

LA 3

FOR ADVANCED
D&D GAME

Dungeon Module LA 3

A MINOR THREAT

BY LENARD LAKOFA

AN ADVENTURE FOR CHARACTER LEVELS 4-6



A Minor Threat encounter is an AD&D scenario where the players are a group of adventurers tracking down an evil that has taken one of their friends hostage. They follow the trail across the desert and into a cavern lair.

Len Lakofka
archive

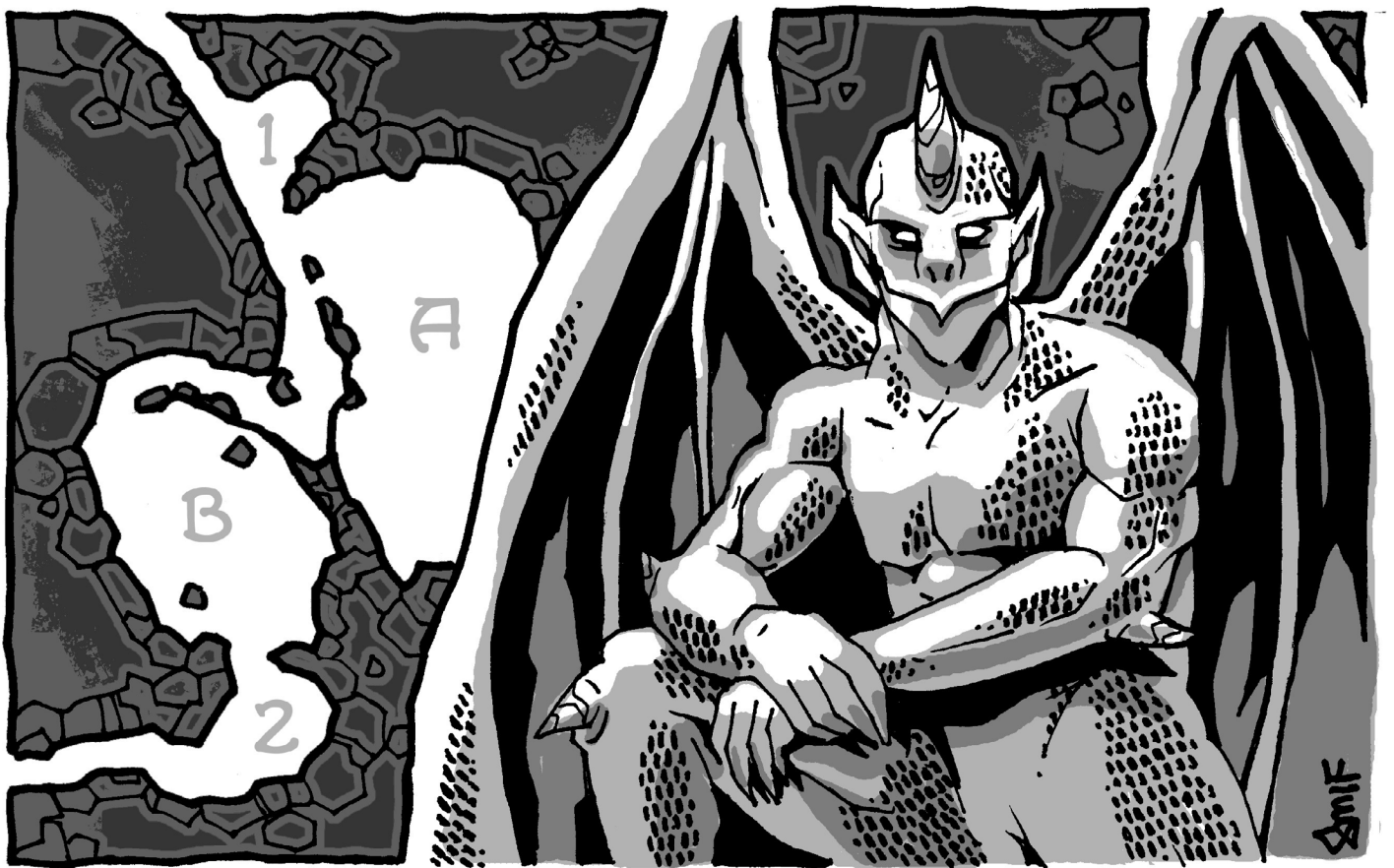


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On the Front Cover



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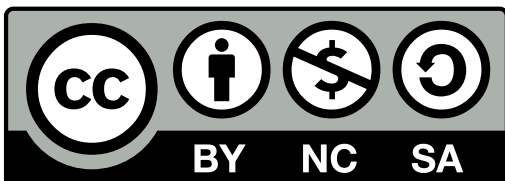


The desert can be a cruel and lonely place to explore. The environment depicted here by Dan Smith.

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Advanced Dungeons & Dragons

Dungeon Module LA 3

A Minor Threat

Editor's Note:

A Minor Threat is a 1st edition Dungeons & Dragons tournament module written by Len Lakofka and run at GenCon 1982. It was the second round ("Round 4005") of a three round tournament module written by Len. The first (the events of which are referred to in "The Story So Far" section below) is lost to history (or at least has not been located within the Lakofka Archive to date), and the third was Threat From Nowhere ("Round 4006", to be released by the Lakofka Archive).

This module contains various pre-generated characters used for the module at GenCon. Each of these features three different levels, apparently intended for use in each round of the module. As such, it is suggested you use the second of those for this module.

HOW TO USE THIS ADVENTURE

The locations detailed in the module are to be found in the maps at the end of this module, which have been created and updated based on the maps from the original module.

The module also features two new monsters and a new magical item created by Len, the full details of which are provided at the end of this module.

This adventure was written as a competition module by Lenard Lakofka. It is heavy combat.

As Len is often happy to point out: run it however you like.

In the module, text like this is intended to be read by the Dungeon Master (DM) to the players.

THE STORY SO FAR:

The adventure began when the boy Nefru, ward of the Temple of Anubis, was stolen from the town of Thinnes. After a long chase and a confrontation in the town of Ombos, the matter was satisfactorily resolved. However, a black metal collar of unknown, but evil, properties had been placed around Nefru's neck, requiring the party to retrieve a powerful relic from the tomb of an ancient sage, buried near the eastern city of Akhmen. You succeeded barely in time. Since then you have been resting in town, and some of you have completed your training.

Inteb had a curious experience on the last day of his training. That morning, the local high priest was visibly shaken and distraught. "Go back to Thinnes as quickly as you can. Take the desert route through the three oases." He then began the last lesson as though nothing had happened, nor did he recall the incident when Inteb asked him about it. After a lengthy discussion, the party decided to return to Thinnes by the most direct desert route. Nefru would return with them to the temple of Anubis in Thinnes.

Between Akhmen and the bowl of the desert is a crescent of mountains leading down to foothills and a narrow plain that should have taken about two days to cross.

The first day passed without incident. However, that night Nefru screamed and woke suddenly, claiming that a giant man-ape stood at his side, reached toward him, then vanished. The party members standing watch saw nothing, but you did notice that a lock of Nefru's hair was missing. Also, driven through Nefru's bedding was a black dagger with a wavy blade thrust through a piece of parchment that read: "In two days, you're all mine."

In the morning, you could see the foothills and plain below, and began your descent from the mountains. A short time later, Nefru turned to Bek, who was marching behind him, with a look of fear and terror in his eyes. Bek reached out to him, but his hand passed right through the boy! Nefru suddenly catapulted into the air and was drawn quickly toward the desert at an ever-

increasing speed. Kahn was the last to lose sight of him, far over the desert and south of your route. As he disappeared, there was the faint shimmer of wind-scoured rock on the horizon, which vanished almost immediately. It is far off your route., However, you have rescued Nefru too often in the recent past to lose him on the way home. You must get him back and continue on your journey as quickly as possible.

	PC	Max Recovery Time
Level 1-2 = 4 hours	#3 Fashe – Cleric	11 ¼ hrs
Level 3-4 = 6 hours	#4 Inteb – Cleric	10 ½ hrs
Per Spell level = 15 min	#6 Kahn – MU	9 ½ hrs
	#7 Kafran – Cleric	12 ¼ hrs
	#9 Kipa – Druid	10 hrs
	#10 Nefer – MU	8 ¾ hrs

DM NOTES

With the completion of the last adventure, the Unnameable One has realized the existence of the party, but not the deeper game of the gods. Deciding to eliminate the possible future threat as a matter of course, he has given the order to a minion, a cambion lord, and forgotten about the matter.

The cambion has sent his minion, a bar-Igura, to arrange for the capture of one of the party. The object is to lure the characters into facing a series of natural monsters and magical encounters that will result in their destruction. The bar-Igura picks the boy as the weakest and most helpless of the party.

This adventure covers the span of two days. The party has an opportunity to regain spells, but this may be disrupted. If the party stops to regain spells, keep track of the time involved. If this time exceeds 9 hours total, Nefru will be dead by the time they reach the last encounter area. A summary of times required by the spellcasters is as follows:

THE HIDDEN VALLEY

Following the line of Nefru’s flight, you come to a point where the mountain spine you are following splits around a hidden valley. The valley walls are rocky and steep, although not unclimbable. The valley floor is covered with small plants, but there are no bushes or trees of any size for at least a mile.

The place you are standing is barren smooth rock, with stunted vegetation and no large boulders. Directly below you, about 20’ down is the mouth of a large cave, 25’ high and 20’ wide.

1. THE CAVE

The cave is the lair of a **dracolisk**. If the party tries to avoid this area completely by going down the ridge away from the valley, go to encounter 1A.

Otherwise, the party has three options:

- Circle the valley on either ridge line



- Descend at a distance from the cave mouth and head for the trees at the far end of the valley (about a mile away).
- Descend to or near the cave mouth and investigate the cave.

CIRCLING THE VALLEY: The characters will reach the far end of the valley without incident and resume their march – go to Encounter 1A.

AVOIDING THE CAVE: The **dracolisk** will emerge when they are 2400' (800 yards) down the valley, about halfway.

You have covered about 800 yards when you hear a roar behind you. You look back to see a black, winged basilisk emerge from the cave. It takes a running start and lumbers laboriously into the air on its small wings. The trees are 900 yards away. You might be able to reach them if you run, or you can prepare to fight the creature here.

