

# ADVANCED ADVENTURES MODULE #29

# The Doom of Red Rauthim

by Ray Bailey

AN ADVENTURE FOR CHARACTER LEVELS 7-9



Author: Ray Baily  
Cover Artist: John & Daisy Bingham  
Interior Artist: John Bingham  
Editor: Joseph Browning  
Layout: Joseph Browning

Notes for the Game Master.....	2
The Temple of Mulaefiore.....	2
Key to the Temple of Mulaefiore.....	3
Map of Temple of Mulaefiore.....	3
Thjazi-Loki's Caves.....	5
Map of Thjazi-Loki's Caves.....	6
Appendix A: New Monsters.....	8



## THE DOOM OF RED RAUTHIM

Red Rauthim, adventurer and ruler of the city Erastavim, decided to right a wrong from his past. Nearly twenty years ago, Red and his adventuring party learned of the location of a great fire giant temple. Ever one to see a golden opportunity, Red thought it a great chance to slay some of the most wicked creatures to walk the world's face and relieve them of their treasure. In these days Red was brash and hotheaded. He led his party straight into the temple killing anything that got in their path. However, they met their match when the head shaman, Thjazi-Loki, one of the most cunning and evil giant there ever was, roared and charged into battle with the adventurers. Red's outmatched party soon turned to flee. Heroically the party's priest, Father Ferrio, drew the giant's attention as his friends hurled out of the temple. The last thing Red saw was Ferrio being cut in half by the giant's great broad sword. For the last twenty years, Red Rauthim has felt guilty that his friend gave his life so that Red may live. Feeling his age upon him, Red left his city 6 months ago to personally kill Thjazi-Loki out of respect for his fallen friend.

But Rauthim has not returned although divinations ken he is still alive. You and your party have been hired to find and return him to his city, even if that means bearding a fire giant temple!

**Stop! The information that follows is for the eyes of the gamemaster only. Knowledge of the contents will only ruin your enjoyment of the game.**

**Notes for the Game Master:** The Doom of Red Rauthim is a module designed for 6-10 adventurers of 7<sup>th</sup>-9<sup>th</sup> level. It is recommended that you read through the adventure at least once (preferably twice) to fully familiarize yourself with the contents of the module.

## THE TEMPLE OF MULAEFIORE

Rectangular in shape, the base of the three-layered ziggurat is 940 feet wide on its widest side and 780 feet wide on the shorter side. Each of the three steps of the pyramid is 90 feet tall, and the second and third levels are each set back 80 feet from the edge of the previous step. A 40-foot-wide set of steep stairs on the temple's west side allows access to the top of the first step. The second step is accessed on the south side, via a 240-foot-long open-air ramp. The ramp is flagstone-covered and constructed of naturally shaped stones. A dwarf, or PC with the knowledge of stonework would rate the stonework as fairly good, but not great. Spaced out every 30 feet, crude totems carved from 10-foot-long logs rest on the ramp's floor. Harmless, the totems pose no threat to the party. No external stairs exist for access to the third step.

Flames issue from four 10-foot-wide, 10-foot-high bowls atop each corner of the third step. These flames burn constantly, and no wind, no matter how strong, seems to put it out. Nothing short of a limited wish will extinguish these enchanted flames. The external steps of the ziggurat hold nothing of particular interest to the PCs.

Since fire giants fear few creatures, the temple's entrance never has a guard posted, nor does it even have a door. 20 feet away from the entrance, the PCs can smell a strong scent of filth and sweat (the odor of fire giants) filling the hot air. If entered at nighttime, the party has light from two oil braziers located just inside the entrance. Fashioned from beaten brass, each 5-foot-wide brazier sits atop 7-foot-high brass stands. Each brazier will hold 5-20 flasks worth of oil at any given time.

The rooms within the ziggurat are constructed of blocks of grayish-brown stone cut in blocks 4 to 6 feet wide. Floors are constructed of flagstones fashioned of similar stone.

Unless otherwise noted, a combination of torches and oil lamps are used to light the temple's rooms, typically mounted 15 feet up on a wall. Years of burning these lights have blackened the 20-foot-high ceilings (unless otherwise noted) with a thick layer of

soot. Thick, wooden beams provide support for the ceiling along with stone columns.

Frontal assaults on the temple by the PCs result in the raising of the alarm (just shouting, it's not too big a temple). The head shaman of the temple, Hrungnir, (see AREA 9) personally musters his giants for a coordinated counterattack on the invaders. Given the chance, Hrungnir, personally attacks the party at the first opportunity. If the giant can reach the balcony in AREA 3, they soften-up the PCs with boulders from this vantage point.

Note, that while in the temple, the fire giants gain a +10% to all morale rolls.

### TEMPLE RESIDENT KNOWLEDGE

An intelligent party will want to know the whereabouts of Red Rauthim and will obviously want to question the temple residents. The pilgrims in AREA 2 and 4 know nothing of Thjazi-Loki or Red Rauthim.

**On Thjazi-Loki:** all temple residents know that he was exiled from the temple, and all other giant clans, almost a year ago. However, the humanoid slaves know few of the details surrounding the giant's exile.

Those that do know say they Thjazi-Loki began to act strangely about a year ago. The head shaman was often also seen mumbling to himself, rocking back and forth when he sat down, and often broke into fits of crying for no reason (especially strange since fire giant's never cry). He also neglected his duties as a head shaman of a temple dedicated to Surtur. They claim that possession by malicious spirits caused the head shaman's strange behavior.

Furthermore, Thjazi-Loki's behavior began to resemble that of weak races, like humans, instead of that of a fierce and stalwart fire giant. He would say bizarre things like, "*humans and dwarves have a right to live just like us giants,*" or, "*a kind act is a reward unto itself,*" and so on. The shaman also began to dote on a drinking horn, one that he had owned for years. He often referred to the horn as, "*his little, wise friend,*" and even cradled it in his arms. However, when he scratched symbols of good all over the walls of this chamber (AREA 9) and then tried to remove the images of their god from the main temple, some of the initiates had enough and expelled him from the temple, choosing Hrungnir as high shaman. They also know that Thjazi-Loki resides in a cave to the south.

**On Red Rauthim:** Hrungnir, most of the initiate giants (65%), and some of the humanoid slaves (35%) will recognize a description of him as the human that attacked their temple three months ago. They say that the human crept in at night and attacked the initiates, killing two and wounding a few others. The temple forces gathered and attacked, wounding the invader who then fled into the night. The giants attempted to follow him with hell hounds, but lost the trail further down the valley to the south late the next day.

