KILL BARGLE – PART 1

A Dungeons & Dragons Scenario for 5 Players

ITZACON 10 SCENARIO by GREGOR HUTTON *(WITH THE HARD WORK DONE BY FRANK MENTZER IN 1983)*

THE LONG AND THE SHORT OF IT

It's been 40 years since *Dungeons & Dragons* was created by Gary Gygax and Dave Arneson. And it's been 30 since the "classic" Red Box by Frank Mentzer was released. Let's celebrate that. So, this scenario is basically the introductory scenario from the 1980s-era Red Box D&D, with a twist.

PCs

... THINK KILL BILL, BUT WITH BARGLE — A VILLAIN OF GARGANTUAN ILL REPUTE...

The 5 PCs are:

- Fleetwood, a male Fighter
- Aleena, a female Cleric
- Greegan, a male Thief, who is the half-brother of...
- Felonius, a male Magic-User, and
- Belrain, a female Elf

The Adventure

They are adventuring together outside the City of Threshold. The ruins they are exploring are the hide-out of the villainous Magic-User Bargle, who will – as time begins to run out on the game slot – turn up wherever the PCs have got to and:

1. Shoot Aleena with a Magic Missile. This may, or may not, be "fatal" to her depending on the damage dealt. What a bastard! *1d6+1 DAM!*
2. Charm the other PCs to help him get away with it and give him their gold for "safe keeping".
3. Effect his escape as best he can, using Invisibility if Charm doesn't work.

...OR MIRROR IMAGE, WHAT A PRICK!

Outcomes

The following are possible outcomes:

- Aleena may be toast, apparently, though the other PCs may hold out hope of saving or resurrecting her. (They will be successful in this, for sure!) *AND MAYBE A GOOD WAY TO END THE SESSION!*
- Bargle may be toast, apparently slain by Aleena or the other PCs.
- The PCs may have gained treasure from their adventures.
- The PCs may have been brutally injured, or apparently slain, by other creatures in the ruins. (Let's just hope it's not by the kobolds at the gate or the carrion crawler that they meet at the start!)

THERE WILL BE A SENSE THAT SOMETHING IS NOT QUITE "RIGHT" IN THIS CASE...

NB: If anyone is reduced to 0 or less HPs then have them "stunned" for d6 minutes. Then put them at 1 HP after that, or at 2 HP if the other PCs bother to treat their wounds. In the final battle just have them taken out of the fight if they hit 0 HP.

AFTERWARDS

Later on in the con there is **Kill Bargle – Part 2** where the PCs re-assemble to kick his head in now that they're much more experienced adventurers.

~Gregor

FOR THE DM

Introduction

Read through this booklet from front to back, just as you did the PLAYERS' MANUAL. A vast wealth of information awaits you!

In your adventures so far, you have met many fearsome monsters — goblins, skeletons, and even a Rust Monster. There are dozens of other monsters described in this booklet.

You have found treasures — coins of all types, gems, and a magical potion. There are dozens of other treasures here.

You have visited a "dungeon" — some caves near a town. There is a new dungeon in this booklet!

You will also learn how to put all these things together, make your *own* dungeons, run games for other players, and probably have more fun than you ever imagined.

Terms and Abbreviations

Let's review the most commonly used terms in the game; they will often be used in this booklet.

A character being run by a player is simply called a **Player Character,** or "PC." The D&D games you will run are actually stories about the PCs in a fantasy world, and you and your players will make up these stories together. You will play the roles of the **Non-Player Characters** (NPCs) and monsters.

Take a moment to review these terms and abbreviations and become familiar with them:

Definitions:

Character: Any imaginary person (human, dwarf, elf, or halfling) in a D&D game.

Player: A person who plays the role of a character in a D&D game.

Adventurer: Any character which seeks adventure, daring to face monsters and dangers in search of fame and fortune.

Class: The profession of an adventurer.

Party: A group of adventurers, gathered to share their talents for the good of all.

Monster: Any creature that is not a character.

Normal Man: A typical townsperson, who is not an adventurer.

Treasure: Any valuable item, usually a coin, gem, piece of jewelry, or magic item.

Dungeon: Any place where monsters and treasures can be found (including caves, old ruins, and so forth).

Dungeon Master: A person who runs a D&D game, playing the roles of the monsters.

Non-Player Character: Any character that is run by the Dungeon Master instead of a Player.

Level: A number indicating the power of an adventurer or a spell.

Alignment: A term generally describing the behavior of any creature — Lawful, Neutral, or Chaotic.

Saving Throw: A creature's chance to save itself from a special attack (magic, poison, etc.).

Abbreviations

PC:	Player Character
NPC:	Non-Player Character (run by the Dungeon Master)
DM:	Dungeon Master
Str:	Strength
Int:	Intelligence
Wis:	Wisdom
Dex:	Dexterity
Con:	Constitution
Cha:	Charisma
NA:	Number Appearing
AC:	Armor Class
HD:	Hit Dice
hp:	hit points
d:	type of dice
D:	Damage
MV:	Movement Speed
#AT:	Number of Attacks
Save:	Saving Throw Class & Level
C:	Cleric
M:	Magic-User
F:	Fighter
T:	Thief
D:	Dwarf
E:	Elf
H:	Halfling
NM:	Normal Man
ML:	Morale
AL:	Alignment
XP:	Experience Points
cp:	copper pieces
sp:	silver pieces
ep:	electrum pieces
gp:	gold pieces
pp:	platinum pieces

The Most Important Rule

There is one rule which applies to everything you will do as a Dungeon Master. It is the most important of *all* the rules! It is simply this:

BE FAIR.

A Dungeon Master must not take sides. You will play the roles of the creatures encountered, but do so fairly, without favoring the monsters or the characters. Play the monsters as they would actually behave, at least as you imagine them.

The players are *not* fighting the DM! The characters may be fighting the monsters, but everyone is playing the game to have fun. The players have fun exploring

and earning more powerful characters, and the DM has fun playing the monsters and entertaining players.

For example, it's not fair to change the rules unless everyone agrees to the change. When you add optional rules, apply them evenly to everyone, players *and* monsters. Do not make exceptions; stick to the rules, and be fair.

The Dungeon Master's Job

A DUNGEONS & DRAGONS game is basically a series of encounters, with other actions (such as movement and problem solving) between them. The dice are often used to find results when choices must be made. All the dice rolls are called *"game mechanics."* The game consists mostly of role playing, game mechanics, and strategy.

During an Encounter, the players make the Hit rolls, damage rolls, and Saving Throws for their characters. You, the Dungeon Master, make similar rolls for the monsters, plus other rolls to find the monsters' actions (such as reactions and morale).

The DM's Roles

You will play the roles of all the monsters, townspeople, and other creatures encountered. The best Dungeon Masters are able to play several roles at once — such as when the characters meet another party of adventurers, all played by the DM!

However, your creatures are not as detailed as the PCs, and are easier to play. Their actions are often determined by dice rolls. One rule applies to all the creatures, even though there are many different types: Imagine how the creature feels.

The actions of a creature are often determined by its Alignment or Intelligence. *For example,* an animal is not very smart, and will act very simply — hungry and hostile, neutral and unconcerned, or friendly. More intelligent creatures may be thinking of many different things: food, treasure, home and friends, and so forth.

When an encounter seems likely, think about how the creatures feel, and how they might act. When the encounter begins, you will often roll dice to find the actual reactions of the creatures. The results should be adjusted for the creatures' intelligence, habits, and other details.

Imagine how your creatures will react to these dangerous, greedy characters stomping around the caves! The monsters will try to survive and be happy in their own ways, and will often fight to defend their homes and treasures.

But *remember* — although the monsters may be fighting the characters, *you* are not fighting the players. If you try to entertain them, they will entertain you. Play the roles of the monsters, but forget them when they are slain. Their only purpose, in the long run, is entertainment.

Reactions

When an encounter begins, you may find the actions of monsters by making Reaction rolls. The results are a guide to playing the monsters' response to the arrival of the characters.

An encountered creature might attack automatically. The ghouls in your first adventure, for example, will always attack anyone entering their area, because the description of this monster says so. Most monsters do *not* always attack, so be sure to read the descriptions carefully.

Many creatures can be friendly or unfriendly, depending on the situation. Their reactions can sometimes be determined by the actions of the characters. If a fighter has a sword out and charges at a goblin, the goblin is not going to think the fighter is friendly! The goblin might attack and might run away, but probably won't try to talk.

More often, however, the characters will wait and "see what the monsters do" before they start anything. Likewise, most monsters will usually wait to see how the characters act! When this type of encounter begins, you should make a Reaction Roll for the monsters, using 2d6. Up to 3 Reaction Rolls may be needed to finish the encounter.

Whenever the characters attack the monsters, **stop** rolling for reactions. The monsters will fight to defend themselves, and might run away (depending on their Morale score, as explained on page 14).

Reaction Rolls are explained in detail on pages 22 – 23. Read that section before starting your first group game.

Running the Game

During most of a D&D game, the Dungeon Master leaves the decisions to the players. The DM presents the setting — describing what the characters see, offering choices of actions, and so forth. But the course of the game is determined by the actions of the party, as decided by all the players. The DM can almost relax and enjoy the characters' progress as they explore, make maps, solve puzzles, and so forth.

The DM usually deals with the characters as a group, rather than the individuals. However, when an encounter begins, a change occurs. The DM takes a more active role, becoming more aware of the actions of each character. The players have a more limited choice of actions as they confront a monster or NPC. The DM plays the roles of each of the creatures encountered, and decides their actions while considering those of the characters. Game time passes in "slow motion," as the DM carefully considers the round-by-round action (10 seconds at a time) and announces the results.

An experienced Dungeon Master can play the roles of several monsters at once. It can be very hard to do this fairly, without favoring the monsters or the characters. Just as players should keep "player knowledge" and "character knowledge" separate, so should the DM keep the "monster knowledge" completely separated from the "DM information." This challenging task is further complicated by the need to keep the game running smoothly at the same time!

The following checklists can be used to make sure that everything is handled smoothly during normal play (ORDER OF EVENTS IN A GAME TURN), during an encounter (ORDER OF EVENTS IN AN ENCOUNTER), and during an encounter that results in combat (ORDER OF EVENTS IN COMBAT). You may concentrate on the roles of the monsters, using these lists as reminders of the necessary game mechanics.

