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| gUILD OF THE BLACK DRAGON |
| Assault On Mistamere |
|  Hunting down Bargle The Infamous. |
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| Continuing the introductory adventure presented in the 1983 Dungeons & Dragons Red Box. |

**Assault on Mistamere**

Introduction:

This module was written for Dungeons & Dragons as the continuation for the introductory adventure presented in the 1983 Red Box. For characters levels 1-3.

**If you are not a DM and intend to play this module stop reading now!**

Level 1 was presented in full and a map for Level 2 was given with ideas for the beginner DM to stock the dungeon. Level 3 (and beyond), was left for the DM to design, with only suggestions of the types of inhabitants to be found.

Having recently introduced my son to the world(s) of D&D I revisited the module once more.
This rendition is a slightly reworked version of the one I wrote when running it for the first time. I have removed some Monty Python references that would have gone over my son's head but have introduced some references as a nod to other RPG's and characters I have enjoyed, such as a Kobold named Meepo revering King Torg (all hail king Torg!).

It should, of course, be noted that an infamous magic user known as Bargle features here making the entire adventure a bounty hunt.

I hope you enjoy this rendition but feel free to make alterations to suit your own game situation. The module is true to the spirit of D&D and the DM should make their own judgement and adjust encounters for suitability.

It is assumed that exploration of Level 1 has been completed.

## Map of Level 3



# Level 2

**40:** (door at bottom of Western Stairs not shown on map)

The room is 30x30 with doors in the centre of the North, East and South walls.

There is a table and some chairs at the centre of the room. A startled group of Kobolds stare at you.

DM: The Kobolds are deserters; they will not attack unless attacked first. Their leader, Meepo will urge the party to leave as they are preparing to do. They believe that the great Wizard who took over “The Below” has enchanted the Chief into serving him. They fear for their safety and were going to make for the hills when it was their turn to relieve the guards on the stairs. The chief has organised a banquet so most of the tribe will be too busy to notice that they have run off to serve King Torg (at the mention of this name all Kobolds will stand straight raise their right hands and shout “ALL HAIL KING TORG”)

**4 Kobolds**

AC 7

HP 4,3,3,2

Attack 1

Dmg 1d6 Short Sword

M 6

Mv 90’(30’)

xp 5 each

**41**: (Doors to this room are locked.)

The room is 30x50 with doors in the centre of the North wall and 40’ down the East wall.

The room is littered with rubbish and rags.

 7 skeletons begin to approach you out of the gloom.

**DM**: There is nothing special about these

Skeletons

**7 Skeletons**

AC 7

HP 5,5,5,5,5,5,5

Attack 1

Dmg 1d6 Short Sword

M 12

Mv 60’(20’)

xp 10 each

**42**: The room is 30x30 with doorways in the centre of East and West walls. The Eastern entrance has a door, to the West is a 10’ corridor ending at a (locked) door.

The room is surprisingly clean.

**DM**: The room is empty.

**43**: 10’ Corridor with doors East and West (E locked)

A rope hangs down from the shadowy ceiling. A sign is painted in common on the wall nearby. It reads “To call for help pull this rope. B.”

**DM**: Anyone pulling the rope will indeed call for help. The other end is attached to the tail of an enchanted mountain lion who will not be pleased at being so rudely awakened

**1 Mountain Lion**

AC 6

HP 11

Attack 3 (2 claws 1 bite)

Dmg 1-3/1-3/1-6

M 8

Mv 90’(30’)

xp 50

**44**: The room is 20x20 with doorways in East and South.

To the South a corridor leads 10’ south and branches east 20’

And south 10’ ending in a doorway

To the East the corridor goes 10’ North and joins a E-W corridor

A body lies face down on the rubbish strewn floor of the room.

**DM**: The corpse is that of a thief who has been dead for a few days. He wears leather armour and a short sword is underneath him. His backpack contains 3 days iron rations, a garnet (100gp) 1 potion (gaseous form) and his thieves tools.

Whilst examining the body

3 giant rats will move out of the shadows.

**3 Giant Rats**

AC 7

HP 4, 3, 3

Attack 1

Dmg 1-3 + Disease (1/20)

M 8

Mv 60’(20’)

xp 10 each

**45**: (Lair of the Crab Spider)

A 20x20 room with one doorway in the North wall.

The room is divided in half by a faded tapestry depicting a hunting scene. On this side you can see a table and 3 old chairs, a few mouldy playing card are scattered on the table. Through tatters in the western edge of the tapestry, you can make out a chest in the south-western corner of the room.

**DM**: Clinging to the other side of the Tapestry is a Crab Spider. Any disturbance of the tapestry or the chest will bring an attack from the spider. In the south-eastern corner, unseen by any characters until the battle is complete are the remains of several kobolds and goblins.

