



C A M P A I G N S

LEGACY OF THE GREEN REGENT™

RAT'S BASTARD

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INTRODUCTION

This adventure is optimized for 4th-level characters. This means that it is primarily designed and balanced for a group of four or five 4th-level characters. If your group deviates from this size and strength, each encounter features a section titled Scaling the

Encounter so that you, the Dungeon Master (DM), can create a more balanced encounter. If there are only four or five PCs in your group, and all are of the same character level, it is pretty easy to use this section: just use the level entry that corresponds with the PCs' levels. For groups of mixed levels and groups with six PCs, first determine the average character level of the group then add a +1 modifier for groups with six players. Treat that value as the level of the group. Use your DM's discretion, though. If the PCs are having too hard or too easy of a time, feel free to increase or decrease the level of challenge. The goal is to challenge the PCs, not overwhelm or even underwhelm them. The most enjoyable D&D games are the ones where failure and death are a possibility, but success and reward are attainable through daring and smart play.

Note: If you are planning on playing this adventure, stop reading now. If you read farther than this paragraph you'll know too much about its challenges, which kills the fun. Also, if you are planning on playing this adventure at an RPGA-sanctioned event, reading beyond this point makes

you ineligible to do so.

PREPARATION

As DM you need a copy of the three revised edition (also called version 3.5) core D&D rulebooks to play this adventure. They are the *Player's Handbook*, the *Dungeon Master's Guide*, and the *Monster Manual*. It is also recommended that you have the *FORGOTTEN REALMS Campaign Setting* book, but it is not necessary. You'll also need a set of polyhedral dice, and something to use as the battle grid (a vinyl or laminated grid usually works best, so you can use wet-erase markers to draw battle grid features), and enough DUNGEONS & DRAGONS miniatures to represent combatants on the battle grids.

Throughout the adventure, shaded boxes provide player information for you to paraphrase or read aloud when appropriate. Sidebars contain important information for you, including special instructions on running the adventure. Information on nonplayer characters (NPCs) and monsters appear in abbreviated form in the adventure text. Full information on nonplayer characters and monsters will either be given in an appendix of this adventure or can be found in the *Monster Manual* or *FORGOTTEN REALMS Campaign Setting*.

At the end of this adventure you'll also find an RPGA Table Tracking sheet. If you are playing this adventure as part of an RPGA-sanctioned event, you need to complete it and return it to your senior gamemaster (see below for more details).

RPGA SANCTIONED PLAY

Most likely you ordered this adventure as part of an RPGA event from the RPGA website (www.wizards.com/rpga), but you may have received a copy of it from other means. In order to play this adventure as part of the LEGACY OF THE GREEN REGENT campaign, a worldwide ongoing D&D campaign, you must sanction it as part of an RPGA event. This event could be as elaborate as a big convention, or a simple as a group of friends meeting at their DM's house.

In order to sanction the event you must be at least an RPGA Herald-level Gamemaster. The person who sanctions it is called the senior gamemaster, and is in charge of making sure the event runs and is reported in a timely manner. The person who runs this game is called the table DM (or usually just DM). Sometimes (and almost all the time in the case of home events) the senior gamemaster is also the table DM. You don't have to be a Herald-level Gamemaster to run this adventure if you are not the Senior GM.

By sanctioning and then reporting this adventure you accomplish a few things. First, it allows the PCs that participate in this adventure accumulate experience points (XP) and gold pieces (gp) to advance their LEGACY OF THE GREEN REGENT character. Second, the RPGA bases future adventures on what the majority of PCs do in past ones; the PCs' actions shape the direction of the campaign. And lastly, players and DMs gain rewards for sanctioned play if they have signed up for the DUNGEONS & DRAGONS PLAYER REWARDS. This adventure is worth four points for that program.

This adventure retires from RPGA-sanctioned play on July 29, 2004.

If you are looking for more information about LEGACY OF THE GREEN REGENT character creation and development, RPGA event sanctioning, and DUNGEONS & DRAGONS PLAYER REWARDS, see the RPGA website.

DUNGEONS & DRAGONS MINIATURES

To run this adventure it's recommend you have the following miniatures:

From the Harbinger™ set:

- 11 Orc Warriors (75/80) to represent orcs
- 4 Evoker's Apprentice (5/80) to represent Lesser Thayan Wizards
- 1 Drow Fighter (62/80) to represent Dusk
- 2 Goblin Sneaks (42/80) to represent elite goblins

From the Dragoneye™ set:

- 2 Thayan Knights (38/60)
- 1 Kerwyn, Human Rogue (22/60) to represent Sparrot the Jack
- 1 Carrion Crawler (41/60)
- 6 Goblin Skirmishers (31/60) to represent goblins
- 1 Goblin Warrior (32/60) to represent Lazurak in goblin form

From the Archfiends™ set:

- 1 Red Wizard (37/60) to represent Belvyn Keth.
- 1 Halfling Wizard (18/60) to represent Jeriv
- 1 Cleric of Kord (13/60) to represent Jottess

There are no miniatures for the steam mephits, but you could use the Medium Fire Elemental miniature from the Archfiends set (54/60) to represent the critters protected by their plume of vapor.

