

Dungeon Level Two

Notes for the DM

Built ages ago by Gygar, the first level of the dungeon beneath Castle Mistamere has fallen into disrepair. Unless otherwise noted, all of the walls, ceilings, and floors of this level are made from stone masonry. The doors are made of wood. While most of them are stuck, they are not locked. Most of the areas are dark, as their inhabitants do not need light to see.

Encounter Key: Dungeon Level Two

40 Gygar statue:

“Standing along one wall of this room is an ancient stone statue covered in dust and cobwebs. Although its features are crumbling, it clearly depicts a powerful-looking human wizard, his arms held forward as if to cradle an unseen gift.”

This 30' x 30' room contains a set of stairs leading up to area 30 above. If the kobolds on the stairway have not been dealt with, they charge down the steps to attack anyone in this room. Both of the doors leading out of this chamber are stuck but not locked.

The statue of Gygar hides a valuable treasure. At its base is a small inscription that reads, “The orb is the key.” Its arms and hands are perfectly weighted, so that if the stone sphere from room 60 is placed in its grasp, the arms lower, as does a section of its chest, revealing a hollow cavity. Inside this hole is an ancient *sword +1* wrapped in oilcloth and a scroll with the 2nd level magic-user spell **Invisibility**.

41 Crypt

“Four stone pillars support the vaulted ceiling of this chamber. Thick sheets of cobwebs and dust hang between them to obscure the far side of the room. A faint crunching noise can be heard, echoing in the gloom.”

A pair of ghouls lair in this ancient crypt, eating an unlucky kobold. The ghouls attack any who disturb their meal.

2 GHOULS

Armor Class:	6
Hit Dice:	2*
Move:	90' (30')
Attacks:	2 claws/1 bite
Damage:	1-3/1-3/1-3 + special
Save As:	Fighter: 2
Morale:	9
Hit points:	9 each
Align:	Chaotic
XP value:	25 each

A search uncovers a small silk bag containing 30 gp and a silver pin worth 50 gp.

42 Guard room:

“A large table is turned on its side near the center of this squat chamber, with small piles of rubbish and debris scattered around it.”

This 30' x 30' chamber is one of a number of guard rooms manned by the kobolds to protect their lair and chieftain.

4 KOBOLDS

Armor Class:	7
Hit Dice:	1/2
Move:	90' (30')
Attacks:	1 sword or 1 stone (range 40/80/120)
Damage:	1-4
Save As:	Normal Man
Morale:	6
Hit points:	3 each
Align:	Chaotic
XP value:	5 each

If the characters enter this chamber from the west, the kobolds hide behind the table and use it for cover while attacking with slings before engaging in melee. If the characters enter from another direction, they can easily surprise the kobolds (who only watch the west).

44 Rat den:

“One corner of this small, unused chamber is a nest of torn bits of cloth, old bones, and broken weapons.”

A host of giant rats nest in this chamber, scavenging from the kobolds for food. They rush out from their nest to attack if disturbed in any way.

4 GIANT RATS

Armor Class:	7
Hit Dice:	1/2
Move:	120' (40')
Attacks:	1 bite
Damage:	1-3 + disease
Save As:	Normal Man
Morale:	8
Hit points:	2 each
Align:	Neutral
XP value:	5 each

Hidden in the bottom of the giant rat nest is a finely crafted short sword.

45 Dead explorer:

“The skeleton of an elf lies sprawled across the floor in the far corner of the room.”

Eighteen years ago, an elf explorer fell victim to one of this dungeon's numerous dangers, stumbling all the way to this chamber before he perished. Written in Elf on the wall above the adventurer is the phrase, “Beware yellow mold.”

While most of his gear has rotted away, his sword and spell book still remain. The spell book contains the spells **Read Magic**, **Magic Missile**, and **Sleep**.

46 Alcove:

“A crystal statue stands in this alcove, bearing a striking resemblance to Bargle. The statue glowers out at any who would pass beyond it to the stairs leading down.”

The statue is heavy and of little value. The stairs descend to room 73 below.

47 Beetle chamber:

“The set of stairs leading up to the ruins above is this room's only notable feature.”

The stairs in this 30' x 30' room lead up to area 36 on Dungeon Level 1. A pair of oil beetles attacks any who enter. These 3-foot-long red-and-black beetles bear strange tubelike stalks on their backs and large, snapping mandibles.

