

CASTLES & CRUSADES

THE RUINS OF RAMAT BY JOHN ADAMS



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An Adventure for 4-6 Characters of Levels 1-3

It's mid-spring, the time when the land's rulers and their men-at-arms go out to thin down the nearby orc tribes (as well as war with each other). Nearly every able person is already involved in such conflicts, or with helping the remaining militia protect the local village.

A little girl comes running and crying into the center of the village. When questioned, she sobs that she and her dog were playing just outside of town, by "Witch's Hill," when a giant, clawed creature came up out of the ground and took her dog. The girl is obviously completely terrified and her dog, which normally never leaves her side, is nowhere to be seen.

You and your companions decide to investigate.

This module is for a small group of low-level characters (about 7-9 total levels) with a Challenge Level of 1-3.



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CREDITS

ART:	ANDY TAYLOR
CARTOGRAPHY:	BILL DE FRANZA PAT BELLAVANCE
LAYOUT:	JOHN ADAMS
PROOF-READING:	AARON HOOPER DAVID MACAULEY
EDITING:	PAT BELLAVANCE
C&C CONVERSION:	PAT BELLAVANCE
PROJECT MANAGER:	JOHN ADAMS



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ADVENTURE BACKGROUND

A little over 2,500 years ago, this dungeon was a hidden training site for novice clerics of Ramat – a god of righteousness and light. For centuries, clerics of Ramat thought the god to be passive and non-violent, preferring prayer and faith in the face of evil. So they taught and so they lived.

However, a new sect grew up around the discovery of a minor artifact, the Spear of Ramat. This sect espoused the belief that evil must be confronted and defeated by means of arms and magic. In time, the group was able to attack and defeat many of the evils that had plagued the area for years; both undead and demonic.

As the fame and power of the young sect grew, so did the anger and jealousy of the traditional clerics of Ramat. Eventually, the hatred of at least one traditionalist grew so powerful that he set in motion a covert plan to infiltrate the ranks of the new sect.

For nearly three years, Akhenmat lived, prayed, and fought alongside his “violent” brothers. Eventually, he was rewarded for his faithfulness and given the prestigious post of Chaplain, with authority over all of the daily services in the temple.

A few weeks later, Akhenmat removed the Spear of Ramat from its pedestal and then conducted a secret ceremony in a new, hidden sub-chamber of the complex. He called upon a vile and evil god, an enemy of Ramat, to aid him in his destruction of the upstart sect, damning his soul in the process. There in the depth and darkness of the night, a temporary portal opened allowing dozens of demons, undead, and things far worse to swarm the young clerics and novices in the complex and easily dispatched them all.

During the battle, the sect’s high priest, Bokomat, was able to secure the Spear of Ramat. He was able to hide it in another secret chamber before returning to the fight and inflicting a fatal blow upon the treacherous Akhenmat. Despite the actions taken to defend themselves, the battle was still lost and only one member of the sect remained in the land of the living.

Abudakar, a powerful priest of the sect who had been out adventuring during the attack, led his party in an assault upon the overrun complex. While they victoriously slew many demons and undead, all of them fell before they could find the Spear. Over the next few centuries, the remaining strongholds and faithful of Ramat perished in similar battles.

Within five hundred years, only a select few sages even remembered the name of Ramat. As for the complex itself, the majority of the demonic forces that survived eventually left and other monsters have made it their lair. To this day, no one has ever discovered the hidden chamber containing the Spear. The complex has remained essentially hidden for over 2,500 years. That is, until now.

INTRODUCTION FOR THE PLAYERS

It's mid-spring, the time when the land's rulers and their men-at-arms go out to thin down the nearby orc tribes (as well as war with each other). Nearly every able person is already involved in such conflicts, or helping the remaining militia protect the local village.

A little girl comes running and crying into the center of the village. When questioned, she sobs that she and her dog were playing just outside of town by that old stone building on Witch's Hill, when a giant, clawed creature came up out of the ground and took her dog. The girl is obviously completely terrified and her dog, which never normally leaves her side, is nowhere to be seen.

You and your companions volunteer to look into the matter. After all, local legends say that vast amounts of treasure lay under the darkness of Witch's Hill. The village elders agree to let you and your party investigate the incident; indeed they almost seem relieved to do so.

TURNING UNDEAD

Since this former holy complex has been defiled by evil magic, undead, and demons for many, many centuries, all attempts at turning undead are made as if they were 3 HD higher.

WANDERING MONSTERS

While the party is in the dungeon, the Castle Keeper should check for wandering monsters no more than once every half hour. An encounter occurs on a 1 on a 1d6. The CK can choose from the encounters below or determine the encounter randomly but each may only be encountered once:

WANDERING MONSTERS

1 1d4 Giant Rats

2 1 Giant Bat

3 1d6 Skeletons

4 2 Giant Centipedes

Giant Rats: These neutral animals' vital statistics are HD 1d4 (hp 1 each), AC 13. Primary attributes are physical. They attack with a bite (1d2 dmg + disease). There is a 10% chance that each rat also carries a disease (Con save to negate). They possess Twilight Vision.

