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Sorrowblight Fields

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 1-3



A strange disease is spreading quickly across the farmlands, devastating the local crops. And now there's news of goblins being spotted in the hills to the west. Is there some connection between the goblins and this blight?

Sorrowblight Fields is the first 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.



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Dazegoneby

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Writing, design, layout: Matthew E Kline
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Dungeons of Dazegoneby

Mini-Dungeon Module D1

Sorrowblight Fields

Local crop fields have become infected by sorrowblight, a fast spreading and particularly devastating plant disease. What's more, goblins have been spotted in the hills to the west of the farmlands. Is there a connection between the blight and the goblins? It falls upon a group of relatively new adventurers to find out.

About This Product

Sorrowblight Fields is designed for 4-6 adventurers of level 1-3, although it can be scaled by the Gamemaster for groups of other sizes. Sorrowblight Fields 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 as they see fit 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 a treasure or treasures 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:

A small band of goblins have moved into a series of caverns in the hills just beyond the western edge of the farmlands.

This group is lead by a goblin shaman named Klaw Splinterbone. Klaw discovered a way to travel to the plane of Chaos and came back changed. While there he discovered a colony of blight beetles (see New Monsters). Klaw seeks to expand the caverns into a true goblin stronghold, but wishes to do so without the watchful eyes of local farmers.

He developed a plan to use the blight beetles to destroy the fields. He hopes this will cause the farmers to seek out other work or start up new farms elsewhere.

Klaw's desire to expand the caves has run into a few snags. He has to deal with some piercers (Room 6), stirges (Room 9), and a giant centipede (Room 10) that aren't so keen on goblins invading their home. Also, the farmers aren't giving up as easily as the would-be warchief had hoped.

Klaw has stepped up his assault, sending goblins out each night to spray the fields with blight causing liquid harvested from the beetles and to raid the farms of tools, equipment, feed, seed, and in some cases even livestock.

The raids were proof that there was a sinister force at work behind the crop destroying disease. The farmers gathered up what coin they had between them and offered a reward of 500gp to anyone who could put an end to the cause of the blight.

Set Up

The adventurers begin investigating the fields suffering from sorrowblight. Soon after they receive word of a discovery at the Jacobs farm; a dead goblin was found in their barn. It seems a mule took

offense to being mule-napped and delivered a nasty kick to the side of the goblin's head.

An empty waterskin lies near the body, with only a slight residue of a foul smelling liquid it held within.

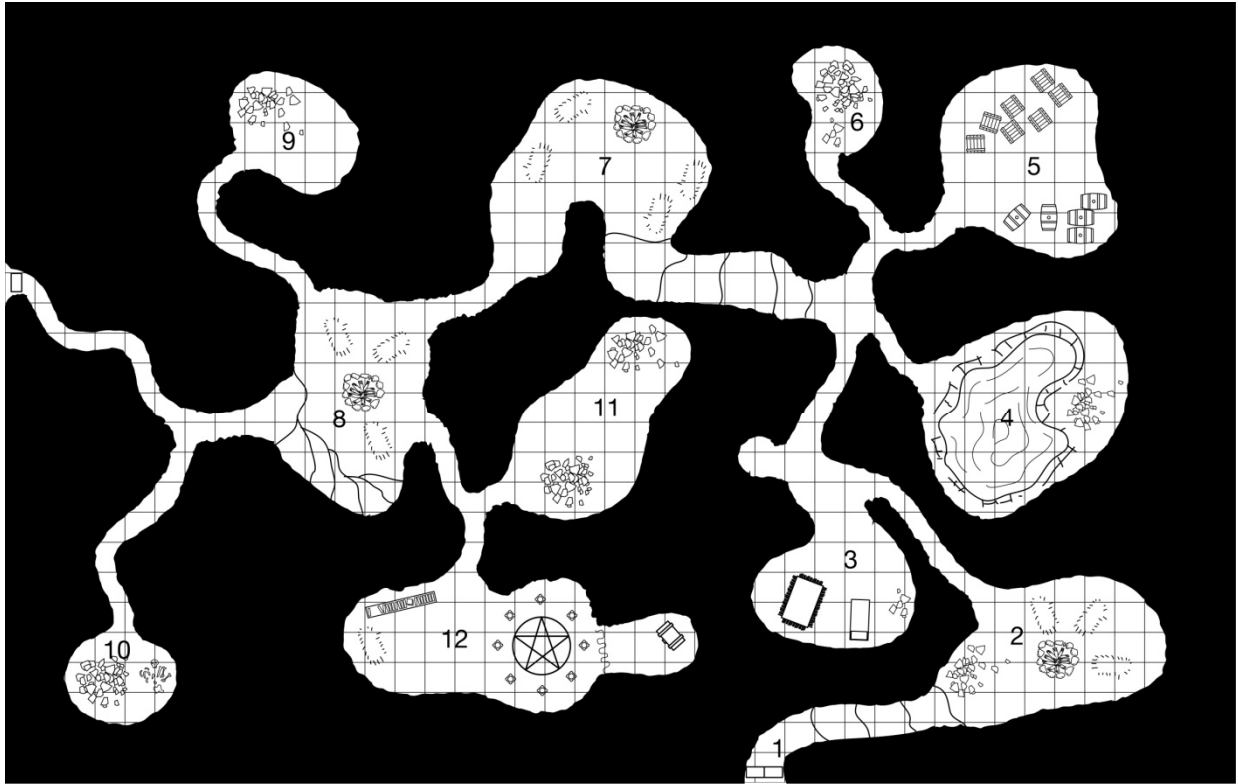
A quick search of the Jacobs farm reveals another clue; a set of marks left by a small cart pulled by an animal or animals (identified as being made by a pair of wolves if there's a party member that could logically identify them). The marks trail off towards the hills just west of the field.

