

Southcrypt Pass

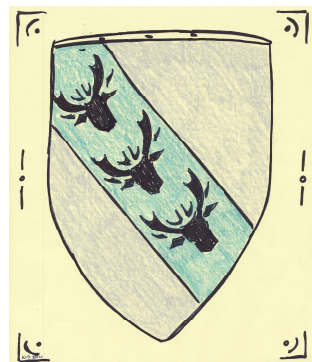
A Sword Mountains Adventure

Introduction: Following the events in the introductory module “Lost Mines of Phandelver”, the characters are asked to investigate rumors of goblins gathering powerful allies. This is followed by investigating and securing the mountain pass across the Sword Mountains into the Kryptgarden Forest. Finding the pass is the easy part, securing it is another matter. The region of Kryptgarden Forest and the Sword Mountains lies north of Waterdeep and south of Neverwinter along the Sword Coast. This is a stand alone adventure that can be easily modified to change location in order to suit your campaign.

This is a 12 page adventure with a mostly straightforward layout consisting of several combat encounters mixed with investigation and npc interaction.

A 1-2 night adventure for 4th-5th level characters

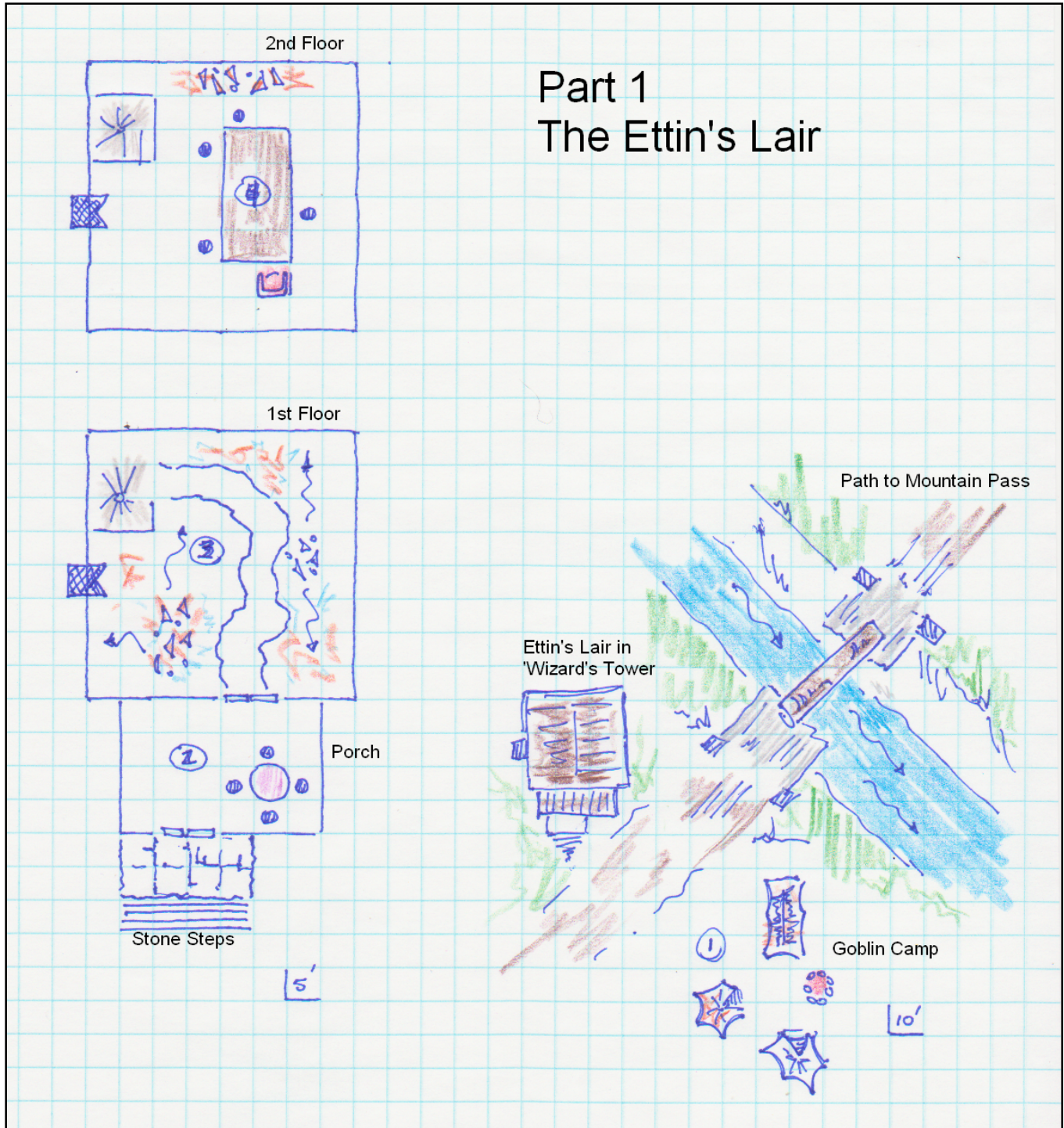
by Keith Stonefield



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Map 1



Southcrypt Pass

"Magic Mines, who needs a road to magic mines, shouldn't they just teleport here instead."