2 OIL BEETLES

Armor Class:	4
Hit Dice:	2*
Move:	120' (40')
Attacks:	1 bite + special
Damage:	1-6 + special
Save As:	Fighter: 1
Morale:	8
Hit points:	10 each
Align:	Neutral
XP value:	25 each

48 Pit trap:

This entire 20' x 20' room is one gigantic pit trap, placed here by the kobolds to keep the vermin to the north out of their area. Any creature walking through the center of the chamber sets off the trap and falls in, taking 2d6 points of damage from the fall, and another 1d4+2 points of damage from the spikes.

A kobold skeleton lies at the bottom of the pit with a small wooden *shield +1* still strapped to its arm.

49 Stairs:

A single set of stairs descends from this chamber to Dungeon Level 3, ending just north of area 79. Scrawled on the wall in Kobold is the crude phrase “Use the other stairs! Bargle's orders.” Although there is nothing dangerous about these stairs, Bargle prefers that the kobolds come to meet him by using the stairs near area 46.

50 Gelatinous cube:

“Off to one corner of this room a number of glittering gold coins can be seen, apparently floating in the air.”

A gelatinous cube lairs in this room. The coins are actually suspended inside of it, and anyone who attempts to grab them without noticing the cube is engulfed.

GELATINOUS CUBE

Armor Class: 8
Hit Dice: 4*
Move: 60' (20')
Attacks: 1
Damage: 2-8 + special
Save As: Fighter: 2
Morale: 12
Hit points: 18
Align: Neutral
XP value: 125

Once the cube is slain, the few coins inside it can be retrieved. There are a total of 18 gp and 12 sp inside it.

51 Hidden treasury:*

“With a low grinding noise, the ancient stone door slides open, revealing a passageway choked with dust and cobwebs, clearly unused for quite some time. Just inside the door, a number of musical notes are carved into the wall.”

The chamber at the end of the secret hallway contains one of Gygar's hidden treasures, left untouched all these years. His riches were not left unprotected, though.

A statue of Gygar standing in the chamber is actually a magical trap that can be deactivated by playing the tune inscribed on the wall. Alternatively, the singing urn from room 69 sings the same tune. If the correct tune is played, the statue is deactivated for 1-6 minutes. If an incorrect tune is played, or no music is played at all, the statue attacks the closest intruder with fiery rays one round after they enter the room. The statue continues to fire one ray for 2-7 points of damage each round until the correct melody is played or the intruders finally leave the room.

Both of the iron chests in this room are locked and bolted to the floor. One chest contains ancient leather bags full of coins, one with 1000 cp, two with 100 sp, two with 100 gp, and one with 50 pp. The other chest contains a halfling-sized suit of *chain mail +1*, two potions of *healing*, a scroll with the 3rd level magic-user spell **Fireball**, and a scroll with the 1st level magic-user spell **Protection From Evil**.

*note - access to the hallway leading to this chamber is blocked by a secret door, not indicated on the map in the rulebook

52 Spider den:

This room is home to a number of crab spiders. While they normally hunt the kobolds and beetles, they are always on the lookout for a fresh meal. They attack anyone who enters this chamber and are drawn to investigate any disturbance in the hallway.

3 CRAB SPIDERS

Armor Class: 7
Hit Dice: 2*
Move: 120' (40')
Attacks: 1 bite
Damage: 1-8 + poison
Save As: Fighter: 1
Morale: 7
Hit points: 9 each
Align: Neutral
XP value: 25

53 Spiderlings:

“Thick strands of webbing hang from the ceiling of this chamber, some of which support small cocoons of silk.”

There are two silken egg sacs, which are joined at the centre.

54 Spider victims:

“Tattered armor, rotting flesh, and yellowed bones lie strewn across the floor of this small chamber.”

A search of the corpses here reveals a pair of small belt pouches. One pouch contains 22 cp, while the other contains 4 cp and a tiny green quartz worth 10 gp.

55 Gallery:

“A faded tapestry hangs on the south wall of this ruined chamber, depicting Castle Mistamere as it once was, a beacon of strength and order.”

Once cleaned, the tapestry is worth 200 gp and weighs 30 pounds.

56 Pillaged Statue:

“This ruined chamber has a cracked and broken statue that looks like a wizard.”