A Note to the Gamemaster

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

It's possible that the investigation could take longer as well, relying on the party's skills, spells and/or attributes to discover that the goblins are behind the blight, and still further investigation to determine where they are.





GOBLINS' LAIR

Key to the Goblin Caves

After about a half hour of travel the group stands before the entrance to the goblin caves.

1. Makeshift Doors

Twenty feet in from the cave entrance the passage is obstructed by a collection of wooden slats, animal bones, branches, and fence posts strapped together to form a rudimentary set of double doors. A wooden panel lashed to one bears the words "HUMENS KEEP UT" smeared across it in red paint. At least you think its red paint...

There's a goblin stationed here, just on the other side of the doors. He's supposed to be keeping watch for intruders however

there is a 60% chance he will be sleeping in a crudely fashioned chair, leaning back against the cave wall. If the goblin is sleeping there's a chance the party can surprise him. If the goblin is not asleep or the party fails to surprise him, he will rush down the slope to **Room 2** to alert the goblins there. The door is barred and must be forced open.



Goblin: HD 1d6hp; HP 4; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight. Gear: Short Sword

2. Guard Room

If the goblin from **Room 1** hasn't alerted this room's occupants, read the following:

Five goblins are here, crouched near a fire pit at the center of the room. They seem to be throwing something onto the ground and alternately hooting or howling at the results. Three sleeping pallets of straw and rags are visible on the far side of the fire pit.

There are five goblins here playing a crude dice game. The party has a chance of surprising them unless they've been alerted by the goblin from **Room 1**. If alerted they'll be crouched in the rubble near the entrance to the room waiting to surprise the intruders.



Goblin (5): HD 1d6hp; HP 5,4,3,3, 2; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight. Gear: Short Sword



The dice game the goblins are playing involves betting. There's a total of 140gp in a pile near where they were playing. The dice they're using are actually 2 gems worth 25gp each (or rather they will be once whatever they used to mark symbols on them is washed off)



3. Squishing Room

A horrible stench hits you as you enter this room. Inside a hulking creature resembling a cross between a goblin and an ogre pulls a large and strange looking beetle from a pen, sets it on a huge press and works a lever. Fluid gushes out of spouts that ring the press as a heavy plate smashes the beetle. The smell gets worse as the fluid collects into waterskins hanging at the end of each spout. You notice the creature is doing everything with his left hand since his right hand is missing. It's been replaced with the head of a giant mace.

The creature working the press is a grug (see new monsters.) He squashes the blight beetles he's brought from **Room 4** filling waterskins with the runoff. The goblins take these waterskins at night and spray their contents on the nearby crop fields. The overwhelming smell produced by this process causes anyone entering the room to become nauseous. The characters suffer a -1 to hit as long as they remain in the room. The grug doesn't seem to mind the smell.



Grug: HD 4; HP 19 AC 6[13]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: -1 to hit in sunlight, Cannot drop weapon.



The grug's right hand has been replaced with a large copper mace head. It can be removed with some effort and is worth 80gp

There are a total of 12 waterskins filled with the fluid from the blight beetles. If a skin is thrown at a target it will burst, splashing them with the liquid and causing them to become nauseous. The target will suffer a -1 penalty to hit for 1d4+1 rounds.

