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Mini-dungeon Module S2

Night Crystal Pass

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 2-4



You've been hired by Silver Hammer Trading to investigate a river trade route, running through Night Crystal Pass, that has fallen into disuse. Unfortunately, the dwarves they send along as observers have their own agendas. And then there are the goblins... hideously transformed goblins.

Night Crystal Pass 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.



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Writing, design, layout: Matthew E Kline

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Night Crystal Pass

You've been hired by Silver Hammer Trading to investigate a river trade route, running through Night Crystal Pass, that has fallen into disuse. Unfortunately, the dwarves they send along as observers have their own agendas. And then there are the goblins, hideously transformed by a goddesses' curse into something amphibious, malevolent, and feral.

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, Night Crystal Pass is designed for 4-6 adventurers of level 2-4. 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.

You can find more of our RPG products on RPGNow. Please feel free to visit us at www.creationsedggames.com or like us on Facebook. Thank you for your support!

Gamemaster's Eyes Only:

There was a time, long ago, when barges traveled the Silvervein River, moving dwarven ore, crafts, and other trade goods, down from High Bollidar to the human settlement of Whitestone, a method far quicker and safer than the lengthy route over the Seven Bears Mountains.

The naturally occurring geographical feature known as Night Crystal Cass resides at a halfway point along the route, where the river passes through the mountain range.

During the initial investigation of the pass, a small group of dwarves made a startling discovery. Enchanted crystal formations known as Telreanda's Tears, named after a dwarven river goddess, were growing within the pass. Seeing it as a sign from their gods, the dwarves built a temple and monastery at the site of the discovery.

The monastery became a convenient stopping point along the journey downstream, where travelers could receive a hot meal, a warm bed, and a blessing from the river goddess before continuing on their way.

The river trade fell into disuse after a vicious dragon attack left High Bollidar all but destroyed. Over time, the temple and monastery were eventually forgotten.

Now, years later, the dwarves have rebuilt High Bollidar and are looking to re-open the river trade route to Whitestone. However, the last expedition sent by Silver Hammer to assess the route never returned. The trading company quickly brushed this fact under the rug and made plans to send another, more formidable expedition in their wake.

Set Up

A rumor is relayed to the party by way of a dwarven merchant that Silver Hammer Trading is looking to hire a group of adventurers. The company wants the group to investigate a river trade route that has fallen into disuse along with an abandoned monastery located in a river cavern known as Night Crystal Pass.

Those interested in hearing more about the offer should travel to the trading company's headquarters in the recently restored settlement of High Bollidar and inquire within.

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.

It's possible the party finds themselves in a position where they must transport goods or move quickly over the Seven Bears Mountains, opting instead for the rumored "quicker" and "safer" path through.

Or the party is hired by a cleric of the goddess Telreanda, looking to restore the temple and monastery within the pass to their former glory.



Silver Hammer Trading

The dwarven town of High Bollidar is easy enough to locate, built upon a series of plateaus running along the base of Mount Cragkill, its structures equally distributed on either side of the Silvervein Falls.

A number of dwarven workers are scattered throughout the town, putting the finishing touches on several recently rebuilt structures. Any of their number will happily direct the party to Silver Hammer Trading. Once there, the group is greeted by a depressed looking dwarf who brightens quickly when informed that the group is there inquiring about the river exploration job.

The dwarf introduces himself as Dustran Goldgrill, head of the High Bollidar branch of Silver Hammer Trading, then scurries off into another room, returning almost instantly with two of his kin in tow.

Dustran will then outline the details of the trading company's offer. They want to assess the feasibility of reopening the silvervein river trade route. Basically, it's just taking a few boats down the river, through Night Crystal Pass and on to the town of Whitestone to the south. There the party can meet with a Silver Hammer representative to get their payment of 1,000gp. Dustran will add that he'd also like the group to investigate the abandoned monastery within Night Crystal Pass along the way and make sure it's free of any "obstructions". Dustran conveniently leaves out the fact that the first expedition didn't come back.

Dustran introduces the two dwarves he's fetched as Odam and Razno. They're to accompany the group and make a full report on the state of the route for submission to Silver Hammer Trading's main headquarters. Odam and Razno are oblivious to that fact that there was an expedition that preceded them as well, otherwise they may not have been so quick to volunteer.

The Hidden Agendas

Dustran's been instructed by Silver Hammer Trading to investigate the old monastery at night crystal pass for the purpose of transforming it into a Way Station along the trade route. There are plans to set up an inn, tavern, and provisioner in order to capitalize off of river travelers. He keeps this a secret from the adventures for fear that they might want a 'piece of the action', demanding either a percentage earnings or a greater fee for the job. Odam and Razno are unaware of these plans as well.

Odam is secretly a member of a small cult dedicated to the worship of Telreanda. He knows of the abandoned temple within the pass and seeks to assess its current status, with the intent of returning both the temple and monastery to their former glory and function. He's also looking to recover any objects associated to the worship of the goddess. He'll hide any knowledge of the temple or goddess from the rest of the group, however at times his fervent devotion may get the better of him and he'll let something slip. Both Dustran and Razno are unaware of Odam's goals or affiliation with the cult.

Razno knows that night crystal pass contains deposits of the enchanted crystal known as Telreanda's Tears. The dwarf volunteered to accompany the group hoping for opportunities to obtain as much of the crystal as possible. He knows of a wizard who will pay good coin for the mineral. Razno's looking for a big enough payday to quit the trading company. Both Dustran and Odam are unaware of his goal.

Odam and Razno are along on the journey to observe and record, however they may lend a hand in battle if things seem desperate (though not a very skilled one.) There's a greater chance of them getting into trouble while taking risks in pursuit of their own goals.