Some of the initiate giants (25%) that secretly keep in contact with Thjazi-Loki and take him food have seen human in his cave. However, to them, most humans look the same. All they can say is that this human was a human male, but he was beat up pretty badly. If asked of the whereabouts of the drinking horn, 60% of the giants say that they have seen it in the storage chamber (AREA 8).

### THE GIANTS

In addition to mundane items (throwing rocks, moldy cheeses, old wheels, and so forth), a giant's sack will contain 100-1,000 gp. Statistics for fire giants:

**Fire giants, male:** (SZ L; AC 3; MV 120 ft.; HD 11+2-5; #AT 1; Dmg 5-30; SA hurl rocks 2-20; SD impervious to fire; AL LE)

**Fire giants, female:** (SZ L; AC 4; MV 120 ft.; HD 10+1-4; #AT 1; Dmg 4-24; SA hurl rocks 2-20; SD impervious to fire; AL LE)

**Fire giants, juvenile:** (SZ L; AC 5; MV 120 ft.; HD 8+1-2; #AT 1; Dmg 2-16; SA hurl rocks 2-20; SD impervious to fire; AL LE)

The great double doors are fashioned from bronze and open only to the magic word *Mulaefiore*. The shaman, acolytes, and attendees all know the password to the door.

## KEY TO THE TEMPLE OF MULAEFIORE

1. VESTIBULE: Carved, bas-relief friezes, 15 feet high high, stretch the lengths of the north and south walls. These painted bands depicted a horde of armed, grim-faced fire giants attacking beleaguered humans. A powerful and heroic-looking fire giant (*Surtur*) wielding a great fiery two-handed sword leads the horde that have pushed the humans to a cliff edge where many have fallen off into a fiery abyss.

Centered in front of the east wall, a wooden altar waits for male fire giant pilgrims to kneel and give thanks. Carved from wood and painted, a giant statue sits on the altar. This icon holds a drinking mug aloft with one hand and a broad sword in the other. Workmanship of the icon is fair, but not remarkable.

A rope near the altar extends from a hole in the ceiling above. Pulling the rope sounds a gong and summons 1-2 **fire giant** attendees from AREA 5. Note, those pulling the rope will not hear the gong, but keen-eared individuals such as gnomes or elves have a 10% chance to hear it. Giant attendees arrive in 1-4 rounds.

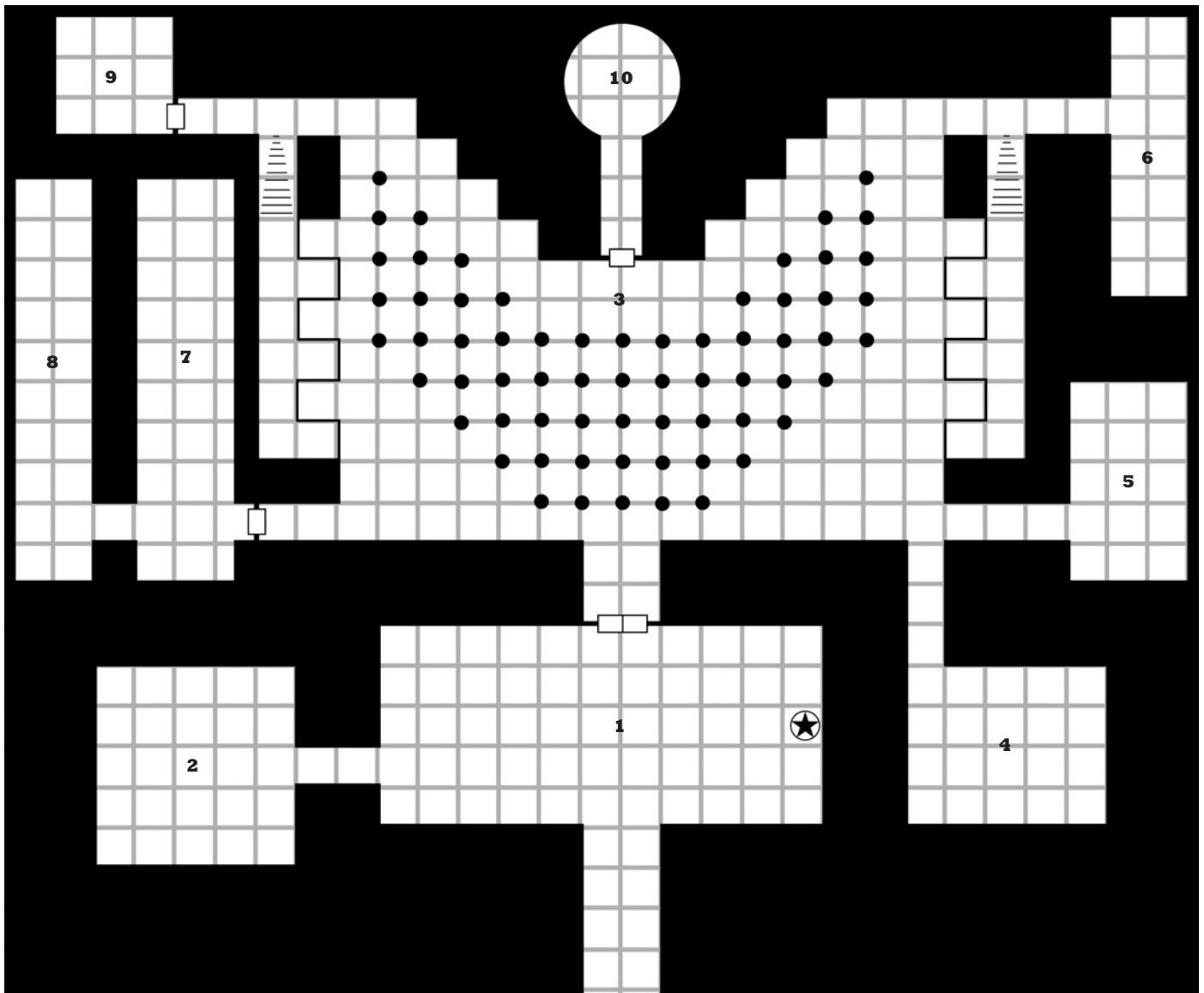
Three **hell hounds** lounge near the west passage (marked by x's on the map). These hell hounds belong to the pilgrims in AREA 2. They bark savagely at anyone entering the temple that does not smell like a fire giant or the giants' humanoid slaves. This barking has a 10% cumulative chance per round of drawing the giants from AREA 2 to investigate the disturbance. The hounds will detect any hidden or invisible PCs 50% of the time.