The statue in the southwest corner is similar to the one in room 40, but its contents were looted long ago when the statue crumbled. The top half of the statue lies in ruin around its base. The stone orb used to open it is nowhere to be found.

A pair of oil beetles reside in this room, and move to attack any who enter.

2 OIL BEETLES

Armor Class: 4
Hit Dice: 2*
Move: 120' (40')
Attacks: 1 bite + special
Damage: 1-6 + special
Save As: Fighter: 1
Morale: 8
Hit points: 10 each
Align: Neutral
XP value: 25 each

58 Warning:

“This small chamber is full of bones and other refuse. A message is written on the south wall.”

This room is used as a garbage pit for the kobolds. Any character who spends more than 1 round in this room must make a Constitution check or be sickened for 1d4 minutes. The writing on the south wall is in Kobold. It reads, “Oil bugs this way - keep out!”

While the southern door is not locked, it leads only to a small chamber and another door, which is locked.

59 Trap room:

“Three doors lead out of this chamber to the north, east, and west. In front of the western door are the smeared remains of some gigantic bug, its pulverized carcass surrounded by a slippery stain of oil.”

Directly in front of the western door is a pressure plate that causes a stone piston to descend from the ceiling and crush anything underneath it, (2-12 points of damage, unless a Saving Throw vs. Wands is made).

60 Beetle lair:

“Mounds of earth and stone are piled about this room, partially obscuring a stone chest in one corner.”

This is the primary lair of the oil beetles. Four of the dangerous vermin are in this chamber at all times, keeping watch over a cluster of eggs in the corner. They attack any who enter this room.

4 OIL BEETLES

Armor Class: 4
Hit Dice: 2*
Move: 120' (40')
Attacks: 1 bite + special
Damage: 1-6 + special
Save As: Fighter: 1
Morale: 8
Hit points: 10 each
Align: Neutral
XP value: 25 each

The stone chest in the corner must be unburied before it can be opened. This requires a total of 5 minutes worth of work without tools (half that time with them). Inside the chest is 500 gp, a stone orb (used to open the statue in room 40), and a pair of *elven boots*.

61 Stairs:

Directly south of this chamber is a set of stairs that descends to the second level of the dungeon, ending in area 81.



63 Kobold barracks:

This chamber is identical to room 66, except that there are only two bunk beds here instead of three.

Two ordinary kobolds are resting in this room, along with a pair of kobold bodyguards, who are busy playing a game involving a rat, an apple core, and a pair of sticks.

4 KOBOLDS	
Armor Class:	7
Hit Dice:	1/2
Move:	90' (30')
Attacks:	1 sword or 1 stone (range 40/80/120)
Damage:	1-4
Save As:	Normal Man
Morale:	6
Hit points:	3 each
Align:	Chaotic
XP value:	5 each

The wager between the kobolds amounts to 27 gp and a piece of blue quartz worth 10 gp.

64 Mess hall:

“Two long tables dominate this chamber, around which sit a dozen broken and battered chairs. Scraps of old meat, broken bones, and rotting leftovers litter the floor.”

This chamber is the mess hall, used by the kobolds to eat their meals. The floor in this room is covered in greasy, rotting leftovers.

Eight kobolds are having a meal in this chamber when the PCs arrive. They start the combat by throwing their food platters at the intruders, before drawing spears to attack.

8 KOBOLDS	
Armor Class:	7
Hit Dice:	1/2
Move:	90' (30')
Attacks:	1 sword or 1 stone (range 40/80/120)
Damage:	1-4
Save As:	Normal Man
Morale:	6
Hit points:	4 each
Align:	Chaotic
XP value:	5 each

One of the tarnished sets of silverware in this room is actually made of pure silver and is worth 20 gp.

65 Audience chamber:

“Five doors enter this large chamber from various directions. In the center of one wall is a dais, atop which is a stone chair bedecked with tiny jewels.”

This is the audience chamber of the kobold chieftain. He rarely leaves this room, out of fear that Bargle might come to issue him orders and mistake one of his minions for the chieftain, thus dethroning him.

KOBOLD CHIEFTAIN	
Armor Class:	7
Hit Dice:	2
Move:	90' (30')
Attacks:	1 sword or 1 stone (range 40/80/120)
Damage:	1-4
Save As:	Normal Man
Morale:	8
Hit points:	10
Align:	Chaotic
XP value:	20

Sitting in this chair is a fierce kobold wearing a necklace of silver bones worth 150 gp. He also carries a *potion of healing* (2 doses) and a gold key worth 10 gp. The kobold chieftain is probably aware of the PCs by the time they reach this chamber, and thus unsurprised. As such, he has four kobold bodyguards here to protect him. The kobolds attack the moment the PCs enter the room.