Odam: HD 1; HP: 6; AC 4[15]; Atk 1 weapon (1d8); Move 6; Save 17; CL/XP 1/15; Special: Detect attributes of stonework. Gear: Backpack, bedroll, chalk, flint & steel, silver holy symbol, ink, hooded lantern, 3 pints lamp oil, 3 days dried rations, journal, waterskin, book (*Gods of Antiquity Vol 3: Dwarven Deities*)

Razno: HD 1; HP:7; AC 4[15]; Atk 1 weapon (1d8); Move 6; Save 17; CL/XP 1/15; Special: Detect attributes of stonework. Gear: Backpack, bedroll, chalk, flint & steel, ink, 3 pints lamp oil, hooded lantern, 3 days dried rations, journal, waterskin, geologist toolkit (small hammer, chisels), 3 reinforced 15-pound capacity sacks (for collecting crystals)

On the Silvervein

Silver Hammer Trading has set aside two rowboats for the party. Each boat is 5' wide by 15' long and sports two sets of oars. They can seat up to 5 people each. Additional boats can be acquired for larger groups.

The Silvervein is a relatively shallow slow-moving river roughly 30' wide, with depths ranging from 10' to 30'. It takes around 6 hours to pole a barge to Night Crystal Pass, then an additional 6 hours to make it to Whitestone, relying mostly on the speed of the current (the trip on land over the Seven Bears takes at least twice as long.) A rowboat with a team of dedicated rowers could shave a couple of hours off the total travel time.

During the trip down to the pass Odam and Razno will offer to help row, however they'll pause at times to make notes in their journal regarding different points of interest or concern along the way (vegetation that needs to be cut back from the river, rocks or fallen trees that present hazards in the water, dangerous wildlife, etc.)

For each hour spent on the Silvervein there's a chance of an encounter. Roll 2d6 and consult the following table.

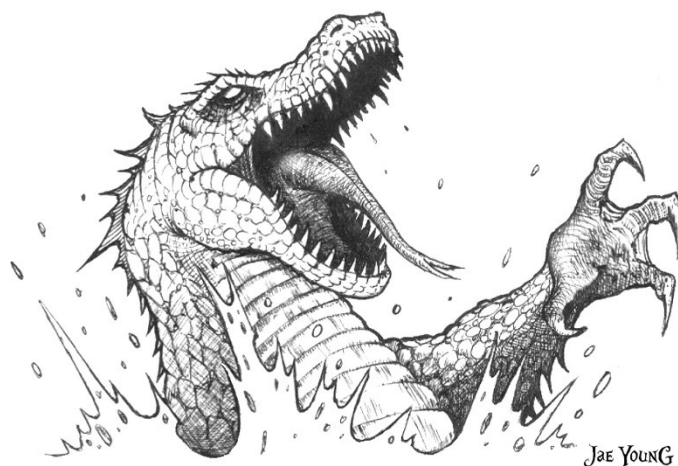
Roll 2d6	Encounter
2	False Alarm
3	Crocodile
4	Fallen bridge
5	Bear
6	Kobolds
7	False Alarm
8	Giant badger
9	Beavers
10	Giant spider
11	Harpy
12	False Alarm

2) False Alarm- This could be a variety of things: a startled animal running off through the riverside underbrush, floating debris mistaken at first glance as a creature, a flying threat that passes harmlessly overhead oblivious to the group below, etc.

3) Crocodile- A pair of hungry, territorial, crocodiles lie on a bank near the river. They move to attack the party as they come into view.



Crocodile: HD 3; AC 4[15]; Atk 1 bite (1d6); Move 9 (Swim 12); Save 14; CL/XP 3/60; Special: None.



4) Fallen Bridge- A section of a stone bridge which once arched from raised riverbank to raised riverbank has collapsed. The rubble in the water could prove a significant obstacle to barges however the rowboats should be able to safely pass through if they navigate under the remaining sections of the bridge. Odam will make a note that the collapsed section needs to be cleared from the river. He'll make an additional note that the road on either side of the bridge appears to be overgrown and no longer in use.

5) Bear- A black bear is hunting fish in the river. It roars angrily at the party as they approach, however if the group hugs the far bank as they pass the bear will turn its attention back to catching fish.



Black Bear: HD 4+1; AC 7[12]; Atk 2 claws (1d3), 1 bite (1d6); Move 9; Save 13; CL/XP 4/120; Special: Hug.

6) Kobolds- A small group of kobolds (3d4 members) wonder along the riverbank. They're part of a larger group, recently displaced from their cavern home by a tribe of orcs. They'll yell insults and take a few pot shots at the group with arrows or stones as they pass. The creatures will flee if they're fired upon or the party begins rowing in their direction.



Kobold: HD 1d4hp; AC 6[13]; Atk 1 weapon (1d6); Move 6; Save 18; CL/XP A/15; Special: None.

7) False Alarm- See above.

8) Giant Badger- A giant badger is swimming across the river. It will continue along its way if given a wide berth. The creature will become aggressive if approached or attacked.



Giant Badger: HD 3; AC 4[15]; Atk 2 Claws (1d3), bite (1d6); Move 6; Save 14; CL/XP 3/60; Special: None.

9) Beavers- A small colony of beavers have begun building a dam across the river. Navigating past the construction could cause some damage to a boat or the dam. Razno will make a note in his journal concerning the creatures while Odam suggests acquiring the service of a druid to talk the beavers into moving.

10) Giant Spider- A giant spider hunts for prey among a collection of branches that overhang the river. It presents a danger to travelers passing near the riverbank.



Giant Spider (4ft diameter): HD 2+2; AC 6[13]; Atk 1 bite (1d6 + poison); Move 18; Save 16; CL/XP 5/240; Special: lethal poison, 5 in 6 chance to surprise prey.

11) Harpy- A lone harpy is perched on a tree branch near the river. It will attack the group on sight.



