

EXPEDITION RECORD SHEET Use pencil

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Days Remaining	Rations		Your Hit Points	Money & Treasure		Hull Points	Current Sea Entry	Current Land Entry
				Gold pieces	Unrefined gold	Ship-		
<p>If you spend the day without fighting and you are injured, add 1 to your hit point score.</p>	<p>For each day that rations = 0, you lose 1 NPC. If NPC party, = 0, you lose 2 hit points.</p>		<p>If your hit points = 0 you are defeated. Read action 29.</p>					
						<p>Lifeboat - 15 Hull points</p>		
						<p>If hull points = 0 or less, read entry V143.</p>		

Sample file

COMBAT CHARTS

ATTACKER CHART

Number of Attackers	Attacker's Hit Dice												
	Up to 1	1- to 2	2- to 3	3- to 4	4- to 5	5- to 6	6- to 7	7- to 8	8- to 9	9- to 11	11- to 13	13- to 15	
1	A	B	C	D	E	F	G	H	J	K	L	M	
2-3	B	C	D	E	F	G	H	J	K	L	M	N	
4-7	C	D	E	F	G	H	J	K	L	M	N	P	
8-15	D	E	F	G	H	J	K	L	M	N	P	Q	
16-31	E	F	G	H	J	K	L	M	N	P	Q	R	
32-63	F	G	H	J	K	L	M	N	P	Q	R	S	
64-127	G	H	J	K	L	M	N	P	Q	R	S	T	
128-150	H	J	K	L	M	N	P	Q	R	S	T	U	

DEFENDER CHART

Number of Defenders	Defender's Armor Class									
	8	7	6	5	4	3	2	1	0	
1	2	3	4	5	6	7	8	9	10	
2-3	3	4	5	6	7	8	9	10	11	
4-7	4	5	6	7	8	9	10	11	12	
8-15	5	6	7	8	9	10	11	12	13	
16-31	6	7	8	9	10	11	12	13	14	
32-63	7	8	9	10	11	12	13	14	15	
64-127	8	9	10	11	12	13	14	15	16	
128-150	9	10	11	12	13	14	15	16	17	

SINGLE COMBAT CHART

Defender Chart Result	Attacker Chart Result																			
	A	B	C	D	E	F	G	H	J	K	L	M	N	P	Q	R	S	T	U	
2	7	11	16	22	29	37	46	56	67	79	92	106	121	137	154	172	191	211	232	
3	4	7	11	16	22	29	37	46	56	67	79	92	106	121	137	154	172	191	211	
4	2	4	7	11	16	22	29	37	46	56	67	79	92	106	121	137	154	172	191	
5	1	2	4	7	11	16	22	29	37	46	56	67	79	92	106	121	137	154	172	
6	0	1	2	4	7	11	16	22	29	37	46	56	67	79	92	106	121	137	154	
7	N	0	1	2	4	7	11	16	22	29	37	46	56	67	79	92	106	121	137	
8	N	N	0	1	2	4	7	11	16	22	29	37	46	56	67	79	92	106	121	
9	N	N	N	0	1	2	4	7	11	16	22	29	37	46	56	67	79	92	106	
10	N	N	N	N	0	1	2	4	7	11	16	22	29	37	46	56	67	79	92	
11	N	N	N	N	N	0	1	2	4	7	11	16	22	29	37	46	56	67	79	
12	N	N	N	N	N	N	0	1	2	4	7	11	16	22	29	37	46	56	67	
13	N	N	N	N	N	N	N	0	1	2	4	7	11	16	22	29	37	46	56	
14	N	N	N	N	N	N	N	N	0	1	2	4	7	11	16	22	29	37	46	
15	N	N	N	N	N	N	N	N	N	0	1	2	4	7	11	16	22	29	37	
16	N	N	N	N	N	N	N	N	N	N	0	1	2	4	7	11	16	22	29	
17	N	N	N	N	N	N	N	N	N	N	N	0	1	2	4	7	11	16	22	
18	N	N	N	N	N	N	N	N	N	N	N	N	0	1	2	4	7	11	16	