4 KOBOLD BODYGUARDS

Armor Class:	7
Hit Dice:	1+1
Move:	90' (30')
Attacks:	1 sword or 1 stone (range 40/80/120)
Damage:	1-4
Save As:	Normal Man
Morale:	6 or 8
Hit points:	6 each
Align:	Chaotic
XP value:	15 each

Aside from the gear carried by the kobolds, the throne is covered in what appear to be tiny jewels. While most of these are worthless bits of glass, two are actually topazes worth 500 gp each.

66 Kobold barracks:

“Three crude bunk beds are stacked into the corners of this room, while heaps of garbage, mainly old bones and ruined clothing, cover the floor.”

This room is one of the barracks for the kobold tribe. Since the kobolds sleep in shifts, this room is always occupied. When the PCs enter, two of the kobolds in the room are playing dice in the middle, while the other four are sound asleep. With a shriek, the gaming kobolds draw their weapons and attack, waking the other four.

6 KOBOLDS	
Armor Class:	7
Hit Dice:	1/2
Move:	90' (30')
Attacks:	1 sword or 1 stone (range 40/80/120)
Damage:	1-4
Save As:	Normal Man
Morale:	6
Hit points:	4 each
Align:	Chaotic
XP value:	5 each

One of the kobolds has found a *bag of devouring* during his exploration and, mistaking it for a magical bag, has put all of his loot inside. Currently all that remains is 3 gp and a small amber gemstone worth 100 gp.

67 Well:

This chamber contains a stone well in one corner. The well extends for 20 feet before ending in a pool of clear water. A rope dangles into the well, tied to an iron spike driven into the wall and connected to a wooden bucket. The water in the well is safe to drink.

69 Closet:

The door to this chamber is not locked, but the edges are stuffed with bits of cloth. A successful listening check at the door reveals a faint singing noise coming from the other side. Once the padding is removed, the singing is automatically heard. This chamber contains a magic urn that the kobold chieftain found too irritating to keep.

Inside this small room is a silver urn that continuously sings an old elven lullaby. The urn is worth 200 gp, but anyone carrying it takes a -10 percent penalty on Move Silently checks. The urn has the ability to put the statue in room 51 to sleep. A **Dispel Magic** causes the urn to cease its singing for 1d4 rounds.

70 Chieftain's bedroom:

The door to this room is locked, requiring a successful Open Lock check to open. The gold key possessed by the kobold chieftain in room 65 opens this door.

"This small chamber contains a simple bed and a stout wooden chest. A reptilian scent hangs thick in the air."

This is the bedchamber of the kobold chieftain. Although he rarely uses it for sleep, he does keep some valuable treasure in his chest, protected by a trap. A search of the room uncovers a copper key hidden under the bed. This key opens the chest without setting off the trap.

Anyone attempting to open the chest is attacked by a poisoned needle that springs out of the lid.

Inside the chest is 800 sp, 150 gp, a small emerald-studded silver bracelet worth 500 gp, and a *wand of magic detection* (42 charges). There is also a note from Bargle, ordering the kobold chieftain to be on the lookout for adventurers and to make sure not to allow them to proceed to the lower dungeon level.

71 Guard room:

This chamber is identical to room 42, except that one of the kobolds carries a *potion of gaseous form*. The kobold does not know the function of the potion, and dares not drink it.

4 KOBOLDS

Armor Class:	7
Hit Dice:	1/2
Move:	90' (30')
Attacks:	1 sword or 1 stone (range 40/80/120)
Damage:	1-4
Save As:	Normal Man
Morale:	6
Hit points:	3 each
Align:	Chaotic
XP value:	5 each

72 Kitchen:

"A large fireplace stands in the north wall of this room, with a spit over the open flames. The carcass on the spit looks suspiciously like that of a dog."

This is the kitchen for the tribe of kobolds. There are few provisions here, with the tribe instead relying on what food their scouts on the surface can find. The rusted pots and pans in this chamber are of little value.

