

LA 4

FOR ADVANCED  
D&D GAME

# Dungeon Module LA 4

## THE GIFT

BY LENARD LAKOFA

AN ADVENTURE FOR CHARACTER LEVELS 4-8



The Gift encounter is an AD&D scenario where the players are a group of adventurers on a mission of utmost importance. Thus must finish their trek across the desert to get back to the city of Thinnes. Another new monster designed by Lenard Lakofka and ran at 82' GENCON round 6 tournament play.

Len Lakofka  
archive



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## The Gift (Threat From Nowhere)

by Lenard Lakofka

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## Credits

**Designer:** Len Lakofka, The Lakofka Archive  
**Interior Illustrators:** Dan Smith (SMIF)  
**Editor:** Paul “Artharn the Cleric” Jurdeczka  
**Special Thanks:** The Lakofka Archive, Allan Grohe, Anna B. Meyer, Josh Popp, Jay L. Scott, and Troy “Cannibaal” Alleman.

**Art Director:** Dan Smith (SMIF)  
**Graphic Designer:** Lee Schaidle, Troy “Cannibaal” Alleman  
**Cover Illustrator:** Dan Smith (SMIF)  
**Playtesters:** Previously played at GENCON 1982

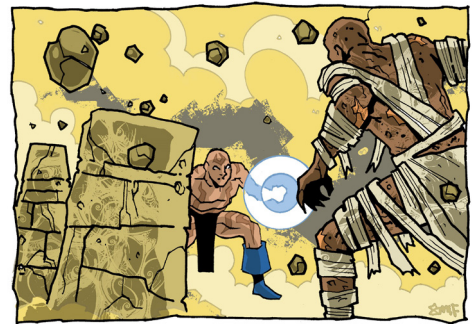
**Special Considerations** to Michael Cox of DragonsTrove.com for providing scans of the original tournament modules.

### On the Front Cover



Prepare to meet new monsters and magic in this tournament module brought to life by the art of Dan Smith.

### On the Back Cover

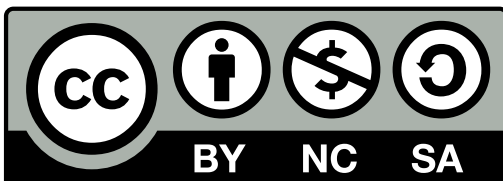


The desert can be a cruel and lonely place to explore. The environment depicted here by Dan Smith.

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# Advanced Dungeons & Dragons

## Dungeon Module LA 4

### Threat From Nowhere

#### EDITOR'S NOTE:

*Threat from Nowhere* is a 1st edition Dungeons & Dragons tournament module written by Len Lakofka and run at GenCon 1982. It was the third round ("Round 4006") 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 second was *A Minor Threat* ("Round 4005", also 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 third 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 a new monster 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:

*Six days ago you were in the town of Akhmen, resting, after successfully freeing Nefru, an orphan ward of the temple of Anubis, from a deadly magical bond. Some of you had just completed training, when the high priest of Anubis in Akhmen told you to go back to Thinnes as quickly as you can. "Take the desert route through the three oases" he told you, although he later had no memory of the event. You suspect the Gods are involved. The only way to substantially quicken your journey was to cross the desert instead of going around it. The journey will be difficult, since the dry season is not over. Soon, the great river that flows through the desert will flood, bringing with it merchant caravans and normal traffic. The flood also raises the water in the three oases that lie on your way to Thinnes. You estimated it would take 14 to 20 days to cross the desert without incident.*

*The first stage of your travel was far from without incident. You were attacked by strange creatures, Nefru was stolen by magic, and you fought a great desert demon. Six days have already passed, and you have barely started your journey across the desert. Travel is slow in the loose sand, and the blazing sun sears your exposed skin by day. Still, you must cross the desert, and quickly, for the mysterious manner of your summons hints at dire peril left unspoken..*

#### DM NOTES

Nefru: Nephru is an NPC boy, a ward of the temple of Anubis and a center of action in this series. In the adventure he will follow player suggestions that are not obviously suicidal, but will not play any role in decision-making, fighting or problem-solving.

In this round, keep track of who is carrying silver. This will be important in the final encounter area. All of the pregen characters are carrying silver at the beginning of the adventure except Sinuhe (#2), Karfan (#7), Nefer (#10), and Nefru (NPC).

Make sure that the party has a marching order, and that all spell casters have selected their spells.

MOVEMENT RATE ON MAPS: The large scale map has 18 mile hexes. It is primarily a general reference map to put the



**itself is moving like a snake in your direction!  
What do you do?**

This is a **Sandling**, a fiercely territorial creature. It will attack immediately, winning the initiative in tournament play and closing in 3 segments (spells of 1-3 segments will be cast successfully and the sandling will strike first in melee). Attempting to avoid the creature will only delay the combat – it is faster than the party. Note that invisibility is no protection creature, as it tracks by sensing heat, sound, and moisture.

**Sandling:** AC 3; MV 12"/6"; HD 4; hp 31; THACO 15; #AT 1; D 2-16; SD immune to **sleep, hold, charm**, and mind-influencing spells; Sz L; MMII p.106. Note: 10+ gallons of water **slow** the sandling and reduce its damage to 1-8.

The second half of this encounter is a **dustdigger**, buried before the entrance to the tent. The first character to approach the tent will find himself or herself sliding into a funnel of sand. The first round, the victim cannot climb out or cast spells with somatic components. The dustdigger makes no attack.

**Suddenly five thick tentacles burst upward out of the sand around the sliding character, and a huge maw thrusts from the sand below.**

The second and following rounds, initiative is rolled normally (remember that the party member cannot escape without aid or suitable magic: **levitate, fly**, etc). The dustdigger attacks with tentacles and bite (one roll). The first hit means the victim is caught in the starfish-like arms of the dustdigger, immobilized, and bitten. Once the victim is trapped, the dustdigger will do damage each round until it is killed.

**Dustdigger:** AC 4/7; MV 0"; HD 4; hp 23; THACO 15; #AT 1; D 1-8+AC; Sz L; MM2 p.61. Victim is immobilized and takes continuous damage after the first hit.

