

G1

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Swords & Wizardry™ game**

Mini-dungeon Module G1

The Cursed Fountain

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 1-3



A band of kobolds armed with enchanted weapons has started raiding villages along the outskirts of Cutter's Woods. The villages are looking for a group of brave adventurers to put an end to these attacks.

The Cursed Fountain is part of a series of mini-dungeons designed to drop into existing adventures or campaigns. Use them as side quests or a way of getting in a quick adventure when you're short on time.



**Dungeons of
Dazegoneby**

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Dungeons of Dazegoneby

Mini-Dungeon Module G1

The Cursed Fountain

A band of kobolds armed with enchanted weapons has started raiding villages along the outskirts of Cutter's Woods. The villages are looking for a group of brave adventurers to put an end to these attacks. Local hunters have reported seeing the creatures near an ancient temple deep within the woods. Seems like a good place to start...

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, The Cursed Fountain is designed for 4-6 adventurers of level 1-3. This product is part of a line of mini-dungeons designed as quick, drop-in adventures. They're ideal for use as short side quests, or for gaming sessions where you're pressed for time. You could even string them all together as a mini dungeon campaign.

Gamemasters should feel free to adjust this adventure to suit their group's style of game-play or level of difficulty.

It's recommended that the Gamemaster read through this product at least twice in order to familiarize themselves with the adventure prior to playing. They should also take note of any new monsters or magic listed at the end of the document.

This product requires the use of the *Swords & Wizardry* rules. More information can be found online at www.swordsandwizadry.com

On the pages that follow you'll find boxes like the one surrounding this text. These boxes hold suggested descriptions of the rooms that can be read out loud to the players.

After most of the room descriptions you'll find one or more of the following symbols:



This symbol indicates that there's a monster or monsters in the room.



This symbol indicates there's treasure in the room.



This symbol indicates that there's a dangerous obstacle in the room.

A description of the monsters, treasures, or obstacles encountered follows after each symbol.

About Dungeons of Dazegoneby

I can remember a time in my distant past when I could head to the local mall walk into one of the two bookstores they had at the time, plunk down around five dollars, and walk out with a brand new Dungeons & Dragons module. Our *Dungeons of Dazegoneby* line is a tribute to old school gaming, paying homage to a time filled with graph paper maps, wandering monster tables, hand-drawn character sheets, and lazy afternoons filled with adventure and wonder. We hope you enjoy playing these products as much as we enjoyed making them.

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Gamemaster's Eyes Only:

Krulldok, the last of a tribe of beastmen driven out of his lair by a group of human adventurers, stumbled upon an old and forgotten temple deep within the forest of Cutter's Woods. There he came upon a fountain dominated by a statue of Feonus an ancient goddess of plants and nature. Enraged by the similarities of appearance between the statue and one of the humans responsible for the routing of his tribe, Krulldok lashed out and broke the head off the statue. The act shattered an enchantment placed upon the fountain which up until now had kept the water pure and clean. The beastman watched as the water contained in the fountain's basin turned dark and viscous.

What the beastman didn't realize was that the temple was home to a tribe of kobolds, displaced from their cavern home by the same group of adventurers. Until Krulldok's arrival they had avoided the fountain for reasons similar to that which invoked the beastman's rage. Krulldok became instantly revered by the kobolds, who now looked upon him as their leader. Krulldok saw these events as a sign that he had been chosen by his gods as an agent of revenge against humans. He instructed the kobolds to coat their weapons with the liquid from the fountain, seeing it as being provided by his gods, then started plotting his revenge against the nearest human villages.

Set Up

The party hears tales of a group of three villages along Cutter's Woods that are being raided by a band of kobolds. The kobolds are armed with weapons that have the ability to curse those who are struck by them. Efforts made to gather a force among the villagers to mount a defense or counterattack have failed. The villages are comprised of mostly loggers and woodworkers who view the curse-

bestowing kobolds as the forest striking back at them. The superstitious locals wanted nothing to do with the magically armed kobolds.