GROUP COMBAT CHART

Defender Chart Result	Attacker Chart Result																			
	A	B	C	D	E	F	G	H	J	K	L	M	N	P	Q	R	S	T	U	
2	3/4	3/4	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	
3	1/2	3/4	3/4	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	
4	1/2	1/2	3/4	3/4	A	A	A	A	A	A	A	A	A	A	A	A	A	A	A	
5	1/4	1/2	1/2	3/4	3/4	A	A	A	A	A	A	A	A	A	A	A	A	A	A	
6	1/4	1/4	1/2	1/2	3/4	3/4	A	A	A	A	A	A	A	A	A	A	A	A	A	
7	N	1/4	1/4	1/2	1/2	3/4	3/4	A	A	A	A	A	A	A	A	A	A	A	A	
8	N	N	1/4	1/4	1/2	1/2	3/4	3/4	A	A	A	A	A	A	A	A	A	A	A	
9	N	N	N	1/4	1/4	1/2	1/2	3/4	3/4	A	A	A	A	A	A	A	A	A	A	
10	N	N	N	N	1/4	1/4	1/2	1/2	3/4	3/4	A	A	A	A	A	A	A	A	A	
11	N	N	N	N	N	1/4	1/4	1/2	1/2	3/4	3/4	A	A	A	A	A	A	A	A	
12	N	N	N	N	N	N	1/4	1/4	1/2	1/2	3/4	3/4	A	A	A	A	A	A	A	
13	N	N	N	N	N	N	N	1/4	1/4	1/2	1/2	3/4	3/4	A	A	A	A	A	A	
14	N	N	N	N	N	N	N	N	1/4	1/4	1/2	1/2	3/4	3/4	A	A	A	A	A	
15	N	N	N	N	N	N	N	N	N	1/4	1/4	1/2	1/2	3/4	3/4	A	A	A	A	
16	N	N	N	N	N	N	N	N	N	N	1/4	1/4	1/2	1/2	3/4	3/4	A	A	A	
17	N	N	N	N	N	N	N	N	N	N	N	1/4	1/4	1/2	1/2	3/4	3/4	A	A	
18	N	N	N	N	N	N	N	N	N	N	N	N	1/4	1/4	1/2	1/2	3/4	3/4	A	

NPC PARTY CHART Use pencil

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CHARACTER CLASS	CREW-MEMBERS	MARINERS			Armor Class (AC) Total	Hit Dice (HD) Total
	Rower/Sailor	Marine	Captain	Navigator		
Normal man AC 6, HD 1						
Cleric AC 4, HD 6						
Fighter AC 2, HD 5						
Magic-User AC 9, HD 6						
Thief AC 7, HD 4						
Dwarf AC 4, HD 5						
Elf AC 6, HD 4						
Halfling AC 6, HD 4						
Total						

Sample file

If the total number of NPCs in your party = 0, you are alone. If you are alone aboard a ship, you are adrift.

You may lead or send out a fighting party of either mariners or crew-members. The party cannot be made up of a mixture of mariners and crew-members. The number of party members you may lead or send out may be no more than a number equal to your Charisma score. For example, if your Charisma score is 14, you may lead or send out a fighting party of up to 14 NPCs (not counting yourself).

Determine your fighting party's Hit Dice by adding each member's Hit Dice and dividing the total by the

number of members. If you are leading the party, be sure to include your Hit Dice before dividing the total.

Determine your fighting party's Armor Class by adding each member's Armor Class and dividing the total by the number of members. If you are leading the party, be sure to include your Armor Class before dividing the total.

ALL FRACTIONS ARE ROUNDED TO THE NEAREST WHOLE NUMBER. Round all numbers that end in .5 up to the next whole number.

DUNGEONS & DRAGONS®



Lathan's Gold by Merle M. Rasmussen

Official Solo Adventure



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Distributed to the book trade in the United States by Random House, Inc., and in Canada by Random House of Canada, Ltd. Distributed to the toy and hobby trade by regional distributors. Distributed in the United Kingdom by TSR (UK) Ltd.

