

**BX4**



# FELHORDE: ERUPTOR'S VENGEANCE

**A BX Adventure Module**







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# Eruptor's Vengeance

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### **Eruptor's Vengeance**

This module is designed for the Swords & Wizardry Light game. The recommended player character (PC) level range is second to fourth level and a quantity of four to six characters is optimal. The adventure is designed, though not exclusively, for novice players, as it contains role-playing, problem solving and combat situations.

In *Eruptor's Vengeance* the players will learn that tangling with a dragon, even if it is dead, can be a dangerous endeavor. Specifically, this adventure presents low level characters with an opportunity to interact in an environment based on the game's most fearsome creature without actually encountering one – a red dragon.

Each location within this scenario contains a description for the players and DM. This scenario can be placed in any forested area of the campaign in use. This is a short adventure and can be threaded into a larger adventure or played on its own.

### **DM's Background**

The scenario starts as the PCs stumble onto the site of a horrific battle. A large party of young adventurers battled an equally young red dragon, Eruptor, to the death. The band of adventurers was attempting to surprise the young dragon in its lair, but had the tables turned on them. Eruptor detected their approach and immediately attacked. The battle was fierce and ended in a draw. Unfortunately for both sides, none survived.

When the PCs search the battlefield, they will find a bone scroll case that contains a map to Eruptor's lair. As the PCs continue to scavenge through the battlefield they will be approached by a group of kobolds led by Aagdrip,

a huge groll. Aagdrip will parley with the PCs in hopes of splitting the loot from the battlefield. However, he will not initiate a battle. Aagdrip and his kobolds will secretly follow the PCs to the dragon's lair, wait for them to leave, and set an ambush when the PCs emerge from the lair.

The dragon's lair is an abandoned mine, not far away from the battle field. Long ago an earthquake destroyed most of the mine and created deep chasms across the few tunnels that remained. Eruptor discovered the mine and decided it would make an excellent lair because of its natural defenses. The dragon captured a group of fire beetles and laid several traps for those that dared enter.

Finally, a group of gnomes that have been spying on Eruptor have noticed he has been gone much longer than normal. They have engineered a raid on his lair. Unfortunately for them, a white drake has infiltrated their ranks and plans to betray them. Then the PCs arrive...

### **Player Introduction**

For the past few hours a nauseous odor has been carried on a warm summer breeze. Your party has followed the vile smell even though all your senses warn of danger. It is the smell of death that you follow. As the forest gives way to a small glade, horror fills your eyes. Charred and mutilated bodies litter the ground. In the center of the carnage a small dragon, feathered by arrows and cloven by many blades, lies motionless. All know what happened here; a heroic battle of epic proportions, wherein the participants were rewarded with death.





**DM's Description:** Indeed this battle had no winners. The dragon, Eruptor, managed to fry the few remaining adventurers in his death throes. The PCs will be able to determine the fight took place several days earlier.

Searching the corpses is an easy task as only a few items have survived the conflagration. The first item found will be a bone scroll case containing a map that clearly leads to the dragon's lair. However, just after the PCs discover the map, a group of kobolds led by Aagdrip the gnoll will arrive on the scene. Aagdrip's troop will not come close enough for hand-to-hand combat, but will utilize the cover of the forest to disguise their true numbers. Aagdrip will come forward with two kobolds and parley with the PCs. He will demand equal scavenging rights or a finder's fee of 100 gp. Under no circumstances will he start a fight. If the PCs refuse to comply, Aagdrip will inform the PCs that his elite troops have targeted one PC with their bows. If this ruse fails, Aagdrip will exit.

Regardless of the outcome, Aagdrip will stealthily follow the PCs to the dragon's lair. Stats for Aagdrip and his kobolds can be found on page 10.

The following loot can be recovered from the battle field: 210 sp, 95 gp, a jeweled necklace worth 50 gp, two normal swords, four **+1 arrows**, a **+1 shield**, and two bone scroll cases (one contains the map and the other has two magic user spells – *magic missile* and *levitate* (at 5<sup>th</sup> level).