Giant Bat: This neutral animal's vital statistics are HD 2d8 (hp 16), AC 12. Primary attributes are physical. They attack with a bite (1d4 dmg). They are extremely maneuverable and gain an additional +3 AC bonus in flight.

Skeletons: These neutral undead's vital statistics are HD 1d12 (hp 4 each), AC 13. They are common undead and primary attributes are physical. They attack with old, rusty swords (1d6 dmg). Piercing and slashing weapons do ½ damage against them.

Giant Centipedes: These neutral vermin's vital statistics are HD 1d4 (hp 2 each), AC 11. Primary attributes are physical. They attack with a bite (1 dmg + poison). Bitten victims must save vs poison or become paralyzed for 1d4 rounds.

LEVEL 1

AREA 1: DUNGEON ENTRANCE

Witch's Hill is covered with the same sort of trees, bushes, and grass found elsewhere in the area. It is located south of town and once you arrive, you begin to ascend the hill. It is as you near the top that you discover a very old stone structure. Upon further examination, you realize that it only has one entrance – a small stone archway in the front.

Inside the structure, there are no indications concerning its origin or purpose. In the center of the room however, there is an opening in the ground. The hole is roughly 10' across. Peering carefully over the edge, all you can see is impenetrable blackness of an indeterminate depth.

If the characters throw down a torch or something similar, it will hit solid ground about 10' down and then slowly slide down another 20', where it will come to rest on solid, level ground.

This is where the stairs leading down into the ancient complex used to be. Over the centuries, they have become little more than a slick slope, overgrown with moss and such. There is a good chance that the first characters to go down it will lose their footing and slip if they are not careful. Unless the first few characters that travel down the shaft take appropriate precautions to avoid slipping (i.e. doing something more than just sliding down a rope) they will need to make a successful check (Dex: CL2) to avoid slipping and sliding down into the main entrance area. If one or more members of the party slides down uncontrollably, let the giant spider which has made this area its home have a free attack. If no one falls down the shaft, the coloring of this particular spider permits it to blend very well with its surroundings, which will give it the advantage of surprise if no one spots it first (Wis: CL2).

Giant Spider: This neutral vermin's vital statistics are HD 3d4 (hp 12), AC 15. Primary attributes are physical. They attack with a bite (1d6 dmg). Bitten victims must save vs poison or take a further 1d6 damage and another save the next round. Failing the second save results in another 1d4 damage and they become paralyzed for 2d6 hours. This creature possesses Twilight Vision.

After the spider is defeated, you may read this to the party:

Faint light trickles down from the hole above dimly illuminating a rectangular chamber. There appears to be another set of stairs leading down even further into the complex. The detritus of centuries litters the floor with many bones scattered amongst the refuse. A musky, animal scent fills your nostrils as you warily look around, waiting for your eyes to adjust to the gloom.

There does not appear to be any sign of the little girl's dog among the remains.

AREA 2: THE CLAY GUARDIAN

This is a large room with the statue of a lion sitting in the center with columns standing at each of the four corners.

As soon as any member of the party attempts to go around the statue without speaking the word, "Ramat" (and how would they possibly know that?), it animates and attacks the party.

***Lesser Clay Golem:** This neutral construct's vital statistics are HD 4d10 (hp 17), AC 14. Primary attributes are physical. It attacks with its claws for a slam attack (2d6 dmg). This golem also sprays a gas as it attacks (see below).*

Because of its great age, this golem is quite brittle but it will prove to be a dangerous obstacle. In addition to its attacks, the golem sprays out a noxious cloud of gas that fills a 10' x 10' x 10' area. Any character directly exposed to the gas will begin to cough and choke uncontrollably unless a save is made (Con: CL4). The effects of the gas are very similar to the spell, **stinking cloud**. Those who succumb to the gas are forced to leave the area and are helpless for 1d4+1 rounds. A save is needed each round for spent in the area. The gas continues to fill the area at a rate of 10' x 10' x 10' per round and stops only when the golem ceases its attack. The cloud will completely dissipate after an hour.

AREA 3: CLERIC QUARTERS

You enter a long hallway with a number of openings on each side. On closer inspection, it looks as though these may have been private quarters very much like the sleeping cells found in monasteries and clerical houses.

AREA 3A: MARPU'S CELL

The simple, wooden door of this room is in remarkably good condition.

