

E1

**Compatible with the
Swords & Wizardry™ game**

Mini-dungeon Module E1

Blue Crystal Mine

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 1-3



An elven smith has recently relearned the long-lost secret art of crafting with the blue crystal known as azurite. He's promised to craft you a few magic weapons, provided you can get him some of the crystal...

Blue Crystal Mine 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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Dazegoneby**

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

Mini-Dungeon Module E1

Blue Crystal Mine

An elven smith has recently relearned the long-lost secret art of crafting with the blue crystal known as azurite. He's promised to craft you a few magic weapons, provided you can get him some of the crystal. The good news is he knows where you can find some. The bad news is there's a group of bandits in the way. Oh, and then there's the cave-in...

About This Product

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

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

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

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

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

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



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



This symbol indicates there's treasure in the room.



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

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

About Dungeons of Dazegoneby

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

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Gamemaster's Eyes Only:

There are few elven blacksmiths, fewer still who work in azurite. This was because the secret of working with the blue crystal had been lost to the ages... until now.

Ancient elven artisans loved crafting with azurite, due to the fact that when it was exposed to magic, it produced a soft blue light. As a result, the crystal was used as ornamentation for ritual chambers and wizard's studies across the elven lands.

The elven smith, Wellan Farlight, has relearned the secret of working with azurite. Now however there's a slight problem. The closest known source of azurite was the Blue Crystal Mine, a small, long defunct mine that's since become home to a small group of bandits. Even if one were to make it past the bandits they'd still have to deal with the cave-in which has blocked access to the crystal.

Wellan isn't too keen on letting everyone know he's relearned the secret of working the crystals, especially before he's had time to actually work with some and verify this fact. He's looking to hire a group of able and discreet adventurers to acquire a good bit of the crystal for him...

Set Up

The party could encounter Wellan's shop, Fairlight's Treasures, in any city, town, or village. The novelty of encountering an elven blacksmith shop should be enough to entice the group to investigate. If this isn't the case, they could hear a rumor at a local tavern or inn that Wellan's looking to hire a group of adventurers.

Once approached, Wellan will explain how he's rediscovered a method of working with the "magic responsive" azurite and

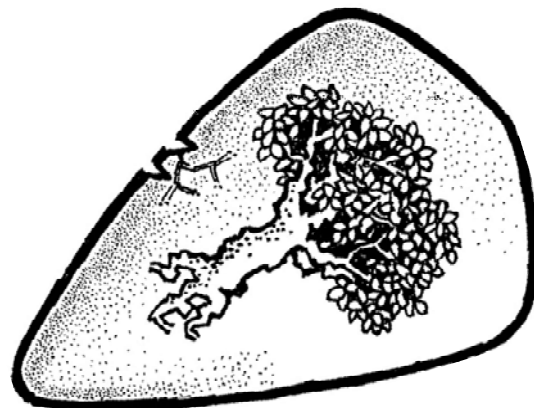
he's now looking for a group to retrieve whatever they could of it from an old abandoned mine. In exchange for their efforts he'll craft an azurite weapon or item for each of them (see New Magic.)

If the group agrees he'll sigh, then admit he should warn them that the mine isn't exactly abandoned. Its rumored that there's a small group of bandits operating out of it. And there's the fact that access to the crystal may be blocked. From what he understands, there was a small cave-in which blocked off the section of the mine where the crystals lie. If the party's still willing, Wellan produces a small map that looks as though it were torn from someone's journal. The map shows that the Blue Crystal Mine lies 5 miles to the north of them.

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.

If there's an elf among the party it's possible that they're contacted by a relative that claims they've relearned the secret of working with azurite and asks their more adventurous kin to acquire some for them.



Farlight's Treasures

Wellan's shop is similar to any other blacksmith's, however it's structure is a little more organic, almost as though the wooden beams that comprised it were still living, growing trees. The products he carries are also notably different from standard blacksmith offerings in that A) they're far more ornate and elaborate, resembling weapons designed more for ceremony than combat, B) they don't seem as durable as their non-elf versions, and C) they're a bit more expensive. Which is why you don't see many elven blacksmith shops...