Eruptor consumed a *potion of regeneration* prior to the ill-fated battle. However, due to his large size the potion is working very slowly. Eruptor is regenerating, unperceptively, at a rate of 1 hp per 12 hours. He will awaken 24 hours from the time the PCs enter the glade. He will return to his cave at that time. It is unlikely that the PCs will encounter the live Eruptor in this adventure (the dragon will avoid any contact due to his severely weakened state). See conclusion for further information.

### Eruptor's Lair

The PCs will have no trouble finding the dragon's lair by using the map. There is no chance of encountering a wandering monster as Eruptor has killed virtually every living thing around his cave. The PCs may notice there is a disturbing lack of wildlife as they approach the lair.

#### 1. The Lair

Your map was accurate. Standing alone in a large clearing a low hill marks the entrance to the dragon's lair. A wide cave mouth breaks the smooth, green hillside and darkly descends into the earth. Several trees have been knocked over at the cave entrance. A sign identifies this place as Deepwell Mine. However, the word "Deepwell" has been crudely crossed out and the word "Eruptor" has been placed above it.

**DM's Description:** At this time the players must decide on a marching order and determine what light source they will use to navigate the mine. The mine complex, or what is left of it, may be mapped by the players. There is no natural light in the complex beyond location 2, and artificial light will be required.

## 2. A Dangerous Crossing

Not 100 feet into the mine the dragon's defenses have become evident. A gaping chasm completely bisects the tunnel and disappears into darkness below. The chasm is 20 feet wide.

**DM's Description:** Crossing the chasm can be very dangerous or very safe. There is no specific method the PCs need employ to make the crossing. A thief may attempt to climb walls; however, a -1 (4 in 6 chance) penalty will be applied as the walls are not particularly solid or safe. For example, the PCs may use a fallen tree as a bridge. The players should be encouraged to solve the problem and every reasonable solution should have a fair chance of success. The first character that falls into the chasm will



strike a ledge and suffer 3d6 damage from the fall. The character will be safe on the ledge which is approximately 30' from the upper cavern. Any subsequent character that falls will miss the ledge and fall to his death.

## 3. Run for Your Life

Branching to the west a wide tunnel leads immediately into a large cavern. The cavern looks to be approximately 20 feet wide but the depth is impossible to determine. A small patch of light at the far end must indicate another entrance to the cavern. The light is almost a mile away and the light does not illuminate the cavern in the least.

**DM's Description:** Eruptor used this cavern for sport. He would occasionally capture a human or humanoid and offer them freedom if they could traverse the cavern to the exit on the other side. What the victim did not know is that the cavern holds two distinct dangers. The first is a colony of droppers (see new monster description) that will attack any creature entering the cavern. The second danger is a massive chasm that splits the cavern at its midpoint. Without light, the chasm will not be visible until it is too late. The chasm is more than 100 feet across and cannot be traversed without the aid of magic.

Additionally, the light that can be seen across the cavern is not an exit. It is a small colony of luminescent fungi. The fungi is harmless but glows a bright yellow.

Dropper (8) AC 3; HD 2, hp 9 each; #AT 1; Dmg 1d6; SA None; SD None; MV 30/10; INT 2; EXP 25; THACO 18

If the PCs enter the cavern area they will be attacked by the droppers. The droppers are within 20' of the cavern entrance. There are several skeletal remains in random locations throughout the cavern. There is no treasure in the cavern.

## 4. Curious Webs

A thick layer of spider webs span the tunnel blocking all passage. Lying face down on the opposite side of the web is an armored man.

**DM's Description:** This web is a trap devised by Eruptor. If the webs are disturbed a large section of the ceiling will collapse in the general area (see marked area on map). Those PCs in the area will suffer 2d6 damage or save for half damage. The trap cannot be detected by a thief. The armored man is nothing more than a skeleton in tattered clothing and rusted armor. However, on one finger is a

*ring of dexterity +1*. The collapse will also warn all the cavern occupants that something is moving in the complex.