A pair of kobolds tends the fire in this chamber, preparing meals for the rest of the tribe. While one wields a long cooking knife instead of a spear (dealing 1d4-1 points of damage), the other grabs the hot spit off the fire and attacks with it (dealing 1d4-1 points of damage plus 1d4 points of fire damage). They chase any intruders.

4 KOBOLDS

Armor Class:	7
Hit Dice:	1/2
Move:	90' (30')
Attacks:	1 sword or 1 stone (range 40/80/120)
Damage:	1-4
Save As:	Normal Man
Morale:	6
Hit points:	3 each
Align:	Chaotic
XP value:	5 each

END OF DUNGEON LEVEL 2

Dungeon Level Three

Notes for the DM

Originally a small subbasement of Castle Mistamere, this level has been greatly expanded by Bargle. All of the creatures on this level are loyal to him, recruited specially to guard him and his work. Unless otherwise noted, all of the walls, ceilings, and floors of this level are made from stone masonry and all of the doors are made of strong wood. None of these doors are stuck, and few are locked. Most of the chambers are lit by sputtering torches or simple lanterns hung from the ceiling.

Encounter Key: Dungeon Level Three

73 Guard room:

"This small chamber bears a stone bench along the far wall. A single door exits this chamber, while a passageway leads to stairs going up."

The stairs in this room rise up to the first level of the dungeon, ending in area 46.

A single ogre guards this room and is under orders to slay anyone other than the kobolds or Bargle himself. If he detects intruders, the ogre bellows a warning to the ogres in area 75 and attacks.

1 OGRE

Armor Class:	5
Hit Dice:	4+1
Move:	90' (30')
Attacks:	1 club
Damage:	By weapon +2
Save As:	Fighter: 4
Morale:	10
Hit points:	19
Align:	Chaotic
XP value:	125

74 Ogre barracks:

"This chamber features a pair of gigantic beds, one of which is occupied by a large sleeping figure."

Unless the alarm has been raised, this chamber contains a sleeping ogre whose loud snores prevent him from hearing most noises. If warned, he is instead only pretending to be asleep and springs up to attack the moment any character draws within reach.

1 OGRE

Armor Class:	5
Hit Dice:	4+1
Move:	90' (30')
Attacks:	1 club
Damage:	By weapon +2
Save As:	Fighter: 4
Morale:	10
Hit points:	19
Align:	Chaotic
XP value:	125

The ogres keep their meager belongings in this chamber. Underneath one of the beds is a bearskin bag containing 400 gp and a fine silver candelabra worth 50 gp.

75 Ogre den:

"A gigantic table sits in the middle of this room, with huge tree stumps around it for chairs. The carcass of a large boar rests in the center of the table, flies buzzing merrily around it."

This room is the primary den for Bargle's ogres. Three of the brutes are here most of the time, eating, drinking, or gambling. The table in this room is nearly 5 feet high and smaller characters can duck underneath it to gain cover from the ogres.

If warned of the PCs' approach, the ogres are waiting for them in this chamber with weapons drawn. If not, the three are enjoying their meal and must stand up and draw their weapons on the first round of combat.

3 OGRES

Armor Class: 5
Hit Dice: 4+1
Move: 90' (30')
Attacks: 1 club
Damage: By weapon +2
Save As: Fighter: 4
Morale: 10
Hit points: 19 each
Align: Chaotic
XP value: 125 each

Aside from the 5 gp carried by each ogre, one of these ogres wears a silver amulet with a "B" inscribed on the front. The amulet is worth 25 gp, but more importantly anyone wearing it is not attacked by the statues in area 77 or area 83.

76 Storage:

"Large crates, sacks, and barrels are stacked in this small room. A wooden door in the southeast corner stands ajar."

This chamber is used to store all of Bargle's stolen provisions, and contains a secret door. Behind it is a small chamber hiding another secret door. Inside this hidden chamber is a small sack containing 50 gp as a ruse to get intruders to turn back before finding the second door.

77 Tapestry room:

"A huge tapestry dominates the eastern wall of this room, all but obscuring a small passageway behind it. The tapestry depicts Bargle, looming like a giant over the ruins of Castle Mistamere with all the surrounding lands set ablaze."

The tapestry hangs just a foot above the floor, making it nearly impossible to bypass it without disturbing it. The tapestry radiates magic.