It's not uncommon for elven and dwarven blacksmiths to exchange barbs when they encounter one another. In a dwarf's opinion, elven weapons "aren't even fit to hang in their child's nursery" while elves see dwarf weapons as "functionally, one *small* step up from rocks and sticks."

Elves are very likely to treat adventurers they encounter armed with elven armor and/or weapons with a greater level of respect than those who are not. Dwarves are just as likely to be amused...

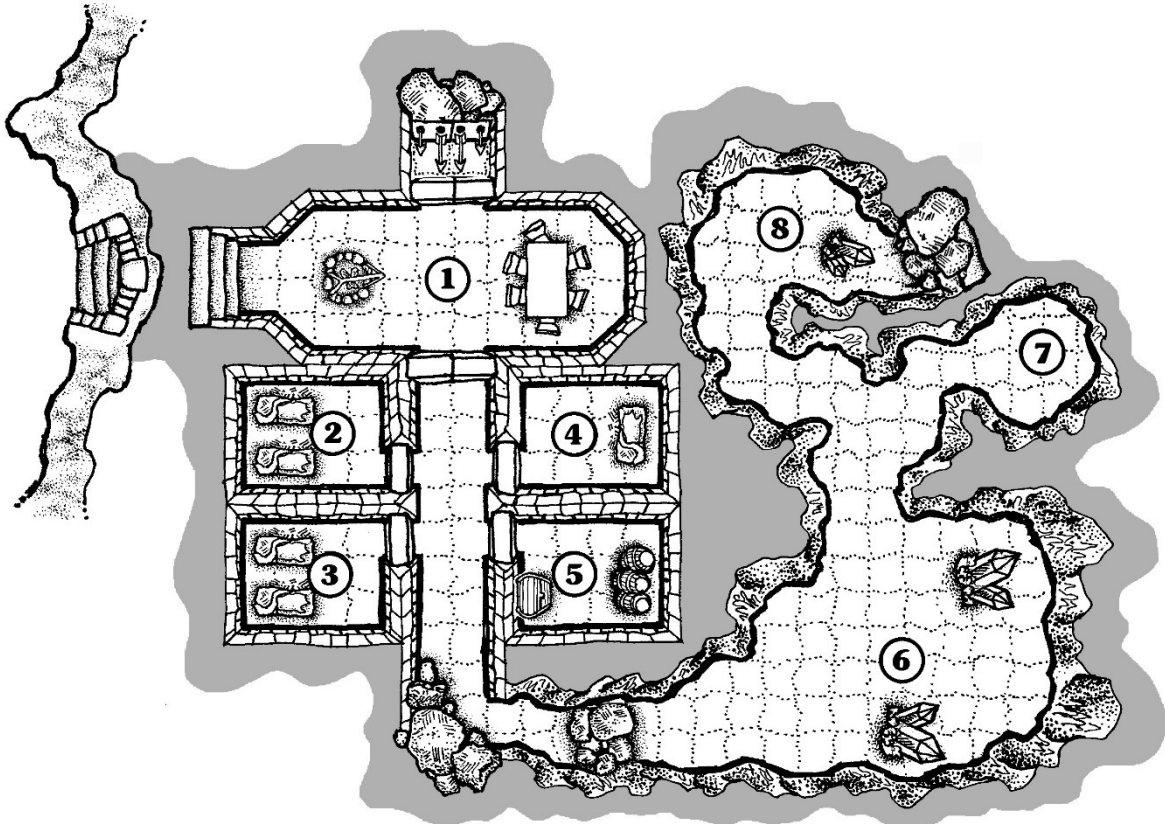
The following weapons and armor are not comprised of azurite, rather they are made of standard materials. They are however impressively ornate, featuring curves and organic designs such as vines and leaves as part of their composition.

FARLIGHT'S ARMOR PRICE LIST		
ITEM	STOCK	COST
Shield	4	20gp
Ring	2	35gp
Chain	2	85gp
Plate	2	120gp

Each time a character wearing elven artisan armor is struck by a "natural" to-hit roll of 20 there is a cumulative 10% of the armor being damaged to the point it no longer functions.