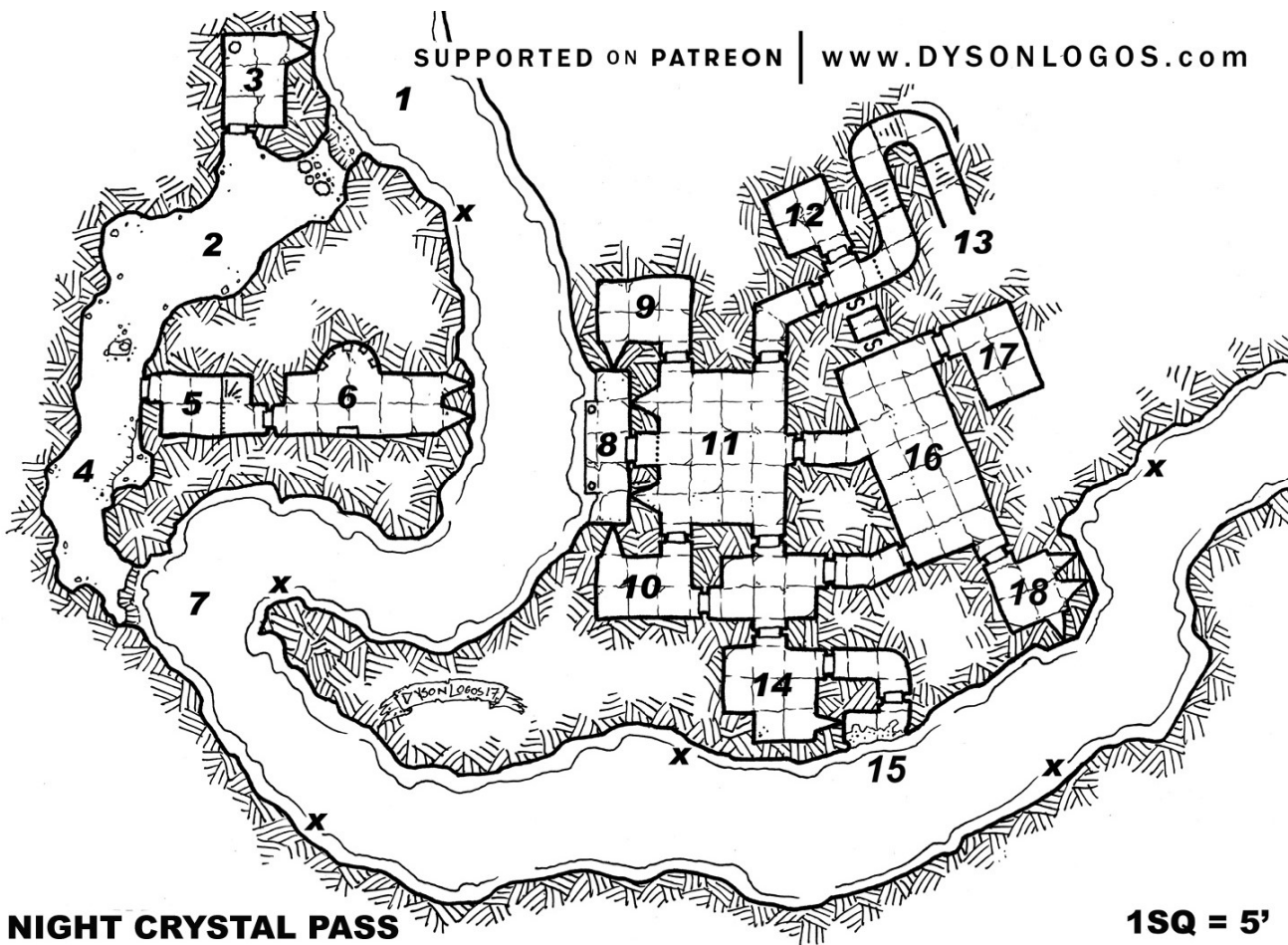
Harpy: HD 3; AC 7[12]; Atk 2 talons (1d3) and weapon (1d6); Move 6 (Fly 18); Save 14; CL/XP 4/120; Special: Flight, siren-song.

12) False Alarm- See above.

The river runs through wilderness for the most part, alternating between forests, and overgrown fields. There are a number of spots along the river where the group can stop momentarily, mooring their boats to convenient trees or rocks in order to stretch their legs, hunt for game, prepare a meal, answer the call of nature, etc.

Eventually the group will arrive at the entrance to night crystal pass, a 15' wide, 20' tall opening where the Silvervein River enters a cavern at the base of Seven Bears Mountains.

The river ranges from a depth of 10' to 15' as it passes through the cavern. It's current also slightly increases.



NIGHT CRYSTAL PASS

1SQ = 5'

Key to Night Crystal Pass

A band of hobgoblins made their home in the abandoned monastery, putting their goblin servants to work on the other side of the river, expanding the caverns there. The plan was to eventually send for more of their kind and establish a strong foothold within the mountain, after which they'd take to robbing travelers moving over the Seven Bear Mountains and launch raids against settlements on either side of the pass.

Their plan ran into a hitch when the goblins decided to incur the wrath of a dwarven river goddess.

X= Locations along the river where small deposits of *Telreanda's Tears* can be found (see New Magic).

1. Ambush!



A group of river goblins (see New Monsters) are hunting fish in the river here. A party attempting to move quietly along the river has a chance of seeing the tell-tale splashes and churning of the creatures below the water. If the river goblins are alerted to the party's presence, they'll cease their hunting and lie in wait until the group ventures close enough hoping to gain a surprise attack.

To the southwest a narrow dry ledge rises just above the water. A trio of squat frog-like humanoids perched on the ledge eye you suspiciously. The river continues to the south where a strange purple glow lights the cavern's walls.

The three river goblins sitting along the river's edge moved there to devour the fish they caught, tearing into them with their teeth, eating them raw.

The purple glow from the south comes from a small deposit of night crystals sitting at the point marked by an 'x'. Razno will want to investigate the glow and will suggest that the group head further down the river.

A party distracted by the three snacking goblins, or the purple glow, will most likely be taken by surprise by the seven remaining river goblins lurking below the water. The three on the ledge will join in on the attack after 1d4 rounds (once they've finished eating.)

The slope here leading up to **Area 2** is a 3' high gradual incline and can be navigated with considerable ease.



River Goblins (10): HD 1; HP 8,8,7, 6,5,4,3,3,2,2; AC 6[13]; Atk 2 attacks from claws (1d6), and/or 1 bite (1d4); Move 6 (swim 12); Save 17; CL/XP 2/30; Special: -1 to hit on land, attempt to drown on critical hit.