**1 Crab Spider**

AC 7

HP 10

Attack 1 bite

Dmg 1d8 + poison (*Save or die 1-4 rounds +2bonus to save)*

M 8

Mv 120’(40’)

xp 25

**46**: (Ogre Guard post)

At the top of a flight of Stairs leading down to the West is a 10x10 room.

You hear loud snoring coming from the alcove at the top of a flight of stairs.

**DM**: Peering round the corner will reveal an ogre slumped over a table clutching an ale tankard in one hand (the other hand cannot be seen). There is a 1 in 4 chance he is actually awake and heard the party approaching and will jump up attacking the first person he sees. If asleep the party will gain a free attack on him at +4 with double damage. If he loses a morale check he will attempt to run downstairs to warn Bargle.

**1 Ogre**

AC 5

HP 18

Attack 1

Dmg 1d8 +2 (Halflings -2

AC bonus)

Mv 90’(30’)

M 10

xp 125

He has a sword, a large tankard (1sp) and a pouch containing 50gp

**47**: (door at bottom of Eastern Stairs not shown on map)

The room is 30x30 with doors in the centre of the North, West and South walls.

The room is empty aside from a drinking fountain set into the East wall. A small chain hangs down beside the fountain.

**DM**: Pulling the chain will start water flowing. Drinking the water directly from the fountain will give various effects. Uninjured characters will find the water cool and refreshing. Injured characters will regain 1-2 hp. Poisons will be neutralised. Water taken away in a water skin will become normal water. Pulling the chain a second time stops the flow of water.

**48**: This is a 20x20 room with doorways North and South

The bodies of 2 dead Hobgoblins lie amongst the wreckage of a smashed table and chairs. There is a strong yeasty smell of spilled ale masking any other odours.

DM: These hobgoblins were killed by a NPC party who came this way. There are also two broken ale tankards and a small barrel of ale (almost empty).

**49**: (Kobold guard post) 20x20 room doors East, West and stairs leading South.

A lone Kobold sits cowering in the south-eastern corner. A body lies not far from the top of a staircase leading down into darkness.

**DM**: This Kobold is afraid that he has killed Bargle (he hasn’t) and worries what his chief will do to him, he will only try to attack the party to get past them and run East for the stairs

**1 Kobold**

AC 7

HP 4

Attack 1

Dmg 1d6 Short Sword

M 6

Mv 90’(30’)

xp 5

The dead Magic User has a smashed lantern, 10gp, a garnet (50gp) 3 days iron rations, a normal dagger, a silver key (room52) and a flask of oil. His spell book has Sleep, Charm Person, Knock and Magic Missile.

**50**: This is a 20x20 room with doorways East and West.

A small altar is set against the Southern wall. A silver idol of Kurtulmak (the Kobold deity) stands upon the altar with a candle either side. The candles do not flicker and fill the room with a strange glow.

**DM**: The candles are have continual light cast on them and may be taken with no consequence. The idol is worth 500gp but is trapped. If touched, there will be a bright flash and the entire party will be transported to room 51 in an instant.

**51:** The bejewelled lute. This is a 20x20 room one doorway East leading to a 20’corridor which turns north for 30’ and ends at a door (locked)

The walls are very smooth and sounds here seem very clear indeed. A marble plinth stands in the centre of the room. Upon it sits a beautifully carved ornate lute. It is inlaid with jewels and the strings shine like platinum.

DM: It is safe to take the lute which is worth 1000gp (500gp if broken) doing so however risks playing a note (1-2 1d6) which will reverberate around the room (playing on purpose will do the same) amplifying as it does. Those here must save vs. spells or be deafened for1d6 turns and calls 1d8 Kobolds to investigate (Thieves will not be able to move silently and spells may misfire as a Magic Users may mis-pronounce their incantations)

**1D8 Kobolds**

AC 7

HP 3 each

Attack 1

Dmg 1d6 Short Sword

M 6

Mv 90’(30’)

xp 5 each

**52**: The room is 20x20 with a door in the North and a doorway to the East.

The door is locked.

Inside the room are 5 ghastly apparitions, rotting flesh hangs from their bones and they eye you hungrily as they move toward you.

**DM**:

**5 Ghouls**

AC 6

HP 6,6,7,10,12

Attack 3 (2 claws/1 bite)

Dmg 1-3/1-3/1-3 +Paralysis

M 8

Mv 90’(30’)

xp 25 each

Littering the floor are gnawed bones and scraps of cloth and leather but nothing of value.

53: The doorway from the ghoul’s chamber goes East for 20’ and turns North for 10’ ending at a wall.

A foul stench assails your nostrils as you approach the doorway. Near the North wall you see 2 bodies in a very bad condition.