## 5. The Red Menace

Mounds of bones rise and fall throughout this cavern. Even more noticeable are three dull red lights that illuminate most of the chamber with their pale aura. The lights seem to move slowly through the chamber and occasionally shifting the bone mounds.

**DM's Description:** This room was used by Eruptor as a dining chamber. The red lights are exuded by three fire beetles. The bones cover nearly every inch of the floor and are piled in heaps. PCs moving through the chamber will find it impossible to avoid making noise as bones snap under their feet. The beetles will attack the PCs as soon as they enter the chamber. There is nothing of value in the chamber.

Fire Beetles (3) AC 4; HD 1+2, hp 8, 7, 5; #AT 1; Dmg 1d6; SA None; SD None; MV 60/20; INT 2; EXP 20; THACO 18

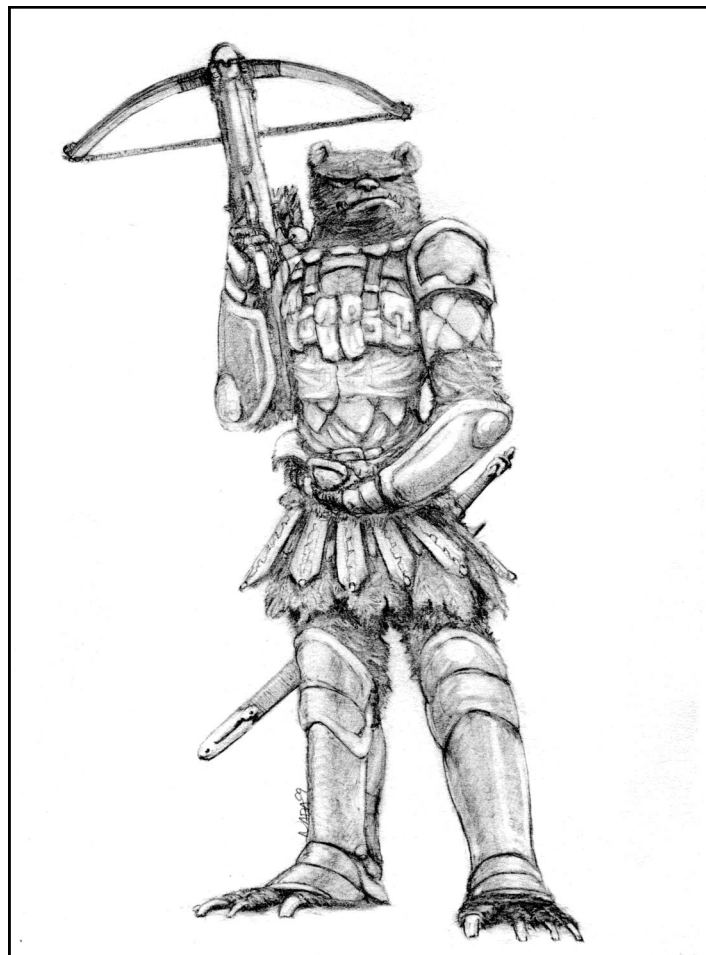
## 6. The Fountain

The incessant sound of gurgling water echoes throughout this chamber. A small pool is fed by a trickle of water falling from the ceiling. The pool is shallow and the water is noticeably clear. A narrow stream of water runs from the pool to a huge chasm at the east side of the room. The water falls over the edge into the chasm and disappears into the darkness below.

**DM's Description:** The crystal clear water of the pool is sanitary and cool. In fact, the water is so refreshing that any who drink will heal 1d3 (half a 1d6 roll) hp. The healing effects will only function once per character every 24 hours.

There is no treasure in this chamber. However, if the PCs take the time to listen, they will hear faint noise coming from across the chasm. Characters that make a successful wisdom check (roll 1d20 less than their wisdom score) will identify several noises including jingling coins, soft footfalls, and muffled cursing in a strange language (gnomish).