--- Engineer Caltoon before being demoted by King Arawain, Year 909DR

Background

The ancient dwarven realm of Haunghdannar was one of the oldest kingdoms to inhabit this region. It once reached over 100 miles around the ruins of Leilon into the Sword Mountains. It lasted from -5,300 to -3,400DR. On top of this realm another dwarven kingdom was built. This was a smaller outpost of the Belsimer realm further to the east. This kingdom was founded by Prince Arawain in 635DR and lasted to 951DR when it was destroyed by orcs.

Southcrypt Pass was constructed hundreds of years ago shortly after the founding of Wave Echo Mine. The pass and roadway joined the dwarven kingdom of Southcrypt with both the mines and the fledgling town of Phandalin. Trade and prosperity lasted several years before the orc invasion came down from the north in 951DR and destroyed everything. The mountain pass held out for several weeks before the onslaught, but fell just the same. The tunnels joining the pass to the main halls of Southcrypt were collapsed before the end, but that only delayed the final outcome.

During the time of peace several keeps and towers were constructed in the region. One was a tower that served as a way stop where a large river crossed under the roadway. It is called the Wizard's Tower today since it did not fall in the orc invasion, but whether it was saved by magic or something else is unknown.

Today the river bridge has partially collapsed and only the footings remain with limited structural elements. A huge log has been placed across by the ettin who lives nearby. It will safely handle foot traffic, but horse traffic will need to have the bridge road expanded and fortified.

Adventure Setup

Within weeks after securing the mines Gundren Rockseeker will approach the party with news of goblins being spotted in the area and rumors of them trying to attract the giant rumored to be living by the river bridge. If the pc's seem hesitant about investigating, he will tell them "It shouldn't be a giant at all, more likely a ogre, two at the most".

Pc's with ties to the mines should be willing to go, but if they need more incentive Gundren can offer 100gp in raw gems to each party member. He will also ask them to investigate the possibility of a mountain pass across

the mountain range in hopes of creating a road to join the town of Westbridge to Pahndalin.

Gundren fears bandit activity will result in loss of caravans to both the town and the mines. He needs supplies now more than ever since the mines opened and he fears any delays. A follow on plan is to create a shortcut through Kryptgarden Forest to reach the markets of Waterdeep. He fears the old trade way that leads past the ruins of Leilon and the Triboar Trail around the mountains would end up taking longer than just shipping out of Neverwinter. He does not wish to be dependant on only one city. To this end he has approached Linene of the Lionshield Coster to fund the road building. She is not yet convinced.

Part 1: Bringing a giant to a goblin fight.

You can start this part of the module with the party having already located the tower and are approaching. You may also want to have them search for the tower and have a wandering monster check or two. The four encounters here should not be deadly even with another fight before time. They should be able to rest before starting these encounters, since it is assumed that there will not be time to rest once started.

1: Ettin Tower: outside grounds

Approaching the dilapidated tower from the river you notice that a crude goblin camp has been erected. A trio of tents and a large fire is seen. A few game birds are hanging from a tree nearby, waiting for cleaning. From the looks of the area it appears that the goblins have been here several days. Various trash and refuse is spread about in piles. A few of the piles have been here for a while and a few are from the goblins lack of dignity.

A small camp has been set up outside the ruins of the ettin tower. A pair of worgs may be sleeping or patrolling nearby, 50% each. If patrolling they can respond on the 3rd round of the encounter.

The goblins are usually found poking the fire or trying to catch fish in the stream. Usually only one of them is partially watching for danger and suffers disadvantage to spot checks.

Treasure: There is nothing worth taking from these.

Worg (2) Lg. monstrosity, NE

Armor Class- nat 13
Hit Points (4d10+4) 26
Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16	13	13	6	11	8
(+3)	(+1)	(+1)	(•2)	(+0)	(•1)

Senses DV 60 ft., Perception +4
Languages Common or Goblin, Worg
Challenge 1/2 (100 XP)

Abilities

Keen Smell and Hearing. Adv. on Wisdom (Perception) checks- hearing and smell.

Actions

Bite: +5 to hit, (2d6+3) piercing damage, plus Str.
Saving Throw (ST) DC 13 or knocked prone.

