

Appendix N

Adventure Toolkit

THE RUINS OF RAMAT

#1 A LEVEL 0 ADVENTURE
BY JOHN ADAMS



COMPATIBLE WITH
**DCC
RPG**

BRAVE HALFLING PUBLISHING

THE RUINS OF RAMAT

A 0 Level Adventure

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COMPATIBLE WITH

DCC RPG

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APPENDIX N ADVENTURE TOOLKITS

Appendix N Adventure Toolkits provide Game Masters with a challenging, single-session adventure that can easily be dropped into any existing campaign, a fantastic, inspirational module map and a set of illustrated player handouts. Each also contains new monsters, unique enemies and creative traps, as well as inspirational ideas for expanding a campaign and launch points into further adventures. Please remember that these little adventures are tools for you to build a gaming session around. Feel free to change and adapt anything and everything in the module!

HIGHLIGHTS FOR THIS ADVENTURE

This module is challenging dungeon crawl for 8 to 12 zero-level characters. It includes combat, puzzles to solve, traps, hidden rooms to be discovered and mysteries to be explored. It is hoped that the slippery stairs in **Area 1** along with the roosting bats and guano-covered floor in **Area 3** will provide some memorable moments for the new adventurers. Discovering hidden doors and the rooms behind them in **Areas 10 & 15** should offer even the weakest zero-level characters a chance to shine. The fire trap in **Area 5** can help new players learn how to have their characters think on their feet. **Areas 7, 13 & 15** are straight-out combat with fearsome foes deadly to ordinary folk. Indeed, the demon in **Area 15** is meant to be a good example of an encounter the party should run from rather than fighting. Another option for defeating the demon is offered to the party by discovering the **Spear** and its use (placement in the circular pedestal in the sanctuary). And **Area 17** should help bring some otherworldly flavor to the adventure.



BACKGROUND

A little over 2,500 years ago, Ramat, a radiant god of righteousness and light was worshipped in a distant land. 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. The new sect espoused the belief that evil must be confronted and defeated by means of arms and magic. This dungeon was originally a hidden monetary created by the new sect for the purpose training clerics in martial beliefs and practice, creating copies of the new holy writings of their god and as a safe hiding place for the Spear of Ramat. The site was chosen because of its extreme isolation from civilization (at the time). Indeed, knowledge of the facility was only known by those few clerics of Ramat who had been invited to serve there (usually for just a year) before returning to their land to spread the true teaching of Ramat and confront evil on his behalf. At most, less than 5 dozen clerics ever served at the facility.

In time, the new sect was able to attack and defeat many evils that had plagued their land for centuries; both undead and demonic. As the fame and power of the young sect grew however, so did the anger and jealousy of the traditional clerics of Ramat. Eventually, the hatred of at least one traditionalist (there may have been more) 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 and with authority over all 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 in the complex. He called upon a vile, evil god – an enemy of Ramat – to aid him in his desecration and destruction of the upstart sect, damning his soul in the process. There in the depth and darkness, a temporary dimensional portal opened allowing dozens of demons, undead and things far worse to swarm the young clerics and novices in the complex and easily dispatching them all.

During the battle, the sect’s high priest, Bokomat, was able to secure the Spear and reach the hidden chamber where the portal artifact back to their land of origin was located. However, there was not enough time for Bokomat to perform the ritual to activate the portal. So he left the Spear of Ramat in the portal room and returned to the fight and inflicted a fatal blow upon the treacherous Akhenmat. However, Bokomat still fell before the evil creatures Akhenmat summoned and the battle was lost.

Over the next few centuries, the remaining strongholds and faithful of Ramat back in their distant land perished in similar battles. Within five hundred years, none but a select few sages even remembered the name of Ramat. The complex has remained essentially hidden for over 2,500 years. That is, until now.

