

DUNGEONS & DRAGONS®

Basic and Expert Game Accessory

Combat Shield and Mini-adventure



All the tables you need to run combat for Basic and Expert adventures are included on this durable screen. "The Treasure of the Hideous One," an Expert mini-adventure for character levels 4-7 is also included.



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SAVINGS THROWS

Saving Throw	Fighter									Cleric						Thief					
	Normal Man									Character Level											
	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24		1-4	5-8	9-12	13-16	17-20	21-24	1-4	5-8	9-12	13-16	17-20	21-24
Death Ray/Poison	14	12	10	8	6	6	5	5	4	11	9	7	6	5	4	13	11	9	7	5	4
Magic Wands	15	13	11	9	7	6	6	5	5	12	10	8	7	6	5	14	12	10	8	6	5
Paralysis/ Turn to Stone	16	14	12	10	8	7	6	6	5	14	12	10	8	6	5	13	11	9	7	5	4
Breath Attack	17	15	13	11	9	8	7	6	5	16	14	12	10	8	6	16	14	12	10	8	6
Rod/Staff/Spell	17	16	14	12	10	9	8	7	6	15	13	11	9	7	5	15	13	11	9	7	5

Dwarf				Elf				Halfling			Magic-User				
1-3	4-6	7-9	10-12	1-3	4-6	7-9	10	1-3	4-6	7-8	1-5	6-10	11-15	16-20	21-24
8	6	4	2	12	8	4	2	8	5	2	13	11	9	7	5
9	7	5	3	13	10	7	4	9	6	3	14	12	10	8	6
10	8	6	4	13	10	7	4	10	7	4	13	11	9	7	5
13	10	7	4	15	11	7	3	13	9	5	16	14	12	10	8
12	9	6	3	15	11	7	3	12	8	4	15	12	9	6	4

THIEVES' ABILITIES TABLE

Level	Open Locks	Find Traps	Remove Traps	Pick* Pockets	Move Silently	Climb Sheer Surfaces	Hide in Shadows	Hear Noise
1	15	10	10	20	20	87	10	30
2	20	15	15	25	25	88	15	35
3	25	20	20	30	30	89	20	40
4	30	25	25	35	35	90	24	45
5	35	30	30	40	40	91	28	50
6	40	35	34	45	44	92	32	54
7	45	40	38	50	48	93	35	58
8	50	45	42	55	52	94	38	62
9	54	50	46	60	55	95	41	66
10	58	54	50	65	58	96	44	70
11	62	58	54	70	61	97	47	74
12	66	62	58	75	64	98	50	78
13	69	66	61	80	66	99	53	81
14	72	70	64	85	68	100	56	84
15	75	73	67	90	70	101	58	87
16	78	76	70	95	72	102	60	90
17	81	80	73	100	74	103	62	92
18	84	83	76	105	76	104	64	94
19	86	86	79	110	78	105	66	96
20	88	89	82	115	80	106	68	98
21	90	92	85	120	82	107	70	100
22	92	94	88	125	84	108	72	102
23	94	96	91	130	86	109	74	104
24	96	98	94	135	88	110	76	106
25	98	99	97	140	89	111	78	108

* The chance of success is reduced by 5% for every level of the victim above 5th. Thus, a 7th level thief picking the pocket of a 10th level fighter would have a 25% chance of success (50 - 25 = 25).

Percentages of 100 or more: A stuck or exceptionally difficult lock, carefully hidden trap, slippery wall, or very faint noise may cause a penalty to be applied to the normal chances (+5%, -10%, -20%, etc.). If, after applying such penalties, the chance of success remains 100% or greater, adjust it to 99%, allowing a 1% minimum chance of failure in all cases. **HOWEVER**, do NOT modify "Move Silently" or "Hide in Shadows" chances unless the thief's specific actions warrant it (trying to move silently but quickly, hiding when very near torchlight, etc.).

ABILITY SCORE BONUSES AND PENALTIES

Ability Score	Adjustment
3	-3 penalty
4-5	-2 penalty
6-8	-1 penalty
9-12	No adjustment
13-15	+1 bonus
16-17	+2 bonus
18	+3 bonus

CLERIC TURNING UNDEAD TABLE

Undead	Cleric's Level										
	1	2	3	4	5	6	7	8	9-10	11-12	13-14
Skeleton	7	T	T	D	D	D	D	D	D	D*	D*
Zombie	9	7	T	T	D	D	D	D	D	D	D*
Ghoul	11	9	7	T	T	D	D	D	D	D	D
Wight	—	11	9	7	T	T	D	D	D	D	D
Wraith	—	—	11	9	7	T	T	D	D	D	D
Mummy	—	—	—	11	9	7	T	T	D	D	D
Spectre	—	—	—	—	11	9	7	T	T	D	D
Vampire	—	—	—	—	—	11	9	7	T	T	D
Ghost	—	—	—	—	—	—	11	9	7	T	T
Special	—	—	—	—	—	—	—	11	9	7	T

Hit Dice: 1d6 per level, 9d6 maximum, +1 hit point per level thereafter.

T = automatic Turn, 2d6 Hit Dice of Undead

D = automatic Destroy, 2d6 Hit Dice of Undead

D* = automatic Destroy, 3d6 Hit Dice of Undead

DUNGEONS & DRAGONS®



Combat Shield and Mini-adventure

“The Treasure of the Hideous One”

by David Cook



An adventure for character levels 4-7

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How to use this adventure

The Treasure of the Hideous One is a mini-adventure for use in D&D® Expert campaigns. Unlike other Expert Game modules, this adventure is short enough to be played in one session.

This adventure provides you with a ready-to-use hidden treasure that you may introduce into your players' campaign when player characters find a treasure map or some other clues to a great treasure. At that time, read The Veteran's Tale (p. 8) aloud to them or give them a photocopy of it. Do not force the player characters to find the treasure immediately; they may already be in the middle of an adventure. Allow the players to choose when their characters will search for the treasure. Once the characters have The Veteran's Tale, you may read it to the players anytime they want to hear it. Do not offer any information that is not given in the tale, however.

Although the characters will be searching for a treasure, they will have no map to guide them. Their "map" is The Veteran's Tale. It includes all the information and clues the players need to find the treasure. The players should read and study the tale carefully to learn the location of the treasure.

This adventure is set in the same campaign world as all other D&D® Basic and Expert adventures (for a map of the land, see p. 32 of the Expert rule book). If the players follow the clues, their characters probably set out on the adventure from the village of Luln. If they do not, adjust the necessary encounters. If you do not want to use the adventure's treasure "map" in its given location, feel free to change the adventure accordingly.

The treasure itself is large and well-guarded. Characters below 4th level will probably find the challenges of this adventure more than they can handle, and Basic Game DMs will find that much of the adventure's information is only compatible with the Expert rules. Save this scenario until your player characters are ready for Expert play.

Adventure background

The lost expedition

The Veteran's Tale describes an expedition on which a great treasure may have been found. Player characters can learn more about the expedition by searching old records, listening to epic songs, and consulting sages. You may decide how much of the following additional information the characters discover in their research.

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The expedition was undertaken 100 years ago by Colonel Rosentos. The colonel led a troop of 200 soldiers, most of whom were on foot. Duke Stefan the Hermit ordered Rosentos and his troop to explore and claim the lands to the west. At that time, the duke's lands were very new.

The colonel sent back periodic reports of the expedition's progress. After Rosentos reached the small village of Luhn, however, the reports stopped. No more was ever heard from the expedition. Rumors speculate that Rosentos found a fabulous treasure and, preferring not to give out shares to his men, betrayed them to an evil sorcerer. The rumor has never been proven true.

If the current duke learns of plans to find the fabled treasure, he sends ducal collectors to accompany the party so that a proper share of the treasure may be taken for the duke's treasury.