In the dustdigger's hole, the party will find the bones and equipment of a recent victim. A search of the remains will reveal the following: a suit of chain mail, a shield bearing the sign of Anubis, a broken mace, a small golden jackal head on a golden chain, a purse of 45 silver pieces, an a backpack that contains supplies, a fragment of a mask (an ebony jaw-piece that resembles the jaw of a jackal), and a piece of parchment. The parchment reads:

*"Take a different route. Our friend will be sorely tested if my fears are correct. Guide him and be sure that he wears the jaw."*

The parchment has the seal of the High Priest of Anubis. The jaw-piece will detect as strongly magical. If the players ask for more information, any cleric will recognize the fragment as part of a "Life mask" a common holy symbol in the Egyptian Mythos, and especially common for deities with animal heads. The jaw-piece has a strap that allows it to be fitted

adventure area in context. The small scale map is the primary map. It has 6 mile hexes—the party can move 3 hexes per day. The adventure opens at *Encounter Area 1*, late afternoon.

## BEGINNING THE ADVENTURE

### 1. THE DUNES

*You have just left the rocky badlands with Nefru, intending to travel due west in search of the river bed. Once the river bed is located, you follow it north to the first oasis on the way to Thinnes across the desert.*

*The gentle late afternoon breeze stiffens as you see a tent about 1000 yards away, at the bottom of a large sand dune. The tent flap blows wildly in the breeze, and part of the tent seems oddly collapsed.*

Ask for party actions at this point. When someone comes within 30 yards of the tent:

*As you come within 30 yards of the tent, you notice a movement in the sand to your left about 50 yards away. It seems as though the sand*

to a human-sized head. It has two grooves on each side of the jaw whose function is not immediately obvious. When it is carried by a worshipper of Anubis, gives a sanctuary effect against all enemies with less than 6 Hit Dice, i.e.: each enemy must make a saving throw vs. Spells to notice the wearer in a given round. Those who are not worshippers of Anubis can carry it freely, but have their strength halved when wearing it. If the character breaks the sanctuary effect, it returns one turn later.

The tent contains ordinary travel gear, waterskin, rations, fodder, bedroll, and a silver holy symbol of Anubis. If the party takes any of this, ask who is carrying which item. The silver holy symbol may affect the last encounter.

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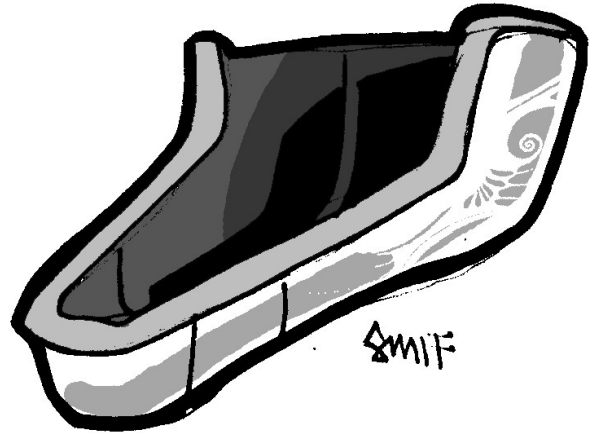
## 2. THE RIVER

This occurs the same day as the first encounter, unless the party states they are resting overnight.

You arrive at the river to find it dry. The withered plants and scrub growth along the banks will soon be green again when the river floods, an event that is still several weeks away. However, even the dry course of the river will lead you to the first oasis. There is a deep well of exceptionally sweet water there that reportedly does not dry up, even in the dry season, and there is the chance of meeting fellow travelers with news of desert routes.

The party will encounter scorpions near the riverbed as follows:

- If they are travelling in the riverbed they will be totally surprised (1 free attack sequence) by six scorpions, three from each side.



- If they are walking up to 20 yards away from the riverbed, the scorpions will close and attack before the party can react.
- Between 21-50 yards, the scorpions can close and attack normally: roll for initiative. Three scorpions will emerge the first round, and three more will emerge the second round. A single area effect spell will affect an entire wave of three.
- Between 51-300 yards, it will take the waves of scorpions one or more rounds to close.
- Over 300 yards, the party is in danger of losing sight of the riverbed. If they persist, after a warning they will become lost and lose one day of travel time. Note if this happens.

**6 Large Scorpions:** AC 5; MV 9"; HD 2+2; hp 11 each; #AT 3; THACO 16; Dmg 1-4/1-4/1\*; SA Sting is poison, save at +2 bonus; SZ S.

*Tournament Notes:* After two sting attacks have hit, all subsequent sting attacks will miss, regardless of the rolls.

If possible, use the encounter to demonstrate the sanctuary power of the mask fragment. Only Inteb can benefit from the mask, so make a scorpion or two run up to, then past, him if he has it. Make it obvious.

## 3. FIRST OASIS

***Abandoning the river bank and climbing a sand dune to check your direction, you see the first oasis about half a mile away. It is surrounded by about 20 palm trees and some dense bushes. The tops of four bright red and yellow tents extend above the bushes. No signs of movement are visible. It is late afternoon. The day has been hot, but not unbearable, and the waterskins need to be filled for the next***

**leg of the journey. You pause to decide how to approach the camp.**

A small band of brigands is camped here (1d6 gold, 1d6 silver). The party can close to about 200 yards (out of spell range) and remain undetected. A party that marches right in will be ambushed as described below. Attempts to scout during daylight will fail unless the scouting characters are **invisible** (or under **sanctuary**). The entire party can approach the camp undetected after dark.

**SUCCESSFUL SCOUTING:** A successful scouting trip will reveal four wardogs lying down by the campfire, and one guard (fighter) on the south side of the camp. Further, two shallow graves are visible near the edge of the oasis. The humans buried there, exposed by the desert winds, died recently and show signs of torture. Any additional investigation will reveal that the bodies have been stripped of all valuables, and any cleric can tell that the bodies were carelessly buried without ceremony.

If the party tries to bypass the encounter, they will be successful.

If the party attacks without warning, only the guard will be awake. All other characters will be asleep in their tents, and the other swordsmen will be unarmored. The leader and mage will flee if they can. If the leader is immediately engaged or subdued (within one round), the dogs will run away into the desert. However, if she can command them they will fight to the death. In tournament play, do not waste time roleplaying prisoners – the party will get no significant information, nor are they to be unduly hindered.