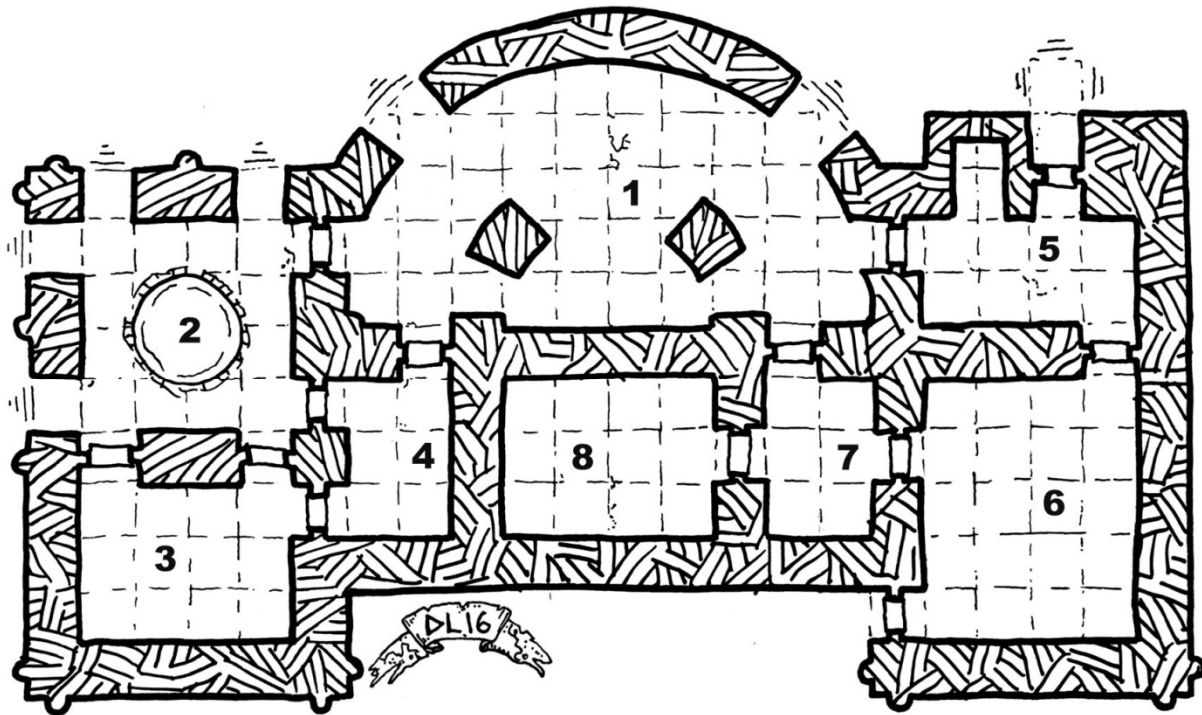
The three villages, Cutter's Crossing, Brownbark, and Sevenstumps are offering 500gp as a reward for putting an end to the kobold's attacks. Inquiring at any of these villages will lead to a hasty meeting between the party and a representative from each. The adventurers will then be introduced to Karson, a local hunter who claims to have seen kobolds lurking around an old abandoned temple located within Cutter's Woods. The hunter will offer to lead the party to the temple. He'll wait until he's out of audible range of the representatives before attempting to get some coin out of the party for his trouble.

A Note to the Gamemaster

The set up described here is only a suggestion. Feel free to introduce this scenario to your group in any way you see fit.

A member of the party could experience a vision of the goddess Feonus requesting that they journey to the temple, restore her statue, and break the curse.





The Abandoned Temple

1sq = 5'

Key to the Abandoned Temple

Karson leads the party on about an hour trek into the woods, following a narrow animal trail most of the way, then veering off it for a half-hour struggle through thick forest undergrowth. At times during this part of the journey an elf or ranger can pick out telltale signs that creatures have passed along this route; broken twigs, the occasional track in soft earth, a dropped or discarded item from one of the village raids, etc. Soon the group arrives at a small overgrown clearing that contains the abandoned temple.

Karson states that he'll wait near the edge of the clearing for the party but adds that he plans on being well out of their before nightfall, with or without them. It would take a good deal of coaxing to get the hunter to investigate the temple with the

party. He'd want an equal share of the reward as well as a share of any treasures retrieved from this little adventure. His stats are provided below.



Karson: HD 1; HP 6; AC: 7 [12]; Atk 1 weapon (1d4 or 1d6); Move 12; Save 17; CL/XP 1/15; Gear: Leather Armor, dagger, short bow, 20 arrows.

Karson's not much of an adventurer but he is a skilled hunter. He makes a living moving between the three villages, selling his kills to the local taverns and lodges. His skill in dealing with the local fauna grants him a +1 bonus to his 'to hit' rolls against animals, particularly the wolves found in **Area 1**. He encounters wolves while hunting and has helped defend the villages against those who have ventured a little too close to them in the past.

1. Courtyard

This area is open to the sky. The stone floor is overrun with leafy vines that have crawled across the ground and up the walls.

A group of four wolves have made their home here attracted by the presence of the beastman (see New Monsters). They roam around this area and just outside the structure through the day. At night they sleep along the south wall.