ENCOUNTER TABLE

Area 1	T	Slippery Stairs
Area 2	C	Giant Spider Crab
Area 3	C/ T	Guano/Ordinary Bats
Area 4	C	Giant Bats
Area 7	C	Undead
Area 9	S	Secret Door
Area 11	T / P	Fire Trap/Column Puzzle
Area 13	C / S	Demon/Secret Door
Area 14	S	Secret Door
Area 15	T / C / P	Pit Trap/Undead/Teleport
Area 16	S	Secret Door
Area 17	P	Teleport

PLAYER INTRODUCTION

It is mid-spring, the time when the land's rulers and their men-at-arms go to war with their neighbors. 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 Rose Hill, when a giant, clawed creature came up out of the ground and took her dog. The girl is 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.

A NOTE ON PORTALS

Bokomat opened up a temporary dimension portal that no longer exists.

The facility has its own portal artifact in **Area 17** that allowed clerics of Ramat to transport from their distant homeland to this facility and back. See the third Adventure Expansion Idea in Appendix I for more details on this portal artifact.

Room portals are found in **Areas 15** and **17** and are activated when any character touches the necklace with the golden medallion (found in Area) against a golden disk on wall in each room. In this way, all living beings in each room can be transported back-and-forth from **Areas 15** and **17**. However, neither undead nor demons are transported by these room portals.

AREAS OF THE MAP

Dungeon General Features: The first few areas of this dungeon are littered with dirt, refuse and debris while the rest remains quite dusty, but empty. The walls of the dungeon are well-worked stone. Most doors have long since rotted away - except for Marpu's cell (Area 5a) and the two cell doors on either side.

Area - Rose Hill: *This little hill is only about 30' high and around 90' in diameter. Near the top of the hill is an opening in the ground that is about 10' across and displays a blackness of an indeterminable 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 (in **Area 1**).

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 going down a rope) they will need to make a DC 15 Reflex check 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 **Area 1** 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.

Area 1: Entrance: *Faint light trickles down from the hole above dimly illuminating this a 30' square chamber with three exits. 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.*

Crab Spider: Init +1; Atk sting +3 melee (1d4 + poison); AC 12; HD 2d8; hp 7; MV 30'; Act 1d20; SP poison (DC 8 Fortitude save or death); SV Fort +2, Ref +3, Will +1; AL L.

This crab spider is as large as a dog-sized creature.

Area 2 - 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.*

This area used to be the dining room, but nothing remains to indicate its original use. If the party makes a big commotion here, they may cause the ordinary bats in

Area 4 to fly through and startle them.

Area 3 - The Kitchen: *This long room stretches off into the darkness. Dirt covers the floor and vines grow near the entrance coming from the previous room.*

When the party enters this area they will startle the tiny, ordinary bats roosting here (unless they disturbed them already). The bats will swarm around them and cause each character to be *confused* (in a non-magical way similar to the spell of the same name) for six rounds if they fail a DC 10 Willpower save. Those that fail roll a d6 to determine the extent of their confusion. On a roll of 1-3 they stand baffled and inactive while a roll of 4-6 they attack the other members of the party.

All *confused* players must also make a DC 10 Reflex Save to avoid slipping and falling in the piles of bat dung that cover the floor. These ordinary bats do not directly cause any harm and should only remain in the area for six rounds. On the third round of the "battle" with the ordinary bats, the two **Giant Bats** roosting in **Area 4** will also fly in and attack.

There is nothing of value in this room.

Area 4 - The Pantry: *This room is also filled with bat dung.*

Once a storage area for the kitchen, the stench of the guano is even more overwhelming here.

Giant Bats, mundane (2): Init +4; Atk bite +1 melee (1d3 plus disease); AC 10; HD 2d8; MV fly 40'; Act special; disease (Fort DC 8 or sickness and vomiting for 2 days; half movement and -4 to all rolls during that time.); SV Fort +0, Ref +10, Will -2; AL N.

There is nothing of value in this room.

Area 5 - Cleric Quarters: (Player's Handout # 1)

This is a long hallway with a number of openings on each side.

These cells were the private quarters of the clerics. All of them are empty except for Area 5a.