**Hell Hounds (3):** (SZ M; AC 4; MV 120 ft.; HD 4, 6 (x2); HP 18, 24, 31; #AT 1; Dmg 1-10; SA fire breath (1hp damage per HD); SD surprised on 1 in 6; AL LE)

2. FEMALE PILGRIM'S COMMON ROOM: A gray curtain hangs at the entrance to this room. Since females and uninitiated males may only enter the inner temple on special holy days, any who accompany males to the temple must stay in this room. At the moment, three pilgrims rest in here. The two **females** (hp 40, 53) and one **juvenile male** (hp 39) **fire giants** have a 20% to be asleep in the daytime and 50% chance at night unless alerted by their hounds in AREA 1.

## THE TEMPLE OF MULAEFIORE

EACH SQUARE EQUALS 20 FEET



Near the southeast corner of the room a large barrel holds stale drinking water (not fit for human consumption). On an altar placed against the west wall rests a wooden 3-foot-high icon of a female fire giant with twelve breasts and a large brass incense bowl (45 gp). The only other furnishings of this room are twelve stone slabs 15 feet long and 10 feet wide, used as beds. A cylindrical, stone pillow lies on each bed.

3. **THE GREAT SANCTUARY:** A great number of stone pillars painted black hold up the sanctuary's 40-foot-high ceiling. Hanging from the pillars are many severed dwarf heads in various states of mummification. The heads hang from leather thongs roped tightly around the columns. Four passageways, one at each corner of the large room, provide means of accessing the other rooms of the temple. Two stairways lead up to two balconies 25 feet off the temple's floor on the eastern and western walls. From the balconies the fire giants have a fairly clear shot at intruders with one of the dozen boulders placed here.

Located on the east and west walls and beneath the balconies are three 20-foot-wide, 20-foot-deep alcoves. Inside each alcove are three 10-foot-tall standing totem logs. Each totem, carved to look like the head and torso of male fire giant painted black, red, and orange, depicts the likeness of a previous head shaman of the temple. At the base of the totem is the name of the shaman in white paint. Names listed include *Mulaefiore* (the first head shaman and namesake of the temple), *Aggrinor*, *Eyad*, *Morthipel*, and so on all the way to the present head shaman, *Hrungnir*, whose totem is located in the southeast alcove. The totem preceding *Hrungnir*'s has been defaced—chopped up with a sword and its name scratched out. This, of course, was Thjazi-Loki's totem.

Directly across from the main entrance is a large stone door. The door is extremely hot to the touch, burning any PC that touches it for 1-4 points of damage. Leading to the temple's inner sanctum, the door has no visible means of opening and opens to the password *Eroifealum*, known only by the head shaman and Thjazi-Loki.

The PCs have a 30% chance of encountering a 1-3 **humanoid slaves** from AREA 6, and a 20% of a single **giant**, either from AREA 4 or 5, for each turn the spend they spend in the sanctuary.

4. **MALE PILGRIM'S COMMON ROOM:** Furnished with a dozen stone beds and pillows like in AREA 2, four **male fire giants** (hp 51, 54, 57, 57) currently reside in here. Naturally, they attack any intruders on sight.

These giants have come to worship and pay their respects to the temple and the giant's god, Surtur. As such, one giant bears a chest laden with offerings for the temple. The chest contains six severed dwarf heads, 10 battle axes (one is a **battle axe +3**), 14 hammers, 4 heavy crossbows, and a leather sack. The sack holds 5 gold trade bars (500 gp each; weighs 20 lbs), 40 uncut semi-precious stones (30 gp each), and bone scroll case containing a scroll with the magic-user spell wall of iron.

5. **INITIATES CHAMBER:** The temple's fire giant acolytes reside in this spartanly furnished chamber. At any time, 2-4 of the four total **fire giant initiates** will be here either meditating on a stone bed (like in AREA 2) or seated at the low table playing a game of dice. The initiates (hp 38, 62, 63, 68) wear long robe-like vestments of fire newt hide secured with a chain girdle of blackish-gray iron and wield great broad swords in battle.

The initiates help the head shaman with ceremonies, tend to upkeep of the temple, and oversee deliveries of supplies and foodstuffs donated or purchased with donated items from the surrounding fire giant communities. Aside from gold in their giant bag, the initiates possess no wealth.

6. **HUMANOID SERVANTS' ROOM:** A total of 16 **hobgoblins**, 5 **bugbears**, and 3 **ogres** overseers reside in this long chamber. As each type of humanoid remains suspicious of the other, they have staked out their own territory in the room. The bugbears live in the northern section, the hobgoblins claim the middle, and ogres live in the south. The ogres rule the roost (with authority from the giants) and camp where ever they please. Each hobgoblin has 8 cp & 3 sp; each bugbear 12 cp, 6 sp & 3 gp; and each ogre 16 cp, 8 sp, & 6 gp.

Although the fire giants have managed to instill a semblance of order on this rabble, the humanoids will attack any adventures that enter the room. Even still, there is a 50% chance a lone hobgoblin runs to AREA 4, 5, or 9 for help (equal chances for each room).

The fire giants will not call upon the humanoids to attack the PCs unless the temple is nearly lost as the giants simply have too much pride to call on inferior creatures to fight for them. These humanoids possess little material goods: a dirty, lice-ridden pallet of dry grasses, a blanket, some odds and ends that humanoids find interesting (some teeth, an old helmet, some skulls, etc.), a communal barrel of water, and a pit fire dug from the floor of the room. A dozen wicker back baskets with leather head straps are used to transport goods and foodstuffs.

**Ogres** (3): (SZ L; AC 5; MV 90 ft.; HD 4+1; HP 17, 20, 22; #AT 1; Dmg 1-10+2; AL CE).

**Bugbears** (5): (SZ L; AC 5; MV 90 ft.; HD 3+1; HP 9, 12, 13, 16, 18; #AT 1; Dmg 2-8 (morning star); SA surprise on 1-3; AL CE).

**Hobgoblins** (16): (SZ M; AC 5; MV 120 ft.; HD 1+1; HP 1, 2 (x2), 3 (x3), 4 (x3), 5 (x2), 6 (x2), 7, 8 (x2); #AT 1; Dmg 1-8 (sword), 1-6 (spear); AL LE)

7. **HALL OF THE ANCESTORS:** The door to this room is locked (the key is on *Hrungnir*'s belt), and the door requires a successful open doors roll to open.

