

KILL BARGLE Vol.1

A dice game of
bloody vengeance!

“... Aleena can't find Bargle, and is starting to look worried. Suddenly, the sound of a spell comes from a far corner of the room! The cleric turns and runs in that direction, waving her mace and shouting. The black-robed magic-user appears in the same corner as the spell noise, with a glowing arrow floating in the air beside him. He points at Aleena; the arrow shoots out, and hits her! She wails and falls with a sigh, collapsing in the middle of the room. The glowing arrow disappears.

You kneel by the cleric, and gently turn her over. Alas, Bargle's magical spell has taken her life.”

Nooooo!

Bargle, the murdering bastard, escapes leaving the fair Aleena lying dead at your feet! From that terrible day 'til this you have been filled with a burning, all consuming desire for bloody revenge! It's taken over twenty-five years but you've finally tracked the evil magic-user down and have him cornered. Now, you will *kill Bargle!*

For those who've come in late...

Aleena and Bargle were introduced in the 1983 edition of the original, classic DUNGEONS & DRAGONS® Game. Presented in a bright red box, this set was many millions of players' first introduction to D&D®.

In the *Player's Book* was a short 'pick-a-path' style adventure designed to teach you the basics of the game. Taking on the role of a brave warrior you set off to explore a dark and dangerous dungeon. But it was not long before you found yourself in trouble and were wounded after a brief battle with a nasty goblin.

Just when things were looking grim you met Aleena! The beautiful and kindly cleric (wonderfully illustrated by legendary artist, Larry Elmore) gladly used her powers to heal your injuries. With Aleena now by your side you continued deeper into the dungeon, only to encounter the infamous magic-user, Bargle!

The rest, as they say, is history...

What do we need?

All you need to play *Kill Bargle* is 2 - 5 friends, one set of polyhedral dice (d4, d6, d8, d10, d12 and d20), 6 rusty nails, and an unyielding, all consuming desire to kill Bargle!

The goal?

The goal of the game is simple; kill Bargle and avenge Aleena!

How do we begin?

To begin the quest for vengeance each player rolls 1d12 to establish an order from highest to lowest. If two or more players roll the same number each of those players roll again until a clear line of highest to lowest has been settled.

In order from highest to lowest each player then receives a die in descending order of size, from d12 down to d4.

“What? We all don't get the same size die?! But that's not fair!”

Hey, it wasn't *fair* that you lived while Aleena died, so get over it. Bargle is represented by the remaining d20.

How do we kill Bargle?

Each round players roll their respective die in an attempt to kill Bargle. The player with the lowest die always bears the ignominy of rolling for Bargle also.

The player who rolls the highest number, if it also beats Bargle's roll, wounds the nefarious magic-user and receives a rusty coffin nail as proof (if two or more players roll the highest number the player with the bigger die scores the hit). Ha! The son of a Rust Monster is one step closer to Hell!

If two players roll the same number they exchange die at the end of the round. If more than two players roll the same number simply swap the dice in a clockwise direction. Happy now d4?

When Bargle loses all 6 coffin nails the bastard is stone, motherless dead; Aleena is avenged and you can all dance on his grave!

Bargle is far from defenceless, however. If a player rolls the same number as Bargle (and has the lowest die if more than one player rolls the same number) he is **instantly** killed by the evil wizard's *Magic Missile*, just like poor Aleena.

"Ack! We can die?!"

Did you think that killing Bargle would be easy?!

Additionally, if Bargle rolls a 1 the player with the lowest roll is *Charmed*, believing that Bargle is his bestest friend, and misses the next two rounds (if two or more players roll the same number the player with the lowest die is *Charmed*). Finally, if Bargle rolls a 20 he escapes and the collective opportunity for vengeance has slipped through your fingers!

Who won?

The winner is the player who strikes the final blow and kills Bargle. If Bargle manages to escape, the player who is still alive and with the highest number of Bargle's coffin nails (and the highest die if there is a tie) wins the game. If no one managed to hit Bargle before he escaped, you all lose!

Is that it?

Yep. What did you expect for free?

Who's to blame?

The *Kill Bargle* dice game was created by Jesse Walker. All due credit should go to Gregor Hutton for his original Kill Bargle T-shirts, which were the hit of GenCon 2005 and the inspiration for this humble dice game. *Kill Bargle* is dedicated to Frank Mentzer, the editor of the 1983 D&D® Basic Set, and Larry Elmore, the lord of fantasy-babe art!



...at last, we
will have our
vengeance!