Bargle set up this tapestry to stop would-be intruders. If the tapestry is touched without first saying "All Hail Bargle," a 6-foot-tall crystal statue in the likeness of Bargle steps forth from the tapestry and attacks while crying out, "Who dares invade my fortress?"

1 LIVING CRYSTAL STATUE

Armor Class: 4
Hit Dice: 3
Move: 90' (30')
Attacks: 2
Damage: 1-6/1-6
Save As: Fighter: 3
Morale: 11
Hit points: 13
Align: Lawful
XP value: 35

A living crystal statue is a life form made of crystal instead of flesh. Living statues are not affected by **Sleep** spells.

The tapestry weighs 150 pounds and is worth 500 gp.

78 Altar:

"In the center of the north wall of this room is a black altar lit by red candles. Above the altar is a painting of Bargle, and numerous trinkets and offerings are spread around the base."

Bargle rarely has time to have an audience with all of his minions, instead allowing them to make offerings here for him to claim later. The door leading south out of this chamber is locked.

Bargle's minions leave few things of true value here on the altar. Currently there is 28 cp, 15 sp, and 4 gp spread around the altar, along with a dead rat, two halfling fingers, and a *potion of healing*.

79 Guard room:

This room and its guardian are identical to area 73 save that the ogre possesses a tiny gold key used to disarm the trap in area 80.

1 OGRE

Armor Class: 5
Hit Dice: 4+1
Move: 90' (30')
Attacks: 1 club
Damage: By weapon +2
Save As: Fighter: 4
Morale: 10
Hit points: 19
Align: Chaotic
XP value: 125

80 Blade trap:

"This small chamber contains a plain-looking column at its center."

This column hides large blades that spring out if anyone enters the room (1 blade per target for 1d8 each). Tiny keyholes on the wall of the north and south corridors both allow the trap to be disarmed. The trap can be disarmed by using the key from the ogre's pouch in area 79.

81 Ruined study:

"Dust and mold cover two chairs arranged in front of a large fireplace on the south wall of this room. A faintly flickering torch is the only light source here, mounted on the north wall."

This chamber was once one of Bargle's studies, but since a pair of shadows moved in, he no longer uses it. As a result, the room has fallen into disrepair. The staircase to the west leads up, ending south of area 61.

While the shadows are on friendly terms with Bargle, they attack any other creatures who enter this room, pursuing them as far north as areas 79 or 82 if they flee.

2 SHADOWS

Armor Class: 7
Hit Dice: 2+2*
Move: 90' (30')
Attacks: 1
Damage: 1-4 + special
Save As: Fighter: 2
Morale: 12
Hit points: 11 each
Align: Chaotic
XP value: 35 each

Shadows can only be harmed by magical weapons. They are hard to see and usually gain surprise (1-5 on 1d6). If a shadow scores a hit, it will drain 1 point of Strength in addition to doing normal damage. Shadows are not affected by **Sleep** or **Charm** spells, but they are not **Undead** and cannot be Turned by clerics.

On a table between the two chairs is an old book, forgotten here by Bargle. Titled *The Flow of Fear and Flame*, the tome covers all sorts of magical theories. It is worth 400 gp.

82 Pit trap:

"A large stained rug covers the center of this otherwise empty chamber."

The door on the north side of this room is locked. The one-way door in the west wall of this chamber cannot be opened from this side.

The center of this room contains a large pit trap, designed to open when more than 200 pounds of weight is applied to it. Anyone falling in takes 3d6 points of damage from the fall. The rug is affixed to the trap door. Once sprung, the trap door closes one round later, trapping those in the pit inside.

83 Statue gallery:

"Six statues flank this long hallway, three to a side. Each one appears to be Bargle, his hands raised as if casting a spell."

Four of the statues in this long hallway are living crystal statues. They move to attack only when a character reaches the middle pair of normal statues.

4 LIVING CRYSTAL STATUES

Armor Class: 4
Hit Dice: 3
Move: 90' (30')
Attacks: 2
Damage: 1-6/1-6
Save As: Fighter: 3
Morale: 11
Hit points: 13 each
Align: Lawful
XP value: 35 each

84 Chamber of doors:

“Four doors lead out of this rectangular chamber, two to the south and one each to the east and west. A booming voice calls out from the center of the room, “Fools, you have entered my inner sanctum. Guess correctly and you might live to face me.”