The noise is made by a group of gnomes (and a disguised cold drake). The group is making a final trip to steal the remaining pieces of Eruptor's treasure. They have previously looted most of the treasure and taken it to their camp miles away in the deep caverns beneath the mine. The gnomes have detected the PCs and are trying

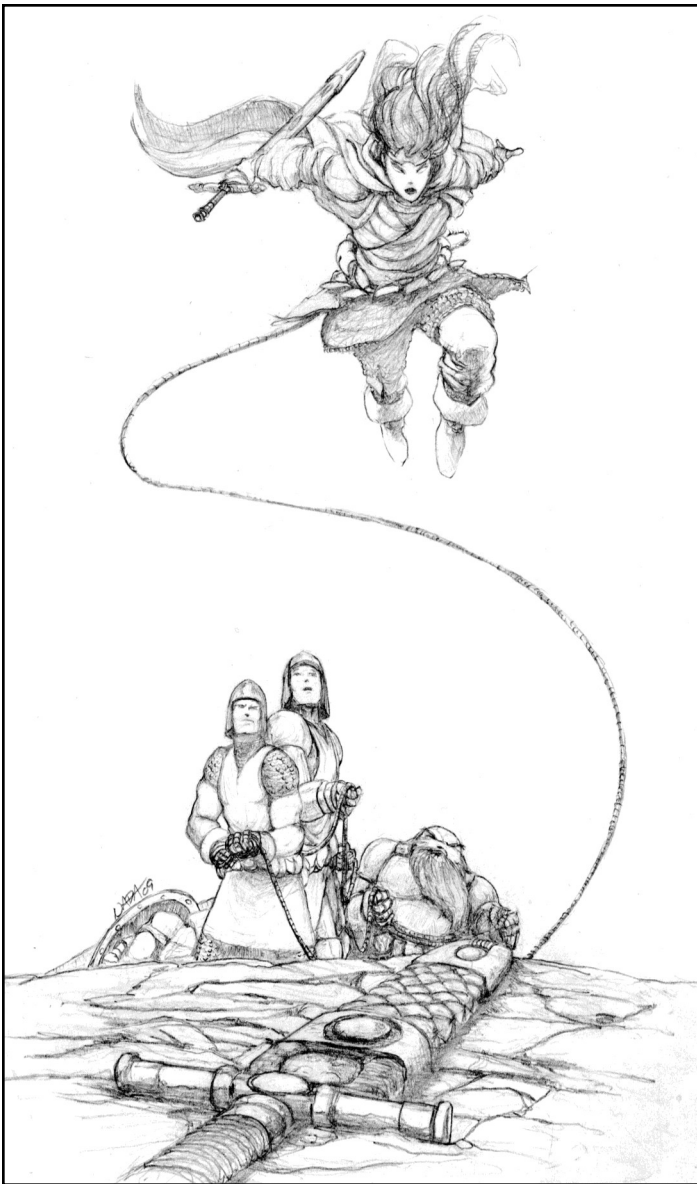


to gather up the remaining loot and retreat using their rope elevator. If the PCs manage to illuminate location 8, the gnomes will engage them with their missile weapons. The cold drake will take cover behind some large boulders and avoid combat.

If the battle goes bad for the gnomes, the cold drake will sound the retreat and they will flee by using their rope elevator. When all the gnomes have boarded the elevator and descended out of site, the cold drake will cut the rope sending them to their doom 1,000' below. As they fall, the cold drake will polymorph back into its normal form and fly back up to a ledge below cavern location 8. The drake will watch the party and attack when they are most vulnerable. The attack could come when the PCs are attempting to cross the chasm (at location 2) or even much later when the PCs are dealing with Aagdrip as they attempt to leave the complex.

## 7. Look Out Below

A pinnacle of stone rises from the unfathomable darkness to create a small island in the center of the chasm. Lying on the stone island is a sheathed short sword.



**DM's Description:** The small stone island (see map) is at the maximum of a human's jumping range from the tunnel. Of course the island has been trapped by Eruptor. It will collapse as soon as any additional weight is added. Therefore, if a PC jumps to the island, it will begin to collapse into the chasm. A PC may attempt to jump to location 8. The PC must make a dexterity check (roll 1d20 under dexterity score) or he will fall into the chasm and be lost forever. If the PC attempts to grab the sword, the dexterity check is made at +4 to the roll. The weapon is a (short sword) *dragonslayer +1, +3 versus dragonkind*.