Thick cobwebs encase the ceiling of this long, hall-like room that holds remains of favored male fire giants. Forty-eight 3'-foot high urns hold the ashes of the faithful. These urns are capped and sealed with an oily pitch. Ancient bronze fire giant helmets rest on many of the urns. Each urn has the name of the giant whose remains now rest in it painted on its side.

Should the urns of the eight head shamans located near the north wall be moved, pressure plates activate and unleash a deadfall trap. A torrent of stones fall on all those standing in any of the three areas marked on the map with an "x" inflicting 3-24 points of damage (save vs. breath weapon for half). There is nothing of value in here.

8. **STORAGE CHAMBER:** With no use for this room designated, the giants have simply used it to stow miscellaneous goods. Located with the cobwebbed room are a good number of extra boulders, a few buckets (giant and normal -sized), a giant-sized wooden chair, a broken giant-sized crossbow, some extra urns, a few empty sacks, broken giant-sized crockery, a giant-sized wooden stool, a few rotted wicker baskets, a pile of stacked, cut logs, an urn full of pitch, a giant-sized grindstone (looks to be still used), a moldy, rolled up rug, and an old, two-wheeled cart taken from some humans (the giants tried to get the hobgoblins to pull the thing so they could haul supplies with it, but that idea failed because of the hilly terrain in the area).

A **giant-sized drinking horn** lies hidden among the pile of broken crockery. The horn radiates magic and lawful goodness if detected for. The spirit of Red Rauthim's cleric friend, Ferrio, is trapped within the horn. A speak with dead spell allows one

to immediately communicate with him, although he has no awareness of anything that has transpired since his death. Ferrio will begin to communicate with any good-aligned PCs after 1-2 hours if kept within 30 feet of his person. However, Ferrio wastes little time with small talk as he mostly communicates to proselytize to his new friend(s).

Ferrio still retains some of his spell-casting abilities. He can cast one curative-type spell of his choice once per day (all spells as a 14<sup>th</sup>-level cleric). The priest does not proffer information about his spell-casting abilities to the party, but secretly communicates to a good-aligned character to offer to heal wounds accrued after the next battle.

9. **HEAD SHAMAN'S CHAMBER:** The door to this room is always shut. Should **Hrungnir** not be present (20% chance) it will also be locked. Hrungnir, the temple's shaman, resides in this chamber. A stone bed with stone pillow, a low wooden table (a giant must sit on the floor at it), and two large 5-foot-high, 5-foot-deep, 6-foot-long chests constitute the furnishing in this room.

Both chests in this room are locked and can be opened with the keys on Hrungnir's key ring. The first chest holds the beards of over two hundred dwarves and the dried, withered heads of about fifty elves and humans.

The second chest is trapped. Inside the chest is the living, but severed, head of a gorgon. Should the chest be opened without first pounding the lid, the beast will sprays forth a 10-foot blast of its magical breath. Anyone caught in the cloud will be turned to stone unless a successful save vs. spells is made. Since the head is fairly stupid and can only sense movement and vibration, it will only breathe 50% of the time per round. Inflicting 10 hp (AC 5) to the head destroys it.

Inside the second chest is 5,121 gp, 50 pieces of various bronze jewelry (8 gp each), a gold collar (giant -sized 8,000 gp), a jeweled golden breastplate (human-sized; worth 15,000 gp), jeweled scimitar (1,000 gp), 10 amethysts (100 gp each), 5 pieces of pale green jade (125 gp each), and 2 large rubies (5,000 gp each). One of the pieces of bronze jewelry is really a ring of fire resistance (really made from gold, but now covered with grime). In a sack is a brass horn of Valhalla.

**Hrungnir, 6<sup>th</sup>-level fire giant shaman:** (SZ L; AC 0 (black-iron plate mail); MV 120 ft.; HD 14+2-5; HP 71; #AT 1; Dmg 5-30; SA hurl rocks 2-20; SD impervious to fire; AL LE) Possessions: Hrungnir carries two throwing hammers that inflict 2-12 points of damage each. These are thrown just before melee commences. A key ring attached to the giant's belt holds brass keys for the two chests in this room and AREAs 7, 9, and 10.

Hrungnir has the following spells ready:

First level: **cure light wounds, detect magic, protection from good**

Second level: **augury, chant, detect charm**

Third level: **dispel magic, prayer**

10. **INNER SANCTUM:** As noted previously, the featureless stone door to the inner sanctum is extremely hot to the touch inflicting 1-4 points of damage to all who do so. Additionally, the door has no visible means of opening and opens to the password known only by the head shaman: *Eroifealum*.

Magical flames fill the hallway and room beyond the door. Anyone entering suffers 8 hp of damage per round of exposure. For ring of fire resistance purposes the flames are considered exceptionally hot. The magical flames cannot be put out or damped save by magic from a powerful being (at least of demi-god status) or by a powerful artifact.

This room holds nothing of interest for the party. Special ceremonies and initiation of the faithful are conducted here.

## THJAZI-LOKI'S CAVES

The caves that the insane, former shaman, Thjazi-Loki, resides in are located south of the temple. The route to the caves, obtained from most any of the temple's residents, is easy to follow. Terrain is bleak, as little grows in these mountains.

The cave lies in a high-walled box canyon. The mouth of the cave sits in a 20-foot-deep depression at the base of a 250-foot-tall cliff. Boulders fallen from the cliff face haphazardly lay in front of the cave mouth. Even without any tracking skills, PCs see man-sized and giant-sized tracks. Those PCs that can track will note several different bipedal creatures: ogre-sized, human, dwarf-sized, and that of a giant-size creature with no foot ware (Thjazi-Loki does not wear any).

Unless noted the ceiling height in the caves is 25 feet and 15 feet in the tunnels. Typically, rooms will not have lighting.

Thjazi-Loki's insanity has led him to believe two things: that he is human and that he is a priest of St. Salvius. His insanity has resulted in an intense compassion for all living thing (or possibly vice versa) and he now also sees all other bipedal creatures, except fire giants, as human. He also believes himself to be lawful good in alignment.

As a priest he believes that he has been endowed with a mandate to convert all intelligent being to his faith. All of this is fine except that Thjazi-Loki still has the morals, mores, and enculturation of a fire giant. With no one to instruct him on what is the correct moral road for one that is "lawful good," other than a month or two with Ferrio, Thjazi-Loki is still a fire giant at heart. Thus, to him, converting one to his faith is done through intimidation, torture, and coercion.