The four treasures

Four possible treasures have been included so that you may incorporate the adventure into your existing campaign more easily. The treasures match the four treasure categories given in the Expert rules: normal treasure, magical treasure, combined treasure, and special treasure.

Normal treasure. 10,000 gp; the Jewel of Achmed—a giant sapphire worth 2,000 gp

Magical treasure. The Armory of Morphos: sword +3, Int 10, AL L, 1 language, find traps, detect magic, extra damage; 20 +1 arrows; a stone of controlling earth elementals

Combined treasure. 5,000 gp; 5 pieces of matched jewelry, worth 500 gp each or 3,500 gp as a set; a ring of regeneration

Special treasure. The Essence-Orb of Trinkla, the Black Sage: a large, semitransparent stone sphere that pulsates with a living darkness. The sphere sits on a pedestal shaped like a dragon's foot. The pedestal is carved from a single bone. The Essence-Orb has the power to answer one question a month per character unless the question cannot possibly be answered. There is a 50% chance the answer is absolutely correct and a like chance the answer is absolutely incorrect. The question need not require a yes or no answer, but it must pertain to one specific subject. The Essence-Orb does not interpret questions, nor does it ever volunteer information. The power of its magic is infused throughout the stone, pedestal, and building where it is found. If any character removes the stone, the power of the spell is broken. Returning the stone to its original position restores its power.

Wandering monster encounters

Characters have two kinds of wandering monster encounters while they are searching for the treasure: random encounters and special encounters.

Random encounters

Use the standard rules and tables given in the Expert rules to determine if characters have random encounters during the adventure.

Special encounters

The following special encounters may occur whenever you wish, provided the characters are moving through the proper terrain. The locations of these encounters are not given on the maps.

Sunken lair of the hydra. Read the boxed text aloud to the players when their characters are near the riverbank.

The sound of something lumbering and slithering rises ahead. Small branches and reeds snap as the sucking plop of large feet draws slowly closer. Birds squawk and take wing. Suddenly, a loud splash echoes off the river. All is still again.

As the characters move ahead, they come upon a muddy trail that leads to the riverbank. If they check the trail, they notice the tracks of a large, claw-footed creature. A flat, smooth smear that seems to follow the footprints' path occasionally blots out the prints.

The heads of 10 “crocodiles” are bobbing up from the surface of the water near the shore. The heads bob under at different times, and resurface near the same place each time. The creatures' eyes carefully watch the characters' movements.

The 10 heads are actually the heads of a single hydra, who is cunningly trying to lure prey close to the river's edge. If the characters come closer, the hydra attacks a single character. The hydra is likely to make this attack on any disabled or limping character, on the character showing the most wounds, on the slowest moving character, or on the character closest to the riverbank.

If six or more of the hydra's heads strike in a single round, they hold the character and begin dragging him into the river at a rate of 5 feet per round. The six heads continue to hold each round, but do not do any more damage. The hydra's other four heads prevent the other characters from rescuing the

“prey.” Any character being held by the hydra can break free when one of the heads holding him is destroyed.

Three rounds after gripping its prey, the hydra drags the character underwater. A submerged character can hold his breath for a number of rounds equal to his Constitution score. After that time, the character must make a saving throw vs. dragon breath. If the character fails, he drowns. If the character succeeds, he survives for 1 more round. He must make another saving throw at a -1 penalty in the next round. The die roll penalties are cumulative. Characters have a -2 on all damage and hit rolls when they fight underwater.

Hydra: AC 5; HD 10; hp 61; MV 120' (40'); #AT 10; D 1-10 each; Save F10; ML 10; AL N

Just downstream is a large hollow built into the riverbank. This is the hydra's lair. A small mud nest holding 10 hydra eggs rests in the lair. Broken bones and treasure are scattered about the lair, which is half-filled with water. The treasure consists of 5,000 cp, 2,000 sp, and a solid lapis lazuli (a gemstone) bracelet worth 3,000 gp.

Mudbeasts of the swamp. Read the boxed text aloud to the players when their characters reach the swamp.

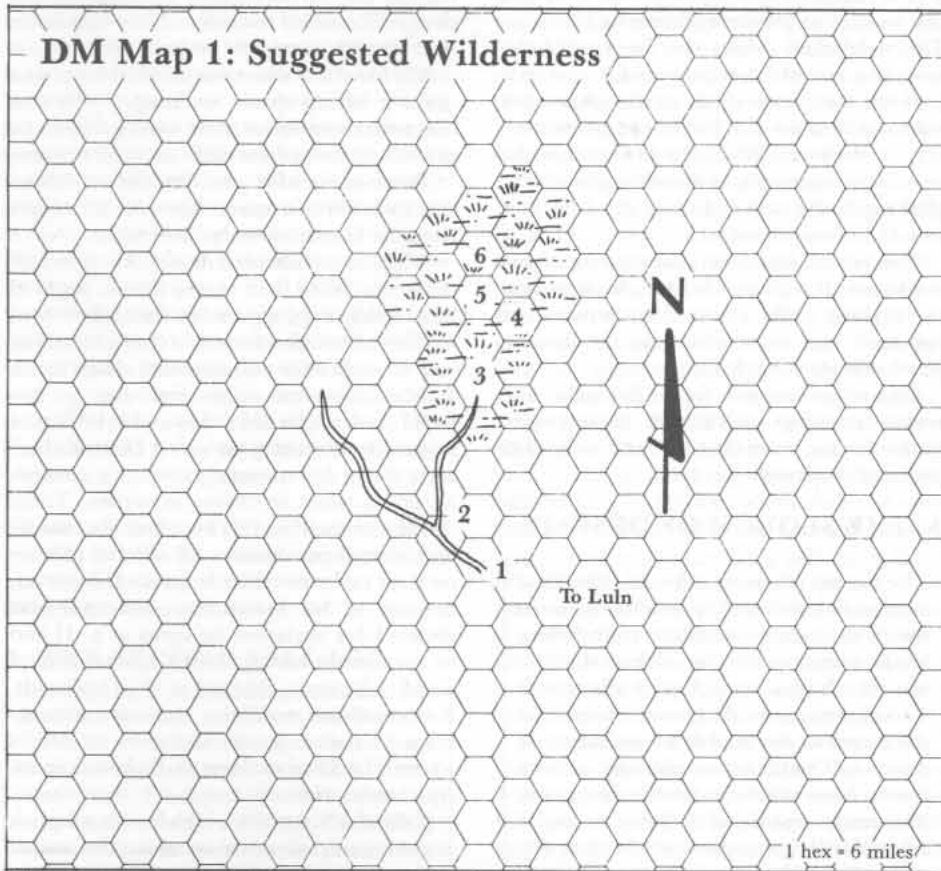
The swamp is hot and muggy. Tiny gas bubbles ripple the surface of the water. Suddenly, a loud plop shatters the humid air. Mud splatters everywhere. A sucking sound gurgles from the surface of the swamp as two great serpentine necks shoot up from the muck. The scum-dripping, fanged heads waver 12 feet above the swamp's surface, looking for prey.

These creatures are actually one monster, a giant serpentweed. The plant has sent up its two head-stalks to attack the party. The plant attacks until either it or the characters are slain. If the characters can get 20 feet away from the head-stalks, they are safely out of range of the plant. The stalks then slither back into the muck and mire. This creature has no treasure.

Giant Serpentweed: AC 6; HD 9 per stalk; hp 45, 40; MV 0'; #AT 2; D 2-12; Save F9; ML 12; AL N; immune to fire, illusions, and mind control spells

For a complete description of the giant serpentweed, see the New monsters section at the end of the adventure.

Encounter key (Use DM Map 1.)



This map does not exactly match any map in the Expert rules. Because of this, you may place this map where you wish.