ORDER OF EVENTS IN AN ENCOUNTER

1. *Number Appearing:* determined by the DM (page 22).
2. *Surprise:* DM rolls 1d6 for each side (monsters and party) (page 58 of the Player's Manual).
3. *Reactions:* DM rolls 2d6 for the monsters' first reactions (page 22).
4. *Results:* If —
   a. both sides talk, continue reaction rolls, negotiation, etc. as needed.
   b. one side runs away, the DM handles Evasion and Pursuit (page 16).
   c. one side attacks, continue with ORDER OF EVENTS IN COMBAT.

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, skip to ORDER OF EVENTS IN AN ENCOUNTER.
   c. something is discovered (secret door, item, etc.), the DM announces the results.
   d. no encounter occurs, the game turn ends; return to #1.

ORDER OF EVENTS IN COMBAT

1. *Intentions:* The DM asks each player what the character intends to do in the coming round.
2. *Initiative:* Each side rolls 1d6. The side that wins the initiative acts first.
3. *Actions,* side that wins initiative:
   a. *Morale checks,* if needed (page 19).
   b. *Movement* (and optional combat movement, page 56 of the Player's Manual).
   c. Missile fire (page 59 of the Player's Manual).
   d. Magic spells and magic items used (such as wands).
   e. Hand-to-hand combat.
4. *Actions,* side losing initiative; follow steps a through e above.
5. *Results:* If —
   a. all the monsters are defeated, the combat (and game turn) ends; return to ORDER OF EVENTS IN A GAME TURN.
   b. one side runs away, the other may pursue, and the fleeing side may attempt to evade (page 16).
   c. the combat continues; return to the first step in the ORDER OF EVENTS IN COMBAT and repeat all the steps.

Your first game

The following adventure is designed for use by a beginning Dungeon Master. It will tell you what to say to the players, when and what to roll, and includes page references for additional information.

Before you start, you should look through the rest of this booklet, to see what information is given. One section called **"Procedures and Rules"** (pages 14 – 21) gives details on handling most situations. Retainers should not be needed if there are 4 or more players, but if you use them, be sure they are properly handled (page 20). The Order of Events checklists will be helpful during the game.

Monsters and treasures are explained afterwards in separate sections. All the details on the monsters and treasures found in this adventure are fully explained here, and you will not need to refer to those sections.

Before you start the game, make sure all the pre-game details have been handled, using the Pre-game Checklist.

PRE-GAME CHECKLIST

1. Do all the players know how to play? Have they played the Solo Adventure in the PLAYERS' MANUAL?
2. Have you read this book up to this point? Have you looked through the rest of this booklet?
3. Do you and the players know the "Who-Why-What-Where-When" of the adventure?
4. Are all the characters ready to go, including equipment?
5. Have the players chosen a Caller and a Mapper? Do they have a piece of graph paper and a pencil, to map with?

If any answer is "No," stop and fix the problem.

In this adventure, you will find many sections to be read *to* the players. Listen to them while you are reading; they contain information for you, too!

Whenever you find a paragraph that starts with "DM:" it contains information for you *only*. Stop for a minute and read it. The DM Information contains instructions on how to run the coming encounter, or how to handle a new situation.

Adventure Record Sheet

Using a blank piece of scrap paper, make a list of the details you will need during the adventure. Near the top of the page, write the name of each character, making a list. To the right of each name, write the class of the character. To the right of the class, write the Armor Class of the character.

Ask the Caller for the party's marching order. The characters would normally travel in single file or in pairs. Write the marching order below the character list,

using initials, and note which end is the front to avoid confusion.

The rest of the sheet may be used for keeping track of time, the details of monsters encountered, treasure found, and any other notes you wish to make.

When you are ready, turn the page and start reading, following the instructions given.

Group Adventure

Start: Read the following to the players:

"Many years ago, this part of the Realm of Man was ruled by a magic-user named Gygar, a man of great and mysterious powers. He ruled the lands from his mighty castle Mistamere, located at the foot of the mountains to the north.

"Gygar died after a long and peaceful rule, but no successor was named. Over the years, the unclaimed castle fell into ruins.

"Now, centuries later, the outline of the broken towers can still be seen from the town, ever beckoning to seekers of danger, fame and fortune.

"You have gathered around a dinner table in the Gold Dragon Inn, in the center of town, to discuss your plans. The Inn is busy, filled with ruddy-faced townsfolk and other adventurers, who are eating, drinking, laughing, and having a splendid time.

"You have all heard the tales told by others, tales of monsters lurking within the ruins and guarding rich treasures. None of you have been there, but after an evening of discussion, you decide to try your luck in the castle ruin, and plan to meet at dawn for the short journey.

"One special note: the town rulers have offered a reward of 1,000 gp for the capture of Bargle, the renegade magic-user! The death of Aleena, a well-known cleric, was the 'last straw.' They want to stop this danger once and for all, so keep your eyes open!"

DM: Stop a moment and make sure that all the characters are ready to go. Then continue reading:

"It's morning, and you're off to the castle. It lies only 3 miles from town, just a healthy walk past a local farmer's fields. As you follow the dirt road past the farm, you greet the workers tending the crops. It's a lovely summer's day, and all seems peaceful.

"The land owner himself sits atop a wagon, watching his men, and chats with you before you continue onward. He mentions that he has had no prob-

lems with monsters, and if any lurk in the nearby ruins, they stay there 'like respectable monsters should.' Every night, however, he carefully locks up all his animals.

"After bidding him a good day, you continue toward the ruin. As you approach, you see that the walls are jagged and full of small holes, and a few large stone blocks have tumbled to the earth, laying scattered around the ruins.

"A gateway in the center of the front wall stands empty, and the massive outer doors now lay rotting nearby. This gateway seems to be the easiest entrance through the wall. A 10' wide gaping hole is in the wall off to your left, and could be another entrance.

"You do not see any other entrances; the rest of the wall is crumbling, but few wide holes have opened. This outer area has no other interesting features. A sheer cliff, the face of a mountain, rises at the north edge of the ruins."

DM: Now read the next section to yourself, and then continue with #1.

DM Information

Find #1 on the map on this page; that is the location of the characters at this point. They have approached from the south (from the bottom of the map), heading north (towards the top of the page).

Assume that the walk from town took about 1 hour, and that the time is now 8:00 a.m. Note this near the top of your Adventure Record Sheet, and keep track of the passage of game time from now until the adventure ends.

The Hit roll charts and Saving Throws that you will need during the adventure are given here, for your convenience:
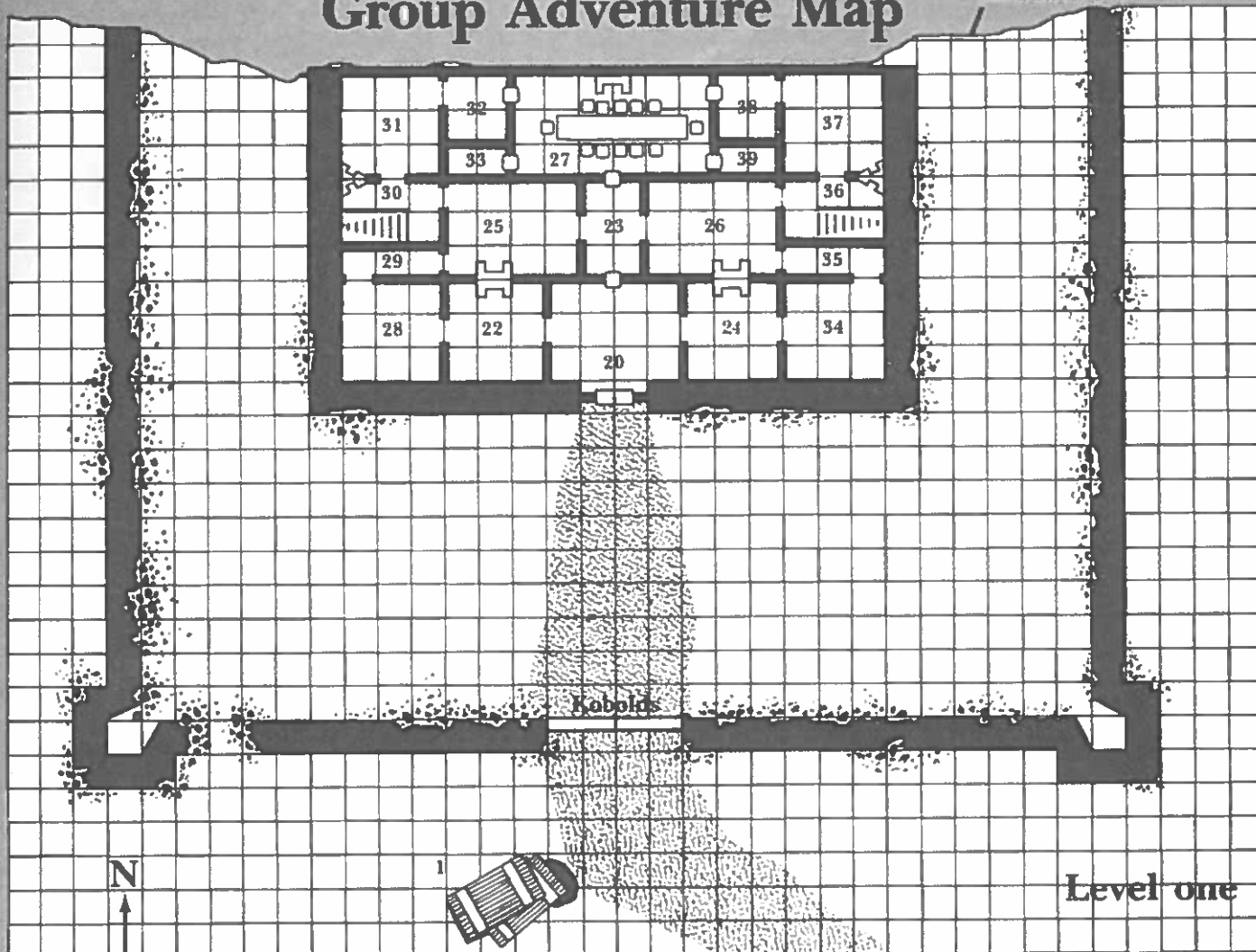
HIT CHART										
Monster's Hit Dice	Character's Armor Class									
	9	8	7	6	5	4	3	2	1	0
up to 1	10	11	12	13	14	15	16	17	18	19
1+ to 2	9	10	11	12	13	14	15	16	17	18
2+ to 3	8	9	10	11	12	13	14	15	16	17
3+ to 4	7	8	9	10	11	12	13	14	15	16

Saving Throws	Normal Man	Monster Saves As: Fighter 1-3	4-6
Poison	14	12	10
Magic Wand	15	13	11
Paralysis	16	14	12
Dragon Breath	17	15	13
Spell	18	16	14

