

G7

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Swords & Wizardry™ game**

Mini-dungeon Module G7

Helfire Mountain

by Matthew E Kline

AN ADVENTURE FOR CHARACTER LEVELS 7-9



A doomsday cult opened a portal within Helfire Mountain, unleashing an elemental lord upon the realm. There's a chance of sending him back, however it requires access to the portal and the portal is well guarded.

Helfire Mountain 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.



Dungeons of
Dazegoneby

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

Mini-Dungeon Module G7

Helfire Mountain

A doomsday cult opened a portal within Helfire Mountain, unleashing an elemental lord upon the realm. There's a chance of sending him back, however it requires access to the portal and the portal is well guarded. Salamanders have been spotted near an entrance that leads deep within the mountain. The creatures are determined to prevent anyone from gaining access to the portal.

About This Product

Although it can be scaled by the Gamemaster for groups of other sizes, Helfire Mountain is designed for 4-6 adventurers of level 7-9. 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:

Years ago, a magic user by the name of Emberlin managed to steal a bit of living flame from Infurnus, an elemental lord of fire. This made Infurnus very unhappy, which in turn made the magic user very nervous. Infurnus however was a whole plane away, and Emberlin had used the stolen fire to become one of the greatest fire mages in the realm. This secured him a position as court wizard to King Valden, but more importantly, it secured him a position protected by thick castle walls and heavily armed soldiers.

Unfortunately for Emberlin, a doomsday cult known as the *Children of the Cleansing Flames* journeyed to Helfire Mountain, where they succeeded in opening a portal to the elemental plane of fire and Infurnus forced his way through.

The 30-foot tall elemental is now headed straight for the castle, leaving nothing but ash and devastation in his wake. He even seems to be yelling the court wizard's name. Emberlin tried convincing the king that the creature was simply stating "I'm burning!" but the king didn't buy it.

King Valden has tasked Emberlin with getting rid of the creature but Emberlin's a bit of a coward and the elemental lord is verry big...

Set Up

The party is spending some down time between adventures in a city, town or village when they're approached by a group of soldiers. The soldiers quickly encircle the group, ordering any locals to back away. Then, in a puff of smoke, flame, and brimstone, Emberlin suddenly appears before the party.

"I am Emberlin, wizard to King Valden. Perhaps you've heard of me? If not you soon will, because there's an enormous fire lord striding across the countryside bellowing my name." The wizard looks nervous for a moment then reaches into a

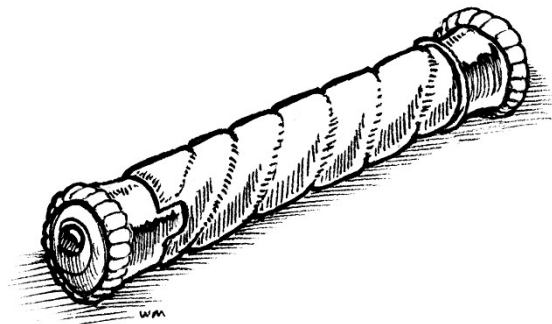
pouch by his side and pulls out a glass globe. The interior of the globe seems to be on fire. "The creature is after this. It contains a bit of fire I stol... uh... obtained from him. I, as well as King Valden, require a group of brave adventurers to take this globe to Helfire Mountain and throw it into a portal that's opened there. Throwing this bit of him in should yank the creature back along with it. They're apparently still connected in some way." The wizard seems lost in thought for a moment then continues, "In exchange for this act of bravery the king will reward you handsomely. To the tune of 10,000gp. Plus, you'll have the undying gratitude of a king, which is pretty good right there..."