FARLIGHT'S WEAPONS PRICE LIST		
ITEM	STOCK	COST
Axe, battle	2	10gp
Axe, hand	2	5gp
Dagger	2	5gp
Flail (two-handed)	2	15gp
Mace, heavy	4	18gp
Polearm (two-handed)	2	15gp
Sword, bastard	2	25gp
Sword, long	4	20gp
Sword, short	2	16gp
Sword, two-handed	2	60gp

Damage die rolls with elven artisan weapons suffer a -1 penalty. Each time an attack results in a natural roll of 1 or 20 there is a cumulative 5% chance of the weapon breaking.



BLUE CRYSTAL MINE

1SQ = 5'

Key to the Blue Crystal Mine

Wellan will give the party the map from the journal before they leave Farlight's Treasures. If there's a dwarf among the group he'll reluctantly hand him or her a hammer and chisel, thinking them the most capable at collecting the crystals, otherwise the tools will go to the same player as the map.

The map is easy enough to follow, leading the group to the mine entrance, located in a small valley, 5 miles to the north.

When the players arrive at the Blue Crystal Mine, they'll notice a quantity of smoke, produced by the campfire located in **Area 1**, drifting from the entrance.

1. Common Room

A wide set of stone stairs descends to an oblong room 20' wide by 50' across. Something's cooking in a pot hanging over a fire pit near the entrance.

There are four bandits here, playing cards at a table near the opposite end of the room. A large pot holding a pleasant-smelling stew simmers over a fire in a pit near the entrance.

Since at least one of the bandits will be sitting in a chair facing in that direction, the party will likely be spotted as they enter the room. The bandits will leap up from their chairs and move to attack the intruders once they're aware of their presence.



Opening either of the double doors on the north wall triggers an arrow trap. Two arrows will fire when the left door is opened and two will fire when the right door is opened. The arrows strike the player that opens the door unless they take some precautions, such as opening the door while standing off to one side, in which case the arrows could strike another party member. The arrows deal 1d6 damage each. The bandits may attempt to maneuver opponents in front of these doors during combat, attempting to spring these traps on them.



Bandits (4): HD 1; HP 6,6,5,4; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 1/15; Special: None.



The bandits wear coin pouches on their belts containing 25gp each. An additional 10gp and 100sp sit in the "betting pool" on the table. A well-used deck of cards as well as the hands discarded by the bandits lie next to the pile of coins.

2. First Sleeping Chamber

This room contains two beds made out of standard bedrolls resting upon crude wooden frames.

This room is the sleeping area for two of the bandits encountered in **Area 1**. The bed frames were pieced together from bits of a wagon, assumingly belonging to the same victims they robbed the bedrolls from. Sacks located beneath both beds contain two sets of extra clothes.

There's nothing of value here.

3. Second Sleeping Chamber

The contents of this room look as though they were rummaged through. There are two wooden frames here that once held the bedrolls that now lie on the floor. A pair of empty sacks and clothing are scattered about the room.

This room served as the sleeping chamber for the other two bandits encountered in **Area 1**, up until the point they caught a glimpse of the spider.

The creature had somehow gotten into their room, possibly squeezing through the debris blocking access to **Area 6**. The bandits tore the room apart looking for it but they couldn't find its hiding spot. They're now reluctant to return to the room, and have taken to sleeping in the common room.

If the players search the room they'll discover the spider hiding in one of the discarded sacks.



Giant Spider (1ft diameter): HD 1+1; HP 6; AC 8[11]; Atk 1 bite (1hp + poison); Move 9; Save 17; CL/XP 3/60; Special: lethal poison (+2 saving throw)

4. Leader's Sleeping Chamber

A man sits of the edge of the bed in this room, going through the contents of a small wooden coffer. He seems both surprised and annoyed at your sudden intrusion.

This is Carlon Smythe, leader of the bandits. He's in the process of adding a few choice items from a recent bit of skullduggery to his stash.

Carlton assumed that any sounds of combat that reached him from **Area 1** was just the sounds of the card game de-evolving into fisticuffs, as it usually did.