-4-

Group Adventure Map

Mountain side

31	32	38	37
33	27	39
30			36
25	23	26	35
29			
28	22	24	34

20

Kobolds

1

Level one

N

Legend

 Small fireplace

 Door

 Double door

 Stairs

 Large fireplace

 Rubble

 Path

1 square = 10 feet

Level two →

46	50	49
45	51	52	53	51	48
44			
71	72	64	58
40			57	47
68	65	63	56
70	69		55
41		61	
42	43	67	66	62	59	60

Mountain side

⑤
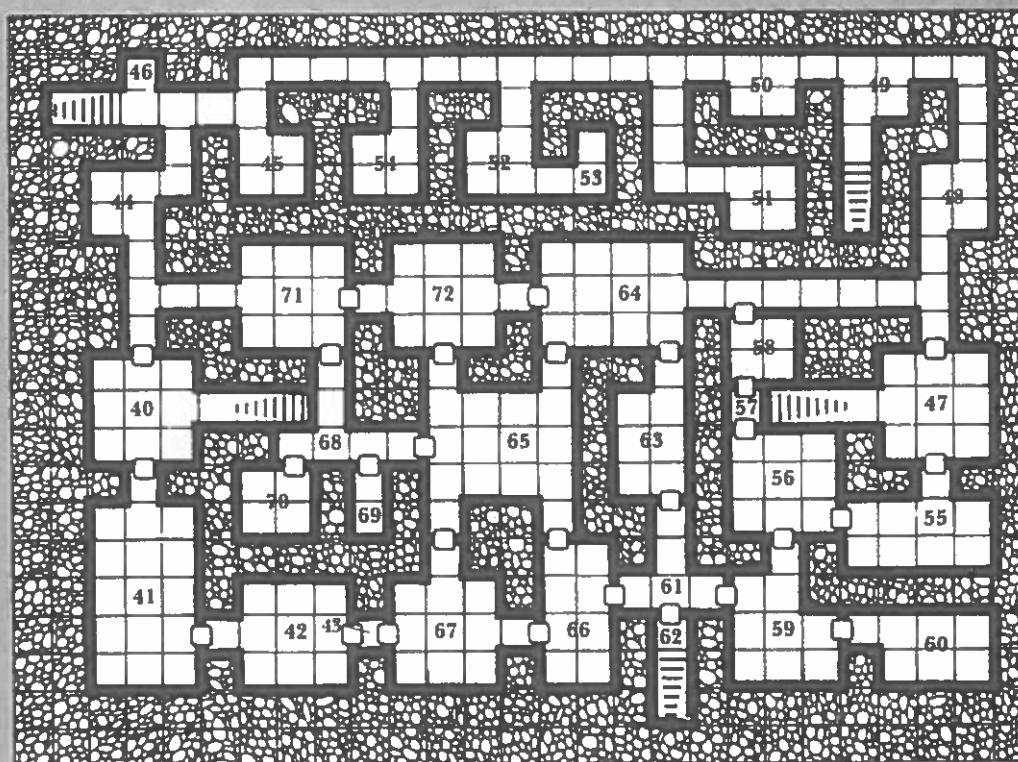
1 Read the following:

> "The path through the rubble passes the fallen door. As you carefully approach, you notice some slight movement beneath it. You stop, wary of danger."

DM: Encourage the players to send someone forward to examine the door. They should do so, to be sure their path will be safe. If they don't investigate now, a hidden monster could surprise the party as they pass by. The following encounter is a "warm-up" for both you and the players to practice playing in a group.

Find out which characters are examining the door closely, and which are keeping watch for other dangers. Then read the following:

> "Suddenly, the ground along one edge moves, and a hole appears. There's something under the door!"

DM: If the characters closely examining the door, select a fighter or dwarf (if possible), or randomly pick a character, to be the victim of the coming attack. Do not tell the players what you have done!

Ask the players, one by one and starting with the victim you have chosen, what their characters intend to do. Remember what they say, and make notes if you wish. Then read the following:

> "You see a large worm-like monster stick its head out of a hole under the door. It has eight long tentacles in a circle around its mouth. It doesn't come all the way out — just far enough to attack you —" (name the victim).

You will need the following details about the monster. Copy them onto your adventure Record Sheet:

CARRION CRAWLER	
Armor Class:	7
Hit Dice:	3 + 1
Move:	120' (40')
Attacks:	8
Damage:	Paralysis
Save as:	Fighter: 2
Morale:	9
Hit points:	10
Align:	Neutral
XP Value:	75

If the monster is put to sleep by a **Sleep** spell, read #2. If the monster is killed, read #3.

The carrion crawler will use all 8 of its tentacles to attack the single victim you have chosen. Tell that player to roll 1d6 for initiative, while you roll 1d6 for the monster. If your roll is higher, make 8 Hit rolls

for the carrion crawler. If the player's roll is higher, allow the party to move or attack first.

Be aware of the actions of the other characters, but do not allow any of them to attack in the first round unless they are next to the victim. If any Missile Fire attacks are desired, tell the players "You must move around for a clear shot, to avoid hitting your friends. You may fire next round."

If any of the carrion crawler's attacks hit, the character must make a Saving Throw vs. Paralysis (one per hit) or be paralyzed. If any Saving Throw is failed, tell the victim "You fall over." Tell the rest of the players that they see the victim fall, but do *not* say whether the character is alive or dead.

After the first round of combat, ask each player for actions for the coming round. If the first victim is paralyzed, the monster will attack the next closest character. If no characters are nearby, it will crawl out of its hole and attack the nearest.

If more than one character moves in to attack the monster, the 8 attacks will be divided among the two closest opponents. Anyone hit must make a Saving Throw or fall over, paralyzed.

Continue running the battle as long as necessary. The party should be able to kill the carrion crawler fairly easily. Any paralyzed characters will recover in 3 turns (½ hour), unharmed. The party may wait in the outer ruins (this area) while their friends are recovering, or may drag them out to the edge of the fields (an even safer move). Whichever they choose, be sure to keep track of the passage of game time, counting the battle as 1 full turn.

2 The carrion crawler is put to sleep by a magic-user or elf spell. When it goes to sleep, it merely stops moving, and its tentacles slump to the ground. Any character with a sword or dagger can kill the monster with one blow, and without waking it up. When the monster is killed, read #3.
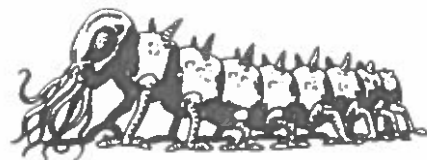
3 The carrion crawler is killed. It slumps to the ground, motionless. Read the following:

> "Looking at the dead creature, you see that it is about 9' long and has many small legs, like a centipede. You have heard talk of such a creature, back in town. They called it a carrion crawler. You peer into its hole under the door, to see if any others are still hiding there."

DM: If the monster climbed out to attack the party, skip to #4. Otherwise, continue:

> "You don't see anything moving, but the glint of treasure lies below! However, the body of the monster blocks the opening. Do you want to pull it out of the way?"

DM: The huge door is too heavy to be moved, and it would take hours to dig another hole through the rubble. If the characters cooperate, they can grasp the body of the monster and pull it out of the hole. Its tentacles are not dangerous after death, and the creature may easily be pulled out of the hole. Read #4.

4 Read the following:

> "With the body out of the way, you can clearly see a pile of coins at the bottom of the hole, about 8' down. Do you want to just go in and get it, or does anyone want to search for traps first?"

DM: In the future, you should not remind the players about traps. But in this "warm-up encounter," try to help them decide what to do. There are no traps or other unusual features to be found, but the characters should always check.

A skeleton will be found at the bottom of the hole, mostly covered by the treasure. Close inspection will reveal that it is the skeleton of a short man-like creature whose head is smiliar to a dog's. It does not move, being merely an old skeleton of one of the carrion crawler's past victims. Read the following:

> "This looks like the remains of another creature you've heard about, called a kobold. Kobolds act and live much like goblins, but are a different race.
>
> "You carefully gather the treasure, putting it into sacks and dividing it among yourselves to balance the load. The coins are all copper and silver, about a thousand of each, and two gems — garnets — are uncovered near the bottom of the pile. You also find a small leather bag, almost rotted away. It may have belonged to the dead kobold."

DM: The garnets are worth 100 gp each. If a dwarf examines them, the value will be discovered; otherwise, they must be identified in town. The bag contains 15 cp and a brass key.

On your Adventure record, under the carrion crawler information, make a note of all the treasure found.

Anyone may take parts of the carrion crawler or kobold skeleton if they wish, but they are useless and have no value. When the players are ready to continue the adventure, read #5.

5 Read the following:

> "As you gather the treasure, you hear a loud THUMP. You see that the main gateway is closed! Although the huge outer doors lie here, rotting, a pair of inner doors remain. They have been closed; the only entrance is now the 10' wide hole in the wall, off to the left.
>
> "Start mapping. Each square on the graph paper represents an area 10' long. The gateway, now closed, is 40' wide; put that near the bottom of your map, in the center. The wall to the right of the gateway is 130' long. The wall to the left goes 100', then has a 10' wide hole, then continues west another 20'. The entire south wall, counting the gate, is 300' long.
>
> "The wall is about 50' high, and very shaky. Any climbing might pull some blocks loose, and they could kill you if they hit you."

DM: Make sure that the mapper has an accurate picture of the area. You may add the path leading to the front gate and the fallen doors if you wish.

Offer the players the following choices of action. If they pick one, turn to the entry number given. If they insist on actions not given in the list, do the best you can.

Examine fallen blocks	6
Peek into holes in wall	7
Go to the closed gateway	8
Enter the gaping hole	9

6 Read the following:

> "As you prowl around the rubble, you find several large blocks of stone, apparently fallen from the decaying walls. Another kobold skeleton lies under one of the blocks, but no treasure is visible, and the block is too heavy to move."

DM: Allow the players to choose from the list of options given in #5. Mark off 1 turn of time for examining the fallen blocks.

7 Read the following:

> "You carefully move up to the wall, looking for holes to look through, hoping to discover some clue about what lies on the other side. But all of the holes are too high to reach. You cautiously explore a bit more, and find some other holes along the east wall, to the right. Some are near ground level, and you carefully peer through.
>
> "You see a large courtyard inside the wall, and the remains of a castle. The castle ruin is old and cracked, but not as badly as the outer wall, where you are now. Only one story of the castle still stands; the upper parts have crumbled,

and the rubble is scattered throughout the courtyard.

> "You see a group of creatures hiding in the shadow of the wall, avoiding the open sunlight. They are kobolds! There seems to be about 10 of them, but you cannot see them clearly enough to determine their exact numbers or their equipment carried."