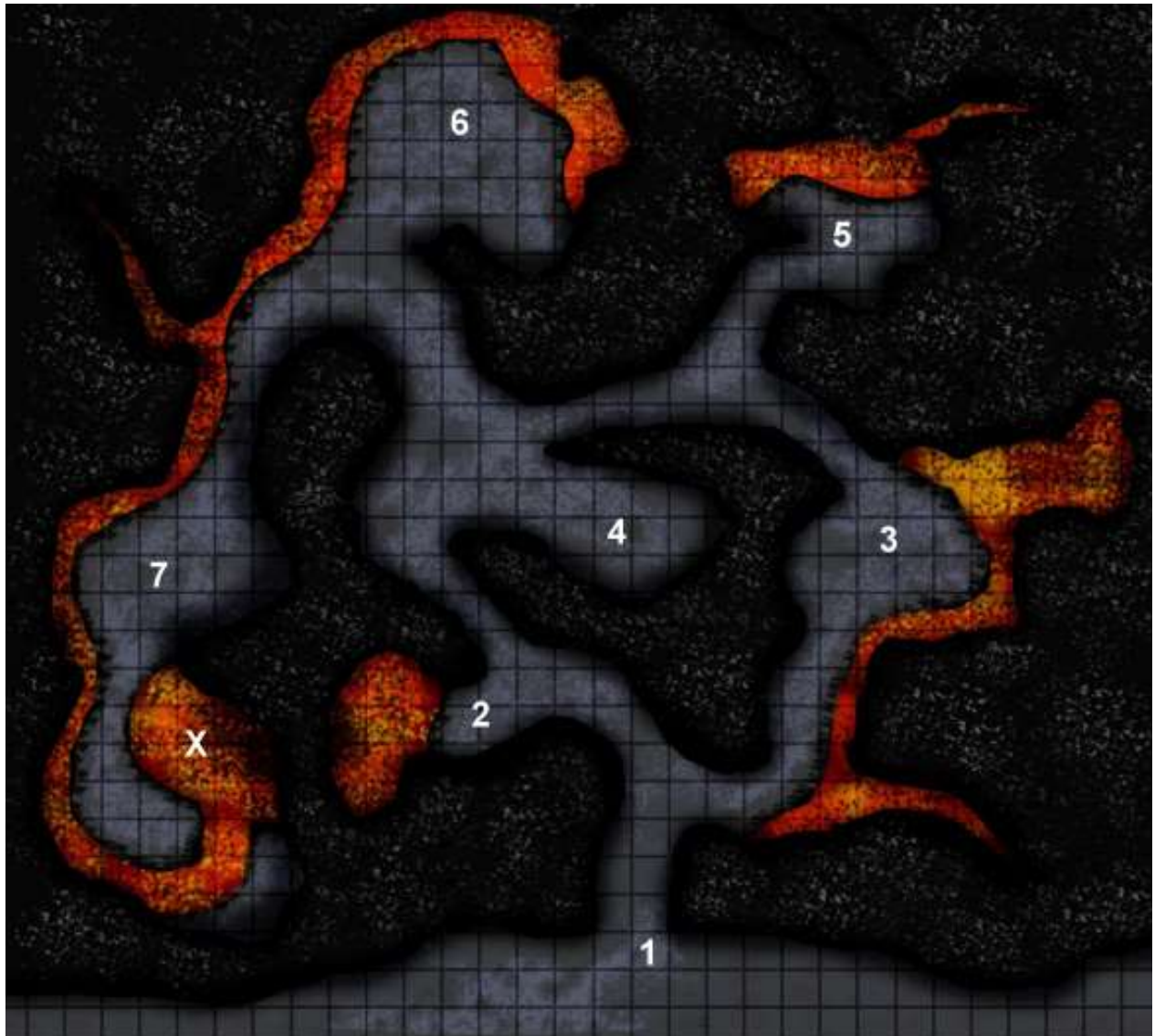
The group just barely hears something yelling what sounds like "I'm burning!" in the distance. The wizard goes pale and quickly hands the globe to one of the party members. "I'll be awaiting news of your success at the castle. Oh! And there may be, you know, minions." He gives the party a weak smile then vanishes in a puff of smoke. One of the soldiers hands the group a scroll case containing a map to Helfire Mountain then asks if they know where they can get a drink around here.

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.

Perhaps the party has served a king before and they're summoned back to his court to deal with the elemental lord.