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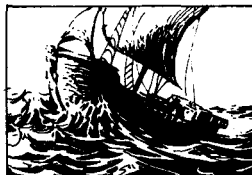
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RULES & GUIDELINES

Square the yards and hoist the spar! You're about to set sail on an exciting solo adventure. As Lathan, you will be leading a party of bold adventurers on a quest for a store of unrefined gold, and time is your greatest enemy!

Six different quests and prerolled characters are included in the adventure. You should play the part of Lathan and go on his quest first in order to learn the system.

Before you begin play, read the text in this section. You do not have to read the interaction sequence right away, but make sure you read the rules on how to use it.

The prerolled characters and their quests are given in the Prerolled characters section. Once you have familiarized yourself with the rules, read Lathan's quest. This text will start you on your journey. Be sure to read the special procedures given at the beginning of the land and sea encounter sections before you begin reading entries.

To play this solo adventure, you will need the D&D® Basic and Expert rules, a set of polyhedral dice, paper, a pencil, and an eraser.

Reading the actions and entries

Every time you are involved in an event or face a decision in your adventure, the text will ask you to go to an entry or an action.

Entries are numbered and lettered paragraphs that describe the physical areas of your adventure. They also describe events that occur in these areas. There are two main categories of entries: land encounters and sea encounters. The three types of land encounters are: Specularum (S) entries, urban (U) entries, and island exploration (E) entries. The three types of sea entries are: coastal (C) entries, trade route (T) entries, and voyage (V) entries.

Actions are numbered paragraphs that appear only in the interaction sequence. Actions describe the sequence of events you follow when you encounter wandering monsters. Be sure you don't confuse entries and actions. The text always tells you which of the two types you should be reading.

Each entry or action lists a series of options from which you may choose. When you come to an option that applies to your situation in the adventure, go to the indicated entry or action. For example, if you read entry C11 and decide to dock at the city of Thyatis (entry U4), you would turn to and read the paragraph numbered U4.

Keeping records

An Expedition Record Sheet and an NPC

Party Chart appear on the inside booklet cover. You will be using these sheets during your adventure to keep track of how much money and food you have, how many NPCs you have with you, how much time you have to complete your quest, and how much damage you take in combat. Be sure to use pencil when you fill out these sheets, as the numbers will change several times during play.

Use the NPC Party Chart to keep track of the number and type of party members accompanying you on your quest. The Specularum entries direct you to make additions to this chart.

Use the Expedition Record Sheet to keep track of your character's time limit, food rations, and hit points. The prerolled character descriptions provide you with some of this information. The Specularum (S) entries also direct you to make additions to this sheet. Following are explanations of some of this sheet's columns:

Days Remaining. Use this column to keep track of the number of days you have left to complete your quest. Subtract the appropriate number of days from this column each time the text directs you to do so.

Rations. Use this column to keep a running total of the number of food rations you have left to feed to your crew-members while on the adventure. Each of your crew-members eats 1 ration per day. The text will tell you when to make deductions from this column.

Your Hit Points. This value may change, depending on the outcome of any individual combat in which you take part.

Money & Treasure. All additions to this column are measured in gold pieces (gp). "Unrefined gold" refers to raw gold, while "gold pieces" refer to minted, refined coins. Make sure you subtract the proper amount from the column each time you pay out or lose money or treasure.

Hull Points. Record your ship's Hull point value in this space. Certain incidents may reduce your ship's Hull point value. Be sure to subtract the lost Hull points from this column.

Current Sea or Land Entry. Use these columns to record the sea or land entry you are reading when you go to the interaction sequence, or when you go from a sea entry (C, T, or V entries) to a land entry (S, U, or E entries). This recordkeeping process is a guard against losing your place in the adventure. Example: You are reading entry V47. You decide to land on the island mentioned in the entry. You record "V47" in the Current Sea Entry column and go to entry E1. After you have finished exploring the island, the

text directs you back to your "current sea entry," which you would have recorded as being entry V47.

Using the ship's log

The solo adventure sections in this booklet are bounded on each side by a space marked "Ship's log." Reminders on recordkeeping and how to play certain entries are given here. You may also use the log to do arithmetic, and to make notes to yourself about a specific entry or direction.