1. GRISBALDOS' GRAVE

Near a slow part of the river is a small rise. A grove of oak trees stands on the top of the rise.

Near the center of the oak grove, screened from outside view, rests a rotting stump. A scattering of rocks is gathered close to the stump. The stones once formed the cairn over Grisbaldos' grave.

A pale green light moves and flits through the trees of this grove at night. The light is the ghost of Grisbaldos. If the characters camp in the grove, the ghost enters their camp either in the form of darting, glowing balls, or as a single shaft of light rising up from the ground. The light then slowly forms into the transparent figure of a man dressed in tattered, timeworn clothes. Its head lolls strangely to one side, and characters may notice thick, dark rope burns about its neck.

The ghost slowly approaches the characters, its arms outstretched. As soon as it

touches a character, the ghost evaporates in a cloud of light. Nothing else happens to the other characters. If any character tries to turn the ghost, the ghost breaks apart in a cloud of swirling light. A wild, maniacal laugh echoes through the grove. Just as the laughter dies down, a freezing wind thunders through the grove. The gust is so strong it lifts leaves, sticks, and small items and flings them through the air.

Any character touched by the ghost reacts strangely to the other characters, and doesn't appear to recognize them. Secretly tell the touched character that he can no longer see, hear, taste, smell, or move. You should play this character for the next hour of game time.

The touched character immediately begins asking the other characters, "Where is Rosentos?" This is all the character asks, and he is very insistent about discovering the answer. If other characters say that Rosentos is dead, the touched character still asks the same question, and continues to do so for the next hour.

The ghost of Grisbaldos has temporarily possessed the character. While possessed, the character is able to answer questions about Rosentos' expedition up to the point when Rosentos killed Grisbaldos. Most important, Grisbaldos' ghost can tell the characters how Rosentos' men died during the night (they were killed by the hydra at the riverbank) and what direction in which the troop planned to march along the river (upstream). The possessed character does not offer any information unless asked.

After 1 hour, the spirit of Grisbaldos departs. Before it leaves, however, it demands a holy oath of the characters. The ghost insists that the characters find and slay Rosentos, or face its eternal haunting. If the characters do not take the oath, or if they break it, Grisbaldos' ghost follows the characters for the rest of their lives. The spirit cannot cause physical damage, but its appearance may cause embarrassment or danger. In no way is the spirit useful or helpful. The characters may banish the spirit only by fulfilling the oath or by visiting the most revered member of the possessed character's religion.

2. BANDITS' PLAIN

The 5-foot-tall grass that rises above the steep bank of the river is yellowing under the heat. Dustclouds clog the air. A light breeze blows off the plain and down the river.

Suddenly, across the breeze comes the sound of whinnying and the creak of leather. A demonic-looking humanoid rises up from the long grass. His body is swathed from head to toe in thick, black polished armor and metal studs. The creature's face is held tight in a menacing leer. He holds a glittering black blade.

Beside the humanoid stands a lean, black horse. Pale fire glows in its eyes. The horse whinnies and stomps as smoke rises from the long grass around its feet. The humanoid speaks in rapid, clicking syllables. It starts forward and says in Common, "Lay down weapons, for you have disturbed me!"

The being is an elven bandit chieftain, dressed in heavy leathers and wearing a mask that gives him a demonic appearance. His horse is similarly outfitted. Phosphorescent paint outlines the horse's eyes. A small, well-contained fire burns near the horse's hooves.

The chieftain is stalling for time until the rest of his men are in position. He advances to within 20 feet of the characters, and he remains ever watchful. The instant the char-

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acters start to do something hostile, the chieftain casts his *magic missile* at the character who appears to be the most heavily armored. The chieftain then closes on the characters, brandishing his sword, which bursts into flames.

Elven Bandit Chieftain: AC 1; E 7; hp 29; MV 120' (40'); #AT 1; D 1-8+1; Save E7 +1; ML 9; AL C; *ring of protection +1*; *ring of fire resistance*; *sword +1*, flames on command

Spells. First Level: *charm person*, *magic missile*, *shield*
Second Level: *invisibility*, *web*
Third Level: *fireball*, *hold person*
Fourth Level: *confusion*

Thirty-five other bandits are hidden in the grass. The chieftain gave them orders to circle the characters. If the characters do nothing, the bandits surround them in 1 turn. If the characters attack the bandit chieftain, have each player roll three dice. If the dice roll is half of the character's Wisdom score or lower (round fractions up), the character notices faint movement in the grass to the sides. Do not give the player any more information than this.

The bandits completely surround the characters 2 rounds after combat begins. While the chieftain fights the characters head on, the bandits try to take characters by stealth and numbers. Groups of five bandits each slip through the grass, trying to get behind unsuspecting characters. If the characters are not looking or watching their rear, the bandits successfully move into position behind the characters the first time they try it.

The bandit groups then spring, each group attacking a single character. Four of the five try to grab the legs and arms of the character they are attacking, while the fifth moves in to stab the helpless victim. Of the first four attacks made, each successful hit means the bandits have grabbed one of the character's arms or legs. If the bandits grab both of the character's arms, the character cannot use a weapon. If the bandits grab both legs, they yank the character to the ground. A character can break one hold each round by announcing he is trying and then successfully making a hit roll. The bandits continue to fight until there are no other gripped or fallen characters, or until 20 bandits have been killed.

Bandits (35): AC 7; NM; hp 5 each; MV 120' (40'); #AT 1; D 1-8; Save NM; ML 8; AL C

There is a chance that the the dry grass catches fire during the fight. A flaming weapon of any type has a 10% chance per

round of starting a fire. A fire-based spell has a 50% chance of starting a fire. The fire starts out small, but grows to a blaze in 5 rounds. The wind then carries the fire toward the river at a rate of 5 feet per round.

If the bandit chieftain or the characters start the fire, the fire blocks the characters' way to the river. When the fire reaches the river, it spreads up and down the riverbank, growing larger and engulfing the land at a rate of 15 feet per round.

The bandit chieftain wears a *ring of fire resistance*. If a blaze is started, he steps into it, laughing evilly. If the characters do not approach him as he stands in the fire, he attacks them, using his spells.

Characters within 5 feet of fire suffer 1d4 points of damage each round. Those caught in the fire for more than 1 round suffer 2d6 points of damage.

3. THE SLOUGH OF DESPAIR

The swamp is breezy and cold. The wind ripples the patches of open water between the reeds. Geese take wing, their forlorn honks silencing the few crickets that are out on this bleak day. A pool of stagnant water lies beyond a thick stand of reeds. In the center of the pool is a hemisphere of darkness. Suddenly, a piercing scream bursts from the heart of the blackness. The reeds explode in a flurry of life as swampbirds shoot up toward the dark sky.

If the characters leave the area, nothing happens immediately. Four hours later, however, all Lawful characters begin to feel guilty about deserting the voice in the swamp. You should tell these characters that they must try to convince the others to return to the swamp and help whoever screamed. The Lawful characters could argue that it is evil to desert someone who obviously needed help. They could also argue that they should not be afraid of danger in helping others, and that their own greed is distorting their values. You may suggest these arguments to the Lawful characters.

After 8 hours, the Lawful characters should insist on going back even if they must leave the party. Tell the players of Lawful characters that their characters are intelligent and can make plans about their return. They do not have to return recklessly or foolishly.

If another character casts a *remove curse* spell on a Lawful character, that character is freed from the compulsion to return to the swamp. The character always feels a twinge of regret about the incident, however.

If the characters enter the darkness in the swamp, they blunder around in the dark, but

they find nothing. Once the characters have entered the darkness, they no longer feel a compulsion to aid the voice. They only learn that the area is magical and not evil.

All characters who enter the darkness must make a saving throw vs. magic. Whether characters succeed in their saving throws or not has no immediate effect on their actions.

