** If the lurker has grappled a creature they may squeeze it instead of making a normal tentacle attack. This attack succeeds automatically.

## SHADOW

**Skill 3 HD 2 (no Armor) ML -**

*A faceless silhouette made from swirling black shadows.*

- ▶ **Touch 3 dmg + Strength drain.** The touch of a shadow lowers a PC's STR by 1 point until they take a day to recover. If a PC's STR gets reduced below 0 they die and rise as a shadow.
- ▶ **Undead:** unaffected by charm or sleep effects.
- ▶ Can only be affected by spells or magical weapons.

## ROOTKIN

**Skill 2 HD 1 (no Armor) ML 6**

*Creatures the size of a ten-year-old, made of roots with big glowing eyes. They live between the roots of big trees and love tea and baked goods.*

- ▶ **Shovel 2 dmg**
- ▶ Takes double damage from fire.
- ▶ Can see in the dark.

## MOIRA

**Skill 3 HD 1 (no Armor) ML 6**

*Trained chef who came from Cliff's End to run the kitchen at the Soaring Salmon in Berrenmoot. On her journey there she wandered off to gather herbs and was captured by borgles to prepare meals for the Gobbler.*

- ▶ **Chef's knife 3 dmg**