ADVENTURE BACKGROUND

With the exodus of orcs from the High Forest, many things have changed in Loudwater. Shockingly, the newest Green Regent who is an orc. And since his selection by the goddess Mielikki this past Shieldmeet, that orc, Otar, has gone missing. While some orcs have migrated as far as the Graypeak Mountains, others have settled in and around the city of Loudwater. Tolerated by many of the powerful human (and sometimes even elven) merchants of the city, due to the fact that the orcs do jobs humans and elves shy away from, a large population has settled on the southern edge of town, just beyond the earthen embankments of Forestview Gate. In a tent and shanty town they dwell in relative peace, entering the city to earn coins that keep the members of their tribes alive.

Over almost the last month orcs of the High Forest have been found murdered in the Low Town of Loudwater. More specifically they have been murdered, or at least found, in the blocks around the Red Boar Tavern. The earliest murders prompted the High Lord of Loudwater, the half-elf warrior and a former Green Regent, Kalahar Twohands, to make a decree protecting the orcs that have settled in Loudwater almost as if they were citizens. And while the citizens of the City of Grottos are, for the most part, very tolerant people, ancient hatreds die hard. While the orcs have been peaceful and accommodating toward their new neighbors, may neither trust nor like the orcs, so no one was surprised when the murders continued.

At the beginning of the adventure, eight orcs have been found dead in the neighborhood of the Red Fellowship's headquarters. Each was found in the morning, mutilated and brutally displayed, usually accompanied with a single message "The only good orc...."

ADVENTURE SUMMARY

The adventure starts in the Red Boar Tavern, the unofficial headquarters of the Red Fellowship, and the locale the murders seem to be centered around. While the PCs are there, the place is assaulted by a group of angry orcs of the High Forest living within Loudwater. Lead by an orc whose brother was one of the murder victims, the group is positive (though mistaken) that the Red Fellowship and the Rein family are responsible for the deaths. Here the PCs are the only thing that can stop a serious catastrophe from happening, because even the orcs of the High Forest tend to lash out violently when confused and angry. Hopefully the PCs can stop the orcs from doing serious damage to the patrons and the tavern itself.

For reasons appealing to individual groups, the PCs become involved in searching for the real orc murderer. Quickly they find that the Loudwater Guard is rather apathetic toward the crimes, and downright unhelpful to outside investigators. They are also stymied by the fact that there seems to be almost no witnesses or real clues. The entire investigation seems one big dead end until they meet a quiet Thayan boy.

The boy leads them to the Ivy Enclave, the local Thayan Enclave, where the PCs find themselves in the presence of a real Red Wizard of Thay. Beyvan Keth, master of the enclave gives the PCs valuable assistance in their search, and asks nothing in return. This should make the PCs suspicious, as they are lead to a

market called Duelists' Grotto in search of a half-drow by the name of Dusk. According to Keth, the half-drow is part of a gang called the Rat Bastards, and it is they who are responsible for the orc deaths. While Keth doesn't know the gangs motivations for the murder, his information is solid. Suspicions aside, Keth had no other motivations other than bringing the murderers to justice...at least in this adventure, anyway.

With some more investigation, and maybe the "help" of a Rat Bastards spy in the Duelists' Grotto, the PCs find out that the gang keeps it lair in a place called the Steam House, located in the worst part of Loudwater. Depending on the circumstance of their investigations in the Duelists' Grotto, the PCs could either surprise the gang or find them ready for a thick fight. After the combat, the PCs find little to trace the group to the murders, but an search of the place, or proper questioning of surviving Rat Bastards may point them to place under the Steam House.

In the steam tunnels under the place, the PCs find who is ultimately responsible for the murders, a barghest lieutenant of the infamous Hark, Lazurak the so-called Harkson. In another plan to try to destabilize the city, Lazurak and the Rat Bastards committed the murders to motivate an orc uprising...and almost succeeded. In the tunnels the PCs face off against the rat's bastard and his goblin servants, and hopefully thwart the Hark yet again.

ADVENTURE HOOKS

This adventure begins in the Red Boar Inn, one of the most renowned inns of Loudwater's human-dominated Low Town. Unlike much of the City of Grottos, this section of Low Town features very congested, muddy streets and lacks the picturesque foliage-covered building many associate with Loudwater. The neighborhood surrounding the Red Boar Inn is a hive of taverns (most seedy by Loudwater standards) warehouses, craft guild buildings, and coster headquarters. It is a place teeming with commerce and merchants. There are many reasons why PCs could be in the area. Here are a couple of suggestions. Whenever possible tailor the hook to the characters.

- The Red Boar Tavern is a very common place for adventurers and mercenaries to look for work. At the inn's center is a large pillar made from a huge oak felled here a century or so ago by the Rein family. Would-be employers post bills on the pillar advertising their pay and needs. The search for work is always a good start for adventurous and mercenary groups.

- The PCs may be on a Low Town ale quest—a popular pastime for young adventurers—sampling the various brews of Low Town's taverns and inns. This is a good start for a group of whimsy adventurers played by mature players.

- An orc of the High Forest character, or a Scion of the Green Regent character may be investigating the murders of orcs that were killed outside the tavern in the past month. Maybe one of the orcs was a relative of the orc of the High Forest PC, or maybe a scion heard that one of the orcs was related to Otar. This start gets PCs ready for the main action of the adventure.