If the party runs, they will reach the trees a few hundred feet ahead of the **dracolisk**. The creature will scream in frustration and return to its lair.

If the party fights, they can deliver missile fire and spells before the creature closes. If it takes more than 30 points of damage, it will veer off and return to its lair.

Otherwise, it will make one pass, using both its breath and gaze attacks, then land and use melee attacks on the party. It will use its breath on rounds 1 and 2, and its other attacks on other rounds. The gaze attack is used every round.

Dracolisk: AC 3; MV 9"/15"; HD 7+3; hp 50; #AT 3; THACO 13; Dmg 1-6/1-6/d10+2; AL C; SZ L; SA petrification gaze 20' range; acid breath weapon, 5' x 90' line. In tournament play, the breath does 14 points of damage, 7 if save vs. breath is made.

INVESTIGATE THE CAVE:

The interior of the cave is unlit, although you can see dimly about 100' into it. The cave starts to narrow at the limit of your vision.

The cave narrows to 10' width. About 50' further in, an oddly shaped rock outcropping partially blocks the cave. If the party descended directly to the cave and entered, not encountering the **dracolisk** then it is asleep. Otherwise it is on alert and waiting for them.

This is the **dracolisk**. It will detect and surprise all intruders (7 in 10 chance of one character meeting gaze) except those moving silently and invisibly. Those moving silently and invisibly must still check for meeting the gaze at the "viewing" chance (5 in 10); although this approach will not trigger a **dracolisk** breath or melee attack.

Tournament Notes: **Invisibility** gives a +2 saving throw bonus against the breath. A character in melee has a base 3 in 10 chance of meeting the gaze. A character deliberately avoiding the gaze has a 1 in 10 chance of meeting the gaze and attacks at a -4 penalty to hit.

As soon as the **dracolisk** detects the party it will attack and pursue aggressively, using its breath on rounds 1, 3, and 5. It will not pursue out of the cave if it has received 35 points of damage or more, or it has a body to eat, but it will defend its lair to the death.

The lair contains a sack of 450 gp, a **footman's mace +1**, and clerical **scroll of cure serious wounds** (x2), and **scroll of cure light wounds** (x3).

1A. THE FAR RIDGE SIDE

This encounter is used for those who descend the far side of the ridges around the valley.

The far side of the ridge is rougher than the valley side. A thief can climb down easily but, unless precautions against falling are taken by other characters, those rolling less than their



Dexterity on 3d6 will slip and fall, taking 12 points of damage.

When the party reaches the bottom, they will be surprised at 10' range by a **rock reptile**. The character attacked is determined randomly. A second **rock reptile** will attack on round 2, also receiving a surprise blow unless at least one-party member specifically states he or she is on guard for another surprise.

2 Rock reptiles: AC 3; MV 6; HD 5+9; hp 28, 31; #AT 1; THACO 13; Dmg 1-4+9; AL N; SZ L.

CONCLUSION

Characters reaching the end of the valley will find a path through the trees. On one tree, the characters find a torn parchment nailed to the bark with a black, wavy bladed dagger:

"The boy dies at moonrise on the second day. Unless ..." (torn)

2. THE SINGING VALLEY

You have left the mountains, crossing the foothills through a narrow valley on your way to the plain. As you emerge onto the plain, you hear beautiful singing from a small cave in the rocks about 120 yards to your left.

All party members must make a saving throw vs. Spells

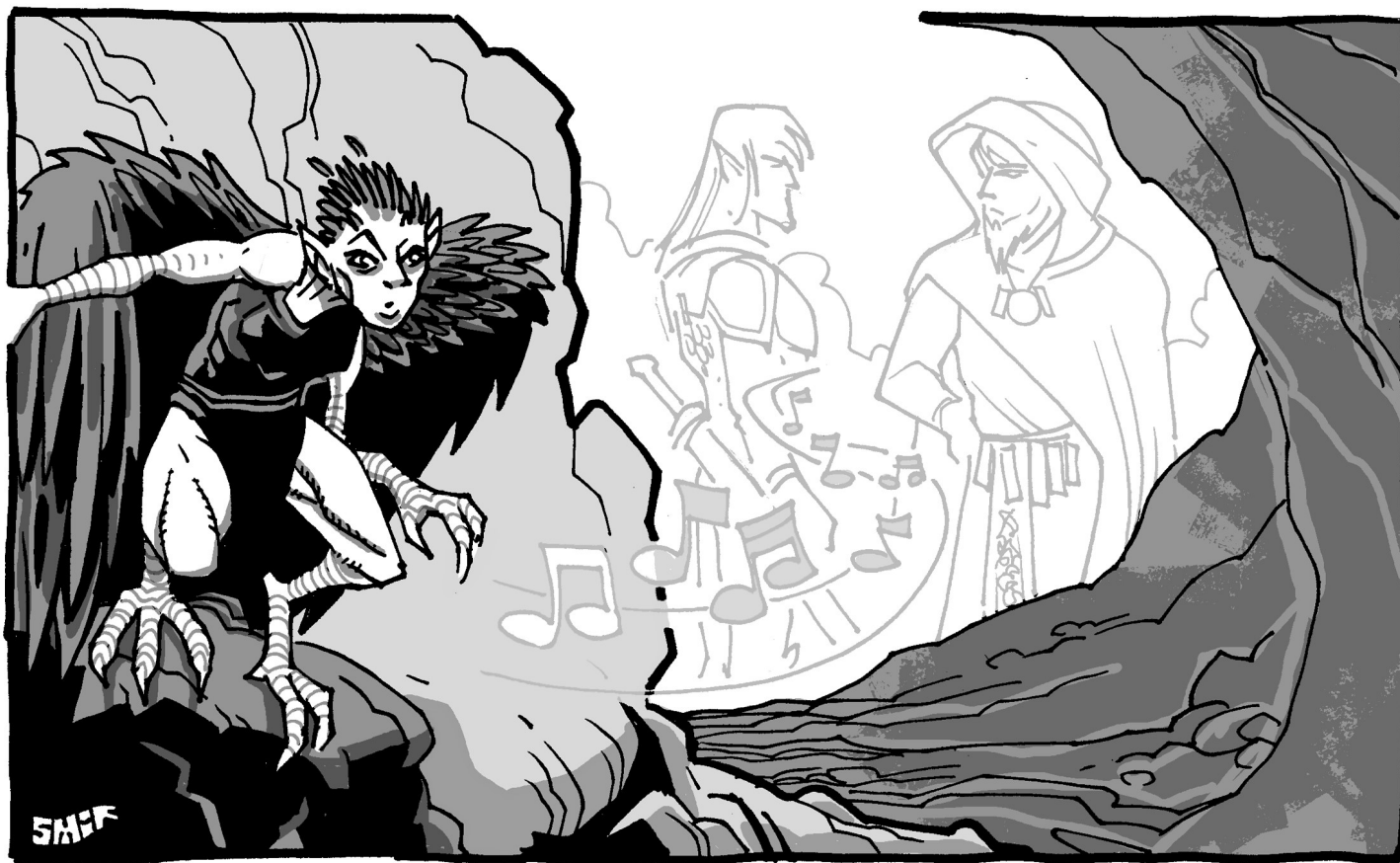
immediately. This is a complex encounter of harpies and gargoyles. The monsters' plan is for the gargoyles to fly in from the rear and attack while the party is struggling with characters under the harpies' influence (remember that elves are 90% resistant).

All characters who fail to save vs. Spells will walk to the harpies' cave. This will take 2 rounds. The harpies cannot be seen by the party, but an area effect spell thrown into the cave will catch them.

A character not rescued by the party before reaching the cave will be touched by a harpy each round until the **charm** occurs. At the end of the following round, that character will be killed by the harpy. A **dispel magic** spell against 3rd level magic will free characters from the effect of the singing or **charm**. Such characters can be ensnared again by the singing. A **silence** spell will block the singing, but will not affect those already entranced.

The harpies are protected against the party by a concealed margoyle, who will attack any uncharmed character approaching the cave. It automatically gains initiative the first round.

Margoyle: AC 2; MV 6"/15"; HD 6; hp 33; #AT 4; THACO 13; Dmg 1-6/1-6/2-8/2-8; SA 80% likely to look like stone if stationary; SD +1 or better weapon to hit; SZ M.





2 Harpies: AC 7; MV 9"/15"; HD 3; hp 17,18; #AT 3; THACO 16; Dmg 1-3/1-3/1-6; SA singing and charm touch.

Note that a character who saves against the harpies is immune to their singing for the encounter. These harpies will not use charmed party members against the party. The harpies cannot sing and melee at the same time. The touch charm will be used only against those already under the influence of the singing.

Meanwhile, in a scrub growth on the other side of the party are six gargoyles. They will fly quietly to the attack and will automatically gain initiative in the first round of melee unless a character looks in their direction and sees them coming. They arrive 3 rounds after the start of the encounter.

6 Gargoyles: AC 5; MV 9"/15"; HD 4+4; hp 12,14,17,18, 20,22; #AT 4; Dmg 1-3/1-3/1-4/1-6; SD +1 or better weapons to hit.

In the cave is the harpy nest. It contains scattered bones, fouled coins (about 400 gp in mixed silver, electrum, and gold), and a battered scroll case. The case contains a scroll of one wall of iron>spell. There is also a wavy-bladed black dagger stuck through a dirty piece of parchment:

"They will come down the valley within three days. Watch for them."

3. A SHORT REST

This encounter is the first direct contact with the party by the minions of the **cambion**. When the party stops for the night, ten **zilch** (See **NEW MONSTERS**) will harass the party and try to spoil the spell casters' rest with their actions. They repeat these actions at three hours intervals. If the party has marched steadily since the gargoyle encounter, they will be on the plain between the foothills and the desert.

The party should establish watches and tell the DM which spellcasters are resting in order to get their spells back. The DM must carefully monitor the actions of the spell casters in this encounter. Any casting, vigorous activity, or damage taken will disrupt the spell recovery procedure.