DM: Mark off 1 turn of time for finding the holes and looking through them. Encourage the players to talk about what to do next.

As they talk, tell the mapper to draw the area inside the outer walls, and read the following:

> "The outer wall is 10' thick. A pathway leads through the rubble, starting at the gateway and leading 90' north to a pair of doors in the middle of the south wall of the castle ruin. Those doors are 20' wide. The castle wall extends 80' to each side of the doors, east and west. The side walls of the castle are each about 100' long, reaching north to the face of the mountain's rugged cliff."

DM: If the party decides to enter the hole in the wall, read #10. If they go to the closed gateway, read #8. Mark off another turn of time for discussion and some movement, back to the outer ruins in front of the wall.

8 DM: The party decides to go to the closed doors at the front gate. When they get there, they may try to open the doors, but will have no success. Give them the options listed in #5.

9 DM: If the characters did not look through the holes in the wall, roll 1d6. If the result is 1-3, the kobolds gain surprise: In the coming battle, each kobold will get one free missile fire attack before the party can act. If the result is 4-6, no free attacks will occur, but the kobolds will attack anyway. Read #10.

10 DM: The kobolds in the courtyard are guards. They have been ordered to not let anyone enter the ruin. Seeing the party, they have closed the front gate, and will hold it shut if the party tries to break in.

These kobold guards are the biggest in their tribe, and have maximum hit points (4 each). They are armed with short bows, arrows, and short swords. Each kobold has 2 quivers of arrows (20 per quiver), so you will not need to keep track of their equipment. A hit from a kobold arrow will inflict 1-6 points of damage, but the short sword attack of these weak creatures causes only 1-4 points of damage. Use the "up to 1 Hit Die" line of the Hit roll as chart, kobolds

are merely ½ Hit Die creatures. Each kobold carries a small leather bag containing 3-18 cp, but no other treasure.

A **Sleep** spell cast at the kobolds will automatically put them *all* to sleep. If this occurs, *stop* (regardless of what is happening at the time) and read #16.

Read the following to the players:

> "As the kobolds start firing, some of you may take cover behind the boulders in the courtyard. What do you want to do — fire back at them, move in, or what?"

DM: Find the planned actions of each character, one by one. If they want to talk about the situation, rounds of time will pass, and the kobolds will keep firing. For each minute of real time the players spend talking, count off one round of game time, and make one round of Hit rolls for the kobolds! Treat any part of a minute as a full round. The characters should take cover before they start talking, and you may remind them of this.

Missile fire is featured in this encounter. The kobolds begin firing as the party enters through the hole in the wall. The battle could result in the following situations:

a. The characters respond with missile fire of their own, and do not approach the kobolds. Some characters may take cover behind boulders. If this occurs, read #12.

b. One or more characters move towards the monsters, and are fired upon several times. If this occurs, read #13.

c. The characters move cautiously towards the kobolds, using boulders for cover. If this occurs, read #14.

d. One or more characters remain inside the hole entrance, keeping the attention of the kobolds while the others circle around. If this is done, the kobolds will be busy with missile fire, and the party *may* break in. If this occurs, read #15.

e. The characters all go back out, circling around to enter by the gateway. They will still not be able to get in, and must return to the hole in the wall (or go home).

KOBOLDS	
Armor Class:	7
Hit Dice:	½
Move:	90' (30')
Attacks:	1 sword or 1 arrow
(range 50/100/150)	
Damage:	1-4 or 1-6
Save as:	Normal Man
Morale:	6
Hit points:	4 each
Align:	Chaotic
XP value:	5 each

11 DM: The party attacks the kobolds hand-to-hand. If possible, each monster will attack a different character. You may choose opponents, or pick targets randomly.

In each round of combat, remember to ask each player for actions, make an initiative roll, and then run the action.

When the first kobold is killed, roll 2d6 to check morale. If the result is 5 or less, the kobolds will try to run away, toward the castle ruin. They are slow creatures, however, and can be caught by anyone not wearing metal armor. If any kobold is caught, they will *all* stop and fight to the death.

If all the kobolds are dead or gone, the encounter ends. Stop keeping track of time in rounds. Count the entire battle as 1 turn of time, and read #18.

12 DM: One or more characters start firing missiles at the kobolds. The range is 110'. If a character uses a long bow or crossbow, the range is medium, and no range adjustment is used. The range is long if a short bow is used, for a −1 penalty to each Hit roll. The range is too great for a sling to be used, or if hand-hurled weapons are thrown. Remind the players to keep track of the arrows or quarrels shot! If they run out of missiles, they cannot continue firing.

The kobolds are under cover, and the characters may also take cover. The kobolds will fire at those characters firing back at them. When firing at any target completely under cover, a −4 penalty should be applied to all Hit rolls. Thus, the kobolds need a Hit roll of 20 to hit a character in plate mail armor (since a 20 always hits unless the range in too great). A character needs a Hit roll of 16 (instead of the 12 normally needed to hit AC 7), unless a range or Dexterity adjustment applies.

The kobolds will keep firing until most are dead. When only 3 (or less) kobolds are left alive, the survivors will run for the door to the inner castle ruin. Characters may fire for two rounds while they run. The running kobolds do *not* have cover, and are AC:7. The characters are too far away to catch them. If any survivors get to the door, they will go inside, close and lock the door behind them, and go downstairs to Dungeon Level Two.

13 DM: Look at the range of the kobolds' short bows: 50/100/150. The distance between the kobolds and their targets is 101-150 feet, the range is long, and Hit rolls are penalized by −1. At 50' range or less, the range is short, for a +1 bonus to Hit rolls. Any distance in between (51-100 feet) is medium range, with no adjustment.

You must carefully keep track of the exact position of each character during this encounter. As characters move, the missile fire range will change. Characters in metal armor move 20' per round; in leather armor, 30' per round; unarmored, 40' per round.

When the party first enters, the kobolds are hiding behind some rubble next to the path inside the gateway. They are 110' away from the party, so their first missile fire attacks are at long range (−1 penalty on each Hit roll). These attacks may be aimed at any characters, either selected or randomly determined.

During the first round of movement, the approaching characters move into medium range (no range adjustment). All the missile fire is aimed at the approaching characters. The kobolds ignore those characters taking cover.

Carefully keep track of both the positions of the characters and the passing of each round of game time. Remember to roll for initiative each round, to see if the characters move before or after the kobolds fire their arrows.

When any character gets within 20' of the kobolds, all the monsters will drop their bows and draw their swords. They will all attack immediately; read #11.

14 Read the following:

> "You see that the hail of arrows is dangerous, and approach with caution, taking cover behind boulders and moving from rock to rock."

DM: Using this strategy, the characters will have cover, but will move at half normal speed. Keep track of the positions of each character, from round to round. Apply a −2 penalty to all the kobolds' Hit rolls when attacking the approaching characters that use this strategy. Read #13 to handle the missile fire, but remember to use
(a) half normal movement rate for characters, and
(b) a −2 penalty to all kobold Hit rolls for missile fire.

15 Read the following:

> "You decide to split up. Someone stays at the hole in the wall, keeping the kobolds' attention, while some of you go back out to circle around to the front gate."

DM: Other than using a **Sleep** spell on the kobolds, this is the best possible strategy. The kobolds will keep firing at the characters by the hole in the wall.

Keep track of time! A character in metal armor (moving 20' per round) will take 6 rounds to get to the doors. During this time, the kobolds will all keep firing at their targets by the hole in the wall. If no characters are firing back at them or moving toward them, 3 kobolds will stop firing and hold the doors.

When characters try to break into the front gate, roll 1d6. Modify the result as follows:

Subtract 1, because the doors are locked.

Add the Strength adjustment of the strongest character forcing the door (+1 for 13-15 Strength, etc.).

Add 1 for each additional character helping to force the door, whatever their Strength scores (+1 for 2 characters forcing the doors, +2 for 3 characters, etc.).

Subtract 3 if kobolds are holding the doors closed.

If the adjusted total is 5 or 6, the doors are broken open. If the total is 4 or less, the doors hold fast. Characters may repeat the attempt once per round.

If the doors are broken open, the characters may move in while the kobolds draw their swords. No free attacks are gained by either side. Read #11 to run the hand-to-hand combat.

16 Read the following:

> "As you cast the **Sleep** spell, you see all the kobolds stop and fall over."

DM: Stop keeping track of time in rounds; the battle is over. The characters may approach the kobolds or do whatever they wish.

The characters may kill all the sleeping kobolds easily. However, if they keep one or more as prisoners, binding them with ropes, read #17. Otherwise, read #18.

17 Read the following:

> "You tie the kobold securely; you have a prisoner. Do you want to wake him up and talk to him?"

DM: If the players do not wake the kobold, read #18. If they wake him, continue:

> "The kobold awakens, and looks around in panic. He struggles a bit but finds himself securely tied. In a strange dog-like voice, he growls, 'What do you want?'"

DM: Play the role of the kobold prisoner. He will not say anything about the rest of the dungeon, but will reveal that he is one of the guards, placed here to prevent anyone from entering the ruins.

The kobold will offer to give money if the party will let him (and any other surviving kobolds) go. He asks to be untied to show the party where the treasure is. If the party unties him, however, he will run for the door to the ruined castle, and get away!

If the party insists on keeping a rope tied to him, he will lead them to a pile of rubble by the east tower ruin. After digging for a minute, he will pull out a small iron box, which is not locked. The box contains 100 gp and a black gem (onyx, worth 50 gp).

If the characters want to kill the kobold after getting the treasure, remind the lawful characters that they would keep their part of the bargain, and let the kobolds go. If released, the kobolds will all leave peacefully. After thanking the party, they leave by the front gate and run away to hide in the mountains.

When all the kobolds are gone, read #18.

18 Read the following:

> "You gather the treasure from the kobolds, and find a total of 80 cp in their sacks. You also get 8 quivers of arrows, with 10 in each quiver. Their short swords are not well-made, and are worthless."

DM: Now stop the game. Tell the players about each of the possible strategies given in #10. You may either read each section to the players, or play each one, as if it actually happened! If you play them, treat them as practice only. Remember what the characters' hit points and equipment are now, so they can be returned to "normal" after the practice.

When you are ready to continue the game, read #19.

19 **DM:** To run the rest of this adventure, use the following Encounter Key for descriptions of each area of the dungeon. Keep track of the location of the party on your map. When they approach a numbered location, find that number in the key, and read the description.

Remember to keep track of time. The party's movement rate per turn is equal to the movement rate of their slowest character (probably 60' per turn).