- The Red Boar Inn is the unofficial headquarters of the Red Fellowship. Members of Stedd Rein's organization spend much of their down time at the establishment, as does its master from time to time. Groups with one or more Red Fellowship need little coaxing to spend a night at the Red Boar Inn.

TROUBLESHOOTING THE ADVENTURE

Reequipping the Characters: If you are playing this adventure as part of the LEGACY OF THE GREEN REGENT campaign, players come to their event with their characters fully equipped based on their current level and gold piece value. They can reequip their character when they are in a town by spending their Coin on Hand (CoH). They can even increase their CoH by selling items for half their listed value.

Loudwater is a small city with a 15,000-gp limit. This means that characters can find items worth 15,000 gp or less for sale within the city. LEGACY OF THE GREEN REGENT characters also have a gp limit on which items they can buy based on their level. While it is possible to find items for sale in Loudwater, there are few shops that sell items “over the counter”. As the PCs go up in level, their prestige grows and opportunities to purchase more powerful items become available. 1st-level characters can only purchase items found in the *Player's Handbook*. Characters that are 2nd-level and higher can purchase *Player's Handbook* items and legal magic items. At 5th-level the gp limit is 4,500 gp, while the 6th-level gp limit is 6,500 gp, 7th-level gp limit is 9,500 gp, and the 8th-level gp limit is 13,500 gp.

In events where you have a limited session time, you will want to put a limit on at-the-table equipment purchasing. No more than 15 minutes should be spent for this activity during a normal four-hour or five-hour session, and even then some groups may not finish the adventure.

Running the Investigation: A large part of this adventure is an investigation. More so than just about any kind of adventure it requires you to think on your feet. Give the players the freedom to look into leads, alternate sources of information, even dead ends, and generally think outside the “boxed text.” This also means that you may have to ad lib from time to time. Don't be afraid to this; in fact have fun doing it. Don't worry about being consistent either. Remember, people's point of view rarely jive with one another, and some people's point of view can change wildly from moment to moment: especially if they are unsure about the facts but want to seem knowledgeable or their judgment is clouded by their own beliefs and biases. Use the adventure's encounters to abstract what information the PCs could possibly gain through the investigation, and adjust keyed encounters based on what the PCs are doing at the time.

Raising the Dead: At this point the PCs may have gained enough renown, and hopefully enough gold and experience, to come back to life. Like many things that involve XP and gp cost, raise dead and other spells work differently in DUNGEONS & DRAGONS CAMPAIGNS. If a PC dies, and his or her companions are able to bring the body back to Loudwater within 11 days after the time of death, Prior Athosar, the local leader of the temple of Lathander, is able to cast raise dead and bring the character back to life (assuming the soul is willing). This incurs a 1,100-gp debt, which may be divided up between the characters that were played during the session. This debt is forever subtracted from the equipment value of the character, and reported in the “GP Debt” field of the Session Tracking Sheet. Additionally, the character that came back from the dead has its experience points

reduced. The amount of experience points reduced is dependent on the current character level (see Table LGR7—1, below) of the PC the raise dead was cast on. Record the proper amount on the “XP Drain” field of the Session Tracking sheet. These two costs are the only costs for the raise dead (even for 1st-level characters), and overrides the rules found in the *Player's Handbook*. When a character is brought back from the dead it is not recorded as a character death (don't mark yes). Just record the gold debt and experience drain.

LGR7—1: Experience Point Drain for Raised Characters

Character Level	XP Drain
3rd	1,500 XP
4th	2,000 XP
5th	2,500 XP
6th	3,000 XP
7th	3,500 XP

ADVENTURE START: RIOT (EL 6)

For whatever reason, the PCs find themselves in the Red Boar Tavern. In many ways the Red Boar Tavern is more like a market than an inn. Within its spacious common room there is plenty of eat, drink, and be merriment, punctuated by intense mercantile and political maneuvering in shadowy corners. Its patrons are mostly humans, dwarves, and halflings, but it is not without a small number of half-orcs, as well as a number of rogue elves and half-elves. Elf and half-elf patrons are usually outsiders and of the adventure persuasion, as many local elves see the Red Boar Tavern as a den of human insensitivity and pettiness.

Orcs of the High Forest, becoming more numerous in the city as of late, are grudgingly served, but it took a decree from High Lord Twohands to move the Red Boar patrons and staff to this toleration. Almost a month ago, two orcs were killed in the street outside the tavern. Though the slayings occurred only two bells after sunset—during a period of typical great activity at the Red Boar—the authorities could find not a single witness to the slayings. In response to the slayings the high lord issued the “Decree of Reception,” making the visiting orcs who obey the laws of the city protected persons, with rights comparable to citizens. He also placed two guards to watch over the place.

If the high lord put forth the decree and stationed the guards to deter orc murders, it didn't work. In the coming weeks six more orcs were killed in the neighborhood of the Red Boar Tavern—roughly two a week. While after the discovery each murder caused subsequent increases in local patrols, the high lord's men have no leads or real evidence pointing to the murderers, and they could go on unsolved if not for the intervention of adventurers.