"Crazy" Carlton tends to get a little carried away during combat...



Carlton (berserker): HD 1; HP 7; AC 7[12]; Atk 1 weapon (1d8); Move 12; Save 17; CL/XP 2/30; Special: +2 to hit in berserk state.



The wooden coffer contains a silver ring worth 25gp, a silver necklace with a small gemstone pendant worth 80gp, and 300sp lying loose. It also holds the key to **Area 5**.

5. Store Room



The door to this room is locked. It, along with the as the rest of the doors found here, are comprised of solid stone. The lock will have to be picked or opened with the key found in **Area 4**.

Three wooden barrels line the rear wall of this room. A large wooden chest sits to the right of the door.

The bandits sell the majority of the items they acquire to a trio of shady merchants operating out of nearby towns. The things the bandits kept for themselves are stored in this room.

A group of 3 pickaxes and 3 shovels are sanding in the room's southwest corner.



The barrels contain the following: Barrel #1 is half full of dried meat, Barrel #2 contains 2 dozen torches, Barrel #3 holds 3 blankets and 3 heavy cloaks.

The chest contains 3 sets of leather armor, 3 short swords, a sack holding 2,000sp, and a sack holding 4,000cp.

6. Crystal Cavern



The passage to **Area 6** has been blocked by a cave-in. It will take 1d3+1 hours, minus 1 hour for each dwarf in the party (with a minimum of at least 30 minutes) to carefully clear away enough of the rocks and debris to create an opening for the party to crawl through. For every 30 minutes of digging there is a 30% chance of additional debris raining down from above dealing 1d4 damage to all engaged in the digging. The chance of this decreases by 10% for each dwarf in the party. Tools for digging can be found in **Area 5**.

After clearing away some of the rubble, you manage to squeeze through an opening into a large cavern beyond.

Once the party is able to bring a light source through to the cavern, they'll be able to make out a blue crystal formation at the far edge of their torch/lantern light. They may also detect four large creatures skittering about in the darkness...

A small group of worker ants have made their way into this cavern through an opening at **Area 7**. They're currently exploring this area in search of food, which they may have just found...



Giant Worker Ants (4): HD 2; HP 11,10,9,8; AC 3[16]; Atk Bite (1d6); Move 18; Save 16; CL/XP 2/30; Special: None.



After the ants have been dealt with, the players can attempt to collect the crystal found here (see Collecting the Azurite.)

7. Small Cavern

A rough 2' wide circular opening sits on the floor of this small cavern near its rear wall. Small bits of gravel surround the hole.

The giant ants found in **Area 6** burrowed their way into the mine here. The opening leads into a network of tunnels which comprise the giant ant's nest. The gamemaster should attempt to dissuade any characters eager to fight additional ants from making their way into the nest. The nest contains close to 100 ants including a queen. For a group of low level characters entering the nest would be a death wish. Players determined to investigate find that after squeezing through the opening and crawling for 30' the passage opens up into a large chamber, wherein the sounds of hundreds of scurrying feet and scores of angrily clicking mandibles echo off the walls.

The best course of action would be for the players to block this hole, maybe with some of the stone removed from the opening to **Area 6**, to ensure that they aren't surprised by any additional ants while they're collecting the azurite.

8. Glowing Cavern

A soft blue glow emanates from the passage to the north.

Investigating the source of the glow, players follow a small passage to the

north which opens up into a 15' by 25' chamber. A medium deposit of azurite stands near the east wall. This crystal is charged and glowing slightly. Once the group moves within 10' of the azurite a crystal imp (see New Monsters) will emerge from behind the glowing deposit and attack.



Crystal Imp: HD 3; HP 18; AC 6[13]; Atk 1 claw (1d3); 4 shards (1d3) Move 6; Save 14; CL/XP 4/120; Special: Magic heals, half damage from slashing and piercing weapons.



Lying near the azurite deposit are the skeletal remains of a dwarven explorer. A rotted backpack containing a hammer, chisel, and a small bit of azurite lies on the ground next to it. It looks as though a single *potion of healing* rolled from the pack, coming to a rest against the crystal deposit found here. The close proximity of the magic potion was enough to charge the azurite over time.