Three turns after entering the darkness, the voice shrieks again. The scream erupts from the blackness every three turns.

When the characters leave this area, all those who failed their saving throws begin to have small, nagging doubts about their own abilities. Describe for each character some lack of confidence that suits that character. A Lawful character might feel that he has failed, and that he didn't have what it takes to rescue the screaming person. A Neutral character might feel uncertain about his neutrality or his talent at solving mysteries. These doubts are small and do not affect the character's overall personality. An affected character does suffer penalties in combat, however, because of his insecurities: the character always loses initiative; he fights at a -1; and he must make saving throws against mental attacks (illusions, charms) at -1. This condition continues until the character actively helps to defeat hostile monsters or NPCs whose Hit Dice or level is higher than or equal to his own.

If the characters use a high level spell (such as *commune*) to learn more about the area of darkness, they learn that it is some type of test set by a god. The characters cannot learn how well they did at the test.

4. THE BURNED VILLAGE

The desolate frames of a few rude huts stand on stilts at the edge of a small, spongy hummock. The huts' roofs are missing, and the floors have splintered and sagged into the water below. The stilts and few scraps of remaining wood are charred. Reeds grow around the huts, clogging the waterways.

This is the first village mentioned in *The Veteran's Tale*. Raided and then abandoned many years ago, the village is nothing more than moldering ruins that are a haven for foul undead.

If the characters enter the ruins, they find that not all the huts have collapsed. Some floors are solid and can safely support the characters' weight. Junk is scattered throughout the huts that remain standing.

The characters may search the huts for clues. Every turn the characters search, there is a 10% chance they find this clue: a crude

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map carved on a piece of bone. Characters can use the map to find the second village mentioned in *The Veteran's Tale*. There is also some writing on the bone. Characters having an Intelligence score of 13 or higher have a 40% chance to recognize the writing as being similar to some language the character already knows. The writing reads, “Truly the days of Kelshet and his evil hordes are numbered!” However, there is no indication of which village was led by Kelshet. The piece of bone is the only clue the characters find in the huts.

After the characters have been in the huts for 1 turn, 15 ghouls enter and attack. The ghouls have climbed the stilts out of the water, preparing to attack the hut(s) from all sides. They have done this very quietly. The ghouls look as if they have been dead underwater for a very long time.

Ghouls (15): AC 6; HD 2*; hp 5 each; #AT 3; D 1-3/1-3/1-3 + save vs. paralysis; Save F2; ML 9; AL C

The ghouls have no treasure.

5. THE SECOND VILLAGE

A collection of six small huts stands in the center of a small lake of open water. Saplings used as stilts raise the huts above water level. Platforms of woven branches support the crude, reed huts. The sapling poles arch over to form the huts' roof poles.

Furtive movements are noticeable near the huts' doors. A mongrel dog leaps from one platform to another. Several half-rotted canoes tied to the stilts bob slowly in the water.

When the characters are 150 feet away from the village, a shouting voice hails them from the largest hut. It speaks first in a language the characters do not know. No matter what the characters reply, the voice then says in Common, “You come too soon. Go away. It is not the time.” If the characters do not reply, 20 arrows fly from the huts' doorways. Each arrow has a chance to hit a character (determine randomly). The natives have fired these arrows.

Immediately after firing the arrows, the natives begin shouting, apparently at one another. The characters do not recognize the language. The shouting suddenly stops, and a gaunt man steps from the doorway of the largest hut. He says, in Common, “Please forgive us, masters. Rooms have been prepared for you. Do not punish us, my masters.” The man then falls to his knees and kowtows to the characters.

If the characters reply favorably to the natives' warning that they are early, the gaunt man steps into view and invites the characters to stay the night. During his conversation, the man refers to the characters as masters and treats them with great respect. He takes the characters into the largest hut by the water and bids them to stay there.

If the characters make threats or attack as a reply to the man, a shower of 20 arrows falls upon the characters. The arrows have been fired from darkened huts, and the characters cannot see the attackers. The natives continue to fire until the characters either leave or reach the huts. If the characters reach the huts, the silence of the fight is broken. Suddenly, much shouting and wailing rises from inside a small, squalid hut. As the characters climb onto the hut's platform, a man suddenly tumbles headlong out of the hut and falls into the water. The gaunt man and several other men stand in the doorway behind him. Three women, wailing and doing their best to hide, stand just inside the hut. The gaunt man falls to his knees and clutches at the characters, wailing in Common, “Please, masters, mercy on us! Take the foolish one, and we will be trouble no more!” He continues on in this vein for several minutes.

This village is the second village mentioned in *The Veteran's Tale*. The natives here are not descendants of the same friendly villagers, however. The village was overrun many years ago by evil natives from the first village mentioned in *The Veteran's Tale*. Since that time, the natives here have come under the sway of Rosentos.

Rosentos (see **encounter 6**) uses this village as a food source. Rosentos is actually a vampire. He takes victims from this village only occasionally.

The gaunt man is Chief Korat, the village leader. He is totally under Rosentos' power. The chief believes the characters are also creatures like Rosentos, since they look the same and carry the same types of equipment. Korat considers the characters masters and treats them with great respect and care. He assumes that the characters have come from the Isle of Rosentos (**encounter 6**). If Korat realizes that the characters are not from that isle, he has them captured and held as offerings to Rosentos. Korat becomes suspicious if the characters ask too many questions about the isle, the villages, and the masters.

Korat the Chief: AC 9; F 6; hp 23; MV 120' (40'); #AT 1 weapon; D 1-6; Save F6; ML 12; AL C

Korat carries a bone club, but uses it mostly for ceremony, not combat.

Natives (35): AC 9; NM; hp 3; MV 120' (40'); #AT 1 weapon; D 1-6; Save NM; ML 5; AL N

There are both men and women natives in the village. They do not usually fight, and are more likely to hide in terror when anything happens.

If the characters stay in the village, the natives treat them respectfully. The characters do notice, however, that the respect paid them masks a great deal of fear and hatred felt for them by the natives.

Two other villagers beside Korat speak Common: Carmelita and Thut. Carmelita is the granddaughter of one of Rosentos' long-dead men. She is very pretty, a little naive, and quite charming. Thut is a tracker who has occasionally traveled outside the swamp. He is sullen and suspicious, but loyal and self-sacrificing to those he considers his true friends. If the characters can convince either of these NPCs that they are not masters, one of the NPCs agrees to guide the characters to the Isle of Rosentos. The NPC must accompany the party. He or she cannot simply give directions.

Carmelita: AC 9; NM; hp 2; MV 120' (40'); #AT 1 weapon; D 1-4; Save NM; ML 6; AL L