You may write anything you wish in the ship's log. Some examples are: "Avoid E42," and "Sail east away from V101." These notes will come in especially handy when you decide to play the adventure again as a different player character.

Encountering wandering monsters

Entry text occasionally indicates that you should roll for a wandering monster encounter. Follow this sequence of events once you have determined that you encounter a wandering monster:

1. Roll 1d8 and add the modifier given in the sea or land entry. If you are reading voyage (V) entries, add 9 to your die roll.
2. Check Table 1 to determine which monster(s) you have encountered. If you encounter more than one monster, roll the appropriate dice to find out how many monsters are in the group. Record this number in the ship's log space next to the sea or land entry where you encountered the monster. If you encounter only 1 monster, record the monster leader's hit points in this space.
3. Record your current sea or land entry on the Expedition Record Sheet.
4. Go to the interaction sequence and read action 1. All wandering monster encounters are covered in this sequence.
5. When you have resolved the wandering monster encounter, record any treasure additions or party losses on your record sheets, and return to your current sea or land entry.

You and your party may use certain defeated monsters as rations. Table 2 lists the number of rations each defeated monster provides. You must use these rations on the same day you defeat the monster. If you cannot use all of the rations provided by the monster in one day, the unused portions are considered to be spoiled and inedible.

**TABLE 1
WANDERING MONSTERS**

Die Roll	Monster	Die Roll	Monster
1	Medusa (1-4): AC 8; HD 4. Leader: AC 8; HD 4; hp 17; DM 1-6; Saving throw vs. spells 12	13	Leader: AC 5; HD 4; hp 10; DM 1-6; Saving throw vs. spells 16
2	Blink Dogs (4-9): AC 5; HD 4. Leader: AC 5; HD 4; hp 21; DM 1-6; Saving throw vs. spells 14	14	Mermen (1-20): AC 6; HD 1. Leader: AC 6; HD 2; hp 6; DM 1-6; Saving throw vs. spells 14
3	Traders (1-20): AC 5; HD 1. Leader: AC 5; HD 1; hp 7; DM 1-8; Saving throw vs. spells 16	15	Sea Snakes (1-8): AC 6; HD 3. Leader: AC 6; HD 3; hp 17; DM 1; Saving throw vs. spells 14
4	Cyclopes (1-4): AC 5; HD 13. Leader: AC 5; HD 13; hp 54; DM 3-30; Saving throw vs. Spells 9	16	Buccaneers (31-50): AC 5; HD 1. Leader: AC 5; HD 7; hp 41; DM 1-8; Saving throw vs. spells 12
5	Giant Draco Lizards (1-8): AC 5; HD 4 + 2. Leader: AC 5; HD 4 + 2; hp 23; DM 1-10; Saving throw vs. spells 16	17	Traders (1-20): AC 5; HD 1. Leader: AC 5; HD 1; hp 7; DM 1-8; Saving throw vs. spells 16
6	Pit Vipers (1-8): AC 6; HD 2. Leader: AC 6; HD 2; hp 11; DM 1-4; Saving throw vs. spells 16	18	Pirates (31-50): AC 5; HD 1. Leader: AC 5; HD 5; hp 20; DM 1-8; Saving throw vs. spells 14
7	Stirges (3-36): AC 7; HD 1. Leader: AC 7; HD 1; hp 4; DM 1-3; Saving throw vs. spells 14	19	Ogres (2-12): AC 5; HD 4 + 1. Leader: AC 5; HD 4 + 1; hp 15; DM 1-4 + 2; Saving throw vs. spells 14
8	Flame Salamanders (2-8): AC 2; HD 8. Leader: AC 2; HD 8; hp 33; DM 1-6; Saving throw vs. spells 12	20	Ghouls (2-16): AC 6; HD 2. Leader: AC 6; HD 2; hp 6; DM 1-3; Saving throw vs. spells 10
9	Beetle Insect Swarm (1): AC 5; HD 7; Saving throw vs. spells 17	21	Skeletons (3-9): AC 7; HD 1. Leader: AC 7; HD 1; hp 5; DM 1-6; Saving throw vs. spells 16
10	Flying Hydra (1): AC 5; HD 7; hp 32; DM 7-70; Saving throw vs. spells 12	22	Traders (1-20): AC 5; HD 1. Leader: AC 5; HD 1; hp 7; DM 1-8; Saving throw vs. spells 16
11	Harpies (2-8): AC 7; HD 3. Leader: AC 7; HD 3; hp 16; DM 1-4; Saving throw vs. spells 14		Bandits (3-30): AC 6; HD 1. Leader: AC 6; HD 3; hp 6; DM 1-4; Saving throw vs. spells 15
12	Salt Water Termites (2-7): AC 5; HD 4.		