Current controversies aside, the Red Boar Tavern is hot-bed of news and employment. The pillar in the center of the inn is littered with notices of employers looking for workers, adventurer and otherwise. Many folk in the tavern talk freely of their business or engage in gossip, but stray away from sensitive subjects,



such as the new Green Regent, the history of the inn's pillar (at least they will not talk about pillar with elves, half-elves, or even gnomes), not to mention the recent orc slayings, the presence of the Loudwater guard, and the high lord's current decree.

At some point during the night the typical business of the inn is disrupted in a major way. Haargh, a respected druid in the Loudwater community of High Forest orcs, has rallied a small hoard. Haargh is the brother of one of the latest murder victims, and though he didn't care overly so for his brother, he does not want the death of kin to go unavenged. He is sure that the orc-hating humans of the Red Fellowship are to blame, and that they will not be happy until he and his people are exterminated. He has no evidence to his suspicions, "the winds told me" he tells his own people, and is in fact dead wrong, but his words have weight in the orc community, and on this night he and his hoard march on the Red Boar Tavern.

Allow the PCs to attempt a Spot check (DC 10) to spot the orc mob pass by the window. If they make it, allow a full round of actions before the orcs enter the inn. Once they enter, the following occurs. Feel free to modify the action in this read-aloud text if you feel the PCs' actions would affect it.

Ahead of the pack is a large orc decorated with tattoos of stylized wolves and arcane-looking symbols. He carries a greataxe. One of the city guards moves forward to his hands raised, and says, "The high lord wants no trouble here." The orc cuts the guard down with a savage swing of his greataxe, almost cleaving the soldier in half at the torso. The orc screams in rage: "High lord can rot. We are here to take what has been taken. My axe brings justice for my people!" The orcs behind him shout in fury and agreement. The other city guard drops his weapon and runs.

Use Illustration 1 to help describe this scene. The inn's patrons follow the lead of the surviving guard, scrambling for the back door. This in turn creates a crazy jumble of bodies blocking the egress, and many targets for orc falchions.

Creatures: Unless stopped the orcs exact revenge on the patrons with savage competence.

➤ **Orcs (11):** hp 9, 9, 8, 7, 7, 7, 6, 4, 4, 4; see *Monster Manual*.

➤ **Haargh:** male orc Bbn1/Drd3; hp 25; see Appendix 1.

Tactics: The orcs' only real tactic is to do as much damage as possible. Once combat starts the only things that can stop them are force of arms, spells, or orders from Haargh.

Development: There are many ways that the PCs can stop the slaughter. The obvious one is to defeat the orcs in combat. This may be easier than it seems, because while the orcs definitely want revenge, they are also afraid of what may happen to them and their families for this outburst. All of their courage is centered on their leader, Haargh. And if he falls, the remaining orcs scatter. A PC who attempts to look around and measure the mood of the mob can make a Sense Motive check (DC 20). Success notices that while angry, the orcs are also very nervous; some seem on the verge of panic.

Haargh isn't immune to this unease. It's actually possible to start a parley with him. Treat him as unfriendly rather than hostile for the purposes of a Diplomacy check to influence his attitude. Remember the PC attempting the Diplomacy will suffer a -10 to the check for starting Diplomacy as a full-round action. If the PC is able to change his attitude to at least friendly (DC 25) he halts the attack. Changing his attitude to indifferent (DC 15) opens the opportunity to attempt another check, halting the combat for a full minute while Haargh contemplates the PCs arguments (an negating the -10 on the second check). Haargh can also be bought. Offering at least 100 gp for him to turn around and

walk away produces such an occurrence. After all he didn't really like his brother all that much, and the gold will go along way to better his people.

Further Development: After the PCs either stop or weather the slaughter, the next trick is to get them involved with the investigation. Like adventure hooks, the following are some ways in which you can motivate the PCs to take a closer look into the orc murders. Use the one that fits the group best, or even create your own if a good opportunity presents itself.

Near-Invisible Eye

During the riot at the Red Boar someone is watching from a distance by way of a *scry* spell. Allow PCs with an Intelligence score of 12 or higher a chance to notice the sensor. The Intelligence check DC to spot the sensor increased to 25 due to the commotion in the inn. This sensor, like the sensor in the Investigation encounter, is the eye of Beyvan Keth, the master of the Ivy Enclave. Keth watches the PCs again when they are investigating the murders. At least once during the investigation, allow qualifying PCs to notice the scrying again, but this time at DC 20.

Haargh Demands It: During a successful parley with Haargh, the orc druid "requests" that the PCs look find the real murder. He gives them three days or promises that the orcs will torch the Red Boar Tavern to its foundation.

A Scion's Quest: If there is a scion of the Green Regent in the group, the goddess Lurue comes to that character in a dream. On the behest of Mielikki she comes to ask the PCs to find out who is killing the orcs, and bring those displaced people justice if possible. Strangely, she adds, "I cannot abide that by the moonlight their death comes," before riding off into the moonset of the PC's dreamscape. If there is more than one scion in the group, pick one for the dream visitation.