Thut: AC 9; F 1; hp 7; MV 120' (40'); #AT 1 weapon; D 1-8; Save F1; ML 9; AL L

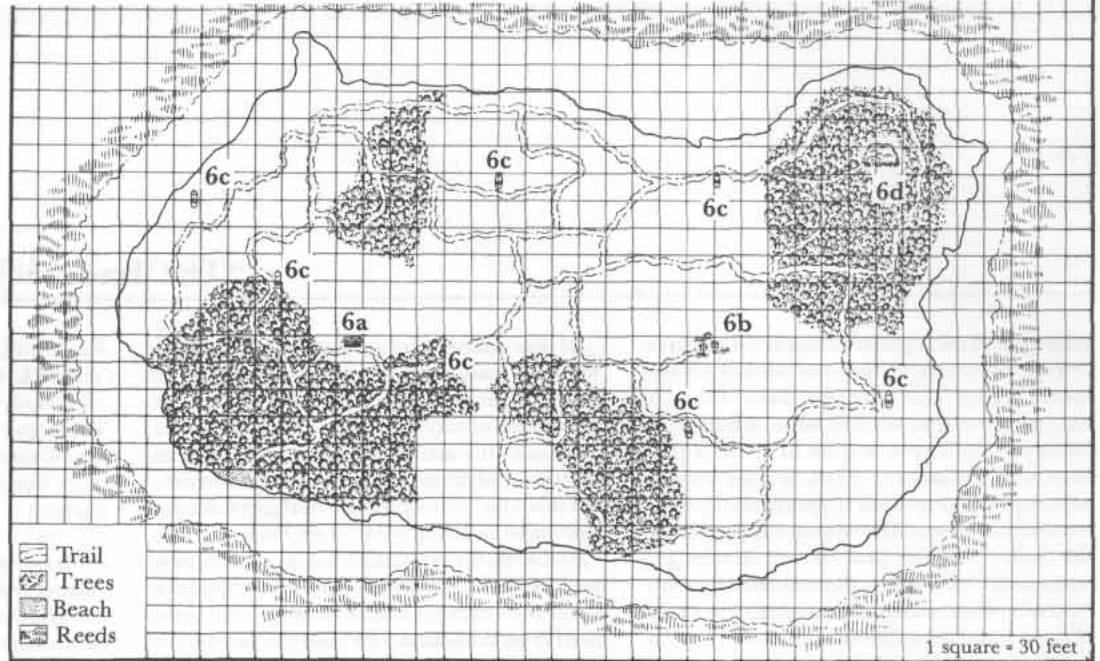
After the characters have remained in the village for 1 week, Rosentos arrives during the night. If the natives have captured the characters, they turn the characters over to Rosentos. He then takes them back to his isle (see **encounter 6**). If the natives have not captured the characters, Rosentos leaves orders for the natives to strip the characters of as much equipment as possible and bring them to his isle. The natives are to explain to the characters that they are guiding them to the isle. During the trip, the canoe carrying most of the characters' gear overturns. You must determine what is lost or damaged because of this accident. The characters arrive at the isle just after sundown.

6. THE ISLE OF ROSENTOS

Have the characters arrive at this island sometime just before or just after sundown. If you can't arrange this normally, tell the characters that they have become lost in the swamp, and have them find the island just as the sun sets.

A small hummock of sandy ground lies

DM Map 2: Isle of Rosentos



ahead. The dark silhouettes of trees are visible in the fading light of day. A small break in the reeds opens up, just wide enough to pass through. A spongy beach lies beyond the reeds, and a trail winds up from the beach into the woods.

Just after dusk, once the characters have landed, they see a man come down the trail from the woods, carrying a lantern. The man is dressed in crude, obviously homemade clothing, but he appears to be in good health. He looks to be about 35 years old. He is lean and rangy, and he has a battered, weather-beaten face that makes him rather ugly, but not unpleasant. He carries no weapons in his hands, although he does have a sword strapped to his side.

The man is Rosentos, the vampire. He greets the characters warmly if they are not hostile to him. If the characters attack him, he fights as best as he can. Should the fight go against him, he flees to one of his hidden coffins ("c" on DM Map 2). You should decide which coffin he returns to. Rosentos then tries to hunt the characters down one by one and add them to his slave farm.

Rosentos, Vampire: AC 2; HD 8**; hp 40; MV 120' (40'), 180' (60') flying; #AT 1 touch; D 1-10 + double energy drain; Save F8; ML 11; AL C

Rosentos' gaze *charms*—characters have -2 on saving throws; he regenerates 3 hp per round; he becomes a dire wolf, a giant bat, or gaseous at will; and he can summon rats, bats, giant rats, and giant bats.

6a. Rosentos' house

A well-kept wooden cabin stands in a small clearing among tall grasses.

This small, wooden cabin is divided into two rooms: the common room, and Rosentos' bedroom. The characters sleep in the common room. The house is furnished normally, but characters may notice several odd fea-

tures. There are no windows anywhere in the house. If characters ask why, Rosentos claims, "Sometimes there are dangerous beasts that must be kept out." There is no fireplace, firepit, or other type of cooking arrangement. If characters question this, Rosentos explains, "All my cooking is done outside, where it is cooler." There is no food in the house. Rosentos tells the characters, "I have very few supplies, and they do not keep." There are no mirrors. If characters ask why, Rosentos explains "I do not know how to make them."

Rosentos doesn't want to arouse the characters' suspicions. Actually, he is genuinely happy to see someone from civilized lands with whom he can talk and deal intellectually. He is courteous and friendly to the characters, and he invites them to his house. He tells the characters his name is Rosentos, (nicknamed the Hideous One). He is the son of Rosentos, the original explorer of the isle. He explains that he has lived on this isle all his life, unable to leave because of the hazards the swamp holds for a single man. Rosentos claims his father educated him before he died.

If the characters listen to and observe Rosentos closely, they note that his manners, accent, and dress are almost a century out of date. He continues chatting with the characters well into the night.

During this time, Rosentos tries to use his gaze to *charm* the characters. Secretly make a saving throw for each character. Characters who fail the throw notice nothing and overlook any suspicious evidence about Rosentos. You can control this by failing to tell these characters details about Rosentos that might raise doubts in their minds. You may decide to give them these details anyway, explaining instead that they are unimportant. Charmed characters readily accept Rosentos' explanation of events.

Tell characters whose saving throws succeeded only that Rosentos seems to be intensely interesting and strangely compelling.

Sometime during the conversation, Rosentos asks the characters why they are here. If the characters mention details from *The Veteran's Tale*, Rosentos scowls (possibly as if thinking) and then remembers the treasure. If the characters mention the treasure, Rosentos understands immediately.

Rosentos explains that the treasure is in the center of the cay-men's compound. The cay-men are small, intelligent lizards who defend the treasure ferociously. Rosentos asks if the characters will take him along when they leave the isle. Finally, late in the night, Rosentos goes to bed. He tells the characters that he has much work to do tomorrow in preparation for his departure, and that he may not see the characters until late. He assures the characters that they will be safe in his house tonight.

Rosentos goes to his room and immediately slips out through a secret door. He goes to his slave farm to feed, and then goes to his "bed" in the hidden coffin near the slave farm.

If the characters leave no one behind to guard their boats, Rosentos steals them that night.

6b. The slave farm

A small collection of dilapidated hovels sits in a swampy hollow. Small gardens grow near the dwellings. A few people mill about the gardens. Others sit outside their homes. All seem to move in a lethargic, dream-like manner.

These people are the victims Rosentos claimed from the village. Rosentos has thoroughly *charmed* all of them, and they cannot do anything against his will. If the characters have fought Rosentos, the slaves attack the characters when the characters enter the group of huts. If the characters have not fought Rosentos, the slaves ignore the characters. All of the slaves speak of Rosentos with great respect. There is nothing of great interest or value in this village.

“The Treasure of the Hideous One”

Rosentos' Slaves (15): AC 9; NM; hp 2; MV 90' (30'); #AT 1 weapon; D 1-6; Save NM; ML special; AL L and N
When armed, the slaves carry crude clubs.

6c. Rosentos' coffins

A 7-foot-tall stone urn stands by the edge of the path. It is 5 feet in diameter and is topped by a heavy stone lid. The outside is smooth and featureless.

Rosentos uses these urns as coffins. Each night just before dawn, Rosentos enters his coffin by assuming gaseous form.

A small amount of grave soil rests in the bottom of each urn. Four or more characters can tip the heavy urns over if they use ropes. This action takes about 1 hour. The first urn the characters investigate is empty. Rosentos is sleeping in one of the remaining coffins. Determine randomly which of the urns Rosentos is currently using.

6d. The village of the cay-men

The trees break open into a wide clearing, overgrown with thick grass. A space of packed dirt, free of grass, rests near the center of the clearing. At the very heart of the barren area is a small, unusual compound. Packed dirt and woven reeds make up the walls of this compound. Several large mounds of packed dirt lie beyond the compound walls. Many 1-foot-high openings bore into these mounds.