Any good cleric (or evil character) can easily tell that this room radiates an aura of good. Indeed, this was once the cell of Marpu, a holy and devout cleric of Ramat. To this day, it continues to be surrounded by a permanent **protection from evil** spell. Good or neutral aligned members of the party can rest in this little 10' x 10' room without worry of attack. Those who are evil or with evil intent will become restless and feel compelled to leave.

A careful search of the room (Wis: CL2) will reveal two **potions of cure light wounds**, 2 cp, and 6 gp hidden behind a loose stone in the wall. The potions can be tasted to easily determine their identity, but when fully consumed, they will



only restore 1d8-2 hit points because of their great age.

AREA 4: THE LAVATORY:

This room appears to have been a lavatory in ancient times, if the holes in the floor are anything to go by. Thankfully, it looks quite empty.

There is nothing of value in this room.

AREA 5: HEAD CLERIC'S QUARTERS

This 20' x 30' room appears to have been the private quarters of some important person. The stone shelves in the western wall, as well as a few decorative statues are all that remain. Upon the southern wall there is a large, faded mural of three white-robed men standing around a golden spear set in a pedestal. The men are beset by a host of demons and undead.

If the party has been in Area 16 (The Sanctuary), you can tell them that the pedestal looks a great deal like the one in the Sanctuary.

Beams of light radiate from the Spear, appearing to strike and slay the demons and undead.

There is nothing of value in this room. However, a secret door is located at the eastern-most end of the room (CL1 to find).

AREA 6: HIGH PRIEST'S PRIVATE CHAPEL

Unless a character has either a **detect magic** or **read magic** spell active when they enter this room, they will be unaware of the ward that protects this room. A rogue may also be able to find it if looking for traps though it will be more difficult.

Glyph of Warding (CL5): *Unless avoided, the first character of an evil alignment to step into this area will set it off. All within a 5' radius suffer from an explosion that deals 5d4 damage when triggered. Successful Wis save for ½ damage.*

Every wall in this room is covered with religious murals of a golden-headed being and his white-robed followers. It is quite obvious that this was once a small shrine dedicated to that radiant being.

A large disk that appears to be made of gold is set upon the north wall and nearby on the floor lies a skeleton. It still wears golden chain mail and a ring.

These are the remains of the High Priest, Bokomat. He is clad in a set of golden **chain mail +1** and wears a **ring of protection +1** on a bony digit. Should any character use the medallion from Area 7 (The Vestry) and place it against the golden disk on the north wall, all living beings in the room will be transported to Area 19.

AREA 7: THE VESTRY

This area appears to have been a room where vessels and clothing for religious ceremonies were stored. While most of the clothing is now centuries beyond being useful, many of the vessels still seem to be in good order.

You hear a faint growling sound emanating from the north-eastern corner of the room, although you can't immediately see what is making the sound. If someone ventures toward the growling sound, a very angry and scared brown and white dog moves out from around some rubble. Hopefully, the characters will remember that this is the little girl's dog! It should not take much for the party to be able to calm the dog down and get it to follow them.

If members of the party search the room more thoroughly:

You discover a skeleton lying on the floor under a pile of tattered clothing. There is a necklace, a ring and a mace about the remains.

These are the remains of Abudakar, a cleric of Ramat who died trying to cleanse the temple just a few days after Akhenmat's treachery. His golden-plated mace is a **mace +1**, the golden ring is his **ring of fire resistance** (resist 10) and the necklace has a golden medallion with a radiant man engraved upon it. This is the medallion that will transport the party from Area 6 to Area 19.

AREA 8: THE DINING ROOM

This rather long room stretches off into the darkness. Dirt covers the cracked, paved floor, no doubt tracked in by countless animals that have made this place their den.

Although this area used to be the dining room for the clerics, nothing remains to indicate its original use. However, if the party makes a big commotion here, it may cause the bats in Area 9 to fly through and startle them.

AREA 9: THE KITCHEN

As soon as the party enters this area, they startle the bats roosting here (if they haven't already). They will swarm the party for 6 rounds. Party members also risk slipping and falling due to the bat guano all over the floor (Dex: CL1 to avoid slipping).

Swarm of Bats: *These neutral animals' vital statistics are HD 1d4 (hp 1 each), AC 15. Prime attributes are physical. They swarm the area wreaking havoc (1 dmg per round). Those caught within the area need to make a save (Wis: CL1) in order to act while within the swarm.*

On the third round of the “battle” with the swarm, the 2 giant bats roosting in Area 10 will also fly in and attack.

Giant Bats: *These neutral animals' vital statistics are HD 2d8 (hp 5,11), AC 12. Primary attributes are physical. They attack with a bite (1d4 dmg). They are extremely maneuverable and gain an additional +3 AC bonus in flight.*

When all the bats have been defeated, read this description of the room to the party:

It appears as though the north-western end of this room has been a home to the bats for a long time. Most of the floor there is covered in piles of bat dung, the smell of which is so acrid; it makes you gasp and your eyes water.