The intention here is to see if the party is clever enough to realize that the main goal of the attack is to disturb the spell casters. If it is obvious that they realize the implications of spell caster participation and are actively trying to prevent the rest period from being blown, do not press them hard enough to force the spell casters into action.

Three hours after the camp is settled, a shimmering scene appears around 1000 yards away in the desert. It appears to be some people moving in a room, but you are too far away to make out details. As you watch, the scene seems to repeat.

The party gets no more information unless one or more characters investigate, but the scene will continue to repeat. When a character approaches within 300 yards, read the following:

The scene is a cave-like room that gleams with moisture. Nefru is chained to one wall. You see moonlight pass over his face once, then he opens his mouth in a soundless scream as the shadow of a wavy-bladed dagger passes over his face and the scene goes black. A second scene appears. The cave is there, but so are Nefru, the party, and a tall, black-cowled figure. You lay your weapons and armor at the cowled figure's feet and Nefru walks to you. The scene shifts to one of your party and Nefru walking through the desert unarmed.

The images are a **spectral force** cast by the **zilch** to lure the watch away from the camp. It will be repeated until it works, and will later precede attacks on the camp. If everybody leaves camp to watch the show, two **zilch** will fly in and spoil the party food and water supply. If this happens inform the party that they must use a **create food and water** spell the next day or suffer a -1 penalty to all their attacks and damage!

If anybody stays in camp, two **zilch** will buzz in and try to trick the spellcasters into attacking them. They will begin by buzzing two spellcasters one round, taunting the next, then attacking on the third round. They keep up a malicious, tittering laughter as they act. Regardless of the outcome, they will fly off at once on round four or immediately if damaged.

Three hours later, three **zilch** will repeat this attack, but will buzz for one round and melee for two rounds, flying away before this only if damaged. Characters desiring to interpose themselves between the **zilch** and party spellcasters will be successful.

Three hours later, five **zilch** attack. They will buzz for one round, then attack unprotected spell casters for three rounds. They will melee other characters too, but will obviously be going for the spellcasters. One character can defend two **zilch** from a spellcaster.

The **zilch** will make only three attacks (using 9 hours); fewer if all the spell casters have successfully studied or been disturbed, or if all the **zilch** have been killed. As long as 5 **zilch** remain, they will continue to create the **spectral force** before each attack.

10 Zilch: AC 7; MV6"/18"; HD 1+4; hp 9 each; #AT 2; THACO 16; Dmg 1-2/1-2 +itch; MR 10%; SA dance (spectral force) SD immune to sleep, charm, hold, and cold-based attacks. A pincer hit requires a saving throw vs. poison or victim loses 1-3 points of Dexterity. Dexterity of 2 or less is half movement, -4 when attacking, and no spells; 0 or less Dexterity is helpless. Itch lasts 2-5 turns and is negated by any **cure wound**, **neutralize poison**, or **cure disease**.

At the end of 9 hours, if the party has not broken camp, an ape-like figure (the **bar-igura**), hiding in the darkness, will pop up, hurl a wavy-bladed dagger at a character, and teleport out. The attached note reads:

"We will soon collect your weapons, come now or the boy dies."

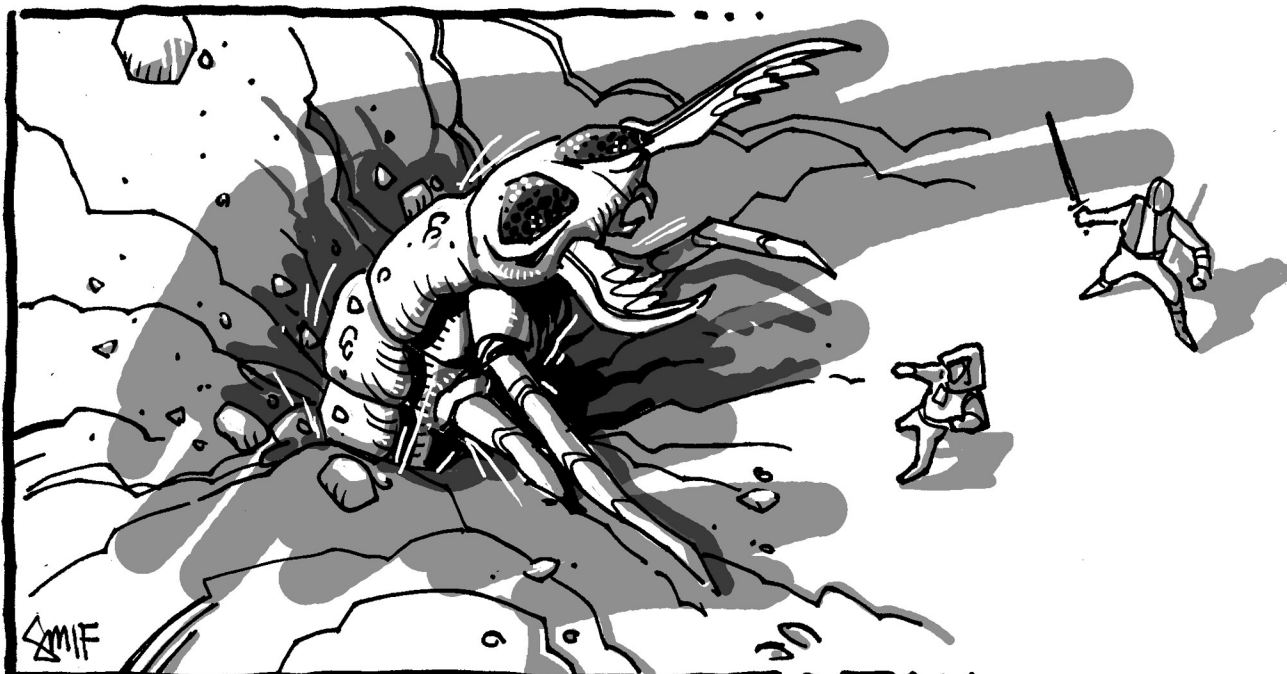
This is the only chance the party has to regain spells in this adventure. Keep track of total time spent studying . If it exceeds 9 hours total, the party will arrive after moonrise and Nefru will have been killed. The **bar-igura** and the **cambion** will be in CAVE AREA E, and will attack when all the characters are in the Main Chamber. Complete the session with the FINAL BATTLE.

4. THE DOGS

After your somewhat troubled night, you break camp early the next morning and soon reach the desert. You have until nightfall to rescue Nefru. Across the sands to the southwest you see a shimmering vision of the bare rock of wind-scoured hills that fades as the sun rises.

Several hours later, as you reach the crest of a sandy dune, you see a pack of at least 40 wild dogs in your path, about 200 yards away. As you observe, you see some of them looking in your direction. They seem alert, but are not moving toward you.

Only four of the dogs are real. The rest are a **spectral force** created by the **bar-igura** to channel the party into the ant lion areas to each side of the party's line of march (5A). If the





party tries to make a wide circle, have the dogs pace them a short distance, but make it plain the dogs will cautiously let them pass.

If someone suspects an illusion and tries to disbelieve, the DM rolls a save vs. Spells. If successful, the character will perceive that all the dogs except four are slightly transparent (The party may realize that there are an unusually large number of dogs for this far out into the desert).

If the party attacks, the real dogs will flee, but illusory dogs will not. A **sleep** spell will affect two of the real dogs. An area spell, like a **fireball**, will leave one obvious body, 15 dogs will be gone, the surviving three real dogs will run, and the rest will seem not be affected.

If the party boldly approaches, the dogs will stand their ground and act menacing until the party is 100 yards away, at which point the real dogs will run, the spectral force will break, and the party will see a man-sized ape-like creature (the **bar-igura**) for a moment as it screams in rage and **teleports** away!

5A. THE TRAP

You have successfully bypassed the pack of dogs, and have turned southwest to pick up your line of march. Suddenly, the lead character(s) begins sliding into an ever-growing funnel of sand. A huge ant lion rears to attack!

The ant lion has surprised the party. It automatically gets first attack on the first round of combat. Characters attempting to close with it have a one-time 50% chance of slipping in the loose sand and being delayed one round.

Ant Lion: AC 2; MV 9"; HD 8; hp 57; #AT 1; THACO 12; Dmg 5d4; SA Automatic damage once hit is scored; SZ L.

The ant lion's lair contains a **broadsword +1**, some crushed bones, and a black wavy-bladed dagger with a parchment note:

"If you read this, things go well – for us!"

As the party reads the note, they hear screeching laughter.

At the top of a nearby dune, hops a man-sized ape-like figure (the **bar-igura**). With a final screech, the creature disappears (**teleports**).

6. THE GARMENT

Several hours have gone past since the encounter with the dogs. A hot, dry breeze has sprung up in the meantime. As you crest a dune, you see something bright white in the sand about 50 yards away. It looks like the tunic Nefru was wearing yesterday. A black dagger hilt extends from it.