Goblin (6) Sm. Humanoid (goblinoid), LE

Armor Class- leather, sh 15
Hit Points (2d6) 7
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
8	14	10	10	8	8
(-1)	(+2)	(+0)	(+0)	(•1)	(•1)

Skills Stealth +6
Senses DV 60', Perception +0
Languages Common, Goblin
Challenge 1/4 (50 XP)

Abilities

Nimble Escape. Can take Disengage or Hide as a bonus action each turn.

Actions

Scimitar: +4 to hit, (1d6+2).
Short Bow: +4 to hit, (1d6+2). 80'/320'

2: Ettin Tower: L1- entrance

You hear goblin sounds as you approach the landing that enters the tower. It sounds like a few of them are making jokes at another's expense.

The hobgoblins have taken the berserker hobgoblin into the first room of the tower ruins in case the ettin attacks the diplomats. It has been a few days since they first came to this place and they have grown complacent. They have been trying to teach the brute to play cards to no use. Pc's can gain surprise since the Hobgoblins have disadvantage on perception rolls

Treasure: 2d20sp, 4d20cp, and 1 po. of healing.

Berserker Hobgoblin Med humanoid (goblinoid), LE

Armor Class- hide 13
Hit Points (9d8+27) 67
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
16	12	17	7	11	9
(+3)	(+1)	(+3)	(-2)	(+0)	(-1)

Senses Perception 0
Languages Goblin
Challenge 2 (450 XP)

Abilities

Martial Advantage. 1/turn can deal +2d6 damage if hits creature w/in 5" of ally.

Actions

Greataxe: +5 to hit, (1d12+3).

Hobgoblin (3) Med. Humanoid (goblinoid), LE

Armor Class- chain, sh 18
Hit Points (2d8+2) 11
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13	12	12	10	10	9
(+1)	(+1)	(+1)	(+0)	(+0)	(•1)

Senses DV 60', Perception +0
Languages Common, Goblin
Challenge 1/2 (100 XP)

Abilities

Martial Advantage. 1/turn can deal +2d6 damage if hits creature w/in 5" of ally.

Actions

Longsword: +3 to hit, (1d8+1).
Long Bow: +3 to hit, (1d8+1). 150'/600'

3: Ettin Tower: L1- main room

Entering the main chamber from the first room you are taken back by the sheer amount of garbage and filth collected in this chamber. Most of the filth is broken household items and wagon parts but an occasional skeletal body can be seen among the debris. The chamber itself is 40x40 with a spiral staircase off to the left side. Garbage is piled over 4 foot high in most places making the winding trail through the debris the only viable option.

Hidden among the filth are several giant centipedes that attack until half their numbers are killed before fleeing back to the filth. Movement along the path is considered difficult terrain and movement through the debris is only at 1 square per turn (5 feet).

Treasure: A 1d6 round of searching through the filth reveals the following; 40sp, 20gp and broken gold necklace worth 100gp if fixed, 50 as is. Note; the remaining centipedes will attack again if the party takes time to search through the debris.

Centipede, Giant (12) Sm. beast, Un

Armor Class- natural 13

Hit Points (1d6+1) 4

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
5	14	12	1 (-)	7 (•2)	3 (•4)
(-3)	(+2)	(+1)	5		

Senses Blindsight 30', Perception -2

Languages nil

Challenge 1/4 (50 XP)

Actions

Bite: +4 to hit, (1d4+2) and DC11 Con ST or 3d6 poison. If reduced to 0 HP the target is stable but poisoned for 1 hour, even after regaining HP, and is paralyzed while poisoned in this way.

4: Ettin Tower: L2- main room

Coming up the stairs from the room of hoarded filth you see another large room with a partially collapsed roof. Several old windows let in filtered light in the areas not blocked by more accumulated junk.

This is another 40x40 room dominated in the middle by a massive table that looks to double as a bed when needed. A pair of hobgoblins and a large ettin are standing around the table in some sort of negotiation. Both the ettin's heads are trying to speak over each other until they notice adventurers approaching.

The ettin, Farken-Trimble has his main living quarters set in the 2nd floor of the tower. Filth from the 1st floor continues to the 2nd, however most of the actual junk is gone leaving the space mostly open. A pair of hobgoblins are found here from the Cragmaw Tribe negotiating service from the ettin to join their tribe.

Treasure: A random magic item is kept in an old box that serves as a seat. Also found are 3 gems worth 100gp each and 2 po. of healing.

Ettin Lg. giant, CE

Armor Class- natural 13

Hit Points (10d10+30) 85

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
21	8	17	6	10	8
(+5)	(-1)	(+3)	(-2)	(+0)	(-1)

Senses DV 60', Perception +4

Languages Giant, Orc

Challenge 4 (1,100 XP)

Abilities

Two Heads. Adv. on Wisdon (Perception) checks and ST vs. blinded, charmed, deafened, frightened, stunned, and knocked unconscious.