4. Beetle Corral

This room is divided by a stagnant underground pond. Large beetles scurry about on the opposite shore.

This room serves as a holding area for blight beetles (see New Monsters). They don't seem to like water very much. The pond serves as a way to keep them penned up. Two goblins work here, ferrying beetles across the water to take to **Room 3** for squishing. They could be at any point in the process; just heading across, just coming back, or on either shore. They move their raft back and forth across the water by using a couple of 15' poles. The deepest point of the pond is around 12'.



Goblin (2): HD 1d6hp; HP 4,4; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight. Gear: Short Sword

Blight Beetle (7): HD 1; HP 7,6,4,4,3,2,1; AC 4[15]; Atk 1 bite (1d4+2); Move 12; Save 18; CL/XP 1/15; Special: Stench, Vulnerable to water.

5. Storage Cave

The goblins have stashed the items they've stolen from nearby farms in this room. Various implements, tools, crates, sacks, and barrels have been amassed here in no apparent order. Four goblins are here, locked in combat with scampering foes. It seems the goblins have a rat problem.

The goblins collect the fruits of their nightly raids within this room. The stored feed, seeds, and grain has attracted a number of giant rats. The goblins were sent in to deal with the infestation. The

goblins will most likely stop attacking the rats and turn their attention on the party. The rats are agitated and don't care who they bite.



Goblin (4): HD 1d6hp; HP 6,4,4,1; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight. Gear: Short Sword

Giant Rat (9): HD 1d4hp; HP 3,3,3,2,2,2,1,1,1; AC 7[12]; Atk 1 bite (1d3); Move 12; Save 18; CL/XP A/5; Special: 5% are diseased.

6. Stalactites?

Two goblins stand near the center of this small cave. One holds a torch high, squinting at the ceiling above them. The other nudges his friend when he sees you. The two goblins smile at you as they back further into the cave.

The goblins have been keeping an eye on a couple of piercers that live in this cave. They're pretty sure they know where they're hidden amongst the ceiling's stalactites and will attempt to lure party members under those spots. Of course they could be wrong.



Goblin (2): HD 1d6hp; HP 4,4; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight. Gear: Short Sword

Piercer (1HD) (2): HD 1; HP 5,2; AC 3[16]; Atk 1 drop and pierce (1d6); Move 1; Save 17; CL/XP 1/15; Special: None.

Piercer (2HD): HD 2; HP 13; AC 3[16]; Atk 1 drop and pierce (2d6); Move 1; Save 16; CL/XP 2/30; Special: None.

7. Common Room, North

The passage here becomes wider and slopes down into a large cavern where four goblins are roasting a pig over a fire. Four additional goblins are sleeping on mounds of straw and rags. Two of these mounds are along the eastern wall near the entrance. The other two run along the western wall.

Goblins in these common rooms sleep in shifts. The goblins that head out into the fields at night sleep through the day. If the party manages to surprise the four goblins by the fire there's a chance they can kill them without waking the sleeping goblins. If not the goblins wake and join the combat in 1 round and the goblins in Room 8 come to investigate in 3 rounds.



Goblin (8): HD 1d6hp; HP 6,5,5,3, 2,2,1,1; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight. Gear: Short Sword



A warped and worm-eaten wooden chest sits against the eastern wall. Within it, mixed among the assorted possessions of the goblins here are 400 sp, 80 gp, and a copper statue of a spider with gemstone eyes (worth 100gp)

8. Common Room, South

Three more sleeping pallets ring a recently extinguished fire pit. A ramp curves along the western side of this room, sloping up to yet another passageway.

If for some reason the six goblins that dwell here have not already been encountered they will be found here as well.



Goblin (6): HD 1d6hp; HP 5,5,3,2, 2,1; AC 6[13]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP B/10; Special: -1 to hit in sunlight. Gear: Short Sword



A broken wooden chest sits against the western wall. It looks like someone tried to force the lid shut and the contents burst out of the sides. Mixed in with ragged pieces or clothes and bits of torn leather armor are 180gp and 2 *potions of healing*.

9. Stirges Lair

The body of a dead goblin lies close to the entrance of this room. Another lies on some rubble in the northwest corner.

The goblins were sent here to clear out the rubble in this cavern in order to create another common room. Unfortunately a group of stirges were already calling this cavern home. If the bodies of the goblins are examined it will be apparent that the bloodsuckers were responsible for their demise.