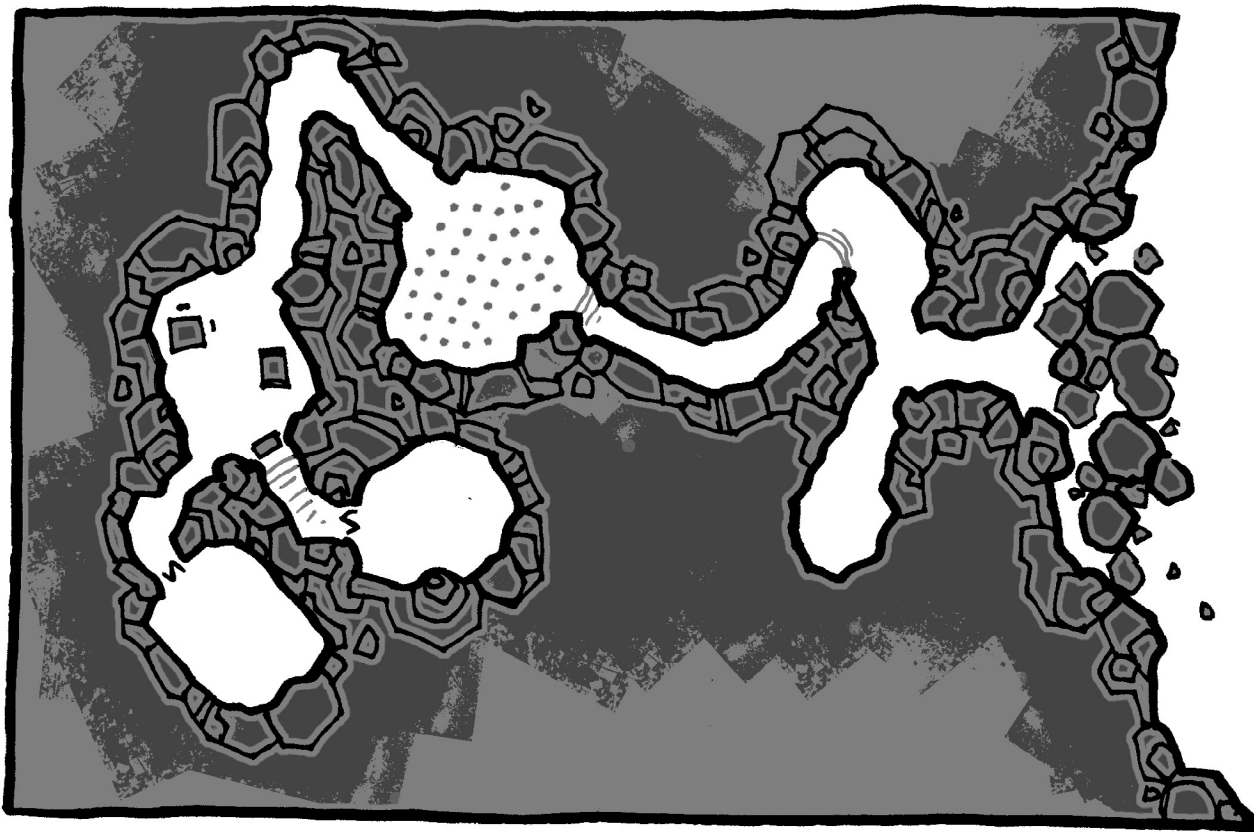
This is a special trap using **demon seeds** (see NEW MAGIC) buried in the sand near the cloak. The trap can only be triggered by a Good aligned character approaching within 20 yards (60 feet) of a buried seed, so carefully track character movement and positions throughout this encounter. The seeds can be detected by a **detect magic** or **detect evil** spell, but not with a **detect invisibility** spell.

The characters who could trigger this trap are: FASHE (#3), INTEB (#4), KAFRAN (#7), and BEK (#8).

If a Good aligned character approaches within 20 yards of the tunic's original position:

Suddenly, the sand near the tunic bursts upward, and a misshapen creature that resembles a cross between a rutterkin and a dretch springs from the sand. The creature grabs the garment and dagger and begins to run away.

The **grotesque** (see **NEW MONSTERS**) will stop about 30 yards from its original position and begin rending the garment. If any Good aligned characters follow closely, they will trigger the next two seeds buried in the sand within range of the garment. One of the **grotesques** will take the garment and drop it in range of the last group of four seeds. The **grotesque** with the garment should taunt the party unmercifully in an effort to lure them into the maximum number of opponents.



If the party does not take the bait, the lone **grotesque** will drop the garment and charge, trying to get a Good aligned character.

The other six **grotesques** will concentrate on mauling the Good aligned characters if they can reach them. If a Good aligned character is killed, the **grotesque** will gloat about what is going to happen for two rounds before grabbing the body and teleporting out (The intention here is to give the characters a chance to rescue the slain character before it disappears for good. Effectively, the **grotesques** are too dumb to realize what they are risking.)

7 Grotesques: AC 2; MV 15"/30"; HD 4+4; hp 18 each; THACO 15; Dmg 1-4/1-4/1-4; MR 30%; SZ M; SA (at will) **detect good, dimension door, dispel magic, darkness 15' radius.**

If the garment is recovered, a ragged piece of parchment will be discovered pinned to it with the wavy-bladed dagger:

"Leave your weapons and armor here and I will return the boy to you unharmed. You have until nightfall tomorrow or the Master will place him beyond your reach."

The party will hear a screech and see the man-sized ape wave to them from the top of a nearby sand dune.

IF THE PARTY AGREES TO TERMS:

If the party abandons its weapons and armor here, a small horde

of **zilch** will pick them up at nightfall, while the **bar-igura** turns over the boy. If there is any treachery, the bound and helpless Nefru will be slain immediately. If not, the **bar-igura** will take another lock of Nefru's hair before turning him over.

The evil creatures depart. The next day at mid-day, the surviving **grotesques** and **bar-igura** arrive to drive the characters deeper into the desert, to perish of starvation, thirst, and accumulated damage. Without magical weapons, the party is eventually doomed.

7. THE CAVE COMPLEX

7A. THE ENTRANCE

It is late afternoon. You have come nearly forty miles from the mountains where you lost Nefru, and have marched especially hard in the last few hours. The sand has given way to rock and the dunes to a line of rocky hills. The wind is rising and, while there is blowing sand in this area, it does not look like a storm is coming. You are not quite certain what to do when you hear a malicious tittering coming from some rocks ahead.

When the party investigates, they will discover a lone **zilch** that has a small scorpion tied down. The **zilch** is poking at it with a stick and finally picks up a rock to smash it. If left alone,

the **zilch** will smash the scorpion then go into the rocks. If attacked, the **zilch** will try to escape, then fight to the death. If captured, it will absolutely refuse to cooperate.

Zilch: AC 7; MV6"/18"; HD 1+4; hp 10; #AT 2; THACO 16; Dmg 1-2/1-2 +itch; MR 10%; SA dance (spectral force) SD immune to **sleep, charm, hold**, and cold-based attacks. A pincer hit requires a saving throw vs. Poison or victim loses 1-3 points of Dexterity. Dexterity of 2 or less is half movement, -4 when attacking, and no spells; 0 or less Dexterity is helpless. Itch lasts 2-5 turns and is negated by any **cure wound, neutralize poison, or cure disease**.

7B. THE SMALL CAVES

A search of the rocky area will reveal a curious non-hieroglyphic symbol carved into the rock, and handholds leading up to a small opening. If the party asks, the handholds are man-sized.

The opening is large enough to admit one character at a time, and leads to two caves.

B1. There is nothing in here but a crude box containing 12 small scorpions (4-inch). Their sting is painful, but not fatal. If the **zilch** wasn't taken care of outside, he will be in here getting another scorpion.

B2. This cave is also empty, but on the far wall is a series of handholds up to another opening about 10' off the cave floor. This opening is also large enough to admit one character at a time. The party will have to crawl through in single file.

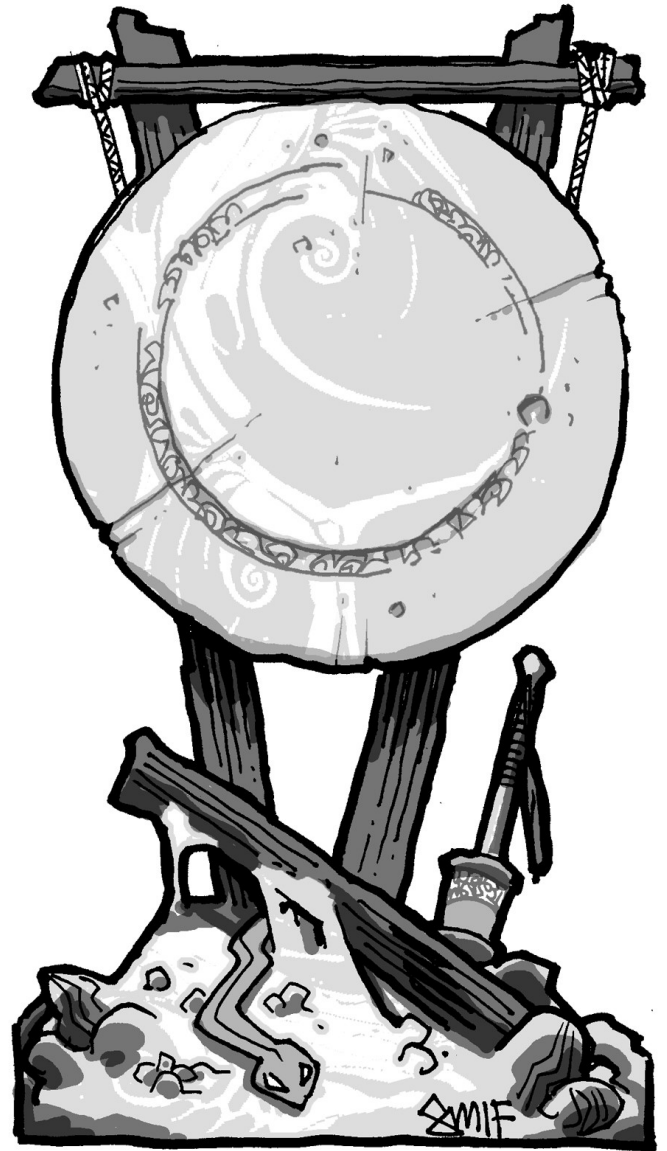
7C. THE CRAWLWAY

Light can be seen at the far end of the crawlway. Halfway down this crawlway is a **glyph of warding**, which can be detected by a **find traps** or **detect magic** spell. A **detect invisibility** spell or the **onyx dog** will locate the "writing" but can't identify it. If the party triggers this trap, the glyph does 20 hp of damage to any character in range (no save), and the **bar-igura** will hear and will come to the main chamber (7D) to investigate. If the party pushes on immediately, they will all get into the chamber before the **bar-igura**. If not, only the first four will be in the room when the **bar-igura** arrives. Five characters per round can enter or leave through the tunnel.

The trap can be bypassed with any **dispel magic** spell. Alternately, the noise required to set it off can be blocked with a **silence** spell.

7D. MAIN CHAMBER

Remember that if the party has spent more than 9 hours in trying to recover spells, the **cambion** and **bar-igura** will both be in Room E and the final fight occurs as soon as all the characters have entered Chamber D. The portcullis will be UP



in this case.