Area 5a: - Marpu's Cell: *This simple, wooden door is in remarkably good condition.*

Any lawfully-aligned (or chaotic) character can easily tell that this room radiates a powerful aura of good. Indeed, this was once the cell of Marpu, a holy and devout cleric of Ramat. To this day, lawful or neutral characters can rest in this little 10' x 10' room without worry of attack. While in the room, they also gain a +1 bonus to both healing and saving throws. Those who are chaotic or with evil intent will become restless and feel compelled to leave within one round. Refusing to do so brings on a violent nausea along with a body-wide, burning pain.

If any lawfully-aligned members of the party sleeps inside the room, they will each have a very vivid dream of an olive-skinned man in white robes beckoning them to, "Step through the portal. Make what was done, undone." This is a reference to the optional adventure idea in **Area 17** found in Appendix I.

Area 6 - The Lavatory: There is nothing in this room. (See Appendix I for an idea on how to expand this adventure using this room.)

Area 7 - The Training Area: *As you enter this room, numerous piles of bones and armor rattle together taking the shape of fighting men with ancient, curved swords. Their empty eye sockets glow purple with necromantic power as they scream and rush to attack!*

Skeletons (5): Init +0; Atk claw +0 melee (1d3) or by weapon +0 melee; AC 9; HD 1d6; hp 5,4,3,3,1; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

Once the skeletons are defeated: *This very large room is lined with simple murals that 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.*

There is nothing of value in this room.

Area 8 - The Armory: *Extremely deteriorated bronze spears, armor and oddly-shaped swords (kopesh) litter the floor. A dust covered bronze shield in nearly perfect condition lies on the floor.*

The shield bestows a curse as soon a character touches it and then disappears in a cloud of smoke. The character suffers a penalty of -2 to all to-hit rolls until a successful *remove curse* spell (or similar action) is cast upon them.

Area 9 - The Library: *Heaps of dust line the floor around the walls of this room.*

One stone protrudes from west wall. While a great deal of dust covers it, anyone who examines the wall will notice it. Pushing in the protruding stone opens a secret door that leads to **Area 10**.

Area 10 - 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 stone shelves built into the wall containing books, scrolls and maps in various states of deterioration. Many of them have obviously already crumbled into dust. Two dust-covered vial also sit on the shelves.

Only a few books and scrolls seem to be in a good enough condition to even handle. On closer inspection, they all appear to be written in an ancient language that no one in the party can read. The books and scrolls all contain religious rituals, teachings and maps to holy locations of Ramat, a god of radiant light and righteousness. See Appendix I on how a character can use these materials to become a cleric of Ramat.

The two vials are **potions of healing** and may be identified by tasting a tiny sip. However, because of their great age, they will only provide 1d4 in healing.

Area 11 - Fire Trap: (PLAYER'S HANDOUT #2) *A floor-to-ceiling column dominates the middle of this large room.*

The column has an assortment of esoteric sigils and runes in low relief. Players who make an DC 10 INT check notice the only glyph visible on the column in high relief is slowly sinking down. At the same time, the entrance door slams shut and locks, and thin columns of a purple gas begins to rise up from the great multitude of tiny (¼" diameter) holes that have been drilled into the floor. Beginning on the next round (and continuing each round until they leave the room) each character in the room needs to make a Fort DC 10 save or immediately begin taking 1 point of fire damage per round. The only way to shut off the gas is to depress the corresponding glyph in high relief on the opposite side of the column (which also unlocks the door).

This room was altered by the evil forces that conquered the facility (and before most of them wandered off) in case anyone might try to restore the complex.

There is nothing of value in this room.

Area 12.- The Vestry: *This room houses tattered clothing and a few tarnished vessels that may have once been used for religious ceremonies.*

A very angry and scared brown and white dog is hiding behind a pile of rubble in the northwest corner.