There is nothing of value in this room.

AREA 10: THE KITCHEN STORAGE ROOM

This room is also filled with bat guano and the stench is even more overwhelming here.

If members of the party search through the dung, a skeleton will be uncovered and then a plain, wooden wand. It is a **wand of magic missiles** that emits 1 missile per attack and has 3 charges remaining.

Unfortunately, the dung is infested with rot grubs (Wis: CL3 to spot) and will attempt to attack every character that searches through it. Any character searching will need to make a save (Con: CL1) to see whether or not they have been infested with a rot grub or not.

Rot Grubs: *These neutral vermin's vital statistics are HD 1 (hp 1 each), AC 11. Primary attributes are physical. They burrow into any living flesh they touch. Fire (1d6 dmg) needs to be immediately applied to the wound to negate lethal effects.*

LEVEL 2

AREA 11: FOYER

This room has three passages connected to it: one leading east, one leading west and another one leading south.

There is nothing of value in this room.

AREA 12: THE TRAINING AREA:

Through this doorway, you discover a very large room lined with simple murals. Many of them depict men dressed in ancient armor, locked in combat with demonic creatures. One larger piece shows a golden-headed man with armor and a spear, fighting what appears to be a demon lord. As you move deeper into the room, a group of 5 skeletons attack!

In addition, there is 1 shadow that will attempt to attack a party member by surprise after the first round of combat (Wis: CL3 to notice).

Skeletons: *These neutral undead's vital statistics are HD 1d12 (hp 5, 4, 3, 2, 2), AC 13. They are common undead and primary attributes are physical. They attack with old, rusty swords (1d6 dmg). Piercing and slashing weapons do ½ damage against them.*

Shadow: *This chaotic evil undead's vital statistics are HD 3d12 (hp 6), AC 13. It is extraordinary undead and primary attributes are mental. They attack by touch (1d4 dmg + Str Drain). Each successful touch causes the victim to lose a point of Str. Anyone reduced to 0 Str is slain and will rise up as a Shadow in 1d4 rounds. Being incorporeal, they take ½ damage from non-magical weapons. This creature possesses Darkvision (60').*

There is nothing of value in this room.

AREA 13: THE ARMORY

This much smaller room looks like it might have been a storage area for arms and armor. Extremely deteriorated bronze spears, armor and oddly-shaped (kopesh) swords litter the floor around the base of the walls, as if the racks that might have once held them turned to dust in the distant past.

A search of this room will quickly reveal one bronze shield that, other than being covered in dust, is in nearly perfect condition. It is a **medium shield -2 (cursed)**.

AREA 14: THE LIBRARY

The heaps of dust that line the floor around the walls of this room give the impression that it may have once held quite a bit of furniture and possibly even shelves that deteriorated a very long time ago.

A careful search of the room may enable the party a chance to find a secret door (CL1) which will show them the way to the hidden library in Area 15.

AREA 15: THE HIDDEN LIBRARY

When the secret door is opened, a great burst of stale air rushes past the party. Torches that are within 5' of the door will be extinguished.

As you enter this hidden room, the staleness of the air makes breathing feel difficult and leaves an unpleasant taste in the mouth. Here, you find many stone shelves built into the wall containing books and scrolls in various states of deterioration. Many of them have obviously already crumbled into dust.

Only one book seems to be in a good enough condition to even handle. On closer inspection, it appears to be a holy tome written in an ancient language that no one in the party can read.

Also, on another shelf are five vials, only two of which still contain any liquid. If the vials are tasted, they will be identified as **potions of cure light wounds**. When totally consumed, they will only restore 1d8-2 hit points because of their great age.

Next to the vials is an ivory tube, which holds a **scroll with 3 cure light wounds** spells. It will take a very knowledgeable (and expensive) sage to uncover any information concerning the holy book or to translate it. However, many days spent casting **comprehend languages** will eventually reveal all its of teachings.

This is the first holy book of Ramat, a god of radiant light and righteousness, who had a small, loyal following thousands of years ago. Ramat taught his followers to live justly, and be vigilant against the forces of evil. A couple of his favorite sayings include, "A snake left in the yard may one day bite your children" and "A righteous life is the best life."

AREA 16: THE SANCTUARY

As you enter this large room, waves of darkness and evil flood over you. Even the light sources you bring into this room seem to be dampened and dimmed. Clearly, this area was once a religious sanctuary of some sort, though it appears to have been defiled. A large, circular pedestal stands in the middle of the room. It has a small, circular hole in its center.

4 skeletons and 2 tentacled, demonic guardians remain guarding this room. They attack anyone who comes within 20' of the circular pedestal. The demons have fanatical morale and both of them along with the skeletons will fight until destroyed. Unless the party has the Spear of Ramat or is very skilled (and lucky), they will need to flee this area in order to survive.