DM: The bodies are of a Fighter and a Cleric

The Fighter’s plate armour is useable but very blood-stained and smelly.

He had a sword, shield (+1) 2days rations (spoiled), a half full water skin, a hammer with 6 iron spikes, and a pouch which contains 100sp and 510gp

The Cleric’s chainmail is useless. His Holy symbol (church of Karmeikos) and mace lie at his side. His pack contains 3 days iron rations, a tinderbox and 2 flasks of oil.

A lantern lies nearby.

**54**: The room is 20x20 with a doorway to the North.

The room has a table with 8 chairs around it. 5 Kobolds look up at you from their card game.

**DM:**

**5 Kobolds**

AC 7

HP 3, 3,3,3,3

Attack 1

Dmg 1d6 Short Sword

M 6

Mv 90’(30’)

xp 5 each

The Kobolds all carry short swords and have pouches containing 20cp each. There is a half full ale barrel here and 9 metal mugs worth 1cp each

**55:** This is a 40x20 room with a doorway to the north (10’ passage to door) and a door to the west.

6 Goblins turn as you open the door; They shout battle cries in their own harsh tongue and in common: “Kill the Dwarf!”, “Chop them to hamburger!” then charge at you!

**6 Goblins**

AC 6

HP 6, 6, 6,6,5,7,

Attack 1

Dmg 1d6 Short Sword

M 7

Mv 90’(30’)

xp 5 each

There is a locked wooden box against the south wall and a pile of rags in the Northeast corner. One of the Goblins has a key to the chest. If any goblins run away there is a 1 in 4 chance that one will be carrying it.

The box is trapped with a weak needle trap which will do 1-2 points of damage if triggered.

Inside the box are 50sp, a scroll (sleep), a potion of Cure Light Wounds, and a jewellery case worth 50gp containing a bracelet worth 200gp.

**56**: This room is 30x30 with doors on the North, East and South walls.

Some bedding is scattered around the floors. There are 6 Kobolds here armed with short swords.

DM: They each have 15cp

**6 Kobolds**

AC 7

HP 3, 3, 3,4,4,4

Attack 1

Dmg 1d6 Short Sword

M 6

Mv 90’(30’)

xp 5 each

**57**: 10x10 corridor doors North and South

 **DM**: The southern room contains Kobolds who are talking about a group of their tribe who may be about to desert while the banquet is happening, and grumble that because of this they were not invited to the feast. No sound can be heard at the North door.

**58**: This is a 20x20 room with doors to the North and South.

The room is piled with many boxes and crates there are 4 barrels against the northern wall.

**DM:** Tapping or disturbing a crate or a barrel will cause a booming voice to ask “Who’s there?” whatever the answer, the voice will then ask “Is Bargle with you?” any response to this will be answered “Then I suggest you leave here at once!” The voice will speak no more.

The boxes contain common adventuring gear and some poorly made spears and short swords. 2 barrels contain water, 1 ale and 1 contains a large snake and 3 garnets (160gp each)

**1 Giant Racer**

AC 5

HP 10

Attack 1

Dmg 1d6 (no poison)

M 7

Mv 120’(40’)

xp 20

**59**: This room is 30x30 with doors North, East and West

(shaped: see map)

There is a wheelbarrow and some shovels in the centre of the room. A few boxes and barrels are stood against the South wall and a large pile of rubble blocks a doorway to the East.

**DM**: The Northern room contains Kobolds who are talking about a group of their tribe who may be about to desert.

The barrels are filled with low quality ale. The crates are home to 4 rats

**4 Rats**

AC7

HP 1,2,3,3

Attack 1

Dmg 1-3

M 8

Mv 60’(20’)

xp 5 each

The Eastern door is barricaded. It can be cleared in 2d4 turns:

After Removing the rubble you find there is also an iron bar holding the door closed.

**60**: 30x20 room door to west.

There is a pile of bones in the centre of the room. You see figures silently rising and heading toward you.

**DM**:

**7 Skeletons**

AC 7

HP 8,6,5,5,5,3,3

Attack 1

Dmg 1d6 Short Sword

M 12

Mv 60’(20’)

xp 10 each

There is nothing of value here.

**61**: Standard 10’ corridor in an inverted T shape 30’ North-South and 30’ East-West. Doors at the ends and one in the centre of the South wall.

DM: Aside from spilled earth in the corridor.

Sound may be heard from Kobolds the in room to the West.

**62:** Stairs down.

There are shovels picks and buckets at the top of this flight of stairs.

The bottom of the stairs is choked with rubble.

**DM:** Clearing the rubble will take 2d6 turns check for wandering monsters whilst the characters dig. For safety a Dwarf must be present.