Use the Order of Events checklists to be sure you are running each turn and encounter properly. If you have any problems, remind the players that you are still learning, find the explanation of the situation in this booklet, and read it.

Dungeon Level One

Notes for the DM

The first level of this dungeon may be used for two or three group games. It was designed using the guidelines given on pages 46 – 47. Treasure is placed according to the frequency given. Of all the rooms, 1/3 are empty, 1/3 have monsters, 1/6 have traps, and 1/6 are "Specials."

One room (#27) contains dangerous monsters and a difficult situation, and should not be entered by beginning characters (nor run by an inexperienced DM!). Its doors are specially locked to prevent first level characters from entering. When any character reaches the 2nd level of experience, the room may be entered.

The second level of the dungeon is left for you to fill! A map is given, along with a list of possible monsters. No Wandering Monsters are encountered on Level One, but they should now start appearing occasionally on levels 2 and 3. Dungeon level 3 is left entirely for you to create, and you may add lower levels if you wish.

The characters should be able to leave the dungeon at any time, whenever they need rest and healing. Since the dungeon is near to their home town, they should not have to spend a night inside. Other dungeons may be so far away as to make the return trip to town nearly useless. A brief stay overnight in an unoccupied room may allow spell casters to relearn their spells, curing any badly wounded characters in the morning. A dungeon may thus be easily explored for a few days, or until a full load of treasure is found.

Some standard features of this dungeon (which may be told to the players) are:

    All walls, ceilings, and floors are made of stone.
    All walls are 10' high (inside).
    All areas are dark; characters must carry light sources.
    All room descriptions include the following information, in this order:
    1. size, measuring north to south, then east to west
    2. exits
    3. contents

Encounter Key:
Dungeon Level One

20 Entrance:

The path through the rubble leads from the main gate to the doors of the castle ruin. The walls of this castle are still firm, and this is the only entrance. The doors are not locked, and will open easily.

If anyone climbs the walls outside, they will discover that the first floor of the castle remains intact, but the upper stories have fallen completely apart. The rubble in the area is all that remains.

When the doors open, the characters see the first room inside the castle. Read the following to the players:

> "The 20' wide doors open inward, and you see the remains of a bare 30' x 40' room. Empty doorways are in the middle of the east and west walls; the doors are missing. A normal door is in the middle of the north wall. The room contains some trash and rubble, but not enough to conceal a creature."

DM: As the party enters the room, sunlight will brighten the area, but the rooms to the sides will remain dark. Ask the characters what their light sources are, and make notes of which characters light torches or lanterns. Everyone does *not* have to have their own light source.

The party should search this area before continuing, but nothing of interest remains.

The party can choose to go north, to the next door, west to room 22, or east to room 23.

21 Wrong way:

DM: You should not be reading this to the players. As the party approaches a numbered area on the map, find that number in this Encounter Key and use the information given. There is no #21 on the map. Look carefully at the map, find the party's location, and turn to that number.

22 West hall:

This 30' x 30' room has doorways in the east and west walls. It contains the remains of 3 chairs and 2 small tables. A fireplace is in the middle of the north wall.

If they search carefully, the characters will find 3 old silver teaspoons, worth 10 sp each, and a small bag of dried-up peas.

If they search the fireplace, they will see that the chimney is clogged with old timbers. If they search the chimney, read the following:

> "You look up the chimney, poking around to see if anything of value might be hidden there. Suddenly, a shower of rubble comes down on you, and a large dark shape comes flying out!"

1 GIANT BAT	
Armor Class:	6
Hit Dice:	2
Move:	180' (60')
Attacks:	1 bite
Damage:	1d4
Save As:	Fighter: 1
Morale:	8
Hit points:	9
Align:	Neutral
XP value:	20

The movement rate given is only for flying. The bat flies out and attacks the character disturbing it. If the bat is hit, roll 2d6 to check morale; if the result is 7 or less, the bat will fly off through the west doorway, landing on a chest in room 28. If an 8 or more is rolled, the bat will fight to its death.

One of the pieces of rubble shaken loose by the bat is an onyx gem, worth 50 gp. However, it will not be found unless characters examine the fresh rubble carefully.

23 Hallway:

This 30' x 20' area has doorways (without doors) in the east and west walls. Normal wooden doors are in the north and south walls. The room contains some trash but nothing of interest.

24 East hall:

This 30' x 30' room has empty doorways in the east and west walls, and the doors are missing. A fireplace is in the north wall, and the room contains the remains of 4 chairs and one small table.

An old pillow stuffed with feathers will be found if the characters search the room. There is also one loose brick inside the chimney of the fireplace. However, the chimney is filled with old fallen timbers. If a character searches the chimney, some timbers fall, and a Saving Throw vs. Wands must be made. If failed, the character takes 2-5 points of damage from falling timbers; if successful, 1 point of damage is still inflicted. The loose brick is automatically found while the chimney is searched. A finely made silver dagger is hidden in a niche behind the loose brick. It is not magical, but may be sold in town for 75 gp.

25 Bedroom:

This room is 30' x 40', with two empty doorways in the west wall and one in the east wall. The doors are missing. A large fireplace is in the south wall.

This area was once a fine bedroom, but its once-rich furnishings — the canopy bed, plush chairs, tables and rugs — are now tattered, moldy, and worthless.

Somehow, the moldy bed looks very comfortable. The first two characters to enter the room must each make a Saving Throw vs. Spells! If successful, nothing happens, but if failed, the victim(s) will walk over to the bed, lie down, and take a nap. The victim may sleep for years, but will not age nor need food or drink.

A victim can only be awakened from this magical sleep in one of three ways:

A **Dispel Magic** spell will remove the enchantment (available in town for a price).

A normal pea placed under the mattress will cause the victim to awaken immediately, but with a sore back (−2 on all Hit rolls until a good night's rest is had).

If placed on the bed in room 26, the victim will wake. Tickling the victim (with a feather, for example) has no effect. The room contains nothing else of interest.

26 Bedroom:

This room looks exactly the same as room 25, but with two doorways in the east wall and one to the west. The bed is completely harmless, and even helpful. If a sleeping victim of the bed in room 25 is placed on this bed, the victim will wake in 3 minutes, completely unharmed by the experience and refreshed by the nap.

If the victim is tickled while on the bed (with a feather, for example), the entire bed will magically sneeze. This sneeze will cause the mold in the room to fly into the air, and everyone in the room must make a Saving Throw vs. Spells or start sneezing themselves, unable to do anything else! This sneezing lasts for 4 rounds, and attracts the monsters in room 35, which arrive 1 round after the sneezing starts. The monsters and the sleeping victim are not affected by the mold.

This bed may also be used to cure the deadly choking effect of yellow mold (see room 27).

27 Dining hall:

Special Note: The doors to this room can only be opened by a character of 2nd Level or greater. You should read this entire encounter description *before* starting to run it. When you are ready, read the following to the players:

"This large 30' x 60' room has five doors, two in the east and west walls and one in the middle of the south wall. A large marble fireplace is in the middle of the north wall.

"A long wood table, 10' wide and 40' long, fills the center of the room. It is surrounded by 12 plain wooden chairs, 5 on each side and one on each end. The end chairs and two chairs on each side are occupied by skeletons, 6 in all. They are all dressed in rags, apparently the remains of fine dinner clothes, for both male and female. They are sitting up, but do not move.

"On the table in front of each chair sits a golden dinner plate, with a dusty glass goblet on each plate and dull silverware to either side. The table is bare wood, with no tablecloth."

DM: From any doorway, the party cannot see into the fireplace. There, lurking in the shadows, are two harpies.

2 HARPIES	
Armor Class:	7
Hit Dice:	3*
Move:	60' (20')
or Flying:	150' (50')
Attacks:	2 claws/1 weapon + special
Damage:	1-4/1-4/1-6 + charm
Save As:	Fighter
Morale:	7
Hit points:	15 each
Align:	Chaotic
XP value:	50 each

These horrible creatures are feared by the kobolds and all other creatures in the area, and are avoided. They, in turn, stay in this room, feasting on the victims who wander in. The skeletons are all that remain of their past meals.

When any door is opened, the harpies start singing a duet. Every character must make a Saving Throw vs. Spells. The song of the harpies is enchanting; if the Saving Throw is failed, the victim is **Charmed** (fully explained on page 23), and hears beautiful music.

If the door is closed immediately, the characters will be able to drag their **Charmed** comrades away from the room. The **Charm** may be removed by a **Dispel Magic** spell (available in town, for 100 gp), or by placing the victim on the bed in room 25 (causing sleep) and then on the bed in room 26 (waking the victim and removing the **Charm**).

If the door is not closed, the victim will walk into the room, circle the table, and continue toward the fireplace. If the Saving Throw is successful, the harpies' song is heard to be screeching noise, and has no effect. Only one Saving Throw must be made for the song of the two harpies.

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If a cleric tries to Turn the skeletons, make the rolls normally, but there will be no effect. The skeletons are not animated monsters.

If any character attacks the harpies, the monsters will fly around the room and over the table, avoiding combat as much as possible. They will not land on or disturb the table, however. If cornered by two or more characters, a harpy will fight.

If any character touches a gold plate or climbs onto the table to attack the flying harpies, a terrible thing may occur. The "gold" plates are actually tin, covered with yellow mold!

YELLOW MOLD

Armor Class:	—
Hit Dice:	1*
Move:	0
Attacks:	Spores
Damage:	1-4 plus special
Save As:	Fighter: 1
Morale:	Not applicable
Hit points:	4 each
Align:	Neutral
XP value:	15 each

These molds are smaller than normal. For each plate touched, roll 1d6; if the result is 1-3, the mold releases a small cloud of spores, catching only the character disturbing the plate. The victim takes 1-4 points of damage and must make a Saving Throw vs. Poison or start choking, unable to do anything else. A choking victim will die in 6 rounds unless taken to, and placed in, the bed in room 26.

Anyone climbing onto the table will disturb 2 plates, which may both produce clouds of spores (roll for each), inflicting 1-4 points for each cloud but only requiring a single Saving Throw.

Yellow mold can only be harmed by fire. The touch of a torch will automatically destroy the mold on one plate, but a roll must be made for each such touch to determine whether a spore cloud is released.

If one harpy is killed, roll 2d6 to check the morale of the other. If the total is 6 or less, it will surrender, offering to give all its treasure to the party in exchange for its freedom. If the party accepts, it will pull a long flat chest out from under the table. The chest is locked, but the harpy has a key. It will open the lock and the chest, and then leave (if the characters permit) by the door in the south wall, continuing outside to flee into the mountains.