Being a powerful fire giant, even one exiled from his clan, Thjazi-Loki has attracted a small following. This group includes three duergar, two half-orcs, and a smarter-than-average ogre. Relations between the group and the giant remain strained, however. This group, led by an intelligent and charismatic duergar, name Gaalmig, soon discovered that the giant was insane. Some quick thinking by Gaalmig saved the lot from torture when the giant initially tried to convert them. Gaalmig deftly convinced Thjazi-Loki that they worship the same saint as he does. The giant has since even forced them to worship and participate in ceremonies to St. Salvius. He has even gone as far as to force them to act in a good manner, not destroying or killing everything they come across.

Needless to say the giant's actions has built up much resentment in with this motley group. However, one thing keeps Gaalmig and the group from simply leaving: greed. More specifically Gaalmig knows that Thjazi-Loki has accumulated a considerable amount of wealth through contributions that he forces out of travelers that pass through his valley. But, Gaalmig has two impasses that keep him from walking in and simply stealing the treasure. Firstly, he and his mates believe they cannot defeat the giant in melee and secondly, the giant keeps the treasure behind a curtain of falling lava in AREA 5.

## THE BLACK TROLL ARRIVES

Ever the devious plotter, Gaalmig has spent the last month thinking how to solve this problem and has set into motion a plan to rid the caves of the giant. He recently sent his trusted duergar assistant down into the underdeeps (through the shaft in AREA 3) to recruit the help of a black troll (see *new monsters*). The assistant, Omfor, has returned saying that the troll is coming soon and is due to arrive at any time now. This great creature is to fight the fire giant—either killing him or weakening him enough so that Gaalmig and the boys can safely finish him off. The black troll will arrive in 10 hours or DM may time this event when the party is just about to confront Thjazi-Loki, or at any other interesting time.

**The Black Troll:** (SZ L; AC 2; MV 120 ft.; HD 7+10; HP 52; #AT 1; Dmg 7-14, 7-14, 2-12; SA see description; SD see description; AL CE)



1. **ALTAR CAVE:** The floor rubble typically found in most of caves has been pushed up against the cave walls giving this room a relatively clear floor. This cave serves as a chapel to St. Salvius. On an altar fashioned from a crudely constructed giant-sized table sit three carved, wooden icons of the saint. Twenty feet to either side altar paintings done in whites, blacks, and reds show details of the life of St. Salvius. This includes scenes of him helping the sick and injured, his death at the hands of the Witch of Novro, and his subsequent ascension to sainthood after death. PCs with religious knowledge have a -10% per level to determine the name of the saint depicted.

Typically this room is always lit with two torches. Additionally, 20 large candles rest on ledges throughout the cave. These are lit only when a service is held.

2. **LACKEYS' CAVE:** There is a 25% chance that one of the two half-orcs will be watching the party as they enter the chapel from inside the tunnel to this room. In a clearing of the fallen ceiling debris rubble is a human-sized stone table with five stone chairs around it. On the table are a few old dirty plates, bowls made from gourds, and stone drinking cups. The surface of the table and all of the eating ware are filthy. The squeaks from rats gnawing on the many discarded bones around the table can be heard.

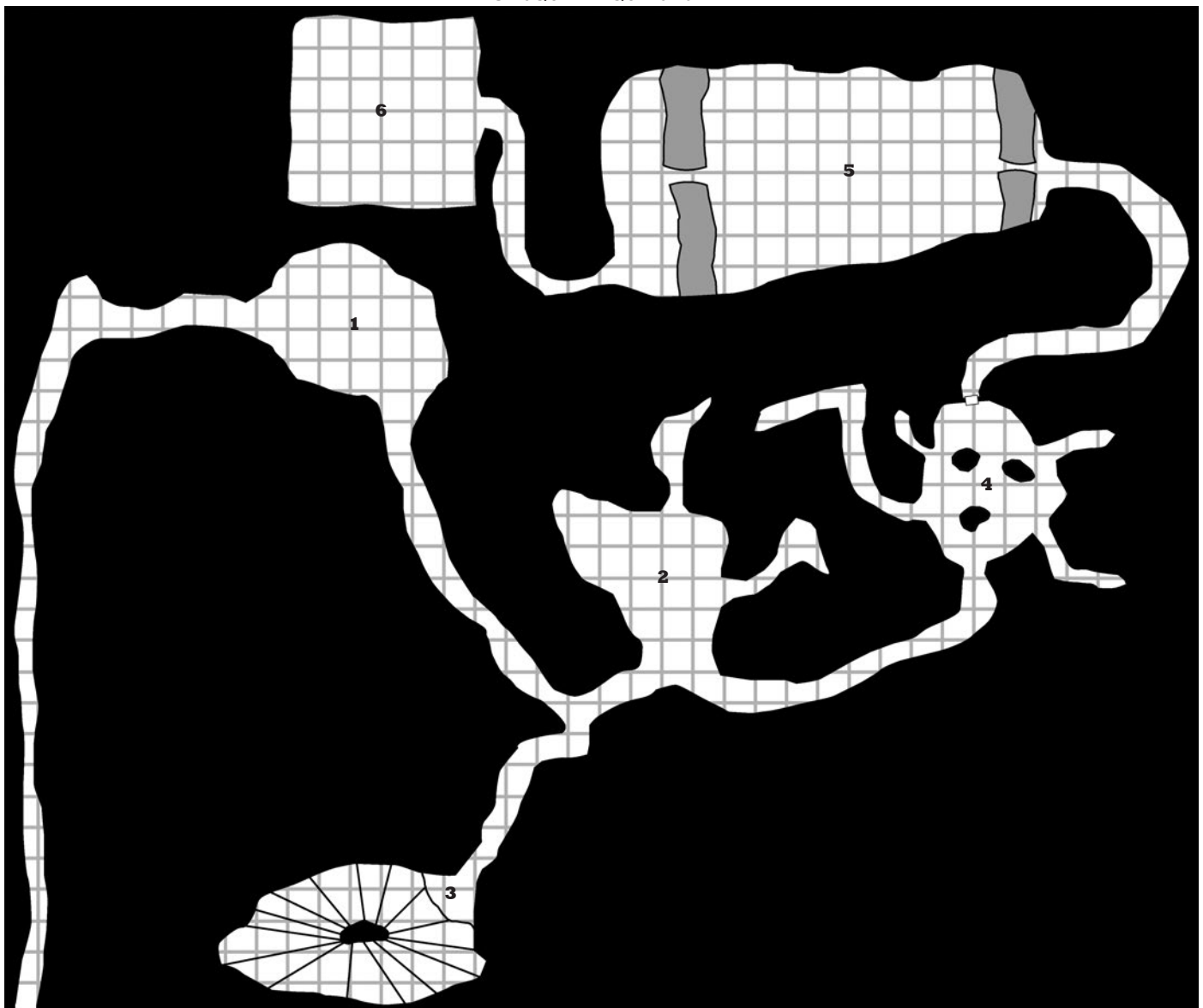
The duergar, **Gaalmig**, and his lackeys live in this room. Each resides separately in one of five small caves connected to the large central cave. A dirty pallet made of hides and dried grasses and some personal items make up the contents of the smaller chambers. There is nothing of any real value in any of these rooms.