**63:** (Kobold sleeping area)

Room is 20x30 doors North and South.

Judging by the 20 or so small straw filled mats, this room looks like a sleeping area used by the Kobold tribe.

**DM:** There is nothing of value here**.**

**64: (**Kobold kitchen)

This is a 30x40 room with an open doorway in the centre of the East wall, a door in the centre of the West wall and two more doors in the corners of the South wall.

The room is hot and steamy as four Kobolds attend their kitchen duties of preparing a huge cauldron of a foul smelling meat stew.

DM:

**4 Kobolds**

AC 7

HP 3, 3, 3, 4

Attack 1

Dmg 1d4-1 Kitchen knives

M 6

Mv 90’(30’)

xp 5 each

**65**: (A royal banquet) this is a 40x30 room with a 10’ exit corridor at each corner of the North and South walls. Each corridor has a door at its end.

The Chamber is very well lit by a chandelier above it.

A huge Kobold sits at the East end of the hall, upon a throne. 4 large Kobolds sit at his side. A long table stretches East to West with more Kobolds sat at each side there are around 20 in total, feasting their stew and an unknown meat piled upon the plates in front of them.

**DM:** The room is lit by a continual light spell cast on a glass ball in the chandelier.

**13 Kobolds**

AC 7

HP 3,3,3,4,4,4,4,4,4,4,4,4,4

Attack 1

Dmg 1d4 daggers

M 8/6

Mv 90’(30’)

xp 5 each

**4 Bodyguard Kobolds**

AC 7

HP 7,7,7,7

Attack 1

Dmg 1d6 Short Sword

M 8

Mv 90’(30’)

xp 5 each

**1 Kobold Chieftain**

AC 6 (Ring AC-1)

HP 9

Attack 1

Dmg 1d6 Short Sword

M 8

Mv 90’(30’)

xp 5

**1 Kobold Shaman** *(optional)*

AC 7

HP 12

Attack 1 or spell

Dmg 1d6+1 (mace+1)

M 8

Mv 90’(30’)

xp 50

Spells: Cure Light Wounds\*

Light\*

(\*reversible spells)

Beneath the throne is a secret panel containing 1500gp, a bracelet (300gp, 2 scrolls (MU- Shield and Cleric- Detect Evil).

**66:** The room is 20x20 with doors in the North, East and West walls.

The room is filthy with dirt and rubble piled against the South wall. 3 filthy Goblins holding shovels turn to face you.

**DM**:

 **3 Goblins**

AC 6

HP 6, 6, 6

Attack 1

Dmg 1d4

M 7

Mv 90’(30’)

xp 5 each

67: This room is 30x30 with a door in the West wall and 10’ corridors ending in doors North and East.

The room is filled with boxes and barrels. A stack of spears stands in the South Eastern corner and 20 quivers of poorly made arrows are hung on hooks nearby.

**DM:** The boxes can be opened to reveal poorly crafted weapons of most common varieties. All will function at -1. There are no shields or any armour.

**68**: Inverted T corridor. 30’ North, ending at a door. East-West part is 40’ with a door in the West and two Doors in the South wall.

Sounds from the banquet (65) should be easily audible here.

**DM:** See map.

**69**: A 20’ long passage.

There is a small font with an oil lamp hanging above it at the end of the passage.

**DM:** Lighting the lamp illuminates the water in the font. This will show whatever is happening in the banquet hall (room 65).

**70**: Chieftain’s room. This is a 20x20 room with a door to the North.

The room has a decent sized bed surrounded by four sleeping mats.

**DM**: There is a necklace worth 1400gp under the chieftain’s pillow.

**71:** This is a 30x30 room with a door in the Eastern corner of the South wall, a doorway in the centre of the West wall and a door in the centre of the East wall.

In the centre of the room stands a familiar statue of a Dog Headed man swinging a short sword.

**DM:** If a thief uses the find traps skill or examines the statue’s belt for a secret button then a small panel will easily be opened revealing a ruby worth 500gp.

**72**: This is a 30x30 room with a door in the centre of the South wall and 10’ corridors ending in doors in the centre of the East and West walls.

Some Kobold females scream and run off as you enter, leaving their bowls of stew on the table.

**DM:** The room contains a table and five chairs. The abandoned stew is edible but tastes disgusting.

The Kobold females will not head South as the banquet hall may be too heavily populated to start with.

After they leave 1d8 Kobolds will burst in 1 turn later.

**Kobolds**

AC 7

HP 4 each

Attack 1

Dmg 1d4 daggers

M 6

Mv 90’(30’)

xp 5 each

**End of Level 2.**

**Level 3**

(Wandering monsters list on page 17)

**73**: The stairs lead down to a 30x30 room with a door in the centre of the South wall.

There is one table and four chairs in the room but nothing else of note.