After the crystal imp's dealt with, the players can attempt to collect the crystal found here (see Collecting the Azurite.)

Collecting the Azurite

Care must be taken in collecting the azurite lest it shatter into shards too small for use in creating weapons (though the small bits could still be used for arrow-heads or ornamentation purposes.)

The two deposits found in **Area 6** and one found in **Area 8** should bear enough azurite for Wellan to create a weapon or item for each player and still have enough left over to pursue his own endeavors.

If a dwarf is attempting to collect the azurite roll 1d4 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 2d4 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, yielding up to 24 usable chunks total. Calculating and carefully making a strike takes 5 minutes.

The deposit in **Area 8** is charged. It will take at least a half hour for the charge to fade after all magic has been moved 20' away from it. Attempting to mine charged azurite increases the chance of the chunk shattering to a cumulative 20% with each strike. If it shatters while charged it deals 4d4 damage to all creatures within 20' of the deposit (save for half damage.)

Once the azurite has been collected there's still the problem of transporting it. Each chunk weighs anywhere from 2 to 20lbs and its razor-like edges will tear through standard cloth sacks. A leather backpack could hold a couple of pieces, however a piece large enough to yield a sword will require a different means of transport. The players could utilize the barrels and chest found in **Area 5**. Likewise, they may be able to bundle up the chunks in the blankets and heavy cloaks found in **Area 5** or bedrolls retrieved from the sleeping chambers.

Then there's the ants. Failing to block off the entrance to the nest in **Area 7** will result in the players encountering 1d6 giant worker ants if they engage in mining here for more than one hour.

It takes 1d10 years for an azurite crystal deposit to grow/re-form.

Wrapping Up

Once the players return to Wellan with the azurite he'll let them each choose one of the items from the following list to create for them: *Azurite Amulet*, *Azurite Arrows (20)*, *Azurite Flask*, *Azurite Lantern*, or *Azurite Weapon* (dagger, heavy mace, long sword, or short sword.)

Each item will take at least one week to create, so the players will have to either choose to hang around or return to Farlight's Treasures at a later date to collect their rewards.



Continuing the Adventure

Here are some suggestions for further adventures:

✕ Wellan possesses a journal containing the secret of working with azurite. He's deciphered a clue hidden in the journal which reveals the location of a shield comprised entirely of the blue crystal.

✕ Finding the dwarven remains in **Area 8** in an elven mine is suspicious, especially one in possession of a sample of azurite. Was the cave-in the work of a dwarven spy? Then there's the question of who killed him? The party may find themselves attempting to quell rumors they had a hand in starting, or else be responsible for setting elven/dwarven relations back a 1000 years...

✕ Having exhausted the azurite found in the Blue Crystal Mine, Wellan sends the players in search of another source.

✕ The trio of shady merchants that the bandits unloaded their stolen goods through are annoyed to find their source of cheap stock slain. They hire a pair of assassins to find and kill their killers.

✕ A sword created for a player somehow becomes demonically possessed. The good news is, three times per day the owner can will the sword to fire a crystal shard at a target up to 30' away which deals 1d4 damage. The bad news is, the demon wants the player to help it get out of the sword. The demon will occasionally cause a shard to shoot at bystanders or allies until the player agrees to help it.

✕ The players discover a flaw in Wellan's craftsmanship when one of their azurite weapons become over-charged with magic and explodes. They race to warn Wellan, who's currently overseeing the installment of azurite ornamentals in the bed chamber of an elven princess.



NEW Magic

Azurite Crystal

This dark blue crystal has latent magical properties which cause it to glow in the presence of magic. It was often integrated into the structure and ornamentation of ancient elven temples, ritual chambers, and anywhere else it could be exposed to magic.

The crystal is also alleged to have been used in items with a more functional nature, such as lanterns or even weapons. When utilized in this fashion however the azurite must first undergo a long and elaborate strengthening ritual, the secret of which has been lost to the ages. Such items are designed to take advantage of the azurite's magic responsive properties, the strengthening ritual amplifying it to the point where the crystal can become charged when magic is used in its vicinity.