Wolves (4): HD 2+2; HP 16,15,14, 13; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.

2. Fountain



The kobolds have strung tripwires across the door-less entries to this room. Fine but strong string runs across each opening set two inches above the ground. Each tripwire is attached to a collection of animal bones which will clatter together if triggered, alerting the wolves at **Area 1** and having a 50% chance of alerting the kobolds in **Area 3**. Alerted creatures will move to investigate in one round.

This is a 20' x 20' room open to the sky. A 10' wide pool sits at its center. The stone statue of a headless female stands in the pool clad in a flowing gown of leaves and ivy. She holds a large flower out before her in both hands. A dark fluid oozes from the flower dripping into the pool below.

The statue here is of the goddess Feonus. The fountain is enchanted, the

liquid it contains flows by magical means from the pool up through the statue, out openings in the flower and back into the pool. Any liquid taken from it replenishes its self the next morning. The pure water that once flowed here was replaced by a foul and cursed fluid once the fountain was desecrated. In order to restore the fountain's original purity the statue's head must be reattached. It's currently hidden in a sack beside the bed in **Area 8**.

Until the statue is repaired it will continue producing the dark, viscous fluid. Bladed melee weapons or piercing missile weapons dipped into the pool will gain a curse bestowing property. The next creature damage by the weapon becomes cursed, suffering a -1 penalty to their 'to hit' rolls and saving throws. This curse can be removed with a *remove curse* spell. A creature that's currently cursed with these penalties cannot be cursed again, the effect does not stack.

A coated weapon loses its curse bestowing property after 12 hours or a successful attack has been made with it. The weapon must be coated with the fluid directly from the fountain for the cursing property to work. Fluid removed from the fountain by any other means with the intent of applying it at a later date (say in an empty potion bottle) will lose its curse bestowing property, turning to a fine black dust after one hour (or immediately after the statue's been restored.)

In addition to the penalties listed above a cursed creature will also suffer one of the following maladies for as long as they're cursed. Roll 1d20 and consult the table below or feel free to devise your own curse 'side effects' to bestow upon any affected players.

Die Roll	Additional Effect of Curse
1	Cursed will believe themselves to be a druid and may have to be convinced otherwise before they use the skills of other classes (cursed druids will believe themselves to be more powerful than what they actually are.)
2	Cursed will occasionally believe themselves to be rooted to the spot.
3	Cursed will believe themselves to be a plant. They will not eat, thinking they require only sunlight. They will also seek to water themselves once per day.
4	Cursed will insist on eating nothing but flowers and grass.
5	Cursed will think the moon is watching them.
6	Cursed will believe they hear their allies calling their name every so often.
7	Cursed will attempt to rub 'healing lichen' upon the wounded. The 'lichen' will be any plant material at hand.
8	Cursed will complain loudly about 'evil spores' contained in whatever liquid they attempt to consume.
9	Cursed will believe their allies are plant based and will attempt to water them once per day.
10	Cursed will constantly apologize to plants/grass they step on.
11	Cursed will constantly tug at imaginary vines they think are growing on them.
12	Cursed believes they can talk to plants and animals.
13	Cursed believes an ally has polymorphed into a giant talking squirrel.
14	Cursed believes they have lost their leaves and will seek to reattach some to themselves as soon as possible.
15	Cursed will believe they hear the screams of any fruits or vegetables that are consumed near them.
16	Cursed will believe coins or gems they or their allies carry are seeds and will seek to plant them.
17	Cursed will seek to 'free' flowers by smashing their pots, vases, etc.
18	Cursed will believe that flora (plants, bushes, trees, etc.) are talking to them.
19	Cursed will refuse to sleep indoors.
20	Cursed believes their skin has turned to bark. So great is their conviction that they gain a +1 bonus to their AC.

3. Meeting Room

Whatever use this room previously had it's evident from the smell that it now serves as a lair for some sort of creature or creatures.

The room has hooks for lanterns set at intervals along the wall however there are none present. Unlike normal kobolds the ones encountered within the temple have adapted to fighting above ground without suffering the normal penalty, provided they do so in the dark. The raids against the villages have been carried out at night and the interior spaces of the temple are kept dark for this reason. Standard torch light isn't enough to negate this however it's possible kobolds held in the beam of a bullseye lantern may regain the penalty.

This room once served as a meeting place. The wooden benches which stood here have been broken up and used as boarders to hold several piles of leaves and vegetation in place. These piles serve as beds for the twelve kobolds that inhabit this room.

The kobolds here venture into **Area 2** every few hours to recoat their weapons at the cursed fountain.