Stirge (10): HD 1+1; HP: 6,6,5,4, 3,3,3,2,1,1; AC 7[12]; Atk 1 proboscis (1d3); Move 3 (Fly 18); Save 17; CL/XP 1/15; Special: blood drain (1d4), +2 to hit bonus.

10. "Tresur Rum"

The words "Tresur Rum" have been painted on the wall near the entrance to this cavern. A wooden chest sits by the eastern wall in an area that has been cleared of rubble.

The treasure chest is a red herring,

tossed here by the goblins as bait to lure unwanted visitors. They know that there's a giant centipede laired in this room so they've learned to keep their distance. It's curled up along the eastern edge of the rubble to the west, near the chest, waiting for someone or something to venture too close to it.



Man-sized Giant Centipede (7ft): HD 2; AC 5[14]; Atk 1 bite (1d8 + poison); Move 15; Save 16; CL/XP 4/120; Special: poison bite (+6 save or die).



Inside the chest is a note scrawled on a piece of paper reading "U STOOPID". The note was scrawled on the back of a magic scroll containing three 1st level magic-user spells (*light*, *magic missile*, *shield*)

11. Wolf Den

Two wooden carts sit just inside the entrance to this large cave. There are four wolves running around the cave, growling and nipping at each other. It's hard to tell if they're fighting or playing.

If the group attacks there's a chance they'll surprise the wolves. If they hesitate the wolves will quickly catch their scent and be alerted to their presence. The chief in **Room 11** is used to hearing the wolves' roughhousing and will likely mistake the sound of battle for more of the same. The carts are fitted with harnesses designed for the wolves. These are the carts that the goblins use to transport the blight filled waterskins to the fields and their stolen goods back to the cave.



Wolf (4): HD 2+2; HP 16,10,7,6; AC 7[12]; Atk 1 bite (1d4+1); Move 18; Save 16; CL/XP 2/30; Special: None.



12. Warchief's Room

An odd looking goblin with glowing red eyes stands near a long table that runs along the wall to the west of the entrance. He studies the objects on its surface with a look that suggests intelligence. A large pentagram is painted on the floor to the east. A collection of eight skulls from assorted creatures ring the symbol, a lit candle perched atop of each. A tattered curtain is drawn across an alcove further to the east.

This cavern serves as the living quarters for Klaw Splinterbone, the goblin warchief and shaman. At one point in the past Klaw stumbled across a ritual which allowed him to open up a portal to the plane of Chaos. It's there he discovered the blight beetles. His exposure to chaotic energies has changed him, making him smarter and more dangerous than the average goblin. Claw can cast spells as a 3rd level cleric. He's of chaotic evil alignment so his spells should function as such. He's been corrupted by chaos to the point that he can produce a chaos shout. This shout functions similar to a breath

weapon, emitting from Klaw's mouth in a 5' wide 15' long line of chaotic force. This line deals 3d4+1 damage and pushes targets hit by it back 10' (targets not aligned with law can make a successful saving throw against spells to take half damage). Klaw will attempt to get to his summoning circle so that he can open a portal and summon up some blight beetles to aid him in combat. The summoning takes 1 round and will call forth 1d4+2 beetles.



Klaw Splinterbone (goblin): HD 3; HP 19; AC 5[14]; Atk 1 weapon (1d6); Move 9; Save 18; CL/XP 4/120; Special: Chaos Shout, Spells, -1 to hit in sunlight. Gear: Staff.



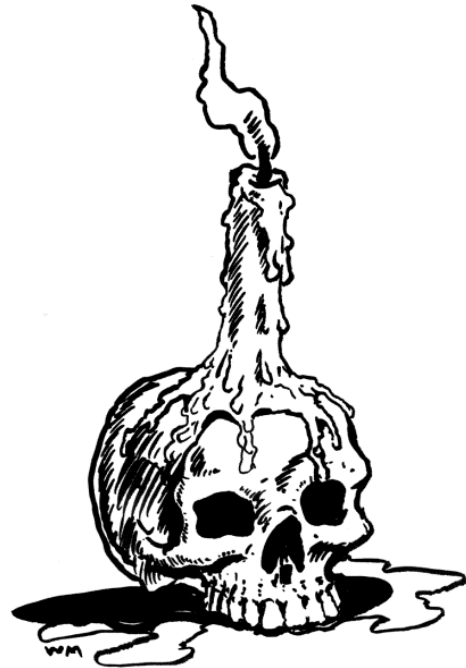
It's impossible to get to the curtain along the east wall without passing through the pentagram. If the pentagram is passed through without first extinguishing at least one candle it will offer a glimpse into the plane of Chaos. Characters not aligned with chaos must make a successful save against spell or else become cursed with chaos madness. It's up to the Game Master to determine how this madness effects a player (extreme phobias or voices in the head are good places to start). This curse must be removed by a cleric aligned with law of level 6 or higher.