**UNSUCCESSFUL SCOUTING:** If the party tries to scout unsuccessfully, a general melee will ensue with the brigands reacting normally. The brigands who have chainmail will be wearing it.

**THE AMBUSH:** If the party walks openly into the camp, the woman will greet them from the bushes when they are 30 yards away. She will distract them with conversation until the surprise round. Do not waste the party's time, but take into account any special preparations (for example, using a **detect invisibility** spell will give the party a chance to act).

**PREPARATIONS:** The mage has cast **invisibility** on the 19 hp swordsman and **shield** on himself. The invisible fighter starts to circle the party while they talk to the woman.

**SURPRISE:** The mage casts a **fireball** (20 points, save for 10).

**ROUND 1:** The dogs charge the party, the woman and two fighters follow. The dogs (only) attack this round.

**ROUND 2:** The woman and two fighters attack. The invisible fighter, having circled behind the party, attacks a character from the rear at +2.

**Guard:** AC 4; MV 9"; F3; hp 19; #AT 1; THACO 18; D 1-8.

**Leader Woman:** AC 0; MV 12"; F5; hp 48; #AT 1; THACO 13; D d8+3. She has a scimitar +2 and bracers AC 3.

**Brigands:** AC 4 (10); MV 9" (12"); F3; hp 21, 19; #AT 1; THACO 18; D 1-8 (scimitar)

**Mage:** AC 4,3,2 (10); MV 12"; M5; hp 17; #AT 1; THACO 10\*; D 1-4, Spells:

**First Level: light, magic missile, shield\*, sleep**

**Second Level: darkness, invisibility\***

**Third Level: fireball\***

\*Spells marked \* are used in the ambush.

4 War Dogs: AC 6; MV 12"; HD 2+2; hp 18,16,15,13; #AT 1; THACO 16; D 2-8.

Remember that all these must save vs. Spells to see Inteb if he bears the mask fragment.



## 4. THE DESERT

The party can stay at the oasis until they are fully healed, even if this takes several days. Note how many days the party uses.

The next march period of your journey passes without incident. You estimate that the second oasis is about eight hours away. However, as you begin to make camp, you suddenly notice five giant yellow-brown spiders about 200 yards away. Their forelegs are waving slowly, and sand begins to rise from the desert floor around them, though the air where you stand is calm.

These are a new creature, **Sand Spiders**. (See **NEW MONSTERS** section at the end of the module),

**5 Sand Spiders:** AC 7; HD 5+5; MV 15"; hp 28, 26, 20, 19, 17; #AT 1; THACO 13; Dmg 2d4+3; SA Sandstorm 60' radius, those inside attack at -4 and no spell casting; SD camouflage and surprise (See description at end of adventure).

It will take the spiders one round to establish the sandstorm (If three of the spiders can be disturbed in this time, the sandstorm will subside. In tournament play, this means a mage running forward and dropping an area effect spell like **fireball** into the group.).

Regardless of whether the sandstorm is formed, the spiders will charge toward the party at full speed the next round and thereafter until they can attack. If the sandstorm is still in effect, the party will be at a severe disadvantage.

The sandstorm is treated as 6th level magic, and for tournament purposes a **dispel magic** spell will succeeding in dispersing it. While it is up, missile fire into it will be ineffective, and area effect spells such as **lightning bolt** and **fireball** will be saved against at +2 (only three spiders will be caught by any such blind fire in any event).

## 5. THE SECOND OASIS (MIRAGE)

*You get up and prepare for an estimated 7 to 8 hour march to the next oasis.*

*However, before you begin your next march you see a lone bird, probably a raven, circling high above. It flies away in the direction of the next oasis. Five hours later, you reach the crest of a sand dune and see fifteen palm trees surrounding a single, blue-topped tent flying a bright red and yellow banner. The tent is about 500 yards away, in the center of a bowl-like depression about 1000 yards across.*

This is, of course, a trap. The party is still three hours away from the real oasis. The tent contains a hostile warlock. The palm trees are **massmorphed** archers – more brigands as at the



first oasis (Note: be especially familiar with the **massmorph** spell before running this round).

The party can easily bypass this encounter by walking around it.

The warlock spotted the party while scouting **polymorphed** as a raven, and prepared this ambush. He will cast **protection from missiles** and **minor globe of invulnerability** from a scroll as the party enters the depression.

When the party is 100 yards away, the archers take their normal forms and ten will be in position to fire. Roll initiative normally – split up the fire against the characters as evenly as possible. Party members not charging will take a second volley. The warlock will cast his **sleep** spell. 5 archers will protect the warlock.

The second round the warlock will throw his **lightning bolt** concentrating on party fighters unless blocked. The archers will leave one man to shoot missiles at each visible spell caster, and mass the rest against the fighters.

**Warlock:** AC 8; MV 12"; M8; hp 24; #AT 1; THACO 18; Dmg d4+1.

He has a **Ring of Protection +1** and a **Dagger +1**.

Spells:

**Level 1: sleep, magic missile, detect magic, identify**

**Level 2: invisibility, levitate, ESP**

**Level 3: lightning bolt, dispel magic**

**Level 4: polymorph self\*, massmorph\***

\* these spells are used before the encounter.

**15 Warriors:** AC 6; MV 12"; F2; hp 9 each; @AT 1 (scimitar) or (bow); THACO 20; Dmg 1-8 (scimitar), 1-6 (bow). These archers are armed with short composite bows (range 18")





Each is carrying incidental treasure, a few (1d6) gold and (1d6) silver coins each. As before, prisoners are neither to help nor slow the party.

If the party waits until sunset, the archers will change from their **massmorphed** forms, strike the tent, and head back to the real oasis. A heavy guard will be posted and the party will have to deal with that situation, although surprise is possible if they plan well.

## 6. THE SECOND (REAL) OASIS

*After travelling another three hours, you see what appears to be another oasis about 1000 yards ahead. A large group of palm trees surrounds a camp of eight tents. Seven tents are bright red and yellow with red tops, and one, larger than the others, has a blue top and flies a red banner. Lush underbrush surrounds the oasis. You must decide what to do next.*

This encounter depends on the previous one. If the warlock was bypassed or defeated, this camp is deserted. If the party followed the warlock here, the camp will be guarded.