This is a small cave, about 30' in diameter and 20' high. It is brightly lit, though no light sources are visible. The floor is 10' below the crawlway level, and below you and to the right, you see a large bronze gong. Handholds lead down to the floor. Many ropes hang from the ceiling at roughly 5-foot intervals. About 20 feet away on the left wall at ground level is a lowered portcullis and a stack of firewood. Directly across the cave from you is a balcony 15 feet off the floor, with an opening to another tunnel at its far-right end.

If the party has not triggered the **glyph**, they can examine this room. The gong has seemed ordinary enough, as do



a mallet in one hand and two objects that resemble red peach pits in the other. It quickly tosses the small objects to the floor below. These explode into the misshapen creatures you fought in the desert as the ape screams: "I must alert the Master."

Go to the section on the FINAL BATTLE.

7E. THE CELL

This is a small chamber, obviously a cell. Nefru is here, chained to the wall. A filthy plate and cup, as well as a stack of firewood, round out the furnishings.

The locks to Nefru's chains can be picked, knocked, or opened with the key by the portcullis. Nefru is semi-delirious and must be carried, but he will mumble:

"Thanks Anubis you found me. My captor is a cambion lord and his henchman is a bar-Igura. We must escape before they know we are here. Hurry."

This is a broad hint to the party to get away, as they cannot fight everything in this complex. When all the surviving characters and Nefru are out of the cave complex, an unexpected sandstorm will have blown up, enabling the party to escape. The **cambion** and **bar-Igura** will flee the wrath of the **Unnameable One**, and the attempt on the party will have failed – for now.

7F. MINION'S CHAMBER

If not alerted, the **bar-Igura** will be here sitting at the table with his back to the tunnel. The other door goes down to the cell, while the secret door goes to Area G. The room contains a table, two chairs, and a stack of firewood.

7G. Cambion'S LAIR

The secret door is trapped with a **glyph of warding** that does 20 points of lightning damage, save for 10. The tunnel has 3 additional **glyphs** of the same type, one every 10 feet, and the final secret door requires a strength of 18/01 or better to open. The **cambion** will not be surprised in this room.

FINAL BATTLE

If the party has alerted the **bar-Igura**, they will also have to fight off **2 grotesques** and **8 zilch**.

- The **bar-Igura's** goal is to strike the gong, thus rousing the **cambion**, and it will only claw once and bite once per round until it strikes the gong. It will continue shifting during combat to get closer to the gong, but a determined defense will hold it off. When it is reduced to 5hp or less, it

the ropes. The portcullis mechanism is next to the door, and below it is an iron key, although neither the portcullis nor the mechanism seems to be locked. The walls of the tunnel beyond glisten with moisture and, if the party listens, they will hear a faint clank. The **bar-Igura** will be in Area F. He will not be aware of the party unless they attack first.

The area is lit by a **continual light spell** cast at 10th level. Any **dispel magic** spell cast in this room will bring it down in tournament play. The bar-Igura will NOT cast a **dispel magic** in the room unless it discovers the party has **silenced** the gong, or rouses the **cambion**.

The iron key is to Nefru's chains. The key is double trapped. The first rings a bell in the **cambion's** chamber, the second rings a bell in the **bar-Igura's** chamber. In tournament play, each trap can be easily found and disarmed by the thief if checked for (see Section E). If the **cambion's** alarm is triggered he will arrive in four rounds. If the **bar-Igura's** alarm then it will arrive in time to throw the **demon seeds** to block the party's exit if triggered. Proceed to the FINAL BATTLE section.

IF THE PARTY HAS TRIGGERED THE GLYPH, wait until four characters have entered the room, then read:

You hear an ape-like screech as the shambling man-sized ape with six fingers and six toes appears on the balcony above you. It has

will flee. **Silencing** the gong will result in the **bar-igura dispelling**, which blows out the **continual light** here.

- The **grotesques** will concentrate on Good aligned characters, especially the clerics. If they slay one, they will gloat one round out of melee before **teleporting** out with the body.
- The **zilch** will be general pests and are here for the weaker characters to melee.

A **fireball** thrown in Area D will fill it, the Crawlway (C), the Cell (E), and spill into the Minion's Chamber (F). All the ropes will burn up, and the firewood will be destroyed.

If either the gong is struck or the key trap is triggered, the **cambion** will enter via the balcony 4 rounds later. This should be it for the party, as he has three more demon seeds that he will drop. If he enters, he will have cast **resist fire** and **protection from good, 10' radius** on himself. The **grotesques** will attack, while the **cambion** uses spells as follows:

1. **dispel magic** to knock down party spell/potion effects and plunge the room into darkness.
2. **hold person** on characters escaping, especially those with Nefru.
3. **sticks to snakes** on a pile of firewood.

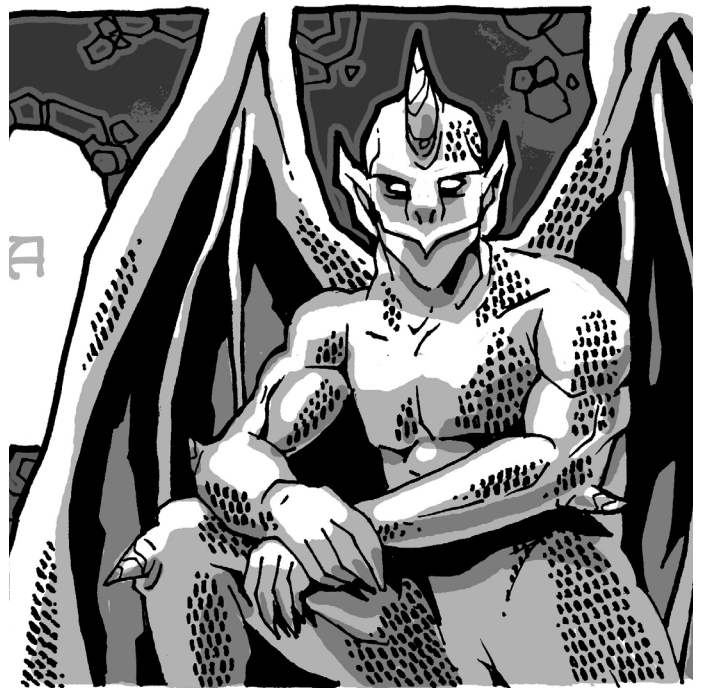
Anything else you can come up with to destroy the party, once the **cambion** is out.

This can be a pretty free-wheeling affair, especially if the party uses the **wall of iron** to seal off an entrance. Adjust your tactics accordingly if something unexpected occurs.

Bar-Igura: AC 3; MV 9"/15"; HD 6+6; hp 42; #AT 3 (or 2); THACO 13; Dmg 1-6/1-6/2-12; MR 45%; SA jump to 40' in a spring, (at will) **darkness 10' radius, fear touch, dispel magic, entangle, telekinesis** 250 lbs; SD (at will) **detect illusion, detect invisible, plant growth, teleport (no error)**, (twice per day) **change self, invisibility, spectral force**. Half damage from fire, lightning, and cold.

2 grotesques: AC 2; MV 15"/30"; HD 4+4; hp 22 each; THACO 15; Dmg 1-4/1-4/1-4; MR 30%; SZ M; SA (at will) **detect good, dimension door, dispel magic, darkness 15' radius**. Half damage from lightning, fire, or cold.

8 Zilch: AC 7; MV 6"/18"; HD 1+4; hp 10; #AT 2; THACO 16; Dmg 1-2/1-2 +itch; MR 10%; SA dance (**spectral force**) SD immune to sleep, charm, hold, and cold-based attacks. A pincer hit requires a saving throw vs. Poison or victim loses 1-3 points of Dexterity. Dexterity of 2 or less is half movement, -4 when attacking, and no spells; 0 or less



Dexterity is helpless. Itch lasts 2-5 turns and is negated by any cure wound, neutralize poison, or cure disease.

Cambion Marquis: AC -1; MV 15"; C13/A3; hp 70; #AT 2 at +4; THACO 4; Dmg d10+6; MR 25%; SZ M; SA Fear touch, detect magic, levitate, clerical spells; SD needs +1 or better weapon to hit.

Spells (cast at 10th level)

First Level: command, light, darkness, detect good

Second Level: hold person (x2), resist fire, silence 15' radius

Third Level: dispel magic, curse, animate dead

Fourth Level: protection from good 10' radius, poison touch, sticks to snakes

Fifth Level: slay living, cause critical wounds

He has a **Cloak of Protection +3** and a **halberd +2**.

He has 4 poisoned daggers with wavy blades for throwing: THACO 5; Dmg d4+4 when thrown; THACO 6, Dmg d4+4 in melee). He has **3 demon seeds** left.

3 grotesques: AC 2; MV 15"/30"; HD 4+4; hp 24 each; THACO 15; Dmg 1-4/1-4/1-4; MR 30%; SZ M; SA (at will) **detect good, dimension door, dispel magic, darkness 15' radius**. Half damage from lightning, fire, or cold.

10 snakes: AC 6; MV 15"; HD 2+1; hp 10 each; #AT 1; THACO 16; Dmg 1 + poison; SA poison damage d10+2; SZ S.

GROTESQUE

Minor Demon

FREQUENCY:	Rare
NO. APPEARING:	1-8
ARMOR CLASS:	2
MOVE:	15"/30"
HIT DICE:	4+4
% IN LAIR:	Nil
TREASURE TYPE:	Nil
NO. OF ATTACKS:	3
DAMAGE/ATTACK:	1-4 (x3)
SPECIAL ATTACKS:	See Below
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	30%
INTELLIGENCE:	Very
ALIGNMENT:	Chaotic Evil
SIZE:	Medium
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil
Level/XP Value:	V 400 +5/hp

A grotesque is a horribly misshapen creature, human in stature but otherwise resembling a cross between a rutterkin and a dretch. Its mouth is filled with fangs of various sizes, and its feet end in razor-sharp claws. Its life force is that of a manes, given a chance to earn permanent minor demon status. It is placed within a demon seed, and is never found in the Lower Outer planes as an independent creature. Also, due to this odd heritage, it has no Amulet (cf Demon). It may teleport only once in its "life": when it has the body (dead or alive) of a Good aligned creature. By giving the body to a superior demon, it earns promotion into a Babau, Bar-Igura, Chasme, or Vrock. Thus, once it has slain a Good aligned victim, a grotesque will probably attempt to take the body and depart. A grotesque will gloat for 1-4 rounds after picking up the body, and it will not teleport away while engaged in a melee, so an immediate and vigorous attack may save a potential victim.