Clear Our Name: Groups with members of the Red Fellowship, or those who are sympathetic with the Red Fellowship, are approached by the organization and asked to look into the murders. The group feels as though it is being set up, and wants its name cleared as soon as possible. If there is a Knight of the Red Fellowship (a character with both the Agent of the Red Fellowship and Red Fellowship Recruit cards) Stedd Rein makes the request personally.

The High Lord is Troubled: A PC that features at least one member of the Order of the Jade Blade gains a quick audience with High Lord Kalahar Twohands himself. The high lord is frustrated that the orc slayer has not been caught, and is afraid the guard is not properly motivated to solve the crimes. He asks to PCs to act as his agent in tracking down the murder, and promises a substantial reward if they do.

It Was Murook?! You could make the most recent victim a friend or, in the case of orc of the High Forest PCs, a relative. While it takes a good group that's able to "role" with the punches to pull this off, there's nothing like a friend or relative's death to move the plot along.

Dealing With Consequences: Based on the PCs actions many things could happen. If they were able to subdue or parlay with Haargh, the orc is still responsible for the death of the guardsman, and that's a pretty serious offense in the city. He's arrested and put on trial. The adventure conclusion deals with Haargh's fate, but the orc is resigned to it at the arrest. He tells authorities, "If I killed the man in cold blood, I deserve to be punished. But remember that my people have died too, and those responsible likewise deserve to be punished."

If the PCs did nothing, or were not able to stop the orc attack,

many people in the tavern die, and the orcs basically "trash the place." In this case the High Lord Twohands is forced to arrest all the orcs involved with the attack, and put the southern orc settlement under martial restriction, basically revoking the "Decree of Reception," at least for a time. In this case orc of the High Forest PCs are forced out of the city as well, but with whatever opportunity to enter the investigation you used, find a plausible way to grant the orc a "writ of passage" from the high lord, allowing him or her to reenter the city, and thus participate in the investigation. This is easiest if the orc is a member of the Order of the Jade Blade, but plausible in cases where he or she adventures with members of the Green Scions or Red Fellows. If the orc character tried to defeat his fellows in the tavern, a member of the Red Fellowship could procure the writ in thanks for saving his life. Of course, the more carnage the orcs are able to incur proportionally increase the difficulty to grant the orc PC a writ, but under no circumstance should an orc character be denied participation in the adventure.

Scaling the Encounter

3rd-level Characters (EL 5): Haargh is a Bbn1/Drd2 (hp 20); see Appendix 1.

5th-level Characters (EL 7): Haargh is a Bbn1/Drd4 (hp 35); see Appendix 1.

6th-level Characters (EL 8): Haargh is a Bbn1/Drd5 (hp 43); see Appendix 1.

INVESTIGATION

Once the PCs decide to delve into the investigation, they'll find it aggravatingly slow going until they get help from the Thayans. Use the following information to move on the roleplaying until the PCs feel like their at the end of their rope, or about 15 minutes of roleplaying, whichever comes first. Don't drag it out too long, or the players will not have a chance to finish the adventure. That said, there is useful information to be found here, just not a lot of it. Hopefully the PCs can track down one of the notes left at the crime scene, and find out that more orcs are missing than murdered orcs have been found.

Talking to the Guard

Within the city, the Loudwater Guard is split into armories. An armory is a mix police station and weapon storage, bringing order to its neighborhood, and supplying weapons to able-body folk who can defend the city in times of need. Each armory is under the command of a fist captain, who oversees a staff of three to five fists (sergeants) who in turn oversee a patrol of 5 to 10 guards. The armory for this area of Loudwater is the Geenfunt Armory, which, logically enough, stands at the end of Geenfunt Way within Funt Market. The Geenfunt Armory is officially commanded by Fist Captain Nesrin, a dandy of a half-elf rumored to be the illegitimate son of Gauntlet Harazos Thelbrimm (Knowledge [local], bardic knowledge, or Gather Information DC 20). Whether or not he is the gauntlet's son, he definitely leads a charmed life, and is never at his post when the PCs come calling. He can be found most nights at the Merry Mer-She, a rowdy and bawdy tavern on the boarder of Low Town.

The senior of the three Geenfunt Armory fists, a gruff, unrea-

sonable, and stubborn dwarf named Keshel, oversees the armory's daily business. No matter how the PCs approach her, they find that she is very defensive about the investigation, and strangely pessimistic about its ultimate outcome. She warns the PCs that if they interfere with her investigation she'll arrest them, but the next moment admits that she has no idea who is committing the murders and that she doesn't think anyone ever will. "They are like perfect crimes, I tell you, perfect crimes." The fact is Keshel is an administrator and a warrior and not the person to be leading this investigation.

It takes time and patience to get any kind of help from her (Diplomacy DC 20), and even then she only shares the details of the crimes, tells the PCs where to find the bodies, and tells them of old drunk Hookus, the only "eyewitness" to the crimes (see below).

If the PCs decide to track down Nesrin, they find that he's even less help than Keshel. He has been so busy (socializing, drinking, and carousing) lately that he has no idea that orcs are being murdered. "Orcs dead...let's have a drink to the poor bastards," is his chief response. Unless the PCs want to party with him (and not talk about the dreadful business of dead orcs), he directs all their inquiries to "my right hand" Keshel.