2. Goblin Cave

This large cavern shows signs of recent excavation along its walls. It looks like there was an attempt made to widen the area, although a very crude one.

The bodies of 13 goblins lie scattered about the cavern floor, in various stages of decomposition. The bodies, if inspected, will also be found to be in various stages of transformation, the goblin having expired at some point during the process of changing into a river goblin.

Small piles of rubble lie along the walls of the cavern. The occasional broken goblin-sized pickaxe can be found along the walls as well. Razno and Ordam will have nothing nice to say about the goblin's digging technique, although Ordam will be very curious about the doors to **Area 3** and **Area 5** upon their discovery urging the group to investigate immediately upon seeing either.

3. North Riverwatch



A dwarf inspecting the door to this room may be able to tell that it one time bore a face with dwarven features. The door is open far enough to allow a halfling sized creature to squeeze through. If anyone larger makes the attempt, or any force is exerted against the door, it will crumble, dealing 1d4-1 damage to whomever is making the attempt. The door can be intentionally toppled from distance by throwing something of significant weight against it.

The stone door to this room looks as though it one time bore an image carved upon its surface however it's been marred by claw marks and pickaxe strikes. Something or things were looking to get inside badly. The efforts were enough to force the door half open.

During the monastery's construction there was a desire to make it a secure sanctuary for travelers along the river. To this end a series of guard rooms were incorporated into the design. These guardrooms each bore narrow vertical slits designed to allow viewing of the river at different points and for firing crossbow bolts through if need be.

A particularly nasty hobgoblin had recently made its home here, serving as a taskmaster overseeing the digging efforts of the goblins. His body now lies wedged into the 'V' of the room's arrow slit, covered in claw marks.

A barrel stands in the northeast corner of the room while a low stone platform covered in piles of rags sits in the southeast corner.



The barrel contains a broken light crossbow along with 24 light bolts and a silver statuette of Telreanda (worth 100gp).

The stone platform covered in rags served as the hobgoblin's bed. If searched a small pouch containing a moldy ink smeared leather journal, a stoppered bottle of ink, and a small animal bone with one end stained black (which served as a makeshift quill) can be found. The first several pages of the journal have been torn out, while the pages that remain are covered with scrawling in hobgoblin. The writing tells of the goblins breaking into **Area 5** and vandalizing a statue in the temple at **Area 6** after which the majority of their numbers suffered a gradual transformation into the feral river goblins which took a deadly toll on many of them. It ends with a note

that the remaining goblins are becoming more aggressive and that the ones in the river destroyed one of their boats. A party member capable of speaking goblin should be able to decipher the hobgoblin's scrawl. Ordam will insist on investigating the temple at **Area 6** immediately after the pages are read to the point of even heading off on his own.

4. The Putrid Pile

A small pile of decomposing goblin corpses has been stacked on the floor at the center of the cavern. Something at its top begins to squirm.

When the first of the cursed goblins succumbed to the stress of the river goblin transformation process, they were piled here. There are twelve bodies total, most sport either an elongated torso, a distended arm, or webbed foot.

The stench from the pile is so strong that players who approach it must make a successful save vs. poison roll or else become nauseated suffering a -1 penalty to their to hit rolls for 2d4 rounds.

A small colony of giant centipedes has made their home here, their numbers split between the top of the goblin corpse pile and the small ledge to the east, 10' up the side of the cavern wall. They attack if the party gets too close to the pile.



Giant Centipedes (small, lethal) (6): HD 1d2hp; HP 2,2,1,1,1,1; AC 9[10]; Atk 1 bite (0 + poison); Move 13; Save 18; CL/XP 2/30; Special: poison bite (+4 save or die).



5. Vestry



The door to this room has been forced open in a way similar to the one at **Area 3**. If anyone larger than a halfling makes an attempt to squeeze through the goblin-sized opening, or any force is exerted against the door, it will crumble, dealing 1d4-1 damage to anyone in contact with it. The door can be intentionally toppled from a distance by throwing something of significant weight against it.

A balcony with a stone columned railing runs along the east wall of this room. A set of five curved stairs lead up to it in the northeast corner.

This room was once used to store holy raiment and other objects used in the worship of Telreanda. Now all that remains is a broken and rotted wardrobe laying toppled against the south wall near the door and a row of empty pegs running along the side of the balcony, once a place for hanging cloaks or robes.

The door at the top of the balcony in the east wall was shattered and now lies in rubble, scattered across the landing.

Upon spotting the shattered door, Ordam will rush up the stairs across the balcony and through the opening into **Area 6**, at which time he'll let out a horrific scream.

6. Temple

Fragments of a dwarven statue lie near a pedestal against the south wall of this room. To the north a curved alcove contains five set of stone hands jutting out from the wall. Each pair of hands are cupped together as though meant to hold something.

Ordam kneels at the base of the pedestal among the shattered bits of the statue, alternately wailing lamentations and cursing the goblins for the statue's current state. Once he's composed himself enough, he'll explain that the goddess Telreanda must have cursed the goblins as revenge for her statue's destruction, turning them into the things in the river. Ordam will then turn his attention to the north alcove. He'll urge the party to gather water from the river, stating that the temple must be purified.

At this point Razno will remind his coworker that their main goal was exploration of the river trade route along

with the monastery and insist that this wait, whatever it is.

Ultimately the party will get to decide what takes priority, with one of the dwarves reluctantly agreeing to the verdict, however chances are they'll have to deal with either Ordam or Razno sneaking off in an effort to further their own agendas.

See **Purifying the Temple** at the end of this section for more information.

7. River Goblins

Bits of wood from a broken boat litter a small ledge sitting along the river.

The slope here is only 4' high but steeper than the one at **Area 1** and a bit slipperier. A monk or thief should be able to traverse it with ease however less agile characters may require assistance or else risk sliding and stumbling into the river.

There are 12 river goblins in the water here, 5 in the water near the cavern entrance the rest scattered between this point and the landing at **Area 15**. The sounds of combat in the water will cause the ones further downstream to swim up and investigate after 1d3 rounds.

The broken boat here once belonged to the hobgoblins. Prior to that it belonged to the first Silver Hammer expedition.