Using the interaction sequence

Use this section whenever you fight wandering monsters. Many choices are provided here. You may decide to try to talk to the monsters rather than fight them. If you do fight monsters, you may either fight them alone, send out a fighting party, or lead a fighting party of your own. Fighting parties can never be made up of more than a number equal to your Charisma score. Parties may be made up of either crew-members or mariners, but never both together.

Combat charts

Whenever the phrase, "consult the combat charts" appears in the interaction sequence, refer to the charts given on the inside module cover. Follow this sequence when determining the outcome of combat:

1. If a fighting party is attacking monsters, average the party members' Hit Dice and Armor Class values. You may do the math in

the space next to the sea or land entry where you encountered the monsters. If you are fighting alone, use the Armor Class and Hit Dice values listed on your character sheet.

2. Go to the Attacker Chart. Cross-reference you or your party's Hit Dice with the number of attackers (1-18, monsters may have groups as large as 150). The result will be a letter.

3. Go to the Defender Chart. Cross-reference the monsters' Armor Class (taken from Table 1) with the number of monsters facing the party. This result will be a number.

4. Go to the Group Combat Chart if a fighting party is involved, or the Single Combat Chart if you are fighting alone. If a party is fighting a single monster, refer to the Single Combat Chart.

Cross-reference the results from the Attacker and Defender charts. On the Group Combat Chart, the result will be one of the following: **A** — all defenders defeated; **N** —

no defenders defeated; $\frac{1}{4}$, $\frac{1}{2}$, $\frac{3}{4}$ — a fraction of defenders defeated. When you subtract a fraction of a monster's group members, round the number of monsters to the nearest whole.

On the Single Combat Chart, the numbers given indicate the number of hit points the defender loses in the attack. If "N" is the result, the defender loses no hit points.

Optional: If you are fighting one monster, you may also include any extra hit point damage you cause by using a weapon. Use the Variable Weapon Damage Table (Expert rule book, p. 29) to see how much additional damage your weapon causes.

Subtract the number of monsters defeated, or subtract the hit points lost, from the notes you made in the ship's log. If the monster leader's hit points reach 0, the monster is defeated.

5. When monsters attack you or your party, repeat the process. Use the monsters' Hit Dice and number of attackers on the Attacker Chart, and use your party's average Armor Class and number of party members on the Defender Chart. If you're fighting alone and a monster hits you, the monster's damage modifier (DM) may also be added to the damage done to you.

Combat example

You are an elf, carrying a sword. You've determined that you are facing a group of 4 giant draco lizards. You decide to lead a party of 3 mariners in battle against the lizards.

Your party consists of two fighters and a magic-user. Average your combat values (AC 6, HD 4) with the party members' combat values (AC 2, HD 5; AC 2, HD 5; AC 9; HD 6). Your average combat values are: AC 5, HD 5.

You attack the lizards! Cross-reference the "4-7" row on the Attacker Chart with the "4+ to 5" column. The result is "G."

Go to the Defender Chart and cross-reference the lizard's Armor Class (5) with the number of lizards in the group (4). The result is "7."

Go to the Group Combat Chart. Cross-reference the "G" with the "7." The result is " $\frac{3}{4}$ " Three of the four lizards have been defeated.

The remaining lizard now attacks your party. Use the lizard leader's statistics (given on Table 1) from now on.

Go to the Attacker Chart. Cross-reference the lizard's Hit Dice (4+ to 5) with the number of attackers (1). The result is "E." On the Defender Chart, reference the party's Armor Class (5) with the number of defenders (4-7).