Ever the opportunist, Gaalmig plays the arrival of the party as best he can. From the start, the dwarf wants to use the party to attack the giant. From his point of view, if they fail they will not be a potential threat. If the party does defeat the giant, then more than likely they will be weakened thus ensuring the success of the troll champion.

Should Gaalmig or one of his fellows spot the party first, the half-orc thief will tail them to gather information on their intentions. Once it's determined that they have not come to visit Thjazi-Loki, Gaalmig will approach the party and introduce himself. To thwart any suspicions, the dwarf uses his expansion psionic ability to make himself appear as a very ugly human. Non-dwarves have a 15% chance to detect a dwarvish accent when he speaks. Dwarves have a 50% chance to detect the accent, but only a 20% chance to recognize the duergar for what he is when expanded.

## THE CAVES OF OF THJAZI-LOKI

EACH SQUARE EQUALS 20 FEET



When speaking to the party, duergar's demeanor will be humble and ingratiating. He explains that he is the lowly servant of a great fire giant that lives in the cave and asks the party their business. If the party says that they are there as friends for the giant, the dwarf keeps playing the lowly servant role. If the party states that they are there for any other reason, the dwarf claims that he is a pathetic slave of Thjazi-Loki. He then asks the party to slay or drive off the wicked giant so that he and the other slaves can go free.

Gaalmig's actions from this point forward depend on how the party reacts to his presence. Should the party's attitude be hostile the dwarf immediately flees. Gathering his party, they hide until the black troll arrives. The troll then attacks the party. During melee, the thieves move to backstab spellcasters, while the fighter half-orc fires his crossbow.

Should the party's reaction be positive, Gaalmig tells the party where the giant dwells (behind the lava curtain in AREA 5). He refuses to accompany the party, claiming that he fears the wrath of Thjazi-Loki too much to risk it.

**Gaalmig** (male duergar, 5<sup>th</sup>-level fighter/4<sup>th</sup>-level thief): (SZ S; AC 7 (6 w/buckler) (leather); MV 60 ft.; HP 23; #AT 1; Dmg 1-6 (short sword or spear); SA see description; SD see description; AL LE). Thief skills: PP 50%; OP 52%; F/RT 55%; MS 40%; HS 31%; HN 20%; CW 80%; RL 20%. Possessions: leather armor, buckler, short sword, spear, 36 gp.

**Omfor** (male duergar, 4<sup>th</sup>-level thief): (SZ S; AC 8 (leather); MV 60 ft.; HP 20; #AT 1; Dmg 1-6 (short sword) or 1-4 (dagger); SA see description; SD see description; AL LE). Thief skills: PP 45%; OP 47%; F/RT 50%; MS 33%; HS 25%; HN 15%; CW 78%; RL 15%. Possessions: leather armor, short sword, dagger, 27 gp.

**Skrerat** (male half-orc, 5<sup>th</sup>-level thief): (SZ M; AC 8 (leather); MV 120 ft.; HP 20; #AT 1; Dmg 1-8 (long sword); SA backstab; AL NE). Thief skills: PP 45%; OP 47%; F/RT 45%; MS 40%; HS 31%; HN 25%; CW 95%; RL 15%. Possessions: leather armor, long sword, 42 gp.

**Ulo** (male half-orc, 3<sup>rd</sup>-level fighter): (SZ M; AC 5 (chain); MV 90 ft.; HP 25; #AT 1; Dmg 2-8+2 (morning star), 1-6 (thrown hand axe); AL CN). Possessions: chain mail armor, morning star, 51 gp.

**Marg**, male ogre: (SZ L; AC 5; MV 90 ft.; HD 4+1; HP 23; #AT 1; Dmg 1-10+2; AL CE).

3. **BOTTOMLESS PIT:** A 45-foot-high ceiling towers over this cave that is dominated by a great, gaping hole. The hole seems to descend beyond any light source. Should an object be dropped, no sound is heard. The pit extends to over a mile in depth. Climbing down will take 3-5 hours for thieves, or 4-7 for non-thieves in no armor. Such would be a bad decision, however, because the black troll summoned by Gaalmig is currently crawling up the pit wall. The DM may wish to have the party encounter this creature here. There is nothing else of interest at this location.
4. **BOILER CAVE:** The temperature in this cave is 10 degrees higher than the previous caves. This heat radiates from three natural boilers. These natural stone formations periodically fill with a heavy silt, creating a blockage in their flues. Steam issues from them via microcracks, venting pressure, but they occasionally clear their silt blockages with an explosive spray of scalding water. There is a 1 in 6 chance per turn spent in this room that one of the boilers explodes in such manner, inflicting 3-18 points of damage (save vs. breath weapon for half) to anyone standing within 10 feet.

A crude, wooden door situated in the north of the cave blocks the only other passage from the cave than the one entered

by the party. Fixed on the door is a human-sized kite shield. Painted on the shield are fire giant runes. If read they say, "Saint Salvius blesses those friends who enter through this portal with peace and mercy." The runes have been painted over an emblem of a two-headed, red wyvern over a white bend sinister, the coat-of-arms of Red Rauthim (the PCs employers will have given them this information already.)

The silt and moisture from successive explosions has made the door difficult to open. A successful open doors roll opens the portal.

5. **GREAT DOMED MAGMA CAVE:** Within 100 feet from this room, the party feels the temperature rise to an uncomfortable level. As they approach closer the heat increases and a dancing growing light is seen up ahead.

The domed ceiling of this great cave rises to well over 100 feet. A natural bridge starts at the tunnel opening and spans over a moat. Eighty feet down into the moat is a river of lava. Another moat, 200 feet from the tunnel opening, cuts across the diameter of the room. Like the previous moat, this one also has a bridge, but a wall of lava spews from the top of the ceiling the whole length of this moat.