Kobolds (12): HD 1d4hp; HP 4,4,4, 4,4,3,3,3,3,2,2,1; AC 6[13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/5; Special: None. Gear: short bow, 12 cursed arrows (each), cursed short sword.



If the beds here are searched the party finds a small drawstring pouch. The pouch contains 140 gp 3 gems worth 50gp each, and a small horse carved from jade worth 80gp.

4. Cloakroom

You hear a great deal of squeaking coming from the rear corner of this darkened room.

This room was once used as cloak storage for residents and visitors to the temple. A horizontal wooden beam with pegs for hanging cloaks runs along the east wall. A section of the rear wall of this room near the ground in the southeast corner has crumbled enough to allow a group of giant rats to enter. They've made a nest in a pile of old cloaks gathered against the south wall.



Giant Rats (6): HD 1d4hp; HP 4,3,3,3,2,2; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.



A *cloak of Feonus* still hangs from one of the pegs (see New Magic.)

If the nest is searched the players will discover a sliver clasp in the shape of a pair of leaves still attached to a scrap of cloak. The clasp is worth 60gp

5. Kitchen

This dimly lit room once served as the temple's kitchen. It now serves the creatures here in a similar fashion though less elegantly.

A table against the south wall is piled high with various foodstuffs stolen during raids upon the villages; fruits, vegetables, cheeses, sacks of nuts, etc. Three wooden casks sit below the table, one contains ale while the other two hold salted beef.

Apparently the kobolds also managed to grab a live chicken. Two of the creatures are currently chasing it around the room.

A fire burns in a hearth in the alcove to the north. A kobold witch is here, experimenting with liquid taken from the fountain, currently boiling in a cauldron hanging over the fire.



Kobolds (2): HD 1d4hp; HP 4,4; AC 6[13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/5; Special: None. Gear: short bow, 12 cursed arrows (each), cursed short sword.

Witch (kobold): HD 2d4; HP 6; AC 6[13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP 1/15; Special: spells (*magic missile* x2). Gear: staff (club)



The witch succeeded in stabilizing some of the liquid from the fountain creating a *potion of inaccuracy* (see New Magic.) There are three vials of it sitting near the hearth. She's been trying to duplicate the process that created these three with little success.



6. Dormitory

A single torch at the rear of this room illuminates a group of kobolds engaged in some sort of game.

This room once served as living quarters for the temple staff. The various beds that once occupied this room have been broken up and sectioned into sleeping areas similar to those found in **Area 3**.

There are a total of seventeen kobolds scattered throughout the room. Five are playing a game involving dice in the southeast corner.



Kobolds (17): HD 1d4hp; HP 4,4,4, 4,4,3,3,3,3,3,2,2,2,2,1,1; AC 6[13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/5; Special: None. Gear: short bow, 12 cursed arrows (each), cursed short sword.



The five kobolds in the corner were playing with a set of 27 one inch silver cubes. The cubes each bear a set of six strange runes. The kobolds were using them as dice, playing a symbol matching game of their own devising. The set of cubes could be worth anywhere from 20gp to 100gp depending upon the buyer.

7. Storage

A single lit lantern hangs from a hook near the rear wall. A number of barrels and sacks have been piled haphazardly below it.

This was once a storage area for the temple. It now serves as a place for the

kobolds to stash additional items from their raids upon the villages.

There are 4 barrels standing against the rear wall. Barrel one contains spare axe heads, barrel two contains spare axe handles, barrel three is filled with sawdust, barrel four is empty save for a dozen metal wedges used for splitting wood. Six sacks are piled atop the barrels. Two are filled with oats, two are filled with rice, and two are filled with flour. Two 7' long whipsaws are propped up against the pile.

8. Priest's Chamber

Some of this room's former furnishings remain intact. These quarters belonged to someone of high standing with the temple. A fancy bed, nightstand and dresser are here, each intricately carved with a leaf and vine design, though rotted with age and worm-eaten.

The room is lit by a single oil lamp sitting on the nightstand.

Krulldok has claimed this room and spends most of his time here with his two wolf guards. The beastman is currently plotting out the next attack against the human villages.



Krulldok (beastman): HD 3+1; HP 15; AC 5[14]; Atk 1 bite (1d4), 2 claw (1d4), or weapon (1d6); Move 9; Save 14; CL/XP 3/120; Special: Animal affinity, regeneration.

Wolves (2): HD 2+2; HP 14,13; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.



The nightstand holds a small pouch containing 1,500cp and 3 gems worth 25gp each.

There are six drawers in the dresser. Five contain old shirts, pants, robes, etc. The last holds a small chest containing 1,200sp, a sack that holds 255gp, and a silver jewel encrusted goblet worth 480gp.