If questioned after it surrenders, the harpy will tell of a magic-user who came one day and took charge of the dungeon. This man lives below, on a lower level of the dungeon, and the kobolds serve him.

If the harpies are slain, a search of the room will reveal the harpies' chest. The key

found in the carrion crawler pit will fit the lock! The chest is not trapped.

The harpies' treasure box contains: a few more dinner outfits, all moldy and ragged (worthless), 2,000 sp, 2 pairs of turquoise earrings (value 500 gp per pair), and two potions of healing. In addition, the 12 sets of silverware on the table are worth 5 gp per set. The goblets are only worth 1 gp for all 12, and will probably crack on the journey to town. The tin plates are corroded and worthless.

28 Storage:

If the giant bat in room 22 flew away from the party, it will be found here. Read the following to the players:

> "This room is 30' x 30', with doorways in the north and east walls; the doors are missing. The room is filled with boxes and crates of many shapes and sizes, and looks like a storage area."

DM: All the boxes are covered with a thick layer of dust, and have not been disturbed for a long time. None of the boxes can be moved, opened, or damaged in any way!

If the searching characters tap on any box, a deep voice will come from a larger one in a corner, saying: "Who's there?" Whatever the characters say, it will respond with "Is Bargle with you?" Again, whatever the characters say, it will finish with "Oh — well then, never mind!" It will not speak again.

29 Closet:

This small 10' x 30' room has doorways in the south and east walls, but no doors. A dusty old round hatbox is lying on the floor in the northwest corner.

The hatbox is tied with a string. If the string is cut, the hatbox can be opened safely. But if the large bow knot on top of the box is untied, the character untying it must make a Saving Throw vs. Poison or take 1-6 points of damage, from poison placed on the string.

A woman's red hat, now faded and moldy, is in the box. The hat itself is worthless, but if removed from the box, a hatpin will be found beneath it. The hatpin is solid platinum, and worth 100 gp.

30 Stairs:

This 20' x 30' room has doorways in the north and east walls, but no doors. A stairway by the south wall leads down to Dungeon Level 2. There is a fireplace in the northwest corner of the room. Lurking on the stairway are 4 kobolds, who are

watching for intruders. They will only be encountered if the party starts down the steps.

4 KOBOLDS

Armor Class:	7
Hit Dice:	½
Move:	90' (30')
Attacks:	1 sword
Damage:	1-4
Save As:	Normal Man
Morale:	6
Hit points:	3 each
Align:	Chaotic
XP value:	5 each

When encountered, roll 2d6 to find the reactions of the monsters. If friendly, they will warn the characters not to proceed down the steps to the dangerous Second Level of the dungeon. If they Negotiate, they will want payment of at least 10 gp to reveal the same information.

Each kobold has a bag containing 5 cp, and no other treasure or equipment except for their crude short swords.

31 Trap room:

This room is 30' x 30', with doorways in the south and east walls (but no doors).

A large log is in the center of the room. One end is on the floor, but the other end is held up by a strong rope, which runs through hooks in the ceiling, wall, and floor. It is tied to a large chest, which is on the floor directly below the upraised log.

If the rope is cut, the log falls, smashing the chest and scattering its contents.

The lid of the chest is not held shut by the rope, and can be opened easily. It is not trapped. Inside the chest are 500 sp, 50 gp, and one citrine gem (value 10 gp).

The kobolds and other monsters in the dungeon have avoided this area, believing it to be a deadly trap. It is harmless unless the rope is cut.

32 Statue room:

This room is 20' x 20', with a normal door in the east wall and a doorway (without door) in the west wall.

In the center of the room stands a statue of a short dog-headed man, clad in leather armor and apparently swinging a short sword (a kobold).

If the statue is touched, the center portion of the statue (from chin to waist) spins in a complete circle. The stone sword will hit the character touching the statue unless a Saving Throw vs. Wands is made, but with a penalty of −2 to the roll. If failed, the character is hit for 2-8 points of damage; if successful, the character jumps out of the way in time.

This trap may be made harmless if a small button on the belt buckle of the statue is pushed. This button will not be found, however, except by a thief's search (normal Find Traps roll). Once the button is found, the thief may automatically "remove" the trap by pushing the button; no Remove Traps roll is made.

33 Closet:

This small room is 10' x 20', and has only one entrance, the normal door on the east wall. The room contains piles of rags and trash. Hiding in the pile are 4 giant rats, which will attack if the room is entered.

4 GIANT RATS	
Armor Class:	7
Hit Dice:	½
Move:	120' (40')
Attacks:	1 bite
Damage:	1-3
Save As:	Normal Man
Morale:	8
Hit points:	1 each
Align:	Neutral
XP value:	5 each

The rats will fight to the death, but there is nothing of value in the room.

34 Storage:

This 30' x 30' room has doorways in the north and west walls, but no doors. It is identical to room 28, filled with boxes of all shapes and sizes. These boxes, however, can be moved and opened, but they are all empty. All, that is, except for one, a large box at the bottom of one pile. Inside the box is a zombie, which will stand and attack with a sword if the box is opened. It surprises the character opening the box on a roll of 1-4 (on 1d6), gaining one free swing.

1 ZOMBIE	
Armor Class:	8
Hit Dice:	2
Move:	90' (30')
Attacks:	1 sword
Damage:	1-8
Save As:	Fighter: 1
Morale:	12
Hit points:	12
Align:	Chaotic
XP value:	20

The zombie will climb out of the box as it attacks. If Turned by a cleric, it will either go to room 35 to join its comrades (if the Turning cleric enters by the west door) or to room 24 (if the cleric enters from the north).
There is nothing of value in this room.

35 Closet:

This small 10' x 30' room has doorways in the south and west walls, but no doors. It is piled with trash and rubble. There are 4 zombies hiding in the room (5 if the zombie from room 34 joins them).

4 ZOMBIES	
Armor Class:	8
Hit Dice:	2
Move:	90' (30')
Attacks:	1 sword
Damage:	1-8
Save As:	Fighter: 1
Morale:	12
Hit points:	10 each
Align:	Chaotic
XP value:	20 each

These monsters have been waiting for visitors for years. They cannot surprise anyone entering, and will always lose initiative in combat (no roll needed).
If Turned by a cleric, the zombies will either go into room 36 to wait by the stairway (if the cleric Turning them is by the south door) or to room 34 (if the cleric enters by the west door).
If anyone starts sneezing in room 26, they will go there to attack the intruders. If then Turned, they retreat to this room.
A forgotten bracelet (worth 500 gp) lies under the trash in this room, and will be found if the characters search carefully. The zombies' swords are rusty and worthless.

36 Stairs:

This 20' x 30' room has doorways in the north and west walls, but no doors. A stairway leads down to Dungeon Level 2. Trash and rubble is scattered about the floor, but nothing of value or interest remains. (If the zombies in room 35 are Turned, they may be found here. If Turned again, they will retreat to room 35 or room 37, depending on the location of the cleric Turning them.)

37 Kobolds:

This room is 30' x 30', with doorways in the west and south walls (but no doors). The room contains some trash and rubble.
Standing in the center of the room are 5 kobolds, who are looking around the dungeon to chase off intruders.

5 KOBOLDS	
Armor Class:	7
Hit Dice:	½
Move:	90' (30')
Attacks:	1 sword
Damage:	1-4
Save As:	Normal Man
Morale:	8
Hit points:	3 each
Align:	Chaotic
XP value:	5 each

38 Statue room:

This 20' x 20' room has an empty doorway in the east wall and a normal door in the west wall.
In the center of the room stands a statue of a short dog-headed man, clad in leather armor and apparently swinging a short sword (a kobold). The statue is completely harmless.

39 Closet:

This 10' x 30' room has one entrance, the door in the west wall. It contains some trash, but nothing of interest.

END OF DUNGEON LEVEL 1

Dungeon Level Two

General Notes:

The map of this level is given, see inside front cover, but is left for you to fill with monsters and treasures, using the guidelines given on page 47. The following monsters may be included:

1 kobold lair (20-40 with chieftain, divided among 4-10 rooms)
1 Crab Spider lair (avoided by the kobolds)
Beetles and Centipedes
Rats (Normal and Giant)

Wandering monsters may include:
Kobolds
Beetles and Centipedes
Gelatinous Cube
Undead (skeletons, zombies, ghouls)

Dungeon Level Three

This area is left entirely for you to design. It should include the lair of Bargle (Chaotic magic-user Level 5-7) and his guards (Charmed ogres), plus his wandering decoys (Living Crystal Statues dressed like Bargle), and possibly some Dopplegangers as well.
You may also include a small tunnel leading to a large cavern, the lair of a small dragon. Such a cavern should have a large exit leading outside in the nearby mountains, and the dragon should *not* be part of the "normal" dungeon. You may make this cavern known to Bargle, and the dragon might be a friend of his. The cavern could provide an escape route for Bargle if the party is conquering the dungeon.

11

BARGLE — 20 HP
1d6+1 DAM • MAGIC MISSILE • MIRROR IMAGE • CHARM PERSON • INVISIBILITY

DUNGEONS & DRAGONS* characters (character class — human)

Magic-user Spells:

Each spell has a given Range, Duration, and Effect.

Range: The character should be sure, before casting the spell, that the target is within range. If the description says "Range: 0," the spell may only be used by the magic-user, and cannot be cast on others. If "Range: Touch" is given, the spell can be placed on any creature the magic-user touches — including the magic-user himself (or herself, as the case may be).

Duration is given either in rounds (of 10 seconds each) or turns (of 10 minutes each). If the description says "Duration: Permanent," then the spell has an instant and permanent effect that does not go away after a given duration.

Effect of the spell gives either the number of creatures or objects affected, or an area or volume of space. If an area is given, it is measured in square feet (a flat area). If a 3-dimensional volume is affected, it is either a round "ball" with a given diameter, or a square or rectangular "box" of a given size; both are measured in feet.

Magical Spell Descriptions

FIRST LEVEL MAGIC-USER SPELLS

1. Charm Person
2. Detect Magic
3. Floating Disc
4. Hold Portal
5. Light
6. Magic Missile
7. Protection from Evil
8. Read Languages
9. Read Magic
10. Shield
11. Sleep
12. Ventriloquism

Charm Person

Range: 120'
Duration: See below
Effect: One living "person" (see below)

This spell will only affect humans, demi-humans, and certain other creatures. The victim is allowed a Saving Throw vs.

Spells. If the Saving Throw is successful, the spell has no effect. If it is failed, the victim will believe that the magic-user is its "best friend," and will try to defend the magic-user against any threat, whether real or imagined. The victim is "Charmed."