HELFFIRE CAVERNS

1SQ = 10'

Helfire Mountain

The site known as Helfire Mountain is actually a long dormant volcano. It's also one of the few places in the realm where the boundary between the planes is at its weakest. This weakness was exploited by a small cult in their desire to fulfill a doomsday prophecy by opening up a channel to the elemental plane of fire. They sought to release a wave of fire that would sweep across the realm. What they got was Infurus. And while his emergence

into Helfire did bring fiery doom to the cult, he was less concerned with fulfilling "end of world" prophecies and more concerned with retrieving the piece of him that was stolen by Emberlin.

Helfire Mountain lies only a few hours away. The journey is relatively peaceful, disturbed only by the occasional distant scream of "I'm burning!" from an enormous fire elemental looming in the distance. Luckily he seems to be heading away from the group. The party soon comes across a wide still smoldering path

created by the elemental's passing and easily follows it to a cave entrance at the base of Helfire. Just as the group spots the entrance they hear the distinct cry of "Emberlin!" coming from behind them. Turning, they see the fact that Infurnus has now turned and is heading their way, apparently homing in on the piece of him contained within the globe they carry. He's still a good deal off however he's *verrry* big. It won't take long for him to cross the distance between him and the group. They should probably get to the portal as quickly as they can...

Key to Helfire Caverns



The *Globe of Eternal Flame* (see New Magic) given to the players by Emberlin should protect them from the heat generated from the lava found within Helfire. It won't protect them from the elemental flames or heat wielded by the creatures within. It also won't be too effective against damage taken from lava. Players who stumble into or get knocked into the lava throughout these caverns will take 6d6 damage. Those unlucky enough to wind up in lava outside the globe's range must save vs. death before taking 10d6 damage from the lava. In both cases the player must immediately scramble out of the lava to avoid burny molten rock death.

1. Entrance

Two snake-like humanoid creatures stand guard before a passageway into the mountainside. The air around them shimmers as though they were giving off a tremendous amount of heat.

Two salamanders have been posted here as guards. If attacked, one will attempt to summon the fire cats (see New Monsters) from **Area 3** to their aid.



Salamanders (2): HD 7; HP 38,26; AC 5 [14] (torso); 3[16] (serpent body); Atk Touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6); Move 9; Save 9; CL/XP 8/800; Special: Heat, constrict.

2. Fire Cats!

A pair of large cats comprised of living flame stand near a pool of lava near the rear of this cave. They appear to be lapping at it the same way a cat would lap at a saucer of milk.

The fire cats here wandered away from the rest of the group located at **Area 3**. The party may be able to sneak past them if they make an effort to move silently. If they succeed the party may run into this pair elsewhere in the complex.



Fire Cats (2): HD 7; HP: 32,23; AC 3[16]; Atk 2 claws (1d6) Fiery death (3d4); Move 12; Save 9; CL/XP 8/800; Special: Fiery death, Ignite materials.

3. Lava Pool

Molten rock flows along the east wall of this cavern, collecting in a pool to the northeast.

If not encountered at **Area 1** a group of five fire cats will be found here, playing and roughhousing in the lava pool. They'll cease their activities and attack once they realize intruders are present.



Fire Cats (5): HD 7; HP 39,29,28, 25,24; AC 3[16]; Atk 2 claws (1d6) Fiery death (3d4); Move 12; Save 9; CL/XP 8/800; Special: Fiery death, Ignite materials.

4. Lava Rock Statue

Someone thought this 20' x 50' cavern was the perfect place to carve a large statue depicting some sort of fire god.

A 10' wide by 30' tall statue of Infurnus sits at the center of this cave, carved out of a large chunk of lava rock by the cult that briefly took up residence here. The statue is covered with fragments of red gemstones and sports two large rubies for eyes. It holds a steel dagger, roughly the size of a two-handed sword, in one hand.



The gemstone fragments can be pried from the statue with a little effort. These fragments could be worth 1,000gp to 4,000gp to a jeweler or similar craftsman. The rubies are worth 5,000gp each. Care must be taken while removing the rubies to avoid damaging them and reducing their value.