The small tents are where the brigands sleep, and are typical and without interest: sleeping pallets, spare weapons, etc.

The large tent contains richer furnishings, a large chest, and a tray that holds some papers and a fragment of a ritual mask.

The parchment contains a report of some type. If examined, one passage catches the party's eye:

*"...I do not understand why you want the fragment. It defies every effort at identification. It is either very powerful or very dangerous, probably both. I learned nothing from the carrier except that there are priests involved. I advise extreme caution. My next messenger will arrive at the oasis by dawn in one week, as usual. Inform me if the signs change this time. I do not want to lose any more men to the guardian."*

There is only one other parchment of importance. It is obviously worn, and has a few rust-colored smears on it:

*"Beware the oasis. Our friend will need aid to bring our plans to success if your brother has fared badly. Guide him."*

The mask fragment is a doglike skull-piece, human-sized. It radiates strong magic and strong good alignment if these are detected for. It exactly fits the jaw-piece the party has. If the pieces are put together, it is obvious that the third piece, a face plate, is still missing.

The effect of combining the skull-piece with the jaw-piece includes the powers previously mentioned, and makes the wearer immune to **charms** and mind-controlling spells. It realigns characters of neutral or good alignments to lawful good, and ages evil characters 10 years per round worn. Further, it cannot be removed from characters realigned or aged except by a **remove curse** cast by a 12th level or higher caster.

The chest is both locked and **firetrapped** (10 points). For tournament purposes, the party thief will pick the lock successfully. In the chest are 150 gp, 320 ep, 1000 sp and a book. The book is the warlock's spell-book. It is also **firetrapped** to go off when opened (12 points). The book contains:

**Level 1: detect magic, identify, light, magic missile, shield, sleep, read magic**

**Level 2: darkness 15' radius, ESP, invisibility, levitate**

**Level 3: lightning bolt, fireball, dispel magic, protection from normal missiles**

**Level 4: firetrap, massmorph, polymorph self**

If the party leaves this oasis at dusk, they should arrive at the third oasis just before dawn.

## 7. THE THIRD OASIS

The following description assumes the party arrives shortly before dawn. Alter the description as necessary.

*You arrive at the top of a sand dune shortly before sunrise. The third oasis is stretched out below you. In the center of the oasis is a large pool of clear water. Around it you can see palm*

trees and dense undergrowth. A gentle breeze is blowing from the south.

There is a group of five tents next to a stone corral. Near the corral is a stone pyramid of two steps, each 15' high. The base is 40' x 40' and the second level is 20' x 20'. On the east side of the pyramid is a stone staircase that rises to the second level.

Atop the pyramid lounges a hieracosphinx. It looks out over the stairway, but occasionally turns its head from side to side to survey the oasis. Next to the hieracosphinx are two smaller hieracosphinxes, that also face the stairway. After two minutes of observation, you see that they do not move at all.

The party has a few options here:

1. Wait and observe.
2. Circle the dunes and observe from a different angle.
3. Sneak into the area and look around.
4. March in and see what happens.

#### WAIT AND OBSERVE:

As the first rays of the sun strike the **hieracosphinx**, it yawns and lowers its hawk-shaped head down onto its paws.

The **hieracosphinx** is now asleep. The party can freely examine anything in the camp, except the pyramid and the corral (see below). Go to the general description.

#### CIRCLE AND OBSERVE:

This is the same as the above, except that the party will also see a **jackal** emerge from the foliage north of the pyramid and run into the desert (The jackal has been prowling in the

cave entrance into the hidden chamber).

#### SNEAK IN AND INVESTIGATE:

This will be successful if the party avoids the crests of dunes #1 and #7, and the area between them. These areas will be scanned by the **hieracosphinx** before it goes to sleep, and it will attack if it sees someone. The jaw-piece will not affect the hieracosphinx, due to its number of Hit Dice.

#### MARCH RIGHT IN:

The hieracosphinx will see the party and attack.

Hieracosphinx: AC 1; MV 6"/36"; HD 9; hp 72; #AT 3; THACO 12; Dmg 2-8/2-8/1-10; SZ L. The sphinx will select one party member and concentrate all attacks on that character.

The **hieracosphinx** can be wakened either by the camel in the corral, or the small stone sphinxes on the pyramid. See the corral and pyramid descriptions for how this occurs.

The locations around the third oasis numbered on the map are as follows:

### 1. THE THIRD OASIS

There is no movement from the tents. You see a **camel** in the corral that seems nervous and skitterish. It runs in circles, always looking at the pyramid.

### 2. THE TENTS

There are eight dead men in the tents. Six of them died in an obvious fight, and two of them resemble the brigands encountered earlier. One of the others wears a small golden jackal head on a golden chain. The other two men were obviously knifed in the back. All have been dead several days.

The bodies have been hastily looted, but a search of the area



will reveal a scrap of parchment:

*“Deliver your charge to our friend in Akhmen. The rest of the gift will soon arrive. Make haste.”*

### 3. THE CORRAL

The camel here will bellow in fear if a character approaches within 20' of the corral, including **invisible** characters approaching from upwind (south). This can be bypassed using **invisibility to animals** or **speak to animals**, although the camel will be too frightened to give useful information.

The corral contains four dead camels, partially eaten, and the living camel is very worried about the **hieracosphinx**.

### 4. THE POOL

The water is fresh and clear. Jackal tracks lead from the water's edge to the bushes north of the pyramid. If the party follows these, they will find the concealed entrance to the hidden chamber (Location C). The tracks also leave the bushes and go out into the desert between Dunes #6 and #7 and end.

### 5. THE PYRAMID

#### A. EXTERIOR

The pyramid is made of smooth black stone and has two steps, each 15' high. A thief has normal chances to climb these and takes 2 points of damage if he falls. The stairs lead up to a brass door in the second step. The bottom level can be safely checked for secret doors.

The stairs and the tops of both levels are **warded against good** and **invisible** creatures. If either touch the warded areas, the stone sphinxes will wail waking up the **hieracosphinx** which will attack immediately.