A small group of 8-inch to 12-inch-high creatures stands in the clearing. The creatures look like small lizard men. Some are holding weapons and wearing bone and feather headdresses.

This compound is the village of the cay-men. The treasure the characters seek is located here. If the characters are searching for the special treasure listed at the beginning of the adventure, include a description of a small, stone building in the center of the village.

When the cay-men first spot the characters, 10 of them swarm to the compound walls. Each carries three small javelins and a long bone dagger. They begin hissing and snapping in the characters' direction. If the characters stop their advance or make no threatening moves, the cay-men do not attack.

If the characters attack the cay-men, the tiny creatures throw their javelins in a volley at two characters. They continue this attack until the characters either leave or reach the compound walls. Each turn, five more cay-

men come to the wall to help in the defense. No more than 20 cay-men can fight on the wall at one time.

Cay-men (25): AC 7; HD 2; hp 9 each; MV 90' (30'); #AT 1 bite or weapon; D 1-4 bite or 1-6 javelin; Save F2; ML 8; AL N

If the characters reach the wall, the cay-men make an orderly retreat to the mounds. As they dart into the mound openings, the cay-men snipe at the characters—throwing a javelin, then ducking out of sight to reappear at a different opening. The cay-men's mounds are a maze of tiny tunnels and chambers. The characters would find it impossible to seal all of the mounds' entrances.

If the characters do not attack and continue to watch the cay-men, the creatures' shaman eventually appears on the wall. This shaman speaks a very poor version of Common. Use

New monsters

Cay-men

Armor Class: 7
Hit Dice: 2
Move: 90' (30')
Attacks: 1 bite or weapon
Damage: 1-4 or by weapon
No. Appearing: 0 (10-60)
Save As: Fighter: 1
Morale: 8
Treasure Type: K
Alignment: Neutral
XP Value: 20

Cay-men are small, intelligent, reptilian humanoids. They are related to lizard men, although they are much smaller (standing no more than 1 foot high) and much more intelligent. Cay-men fashion weapons, build villages, and make their own traditions. They can also speak Common, their own tongue, their alignment language, and sometimes the languages of other creatures of the area. They are not warlike; they usually fight only for defense, or for some necessary gain (territory or food sources). They are quick and clever.

In combat, a cay-man normally uses a small javelin or big dagger (almost a short sword in size). Both weapons do 1-6 points of damage. Cay-men know they are not suited to fighting; they prefer to make quick attacks and get to cover before the enemy can respond.

All cay-men villages are led by a shaman. These shamans live much longer than normal cay-men. Shamans have 6 Hit Dice and an

very simple phrases in this conversation, forcing the characters to use sign language at some points. The shaman admits to having the treasure the characters want, but he refuses to give it to them. He also wants to know if the characters are friends of Rosentos. If the characters pursue this, they learn that the cay-men consider Rosentos a “big-bad man-no-man.” The shaman is emphatic about this point.

If the characters destroy Rosentos, the shaman agrees to give the characters the treasure they want. Otherwise, the characters will have to wipe out the village (not a very Lawful act), or they will have to steal the treasure. Make sure you allow the players this choice, however.

Cay-men Shaman: AC 6; HD 4; hp 23; MV 90' (30'); #AT 1 bite or weapon; D 1-4 bite or 1-6 weapon; Save F4; ML 9; AL N

Armor Class of 6. When the shaman is present, the morale of all cay-men is increased by 1.

Giant Serpentweed

Armor Class: 6
Hit Dice: 9 per stalk
Move: 0'
Attacks: 1 bite per stalk
Damage: 2-12
No. Appearing: 0 (1)
Save As: Fighter: 9
Morale: 12
Treasure Type: D
Alignment: Neutral
XP Value: 900 per stalk

The giant serpentweed is a flesh-eating plant found in bogs and areas of standing water. Much of the plant lives underwater, rooted to the bog bottom, but has 1-6 stalks that reach above the surface. These stalks are thick and scaled. Each ends in a digestive sac that resembles a toothed mouth. From a distance, the stalks resemble giant snakes.

The stalks normally lie just under the surface of the water. From there, they detect vibrations of passing creatures, which they then attack. The stalks can attack anything within a 20-foot radius of the plant. When a stalk loses all of its hit points, it is severed. When all the stalks are severed, the plant can no longer attack, but the plant itself is not dead. The only way to permanently kill a serpentweed is to burn the underwater roots. A severed stalk can grow back in 6 months.

The Veteran's Tale

Tharakimeios the Scribe wrote this story as he heard it from the lips of Fondalus the Soldier, and can attest that the words are true. Fondalus said:

The soldiers marched from Lulin 7 days to the setting sun. On the seventh day, they reached the banks of a great river and camped. That night, a score was lost. One Grisbaldos told the soldiers that spirits worked against the troop, and he told them to go no further. These words were carried to Rosentos and repeated as they were heard. Rosentos held his anger, calling his captains and saying, "These are the words of Grisbaldos, who has spoken poorly before." Rosentos then repeated Grisbaldos' words and asked for his captains' counsel. The captains advised Rosentos that Grisbaldos was a danger, for he had spoken against him with evil mischief in his heart. They said, "Grisbaldos is an enemy, and he must be slain." Rosentos spoke against this punishment, but the captains said, "Do not leave this evil wraith at your bosom to destroy us all." So moved by the entreaties of his captains, Rosentos agreed.

At dawn three of the captains who were loyal to Rosentos delivered Grisbaldos to him and the punishment was given out. Grisbaldos was buried under a cairn of rocks beneath a great oak. All through the day, Grisbaldos' followers spoke softly as the troop marched up the river. The way along the river was blocked by swampy shores where the feet of the horses could not make progress. Rosentos called his captains and asked what they should do. Espisios and Melkos said the troops should turn back, but Fondalus advised the making of rafts. Rosentos agreed, and the men built two score rafts to pole through the swamp. The rafts were well-loaded with fruit and water, for the way through the swamp was unknown.

For three days, the troop traveled through the swamp. It was here that Hedric the Lame disappeared. Five more were lost to fevers from the bad night air. On the third day, Jurim Fellbeard sighted a village on stilts. The villagers greeted the soldiers in long slender boats and led them to their town. Rosentos summoned the village chief to his raft, telling the chief of the great duke. Then Rosentos gave the chief many gifts of glass and ivory. This pleased the chief, who bade a feast for that night. The men ate well, but the seer Kerid Bey said that all should leave. That night, Rosentos had the men sleep with their sandals bound. When a great fog came up, the troop left the village in secrecy. Jurim Fellbeard and his raft were lost that night.

After much travel, the soldiers sighted a second village. Remembering the dark night before, Rosentos gave orders to pass the village by and not meet with its inhabitants. The troop made for a thick stand of reeds nearby. From this thicket there came a shower of arrows as the men drew close. Many warriors came out of the reeds in their slim boats called ca-noos. They fell upon the raft of Tuchmora and slew many, but Rosentos ordered the rafts together. A great fight was made on this platform, but the bowmen of the troop kept the warriors at bay. The fight began in the morning and continued all day. At last, the warrior chief approached and asked the forgiveness of such mighty soldiers. His tongue was strange, so Kerid Bey told his words. Those of the first village, he said, were demons and enemies of his village. The chief thought the soldiers' rafts were the craft and evil art of the demons.

The chief brought gifts of gold and feathers, and he ordered food to be set out for all the men. That night, the men slept dry for the first time in many days. Still Rosentos told his men to keep their sandals laced.

That day, the troop lost 7 men. Tuchmora had an arrow in his thigh, and Fondalus had many cuts on his body.