Wakeful: When one of the heads is asleep, the other is awake.

Actions

Multiattack: Make two melee attacks.

Battleaxe: +7 to hit, (2d8+5).

Morningstar: +7 to hit, (2d8+5).

Hobgoblin (2) Med. Huoid (goblinoid), LE

Armor Class- chain, sh 18

Hit Points (2d8+2) 11

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
13	12	12	10	10	9
(+1)	(+1)	(+1)	(+0)	(+0)	(•1)

Senses DV 60', Perception +0

Languages Common, Goblin

Challenge 1/2 (100 XP)

Abilities

Martial Advantage. 1/turn can deal +2d6 damage if hits creature w/in 5" of ally.

Actions

Longsword: +3 to hit, (1d8+1).

Long Bow: +3 to hit, (1d8+1). 150'/600'

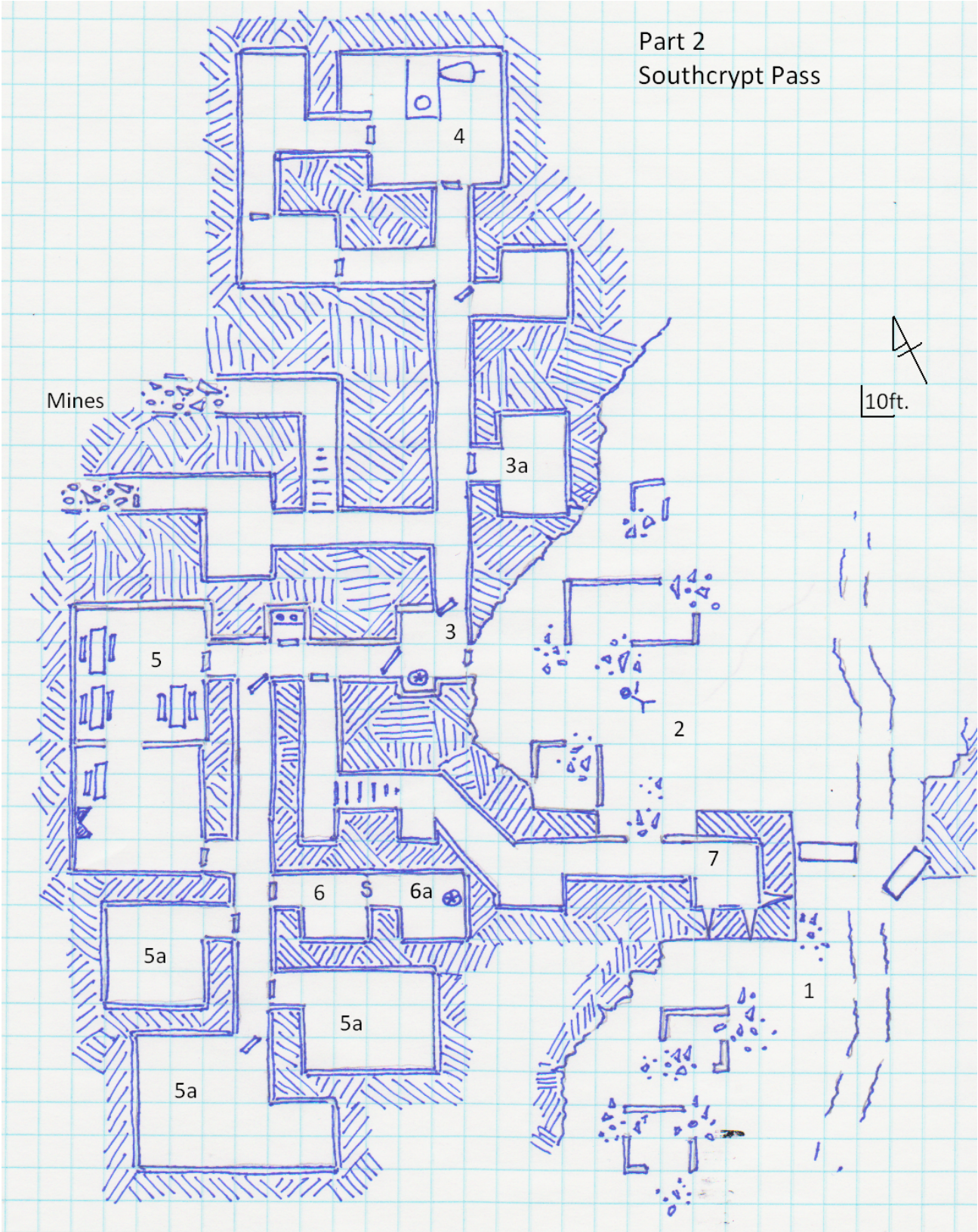
Whats Next?