#### B. UPPER CHAMBER

The brass door is locked, but for tournament purposes any lock picking attempts will be successful. Beyond the door is a single chamber that contains a single lit brazier in the northwest corner. In the southwest corner is a rectangle carved into the floor that encloses a mosaic snake, holding its tail in its mouth, inlaid into the floor. The brazier is ordinary and full of oil. The mosaic can be detected as magical, but not evil (it is the receiving teleporter from Area E). There is nothing else of interest in this room.

**DM NOTE:** At this point the party may have reached an apparent dead end. If they have not found the secret entrance, any general search of the oasis will reveal the jackal tracks leading to the secret door.

#### C. SECRET ENTRANCE AND CAVERN

Concealed in the dense undergrowth here is a cave mouth in Dune #6 that leads to an iron door. Next to the door is a

winch mechanism used to raise the door. Once the door is raised, the party can go into the cavern beyond.

If the door is closely examined, the party will discover it is a single piece of iron, smooth on both sides, fitted into a grooved frame.

The cavern contains a table and chair. On the table is an unlit candle in a candleholder, and four small sacks. There is another short passage at the far side of the cavern that leads to another iron door. The sacks contain 45 sp, 80 sp, 40 gp, and 60 sp. There is nothing else of interest in this room.

The second door is similar to the first. However, using its winch will release the winch on the first door, sealing the cavern. The first door is heavy enough to crush most items intended to jam it open (The intention is that this area should be nearly escape-proof). The smooth door offers no handholds, even to giant strength. The portcullis-like construction defeats a knock. The only easy way out was to have left a character outside the cavern to work the winch.

The second iron door is similar to the first, but the winch has no locking mechanism. However, if winched all the way up it will take two rounds to descend, during which the characters can enter the next chamber. If the entire party is in Area D when the door closes, this area should be nearly escape-proof too.

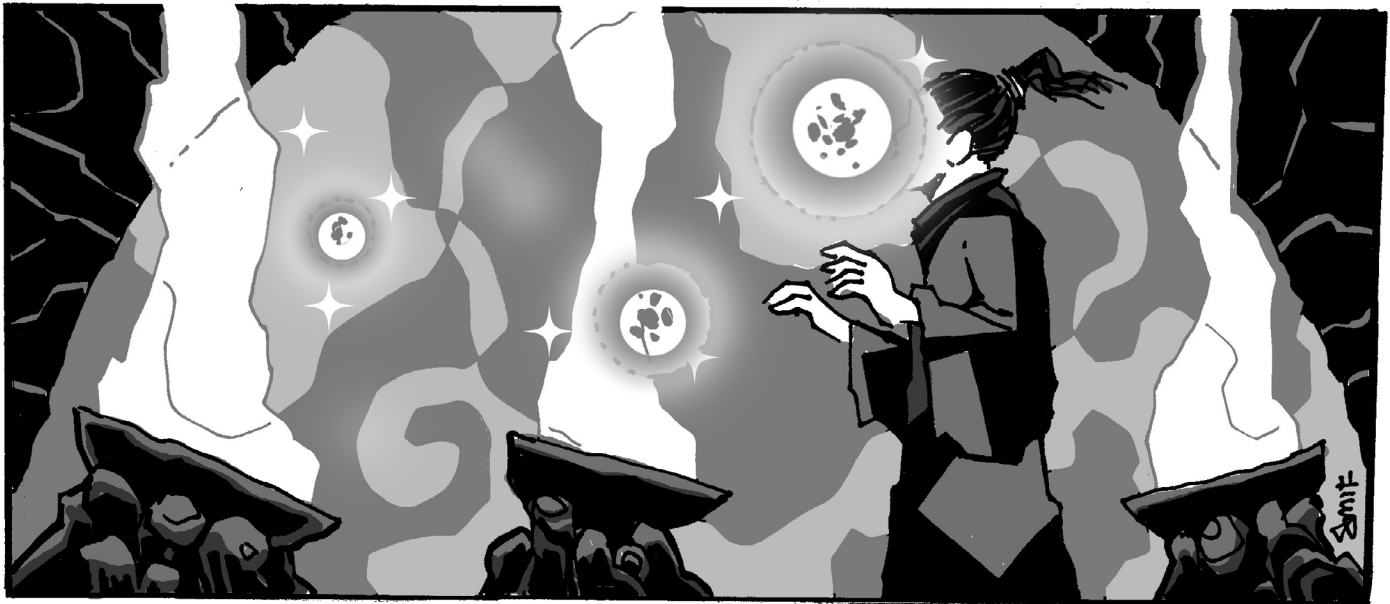
*Tournament Notes:* A **find trap** spell will give a reading on the second winch only; it is mechanically trapped. The thief's Find Traps ability will also work. An attempt to Remove Traps will reveal that the second winch is connected to something else with the chances of removal poor to nil. A second attempt will trigger the trap.

#### D. HIDDEN CHAMBER

*In the center of the room is a carved rectangle enclosing a mosaic snake holding its tail in its mouth, inlaid into the floor. In each corner of the room is an unlit brazier. On the floor is a scattering of coins, mostly silver.*

As the party enters, the braziers light with a dim yellow glow. These are **will 'o wisps** that will not attack unless attacked. The only way out of this room is to use the teleport pattern on the floor (see below). If the party does not figure out how to leave this room, they will eventually run out of air. As the air begins to get stale, the **will 'o wisps** will glow more brightly. The party will not have time to study spells before the air runs out. Note if the party fails to get out by the end of the tournament round.

If the party attacks a **will 'o wisp**, only that wisp will fight. The wisp will not be aggressive and will withdraw if the party ceases attacking. If a wisp is reduced to 5 hp or less, the



remaining wisps will attack immediately and aggressively until the party has been slain.

**4 Will o' wisps:** AC -8; HD 9; MV 18"; hp 23,31,34,42; #AT 1; THACO 12; Dmg 2-16; SD immune to all spells except magic missile, protection from evil, and maze.

#### THE TELEPORTER

The teleporter will operate when occupied by one character who does not have any SILVER in his or her possession. If several characters enter the rectangle at once, or one character carrying silver, the area will flash once; there will be no other effect.