Details of the Crimes

The PCs can track down the following information either from Fist Keshel or by spending time tracking down witness of the crime (Gather Information DC 25). When describing the murders remember your audience. When playing with younger players, hold back on the grizzly details.

The first two murders occurred some 20 days ago. The two orcs were found on the steps of the Red Boar Tavern, their throats were slit—probably with a dagger. The bodies were found by drunk patrons leaving the Red Boar. They almost tripped over the bodies on their way out of the tavern. In the mouth of each orc was a piece of paper. On the paper was written the following message: "The only good orc is a..."

The next murder occurred about five days after the first two bodies were found. In the early morning hours one orc was found hanging from a nearby warehouse sign. He had been disemboweled, his entrails dripped from his corpse into the gutter. This orc sported a wooden plaque tied around his neck. Written on it was the now familiar message, "The only good orc is a..."

Three bodies were found a week later. Actually their heads were found atop of spikes outside a barrel maker's workshop. The bodies were found stuffed into barrels behind the shop. On the barrels was carved "The only good orc is a..."

Just three days ago the last two were found. One of these was Haargh's brother. They too were found just outside the Red Boar Tavern. The circumstances of their death were almost exactly the same as the first slaying, but one of the orcs arm looked like a wild beast had mauled it.

All of the bodies were found no more than two blocks away from the Red Boar Tavern.

Investigating Bodies

The dead are not kept on ice, and the authorities in Loudwater know nothing of forensic science, so if the PCs want to examine

bodies, they are directed to the Pits of the Dead two miles south and east of the city's earthen ramparts. Here the dead of folks who have no burial plans are laid in mass graves after being blessed by a cleric of Lathander. While most of the orcs have already been covered with earth, the last two sit among a small pile of dead waiting for blessing and a dirt blanket.

When the PCs arrive, the burial ceremony has just begun. If the PCs bribe the gravedigger (at least 10 gp) and talk the cleric Kelivin (human male Clr3, Lathander, NG) into letting them disrupt the dead long enough to find clues to the murder (Diplomacy 15—and then only reluctantly), they can investigate the bodies. Investigating the bodies of the two orcs is a messy and smelly business, but can yield some good clues. One of the orcs arms is mauled, but a druid or ranger (Knowledge (nature) DC 15) may be able to tell that a wild animal native to this world did not create the wounds. Someone looking at it with knowledge of worlds beyond (Knowledge [planes] DC 25) can pinpoint that the creature that mauled the orc is definitely from the lower planes, and may be able to tell (DC 30) that the wounds were created by a barghest, a fiendish shapeshifting outsider that becomes more powerful when it devours the body and soul of a creature.

More still, a thorough search of the bodies (Search DC 20) finds the notes still in the mouths of the orcs. Instead of keeping the evidence, Keshel put the notes back where she found them. The note was written by Lazurak the Harkson, and may be useful when the PCs find the remains when PCs find other documents written by him in the Steam House. They also find that each orc is missing a single canine tooth. It looks like the killer keeps trophies.

Looking for Witnesses

The lack of witnesses frustrates everyone involved with these murders. The Red Fellowship is frustrated because it makes it look like it's a Red Fellow conspiracy to kill orcs. Orcs hate it because they don't know who to look out for, and, better yet, who to seek revenge upon. And it frustrates Keshel, because she has little idea how to find a criminal unless she actually sees the crime occur. That said, there is one person who says that he saw the crime, an old mad drunk halfling named Hookus.

Hookus haunts the neighborhood around the Red Boar begging for change, which he uses to buy cheap grain alcohol. He has drunk so much of the stuff he is now partially blind, his eyes obscured by cataracts. If the PCs gain Keshel's "cooperation," the dwarf tells them about Hookus, but dismisses his claims. The PCs can also find out about the halfling with a successful Gather Information check (DC 15).

Hookus claims to have seen the last murders. He says a dark elf and demon dog committed them. What he saw was Dusk and Lazurak, but everyone thinks he is crazy. The fact that he is always flailing drunk, is almost blind, and always rather incoherent, doesn't make him the most credible source, but he's right. Other than Hookus no other witnesses can be found but everyone has a favorite theory that they share with little prompting. It goes from the standard "the Red Fellowship is behind it," to "the orcs are killing themselves with tribe warfare and trying to blame it on the Rein family" to "Otar must have been killed by this orc

A Week in the Realms

Remember a week in the Realms is 10 days instead of seven. People in the Realms call this unit of time a week, a ride, or by the very descriptive term of a tenday.

murderer too...maybe the murderer is a servant of Mielikki making things right after the Green Regent fiasco.”

Talking to Orcs

Orc characters, and even some non-orc characters may get the idea to talk to the orcs about the murders. Non-orc characters are going to have a hard time getting any information from the orcs, as the orcs start out unfriendly, but the proper diplomacy will get make them talkative and trustful. Orc and half-orc characters don't have such problems.

Once the PCs gain the orcs trust, they find that all the orcs murdered work in the area around the Red Boar Tavern, or were traveling that day to pick up provisions from merchants in that area.

Talking to various orcs, the PCs soon discover that the orcs think 11 of their number have been murdered, but only eight have been found. Three more orcs who worked or traveled in that area have also gone missing. The missing includes two powerful warriors (Turug and Koskurk) and a druid of Herne named Gevgor. These orcs have also been killed by the Rat Bastards, but were entirely devoured by Lazurak. Their bodies are nowhere to be found.