Area 13 - 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. (This is for the **Spear of Ramat** artifact)*

A single demonic creature guards this room. It attacks anyone who comes within 20' of the circular pedestal. The demon has fanatical morale and will fight until destroyed. Unless the party has the **Spear of Ramat** or is very lucky, they will need to flee this area in order to survive.

Demonic Guardian: (type I demon): Init +1; Atk tentacles +6 melee (1d4/1d4/1d4/1d4) or +4 bite (1d8+2); AC 13; HD 3d12; hp 15; MV 20'; Act 1d20; SP demon traits; SV Fort +4, Ref +2, Will +0; AL c.

2d6	Demonic Roar
2-5	instant death
6-9	flee in terror for 1d6 rounds
10-12	stunned for a round

This 7' demon is a black, primordial amorphous creature that attacks with up to four psuedo podish, tentacles. Once every six rounds, it may utter a massive roar that requires a fortitude save. Half damage from normal weapons and fire. It can produce magical darkness as per the spell.

A stone in the east wall will recede when pushed, opening the secret door that leads to **Area 14**.

Area 14 - Hidden Hallway: *This is a simple, 10' x 50' hallway that leads (depending upon which way the party enters) to a door to the west/east.*

There is a secret door to the north. This door can be discovered and opened by pushing on it with a bit of force (DC 8 STR check).

Area 15 - High Priest's Chapel: There is a pit trap that is triggered when more than 50 pounds of weight or pressure is exerted on it (or Reflex DC 15 check). The pit is 10' deep and contains no spikes. Each member of the party that falls into the pit receives 1d6 damage (½ if they make a successful Reflex DC 10 save).

As soon as a character enters the room, two skeletons and an undead priest attack. The undead priest is the remains of the traitor, Akhenmat.

Akhenmat, Undead Priest (1): Init +0; Atk mace +1 melee (1d6) or harmful spell (see below); AC 9; HD 2; hp 6; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons; SV Fort +1, Ref +0, Will +2; AL C. Akhenmat can cast two harmful spells per day that manifest as a sickly purple beam which causes 1d6+1 damage at a range of 50' (DC 11 Will save for half damage).

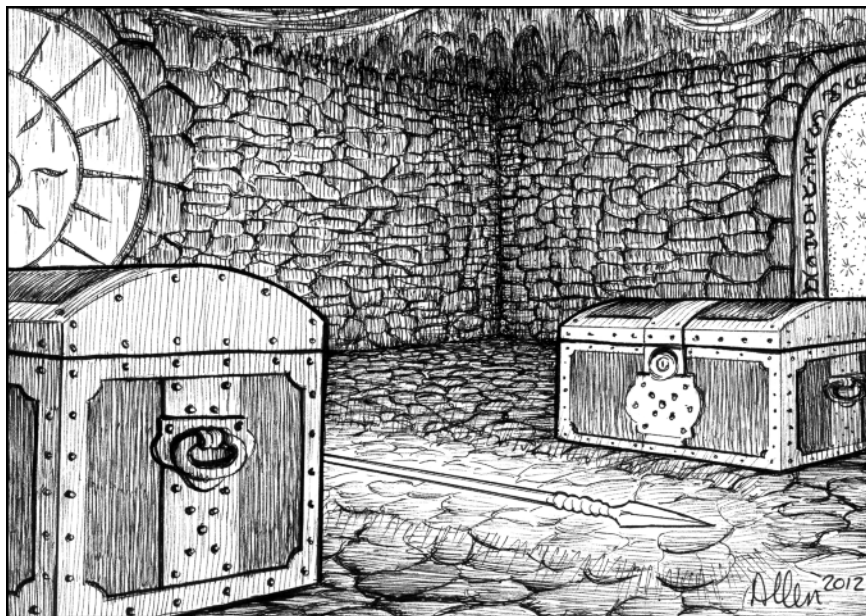
Skeleton(2): Init +0; Atk claw +0 melee (1d3) or by weapon +0 melee; AC 9; HD 1d6; hp 3, 4; MV 30'; Act 1d20; SP un-dead, half damage from piercing and slashing weapons; SV Fort +0, Ref +0, Will +0; AL C.