As a general rule, the "persons" affected by this spell are all creatures which look similar to humans in various ways. It will not affect animals, magical creatures (such as living statues), or human-like creatures larger than ogres. You will learn, through trial and error, which monsters can be charmed.

If the magic-user can speak a language that the Charmed victim understands, the magic-user may give orders to the victim. These orders should sound like suggestions, as if "just between friends." These orders will usually be obeyed, but orders that are contrary to the victim's nature (alignment and habits) may be resisted. A victim will refuse to obey if ordered to kill itself.

> **EXAMPLE:** After Bargle **Charmed** you, he ordered you to leave the cleric's body behind. You resisted, because that was against your nature. Bargle had to talk you into doing what he wanted. If he had ordered you to go away, you would have resisted that, too; you considered him a friend!

A Charm may last for months. The victim may make another Saving Throw every day, week, or month, depending on its Intelligence. If you are Charmed, your DM will tell you when to make the new Saving Throw.

The Charm is automatically broken if the magic-user attacks the victim, whether by spell or by weapon. The victim will fight normally if attacked by the magic-user's allies.

Detect Magic

Range: 0
Duration: 2 turns
Effect: Everything within 60'

When this spell is cast, the magic-user will see all magical objects, creatures, and places within range glow. This effect will not last very long, and should be saved until the magic-user wants to see if something found during an adventure is, in fact, magical. Example: Shortly

after casting this spell, a magic-user walks into a room containing a door locked by magic, a magical potion laying nearby, and a treasure chest containing a magic wand. All the magic will glow, but only the door and potion will be seen; the light of the glowing wand is hidden by the treasure chest.

Floating Disc

Range: 0
Duration: 6 turns
Effect: Disc remains within 6'

This spell creates an invisible magical horizontal platform about the size and shape of a small round shield. It can carry up to 5000 cn (500 pounds). It cannot be created in a place occupied by a creature or object. The floating disc is created at the height of the magic-user's waist, and will always remain at that height. It will automatically follow the magic-user, remaining within 6' at all times. It can never be used as a weapon, because it has no solid existence and moves slowly. When the duration ends, the floating disc will disappear, suddenly dropping anything upon it.

Hold Portal

Range: 10'
Duration: 2-12 (2d6) turns
Effect: One door, gate, or similar portal

This spell will magically hold shut any "portal" — for example, a door or gate. A **Knock** spell will open the **Hold Portal.** Any creature 3 or more hit dice greater than the caster (including characters) may break open a held portal in one round's time, but the portal will relock if allowed to close within the duration of the spell.

> **EXAMPLE:** Any 5th level character may break through a **Hold Portal** spell cast by a 2nd level magic-user.

DUNGEONS & DRAGONS® characters (character class — human)

Light

Range: 120'
Duration: 6 turns + 1 turn per Level of the magic-user
Effect: Volume of 30' diameter

This spell creates a large ball of light, as if a bright torch were lit. If the spell is cast on an object (such as a coin), the light will move with the object. If cast at a creature's eyes, the creature must make a Saving Throw. If the Saving Throw is failed, the victim will be blinded by the light until the duration ends. A blinded creature may not attack. If the Saving Throw is successful, the Light appears in the air behind the intended victim.

Magic Missile

Range: 150'
Duration: 1 round
Effect: Creates 1 or more arrows

A Magic Missile is a glowing arrow, created and shot by magic, which inflicts 2-7 (1d6+1) points of damage to any creature it strikes. After the spell is cast, the arrow appears next to the magic-user and hovers there until the magic-user causes it to shoot. When shot, it will automatically hit any visible target. It will move with the magic-user until shot or until the duration ends. The Magic Missile actually has no solid form, and cannot be touched. A Magic Missile never misses its target and the target is not allowed a Saving Throw.

For every 5 levels of experience of the caster, two more missiles are created by the same spell. Thus a 6th Level Magic-user may create three missiles. The missiles may be shot at different targets.

Protection from Evil

Range: 0
Duration: 6 turns
Effect: The magic-user only

This spell creates an invisible magical barrier all around the magic-user's body (less than an inch away). All attacks against the magic-user are penalized by −1 to their Hit rolls, and the magic-user gains a +1 bonus to all Saving Throws, while the spell lasts.

In addition, "enchanted" creatures cannot even touch the magic-user! If a magic weapon is needed to hit a creature, that creature is called "enchanted." However, a creature that can be hit by a silver weapon — a lycanthrope (were-creature), for example — is not an "enchanted" creature. The barrier thus completely prevents all from attacks from those creatures unless they use missile weapons.

This spell will not affect a Magic Missile spell. If the Magic-user attacks anything during the spell's duration, the effect changes slightly. "Enchanted" creatures are then able to touch the magic-user, but the Hit roll and Saving Throw adjustments still apply until the spell duration ends.

Read Languages

Range: 0
Duration: 2 turns
Effect: The magic-user only

This spell will allow the magic-user to read, not speak, any unknown languages or codes, including treasure maps, secret symbols, and so forth, until the duration ends.

Read Magic

Range: 0
Duration: 1 turn
Effect: The magic-user only

This spell will allow the magic-user to read, not speak, any magical words or runes, such as those found on magic scrolls and other items. Unfamiliar magic writings cannot be understood without using this spell. However, once a magic-user reads a scroll or runes with this spell, that magic can be read or spoken later (without) using a spell. All spell books are written in magical words, and only their owners may read them without using this spell.

Shield

Range: 0
Duration: 2 turns
Effect: The magic-user only

This spell creates a magical barrier all around the magic-user (less than an inch away). It moves with the magic-user. While the duration lasts, the magic-user becomes Armor Class 2 against missiles, and AC 4 against all other attacks.

If a Magic Missile is shot at a magic-user protected by this spell, the magic-user may make a Saving Throw vs. Spells (one Saving Throw per missile). If successful, the Magic Missile will have no effect.

Sleep

Range: 240'
Duration: 4-16 (4d4) turns
Effect: 2-16 Hit Dice of living creatures within a 40' square area

This spell will put creatures to sleep for up to 16 turns. It will only affect creatures with 4+1 Hit Dice or less — generally, small or man-sized creatures. All the creatures to be affected must be within a 40' x 40' area. The spell will not work against Undead or very large creatures, such as dragons. Any sleeping creature can be awakened by force (such as a slap or kick). A sleeping creature may be killed with a single blow of any edged weapon, regardless of its hit points.

Your Dungeon Master will roll to find the total Hit Dice of monsters affected, using 2d8. The victims get no Saving Throw.

Ventriloquism

Range: 60'
Duration: 2 turns
Effect: One item or location

This spell will allow the magic-user to make the sound of his or her voice to come from somewhere else, such as a statue, animal, dark corner, and so forth.

DUNGEONS & DRAGONS® characters (character class — human)

Continual Light

Range: 120'
Duration: Permanent
Effect: Volume of 60' diameter

This spell creates a globe of light 60' across. It is much brighter than a torch, but not as bright as full daylight. It will continue to glow forever, or until magically removed. It may be cast on an object, just as the first level **light** spell. If cast at a creature's eyes, the victim must make a Saving Throw vs. Spells. If the Saving Throw is failed, the victim is blinded. If the Saving Throw is successful, the globe will still appear, but will remain in the place it was cast, and the intended victim will suffer no ill effects.

Detect Evil

Range: 60'
Duration: 2 turns
Effect: Everything within 60'

When this spell is cast, the magic-user will see all evilly enchanted objects within 60' glow. It will also cause creatures that want to harm the magic-user to glow when they are within range. The actual thoughts of the creatures *cannot* be heard. Remember that "Chaotic" does not automatically mean Evil, although many Chaotic monsters have evil intentions. Traps and poison are neither good nor evil, merely dangerous.

Invisibility

Range: 240'
Duration: Permanent until broken
Effect: One creature or object

This spell will make any one creature or object invisible. When a creature becomes invisible, all items carried and worn also become invisible. Any invisible item becomes visible again when it leaves the creature's possession (dropped, set down, etc.). If the magic-user makes an object invisible that is not being carried or worn, it will become visible again when touched by any living creature. An invisible creature will remain invisible until he or she attacks or casts any spell. A light source (such as a torch) may be made invisible, but the light given off will always remain visible.

**SECOND LEVEL
MAGIC-USER SPELLS**

1. Continual Light
2. Detect Evil
3. Detect Invisible
4. ESP
5. Invisibility
6. Knock
7. Levitate
8. Locate Object
9. Mirror Image
10. Phantasmal Force
11. Web
12. Wizard Lock

ESP

Range: 60'
Duration: 12 turns
Effect: All thoughts in one direction

This spell will allow the magic-user to "hear" thoughts. The magic-user must concentrate in one direction for six rounds (1 minute) to **ESP** the thoughts of a creature within range (if any). Any single living creature's thoughts may be understood, regardless of the language. The thoughts (if any) of Undead creatures cannot be "heard" with this spell. If more than one creature is within range and in the direction concentrated on, the magic-user will "hear" a confused jumble of thoughts. The magic-user may only sort out the jumble by concentrating for an extra six rounds to find a single creature. The **ESP** will not be hampered by any amount of wood or liquid, and will penetrate as much as 2 feet of rock, but a thin coating of lead will block the spell.

Detect Invisible

Range: 10' per Level of the Magic-user
Duration: 6 turns
Effect: The magic-user only

When this spell is cast, the magic-user can see all invisible creatures and objects within range. The range is 10' for each level of the magic-user. For example, a Conjurer can use this spell to see invisible things within 30'.

Knock

Range: 60'
Duration: See below
Effect: One lock or bar

This spell will open any type of lock. Any normal or magically locked door (by a **Hold Portal** or **Wizard Lock** spell), and any secret door, may be opened when found (but a secret door *must* be found before it can be **Knocked** open). Any locking magic will remain, however, and will take affect once again when the door is closed. This spell will also cause a gate to open, even if stuck, and will cause any treasure chest to open easily. It will also cause a barred door to open, magically forcing the bar to fall to the floor. If a door is locked *and* barred, *both* will be opened.

Levitate

Range: 0
Duration: 6 turns + 1 turn per Level of the magic-user
Effect: The magic-user only

When this spell is cast, the magic-user may move up or down in the air without any support. This spell does *not*, however, allow the magic-user to move from side to side. For example, a magic-user could levitate to a ceiling, and then could move sideways by pushing and pulling. Motion up or down is at the rate of 20' per round. The spell cannot be cast on another person or object. The magic-user may carry a normal amount of weight while levitating, possibly another man-sized creature if not in metal armor. Any creature smaller than man-size can be carried, unless similarly heavily laden.