Charged azurite has a variety of uses. Some rumored applications of the blue crystal are as follows:

Azurite Amulets: A small chunk of azurite held within a silver amulet. Bringing one of these amulets within 20' of a magic item or an area/target under the effects of an active enchantment or spell will cause the crystal to glow.

Azurite Arrows: Standard arrows tipped with shards of azurite. Casting a spell within 20' of these arrows will cause them to become charged for a number of hours equal to the level of the spell. While charged the arrowheads will glow with a dim blue light. When a charged arrowhead hits a target it deals an additional 1d4 damage. An azurite arrow can only be fired once.

Azurite Flasks: A crystal flask designed to hold a magic potion. While filled with a potion the flask emits light equivalent to

that of a torch, although it does have a blueish tinge to it...

Azurite Lanterns: Azurite lanterns are designed to be the recipient of a *light* spell. Casting the spell on the lantern will cause it to produce light equivalent to a hooded lantern. The azurite causes the spell to remain active for twice as long as normal.

Azurite Shields: These shields range from standard shields studded with varying quantities of azurite to being entirely comprised of the crystal (although these are usually too heavy for extended use by anyone with less than an 18 strength.) These shields grant a magic resistance of anywhere from 5% to 40% to their owner while employed (depending upon the amount of azurite used.)

Azurite Wands: Comprised entirely of the blue crystal, azurite wands function as standard wands however they produce a soft blue light, illuminating everything in a 20' radius, provided they contain at least one charge. When a charge is expended from the wand there is a 30% chance that the wand will immediately regain a charge. Unlike most standard wands, azurite wands cannot be recharged by casting a spell into it.

Azurite Weapons: These are usually one-handed weapons that function the same as the non-azurite version until a spell is cast within 20' of it. At this point the weapon becomes charged, functioning as a +1 version for a number of hours equal to the level of the spell. Unfortunately, azurite weapons are prone to shattering. Each time the wielder of one of these crystal weapons rolls a natural 1 or 20 on their to hit roll there is a 20% chance of the weapon shattering. If a weapon shatters while charged it does so violently, dealing 1d4 points damage to all creatures within 10' of it.

NEW MONSTERS

Crystal Imp

These rare creatures are created when lesser demons attempt to pass over into the higher plane by focusing on a deposit of magically charged azurite and using it as a conduit. At times, something will go wrong during this process and the demon will find itself trapped in the crystal.

They are nasty little creatures, standing a little over two feet tall, with a mean disposition that comes from being trapped in a crystal form for all eternity.

The azurite they're comprised of will glow when magic is present. The "magic reactive" properties of the blue crystal also have an additional effect; whenever the imp is struck by a magic attack or

magic weapon, the attack will immediately heal the imp for 1d4 points before dealing its damage.

In combat, a crystal imp is capable of making a ranged attack which involves flinging crystal shards at its opponent. It uses this attack sparingly however due to the fact that it involves casting off some of the crystal it's comprised of. A crystal imp takes 1 point damage for each shard it flings.

Crystal Imp: HD 3; AC 6[13]; Atk 1 claw (1d3); 4 shards (1d3) Move 6; Save 14; CL/XP 4/120; Special: Magic heals, half damage from slashing and piercing weapons.



Art Credits

We'd like to thank the following for providing great spot art at low cost so that we can keep offering our products relatively cheap.

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The Elvish Blacksmith on page 3 was provided by Gary Dupuis/Purple Duck Games.

The Monster, Treasure, and Obstacle icons were made by Lorc. These are available on <http://game-icons.net>

The "Mace Attack" on page 8 was provided by Miguel Santos, while the "Adventuring Party" on page 9 was provided by Joyce Maureira. Both were released into public domain by Kevin Crawford at Sine Nomine Publishing (thank you!)

The Crystal Imp to the left was created by Indi Martin © 2017

The map for our "old school" Blue Crystal Mine as well as the shield on page 2 were provided by Daniel F. Walthall. More of his work can be found at: drivethrurpg.com/product/182383, available under a CC BY 4.0 license: creativecommons.org/licenses/by/4.0/

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