### 8. The Dragon's Ledge

Dozens of large red scales litter the large ledge that hangs over the chasm. A horrible stench fills the air even as a cool breeze rises from the depths below. The ledge is primarily bare with several large boulders near the back wall. A few coins litter the floor but little else remains to mark the lair of the dragon.

**DM's Description:** In Eruptor's absence a group of deep gnomes has been raiding the dragon's treasure. The deep gnomes have been infiltrated by a white drake bent on stealing Eruptor's treasure horde. The deep gnomes have made several trips in the past day since Eruptor has been gone. They have stored the dragon's horde in a cave at the bottom of the chasm (several miles away).

The deep gnome raiding party is hiding behind the boulders and will fire missile weapons at any PCs they can see. The white drake (currently polymorphed as a gnome) will remain hidden and avoid combat at this time. If the battle goes bad for the deep gnomes, the white drake will sound the retreat and they will flee down their rope elevator. However, once all the deep gnomes have boarded the elevator, the white drake will cut the rope sending them to their doom 1,000' below. As they fall, the drake will polymorph back into its normal form and fly back up to a ledge below cavern location 8. The drake will then watch the party and attack them when they are most vulnerable.

The drake will wait for an opportune time to attack the PCs, and most likely when they have to cross the chasm at location 2. Coincidentally, the PCs will again have to deal with Aagdrip the gnoll.

In their haste to retreat the deep gnomes will leave the remaining loot hidden behind the boulders. If the PCs retrieve the unclaimed loot, the drake will stalk the PCs in order to steal the treasure.

There are two sacks of treasure containing the remainder of the dragon's treasure: 380 sp, 410 gp, four gems worth 100 gp each, a gold ring worth 75 gp, a *portion of regeneration*, a *mace +1* and *leather armor +2* (fit for a halfling).

Deep Gnome (2) AC 4; HD 2, hp 12, 10; #AT 1; Dmg 1d6 short sword or 1d6 light crossbow; MV 120/40; INT 9; SA None; SD Hide; EXP 25; THACO 18. Each of these gnomes carries 20 quarrels for their crossbow. One of the deep gnomes (15 hp) has a *portion of healing*.

Deep Gnome (6) AC 5; HD 1, hp 5 each; #AT 1; Dmg 1d6 short sword or 1d6 light crossbow; MV 120/40; INT 8; SA None; SD Hide; EXP 15; THACO 19. Each of these gnomes has 20 quarrels for their crossbow.

Drake, White (1) AC 0; HD 5, hp 26; #AT 3; Dmg 1d6/2, 1d6/2, 1d6; SA Breath Weapon; SD Polymorph; MV 120/40 f240/80; INT 14; EXP 425; THACO 15

### Aagdrip's Ambush

**DM's Description:** When the PCs have secured their treasure they must exit the mine complex the way they



entered. However, when they reach area #2, they will find Aagdrip and his minions. Aagdrip will have severed whatever bridge the PCs used to cross the chasm. He has set up some hasty bunkers and his kobold archers are using them for protection. Aagdrip will demand the PCs hand over some of the treasure.

Based on how the PCs handled Aagdrip in the first encounter will determine how he handles the PCs this time around. If they were cordial in the first meeting, Aagdrip will return the favor and be true to his word. If the PCs toss over some loot, Aagdrip will throw them a

rope that is securely tied off on his end. He will instruct the PCs to wait until he and his elite troops have withdrawn before they cross. By the time the PCs cross the chasm, Aagdrip will be long gone.

If the PCs were argumentative or even combative in the first encounter with Aagdrip, he will have little enthusiasm for debate and haggling. He will demand all the treasure and will order his kobolds to open fire at the slightest provocation. Aagdrip will remain until the PCs eventually surrender their treasure. There is no food available in the caverns, and the PCs will have to eventu-



ally attempt to exit. The entrance at area #1 is the only method of escape. In either case, Aagdrip has no idea how much treasure the PCs have collected. He will not accept any amount less than 350 gp.