DM: a thin layer of dust covers the furniture and floor. There are tracks in the dust on the floor however, but no definite clues as to who or what made them. (Check for wandering monsters)

74: A 60x20 room. Doors west and north.

Paintings line the walls along with unlit torch sconces. There is no furniture in what appears to be a gallery.

DM: the faded paintings are of various themes, battle scenes, hunting, portraits but are of no value. Remaining here to search will make the characters uneasy. NPC retainers should save vs. spells or have -2 applied to morale rolls if a combat encounter takes place whilst in the gallery. Hidden in a niche behind one of the paintings is a bag containing a garnet worth 50gp.

75: The door is locked. 50x60 room.

An altar stands at the north of the room and rows of benches face it like a place of worship. There are two large statues of a hideous idol standing one either side of the altar on which stands a smaller statue of the same ugly god.
Silently a group of zombies begins to shuffle out of the shadows.

DM:

**7 Zombies**

AC 8

HP 8,8,7,7,6,6,5

Attack 1

Dmg 1d6 short sword

M 12

Mv 90’(30’)

xp 20 each

The Idol on the altar is worth 180gp. The large idols have a total of 4 gems set into the eye sockets worth 25gp each. The statues are trapped with a poison dart. Save vs. Poison

The poison is weak and will do just 1-4 points of damage.

There is a small keyhole in the altar which opens the hidden door behind. Access is only available with the key.

76: This 70x20 room doorways at each end of the North wall and one in the Eastern end of the South wall.

The corridor leads to a wide hallway the area is lit but you cannot tell where the light is coming from. The floor here is tiled in an alternating pattern of black and white like a chessboard.

DM: White squares are mostly safe but a few are faulty and linked to the trapped black squares. There is a 25% chance that a character will trigger one of these. The darts shoot out at around 5’. Anyone taller than a Halfling must save vs. Poison (apply a dexterity modifier to the saving throw) or fall asleep for 1-4 turns. Sleeping characters can be removed with from the area with a 75% chance of triggering another dart. Characters expressly stating that they are crouching will not be hit.

77: a 30x30 room with doors at each end of the North wall.

The 4 hobgoblins living here turn toward the door as you open it.

**DM**:

**4 Hobgoblins**

AC 6

HP 7, 8, 10, 15

Attack 1 short sword

Dmg 1-6

M 8

Mv 90’(30’)

xp 15

There is nothing of value here. The room is messy with 5 straw sleeping mats, a couple of buckets of water near a small well in the south western corner and a food smeared table. (There is a hidden door to 94 is in the southern end of the East wall)

**78**: A 60x30 room with a door in the centre of the West wall and one in the South wall 10’ from the Eastern corner.

This massive room appears to be some sort of storage room. There are around a hundred boxes of all sizes stacked here.

**DM**: Searching the boxes will reveal most types of common adventuring equipment. No food, shields, armour or weapons is present.

If a box is tapped a voice will call “Who’s There?” Whatever their response the voice will ask “Is Bargle with you?” any response will now be met with mocking laughter.

(the characters won’t be able to agree where the voice or laughter is coming from)

**79**: This is a 30x30 room with doors in the centre of the North, East and West walls.

The room appears to be serving as a kitchen area with a hearth against the south wall. A table stands at the centre of the room with some cutlery and plates upon it. A lone Hobgoblin shrieks as you enter.

DM:

**Hobgoblin**

AC 6

HP 16

Attack 1 short sword

Dmg 1-6

M 8

Mv 90’(30’)

xp 15

**80**: This is a 30x30 room with doors in the centre of the North and South and West walls.

The room is a very well stocked food storage area. There are boxes and crates of pickles and salted meats hang from a rack suspended from the ceiling.

**DM:** The food is unspoiled and all rations may be eaten and re-stocked here.

**81**: A 30x40 room with a door in the centre of the South wall and one in the West wall 10’ down from the North corner.

The two Ogres here don’t look pleased at your intrusion and seize their clubs.

**DM:**

**2 Ogres**

AC 6

HP 24, 31

Attack 1

Dmg 1d6+2

M 10

Mv 90’(30’)

xp 125 each

There are 6 sleeping mats and 6 pegs on the North wall for cloaks. One of the mats hides a bag with 6000cp and 3000sp inside.

**82**: This 30x30 room has a door in the centre of the East wall.

The room is well furnished with a four poster bed, wardrobe, table and chair. A large book sits upon a lectern near the table.

You can see a robed figure lying upon the bed.