(After the skeletons and undead priest are defeated) *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 is a small shrine dedicated to that radiant being, although it has been desecrated for a very long time. A large disk that appears to be made of gold is drawn upon the north wall. Nearby on the floor lies another skeleton, although this one does not appear to be animated. It still wears a necklace with a golden medallion, 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. If any character touches the necklace with the golden medallion against the golden disk on the north wall, all living beings in the room will be transported to **Area 17**.

Area 16. Head Cleric's Quarters: *This room may have been the quarters of an important person. Stone shelves in the western wall and a few decorative statues are all that remain. On the northern wall, there is a large, faded mural of three white-robed men standing around a golden spear, which is set in a pedestal. They are beset by a host of demons and undead. (If the party has been in **Area 13**, 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 demons and the undead.*

There is nothing of value in this room. However, a secret door is located at the western-most end of the room.



Area 17: Chamber of Spear: *This room is illuminated by a glowing spear, laying on the floor in the middle of the room. Two closed chests also sit on the floor and a golden circle 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 virtuous character may touch it. Anyone touching it will be magically compelled (Will DC 15 save) to return the **Spear** to the sanctuary and place it in its pedestal. One chest holds 528 Gold Pieces and the other contains an ivory tube with a **Scroll of Remove Curse**. Again, if any character places the golden medallion against the golden circle, all living beings in the room will be transported to **Area 15**.

CONCLUDING THE ADVENTURE

If the party places the **Spear of Ramat** on the pedestal in the sanctuary, read this:

*As you place the Spear on the pedestal a brilliant, blinding light floods the room. The light fills the sanctuary and beyond, destroying the demon and all remaining undead as well as cleansing the entire complex of evil. An angelic being appears before you and speaks telepathically, "I am Abudekar, a servant of Ramat, a god of radiant light. Thank you for restoring his holy place. It has been desecrated for far too long. I must take the **Spear of Ramat** to dwell with Ramat in the heavens, until such a 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 I

Adventure Expansion Idea for Area 6:

Strange, almost alien markings adorn the southern and eastern walls of this room. A large hole about 7' in diameter lies between these walls.

If a source of light is cast into the hole it will land some 100' below on a raised Dias about 5' across.

A DC 15 Intelligence check will cause a character to remember seeing markings such as these on an ancient, black monolith just to the north of the Sulyndri Forrest (in the Old Isle - substitute a local forest from your own setting) on a trip he or she took with their parents as a child. They also remember how their parents told them not to touch it or even get near it.

This is an entrance into the underground abode of the Zubsesinazt, a reptilian, humanoid race with psionic abilities that ruled above and below land in primordial times. The few remaining members of this most malicious race hide deep underground in the ruins of their ancient city planning and preparing to rise in power once again.

Campaign Expansion Idea for Area 10:

With the referee's permission, a character in the party can use the holy writings of Ramat to become a cleric of Ramat - if they survive to reach level one. The writings basically encourage believers to live justly and be vigilant against the forces of evil. In addition, if the party discovers the Spear of Ramat in Area 17 and places it in the pedestal in Area 13, Ramat will appear to the potential character in a dream upon reaching first level. In the dream, he will touch their eyes and tongue, and in that way, provide him or her with the ability to both read and write in the ancient language of these holy writings. Otherwise, it will take an extremely knowledgeable (and expensive) sage to uncover any information concerning these holy writings or to translate it.

Adventure Expansion Idea for Area 10:

An archway shimmering with reflective energy stands on the north wall of this room.

This archway is an artifact that functions as a portal to the distant lands where Ramat used to be worshipped. It was the construction of this portal by celestial servants of the god that allowed for this isolated facility to be constructed and then occupied by his mortal followers. The artifact may be used to transport the party to a very distant land. However, in addition, when the party reaches 5th level or more, they may even learn a secret ritual of Ramat that will allow the portal to travel back in time or even to the plane of existence where Ramat now dwells.