This chamber contains one of Bargle’s more dangerous traps. Three of the doors in this room are one-way, meaning they can be opened from inside the room, but not from the other side. Behind the southern doors are identical empty rooms, large enough to hold a single creature. Nothing happens to these rooms until the doors leading into them are closed.

When the door to the east is closed, a secret door reveals itself and opens, leading to area 85, the lair of the doppelgangers. The door leading into this room cannot be opened until the secret door is closed.

When the door to the southeastern room is closed, anyone inside this chamber is instantly teleported to the center of area 82, possibly causing them to fall into the pit.

When the door to the western room is closed, a secret door reveals itself and opens, leading to area 87, the fake throne of Bargle. The door leading into this room cannot be opened until the secret door is closed. In addition, a trap door in the ceiling opens the moment the secret door is closed, dropping a human skeleton into the small room and making it look like the unfortunate explorer was slain.

When the door to the southwestern room is closed, a trap door opens in the ceiling, dropping an ochre jelly into the room.

1 OCHRE JELLY

Armor Class:	8
Hit Dice:	5*
Move:	30' (10')
Attacks:	1
Damage:	2-12
Save As:	Fighter: 3
Morale:	12
Hit points:	22
Align:	Neutral
XP value:	300

Attacks with weapons or lightning merely make 2-5 smaller (2 Hit Dice) ochre jellies. The smaller ochre jellies inflict only half damage.

85 Doppelgangers lair:

“This small, well-appointed chamber holds two comfortable-looking beds, with small tables standing next to them.”

This room is the lair of a pair of doppelgangers. When the secret door from area 84 is opened, a small bell rings here, alerting them. They

quickly go down the hall to investigate, both taking on Bargle’s form. Both speak in intimidating and condescending tones as they battle intruders. If they manage to defeat any lone characters, they quickly assume their victim’s form and go to meet up with the rest of the PCs, only to betray them when facing the real Bargle.

2 DOPPLEGANGERS

Armor Class:	5
Hit Dice:	4*
Move:	90' (30')
Attacks:	2
Damage:	1-12
Save As:	Fighter: 8
Morale:	8
Hit points:	18 each
Align:	Chaotic
XP value:	125 each

Underneath one of the beds is a small chest containing 200 gp and costume jewelry worth 100 gp (although it appears to be worth much more).

86 Fake bedroom:

“This small bedroom is richly decorated, with silk sheets atop a feather bed, a decorated oak chest, and a finely made table covered in books and maps.”

This chamber is made to appear like Bargle’s bedroom. Inside the chest, which is unlocked, are a number of robes sized for a human, an extra pair of leather boots, and a pair of potion vials. While both are labeled “extra healing” they in fact contain a deadly poison.

Atop the table are a number of rather amateur tomes concerning gardening, skirmish warfare, and politics (none of which interest Bargle much). The maps are simple sketches of the region.

The only real thing of value in this room is the silk bedding, which is worth 50 gp.

87 Fake throne room:

“Unlike the other chamber in the dungeon, this one is richly decorated with marble and gold. To the north end is a raised dais.”

On the dais stands the imposing figure of Bargle, who glares at the party with contempt and asks, “Who dares disturb the mighty Bargle? You shall pay for your insolence.”

There is a locked secret door in the south wall of this room.

This is another doppelganger, taking Bargle’s guise. The doppelganger starts combat by pretending to cast a protective spell on himself before moving in to attack with his dagger. If the doppelganger manages to defeat one of the PCs alone, he assumes the corpse’s form and hides the body with the real Bargle in area 89.

If he is about to perish, the doppelganger drinks a *potion of invisibility* and flees the room, heading back out through area 84.

1 DOPPLEGANGER

Armor Class:	5
Hit Dice:	4*
Move:	90' (30')
Attacks:	2
Damage:	1-12
Save As:	Fighter: 8
Morale:	8
Hit points:	18
Align:	Chaotic
XP value:	125

The fake Bargle’s robes and gear are cheap copies.

88 Fake treasury:

“Two iron chests sit on the floor of this small room, both of which are open, displaying dazzling wealth inside.”

Each chest contains 5,000 cp painted to look like gold coins. Close inspection of the loot reveals the fraud. Atop the piles of coins are a pair of crystal wands worth 10 gp each, a dozen glass vials containing colored water, and a gold-painted helm. Despite their appearance, none of these items are magical.