River Goblins (12): HD 1; HP 8,7,6,6,5,5,5,4,4,3,3; AC 6[13]; Atk 2 attacks from claws (1d6), and/or 1 bite (1d4); Move 6 (swim 12); Save 17; CL/XP 2/30; Special: -1 to hit on land, attempt to drown on critical hit.



There's a sunken backpack here at the bottom of the riverbed (12' under). The shoulder straps are torn. Its soggy contents are similar to that of the ones carried by Ordam and Razno; Chalk, flint & steel, ink, 3 pints lamp oil, 3 days dried rations, journal. The pack is branded with a hammer in a circle, the Silver Hammer Trading logo.

8. Monastery Entrance

A 25' long landing has been carved into the cavern wall here. A 5' tall post topped by a lit brazier stands at either end of the landing. A small wooden boat is moored to the southern post.

Two hobgoblin guards are posted here on the landing. When they become aware of the party's presence, they will urgently motion for them to approach calling to them first in goblin then common that they should quickly get out of the water, "It's not safe! There are angry goblin things in it!"

The hobgoblins will urge the party to speak with their chief, claiming that he may want their help clearing the water of the menacing goblins. They'll instruct the party to tie off their boats at either of the brazier posts and follow them through the stone door at the rear of the landing.

In truth the hobgoblins are just interested in securing additional boats. They'll wait until the party docks then attack the group, aided by the occasional bolt shot from the hobgoblins in **Areas 9, 10, and 11**.

The hobgoblins will attack sooner if they're attacked first or a suspicious party

hesitates. In either of these cases the hobgoblins will still attempt to secure the party's boat or boats.

If one of the hobgoblins posted here falls in battle the hobgoblins in **Area 11** will rush out of the stone door and attack.



Hobgoblins (2): HD 1+1; HP 8,7
AC 5[14]; Atk 1 weapon (1d8);
Move 9; Save 17; CL/XP 1/15;
Special: none. Gear: battle axe
(x2).

9. North Guardroom



Once the hobgoblins in **Area 9** have been defeated the two hobgoblins here will attempt to hold the door to the room shut hoping the party will pass them by. Only two party members will be able to exert force against the stone door at one time. A combined strength of 30 is necessary to force open the door.

A low stone platform, bearing a pile of leather scraps and animal hides sits against the room's north wall. There's a wooden barrel standing upright next to the room's door, badly rotted but mostly intact.

There are two hobgoblins stationed here. One will fire their crossbow out the arrow slit, if the need arises, while the other will feed them bolts from the barrel sitting against the wall by the door.

The low stone platform served as a bed at one time for dwarven guards posted here. Its possible that it once hosted far more comfortable bedding than the

current collection of leather, hides, and assorted odd debris now piled atop it.



Hobgoblins (2): HD 1+1; HP 6,6
AC 5[14]; Atk 1 battle axe (1d8) or
bolt (1d4+1); Move 9; Save 17;
CL/XP 1/15; Special: none. Gear:
battle axe, light crossbow.



The rotted barrel near the door contains 100-1d20 light bolts. There are 6 +1 *light bolts* mixed in with the non-magical ones.

10. South Guardroom

A low stone platform, bearing an assortment of small moldy blankets sits against the room's south wall. A broken wooden crate sits next to the door.

There are two hobgoblins posted here. If combat arises in **Area 8** the one armed with the crossbow will fire out the arrow slit in the north wall while the other keeps them supplied with bolts stored in the broken crate by the door.

If one of the hobgoblins in **Area 8** falls in combat the hobgoblin with the axe will join the group in **Area 11** while the hobgoblin with the light crossbow heads out the side door to alert his kin in **Area 16**.



Hobgoblins (2): HD 1+1; HP 7,5
AC 5[14]; Atk 1 battle axe (1d8) or
bolt (1d4+1); Move 9; Save 17;
CL/XP 1/15; Special: none. Gear:
battle axe, light crossbow.



The broken crate near the door contains 100-1d20 light bolts.

11. Refectory

This 20' by 25' room once served as the monastery's dining hall. A 15' long stone table runs across the center of the room, piled with remnants from more recent, and presumably less graceful, meals.

Six hobgoblins are engaged in a game involving dice and small fish tokens at one end of the stone table. The hobgoblins at **Area 8** shouting to the party will alert them to the presence of intruders. One will move to each arrow slit in the west wall and watch for opportunities to fire upon the group. After the first hobgoblin in **Area 8** falls in combat the six here will move out through the door in the west wall and attack.



Hobgoblins (6): HD 1+1; HP 6,5,5,4,4,3 AC 5[14]; Atk 1 battle axe (1d8) or bolt (1d4+1); Move 9; Save 17; CL/XP 1/15; Special: none. Gear: battle axe (x6), light crossbow (x2), light bolts (x24).



If the table is searched the party will discover 207sp scattered across its surface, hidden beneath animal bones and half eaten carcasses. There's also a plate-like silver moon plaque beneath a pile of fish bones (worth 50gp)

The fish game belonged to one of the monks at the monastery, left behind for reasons unknown. It consists of 9 fish miniatures, 6 copper, 3 silver, and 1 pair of silver dice (150gp for the complete set). The hobgoblins have made up their own unfathomable rules to the game.

12. Keeper of the Flame

The stone door to this room bears the almost entirely intact image of a dwarven face, save for the fact that the nose has been broken off. A trio of crude wooden wedges have been hammered in along the door's edge holding it shut.

The wedges can easily be removed from the outside and the door opened to reveal a single disheveled dwarf dressed in rags. He looks up as the party enters and gushes "Thank the Gods someone's come!"

This room once served as quarters for the Keeper of the Flame, a monk selected to light the brazier at **Area 13** when necessary. Now it serves as a stone cell for a solitary prisoner.

It takes a moment for Razno and Odam to recognize the dwarf as being Hawl, a coworker of theirs and the sole remaining survivor of the first expedition. Hawl tells the tale of being sent by Silver Hammer to assess the river trade route along with two other dwarves Laddi and Brell. Once inside the pass they were attacked by vicious goblins in the water. Hawl managed to swim away only to end up being grabbed by hobgoblins.