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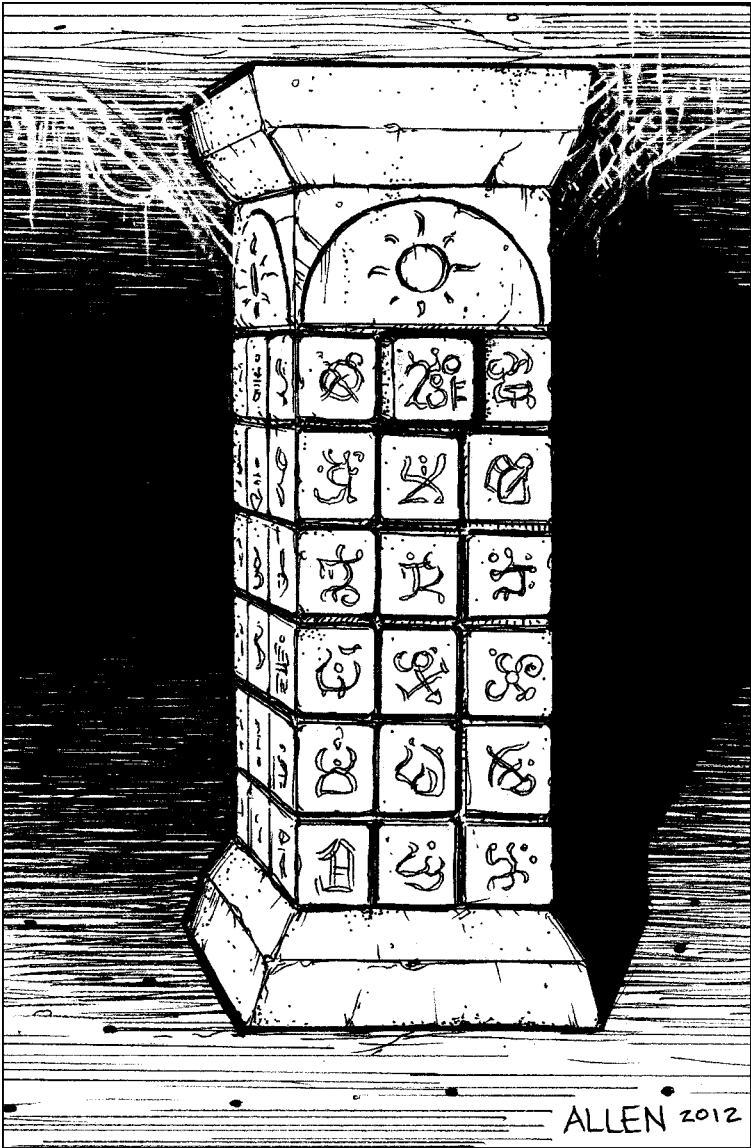
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Player's Handout #1



Player's Handout #2

Appendix N

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**#1 A LEVEL 0 ADVENTURE
BY JOHN ADAMS**

It's mid-spring, a time when Lords venture out with their men-at-arms to wage war with one another. Every able person in the land is entangled in the conflict -- one way or another. Into the midst of all this trouble a young girl comes crying that her dog has been taken by a monster. She is clearly terrified, and the dog (ever by her side) is nowhere to be seen. All that can be got from her is that she and the dog were playing down by "Rose Hill," when a giant, clawed creature burst out of the ground and took her dog. The villagers agree that you should investigate the incident. Indeed, they are relieved that anyone seems willing to do so...

This digest module features cover art by DCC RPG line artist, Doug Kovacs and includes a detachable cover with map by Mark Allen, and 2 player handouts detailing areas of interest.