The "dagger" held by the statue is a +2 *flaming two-handed sword*.

Removing the two-handed sword from the statue will cause the statue's mouth to pivot open. A book will fall from a recess hidden within. The cover of the book bears the title *Children of the Cleansing Flames*, along with numerous scorch marks. The book details the short existence of a cult dedicated to the elemental fire lord Infurnus and its members' plans to open up

a portal to the plane of fire here within the mountain so that they might unleash "his cleansing wave of fire upon the world."

5. Flowing Lava

A 20' wide river of lava flows along the back of this cavern. It emerges from the west wall and runs into a narrow channel to the east.

A trio of salamanders are here along with a fire cat. One salamander has waded into the lava and is inspecting the narrow channel trying to decide if it's worth exploring. The group attacks once they're aware of the party's presence.





Salamanders (3): HD 7; HP 38,26, 24; AC 5 [14] (torso); 3[16] (serpent body); Atk Touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6); Move 9; Save 9; CL/XP 8/800; Special: Heat, constrict.

Fire Cat: HD 7; HP 28; AC 3[16]; Atk 2 claws (1d6) Fiery death (3d4); Move 12; Save 9; CL/XP 8/800; Special: Fiery death, Ignite materials.

6. Helfire River

A 10' wide river of lava flows along the west, north, and east walls of this room. It runs through a crack in the east wall.

A fire elemental paces back and forth within this room. It was sent by Infurnus along with the salamanders to protect the portal from being tampered with. It lets out a furious roar and charges the party when spotted.



Fire Elemental (8HD): HD 8; HP 40; AC 2[17]; Atk 1 strike (2d6); Move 12; Save 8; CL/XP 9/1100; Special: Ignite materials.



Lying in the southwest corner of the cavern are the charred remains of a halfling-sized adventurer. His badly burned backpack contains several empty potion bottles (their contents evaporated), a charred ivory scroll case, and a *Figurine of the Golden Lion*, along with the ashes and burnt remains of the rest of his gear. The ivory case holds a *dimension door* scroll.

7. The Portal

A passage here heads south to a large cavern. Lava flows along the west and south walls of the cavern, collecting in a pool to the east. A large fiery ring of energy floats upright over the pool. Its center displays a blasted landscape dotted by an occasional geyser-like column of flame.

A group of six salamanders are here guarding the portal (marked with an 'X' on the map.) They hiss the elemental lord's name as their battle cry when they enter into combat with the party.

The bodies of 13 badly burned cultists, wrapped in still smoldering red robes, are scattered throughout this cavern. The bodies hold nothing of value (other than a reminder not to join a doomsday cult...)



Salamanders (6): HD 7; HP 38,35, 29,26,25,24; AC 5 [14] (torso); 3[16] (serpent body); Atk Touch and constrict (2d8 + 1d6 heat), 1 weapon (1d6); Move 9; Save 9; CL/XP 8/800; Special: Heat, constrict.

Tossing the Globe into the Portal

Throwing the *Globe of Eternal Flame* into the portal after the salamanders have been dealt with is a simple thing. Trying this while engaged in combat is a different story. The gamemaster is free to use whatever means they wish to calculate the chance of success for a player who attempts to do so. As a suggestion treat it as trying to hit a target with AC 4 [15] adjusting the difficulty by 1 for every 10' the player is away from the portal and/or each foe within 5' of the player. Missing the portal means the globe winds up

landing in the lava, however due to thickness of the molten rock and the magic properties of the globe, it will wind up floating on the surface for several rounds. The players should be able to retrieve the globe and try again, provided they have something they can use to “fish it out” that will at least temporarily stand up to the heat.

It’s possible that by the time the players reach the portal Infurnus will have reached the cave entrance. The elemental lord will begin to squeeze his fiery form through the caverns in a bid to get to the sphere. The roar of “Emberlin!” echoing off the cavern walls could add some considerable tension to the scene.