A grotesque has the following spell-like powers, each usable at will up to once per round, all at 10th level of spell use: detect good (6" range), dimension door (30" range), dispel magic (12" range), darkness 5' radius, or gate one minor demon



(but with only 5% chance of success) – a Dretch (75%), Bar-Igura (10%), Babau (5%), Chasme (5%), or Vrock (5%).

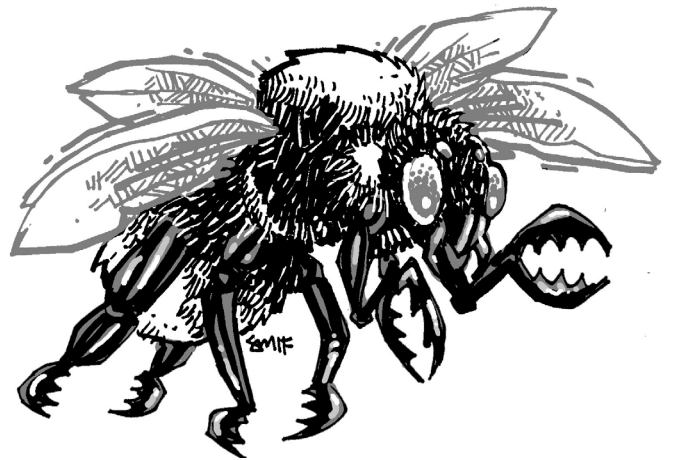
A grotesque may be struck by any sort of weapon. Its main attack mode is flying at a victim, bringing both claws and bite into play. If prevented from physical contact (e.g. via protection from evil), it may use its dispel magic power to negate the protection. (Protection of a permanent nature, such as a Paladin's, is only negated for 1 round at most.)

A grotesque who loses a captured prey must wander the plane upon which that incident occurred until it finds a suitable replacement, and might thus be rarely encountered. If slain (regardless of where this might occur), a grotesque is forever dead (however, grotesques are completely unaware of this fact).

ZILCH

Sub Demon

FREQUENCY:	Rare
NO. APPEARING:	1-8
ARMOR CLASS:	7
MOVE:	6"/18"
HIT DICE:	1+4
% IN LAIR:	10%
TREASURE TYPE:	Nil
NO. OF ATTACKS:	2
DAMAGE/ATTACK:	1-2/1-2
SPECIAL ATTACKS:	Itch
SPECIAL DEFENSES:	See Below
MAGIC RESISTANCE:	10%
INTELLIGENCE:	Average
ALIGNMENT:	Chaotic Evil
SIZE:	Small (1'-3')
PSIONIC ABILITY:	Nil
Attack/Defense Modes:	Nil
Level/XP Value:	11 73 +2/hp



The zilch are a race of small sub-demons that resemble huge bumblebees, except their front legs end in pincers. Each time a pincer hit is scored, the victim must save vs. Poison or break out in a severe rash that reduces Dexterity by 1-3 points. A victim reduced below a Dexterity of 3 is reduced to half movement and a -4 penalty to all "to hit" rolls, with no spell casting possible. A victim reduced to 0 or below is helpless. The itching lasts 2-5 turns, but can be negated by any cure wound, neutralize poison, or cure disease spell.

As sub-demons, zilch have none of the special immunities that demons have, but they are immune to sleep, charm, hold, and cold-based attacks. Zilch don't teleport by themselves, but can follow in the "wake" of another demon who permits it if the zilch makes a saving throw vs. Spells. Up to one zilch per hit die of the demon can accompany the teleporting demon.

If five or more zilch are present, they can produce a spectral force by dancing. All zilch must cooperate on the same spectral force, and the force will end if the number of dancing zilch drops below five. The spectral force will vanish 3 rounds after being broken.

Zilch are considered intractable pests, disliked even by demons who occasionally use them to produce spectral force messages.

DEMON SEED

A demon seed can be created by a deity or demon lord, and is given as a gift to a faithful minion (usually on another plane). Such a minion is usually a spell caster, often with a familiar or other means of communication with the greater power. Notably, Cambion Barons and Marquis (qv MM2, p37) often (80% chance) possess 1-6 demon seeds to be used in their evil missions; semi-demons and major demons may also (20% and 50%, respectively, again with 1-6 seeds).

A demon seed appears identical to a bright red peach pit. It contains one lesser non-psionic demon, determined as follows (roll 1d20):

Roll (1d20)	Result
-------------	--------

1-15	<i>Grotesque</i>
16	<i>Bar-Lgura</i>
17	<i>Chasme</i>
18	<i>Dretch</i>
19	<i>Rutterkin</i>
20	<i>Vrock (Type I)</i>

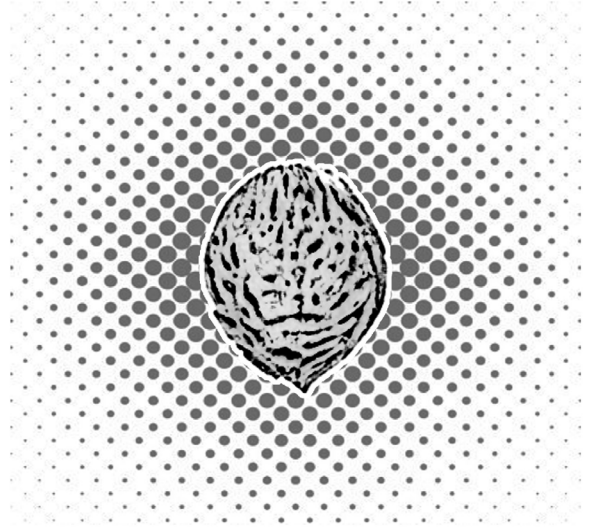
If multiple demon seeds are found, it is 50% likely that all but one contain the same type of demon, the singular one being a Bar-Lgura or Chasme able to control and coordinate the others.

A demon seed can be magically detected as evil and magical. It can open (or be opened) in any of various ways; most commonly, the demon within is released when any Good aligned creature comes within 60' of it. Alternately, any normal or magical damage opens the seed, as can a dispel magic effect (checked vs. 10th level magic use). No damage to the seed can affect the demon within. A command word can also be used; note that all demon seeds of a specific type are affected by the same command word (i.e. the command to release a Vrock works for all demon seeds containing Vrocks).

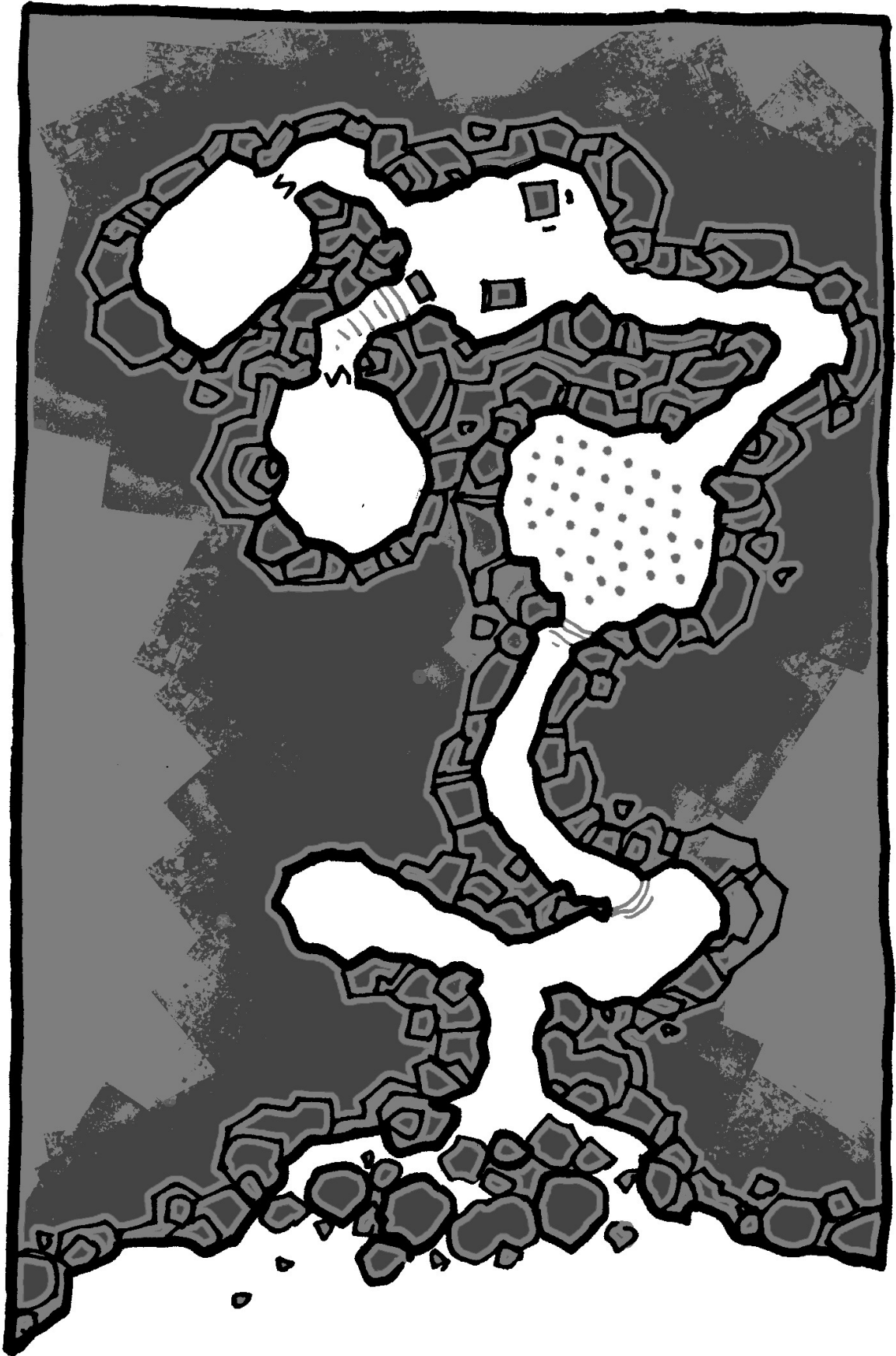
The demon within a seed may be made dormant, if so commanded by the seed's owner; if so, the demon cannot release itself (but may be released by damage, dispel, or by the physical touch of a Good aligned creature).