89 Bargle’s throne:

“The heavy stone door swings open to reveal a chamber more opulent than the last. On the far side of the room across a placid pool sits a marble throne bedecked with glittering jewels atop a raised stone dais.”

This is the real throne room of Bargle. The pool in the center of the room is 10’ deep and quite cold. Bargle’s throne is carefully weighted on tracks that allow it to slide away with the touch of one gemstone on the throne’s left arm. This reveals a long, dark, winding passageway that ends in the mountains behind castle Mistamere. Just inside this tunnel is a pressure plate that causes the throne to slide back into place immediately.

Sitting on the throne is Bargle the Infamous, his hand gently stroking his long black beard. By now, he has probably been warned multiple times of the PCs’ approach, and a small bell rings whenever the secret door leading into area 87 is opened, alerting him to prepare and cast all of the spells noted. When the PCs arrive, he says, “I see you have finally pierced through all my ruses. I should have known fools such as you are not so easily tricked. The reward for your cleverness is death.”

BARGLE

Armor Class:	0
Hit Dice:	7
Move:	120' (40')
Attacks:	1
Damage:	1-4
Save As:	Magic-User: 7
Morale:	12
Hit points:	19
Align:	Chaotic
XP value:	850

Strength 9, Intelligence 18, Wisdom 9,
Dexterity 17, Constitution 10, Charisma 15

His prepared spells are:

1st level: Charm Person, Magic Missile, Shield*

2nd level: Detect Invisibility*, Levitate*

3rd level: Dispel Magic, Fireball

4th level: Wall of Fire

*already cast

Wearing *bracers of defence AC 2*, *ring of regeneration*

Carrying *dagger +1*, *potion of healing*, *potion of gaseous form*, scroll with the 5th level magic-user spell **Conjure Elemental**

In combat, Bargle uses his scroll to conjure a water elemental to the pool to protect him. He then casts his most powerful spells first, starting with **Wall of Fire** to divide the group and following it up with **Fireball**. He moves about

on his dais, levitating once the PCs draw too close, but never moves away from his throne. If dropped to 5 hit points or less, he presses the button on the throne's left arm and steps into the tunnel (causing the throne to slide back into place). If prevented from doing so, he drinks his *potion of gaseous form* and seeps through a crack into the tunnel behind the throne.

Should Bargle escape through the secret tunnel, the PCs might try to follow him. Finding the right gemstone to trigger the throne requires 2d6 minutes. The tunnel leads to the lair of a young red dragon named Venthavaxus that Bargle has befriended. The beaten magic-user might try to get the dragon to fight the PCs for him, or he might simply fly away, only to seek his vengeance another day, but further exploration is beyond the scope of this adventure.

Aside from Bargle's gear, his throne is spotted with various small jewels, including 20 red quartzes worth 10 gp each, 10 pieces of onyx worth 50 gp each, 5 red garnets worth 100 gp each, and a single ruby worth 1,000 gp

90 Bargle's bedchamber:

"The feather bed in this room is covered in the finest silk sheets and pillows. Off to one side is a polished wood table bearing a single lit candle. On the other side is a stout iron chest."

This chamber is Bargle's personal bedroom. He spends much of his time here dreaming of future conquests and even greater power.

The furnishings in this chamber are quite fine and worth 300 gp. The chest contains the true treasures. It is locked and can be opened with a key hanging from Bargle's belt. Inside is a small bag containing 200 pp, a larger bag with 500 gp, and a tiny coffer holding a trio of pearls worth 100 gp each. These sit atop spare robes, boots, and other clothes. The chest has a false bottom that can be found once the chest is empty. Inside is a pair of *gauntlets of ogre power*, a *rope of climbing*, a *wand of paralysis* (22 charges), and two *potions of healing*.

Conclusion

After the PCs handle Bargle, the council of the town of Threshold is much relieved. The group is paid the full bounty of 1,000 gp if they kill or capture Bargle, but only half that amount if they simply drive him away. Unless slain, Bargle soon escapes from his prison cell, only to plot his revenge on the PCs at a later date. Bargle is not a magic-user to be trifled with, and if allowed to live, he goes to no end to see his enemies punished.

Design: Jason Bulmahn

Conversion: Demos Sachlas

Credits:

Concept and inspiration:
Frank Mentzer

Design:
Jason Bulmahn
(Dungeon #150: Kill Bargle)

Illustration:
Jim Holloway

Conversion:
Demos Sachlas

Level
three