Characters may wish to rest here or head back to the mine which is closer than the town. They should be able to find remnants to the mountain road that leads to the pass and may start out directly for there. They will need to deal with repairing the bridge if they have mounts.

Awarding Experience Points

Defeating the goblin threat and eliminating the ettin from the region earns the party 3,250 xp. Award full xp for the centipede encounter even if they were driven off and not completely slain. Characters should also be rewarded full xp for overcoming monsters without slaying them if the threat to the region is eliminated.

Map 2



Part 2: Southcrypt Pass

This is the mountain pass that joins the region of Phandalin and Wave Echo Mines with the southside of the Sword Mountains, close to the ruins of Southcrypt. Reaching the pass is relative easy as the sparse road in the lowlands becomes more cobbled and defined as the party climbs higher into the mountains. The elevation of the pass is only a few thousand feet and should be only 10-20 degrees colder than when they started their climb. The mountains to either side tower above the pass leaving their peaks snow-covered all year. This leaves the pass as one of the few vital routes for anyone crossing over to either side. Travel time is roughly a whole day from the ruined bridge. If things were in better repair, one could reach here from Phandalin in a hard day's travel.

Dungeon Features

Southcrypt Pass was once an outpost and fort more than it was a mine. Soldiers were stationed here to provide safety along the road and shelter to travelers.

Ceilings: Hallways and chambers are 8ft high with the exception of the forge room and the meeting hall which have domed ceilings reaching 20ft high.

Doors: Most are reinforced wooden doors and unlocked unless noted. The forge room and meeting hall have metal clad doors

Light: There is no light in areas 5 and 6 and partial light in areas 3,4, and 7. Encounters 1 and 2 are outside and expected to be during daytime.

#1 The Iron Gates

As the party reaches view of the gates, read the following.

The overgrown trade road winds up the steep mountain trail until it ends at a massive set of iron doors blocking the pass. Flanking the massive gates is a pair of ancient stone forts that are partially collapsed. One of the massive gate doors lies partially open allowing but a single rider to pass. Several gargoyle statues lurk overhead perhaps to be staring at you. Several partial foundations from wooden huts long destroyed are found outside the gates leaving shadowed areas where you could rest out of the cold wind that blows through the pass.

The gargoyles are part of the same clan that occupies another set of ruins further in the mountains. These are separated from the others and will attack the party as soon as one person gets close to the gate.

Treasure: none

Gargoyle (4)

Med. Elemental, CE

Armor Class- natural 15

Hit Points (7d8+21) 52

Speed 30 ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
15	11	16	6	11	7
(+2)	(+0)	(+3)	(-2)	(+0)	(-2)

Damage Resistances non-magic weapons except adamantine

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned

Senses DV 60", Perception +0

Lang. Terran

Challenge 2 (4500 XP)

Abilities

False Appearance. While motionless it is indistinguishable from an inanimate statue.

Actions

Multiattack: Make two melee attacks.

Claws: +4 to hit, (1d6+2).

Bite: +4 to hit, (1d6+2).



#2 Courtyard

As you enter through the gates you emerge in a more open courtyard of sorts. A few more stone structures that are more like ruins are in this area. In addition, you can see the entrances to the gate fort, a single door that enters the mountain on your left.

Several well-worn animal paths are about and the main path leads down the road on the other side of the pass. What appears to be a broken gargoyle form lies by the structure closest to the ruins straight ahead.

Pc's examining the gargoyle body can make a Perception check (DC 13) to notice that it is a petrified hobgoblin and not a gargoyle. In fact, now that you notice, you see several other petrified humanoid limbs and pieces scattered about.

Pc's moving towards the mountain door notice deep ruts in the soil and scratches along the bare stone leading into the doorway, as if something heavy was recently dragged into the mountain within the last few days.

Treasure: 2d20 gp worth of coins can be found scattered around the pass. In the gorgon's lair is a +1 shield.

Gorgon Lg. Monstrosity, Unaligned

Armor Class- natural 19

Hit Points (12d10+48) 115

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
20	11	18	2 (-)	12	7
(+5)	(+0)	(+4)	4)	(+1)	(-2)

Condition Immunities petrified

Senses DV 60', Perception 14

Languages nil

Challenge 5 (1,800 XP)

Abilities

Trampling Charge. If it moves 20', and hits with Gore attack, target makes DC 16 Str check or be knocked prone. Make a bonus Hooves attack against prone target.

Actions

Gore: +8 to hit, (2d12+5).

Hooves: +8 to hit, (2d10+5).