Skeletons: *These neutral undead's vital statistics are HD 1d12 (hp 4, 3, 2, 2), AC 13. They are common undead and primary attributes are physical. They attack with old, rusty swords (1d6 dmg). Piercing and slashing weapons do ½ damage against them.*

Tentacled, Demonic Guardians: *These chaotic evil demons' vital statistics are HD 3d12 (hp 20, 17), AC 14. Primary attributes are physical. They attack primarily with 3 tentacles (1d6 dmg + grab). Those hit will be grabbed (Str save to negate) and pulled towards the demon's mouth (1d6 dmg per round). A victim so-caught*

may make a Str check in order to break free each round. The demons have the spell-like ability of darkness (2/day), telepathy, resistances to cold, fire, and electrical-based attack (receives ½ dmg from each), and has Darkvision 90').

There is nothing of value in this room but a thorough search may reveal a concealed mechanism (CL1). This is in the form of a stone in the east wall which will recede when pushed to open a secret door that leads to Area 17.

AREA 17: THE CATACOMBS

Clearly, this is where the ancient builders of this complex buried their dead. Small crypts line the walls. It looks as if most of them have been forced open and the remains lie scattered upon the floor.

The lingering taint of a great number of evil acts committed in the ancient past remains in this area. Each member of the party must make a save vs fear (Cha: CL1) or mindlessly flee in horror.

AREA 18: EVIL SHRINE

You follow the rough-carved cave out of the catacombs 25' to the east and then 25' to the north. There, your light sources reveal four skeletons sitting around a large, rectangular, purple stone. Suddenly, they rise and turn to attack you!

Soon after the party enters this room, 3 skeletons and a huecuva rush in to attack from the east. The huecuva is the undead remains of the traitor, Akhenmat.

If a good-aligned cleric in the party attempts to turn the huecuva and fails, then it will concentrate all subsequent attacks on that cleric, ignoring all other opponents until that cleric is destroyed.



Skeletons: These neutral undead's vital statistics are HD 1d12 (hp 8, 6, 4), AC 13. They are common undead and primary attributes are physical. They attack with old, rusty swords (1d6 dmg). Piercing and slashing weapons do ½ damage against them.

Huecuva: This chaotic evil undead's vital statistics are HD 2d12 (hp 8), AC 17. They are extraordinary undead and primary attributes are physical. It attacks with its claws (1d6 dmg + disease). Those wounded risk being infected with disease (Con save to negate) which results in the loss of 1 point of Con each day until death. The Huecuva also has the spell-like ability of **alter self** (3/day).

AREA 19: HIDDEN CHAMBER OF SPEAR

In a blinding flash of light, you find yourself in a very simple room that is illuminated by a glowing spear, which is laying on the floor in the middle of the room. Two closed chests sit on the floor; a golden disk similar to the one in the previous room is on the southern wall.

Of course, the spear is the minor artifact, the Spear of Ramat. All of its special abilities only function for a cleric of Ramat, although any good or neutral character may touch it. Anyone touching it will be magically compelled (Int save CL:6 to resist) to return the Spear to the sanctuary in Area 16, and place it on its pedestal.

One of the chests holds 128 gp the other contains two ivory tubes. One tube houses a **scroll of raise dead** and the other, a **scroll of remove disease**.

Again, if any character places the golden medallion against the golden disk on the southern wall, all living beings in the room will be transported back to Area 6.

CONCLUDING THE ADVENTURE

If the party places the Spear of Ramat on the pedestal in the Sanctuary (Area 16), read the following:

As you place the Spear on the pedestal, a brilliant, blinding light floods the room and beyond, destroying all remaining demons and undead, as well as cleansing the entire complex of evil. An angelic being appears before you and speaks telepathically, "Thank you for restoring this holy place. It has been desecrated for far too long. I must take the Spear of Ramat to dwell with the gods, until such time as it is needed in this mortal realm again." As he begins to disappear he adds, "Your mighty deeds done this day will not be forgotten."

APPENDIX: NEW MONSTERS



BAT

	Common	Giant
NO. ENCOUNTERED:	1-100	1-8
SIZE:	S	M
HD:	1 (d4)	2 (d8)
MOVE:	60' (fly) / 5'	45' (fly) / 5'
AC:	12(15)	12(15)
ATTACKS:	Bite (1 dmg)	(1d4 dmg)
SPECIAL:	Swarm	-
SAVES:	P	P
INT:	Animal	Animal
ALIGNMENT:	Neutral	Neutral
TYPE:	Vermin	Vermin
TREASURE:	Nil	2
XP:	5 + 1	10 + 2

Bats are primarily nocturnal creatures that prefer dark, sheltered places when not out seeking food. Though they have poorly developed vision, they function primarily by echolocation. Bats emit high pitched shrieks and navigate by sound. As such, they are not affected by extreme darkness or anything that could cause blindness. Their maneuverability in flight gives them a +3 bonus to their AC.