Aagdrip the Gnoll (1) AC 3; HD 3, hp 21; #AT 1; Dmg 1d6+2 w/sword (for strength) or 1d6+2 w/huge crossbow; SA None; SD None; MV 120/40; INT 12; EXP 50; THACO 17 (+2 to hit with sword and +1 to hit with crossbow). Aagdrip carries a normal sword and a huge crossbow (30 quarrels). He is incredibly strong and receives +2 to hit and damage in combat. His crossbow deals +1 damage due to its size and power. Aagdrip wears an menagerie of armor granting him AC 3[16]. He carries a *potion of invisibility* and a *potion of healing*. He also has a pouch containing 35 gp and two gems valued at 25 gp each.

Kobolds (14) AC 7; HD 1+1, hp 4 each; #AT 1; Dmg 1d6-1 short sword or 1d6 short bow; SA None; SD None; MV 60; INT 6; EXP 5; THACO 19. Each kobold has 30 arrows. They wear improvised leather armor. Each kobold has 2d6 gp.

## Conclusion

When the PCs have completed the adventure there may be some loose ends. The PCs may not be rid of Aagdrip, the drake, or Eruptor. Aagdrip can make a good nemesis for low level PCs and could consistently show up at the “worst” time to be thorn in the PCs’ side. Eruptor returns on module **BX20 Felhorde: The Forge Lich**.

Furthermore, when the PCs do make it back to civilization, rumors of their conquest will spread like wildfire. Regardless of how they relate the story, people are only likely to hear: “dragon’s treasure horde.” That may attract all sorts of unsavory attention.

## New Magic Items

### Potion of Regeneration

A very powerful elixir, these potions bestow regeneration of 1 hp per round. The potion has no duration, but will only regenerate a fixed number of hit points. The strength of the potion varies from 21-40 (1d20 + 20) hit points total. The potion will immediately begin the regeneration process even if the imbiber was damaged prior to drinking the potion. The regeneration will replace or re-attach lost limbs and will regenerate those who are killed due to damage. The effects of the potion can be negated by a *dispel magic* spell.



## New Monsters

### **Drake**

Armor Class: 0

No. Appearing: 1

Hit Dice: 5

Save As: F5

Movement: 120/40 fly 180/60

Morale: 10

Attacks: 3

Damage: 1d3 claw / 1d3 claw / 1d6 bite or by weapon

Alignment: Chaos

Special Attacks: Breath

Special Defense: None

Intelligence: 7 +1d8

Treasure Type: P (C)

Experience: 425

THACO: 15

Drakes are some relation to dragons, but much smaller, though no less vicious. Completely evil in every regard, Drakes desire treasure with an unquenchable desire. They will go to extremes to steal treasure and no depravity is too low if the end result is more wealth.

Drakes appear normally as dragons but are man-sized. They come in all forms and colors, but only as evil dragons. Additionally, Drakes can shape change at will to any demi-human or humanoid form. They often travel this way to avoid attention and solicit information. Some drakes have even been known to infiltrate adventuring groups only to turn on their comrades at the most inopportune time.

The type of drakes include black, blue, green, red, and white. All drakes have a breath weapon attack that mimics the appropriate type of dragon. The drake's breath weapon is less powerful than a traditional dragon and inflicts 2d6 damage with a saving throw for half damage applicable. All drakes have breath weapon range of 5' wide and 20' in length.