For several days, Rosentos stayed at the village. Each night, he spoke at length with the chief. Each day, the chief and his warriors brought more gifts of gold and jewelry. Finally, the captains spoke to Rosentos. "We marvel at the generosity of this chief. Surely you, in your talks with him, have learned the source of his treasure. Share this with us, and we will swear to give you the General's share, as well as make you the duke's treasurer so that you might collect his share." To this Rosentos agreed.

The next day, when the chief visited, Rosentos plied him with words and learned from him the source of his wealth. Beyond the edge of the swamp, he said, there lay a great stone house in which treasures might be found. Only the brave could go there, warned he, for the land around it was filled with evil spirits. If Rosentos would drive the spirits away, the chief would show him where to go. Rosentos agreed and called the captains to him. Each man was to prepare himself. Those taken ill by fevers and the night air of the swamp were to wait for the return of the troop. The next day, a troop of two score men left.

On the first day, swamp beasts attacked the troop. One beast swallowed a raft, and all on it were lost. Kerid Bey was thrown over the side. The men fired arrows at the beasts, but they scorned these blows and dragged Kerid the seer beneath the waters with them. That day, six men, the captain Melkos, and the seer Kerid Bey were lost. That night, the villagers built a great fire and chanted songs. No man knew the words to these songs, and some claimed they were death songs calling evil spirits.

In the morning, Rosentos roused the men, promising them all an extra share. On the second day, the chief led the troop to dry land. The land was the place of the spirits where the treasure lay. Rosentos consulted his captains. Some wanted to go back and wait for the others, but Fondalus and others did not want to face the swamp beasts for no avail. Rosentos decided to leave a small force behind to protect the rafts. Rosentos would lead the rest of the troop inland to find the stone house.

For several weeks, the men remained, waiting for word from Rosentos. Perils took the men in the night, until only five remained. Fondalus deemed it wise to return to the village, for now the men there would be healed. Taking one raft, the men set out. On the journey, Fondalus was beset with a fever. Weakened and ill, he could not return, and the men could not find the village without him. Their searchings took them out of the swamp, and so they brought their captain Fondalus back to the lands of the duke. He so survived to tell this tale.

MONSTER HIT ROLLS (on 1d20)

Monster's Hit Dice	Target's Armor Class													
	9	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
up to 1	10	11	12	13	14	15	16	17	18	19	20	20	20	20
1+ to 2	9	10	11	12	13	14	15	16	17	18	19	20	20	20
2+ to 3	8	9	10	11	12	13	14	15	16	17	18	19	20	20
3+ to 4	7	8	9	10	11	12	13	14	15	16	17	18	19	20
4+ to 5	6	7	8	9	10	11	12	13	14	15	16	17	18	19
5+ to 6	5	6	7	8	9	10	11	12	13	14	15	16	17	18
6+ to 7	4	5	6	7	8	9	10	11	12	13	14	15	16	17
7+ to 9	3	4	5	6	7	8	9	10	11	12	13	14	15	16
9+ to 11	2	3	4	5	6	7	8	9	10	11	12	13	14	15
11+ to 13	2	2	3	4	5	6	7	8	9	10	11	12	13	14
13+ to 15	2	2	2	3	4	5	6	7	8	9	10	11	12	13
15+ to 17	2	2	2	2	3	4	5	6	7	8	9	10	11	12
17+ to 19	2	2	2	2	2	3	4	5	6	7	8	9	10	11
19+ to 21	2	2	2	2	2	2	3	4	5	6	7	8	9	10
21+ to 23	2	2	2	2	2	2	2	3	4	5	6	7	8	9
23+ to 25	2	2	2	2	2	2	2	2	3	4	5	6	7	8

An attack does not automatically hit and cause damage. The chance to Hit is given as the creature's Hit Roll versus its target's Armor Class. This table lists all Hit Rolls for all characters of different levels and for monsters by the number of Hit Dice they have.

Roll 1d20. If the result is equal to or greater than the number listed, the attack hits.

Unless the target is invulnerable to normal weapons, or a number greater than 20 is needed and there are no bonuses, a roll of 20 will always hit, and a roll of 1 will always miss.

EXPERIENCE POINTS FOR MONSTERS DEFEATED

Hit Dice	Base	Bonus per Asterisk
Under 1	5	1
1	10	3
1+	15	4
2	20	5
2+	25	10
3	35	15
3+	50	25
4	75	50
4+	125	75
5	175	125
5+	225	175
6	275	225
6+	350	300
7	450	400
8	650	550
9 to 10+	900	700
11 to 12+	1100	800
13 to 16+	1350	950
17 to 20+	2000	1150
21	2500	2000

For every Hit Die over 21, add 250 points to both the base value and bonus.

MONSTER REACTION CHART

First Roll	Reaction
2	Immediate attack
3-5	Possible attack, roll again*: 2-8 Attack 9-12 Uncertain, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly
6-8	Uncertain, roll again*: 2-5 Attack 6-8 Negotiate, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly 9-12 Friendly
9-11	Possibly friendly, roll again*: 2-5 Uncertain, roll again*: 2-5 Attack 6-8 Leave 9-12 Friendly 6-12 Friendly
12	Immediately friendly

*Wait 1 or more rounds, and consider character actions, the speaker's Charisma, and the overall situation before rolling again.

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CHARISMA ADJUSTMENT

Charisma Score	Reaction adjustment	Retainers	
		Maximum number	Morale
3	-2	1	4
4-5	-1	2	5
6-8	-1	3	6
9-12	no adjustment	4	7
13-15	+1	5	8
16-17	+1	6	9
18	+2	7	10

EVASION TABLE

Numbered Encountered	Party Size			Chance of Evasion
	1-4	5-12	13-24	
			25+	
			1-10	10%
			11-30	25%
			31*	35%
	1	4-8	17*	50%
	2-3	9*	—	70%
	4*	—	—	90%

CLERIC EXPERIENCE TABLE

Level	Title	XP	Spells/Level					
			1	2	3	4	5	6
1	Acolyte	0	—	—	—	—	—	—
2	Adept	1,500	1	—	—	—	—	—
3	Priest	3,000	2	—	—	—	—	—
4	Vicar	6,000	2	1	—	—	—	—
5	Curate	12,000	2	2	—	—	—	—
6	Elder	25,000	2	2	1	—	—	—
7	Bishop	50,000	3	2	2	—	—	—
8	Lama	100,000	3	3	2	1	—	—
9	Patriarch	200,000	3	3	3	2	—	—
10*	10th Level Patriarch	300,000	4	4	3	2	1	—
11*	11th Level Patriarch	400,000	4	4	3	3	2	—
12*	12th Level Patriarch	500,000	4	4	4	3	2	1
13*	13th Level Patriarch	600,000	5	5	4	3	2	2
14*	14th Level Patriarch	700,000	5	5	5	3	3	2

* Constitution adjustments no longer apply.



MACIG-USER EXPERIENCE TABLE

Level	Title	XP	Spells/Level					
			1	2	3	4	5	6
1	Medium	0	1	—	—	—	—	—
2	Seer	2,500	2	—	—	—	—	—
3	Conjurer	5,000	2	1	—	—	—	—
4	Magician	10,000	2	2	—	—	—	—
5	Enchanter	20,000	2	2	1	—	—	—
6	Warlock	40,000	3	2	2	—	—	—
7	Sorcerer	80,000	3	2	2	1	—	—
8	Necromancer	150,000	3	3	2	2	—	—
9	Wizard	300,000	3	3	2	2	1	—
10*	10th Level Wizard	450,000	4	3	3	2	2	—
11*	11th Level Wizard	600,000	4	4	4	3	2	—
12*	12th Level Wizard	750,000	4	4	4	3	2	1
13*	13th Level Wizard	900,000	5	4	4	3	2	2
14*	14th Level Wizard	1,050,000	5	4	4	4	3	2

* Constitution adjustments no longer apply.