Once the sphere has been tossed into the portal, the cavern will fill with strong howling winds as Infurnus is pulled back to his elemental plane. The living fire he’s comprised of will become a stream of violently churning flames which will get sucked back through the portal. If the players fall to the floor they should be



able to avoid the winds and flame. Failing to do so means taking 4d6 fire damage (save halves damage) and the chance of being blown into the lava, or even sucked through the portal.

If the players remain in the chamber long enough they’ll witness Infurnus pulled into the portal. The creature’s head reforms and roars at the player’s just before it too is sucked through. An enormous flaming hand will emerge and make one last grab at the party before the portal implodes, accompanied by a cave shaking scream as the elemental lord’s hand is severed. It falls to the cave floor in a pile of ash and smoking cinders.

Any minions that still remain in the mountain when the portal shuts will take 4d6 damage as part of their elemental fire gets pulled back to the plane of fire along with Infurnus. A few minions may still have to still be dealt with as the group makes their way out.

With the globe’s protection gone the players will take 1d4-1 damage from the heat generated by the lava for as long as they remain inside the mountain.

Wrapping Up

After the portal’s been shut all that remains is traveling to the castle and giving Emberlin and King Valden the good news. Once the group’s exploits have been relayed to the king and his court, the royal treasurer hands each player a small wooden coffer containing their share of the 10,000gp. Upon hearing that the players severed the elemental lord’s hand, Emberlin will remark that at least Infurnus won’t be mad at *him* anymore. Shooting Emberlin an angry look, King Valden will inform the players that he may be in the market for a new court wizard very soon...

Continuing the Adventure

Here are some suggestions for further adventures:

✘ The rubies taken from the statue in **Area 4** are cursed. Those who possess them are doomed to die by fire. News of the rubies travels fast among merchants in the realm. The players may have a hard time finding a willing buyer, especially after the few unfortunate souls who handle them immediately perished in bizarre fire related accidents.

✘ A less fanatical offshoot of *the Children of the Cleansing Flames* hears of the party's exploits in Helfire Mountain. Mistakenly believing the heroes to have prevented the release of the world razing "flame-wave" and slaying members of their sister cult's death, they now seek fiery revenge against the group.

✘ Long dormant Helfire Mountain suddenly becomes an active volcano, spewing out fire cats...

✘ Emberlin once again seeks out the party's help. Turns out the wizard had a Sphere of Eternal Winds as well...

✘ The severed hand of the fire lord reignites and comes after the party.

✘ A magic user among the group is invited back to the castle to compete in a contest to determine who will be King Valden's new court wizard.

✘ Emberlin, mourning the loss of his sphere (and not learning his lesson), asks the party to accompany him to one of the other elemental planes in a bid to create another. Of course, he may have to trick the party into accompanying him, considering how well things worked out with the last one.

✘ Infurnus channels his rage through fire elementals encountered by the group from this point on. Until the group can find some way to appease the elemental lord they'll take additional damage when attacked by these creatures.



NEW MAGIC

Globe of Eternal Flame

A globe of eternal flame is created by harnessing a bit of living flame from the elemental plane of fire. The sphere also needs to contain some sort of fuel for the flame, such as a sliver of a well-forested pocket dimension. In the hands of a spell caster the globe amplifies the caster's fire magic. Spells that deal damage deal the maximum amount possible to their targets. Fire spells with a duration dependent upon the caster's level are calculated as though cast by a caster 2 levels higher.

The globe also generates a field which protects all those within 40' of it from taking damage from non-magical flames. This field makes otherwise unbearably levels of heat bearable.

NEW MONSTERS

Fire Cat

These creatures are collections of living flame which for some reason take on the appearance of a large cat. They are slightly more intelligent than fire elementals and are often found serving as "guard cats" for demons or sorcerers.

Like their elemental kin their attacks can cause flammable material to ignite. Unlike their elemental kin once they've taken enough damage to kill them the force which held their form together erupts dealing 3d4 damage to all creatures within 15' of it (save for half damage.)

Fire Cat: HD 7; AC 3[16]; Atk 2 claws (1d6) Fiery death (3d4); Move 12; Save 9; CL/XP 8/800; Special: Fiery death, Ignite materials.



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