COMPATIBLE WITH
**DCC
RPG**

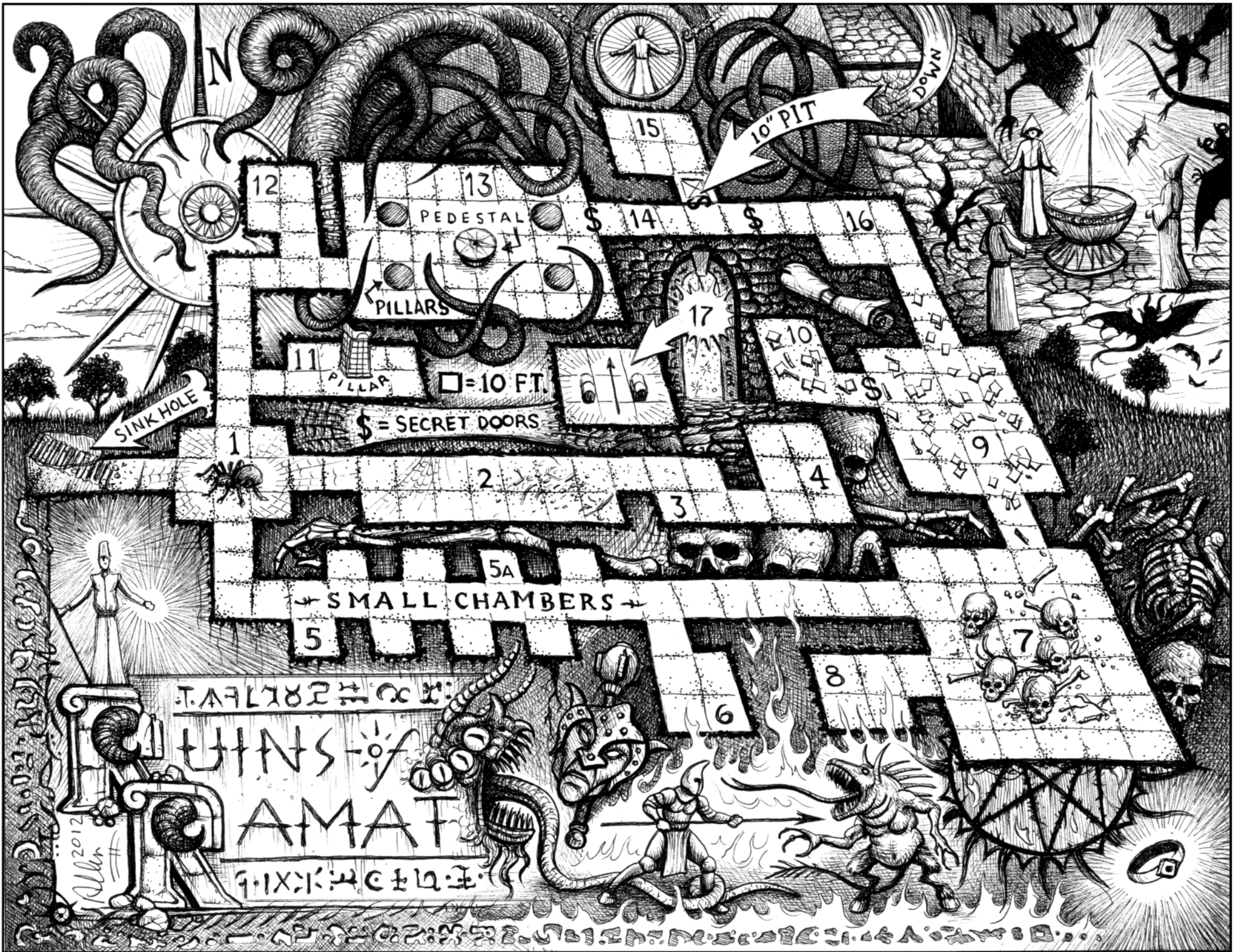
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15

12

13

PEDESTAL

\$

14

10" PIT

DOWN

\$

16

PILLARS

17

11

PILLAR

□ = 10 FT.

SINK HOLE

\$ = SECRET DOORS

1

2

4

9

3

5A

SMALL CHAMBERS

5

7

AMAT

UTINS

6

8

2012
Allan