**DM**: The occupant of the bed is a living crystal statue that Bargle uses as a decoy.

**Living (Dark) Crystal Statue**

AC 4

HP 10

Attack 2

Dmg 1d6/1d6

M 11

Mv 90’(30’)

xp 35

The large book on the lectern is a blank spell book. The wardrobe contains a selection of dark robes. A hidden door at the rear opens to room 84.

**83:** (Bargle’s Throne Room)

A 40x70 area with an open doorway at the Eastern end of the North wall and a door in the East wall 10’ South of the opening.

The great hall is massive and reasonably well lit. You cannot see any light sources though. There is a long table down the centre with benches either side. Against the South Wall is a throne. A robed figure is seated upon it.

**DM**: 1d4

1=Bargle

2-4 Living crystal decoy.

**Living (Dark) Crystal Statue**

AC 4

HP 16

Attack 2

Dmg 1d6/1d6

M 11

Mv 90’(30’)

xp 35

**Bargle The Infamous**

(Full stats on page 17)

AC 8 (2 if Shielded)

HP 20

Attack 1 Spells or Dagger

Dmg Spell Effect/1d4+1

Bargle (will attempt to escape via area 92 as soon as he can)

xp 200

Prepared spells in order of use:

1 Shield

2 Magic Missile (4 missiles)

3 Mirror Image (or Web)

4 Invisibility

He has a wand of Paralysation with 3 charges.

(Effect: 60’ ray 30’wide save vs. Wands or be paralyzed for 6 turns)

Bargle will call for his guards on seeing the party,

though his decoys will not.

The South-Western corner of the room has a hidden door behind a painting leading to the passageway at 87b.

A trapped panel beneath the throne will do 1d6 points of damage if triggered. Save vs. Staves

It contains: A Bag of Holding, A key with the face of a hideous idol (room93) on it and a gem worth 1000gp

To keep with the Gazetteer timelines Bargle may be allowed by the DM to make his escape. If this isn’t possible and he is captured, He can either be a doppleganger or he will be liberated by agents of The Black Eagle Baron.

If killed, this “Bargle” will turn out to be a doppleganger. Dopplegangers do not usually cast spells but Bargle has, against all odds, recruited one and has been training him. The duplicate is now convinced he is really Bargle. xp value should not be replaced as this double now has extra abilities.

**84**: This is a 20x20 room with doorways (both visible here) in the East and West walls.

The room contains a chair, a lantern for light and a large Ogre.

**DM**: **Ogre**

AC 6

HP 31

Attack 1

Dmg 1d6+2

M 10

Mv 90’(30’)

xp 125

**85:** This 30x30 room has doors in the East and West walls at the Northern edge of the room.

The room is well furnished with a four poster bed, wardrobe, table and chair. A large book sits upon a lectern near the table. The walls are lined with shelves laden with bottles containing all manner of herbs, powders and liquids.

**DM**: If not already encountered Bargle will be here, if so and there has been battle nearby he will already have cast Shield on himself.

See this page area 83 for stats.

The shelves if searched will have the following potions

Potion A: Healing

Potion B: Gaseous Form

Potion C: Invisibility

Bargle keeps 600sp and 200gp in a bag under his mattress.

**86:** Corridor

A large figure in black armour blocks your path.

“None Shall Pass” He says in a deep voice.

DM: This Berserker has been charmed by Bargle into becoming a reckless guard. He will make no conversation save for the above. When provoked into battle he will yell “For Vanya!” and swing his long-sword. He has no treasure.

**DM**: **Berserker**

AC 4

HP 8

Attack 1

Dmg 1d8

M 12

Mv 120’(40’)

xp 19

**87a**: Secret door from Bargle’s Room with secret door to Dragon’s Lair (92) opposite.

**87b**: Secret door from Throne room with spyhole.

If Bargle bolts this way then a Living Crystal Statue will be here to try to cover his escape. See wandering monsters page 15 for stats.

**88:** A 30x30 room with doors in the centre of the North wall and on the western edge of the South wall.

The door opens with a creak as though it hasn’t been opened in a long time. Peering in you see two skeletons clad in rags lay on the floor. Cobwebs cover them and the floor here.

**DM**: Lair of the Tarantella.

This is Bargle’s special pet.

It will wait until the skeletons are examined to attack.

**Tarantella**

AC 5

HP 26

Attack 1

Dmg 1-8 + poison\*

M 8

Mv 120’(40’)

xp 125

\*The poison will not kill.

Save vs. Poison. Anyone failing to save will have painful spasms resembling a dance. The dance has a magical effect on onlookers who must Save vs. Spells or dance in the same way. Victims have a -4 penalty on hit rolls and attackers gain +4 on hit rolls. Effects last 2d6 turns but dancers drop from exhaustion in 5 turns. Dispel Magic will stop the dance.

The skeletons have a dagger+1, a normal sword, 500cp, 90sp and 50gp.