Combat: The common bat seldom attack people and a swarm is usually the result of someone stumbling upon a roost of bats and startling them. Giant Bats are more aggressive and known to hunt small animals and are attracted by shiny baubles.

Swarm: In sufficient numbers, bats will take flight from their roost, and create confusion and havoc for those caught within the swarm. Any opponent finding themselves caught within a swarm needs to make a wisdom check. Those failing the check suffer 1 point of damage every round in the swarm and are compelled to leave the area. Those who succeed in their check manage to take no damage and are able to react normally. In either case, it is impossible to cast any spells while in the middle of a flight of bats. The duration of the swarm is 1 round for every 10 bats present in the area before it disperses naturally.

CENTIPEDE, GIANT

NO. ENCOUNTERED: 1-8

SIZE: S

HD: 1 (d4)

MOVE: 20' / 10' (climb)

AC: 11

ATTACKS: Bite (1 dmg)

SPECIAL: Poison

SAVES: P

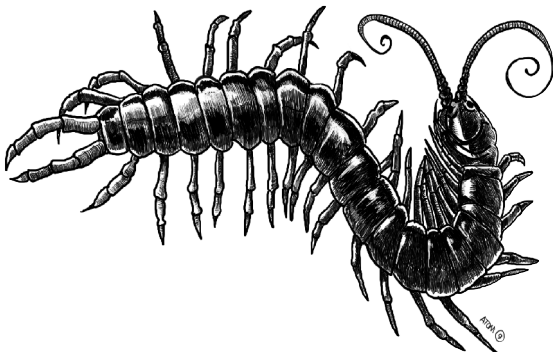
INT: Animal

ALIGNMENT: Neutral

TYPE: Vermin

TREASURE: Nil

XP: 9 + 1



Giant Centipedes are some of the more dangerous predators of the insect world. These will typically range in length from a foot to a foot-and-a-half in length. They will feed on small animals, spiders, and other insects but have been known to feast on larger prey if the situation present itself.

Combat: The bite of a centipede transmits a poison capable of neutralizing its target and the poison from a giant centipede can paralyze a full-sized humanoid. Medium sized creatures bitten must make a successful save vs poison or become paralyzed for 1-4 rounds.

CLAY GOLEM, LESSER

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 4 (d10)

MOVE: 30'

AC: 14

ATTACKS: Slam (2d6)

SPECIAL: Immunity to Magic

SAVES: P

INT: None

ALIGNMENT: Neutral

TYPE: Construct

TREASURE: 3

XP: 80 + 4

Lesser Clay Golems are a minor form of automaton created by a powerful cleric. Further details on golems can be found in the *Monsters & Treasures* book for *Castles & Crusades*. Unlike the larger and more powerful versions, these are less apt to go berserk with control maintained.

Immunity to Magic: As regular Clay Golems, these are impervious to most forms of magic. All spells and spell-like effects are ignored with the exception of the following: **move earth** (3d6 dmg which drives it back 36'), **disintegrate** (1d6 dmg with the effects similar to **slow** unless negated by a physical save), and **earthquake** (3d6 dmg which immobilizes the creature).

DEMON, TENTACLED GUARDIAN

NO. ENCOUNTERED: 1-4

SIZE: Large

HD: 3 (d12)

MOVE: 40'

AC: 17

ATTACKS: 3 Tentacles (1d6)

SPECIAL: Darkness, Improved Grab, Telepathy,

Resistance: Cold, Fire, Electricity (all half),

Darkvision 90'

SAVES: P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Demon

TREASURE: 4

XP: 75 + 3

A **Tentacled Guardian Demon** is a lower order demon. It is essentially a 10' diameter, dark purple mass with six tentacles, and one extremely toothy mouth. Despite its size, the demon is able to move rapidly about using its tentacles to maneuver itself as well as to attack. These evil creatures are ideal guardians and gluttons who guard, and eat, any who dare cross their path. These entities are often underestimated due to their appearance and behavior as they are also quite intelligent. They are able to communicate telepathically if so inclined.

Combat: These creatures can attack three different targets each round using one tentacle per opponent. Upon a successful hit, the victim must make a successful strength check or be grabbed and pulled towards the demon's mouth. Anyone in this predicament will automatically suffer 1d6 points of damage per round until they are freed or perish. An attempt to break out of the demon's grasp can be made each round with a successful strength check. The challenge level to break free increases by 1 for each additional tentacle that is used to hold on to a single opponent. These tentacled guardians prefer to concentrate their efforts and feed on one creature at a time before moving on to another.

Spell effects which involve cold, fire, or electricity all do half damage.