Any demon released from a seed will attack the nearest Good aligned creature, if possible, but not necessarily exclusively if attacked by others.

Properly identified, a demon seed is worth 1,000 gp or, if detailed information is known, a number of gp equal to the XP value of the demon within.









LENARD LAKOFKA

IN DEDICATION AND LOVING MEMORY OF

JANUARY 10, 1944 – OCTOBER 23, 2020

Dragon Magazine, Leomund's Tiny Hut

L1 The Secret of Bone Hill (TSR, 1981)

L2 The Assassin's Knot (TSR, 1983)

L3 Deep Dwarven Delve (TSR, 1999)

L4 Devilspawn (Released on Dragonsfoot for free)

L5 The Kroten Campaign (Released on Dragonsfoot for free)

Name:	Ahmose	Religion:	Bes	Character #:	1
Class:	Thief	Level:	6	Base Move:	9"
Race:	Halfling	Align:	CN	Hit Points:	27
Sex:	Male	Weight:	50 lbs.	Age:	37

Languages: Common, Dwarf, Halfling, Gnome, Goblin, Orc, Elf

Special Abilities: Normal Halfling abilities (PHB 17), Backstab (triple damage)



Abilities		Saving Throws		Armor Class	
STR:	13	Para/Poison:	12/8	Type:	
INT:	15	Petri/Pol:	11	Frontal	
WIS:	9	R/S/W:	8	Shieldless	
DEX:	17	Breath:	15	Flank:	
CON:	15	Spell:	9	Rear:	
CHA:	14	Mindsave:			
		Other Bonus:			

COMBAT

Weapons	Rate	To Hit		Range			Damage	
		STR	Mag.	Short	Medium	Long	S-M	L
Short sword +1			+1				2-7	2-9
Dagger	2			1	2	3	1-4	1-3
Sling Bullet	1			5	10	15	2-5	2-7
Sling Stone	1			4	8	16	1-4	1-4

Base-to-Hit AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
		9	10	11	12	13	14	15	16	17	18	19	20	20	20

THIEF ABILITIES

Pick Pockets:65

Open Locks:67

Find/Remove Traps:55

Move Silently:62

Hide in Shadows:57

Hear Noise:25

Climb Walls:77

Read Languages:30

MAGIC

Short Sword +1, Potion of Climbing, Magical Thieving Tools (+5% abilities), Bag of Holding (wt limit 250 lbs)

EQUIPMENT

3 Daggers, Waterskin, Silver short sword Leather Armor, Hammer, 2 Silver daggers, 2 Large sacks, 50' rope, Leather backpack, Iron rations, Sling, 20 Bullets, Grappling Hook, Small tent, 6 Iron spikes, 5 Silver bullets, Mapping implements, Blanket roll, Tinder box, 50 gp

Name:	Sinuhe	Religion:	Anhur	Character #:	2
Class:	Fighter	Level:	7	Base Move:	12"
Race:	Human	Align:	N	Hit Points:	42
Sex:	Male	Weight:	180 lbs.	Age:	42

Languages: Common, Neutral

Special Abilities: None



Abilities		Saving Throws		Armor Class	
STR:	17	Para/Poison:	10	Type:	
INT:	12	Petri/Pol:	11	Frontal	
WIS:	12	R/S/W:	12	Shieldless	
DEX:	15	Breath:	12	Flank:	
CON:	13	Spell:	13	Rear:	
CHA:	13	Mindsave:			
		Other Bonus:			

COMBAT

Weapons	Rate	To Hit		Range			Damage	
		STR	Mag.	Short	Medium	Long	S-M	L
Bastard sword		+1					3-9	3-17
Scimitar		+1					2-9	2-9
Longsword +1, +4 vs. Reptiles		+1	+1				3-10 (6-13 vs. Rep- tiles)	3-14 (6-17 vs. Reptiles)
Quarrel (Light Crossbow)	1			6	12	18	1-4	1-4

Base-to-Hit AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
		4	5	6	7	8	9	10	11	12	13	14	15	16	17

MAGIC

Chainmail +2, Shield +2, Longsword +1 (+4 vs reptiles), Potion of Hill Giant strength

EQUIPMENT

Case w/30 quarrels, Bastard sword, Scimitar, Lantern, Jeweled amulet (2,000 gp), Extra robes, 3 Oil flasks, Iron rations, 40 gp, Leather backpack, 2 Large sacks, Light crossbow, Helmet, Tinderbox, 2 Daggers

Name:	Fashe	Religion:	Osiris	Character #:	3
Class:	Cleric	Level:	5	Base Move:	12"
Race:	Human	Align:	N	Hit Points:	25
Sex:	Female	Weight:	140 lbs.	Age:	26

Languages: Common tongue, Neutral

Special Abilities: None



Abilities		Saving Throws		Armor Class	
STR:	15	Para/Poison:	9	Type:	
INT:	9	Petri/Pol:	12	Frontal	
WIS:	18	R/S/W:	13	Shieldless	
DEX:	11	Breath:	15	Flank:	
CON:	14	Spell:	14	Rear:	
CHA:	16	Mindsave:			
		Other Bonus:			

COMBAT

Weapons	Rate	To Hit		Range			Damage	
		STR	Mag.	Short	Medium	Long	S-M	L
Mace, Footman's +1			+1				3-8	3-7
Mace, Footman's							2-7	1-6

Base-to-Hit AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
		8	9	10	11	12	13	14	15	16	17	18	19	20	20

SPELLS

First Level Spells: Bless, Command, Create Water, Cure Light wounds, Detect Evil, Detect Magic, Light, Protection from Evil, Purify Food/Drink, Remove Fear, Resist Cold, Sanctuary

Second Level Spells: Chant, Detect Charm, Find Traps, Hold Person, Resist Fire, Silence 15', Slow poison, Snake Charm, Spiritual Hammer

Third Level Spells: Create Food and Water, Cure Blindness, Cure Disease, Dispel Magic, Feign Death, Prayer

Progression:5-5-2

MAGIC

Footman's Mace +1, Scroll of Clerical Spells: Cure critical wounds, Neutralize Poison, Protection from Evil 10'

EQUIPMENT

Footman's Mace, 2 Flasks oil, Chainmail/shield, Leather Backpack, Holy symbol, Iron Rations, Hammer, 2 Vials of holy water, 16 Torches, Waterskin, Tinderbox, 10' Pole, Material components, 40 sp

Name:	Inteb	Religion:	Anubis	Character #:	4
Class:	Cleric	Level:	5	Base Move:	12"
Race:	Human	Align:	LG	Hit Points:	24
Sex:	Female	Weight:	98 lbs.	Age:	21

Languages: Common tongue, Lawful good

Special Abilities: None



Abilities		Saving Throws		Armor Class	
STR:	12	Para/Poison:	9	Type:	
INT:	14	Petri/Pol:	12	Frontal	
WIS:	16	R/S/W:	13	Shieldless	
DEX:	16	Breath:	15	Flank:	
CON:	10	Spell:	14	Rear:	
CHA:	7	Mindsave:			
		Other Bonus:			

COMBAT

Weapons	Rate	To Hit		Range			Damage	
		STR	Mag.	Short	Medium	Long	S-M	L
Flail, Footman's +1			+1				3-8	8-9
Quarter Staff							1-6	1-6

Base-to-Hit AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
		8	9	10	11	12	13	14	15	16	17	18	19	20	20

SPELLS

First Level Spells: Bless, Command, Create Water, Cure Light wounds, Detect Evil, Detect Magic, Light, Protection from Evil, Purify Food/Drink, Remove Fear, Resist Cold, Sanctuary

Second Level Spells: Chant, Detect Charm, Find Traps, Hold Person, Resist Fire, Silence 15', Slow poison, Snake Charm, Spiritual Hammer

Third Level Spells: Create Food and Water, Cure Blindness, Cure Disease, Dispel Magic, Feign Death, Prayer

Progression:5-5-1

MAGIC

Footman's Flail +1, Bracers AC 2, Glove of transfer light wounds / 1 per day

EQUIPMENT

Silver Mirror, Onyx ankh, 12 Iron spikes, Leather Backpack, 6 Torches, Iron Rations, 12 1 ft wood sticks, Extra robe, Quarter staff, Ruby Ring (500 gp), Tinderbox, 50? Rope, 30 gp, Spell components

Name:	Djoser	Religion:	Horus	Character #:	5
Class:	Fighter	Level:	6	Base Move:	12"
Race:	Human	Align:	LN	Hit Points:	37
Sex:	Male	Weight:	160 lbs.	Age:	21

Languages: Common, Lawful Neutral

Special Abilities: None



Abilities		Saving Throws		Armor Class	
STR:	18 (75)	Para/Poison:	11	Type:	
INT:	11	Petri/Pol:	12	Frontal	
WIS:	9	R/S/W:	13	Shieldless	
DEX:	10	Breath:	13	Flank:	
CON:	15	Spell:	14	Rear:	
CHA:	12	Mindsave:			
		Other Bonus:			

COMBAT

Weapons	Rate	To Hit		Range			Damage	
		STR	Mag.	Short	Medium	Long	S-M	L
Strom ? Bastard Sword +1		+2	+1				6-12	6-20
Two-Handed Sword		+2					4-13	6-21
Dagger	2	+2		1	2	3	4-7	4-6

Base-to-Hit AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
		6	7	8	9	10	11	12	13	14	15	16	17	18	19

MAGIC

Strom ? Bastard Sword +1 Ego: 3 Int: 13 Alignment: Good Detect Magic; Cure 1-6 pts/day, Potion of Water breathing (2 doses), Ring of Protection +1, Bracers AC 2

EQUIPMENT

6 Torches, 50? Rope, 3 Daggers, Two-handed sword, Tinder box, Iron Rations, Silver Mirror, Black hood & Cloak (deep red trim), Wine skin, 35 gp, 3 Flasks oil, Leather backpack, 10? Pole, Large sack