**89**: 20x20 room with doors North and South. (Southern door is one way and will not open from Room 88)

As you open the door you see a terrifying apparition.

The creature before you has a woman’s body but her hair is living snakes which writhe and hiss at you. Her eyes gaze deeply toward you.

**DM**: Each character must Save vs. Spells as this is merely a phantasmal force type illusion of a Medusa with none of the true power of the creature itself.

Failing a save renders a victim unconscious for 1d4 turns. The room is empty and casting Dispel Magic, touching or striking the illusion with a weapon will dispel it though anyone affected will remain asleep for the allotted time.

There is no treasure in this room.

**90**: A 20x30 room with stairs going up to dungeon level 2 in the centre of the East wall. And a door in the South wall.

The room contains around 15 very finely carved statues. There are men, women, Elves, Dwarves, Halflings, Goblins and Kobolds represented here.

**DM**: examining the statues a character may notice the following:

1. All stare wide eyed appearing awe-struck.
2. All have an expression of fear or surprise.

The statues are normal but are finely carved to create the impression that somewhere close by there is a creature that can turn flesh to stone.

**91:** Corridor

**DM:** This corridor is used to avoid the Medusa and Tarantella rooms. The secret doors can be clearly seen from within.

**92**: Roughly hewn escape tunnel to Black Dragon’s cave.

**DM:** This is Bargle’s preferred exit, if running from his chambers. a Living Crystal Statue is always here to try to cover his escape. The party will easily realise that this is a decoy.

**Living (Dark) Crystal Statue**

AC 4

HP 16

Attack 2

Dmg 1d6/1d6

M 11

Mv 90’(30’)

xp 35

93: Treasure Room. A 30x20 room, with a door in the centre of the South wall.

The door swings open to reveal a sturdy looking iron bound oak chest. There are no other furnishings in the room. But the room has a number of holes in the Northern wall.

**DM**: Whilst the chest is being examined 6 Stirges will fly in through the holes.

**6 Stirges**

AC 7

HP 5, 5, 5, 5, 5, 5

Attack 1

Dmg 1d3 + 1d3 per round after a hit \*

M 7

Mv 30’ (10’)/180’ (60’)

xp 15

\*On the first hit a Stirge will latch on to a victim causing 1-3 points of damage then cause 1-3 further points of damage per round until removed or killed.

The chest is trapped with an acid trap which will cause 1d4 points of damage (save vs. Poison) if not disarmed.

It contains: 1000sp, 1200gp, 1 Onyx gem (50gp), a Topaz gem (500gp), a bracelet (600gp), a pendant (1100gp), a tiara (1000gp), 2 potions (invisibility & healing).

**94**: Roughly hewn passage between areas 77 and 99.

The Passage has been cut from the clay outside the main dungeon.

DM: 4 Ghouls are stuck in the passage and have been trying to dig out to area 95.

**4 Ghouls**

AC 6

HP 12,13,14,16

Attack 3 (2 claws/1 bite)

Dmg 1-3/1-3/1-3 +Paralysis

M 8

Mv 90’ (30’)

xp 25 each

**95**: Rubble choked stairwell.

**DM**: this applies only if the Ghouls from 94 have not been defeated.

 The stairs are choked with rubble. This area has been weakened by something digging at the outside of the dungeon wall. There are holes in the corner and you can see movement on the other side.

The ghouls are trying to claw their way out of area 94, attracted by sounds of digging. Anyone examining the holes may be struck by a ghoul thrusting its claw through a hole. Save vs. Paralysis or take 1-3 points of damage and be paralyzed for 2-8 turns.

**96**: The 40x60 room has 3 metal doors in the West wall. A staircase leads up from the South-Eastern Corner.

This large room is a torture chamber, complete with a rack, brazier and a table of rusty torture implements. There is also a well in the North-Eastern Corner.

DM: the torture implements are rusted and useless. The well is filled with undrinkable sludge. The 3 cell doors have small grills in the top and a hatch at the bottom.

**97**: A 20x20 cell with a metal door in the East wall.

The cell is occupied by 4 walking corpses they silently move toward the door.

**DM: 4 Zombies**

AC 6

HP 10,12,14,16

Attack 1 claw

Dmg 1d8

M 12

Mv 90’ (30’)

xp 20 each

There is no treasure here.

**98**: A 20x20 cell with a metal door in the East wall.

The cell is occupied by 3 Ghouls they silently move toward the door.

**DM: 3 Ghouls**

AC 6

HP 13, 14, 16

Attack 3 (2 claws/1 bite)

Dmg 1-3/1-3/1-3 +Paralysis

M 8

Mv 90’ (30’)

xp 25 each

**99**:  A 20x20 cell with a metal door in the East wall (and a hidden door in the West wall)

The cell appears to be unoccupied.