DWARF EXPERIENCE TABLE

Level	Title	XP
1	Dwarven Veteran	0
2	Dwarven Warrior	2,200
3	Dwarven Swordmaster	4,400
4	Dwarven Hero	8,800
5	Dwarven Swashbuckler	17,000
6	Dwarven Myrmidon	35,000
7	Dwarven Champion	70,000
8	Dwarven Superhero	140,000
9	Dwarven Lord	270,000
10*	10th Level Dwarven Lord	400,000
11*	11th Level Dwarven Lord	530,000
12*	12th Level Dwarven Lord	660,000

* Constitution adjustments no longer apply.

ELF EXPERIENCE TABLE

Level	Title	XP	Spells/Level					
			1	2	3	4	5	6
1	Veteran Medium	0	1	—	—	—	—	—
2	Warrior Seer	4,000	2	—	—	—	—	—
3	Swordmaster Conjurer	8,000	2	1	—	—	—	—
4	Hero Magician	16,000	2	2	—	—	—	—
5	Swashbuckler Enchanter	32,000	2	2	1	—	—	—
6	Myrmidon Warlock	64,000	3	2	2	—	—	—
7	Champion Sorcerer	120,000	3	3	2	1	—	—
8	Superhero Necromancer	250,000	4	3	2	2	—	—
9	Lord Wizard	400,000	4	4	3	2	—	—
10*	10th Level Lord Wizard	600,000	5	4	3	2	1	—

* Constitution adjustments no longer apply.

THIEF EXPERIENCE TABLE

Level	Title	XP
1	Apprentice	0
2	Footpad	1,200
3	Robber	2,400
4	Burglar	5,000
5	Cutpurse	10,000
6	Sharper	20,000
7	Pilferer	40,000
8	Thief	80,000
9	Master Thief	160,000
10*	10th Level Master Thief	280,000
11*	11th Level Master Thief	400,000
12*	12th Level Master Thief	520,000
13*	13th Level Master Thief	640,000
14*	14th Level Master Thief	760,000

* Constitution adjustments no longer apply.

FIGHTER EXPERIENCE TABLE

Level	Title	XP
1	Veteran	0
2	Warrior	2,000
3	Swordmaster	4,000
4	Hero	8,000
5	Swashbuckler	16,000
6	Myrmidon	32,000
7	Champion	64,000
8	Superhero	120,000
9	Lord	240,000
10*	10th Level Lord	360,000
11*	11th Level Lord	480,000
12*	12th Level Lord	600,000
13*	13th Level Lord	720,000
14*	14th Level Lord	840,000

* Constitution adjustments no longer apply.

HALFLING EXPERIENCE TABLE

Level	Title	XP
1	Halfling Veteran	0
2	Halfling Warrior	2,000
3	Halfling Swordmaster	4,000
4	Halfling Hero	8,000
5	Halfling Swashbuckler	16,000
6	Halfling Myrmidon	32,000
7	Halfling Champion	64,000
8	Sheriff	128,000

CHARACTER HIT ROLLS (on 1d20)

Character Class and Level			Target's Armor Class												
Fighters*	Clerics**	Magic-Users	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
	Normal Man		11	12	13	14	15	16	17	18	19	20	20	20	20
1-3	1-4	1-5	10	11	12	13	14	15	16	17	18	19	20	20	20
4-6	5-8	6-10	8	9	10	11	12	13	14	15	16	17	18	19	20
7-9	9-12	11-15	6	7	8	9	10	11	12	13	14	15	16	17	18
10-12	13-16	16-20	4	5	6	7	8	9	10	11	12	13	14	15	16
13-15	17-20	21-25	2	3	4	5	6	7	8	9	10	11	12	13	14
16-18	21-24		2	2	2	3	4	5	6	7	8	9	10	11	12
19-21			2	2	2	2	2	3	4	5	6	7	8	9	10
22-24			2	2	2	2	2	2	2	3	4	5	6	7	8

COMBAT SEQUENCE TABLE

- A. Each side rolls for initiative, using 1d6.
- B. The side that wins the initiative acts first:
1. Morale Check (monsters and nonplayer characters only)
 2. Movement (using speed per round), including Defensive Maneuvers
 3. Missile fire combat (additional)
 - a. Choose targets
 - b. Make Hit Rolls
 - c. Roll Damage for hits
 4. Magic spells
 - a. Choose targets
 - b. Make saving throws if necessary
 - c. Apply results immediately
 5. Hand-to-Hand combat
 - a. Choose targets
 - b. Make Hit Rolls
 - c. Roll Damage for hits
- C. The side that loses the initiative then completes all steps given above.
- D. DM handles all retreating, surrender, and other special results.

-4	-5	-6	-7	-8	-9	-10
20	21	22	23	24	25	26
20	20	21	22	23	24	25
20	20	20	20	21	22	23
19	20	20	20	20	20	21
17	18	19	20	20	20	20
15	16	17	19	20	20	20
13	14	15	16	17	18	19
11	12	13	14	15	16	17
9	10	11	12	13	14	15

* Also Dwarves, Elves, and Halflings

** Also Thieves

Negative AC is possible due to use of magic armor or spells. Hit Rolls exceeding 20 require the presence of some bonus to the Hit Roll. A natural 20 without bonuses will not hit creatures that require a Hit Roll of greater than 20.

ORDER OF EVENTS IN A GAME TURN

1. **Wandering monsters:** DM rolls 1d6 (normally checked every 2 turns).
2. **Actions:** Caller describes all party actions (movement, listening, searching, etc.).
3. **Results:** If —
 - a. a new area is mapped, the DM describes it.
 - b. an encounter occurs, the DM follows these steps:
 1. *Number appearing:* roll to determine the number of monsters appearing (p. 22, DM Rule Book).
 2. *Surprise:* Roll 1d6 for each side—monsters and party (p. 56, Players Manual).
 3. *Reactions:* Roll 2d6 for the monster's first reactions (p. 22, DM Rule Book).
 4. *Results:* If both sides talk, continue reaction rolls, negotiation, etc., as needed. If one side runs away, handle Evasion and Pursuit (p. 16, DM Rule Book). If one side attacks, continue with the steps of the COMBAT SEQUENCE TABLE.
 - c. something is discovered (secret door, item, etc.), the DM announces the results.
 - d. no encounter occurs, the game turn ends; return to #1.

MISSILE FIRE TABLE

Weapon	Maximum Ranges (in feet)		
	Short (+1)	Medium (0)	Long (-1)
crossbow (lt.)	60	120	180
long bow	70	140	210
short bow	50	100	150
sling	40	80	160
spear	20	40	60
oil or holy water	10	30	50
hand axe or dagger	10	20	30

When using missiles, remember to adjust for:

1. Dexterity
2. Range
3. Cover
4. Magic

VARIABLE WEAPON DAMAGE

1d4	(1-4) points of damage: club dagger sling stone torch
1d6	(1-6) points of damage: *arrow (long or short bow) hand axe mace *quarrel (crossbow) short sword
1d6	(1-6) points of damage: spear war hammer
1d8	(1-8) points of damage: sword (normal) *battle axe
1d10	(1-10) points of damage: lance *pole arm *two-handed sword

*This weapon requires two hands for use. Attacker may not use a shield, and he always loses initiative.

ARMOR CLASS

Armor Type	Armor Class
No armor	9
Leather	7
Chain Mail	5
Plate Mail	3
Shield	Bonus of 1*

* A shield subtracts 1 from your Armor Class number. For example, Chain Mail alone is AC 5, but with a shield it drops to AC 4.

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ISBN 0-88038-073-X
394-53806-4TSR0600



9099XX0401

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