When a character teleports, put the player on hold until the rest of the characters join his or leave this area by other means. The teleporter functions once per round: the order and timing of characters entering the next encounter area is important.

The following characters begin this scenario with no silver: Sinuhe (#2), Kafran (#7), Nefer (#10), and Nefru (NPC). Nefru will obey direct orders, but will not initiate any activity concerning the teleporter.

#### E. The Outer Chamber

The area is pitch black. It also contains a flesh golem wrapped like a mummy that is programmed to attack non-evil characters. It has infravision, but characters without a light source attack at -4.

Once all of the characters have teleported from the Hidden Chamber (or died or otherwise escaped) have them appear in the order by rounds recorded as indicates above. What happens will depend on whether they have light sources as they teleport in (subject also to infravision, etc).

If there is no light source, read the following:

***You find yourself standing in total darkness. The air is stale and musty. Somewhere before you, you hear a soft creak and a muffled footstep of something larger than human.***

The mummy/golem moves in immediately, attacks, and misses. A character without a light source can light a torch or lantern in one round, unless struck in melee.

If light is available (or the character can see via infra vision or similar):

***In the dim light, you see a huge 9-foot tall mummy shuffling slowly toward you!***

**Flesh Golem:** AC 9; MV 8"; HD 9; hp 40; #AT 2; THACO 12; Dmg 2-16/2-16; SD hit by +1 or better weapons, immune to spells except fire and cold, which **slow** the golem for 2-12 rounds; lightning heals 1 hp per die of damage.

The golem will block the door into the next room. Characters who manage to evade the golem and crash through the door will automatically fall into the pit in the next room.

The golem room contains the carved rectangle enclosing a mosaic of a snake with its tail in its mouth (the receiving teleporter from Room D). In addition there is an inscription:

*"To the glory of Thoth."*

A character standing in the rectangle and reciting these words will be teleported to Room B in the upper pyramid level. This is the only way the party will be able to leave this complex.

#### F. Pit Room

Any characters entering the room blind and without



precautions will fall into the pit. The pit is 6' in diameter and 20 feet deep. Any character falling into the pit will take 7 points of damage (the pit contains about 2' of water). Only a thief can climb out of the pit without assistance. Aside from a bucket and rope, this room is empty. A close examination reveals the bucket has been used recently.

### G. Living Quarters

A high-level assassin has emptied this chamber and is using it as a secret base. He is the leader of the brigands who have been ambushing travelers at the oases. He has no connection with the other forces involved in this series of adventures. The final piece of the mask came into his hands by accident, and he is trying to collect the rest of it. He has no idea of its use or purpose.

He has heard the commotion in Area E, and concealed himself next to the door to assassinate the first character through the door. A character who walks in without caution will be totally surprised, and the assassination attempt will be successful (roll the dice and announce the character has been killed).

If the character is displaying some caution, the assassin will only get a backstab attempt. If the character uses unexpected tactics (like diving suddenly through the door) or extreme caution, the assassin will not attack effectively and will be revealed. The assassin will fight to the death.

**Assassin:** AC 2; MV 12"; A8; hp 33; #AT 1; THACO 16; Dmg 1-8 (scimitar). He has **bracers of defense, AC 4**.

The room also contain a pallet, table, chair, and chest. The chest is neither locked nor trapped. It contains 750 gp and eight **arrows +1**.

### H. Treasure Room

The room contains four treasure chests containing the items taken from travelers to this time. None of the chest are locked or trapped, and the treasure can be freely removed.

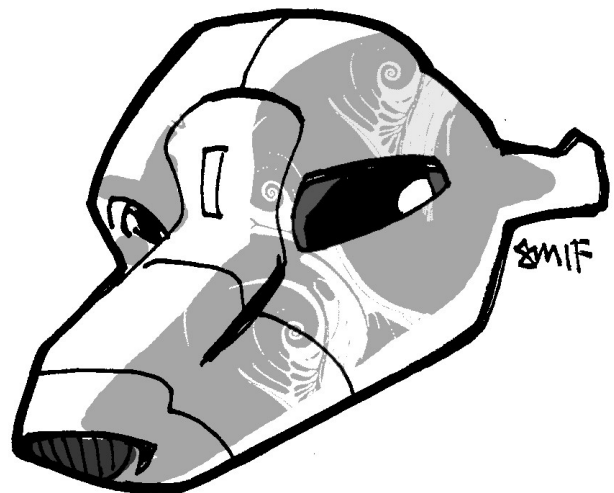
Chest 1: 440 gp, 870 ep.

Chest 2: Bolts of cloth, **chain +2, shield +1**

Chest 3: Faceplate of jackal mask (magical)

Chest 4: Empty

The round ends when the party leaves the pyramid or runs out of time, whichever comes first.



## SAND SPIDERS

*Insect*

FREQUENCY:	Very Rare
NO. APPEARING:	2-7
ARMOR CLASS:	7
MOVE:	15"
HIT DICE:	5+5
% IN LAIR:	15%
TREASURE TYPE:	<i>Incidental, usually nil</i>
NO. OF ATTACKS:	1
DAMAGE/ATTACK:	Sandstorm
SPECIAL ATTACKS:	<i>Camouflage, Surprise on 1-3</i>
SPECIAL DEFENSES:	<i>Standard</i>
MAGIC RESISTANCE:	<i>Nil</i>
INTELLIGENCE:	<i>Average</i>
ALIGNMENT:	<i>Neutral</i>
SIZE:	<i>Medium (body 2' diameter)</i>
PSIONIC ABILITY:	<i>Nil</i>
Attack/Defense Modes:	<i>Nil</i>
Level/XP Value:	<i>400 +6/hp</i>