Razno and Odam were told the three missing dwarves had transferred to the Silver Hammer Trading in Rockholm. Being forgotten and lied to by their company does not sit well with the three dwarves. There was no rescue party coming for Hawl and Razno and Odam were knowingly sent on an expedition the first group didn't return from, granted with a collection of paid bodyguards, but still.

After this Razno will wait until he believes the monastery cleared of its hobgoblin threat then slip away the first chance he gets to collect as much of the night crystals as he can, steal a boat and leave.

Odam plans on slipping away once things seem safe as well. He'll linger a bit longer if the party possesses any Telreanda related items he thinks he can acquire from them, either through negotiation or 'righteous' theft, believing he has more right to the items than a non-believer. These items include the statuette from **Area 3**, the sliver moon plaque and fish game from **Area 11**, the book from **Area 15**, and tapestry from **Area 17**.

Hawl just wants to escape from the hobgoblins, seeking freedom and the opportunity to have some words with his employer over being written off. He'll rely on the party to escort him out of the pass.

13. The High Watch

The stairs leading up to this area spiral up the interior of the mountain, ascending gradually over the span of 300'. It's possible the group may encounter a hobgoblin hunting party while on their way up or down.

The stairs lead up to a large open plateau atop the mountain. A large unlit stone brazier takes up a good portion of the space.

At one time the brazier here was lit as a way of signaling the dwarves of High Bollandar and the humans of Whitestone that river travelers were currently at the monastery. Now the hobgoblins use it



occasionally as a cooking pit, its surface splattered with blood and drippings. Bits of animal hides and bones lie scattered on the ground around it.

The party may consider lighting the brazier to signal to High Bollandar that they've arrived safely. This will involve taking some time to gather wood and tinder from the mountainside. It takes 1d6+4 rounds to gather enough fuel for the brazier.

The hobgoblins have been using the stairway to gain access to the surface where they've been hunting small game, reluctant to risk their one remaining boat on the river. For each round the group spends atop the plateau there's a cumulative 10% chance they'll encounter the hobgoblin hunting party.



Hobgoblins (8): HD 1+1; HP 7,6,6, 5,5,4,4,3; AC 5[14]; Atk 1 spear (1d6) or arrow (1d6); Move 9; Save 17; CL/XP 1/15; Special: none. Gear: spear(x4), short bow (x4), arrows (80-4d6).

14. Kitchen

This room was once the monastery's kitchen. A stone oven is set in the room's western wall. A stack of rotted wooden panels is piled against the south wall.

The wooden panels here are all that remains of the table and cabinets that once stood in this room. They were piled up by the hobgoblins when this room was first discovered, clearing away the space to allow access to the oven, however they've now taken to cooking the few meals they choose to on the brazier at **Area 13**.

The arrow slit in the east wall was used to keep an eye out for deliveries.

A bit of the yellow mold in **Area 15** has spread into the arrow slit and the floor near it. Anyone approaching the slit to peer out has a 50% chance of disturbing the mold.



Yellow Mold: HD n/a; AC n/a; Atk 1d6 damage + spore cloud; Move 0; Save n/a; CL/XP 3/60; Special: Poisonous spore cloud, killed by fire.

15. Mold Covered Landing



If the players enter this area from the north the act of pushing the door open will disturb the yellow

mold which covers the floor here resulting in a 50% chance of it releasing its cloud of poisonous spores.

A small 10' wide landing has been carved into the cavern's wall. An unlit brazier on a 4' tall stone post stands at the east end of the landing.

This small dock served as a delivery entrance for the monastery's kitchen. Small iron rings are set into the east and west wall near the river for the purpose of anchoring delivery boats.

The body of a dead hobgoblin lies crumpled against the wall in the northwest corner of the landing. The body, along with the floor of this area has been overrun by yellow mold.

The hobgoblin holds a book clutched against his chest. He was searching for a secluded spot to inspect the found tome when he was overcome by the mold's spores. Using fire to eliminate the threat of the yellow mold will, unfortunately, damage the book as well.



Yellow Mold: HD n/a; AC n/a; Atk 1d6 damage + spore cloud; Move 0; Save n/a; CL/XP 3/60; Special: Poisonous spore cloud, killed by fire.



The book is entitled *The Five Tiers of Telreanda* and contains hymns, rituals, and ceremonies related to the worship of the goddess. Intact the book could be worth up to 300gp. Even damaged, it would still be of great value to Ordam, another 'holy relic' to add to the collection.

16. Dormitory

The floor of this 15' x 35' room is covered with dozens of sleeping pallets comprised mostly of rags and dead vegetation.

This room was at one time the monk's dormitory. The floor here bears 1' square holes which at one time held wooden posts for walls which divided this sleeping area into 20 small sleeping cells. Now the floor is practically covered by piles of assorted debris the hobgoblins call beds.

There are fourteen hobgoblins here. If they've been warned by the hobgoblin from **Area 10** they'll gather near the south end of the room, hoping to surprise a group entering through the northwest door. Seven will engage the group while the rest head through the southwest door and attempt to circle behind the party. The hobgoblins are reluctant to inform their chief in **Area 17** of the intruders, looking to prove that they're capable of handling the situation themselves.

The sound of combat in this room will alert the chief who will leave **Area 17** to investigate. Once he spots the party, he'll head south along the east wall to the guardroom at **Area 18** and yank the hobgoblin cowering there out into the battle before joining in himself.

The secret door in the north wall is detectable in the standard way. It served as a quick exit to the mountain top if the monastery came under attack.



Hobgoblins (14): HD 1+1; HP 7,7, 6,6,6,6,5,5,5,5,4,4,3; AC 5[14]; Atk 1 battle axe (1d8) or bolt (1d4+1); Move 9; Save 17; CL/XP 1/15; Special: none. Gear: battle axe (x14).

17. Prior's Room

A low stone platform covered by a light blue, relatively mold free blanket sits against the south wall of this room.

This room once belonged to the prior of the monastery, now it serves as the hobgoblin chief's living quarters.