Strange Boy

Eventually when the PCs are frustrated, or when they have investigated for long enough, a strange bald boy approaches them. He is no more than 10 years old, wearing exotic robes. Silently, he beckons the PCs to follow him. If they ignore him, he stays with them, silently try to get them to follow. Use illustration 2 to help describe the boy. He doesn't speak, and flees if attack, but will come back later. A successful Knowledge (local) check (DC 10) recognizes that the boy is Thayan. The boy takes them to the Ivy Enclave (see below).



IVY ENCLAVE (EL 0 OR EL 9)

This encounter is predominantly a roleplaying one. Much of it is scripted, leading the PCs to the abode of the local head of the Red Wizards of Thay, but the way that this luminary deals with the PCs is based on your best judgment and roleplaying moxie. If you have the time and inclination, pull out all the roleplaying stops in portraying the manipulative Beyvan Keth—get up from the screen, walk around, and interact with the players. He should know all their names at this point, and greets them like old friends, knowing that familiarity breeds trust. The PCs could try and make this a combat encounter, but only at their own risk. The Red Wizards deal with threats quickly, ruthlessly, and know how to get rid of bodies in ways that only higher magic can undo.

There are few in Loudwater (Knowledge [local] or Intelligence check DC 5) who don't know that the Ivy Enclave is the local Thayan enclave. To many of the town's adventurers it is known simply as the "Market," as it is the place where many buy magic items, spell components, and scraps of arcane lore.

Established during the Rensha Rule through the treaty that bound one of those rulers with his Thayan wife, the Green

Regent Returned had the opportunity to abolish the treaty but declined, believing that the trade goods offered from the treaty outweighed the any threat from far off Thay (Knowledge [history] DC 15). The one condition was that no Red Wizard within Loudwater could own a slave. For the continuation of business this seemed a small price to pay. It is even rumored that Beyvan Keth, master of the Ivy Enclave supported Nanathlar Greysword in his uprising against Pasuuk Rensha (Knowledge [history] DC 20), though few can guess to what reasons the Red Wizard may have done so.

Today, as typical, the enclave is abuzz with activity. Adventurers, pages, and even the squires of elven nobles enter under the enclaves arches to haggle inside. The arches are decorated with dueling bald-headed and tattooed wizards cast in brass.

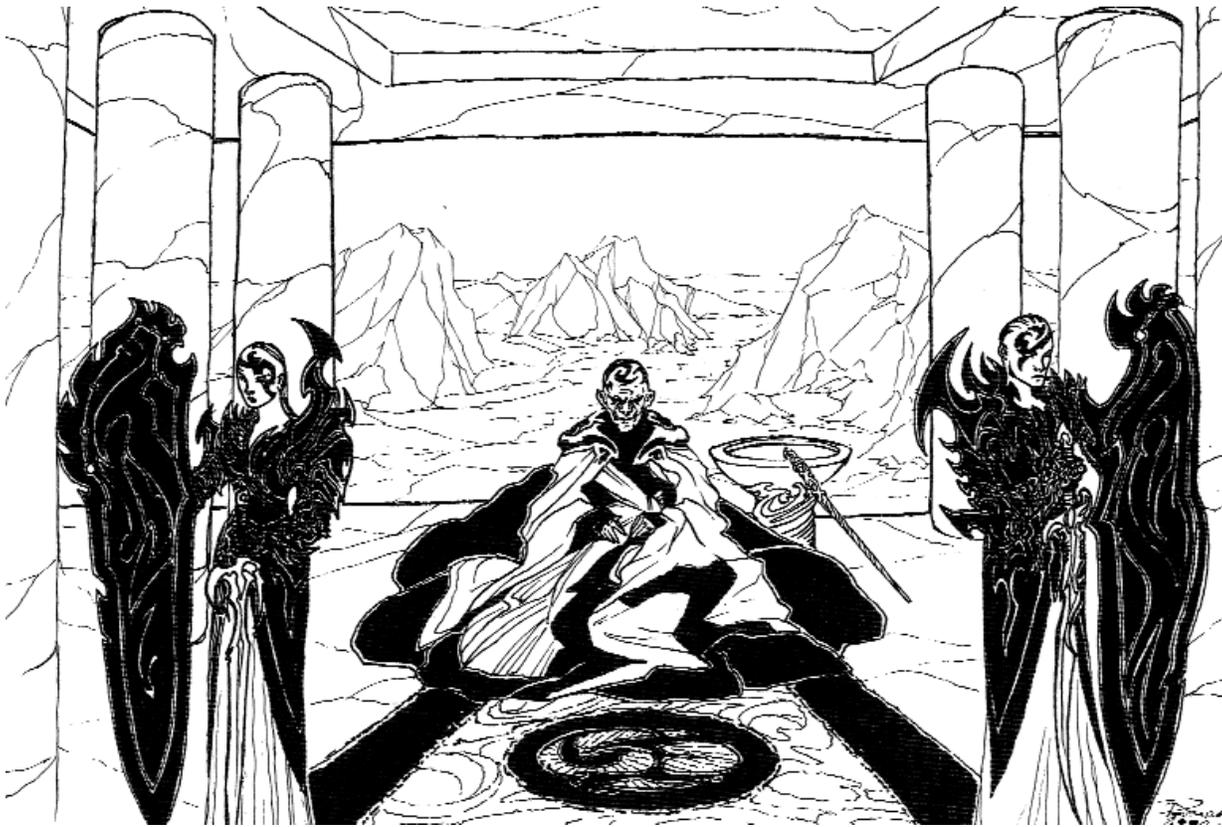
The walled and towered enclave is partially obscured by the crawling ivy. Most business is done in the enclave's large courtyard, which is crowned by four towers. Between the towers are three distinct shops: one for weapons and items, one for scrolls and magic knowledge, and the last for potions and components. Behind the shop for scrolls and magical knowledge is the enclave's fifth and largest tower, and supposed home of the enclave's master, the centuries old and rarely seen Beyvan Keth.