Darkness: Twice per day, these demons have the innate ability to create the spell-like effect of **darkness** in a radius of 30'.

HUECUVA

NO. ENCOUNTERED: 1-4

SIZE: Medium

HD: 2 (d12)

MOVE: 30'

AC: 17

ATTACKS: Slam (1d6)

SPECIAL: Disease, Alter Appearance

SAVES: P

INT: High

ALIGNMENT: Chaotic Evil

TYPE: Extraordinary Undead

TREASURE: 3

XP: 22 + 2



The **Huecuva** will appear as a rotting, putrid humanoid dressed in defiled and tattered priestly vestments. Worms crawl and slither in and out of their eye sockets, rib cage, and other necrotic areas of its purulent form. Due to their appearance, they are often mistaken for skeletons but this is far from actuality. A Huecuva is the undead spirit of a good cleric who became unfaithful to their god and turned to a path of evil. As punishment for their transgression, they have been condemned to roam the earth as a creature all good clerics despise — undead.

Combat: A Huecuva attacks with its claws, raking and slashing at its opponents. It will do so relentlessly until either it, or its opponent, is killed. During combat, if a good-aligned cleric attempts to turn a Huecuva but fails, the creature will then concentrate all subsequent attacks on that cleric until they are destroyed. It detests and harbors resentment of life in general.

Alter Appearance: This form of undead has the ability to change its appearance much like the spell, **alter self**. The Huecuva will use this ability in order to better lure its victim into a false sense of security or simply to trick them. They often prefer to take the form and appearance they once had in life.

Disease: The Huecuva are carriers of a magical disease. Those wounded risk being infected with an illness that taxes the body and health. A successful save vs disease (Con) will negate the effects upon receiving the blow. If infected, each day the disease goes untreated will result in the loss of 1 point of constitution. If they are reduced to zero constitution, death occurs. Only a spell like **remove disease** can cure the infliction.

ROT GRUB

NO. ENCOUNTERED: 5-20

SIZE: Small

HD: 1 (1 hp)

MOVE: 1'

AC: 11

ATTACKS: Burrow

SPECIAL: Disease

SAVES: P

INT: Animal

ALIGNMENT: Neutral

TYPE: Vermin

TREASURE: Nil

XP: 10

Rot Grubs are found in refuse or dung but are fortunately rare. They are a parasite that feeds on living flesh and when they find a suitable host, they will burrow in to feed. Once infected, the only recourse is to immediately burn the entry point (1d6 dmg) in order to eliminate the infestation. If left untreated, they continue to burrow till they reach the heart, causing the death of the host. A medium-sized host will live no longer than half-an-hour after a rot grub has set in. A spell such as **remove disease** can be used to cleanse the infestation.

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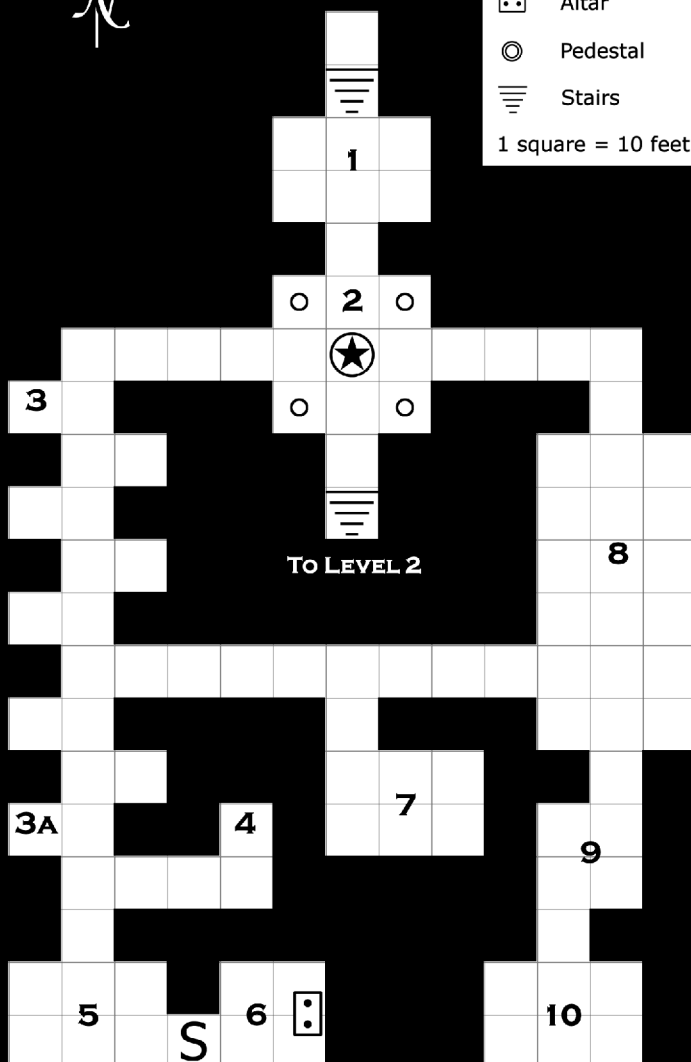