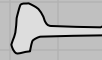
# Eruptor's Lair



Webs



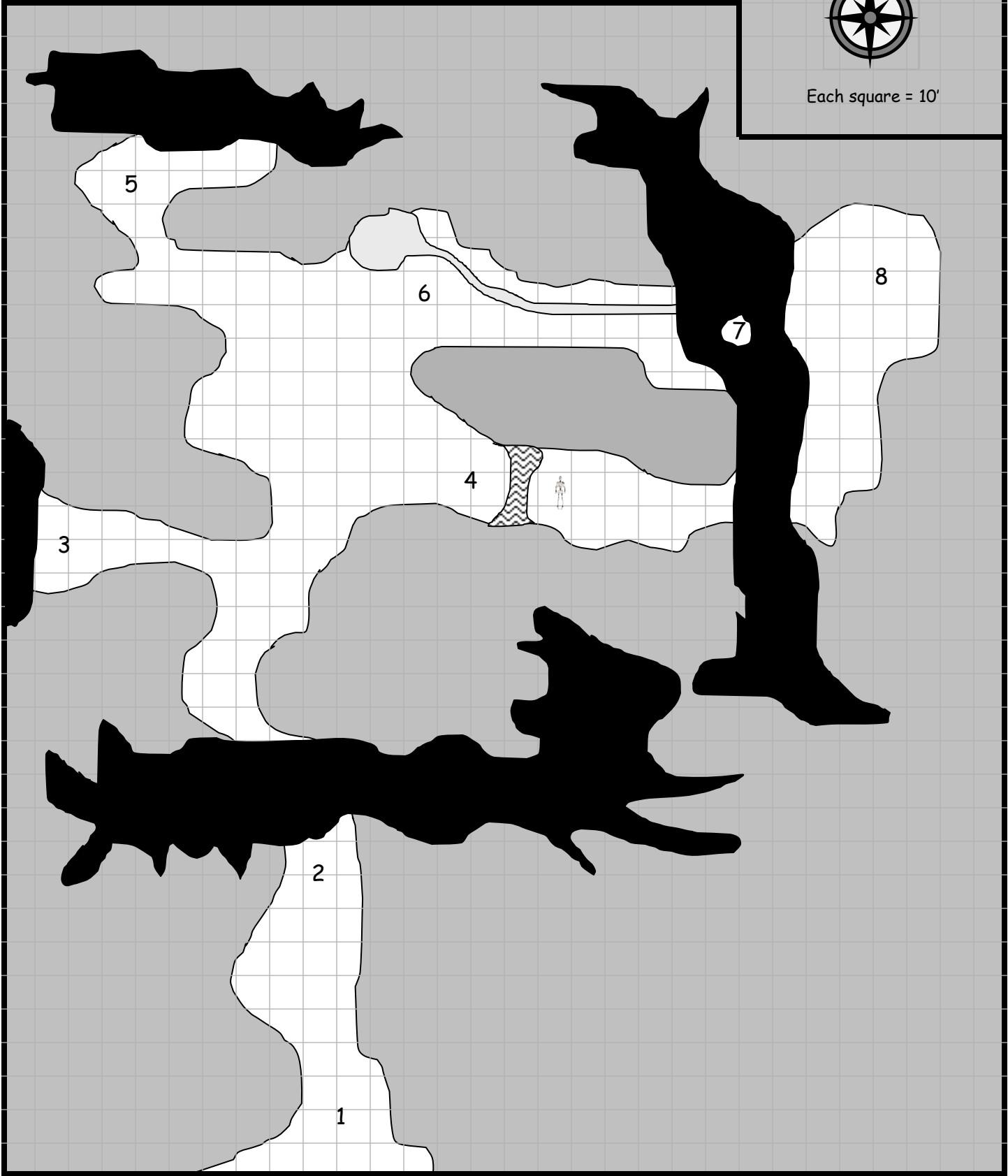
Chasm Area



Pool & Stream



Each square = 10'



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**Eruptor's Vengeance:** In a forest glade a horrific battle has ended in a draw with all the combatants lying in ruin. A red dragon and its attackers have all fallen in glorious battle. Now, the race is on to recover the dragon's treasure horde. But tangling with a dead dragon can be a dangerous enterprise.

This Quick Play™ adventure is designed for 4 to 8 characters of 2nd to 4th level. The scenario requires the use of the BX RPG rules system. Quick Play adventures are designed for a single game session and come complete with everything you need to play including monster reference charts for ease of use for the GM.