The hobgoblin chief will most likely be encountered in **Area 16**



Hobgoblin Chief: HD 1+1; HP 9; AC 5[14]; Atk 1 battle axe (1d8+1) Move 9; Save 17; CL/XP 1/15; Special: none. Gear: +1 *battle axe*.



The light blue blanket on the stone platform is actually a tapestry which once hung in the refectory. It depicts the goddess Telreanda standing like a giantess in the background overlooking a valley. She cries a stream of tears which winds its way through the valley towards the viewer. The work is of high quality and even in its current condition it could be worth as much as 500gp, twice as much if a way is found to clean it up and get the hobgoblin smell out of it.

A wooden chest at the foot of the stone platform contains the following: A leather satchel holding 2 vials of holy water and a *potion of extra healing*. A small sack containing 226gp, 1,008sp, 553cp and 12 gems (worth 25gp each). 627gp and a scroll case containing an arcane scroll (*shield*) lay loose in the bottom of the chest.

As noted above the chief also possesses a +1 *battle axe*.

18. South Riverwatch

A low stone platform, bearing a pile of animal hides sits against the room's west wall. A rotted wooden barrel stands in the room's southeast corner.

A single hobgoblin is stationed here to keep an eye on the river through slits in the south and east wall.

At the sound of battle from **Area 18** he curls up on the stone bed and covers under the pile of animal hides until he's either retrieved by the chief or discovered by the party.



Hobgoblin: HD 1+1; HP 5; AC 5[14]; Atk 1 battle axe (1d8) or bolt (1d4+1); Move 9; Save 17; CL/XP 1/15; Special: none. Gear: battle axe, light crossbow.



The rotted barrel contains 50-1d20 light bolts.

Purifying the Temple

Upon seeing the state of the statue at **Area 6** Odam will forget the fact that he's trying to keep his knowledge of Telreanda a secret. He'll ask the group to fetch water from the river while shrugging off his backpack. He'll pull his holy symbol (a silver star) along with his copy of *Gods of Antiquity Vol 3: Dwarven Deities* out of his pack and flip to the section on Telreanda. He'll begin performing a ritual meant to cleanse the temple and quell the goddess' anger at this desecration (assuming her wrath cursed the goblins into becoming the amphibious horrors in the river.)

Once river water's been collected Odam will pour the water into each pair of

cupped hands in the north alcove. Once all five have been filled Odam will complete the ritual, causing the bits of broken statue to reform upon its pedestal to the south.

At this time, all present within the temple will receive Telreanda's blessing. For the next 24 hours while traveling in, on, or through rivers, a blessed character will regenerate 1hp per round. They will also require half the amount of food or drink necessary to sustain them.

Odam will hold up his book if questioned about his knowledge of the goddess, claiming he read it in there. If pressed, Odam will reluctantly admit that he's part of a sect that still worships the goddess and seeks to restore the temple and monastery to their original state.

Collecting Night Crystals

The spots marked with an X contain deposits of Telreanda's Tears or Night Crystals (see New Magic)

Razno is eager to collect as much of the crystals as he can. If the party moves to acquire any, he'll insist on handling the collecting himself, using the tools he carries in his pack. He'll demand a share of the crystals for his work, he'll also attempt to secretly palm additional pieces.

If a dwarf attempts to collect the night crystal, roll 1d6 for each deposit. This determines how many strikes it takes to break off a "usable" size chunk of crystal from the deposit. It will take 2d6 strikes per deposit for a non-dwarf. For each strike, there is a cumulative 5% chance the chunk currently being collected will shatter. Each deposit can be collected from 2d4 times.

Wrapping Up

After Night Crystal Pass has been cleared of the goblin threat there's still the trip down to Whitestone to contend with, another six hours down the silvervein (with additional checks on the random encounter table.)

It's possible the party may have lost a boat or two (and possibly a dwarf or two as well.) As an alternative to making their way out via the river they could try climbing down the mountain from **Area 13** the exterior slope is rocky, steep and treacherous to descend. Rope will come in handy. A ranger or dwarf studying the terrain for a bit could discern a relatively safe path. Back on level ground the group could search for the road to Whitestone or build a raft and float down the silvervein.

Once in Whitestone players can visit the Silver Hammer Trading outpost there to collect their 1,000gp payment. They'll require either Odam, Razno, or Hawl to submit a report prior to collecting their gold.



If Odam is still with the party he'll make one last attempt to acquire any Telreanda related items the party may still have before hurrying off to meet up with his fellow worshipers to discuss plans to reclaim the monastery.

If Razno's still with the group he'll make one last effort to acquire any night crystals the party might have before hurrying off to meet his buyer. The buyer turns out to be a wizard interested in acquiring more of the crystals. So interested in fact that he makes plans to take over the pass and set up his own crystal harvesting operation, enlisting Razno's aid as a charmed thrall.

After getting himself cleaned up and a good night's rest in a spare room at the traders, Hawl has plans to head back up to High Bollidar and confront Dustran over his lack of concern for the first expedition. He plans on waiting to do so until the next caravan heads north. It's possible the party may wish to talk to Dustan as well, considering knowing a previous expedition didn't come back would have been a good thing to know. If this is the case, Hawl will try his best to include himself in the group's travel plans, happy to have them as backup in case his confrontation gets out of hand.

Night Crystal Pass has the potential of becoming a highly contested area, with at least two groups attempting to claim it. (more if the players decide to make it their base of operations.) One or more parties may wind up presenting their case to the king of the realm for him to decide who has more right to the pass: The remaining worshipers of the Goddess (who actually built and staffed the monastery years ago), the trade company who paid to have it cleared out, or the group who did the actual clearing (under, if not false, certainly under-informed pretenses.)

Of course, the king may decide to claim the pass for himself.

And then there's still the wizard and his minions...

Continuing the Adventure

Here are some suggestions for further adventures:

✘ Odam reaches out to the party to enlist their help with restoring the temple and monastery to their former state and/or defending it from mercenaries hired by the trading company, minions of the wizard, or members of a rival cult.