ENTRANCE

MAP KEY

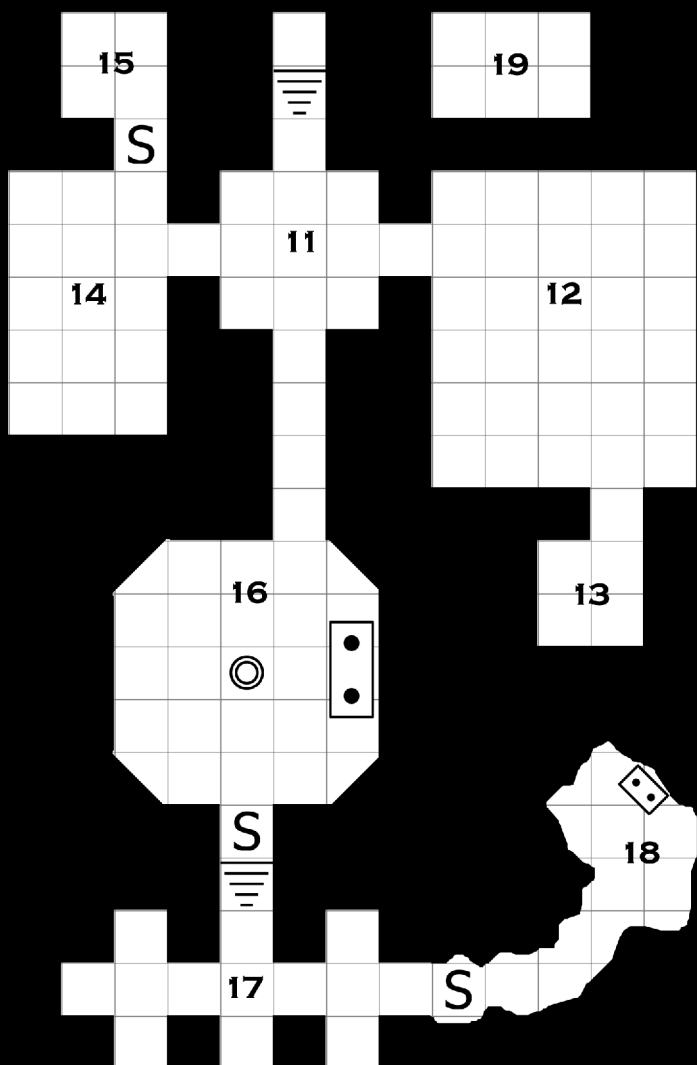
- S Secret Door
- Pillar / Column
- Altar
- ◎ Pedestal
- ≡ Stairs

1 square = 10 feet



RUINS OF RAMAT - LEVEL 1

TO LEVEL 1



RUINS OF RAMAT - LEVEL 2

RUINS OF RAMAT – QUICK REFERENCE

Name	Type	AL	HD (hp)	MV	AC	SV	ATT	XP	Special
Bat, Giant	Animal	N	2d8 (8)	5'/45'	12	P	1d4	26	+3 AC in Flight
Bat Swarm*	Animal	N	1d4 (2)	60'	15	P	1	7	* Single bat given for reference; Swarm does not constitute a single creature
Centipede, Giant	Vermin	N	1d4 (2)	20'/10'	11	P	1	11	Poison
Clay Golem, Lesser	Construct	N	4d10 (17)	30'	14	P	2d6	148	Immunity to Magic
Huecuva	Undead (E)	CE	2d12 (8)	30'	17	P	1d6	38	Disease, Alter Appearance
Rat, Giant	Animal	N	2d8 (1)	30'	13	P	1d2	2	Twilight Vision, Disease
Rot Grub	Vermin	N	1 (1)	1'	11	P	-	10	Burrow, Disease
Shadow	Undead (E)	CE	3d12 (6)	30'/40'	13	M	1d4	98	Darkvision 60', Str. Drain, Create Spawn, Incorporeal, Blend, Sunlight Vulnerability
Skeleton	Undead (C)	N	1d12 (4)	30'	13	P	1d6	14	½ from Slashing / Piercing Weapons
Spider	Vermin	N	3d4 (12)	30'20'	15	P	1d6	88	Twilight Vision, Poison
Tentacled Guardian	Demon	CE	3d12 (19)	40'	14	P	3x1d6 / 1d6	132	Darkvision 90', Grab, Resist: Cold/Fire/Electrical, Spell-like Abilities

In cases where there are multiple instances of creatures with varying hit points, an average is used for the purposes of this Quick Reference