**DM:** The cell is empty. A hidden door will be easily discovered in a corner.

**100**: Tunnel to Dragon's Lair.

You follow footprints of a human and several types of humanoid tracks in the dirt. The passage twists and turns but there are no side passages and no trail of prints branches away.

**DM**: An empty potion bottle (invisibility) will be found on the way. The dragon encounter may be too strong for some parties so a **Phantasmal Force** illusion of the dragon may be used to delay the party.

The chamber ahead is massive. A huge black dragon sits on a pile of treasure. There are bones of his victims lying amongst the hoard.

**DM:** The dragon is actually small for its kind but this is the characters’ first encounter with such a beast. Remind the players that even the hungriest dragon may pause to listen to flattery.

This one can talk and knows Bargle, having been flattered and fed many victims by the evil mage. It can cast spells but this is a young, inexperienced dragon so only 2 spells instead of the full 4 are available.

There is a 40% chance he will be asleep.

If awake he will feign sleep anyway to gauge the party’s strength. A breath attack (acid) will be directed at the most threatening target. Attack in this order:

1st round; breath weapon.

Subsequent rounds: 1d6

1-3 claw/bite

4-6 breath weapon

Only 3 breath attacks are available. As the dragon’s HP decreases so does the damage available from his breath

**The Black Dragon**

AC 2

HP 30

Attack 1 breath/ 2 claws/ 1bite

Dmg as HP/ 2-5 each/ 2-20

M8

Mv 90’(30’)/240’(80’)

xp 1250

(THAC0 17)

Spells: Choose any 2 level 1 Magic User spells.

This one will surrender if subdued but this will take long enough for Bargle to make his escape.

The hoard consists of the following:

(Type H treasure ½ share)

14,000cp

5000ep

23969gp

2x500gp gems

2x200gp gems

20x100gp gems

1 sword +1 & Cure Light wounds 1 charge/day

1 shield +1

1 mace+1

1 ring+1AC & fire resistance

1 MU scroll sleep

**Endings:**

DM: The Gazetteer timelines state that Bargle ends up working for the Black Eagle Barony. If the campaign is to fit in with this, a convincing escape will be needed.

The following options can be used to end this adventure.

**Ending#1**: Bargle escapes with the Black Dragon aiding him.

**Ending#2** Bargle is killed but turns out to be a doppleganger.

**Ending #3**: The party return Bargle to Threshold and collect their reward. A goblin raid in the night serves as a distraction and he escapes.

In each of these options rumours may direct the party toward his trail to lead into a new adventure.

**Notes**

Wandering Monsters

Level 3

1d8

1 Living Crystal Statue

2 Bugbears

3 Carrion Crawler

4 Tiger Beetle

5 Ogre Guard

6 Gargoyle

7 Hobgoblins

8 Bargle

**1**

**Living (Dark) Crystal Statue**

AC 4

HP 16

Attack 2

Dmg 1d6/1d6

M 11

Mv

xp 35

**2**

**2 Bugbears**

AC 5

HP 18

Attack

Dmg 1-8+1

M 9

Mv 90(30)

xp 75

**3**

**1 Carrion Crawler**

AC 7

HP 14

Attack 8

Dmg Paralysis

M 9

Mv 120’(80’)

Xp75

 **4**

**Tiger Beetle**

AC 4

HP 10

Attack 1 bite

Dmg 1-6

M 8

Mv 120’(40’)

xp 25

**5**

**Ogre Guard**

AC 5

HP 26

Attack 1 club

Dmg 1-6 +2

M 10

Mv 90’(30’)

xp 125

**6**

**Gargoyle\***

AC 5(magical weapons only)

HP 28

Attack 2 claws/ 1 bite/

1 horn

Dmg 1-3/1-3/1-6/1-4

M 11

Mv 90’(30’)

Xp 125

\*may be substituted

**7**

**Hobgoblins 1-6**

AC 6

HP 7

Attack 1 short sword

Dmg 1-6

M 8

Mv 90’(30’)

xp 15

**8**

**Bargle The Infamous**

Level 4 Magic User.

Strength: 12

Intelligence: 18

Wisdom: 17

Dexterity:15

Constitution: 16

Charisma: 14

AC **8** (**2** if Shielded)

HP **20**

Attack 1 Spells or Dagger

Dmg Spell Effect/1d4+1

Bargle (will attempt to escape via area 92 as soon as he can)

xp 1000

Prepared spells in order of use:

1 Shield

2 Magic Missile (4 missiles)

3 Mirror Image (or Web)

4 Invisibility

He has a Dagger+1, a wand of Paralysation with 3 charges

And wears a ring of Infravision.