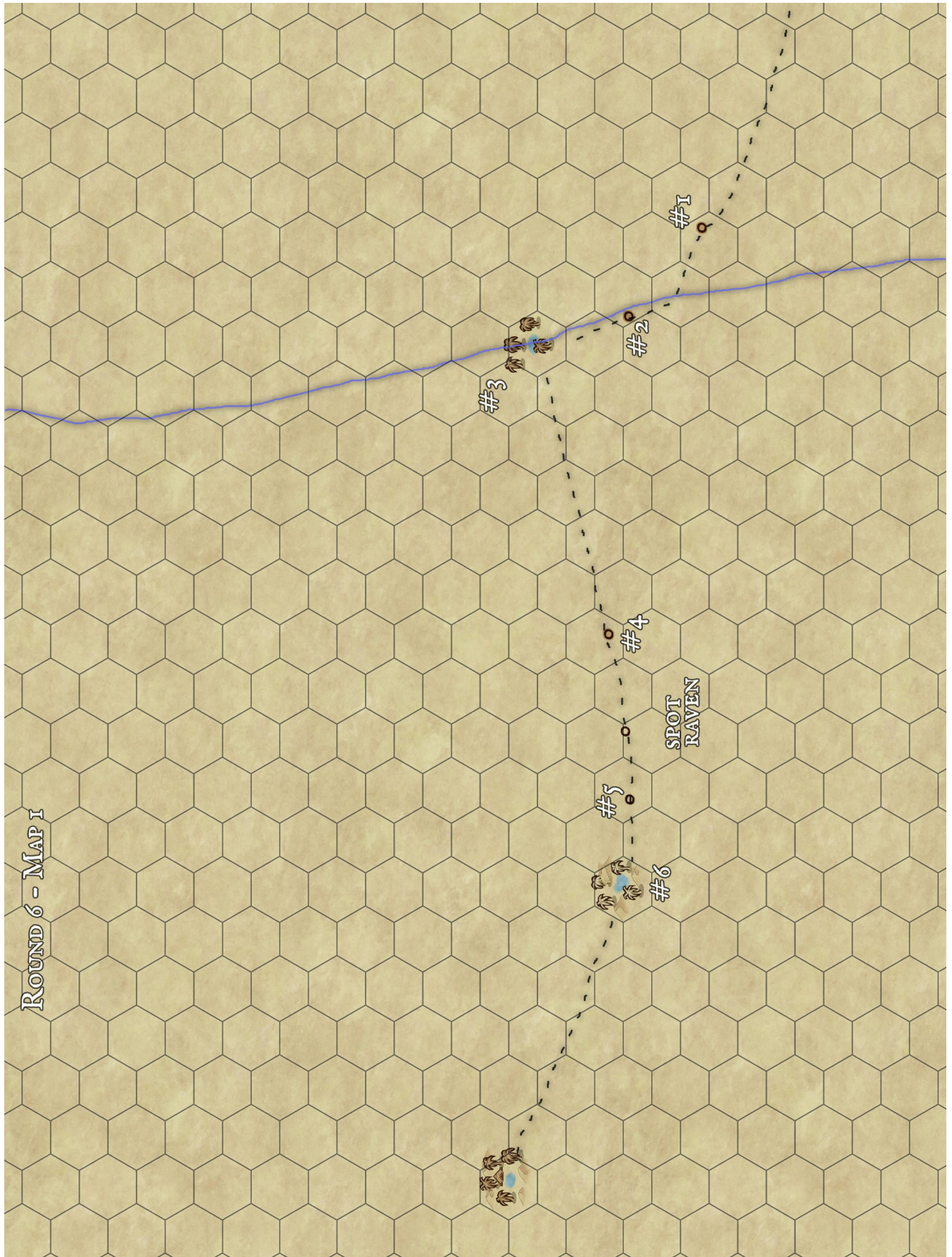
Sand spiders are yellowish brown in color and live in arid lands, blending in well with dry sand. They can tunnel into loose sand, partially burying themselves and surprising passing victims on a roll of 1-3 on a six-sided die.

If three or more sand spiders are encountered, they will create a magical sandstorm in one round. If disrupted during this time, the storm will not form. The storm will be centered on the spiders, who must be within 30' of each other.

The storm rises to a height of 10' and has a 60' diameter. Creatures within the storm are effectively blinded, attacking at -4, and normal missile fire into the sandstorm is ineffective. Spell casters within the storm are automatically disturbed and thus cannot cast spells. The sand spiders are not affected by their sandstorms, and need not remain together to maintain the storm. If the spiders split up, the storm will randomly center on one of the conjuring spiders and move with it.

The storm will last 6 turns, until all the conjuring spiders have been slain, or until the sandstorm is dispelled (the sandstorm considered 6th level for the purposes of dispelling).

ROUND 6 - MAP I



OASIS 1 SQ = 20 FT

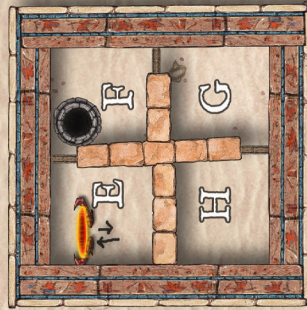
ROUND 6 MAP 2





# ROUND 6 - MAP 3

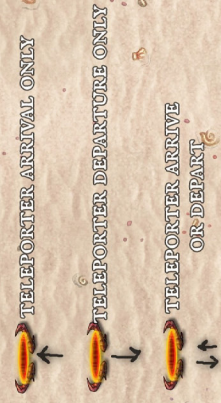
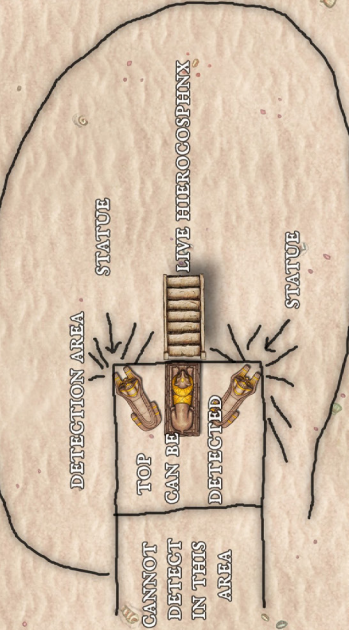
1 SQ = 5 FT



STATUES AND HIEROGLYPHS



BOTTOM LEVEL





## **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)

<b>Name:</b>	Ahmosé	<b>Religion:</b>	Bes	<b>Character #:</b>	1
<b>Class:</b>	Thief	<b>Level:</b>	7	<b>Base Move:</b>	9"
<b>Race:</b>	Halfling	<b>Align:</b>	CN	<b>Hit Points:</b>	32
<b>Sex:</b>	Male	<b>Weight:</b>	50 lbs.	<b>Age:</b>	37