Name:	Kahn	Religion:	None	Character #:	6
Class:	Magic-User	Level:	6	Base Move:	12"
Race:	Elf	Align:	N	Hit Points:	17
Sex:	Male	Weight:	135 lbs.	Age:	166

Languages: Common, Neutral, Elf, Gnome, Halfling, Goblin, Hobgoblin, Orc, Gnoll

Special Abilities: Normal Elf abilities



Abilities		Saving Throws		Armor Class	
STR:	10	Para/Poison:	14	Type:	
INT:	16	Petri/Pol:	13	Frontal	
WIS:	10	R/S/W:	11	Shieldless	
DEX:	15	Breath:	15	Flank:	
CON:	14	Spell:	12	Rear:	
CHA:	11	Mindsave:			
		Other Bonus:			

COMBAT

Weapons	Rate	To Hit		Range			Damage	
		STR	Mag.	Short	Medium	Long	S-M	L
Dagger +2, +3 Vs. Humanoids			+2 (+3 vs. Humanoids)	1	2	3	3-6 (4-7)	3-5 (4-6)
Dagger				1	2	3	1-4	1-3

Base-to-Hit AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
		9	10	11	12	13	14	15	16	17	18	19	20	20	20

SPELLS

First Level Spells: *Dancing Lights, Detect Magic, Feather Fall, Hold Portal, Feather Fall, Magic Missile, Read Magic, Shield, Sleep*

Second Level Spells: *Detect Invisibility, Invisibility, Continual Light, Knock, Levitate*

Third Level Spells: *Fireball, Dispel Magic, Lightning Bolt, Hold Person*

Fourth Level Spells: *Dimension Door, Ice Storm*

Progression:4-2-2

MAGIC

Wand of magic missiles (11 charges), 2 Potions of healing, Dagger +2/+3 vs Humanoids

EQUIPMENT

Leather Backpack, 12 Iron spikes, Spell components, Spell book, Tinder box, Torches x 6, Iron Rations, 2 Large pouches, 60 gp, Dagger harness, Silver Mirror

Name:	Kafran	Religion:	Osiris	Character #:	7
Class:	Cleric	Level:	7	Base Move:	12"
Race:	Human	Align:	LG	Hit Points:	39
Sex:	Male	Weight:	170 lbs.	Age:	41

Languages: Common tongue, Lawful good

Special Abilities: None



Abilities		Saving Throws		Armor Class	
STR:	10	Para/Poison:	7	Type:	
INT:	13	Petri/Pol:	10	Frontal	
WIS:	16	R/S/W:	11	Shieldless	
DEX:	14	Breath:	13	Flank:	
CON:	15	Spell:	12	Rear:	
CHA:	11	Mindsave:			
		Other Bonus:			

COMBAT

Weapons	Rate	To Hit		Range			Damage	
		STR	Mag.	Short	Medium	Long	S-M	L
Staff of Striking (8 charges)			+3				4-9 (1 charge) / 7-12(2 charges) / 10-15(3 charges)	4-9 (1 charge) / 7-12(2 charges) / 10-15(3 charges)
Mace, Footman's							2-7	1-6

Base-to-Hit AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
		6	7	8	9	10	11	12	13	14	15	16	17	18	19

SPELLS

First Level Spells: Bless, Command, Create Water, Cure Light wounds, Detect Evil, Detect Magic, Light, Protection from Evil, Purify Food/Drink, Remove Fear, Resist Cold, Sanctuary

Second Level Spells: Chant, Detect Charm, Find Traps, Hold Person, Resist Fire, Silence 15', Slow poison, Snake Charm, Spiritual Hammer

Third Level Spells: Create Food and Water, Cure Blindness, Cure Disease, Dispel Magic, Feign Death, Prayer

Fourth Level Spells: Cure Serious Wounds, Detect Lie, Divination, Exorcise, Lower Water, Neutralize Poison, Protection from Evil 10' Radius, Speak with Plants, Sticks to Snakes, Tongues

Progression:5-5-2-1

MAGIC

Staff of Striking (8 charges), Ring of protection +1, Chainmail +3, Scroll: Restoration

EQUIPMENT

Prayer Beads, Leather Backpack, 15' Rope, 3 Vials of Holy Water, 100 sp, Holy Symbol, 6 Torches, Extra robe, Tinderbox, Spell components, Waterskin, Iron Rations, Footman's mace, 2 Small sacks, Incense

Name:	Bek	Religion:	Ra	Character #:	8
Class:	Fighter	Level:	5	Base Move:	9"
Race:	Dwarf	Align:	NG	Hit Points:	38
Sex:	Male	Weight:	104 lbs.	Age:	125

Languages: Common, Neutral Good, Dwarf, Gnome, Goblin, Kobold, Orc

Special Abilities: Normal Dwarven abilities.



Abilities		Saving Throws		Armor Class	
STR:	17	Para/Poison:	11/7	Type:	
INT:	9	Petri/Pol:	12	Frontal	
WIS:	9	R/S/W:	9	Shieldless	
DEX:	17	Breath:	13	Flank:	
CON:	16	Spell:	10	Rear:	
CHA:	12	Mindsave:			
		Other Bonus:			

COMBAT

Weapons	Rate	To Hit		Range			Damage	
		STR	Mag.	Short	Medium	Long	S-M	L
Dwarven Hammer		+1	+1	1	2	3	4-7	3-6
Arrow	2			5	10	15	1-6	1-6
Dagger	2	+1		1	2	3	2-5	2-4

Base-to-Hit AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
		6	7	8	9	10	11	12	13	14	15	16	17	18	19

MAGIC

Dwarven Hammer +1, Javelins of Lightning (1-6) +20 electrical, Potion of Heroism, Bracers AC 2, Arrows +1 (3)

EQUIPMENT

Extra Robes, Pick, 3 Silver daggers, Hammer, Tinder box, Iron Rations, Quiver/ 20 arrows, 5 Silver arrows, Wine skin, 70 gp, Short bow, Leather backpack, Small pouch, 2 Large sacks, Shovel

Name:	Kipa	Religion:	Nature	Character #:	9
Class:	Druid	Level:	5	Base Move:	12"
Race:	Human	Align:	N	Hit Points:	33
Sex:	Female	Weight:	130 lbs.	Age:	22

Languages: Common, Neutral, Druid, Elf, Dryad, Nixie

Special Abilities: None



Abilities		Saving Throws		Armor Class	
STR:	11	Para/Poison:	9	Type:	
INT:	15	Petri/Pol:	12	Frontal	
WIS:	12	R/S/W:	13	Shieldless	
DEX:	14	Breath:	15	Flank:	
CON:	17	Spell:	14	Rear:	
CHA:	15	Mindsave:			
		Other Bonus:			

COMBAT

Weapons	Rate	To Hit		Range			Damage	
		STR	Mag.	Short	Medium	Long	S-M	L
Scimitar		+1					2-9	2-9
Staff							1-6	1-6

Base-to-Hit AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
		8	9	10	11	12	13	14	15	16	17	18	19	20	20

SPELLS

First Level Spells: Detect Magic, Detect Snares/Pits, Faerie Fire, Invisibility to Animals, Pass without Trace, Predict Weather, Purify Water, Shillelagh

Second Level Spells: Barkskin, Create Water, Cure Light Wounds, Feign Death, Heat Metal, Obscurement, Produce Flame, Trip

Third Level Spells: Call Lightning, Cure Disease, Hold Animal, Neutralize Poison, Protection/Fire, Snare, Tree, Water Breathing

Progression:4-3-2

MAGIC

Wooden Shield +1, Potion of Extra Healing, Figurine Wonderous Power: Onyx Dog, Scimitar +1

EQUIPMENT

Leather Backpack, 3 Weeks rations, 2 Silver robes/black lining, Spell components, Staff, Mistletoe, 7 Torches, 10 Ivory Sticks, Leather Armor, Waterskin, 40 gp, Gold Frog statue (450gp), 10 Ebony sticks, Silver bowl

Name:	Nefer	Religion:	Ptah	Character #:	10
Class:	Magic-User	Level:	5	Base Move:	12"
Race:	Human	Align:	LN	Hit Points:	18
Sex:	Male	Weight:	148 lbs.	Age:	23

Languages: Common, Lawful Neutral

Special Abilities: None



Abilities		Saving Throws		Armor Class	
STR:	12	Para/Poison:	13	Type:	
INT:	17	Petri/Pol:	11	Frontal	
WIS:	13	R/S/W:	9	Shieldless	
DEX:	11	Breath:	13	Flank:	
CON:	17	Spell:	10	Rear:	
CHA:	13	Mindsave:			
		Other Bonus:			

COMBAT

Weapons	Rate	To Hit		Range			Damage	
		STR	Mag.	Short	Medium	Long	S-M	L
Dagger +1		+1	1	2	3		2-5	2-4
Dagger	2			1	2	3	1-4	1-3

Base-to-Hit AC	10	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
		11	12	13	14	15	16	17	18	19	20	20	20	20	20

SPELLS

First Level Spells: *Dancing Lights, Detect Magic, Feather Fall, Hold Portal, Feather Fall, Magic Missile, Read Magic, Shield, Sleep*

Second Level Spells: *Detect Invisibility, Invisibility, Continual Light, Knock, Levitate*

Third Level Spells: *Fireball, Dispel Magic, Lightning Bolt, Hold Person*

Progression:4-2-1

MAGIC

Ring of Spell Storing (Wall of Fire, Telekinesis, Stone to Flesh), Bag of Holding (holds 250 lbs), Dagger +1

EQUIPMENT

Leather Backpack, Spell book, Iron Rations, 3 Daggers, 2 Large pouches, Hooded Lantern, Heavy Gloves, 5 Flasks of oil, Spell components, 10? Pole, 10 pp, Water-skin



This item is only one of many popular playing aids for AD&D fantasy adventure game from the Lakofka Archive. Other playing aids for the AD&D game system currently include:

LA 1 The Lighthouse
LA 2 Devil's Dung

RL 1 Ravages of the Mind

Other releases of additional content related to the AD&D game system from the Lakofka Archive are planned for the future.