Petrifying Breath (Rec ): 30' cone. Con Save DC 13.

1st failed ST: Begins to turn to stone and restrained.

2nd failed ST: Petrified until greater restoration.

#3 The Prisoner

Entering the mountain door releases a cold stale escape of air. Darkness and silence is disturbed by the immediate form before you of a petrified dwarf shielding his eyes. This appears to be what was dragged into this room, but no evidence of what dragged him into this position is noticeable.

The room you are in appears to be a guard room roughly 30x30 with a small alcove to the left as you enter. A partially ruined statue of a dwarven god stands on a pedestal in the alcove. The wall across from you has an open door, same as the wall to the right. Small windows above the door you entered let in rays of light. From the hall to the right you hear the scratching noises of skeleton feet dragging weapons across the floor as they approach.

Vallin, a ½ elf scout from Wave Echo Mine is hiding in the mountain fort from the gorgon. His ally having been turned to stone sits just inside the main doors as a petrified statue. Shortly after he started exploring the caves he was attacked by skeletons. These are the remains of dead orc and dwarfs that have lain here for hundreds of years. He has locked himself in room 3a for the last few days and is running low on supplies. There is a small crack high on this wall he has been trying to make larger to be able to escape. He will open the door and try to fight if he hears fighting in the corridor.

If still alive after the encounter he will thank the party and offer the silver bars he recovered as thanks. He wants to take his dwarf friend back to town to possibly be healed but does not have a horse to transport him. He will not accompany the group in further exploration of the ruins but will stay in the main junction to act as a rear watch. If the party cannot or will not help with the dwarf statue then Vallin will wrap it in straw and blankets before placing it in the alcove behind the statue in area 3.

Most of the keeps monsters are the skeletons that first attacked. They reside in the halls to the mines and the other areas around #4. Most of the rooms are largely empty. Some old furnishings and mining equipment can be found in the rooms that are not marked.

Have half the skeletons first approach from the right where Vallin is locked up. Keep a few regular skeletons and one of the ogre skeletons in hiding for round 3 of the encounter. Have some come from the rear hall and the other side hall that leads to the area of the caved in mines.

Treasure: 6 silver bars (50gp each)

Vallin, NPC

Med. humanoid (1/2 elf), CG

Armor Class- splint 17

Hit Points (6d8+12) 38

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12	17	14	10	11	10
(+2)	(+3)	(+2)	(+0)	(+0)	(+0)

Senses Athletics +4, Perception +2

Languages Common, elf

Challenge 2 (450 XP)

Abilities

Fast Feet. Move ½ speed as a bonus action.

Actions

Multiattack: Make two attacks, melee or ranged

+1 Shortsword: +5 to hit; (1d6+3)

1x rest; Thunderwave 15" cube, save for ½: DC12 Con ST or 3d8 thunder and push 10'.

Dagger: +5 to hit, (1d4+3) 20/60'

+1 Short Sword (Pulse)

Weapon (short sword), rare (requires attunement)

- +1 to attacks and damage
- 1x rest; Thunderwave 15' cube, save for ½: Con ST (DC 12) or 3d8 thunder and push 10'.

Vallin's sword is one of a pair created over 200 years ago in the northern city of Mirabar. He is unaware of the twin weapon and the thief who searches for him.

Skeleton (12)

Med undead, LE

Armor Class- scraps 13

Hit Points (2d8+4) 13

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
10	14	15	6	8	5
(+0)	(+2)	(+2)	(-2)	(-1)	(-3)

Damage Vuln bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poison

Senses DV 60'. Perception -1

Languages understands- usually Common

Challenge 1/4 (50 XP)

Actions

Short Sword: +4 to hit, (1d6+2).

Short Bow: +4 to hit, (1d6+2). 80'/320'

Skeleton, Ogre (2)

Lg undead, LE

Armor Class- scraps. 14

Hit Points (9d10+9) 58

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18	11	13	6	8	5
(+4)	(+0)	(+1)	2	1	(-3)

Damage Vuln bludgeoning

Damage Immunities poison

Condition Immunities exhaustion, poison

Senses DV 60'. Perception -1

Languages understands- usually common

Challenge 2 (450 XP)

Actions

Greatclub: +6 to hit, (2d8+4). ST 12 Con push 10ft and knock prone.



H₀₃

#4 Forge

This 40x40' room is noticeable warmer than the rest of the complex. Low embers still radiate heat and light from the large forge complex that dominates the center of the room. Off to the left is an open door to a room that appears to have fire light coming from it.

The elemental that has been trapped here had grown in anger over the years of isolation. It will flare up and lash out at anyone that comes close to the forge. It will prefer to stay close to the forge but can come out is pressed. In the side room with the open door is a potion of fire resistance sitting next to a decorative suit of chain mail. It is labeled in dwarven as to the contents.