The table contains useless knick-knacks and assorted items of interest brought back from Klaw's visits to the plane of Chaos. Characters aligned with law may recognize them as such and advise that they be left alone.

Behind the curtain lies Klaw's true treasure room. An alcove beyond contains: 5,000cp in a leather sack, 5,500sp wrapped in a small burlap sack with a hole in it, a +1

battle axe of dwarven origin wrapped in cloth (the cloth is actually a *cloak of protection +1*), and a small chest. The chest contains 1,000gp, a jade statue of a blight beetle (worth 100gp) and a small velvet pouch containing 3 gems worth 75gp each.



Wrapping Up

Once Klaw and his goblin clan have been defeated the adventurers can claim their 500gp reward from the farmers. If the farmers are told of the storeroom containing their stolen property they'll be eager to get it back. Without the nightly doses of blight beetle juice and other acts of sabotage to contend with the farmers are free to salvage what they can of their crops.

The heroes are invited to a nearby village where the farmers gather to hold a victory feast in their name.

Continuing the Adventure

Here are some suggestions for further adventures:

✘ The door on the western edge of the map opens on a valley where a band of bugbears have camped. Their leader heard of Klaw's operation and decided to come see it first hand, with the intention of seizing control. He'll be angry when he discovers the budding goblin stronghold in ruins. He and his allies will probably take out that anger on the farmers after which they may seek out the ones responsible for Klaw's downfall.

✘ The copper spider statue found in **Room 7** was stolen from one of the farmers. The farmer was a member of an order of assassins that worship spiders. The farmer betrayed the order and fled to the countryside where he started a new life. A hero that seeks to sell this statue may draw the attention of the order. They'll be eager to find out how and where the statue was obtained.

✘ The horrible odor the heroes acquired from their interaction with the blight beetles seems to be lingering. They'll have difficulty interacting with polite society until they find a way to rid themselves of the smell, or replace all their possessions.

✘ The door on the western edge of the map leads to an abandoned underground temple devoted to chaos. It's within those twisted crumbling hallways that Klaw discovered information on the ritual he used to access the plane of Chaos. The group may have to travel into the temple ruins to find the means of curing an ally afflicted by chaos madness.

✘ One of the knick-knacks in **Room 12** actually contains the life force of a powerful chaotic entity. The entity possesses one of the heroes, forcing them to go on a quest to reunite itself with its physical remains.

✘ The portal Klaw opened to the plane of chaos to summon the blight beetles won't close.



NEW MONSTERS

Blight Beetle

These large gray beetles are indigenous to the planes of Chaos. They secrete a fluid which rots and corrupts vegetation on the Prime Material Plane. This corruption causes a disease known as sorrowblight, due to the fact that it spreads quickly and leaves devastated fields in its wake. The beetles give off a strong odor when aggravated. The first time a beetle is struck it will emit a stench. Creatures within 5' of the beetle must make a save against poison or else become nauseated, suffering a -1 to hit for 1d4+1 rounds. The beetles are immune to their own stench. The glands that emit the stench react adversely when they come into contact with water, dealing 1 point damage to the beetle each round it's exposed. Rain is the farmer's best ally when dealing with these pests.

Blight Beetle: HD 1; AC 4[15]; Atk 1 bite (1d4+2); Move 12; Save 18; CL/XP 1/15; Special: Stench, Vulnerable to water.



Grug

Grugs are goblins that have become mutated by coming into contact with cursed or corrupted magic items. Their experience often changes them, causing them to become larger and tougher than their normal counterparts. It also often results in losing whatever part came into contact with the item. Grugs usually have at least one missing limb, replaced by either a weapon or a tool, making them more efficient when performing whatever task they're assigned to.

Grug: HD 4; AC 6[13]; Atk 1 weapon (1d10+1); Move 9; Save 13; CL/XP 4/120; Special: -1 to hit in sunlight, Cannot drop weapon.

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We'd like to thank the following companies, people, and resources for providing great spot art at low cost. It's due to their efforts that we can afford to keep the price of our products relatively cheap.

Shaman Stock Art provided the Blighted Fields for our cover and inside cover.

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The map for our "old school" goblin lair was provided by Oone Games.

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