Anyone approaching to within 60 feet of the lava curtain suffers 1-4 points of damage per round of exposure unless protected against heat, magically or otherwise. Within 20 feet this increases to 2-8 and all items carried must make a save vs. normal fire (at +5) or be destroyed.

A 10-foot-wide brass bell hangs from a natural rock formation in the center of the chamber. Ringing the bell summons Thjazi-Loki from his chamber located behind (AREA 6) the curtain of lava in 2-5 rounds.

6. **THJAZI-LOKI'S CHAMBER:** A long natural tunnel leads to a chamber carved from mountain rock. In this chamber that reeks of the foul stink of fire giant dwells **Thjazi-Loki**.

The giant's chamber is overall filthy. Old bones, broken and useless crockery, dried-out dung, and old, broken armor lie thrown in the corners. Furnishings include, a bed made of stacked, flat stones, a stone table and chair, a ledge that holds stone cups, and a few amphora containing foul vinegary wine.

Slogans in praise to Salvius and crude images of the saint in white paint cover nearly every section of the chamber's walls, floor to ceiling, even on the ceiling.

**Red Rauthim** lies naked, crumpled in a corner, chained to the wall. Thjazi-Loki captured an already wounded Red Rauthim just a few days after he brazenly stormed Mulaefiore. Since that time, the giant has been bent on converting Red to the worship of St. Salvius. The legendary hero is bruised, battered, and nearly broken. He has just 3 hp (out of a total of 87). Even if healed, Red requires a week of bed rest. Once back to his normal self, Red Rauthim demands revenge on his former captor (i.e. Thjazi-Loki's death) if the giant has not already been slain. Red Rauthim's equipment has been destroyed, thrown into the lava by Thjazi-Loki.

**Thjazi-Loki**, male fire giant: (SZ L; AC 3; MV 120 ft.; HD 14+2-5; HP 83; #AT 1; Dmg 5-30; SA hurl rocks 2-20; SD impervious to fire; AL LE) Possessions: Thjazi-Loki wears a crude medallion of St. Salvius carved from green stone (the symbol of a scroll set on a disk) around his neck. The giant is clothed only in his bronze armor. He smells even worse than a typical fire giant (if that is even possible). He has lost his shamanistic abilities due his madness, but if such is cured, he is a 6<sup>th</sup>-level shaman.

## APPENDIX A: NEW MONSTERS

### BLACK TROLL

SIZE: Large (10+ ft. tall)  
MOVE: 120 ft.  
ARMOR CLASS: 2  
HIT DICE: 7+10  
ATTACKS: 3  
DAMAGE: 7-14, 1-14, 2-12  
SPECIAL ATTACKS: Hurl rocks (1-10), spells  
SPECIAL DEFENSES: Hit only by magic, regeneration, demon resistances  
MAGIC RESISTANCE: 30%  
RARITY: Uncommon in the Abyss, very rare elsewhere  
NO. ENCOUNTERED: 1-4  
LAIR PROBABILITY: 40%  
TREASURE: In Lair: 1-10k cp (5%), 1-12k sp (15%), 1-6k ep (25%), 1-8k gp (25%), 1-12 gems (15%), 1-8 jewelry (10%), any 3 magic items + 1 scroll (25%)  
INTELLIGENCE: Average  
ALIGNMENT: Chaotic evil  
LEVEL/X.P.: 7 / 2,600 + 10/hp

*General information:* Black trolls dwell on some of the layers of the Abyss and are believed to be descendants of normal trolls who were changed by demonic forces. Black trolls are as strong as

an ogre and can, in addition to their claw/claw/bite attacks, hurl rocks up to 180 feet for 1-10 hp damage each.

Like other trolls, they regenerate 3 hp per round and can reattach severed limbs. Black trolls are also known as demon trolls. Rangers, dwarves, and gnomes receive the same attack and defense bonuses against black trolls as they receive against normal trolls or giant -size monsters.

The most powerful attack a black troll has is a 6-36 bolt of chain lightning (usable three times daily). A black troll can produce such a bolt up to 70-feet-long. Black trolls sometimes use this attack during hand-to-hand combat because of their natural resistance to electrical attacks.

Black trolls can also perform the following spell-like abilities at will: darkness 10-foot-radius, pyrotechnics, telekinesis (5,000 gp weight), dispel magic, and teleport without error. Black trolls can also gate in 1-2 normal trolls (40%), 2-5 dretch demons (20%), or another 1-2 black trolls (40%) with a 50% chance of success.

*Languages:* Black trolls have the demonic variety of telepathy.

*Physical description:* Among the largest of all trolls, black trolls have black skin, gleaming green eyes, and crown of small red horns. Unlike most trolls, they are smooth skinned and oddly humanlike in physical appearance.

---

This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation™). The OSRIC™ system text may be found at <http://www.knights-n-knaves.com/osric>. The OSRIC™ text is copyright of Stuart Marshall. OSRIC™ and Old School Reference and Index Compilation™ are trademarks of Matthew Finch and Stuart Marshall and may be used only in accordance with the OSRIC™ license. This product is not affiliated with Wizards of the Coast. Some artwork from Fantasy Filler Art copyright Rick Hershey All Rights Reserved.

#### OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast Inc. and is Copyright 2000 Wizards of the Coast Inc ( Wizards ). All Rights Reserved.

1. Definitions: (a) Contributors means the copyright and/or trademark owners who have contributed Open Game Content (b) Derivative Material means copyrighted material including derivative works and translations (including into other computer languages) potation modification correction addition extension upgrade improvement compilation abridgment or other form in which an existing work may be recast transformed or adapted (c) Distribute means to reproduce license rent lease sell broadcast publicly display transmit or otherwise distribute (d) Open Game Content means the game mechanic and includes the methods procedures processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor and means any work covered by this License including translations and derivative works under copyright law but specifically excludes Product Identity. (e) Product Identity means product and product line names logos and identifying marks including trade dress artifacts creatures characters stories storylines plots thematic elements dialogue incidents language artwork symbols designs depictions likenesses formats poses concepts themes and graphic photographic and other visual or audio representations names and descriptions of characters spells enchantments personalities teams personas likenesses and special abilities places locations environments creatures equipment magical or supernatural abilities or effects logos symbols or graphic designs and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity and which specifically excludes the Open Game Content (f) Trademark means the logos names mark sign motto designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) Use Used or Using means to use Distribute copy edit format modify translate and otherwise create Derivative Material of Open Game Content. (h) You or Your means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License the Contributors grant You a perpetual worldwide royalty-free non-exclusive license with the exact terms of this License to Use the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying modifying or distributing and You must add the title the copyright date and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity including as an indication as to compatibility except as expressly licensed in another independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute judicial order or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000 Wizards of the Coast Inc.