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

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



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

### 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:**70

**Open Locks:**72

**Find/Remove Traps:**60

**Move Silently:**70

**Hide in Shadows:**63

**Hear Noise:**30

**Climb Walls:**79

**Read Languages:**35

### 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

<b>Name:</b>	Sinuhe	<b>Religion:</b>	Anhur	<b>Character #:</b>	2
<b>Class:</b>	Fighter	<b>Level:</b>	8	<b>Base Move:</b>	12"
<b>Race:</b>	Human	<b>Align:</b>	N	<b>Hit Points:</b>	50
<b>Sex:</b>	Male	<b>Weight:</b>	180 lbs.	<b>Age:</b>	42

**Languages:** Common, Neutral

**Special Abilities:** None



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

### 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

<b>Name:</b>	Fashe	<b>Religion:</b>	Osiris	<b>Character #:</b>	3
<b>Class:</b>	Cleric	<b>Level:</b>	6	<b>Base Move:</b>	12"
<b>Race:</b>	Human	<b>Align:</b>	N	<b>Hit Points:</b>	30
<b>Sex:</b>	Female	<b>Weight:</b>	140 lbs.	<b>Age:</b>	26

**Languages:** Common tongue, Neutral

**Special Abilities:** None



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

### 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:**5-5-3

### 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

<b>Name:</b>	Inteb	<b>Religion:</b>	Anubis	<b>Character #:</b>	4
<b>Class:</b>	Cleric	<b>Level:</b>	6	<b>Base Move:</b>	12"
<b>Race:</b>	Human	<b>Align:</b>	LG	<b>Hit Points:</b>	32
<b>Sex:</b>	Female	<b>Weight:</b>	98 lbs.	<b>Age:</b>	21

**Languages:** Common tongue, Lawful good

**Special Abilities:** None



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

### 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:**5-5-2

### 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

<b>Name:</b>	Djoser	<b>Religion:</b>	Horus	<b>Character #:</b>	5
<b>Class:</b>	Fighter	<b>Level:</b>	7	<b>Base Move:</b>	12"
<b>Race:</b>	Human	<b>Align:</b>	LN	<b>Hit Points:</b>	45
<b>Sex:</b>	Male	<b>Weight:</b>	160 lbs.	<b>Age:</b>	21

**Languages:** Common, Lawful Neutral

**Special Abilities:** None



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

### 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
		4	5	6	7	8	9	10	11	12	13	14	15	16	17

### 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

<b>Name:</b>	Kahn	<b>Religion:</b>	None	<b>Character #:</b>	6
<b>Class:</b>	Magic-User	<b>Level:</b>	7	<b>Base Move:</b>	12"
<b>Race:</b>	Elf	<b>Align:</b>	N	<b>Hit Points:</b>	21
<b>Sex:</b>	Male	<b>Weight:</b>	135 lbs.	<b>Age:</b>	166

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

**Special Abilities:** Normal Elf abilities



Abilities		Saving Throws		Armor Class	
<b>STR:</b>	10	<b>Para/Poison:</b>	13	<b>Type:</b>	
<b>INT:</b>	16	<b>Petri/Pol:</b>	11	<b>Frontal</b>	
<b>WIS:</b>	10	<b>R/S/W:</b>	9	<b>Shieldless</b>	
<b>DEX:</b>	15	<b>Breath:</b>	13	<b>Flank:</b>	
<b>CON:</b>	14	<b>Spell:</b>	10	<b>Rear:</b>	
<b>CHA:</b>	11	<b>Mindsave:</b>			
		<b>Other Bonus:</b>			

### 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:**4-3-2-1

### 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



<b>Name:</b>	Kafran	<b>Religion:</b>	Osiris	<b>Character #:</b>	7
<b>Class:</b>	Cleric	<b>Level:</b>	8	<b>Base Move:</b>	12"
<b>Race:</b>	Human	<b>Align:</b>	LG	<b>Hit Points:</b>	46
<b>Sex:</b>	Male	<b>Weight:</b>	170 lbs.	<b>Age:</b>	41

**Languages:** Common tongue, Lawful good

**Special Abilities:** None



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

### 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:5-5-3-2**

### 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

<b>Name:</b>	Bek	<b>Religion:</b>	Ra	<b>Character #:</b>	8
<b>Class:</b>	Fighter	<b>Level:</b>	6	<b>Base Move:</b>	9"
<b>Race:</b>	Dwarf	<b>Align:</b>	NG	<b>Hit Points:</b>	46
<b>Sex:</b>	Male	<b>Weight:</b>	104 lbs.	<b>Age:</b>	125

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

**Special Abilities:** Normal Dwarven abilities.



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

### 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

<b>Name:</b>	Kipa	<b>Religion:</b>	Nature	<b>Character #:</b>	9
<b>Class:</b>	Druid	<b>Level:</b>	6	<b>Base Move:</b>	12"
<b>Race:</b>	Human	<b>Align:</b>	N	<b>Hit Points:</b>	40
<b>Sex:</b>	Female	<b>Weight:</b>	130 lbs.	<b>Age:</b>	22

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

**Special Abilities:** None



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

### 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

**Fourth Level Spells:** Animal Summoning I, Call Woodland Beings, Control Temperature 10? Radius, Cure Serious Wounds, Dispel Magic, Hallucinatory Forest, Hold Plant, Plant Door, Produce Fire, Protection from Lightning, Repel Insects, Speak with Plants

**Progression:**4-3-2-1

### 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

<b>Name:</b>	Nefer	<b>Religion:</b>	Ptah	<b>Character #:</b>	10
<b>Class:</b>	Magic-User	<b>Level:</b>	6	<b>Base Move:</b>	12"
<b>Race:</b>	Human	<b>Align:</b>	LN	<b>Hit Points:</b>	21
<b>Sex:</b>	Male	<b>Weight:</b>	148 lbs.	<b>Age:</b>	23

**Languages:** Common, Lawful Neutral

**Special Abilities:** None



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

### 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
		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

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  
LA 3 A Minor Threat

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.