The light in the rear bed chamber is from a lantern enchanted with continual flame and sheds light in a 20ft radius.

Treasure: po. fire resistance, 4 silver bars (50gp ea)

Elemental, Fire Lg. elemental, neutral

Armor Class- Nat 13

Hit Points (12d10+36) 102

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
10	17	6	11	10	7
(+0)	(+3)	(•2)	(+0)	(+0)	(•2)

Damage Resistance Non-magic wpns

Damage Immunities poison, fire

Condition Immunities exhaustion, grappled, paralyzed, poison, restrained, prone, unconscious

Senses DV 60ft., Perception +0

Languages Ignan

Challenge 5 (1800 XP)

Abilities

Fire Form. It can move through spaces as little as 1" w/o squeezing. A creature that touches or hits it with a weapon w/in 5' takes (1d10) fire. The elemental can enter someone's space and stop there causing the target to take (1d10) fire and catch fire; until someone takes an action to douse the fire, take (1d10) fire damage at the start of each turn.

Illumination. Bright light 30' and dim to 60'.

Water Susceptibility. For every 5' it moves in water or each gallon splashed on it, it takes 1 point damage.

Actions

Multiattack: Make two melee attacks.

Touch: +6 to hit, (2d6+3) fire, plus ignite; until someone takes an action to douse the fire, take (1d10) fire damage at the start of each turn.



#5 Meeting Hall & Sleeping Quarters

Read the following as the party approaches the door.

The door at the end of the hallway has been forcibly locked with several metal spikes nailed to the walls and floor, obviously in an attempt to keep something in this room.

Read the following when entering the room from any of the sealed doors.

This large room is fully 40x40 foot. At one point in time it may have served as a meeting room and dining facility. Another room in the rear has the door smashed off and leads to the remains of a large kitchen. Several long tables of stone remain amid the complete destruction of everything else.

Several pale corpses that may have been dwarves at one time lurch to life with renewed vigor as they spy fresh meat to feast upon. The leader among them wears scraps of armor and speaks raspy orders to the rest.

Most of these rooms, labeled 5a, in this section of the fort are living chambers and have ruined bunks and stray equipment from quartered dwarf soldiers. The ghouls were forced into the meeting hall at some point and all the surrounding doors sealed before the fort was abandoned.

Treasure: The collected wealth of these soldiers lay scattered around these several rooms; 50gp, 200sp,

and 200cp. There is also 2 gems (100gp ea) hidden in one of the destroyed bunks (DC 14 Investigation to find).

Ghoul (6) Med undead, CE

Armor Class-	12	leader 16			
Hit Points (5d8)	22	leader 40			
Speed 30 ft.					
STR	DEX	CON	INT	WIS	CHA
13	15	10	7	10	6
(+1)	(+2)	(+0)	(-2)	(+0)	(-2)

Damage Immunities poison

Condition Immunities charm, exhaust, poison

Senses DV 60'. Perception +0

Languages- Common

Challenge 1 (200 XP)

Actions

Bite: +2 to hit, (2d6+2).

Claws: +4 to hit, (2d4+2). If not undead or elf make a Con ST (DC 10) or paralyzed (SE) 1 min.

#6 Captains Quarters & Secret Chamber

The door to this chamber is locked (DC 13 Thievery to open). This has kept the contents intact from the undead that one time roamed the halls. Describe the captain's chamber as being better made and contains several pieces of furniture that is made from other woods that has lasted far better than that found in the normal soldiers chambers. Several rugs still cling to the walls showing landscapes from a far away home.

Characters should be clued in to search this chamber since it would be the obvious one to search. A Perception check (DC 15) is needed to find the secret door leading to room 6a and an Investigation check (DC 13) is needed to determine how to open it. A half hour of bashing it with a stone table or such will also open it.

Read the following once the secret door is opened.

Before you stands a dark chamber that flares to light in response to the door opening. Torches along the wall flare up one by one as if tied to a series of gears tied to the doorway. A large stone statue of a dwarven god stands on the opposite end of the 20x20ft chamber. To the right as you enter is a chest flanked by two tables holding several weapons and suits of armor. A pair of flying battle axes silently rise and maneuver towards you.

Flying axes animate unless the command word is spoken when first entering the room. Pc's will have no idea of the command word as it has been lost in history. A large statue of a dwarven king is in the center of this room. Crossbow bolts randomly shoot

out starting 2 round after the door is opened. A chest flanked by 2 tables upon which rests the animated axes holds treasure.

On the second round of the encounter allow characters not directly engaged in fighting a Perception check (DC 13) to notice that several small doors on the statue have opened and it looks like the tips of crossbow bolts are sticking out.