DUNGEONS & DRAGONS® characters (character class — human)

Locate Object

Range: 60' + 10' per Level of the magic-user
Duration: 2 turns
Effect: One object within range

For this spell to be effective in finding an object, the magic-user must know exactly what the object looks like. A common type of object, such as a flight of stairs, can also be detected by this spell. The spell will point to the nearest desired object within range, giving the direction but not the distance. The range increases as the magic-user gains Levels of experience. For example, a Seer can locate objects up to 80' away; a Conjurer, up to 90'.

Mirror Image

Range: 0
Duration: 6 turns
Effect: The magic-user only

With this spell, the magic-user creates 1-4 (1d4) additional images which look and act exactly the same as the magic-user. The images appear and remain next to the magic-user, moving if the magic-user moves, talking if the magic-user talks, and so forth. The magic-user need not concentrate; the images will remain until the duration ends, or until hit. The images are not real, and cannot actually do anything. Any successful attack on the magic-user will strike an image instead, which will merely cause that image to disappear (regardless of the actual damage).

Phantasmal Force

Range: 240'
Duration: Concentration (see below)
Effect: A volume 20'x20'x20'

This spell creates or changes appearances within the area affected. The magic-user should create the illusion of something he or she has seen. If not, the DM will give a bonus to Saving Throws against the spell's effects. If the magic-user does not use this spell to attack, the illusion will disappear when touched. If the spell is used to "create" a monster, it will be AC 9 and will disappear when hit. If the spell is used as an attack (a phantasmal magic missile, collapsing wall, etc.), the victim may make a Saving Throw vs. Spells; if successful, the victim is not affected, and realizes that the attack is an illusion. The phantasmal force will remain as long as the magic-user concentrates. If the magic-user moves, takes any damage, or fails any Saving Throw, the concentration is broken and the phantasm disappears.

This spell *never* inflicts any real damage! Those "killed" by it will merely fall unconscious, those "turned to stone" will be paralyzed, and so forth. The effects wear off in 1-4 (1d4) turns.

Web

Range: 10'
Duration: 48 turns
Effect: A volume 10' x 10' x 10'

This spell creates a mass of sticky strands which are difficult to destroy except with flame. It usually blocks the area affected. Giants and other creatures with great strength can break through a web in 2 rounds. A human of average Strength (a score of 9-12) will take 2-8 (2d4) turns to break through the web. Flames (from a torch, for example) will destroy the web in 2 rounds, but all creatures within the web will be burned for 1-6 (1d6) points of damage. Anyone wearing Gauntlets of Ogre Power (a magical treasure) can break free of a web in 4 rounds.

Wizard Lock

Range: 10'
Duration: Permanent
Effect: One portal or lock

This spell is a more powerful version of a **Hold Portal** spell. It will work on any lock, not merely doors, and will last forever (or until magically dispelled). However, a **Knock** spell can be used to open the **Wizard Lock**. A wizard locked door may be opened easily by the magic-user casting the **Wizard Lock**, and also by any magic-using character or creature of 3 or more Levels (or Hit Dice) greater than the caster. Any such opening does *not* remove the magic, and the lock will relock when allowed to close (just as the **Hold Portal** spell).
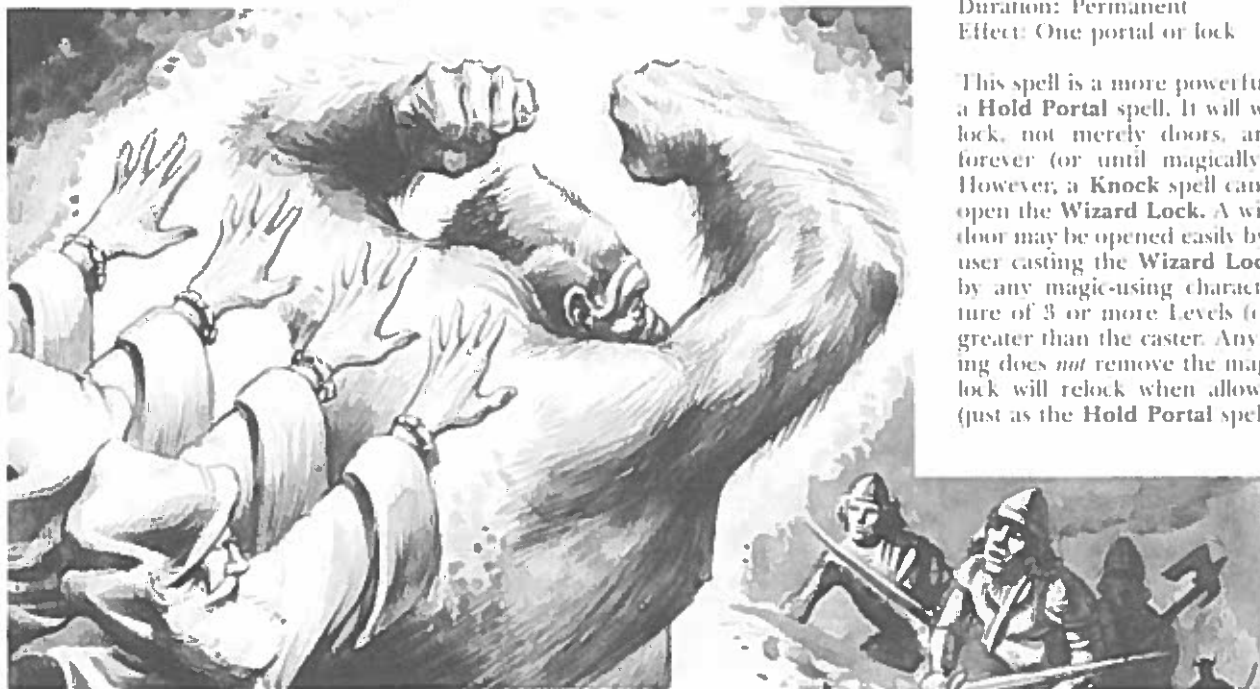
Wandering Monster Tables

DUNGEON LEVEL 1

Die Roll	Monster Appearing	Number	Page Number
1	Bandit	1-6	25
2	Beetle, Fire	1-6	26
3	Cave Locust	1-6	33
4	Centipede, Giant	1-6	28
5	Ghoul	1-2	30
6	Goblin	1-6	31
7-10	Human	1-3	31
11	Kobold	2-12	32
12	Lizard, Gecko	1-2	32
13	NPC Party	1 party	35
14	Orc	1-6	35
15	Skeleton	1-10	37
16	Snake, Racer	1-2	37
17	Spider, Crab	1-2	38
18	Stirge	1-8	38
19	Troglodyte	1-3	38
20	Zombie	1-3	39

DUNGEON LEVEL 2

Die Roll	Monster Appearing	Number	Page Number
1	Beetle, Oil	1-6	26
2	Carrion Crawler	1	27
3	Ghoul	1-4	30
4	Gnoll	1-4	30
5	Goblin	2-8	31
6	Gray Ooze	1	31
7	Hobgoblin	1-6	31
8-10	Human	1-3	31
11	Lizard, Draco	1	32
12	Lizard Man	1-6	33
13	Neanderthal	2-8	34
14	NPC Party	1 party	35
15	Orc	1-10	35
16	Skeleton	2-12	37
17	Snake, Pit Viper	1-6	37
18	Spider, Black Widow	1	38
19	Troglodyte	1-6	38
20	Zombie	1-6	39

DUNGEON LEVEL 3

Die Roll	Monster Appearing	Number	Page Number
1	Ape, White	1-4	25
2	Beetle, Tiger	1-4	26
3	Bugbear	1-6	27
4	Carrion Crawler	1-3	27
5	Doppleganger	1-2	28
6	Gargoyle	1-3	30
7	Gelatinous Cube	1	30
8	Harpy	1-3	31
9-10	Human	1-3	31
11	Living Statue, Crystal	1-4	32
12	Lycanthrope, Wererat	1-6	33
13	Medusa	1	34
14	NPC party	1 party	35
15	Ochre Jelly	1	35
16	Ogre	1-3	35
17	Shadow	1-4	36
18	Spider, Tarantella	1	38
19	Thoul	1-4	38
20	Wight	1-3	39

Dungeon Master Reference Charts

SAVING THROWS

Character Class	Level	Death Ray or Poison	Magic Wands	Paralysis or Turn To Stone	Dragon Breath	Rods, Staves, or Spells
Cleric	1-4	11	12	14	16	15
Dwarf	1-3	8	9	10	13	12
Elf	1-3	12	13	13	15	15
Fighter	1-3	12	13	14	15	16
	4-6	10	11	12	13	14
	7-9	8	9	10	11	12
	10-12	6	7	8	9	10
Halfling	1-3	8	9	10	13	12
Magic-user	1-5	13	14	13	16	15
Normal Man	—	14	15	16	17	18
Thief	1-4	13	14	13	16	15

MONSTERS' HIT CHART

Monster's Hit Dice	Defender's Armor Class							
	9	8	7	6	5	4	3	2
up to 1	10	11	12	13	14	15	16	17
1+ to 2	9	10	11	12	13	14	15	16
2+ to 3	8	9	10	11	12	13	14	15
3+ to 4	7	8	9	10	11	12	13	14
4+ to 5	6	7	8	9	10	11	12	13
5+ to 6	5	6	7	8	9	10	11	12
6+ to 7	4	5	6	7	8	9	10	11
7+ to 8	3	4	5	6	7	8	9	10
8+ to 9	2	3	4	5	6	7	8	9
9+ to 11	2	2	3	4	5	6	7	8
11+ to 13	2	2	2	3	4	5	6	7
13+ to 15	2	2	2	2	3	4	5	6
15+ to 17	2	2	2	2	2	3	4	5
17+ and up	2	2	2	2	2	2	3	4

Monster's Hit Dice	Defender's Armor Class							
	1	0	−1	−2	−3	−4	−5	−6
up to 1	18	19	20	20	20	20	20	20
1+ to 2	17	18	19	20	20	20	20	20
2+ to 3	16	17	18	19	20	20	20	20
3+ to 4	15	16	17	18	19	20	20	20
4+ to 5	14	15	16	17	18	19	20	20
5+ to 6	13	14	15	16	17	18	19	20
6+ to 7	12	13	14	15	16	17	18	19
7+ to 8	11	12	13	14	15	16	17	18
8+ to 9	10	11	12	13	14	15	16	17
9+ to 11	9	10	11	12	13	14	15	16
11+ to 13	8	9	10	11	12	13	14	15
13+ to 15	7	8	9	10	11	12	13	14
15+ to 17	6	7	8	9	10	11	12	13
17+ and up	5	6	7	8	9	10	11	12