A sack next to the bed contains the head from the fountain's statue.

Wrapping Up

Once Krulldok and his minions have been dealt with the party can return to the villages to collect their reward. The villagers will be eager to recover any of their stolen goods that still remain at the temple. Karson (if he's still around) will offer to lead them to the temple to retrieve their items, for a small fee of course.

If the party succeeded in retrieving the head of the statue from **Area 8** they can attempt to repair the fountain.

Simply holding the head of the statue against its broken section will cause the statue to mend. Once the fountain's intact the liquid will revert back to pure water. The curse bestowing powers of any coated weapons cease to function.

Drinking water directly from the fountain will restore 1d6 hit points. This will only work once per day for each creature. Drinking from the fountain also has a 50% chance of removing a curse from a cursed creature. This will only function once against each curse. A creature that

remains cursed after drinking can still be curse by means of a *remove curse* spell.

In addition to healing and having a chance of removing a curse, the first time a character drinks from the fountain roll 1d10 and consult the table below to determine the effect.

Die Roll	Blessing of Feonus
1	Character is healed up to their maximum hit points.
2	Character's hit points are permanently raised by 1 point.
3	Character gains +1 bonus to saving throws for the next month.
4	Character's hit points are permanently raised by 2 points.
5	Character gains +1 bonus to AC for the next month.
6	Character's hit points are permanently raised by 3 points.
7	Character regenerates 1 hit point per round for the next month.
8	Character's hit points are permanently increased by 4 points.
9	Character may pick one first level druid spell. They gain the ability to cast that spell once per day as though they were a druid of the same level. This ability remains for 1 month. If the character is a druid the gain 1 additional 1 st level spell slot for 1 month.
10	Character's prime attribute is permanently increased by 1*

* Unless attribute is already 18 in which case character's hit points are permanently increased by 4 points.

Water taken from the fountain has no effect other than serving to quench one's thirst.

Characters as well as villagers can visit the fountain to take advantage of its healing or curse removing properties whenever there's a need.

Continuing the Adventure

Here are some suggestions for further adventures:

✕ If the party leaves without restoring the statue in the fountain they become plagued by nightmares involving dark amorphous creatures crawling from the fountain's basin. Each nightmare ends with an image of the statue's decapitated head. If these nightmares persist the character's hit points are permanently reduced by 1 point each day. Once the statue's fixed any lost hit points are restored.

✕ The 27 cubes in **Area 6** are actually a prison for a demon. The cubes need to be assembled in a certain way, forming a 3x3 cube. Once this occurs it solidifies into a box which opens and releases the demon.

✕ The party is sent word by Karson that a group of bandits have taken over the abandoned temple and are now charging visitors to drink from the fountain.

NEW MAGIC

Cloak of Feonus

The wearer of this cloak gains a +1 bonus to their AC while outdoors and traveling through forest environments. They also regenerate 1 hit point per round as long as they are in contact with living vegetation and their hit points haven't been reduced to zero or less.

Potion of Inaccuracy

The liquid in this vial can be used to coat an edged weapon with a mild poison. The first creature damaged by a weapon coated with the liquid must make a successful saving throw against poison or else suffer a -1 penalty to their 'to hit' rolls for the next 10 minutes. Each vial contains enough liquid to coat 3 edged weapons or 12 arrows or darts. A creature stuck by an arrow or dart coated with the liquid gains a +1 bonus to its save against the poison.





NEW MONSTERS

Beastmen

Beastmen are savage humanoid creatures that live in tribal societies. They prefer to live in caverns however some have been known to create villages comprised of primitive mud, stick, and/or hide dwellings.

Each tribe selects one indigenous animal to serve as a focus for their animal affinity. Over time the tribe slowly takes on characteristics of the selected animal; coloration, fangs, claws, heightened senses, etc. Once this transformation has sufficiently progressed the beastmen regain 2 hit points per round provided that there is a living animal of the selected type within 10' of it and the beastman's hit points haven't been reduced to zero or less. Beastmen also gain the ability to speak with the selected animal.

A selected animal can sense this affinity and often comes to view the beastmen as one of their own; to the point of accepting them into their pack or becoming members of the beastmen's 'pack'.

A tribe of beastmen's stats may vary depending upon the animal they've selected. Stats for a standard beastman are provided below.

Beastman: HD 3+1; AC 5[14]; Atk 1 bite (1d4), 2 claw (1d4), or weapon (1d6); Move 9; Save 14; CL/XP 3/120; Special: Animal affinity, regeneration.

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