Read the following on the third round of combat.

The statue begins to creak and move in stunted anger after sitting idle for hundreds of years. From inside the statue you can hear gears and pulleys working some sort of troubling crossbow barrage.

The statue trap can be destroyed with direct damage or can be disabled from either inside it or from the outside. A locked hatch (Thievery DC 13) is accessible from the rear of the statue (literally). The one flaw of the statue is that it cannot target characters on the direct sides of it, only in front.

Treasure: A mithral chain shirt. Most of the other weapons and armor is still serviceable but outdated. GM to determine types and amounts.

Trap; Crossbow Statue

AC	15
HP	100
Disable from outside	15
Disable from inside	12
Challenge 3 (700 XP)	
Initiative	+4

Abilities

False Appearance. Indistinguishable from a normal statue until it attacks, unless being actively searched.

Actions

Multiattack: Make two ranged attacks.

Crossbow: +5 to hit, (1d10) plus poison.

Con ST (DC 14) (2d6) damage plus blinded for 1min. (SE)

Animated Axe (2)

Sm. Construct, Un

Armor Class- Natural	17				
Hit Points (5d6)	17				
Speed 0 ft., fly 50 ft.					
STR	DEX	CON	INT	WIS	CHA
12	15	11	1	5	1
(+1)	(+2)	(+0)	(-5)	(-3)	(-5)

Saving Throws Dex +4

Damage Immunities poison, psychic

Condition Immunities blind, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses blindsight 60ft. (blind beyond), Perception -3
Languages nil
Challenge 1/4 (50 XP)
Abilities

Antimagic Susceptibility. Incapacitated while in the area of an antimagic field. If targeted by dispel magic, the armor must succeed on a Con ST vs. caster Dc or fall unconscious for 1 min.

False Appearance. Indistinguishable from a normal weapon while remaining still.

Actions

Battleaxe: +3 to hit, (1d8+1).

#7 Gargoyle Aerie

This area is accessed from the inside of the keep. A set of stairs leads to a hall that will lead to the 2nd floor outside. The gargoyles also occupy a 3rd floor battlement outside that is entered through their lair.

Light from outside can be seen gathered around the cracks in the door. You also notice the whistling of the air coming through the cracks. You expect this may be the lair where the gargoyles came from.

Read the following once the party opens the door from the landing or climbed up the side of the fort to access.

This hall leads to a 20x20 ft. guard chamber at the end. In the hall, a 10 ft. section of the wall to your left has fallen and exposes the courtyard below 20ft down. Scattered bones and random adventuring gear lay about along with random coins.

Peering out from the guard room are 2 gargoyle statues standing motionless. You don't expect to be caught again unaware.

The upper 2 rooms of the tower serve as the gargoyle lair. They have little need to bother the gorgon and patiently wait until explorers and other sources of food come to the pass.

Two of the remaining gargoyles are in the guard room and the third is on the battlement ready to enter the fallen section of wall and flank any pc's. Place any other gargoyles that may have escaped the first encounter here as well.

Treasure: Scattered among the guard room and battlement are the remains of past victims. 100gp, 15pp, 50sp, 2 po. of greater healing.

Gargoyle (3)

Med. Elemental, CE

Armor Class- natural 15
Hit Points (7d8+21) 52
Speed 30 ft., fly 60ft.

STR	DEX	CON	INT	WIS	CHA
15	11	16	6	11	7
(+2)	(+0)	(+3)	(-2)	(+0)	(-2)

Damage Resistances non-magic weapons except adamantine

Damage Immunities poison

Condition Immunities exhaustion, petrified, poisoned
Senses DV 60", Perception +0

Lang. Terran

Challenge 2 (4500 XP)

Abilities

False Appearance. While motionless it is indistinguishable from an inanimate statue.

Actions

Multiattack: Make two melee attacks.

Claws: +4 to hit, (1d6+2).

Bite: +4 to hit, (1d6+2).

Whats Next?

Having found and explored the mountain pass will lead to celebration once the characters arrive back in Phandalin or Wave Echo Mine. Gundren would be eager to continue pushing farther to see if the old road leads to the town of Westbridge. He has heard the stories of Southcrypt and may need that area explored before any road can be considered safe.

Characters are also free to push on past the mountain pass and into the Kryptgarden Forest. Several more ancient keeps and mines can be found in addition to Shouthcrypt. Rumors of an ancient green dragon that lairs in the woods as well as a mysterious figure who wears a golden mask stirring up trouble with the local hobgoblins.

Awarding Experience Points

Experience in this area should be based on each encounter rather than the whole area. Some encounters may be avoided or missed and would change the total amount of experience gained.