✘ Under the influence of the wizard, Razno reaches out to the party asking them to return to the pass with him to gather more night crystals. The intention is to have the group guard the pass until the wizard can gather a larger occupying force and take up residence within the monastery.

✘ If the party decides to take over the pass they may find themselves having to face Telreanda's cultists, the wizard's minion, or the trading company's hired mercenaries. Possibly all at once.

✘ Depending upon the encounters the group had along the silvervein the trading company may seek the party's help in ridding the river's surrounding area of a tribe of kobolds, a nest of harpies, a colony of beavers, or as guards to keep watch while the river is cleared of debris and other hazards.

✘ If Odam failed to collect all Telreanda related items from the party, the group could find themselves hunted by cultists bent on retrieving whatever remains.

✘ The silvervein runs dry. Dustran rehires the party to travel north of High Bollidar to discover the cause. There they find the river dammed by an army of militant beavers led by a druid upset over not getting paid for services rendered.

✘ The party is hired by Silver Hammer Trading to hunt down Odam when Dustran Goldgrill begins slowly transforming into a feral amphibian horror.



NEW MAGIC

Night Crystals (Telreanda's Tears)

A branch of dwarven religion adheres to the belief that all the underground realms of the world were created solely for the dwarves.

After a great cataclysm the world cracked and monsters sprang forth from the fissures, driving the dwarves from their underground homes. When the goddess Telreanda saw this she wept, her tears creating rivers upon the land and stars within the heavens. This act secured her a position in the dwarven pantheon as the goddess of night and rivers.

A misinterpretation of a religious text caused a small portion of her followers to believe that the goddess called for the active extermination of all non-dwarf subterranean races. Telreanda's popularity diminished as a result. To this day there are still those who worship the goddess, adhering to the true, less violent doctrine, however the stigma associated with this misinterpretation has caused her worshipers to do so in seclusion.

Telreanda's tears, otherwise known as night crystals, are enchanted crystals found along certain underground streams. At night the crystals emit light equivalent to that of a small torch. As a result, the crystals allow those traveling underground to discern whether it's day or night upon the surface.

The crystal is often used by jewelers who set them into rings, necklaces and a variety of other adornments that can be worn and conveniently consulted.

In addition to this, a skilled blacksmith or artificer can mount crystal fragments to items already bearing enchantments,

creating a new effect in exchange for a 'plus'.

The addition of crystal fragments to an already enchanted weapon causes the weapon to gain a dazzling effect. A critical hit upon a creature inflicted with such a weapon creates a burst of light and bestows an effect similar to a *confusion* spell upon the target for 1d4x10 minutes. So a +2 *long sword* with crystals attached to it becomes a +1 *long sword* with the confusion effect and, at night, emits light equivalent to that of a torch.

It's rumored that there are a few secret groups out there that still adhere to the goddess's more violent (misunderstood) teachings and that they believe the crystals are signs from their goddess, lighting the way for her holy warriors as they seek vengeance against the subterranean creatures who evicted their great ancestors. These groups actively seek items adorn with the crystals, considering them to be holy weapons created to aid them in their quest.

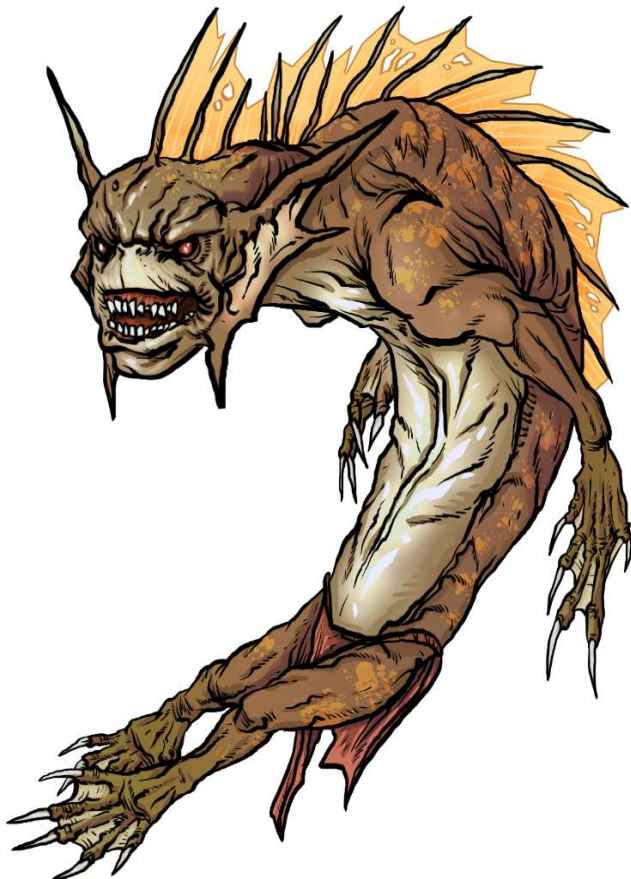


NEW MONSTERS

Goblin, River

River goblins are a variety of goblins that have gained an amphibious mutation through magic, natural evolution, or other means. They tend to be found mostly in subterranean rivers.

While in water, a river goblin can be a formidable opponent as they are excellent swimmers and, while in water, can bring both their claw attacks and bite to bear against their opponents. On land, river goblins move in a frog-like fashion, hopping forward on their stunted legs, however they have been reported as being able to move short distances upright in a half stumbling, loping gait. This awkwardness while out of water makes combat more difficult, bestowing upon them a -1 penalty to their 'to hit' rolls and reducing them to either using their 2 claws or 1 bite attack per round.



If two or more river goblins are attacking the same target and one of them rolls a 20 on their attack die the goblins will attempt to drown the target. A creature will start drowning in a number of rounds equal to one third their constitution score. A drowning creature must make a successful save vs. poison to avoid dying each subsequent round. Goblins attempting to drown a creature can take no other actions during their turn and suffer a -3 penalty to their AC.

River Goblin: HD 1d6hp; AC 6[13]; Atk 2 attacks from claws (1d6), and/or 1 bite (1d4); Move 6 (swim 12); Save 17; CL/XP 1/15; Special: -1 to hit on land.

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