System Reference Document Copyright 2000 Wizards of the Coast Inc. Authors Jonathan Tweet Monte Cook Skip Williams based on original material by E. Gary Gygax and Dave Arneson.

OSRIC™ copyright 2006 Stuart Marshall adapting material prepared by Matthew J. Finch based upon the System Reference Document and inspired by the works of E. Gary Gygax Dave Arneson and many others.

Castles & Crusades: Players Handbook Copyright 2004 Troll Lord Games Authors Davis Chenault and Mac Golden.

Castles & Crusades: Monsters & Treasure Copyright 2005 Troll Lord Games Authors Robert Doyel and Stephen Chenault.

Advanced Adventures #28: The Doom of Red Rauthim Copyright 2013 Expeditious Retreat Press Author Ray Bailey

Designation of Product Identity and Open Game Content:

All text in this work is Open Game Content excepting the terms Advanced Aventures OSRIC Old School Reference and Index Compilation company names logos artwork and the author and artist names.





## The Doom of Red Rauthim

Red Rauthim, adventurer and ruler of the city Erastavim, decided to right a wrong from his past. Nearly twenty years ago, Red and his adventuring party learned of the location of a great fire giant temple. Ever one to see a golden opportunity, Red thought it a great chance to slay some of the most wicked creatures to walk the world's face and relieve them of their treasure. However, they met their match when the head shaman, Thjazi-Loki, roared and charged into battle. Red's outmatched party soon turned to flee. Heroically the party's priest, Father Ferrio, drew the giant's attention and the last thing Red saw was Ferrio cut in half by the giant's great broad sword. For the last twenty years, Red Rauthim has felt guilty that his friend gave his life so that Red may live. Feeling his age upon him, Red left his city 6 months ago to personally kill Thjazi-Loki out of respect for his fallen friend.

But Red has not returned, although divinations ken he is still alive. You and your party have been hired to find and return him to his city, even if that means bearding a fire giant temple!

If you enjoy this adventure, look for future releases in the *Advanced Adventures* line from Expeditious Retreat Press.



This product uses the OSRIC™ System (Oldschool System Reference and Index Compilation™). The OSRIC™ system text may be found at <http://www.knights-n-knaves.com/osric>.

Printed in the USA

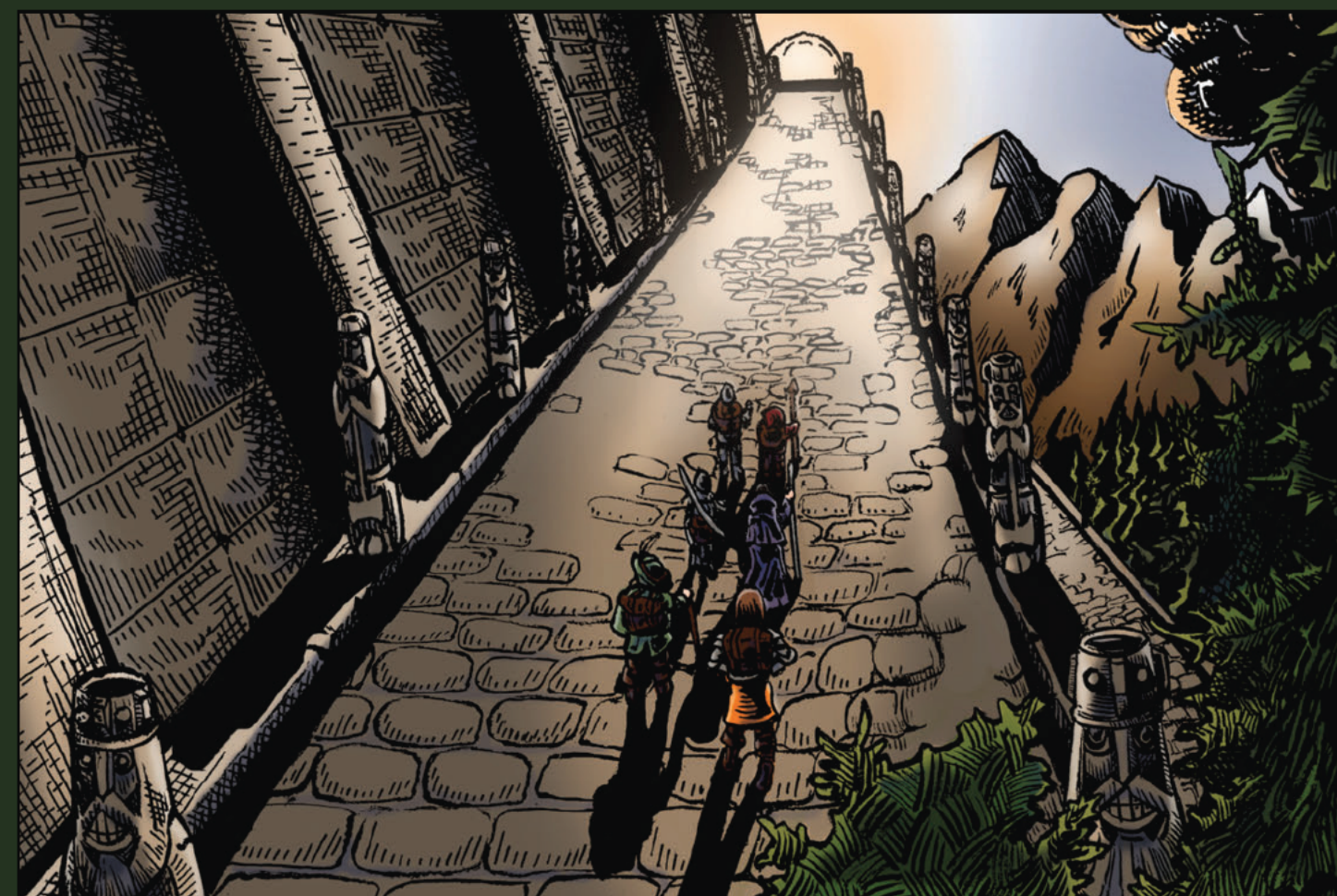


[WWW.XRPSHOP.CITYMAX.COM](http://WWW.XRPSHOP.CITYMAX.COM)

# Advanced Adventures

## The Doom of Red Rauthim

By Ray Bailey



An OSRIC™ module designed for 4-8 adventurers of levels 7-9

**Expeditious Retreat Press**