As the Thayan boy escorts the PCs through the enclave, they are ushered through the crowds and toward the scroll shop. Patrons and merchants alike ignore the group as they are led into a side antechamber strangely unnoticed at first (A Spot DC 27, or a Spellcraft DC 23 determines that the antechamber is hidden by a subtle illusion that the boy dismissed with an equally subtle whisper), beyond which is a marble staircase leading to a pair of double doors at a

four-way intersection. Flanking the door are two imposing warriors. Each wear exotic fluted armor and bear the shorn and tattooed head's of Thayan fashion. Their demeanor is stern, focused, and their eyelids, heavy with dark cosmetic or tattooed to give that appearance, have an almost soulless quality. It takes no check to recognize them as member of the infamous Thayan knights—almost-invincible warriors mystically bound to protect their masters. As the PCs approach, the knights open the double doors in unison.

As the door opens, a gust of hot and dry air rushes out from the chamber beyond. Beyond comes an overwhelming scent, both musky and of rich spices, it is a very unique smell—exotic and foreign, arcane and intoxicating. The hallway beyond is bright, drenched with sunlight—obviously a magical effect given the overcast day you just left in the courtyard—and opulently furnished with southern silks and rich, foreign carpeting. One of the Thayan knights points toward another flight of stairs at the far end of the corridor and says in thickly accented Common "The master waits above."

Both of the Thayan knights follow the PCs down the hallway and



continue following as the PCs ascend the second flight of stairs, which in turn leads to a second doorway. This one lacks doors, opening into a room that seems impossibly large given the size of the tower in inhabits. Read or paraphrase the following:

This light-filled chamber seems impossible at first glance. Lined with pillars and opening into a sun-drenched and alien landscape, dry and warm air jests past you. On the far end of the seemingly open air Parthenon-like structure sits an aged Red Wizard sitting atop a plush couch. His warm smile seems out of place on his deeply wrinkled face and tattooed head. He reaches for a walking stick.

The Thayan rises, laughs a knowing little chuckle and says: "Worry not, we have not kidnapped you. Don't believe every foul story you have heard about the people of Thay. This is all an illusion created by an old and foolish man exiled from his beloved home."

Use Illustration 3 to help describe this scene. This is Beyvan Keth, master of the Ivy Enclave. Though he claims to be foolish and sentimental, he is neither, though he does prefer the climate of his home to the, in contrast, cold and wet climate of the Delimbiyr Crescent. A shrewd and manipulative man, Keth uses his aged looks and easy manner to hide his cold calculations from his enemies and business associates. With a kind smile and calming voice he presents himself to the PCs as an admittedly strange benefactor. As the PCs may suspect, he has been watching them, and couches his reactions and motives for helping them with reasons that fit the PCs' goals and own personal desires.

If the PCs' actions are motivated by a sincere desire to stop the orc deaths, either because there is an orc in the High Forest

in the group, or the PCs in general are sympathetic to the plight of the orcs, Keth explains that he feels some kinship to the orc refugees in Loudwater...after all, he knows first hand the trials of being a transplant from a culture whose members are not trusted by the local population. "Prejudice is the first son of fear, and fear is nothing more than the dying of the mind," he explains.

If there are scions of the Green Regents or members of the Order of the Jade Blade among the PCs, he paints himself as a patriot of Loudwater, as a man who sided with justice and right at great personal sacrifice during the War of the Green Regent Returned. Because of that past, he would do anything to help agents of the Green Regent or the current high lord. He understands if PCs are skeptical, saying: "All I can give is my word of that, and hope that you will believe me. I think my history and actions should outshine any misgivings you have about my heritage." He believes that attacks on the High Forest orcs could hurt his beloved Loudwater, putting new guests protected by the high lord's decree against the general population. "Whether or not we think the high lord's decree was the right thing to do, it is our duty to do the will of the legitimate ruler of the town...I bet you never thought you would ever hear a Red Wizard say that," he laughs. "We are strong believers in law and legitimate authority after all...we did throw off the shackles of tyranny ourselves long ago," he adds.

Among agents of the Red Fellowship he sees a conspiracy to discredit the organization. He does not believe the Red Fellowship has anything to do with the murders, but sees the locale of the crimes as no coincidence. He tells the PCs that he believes that the new organization has a good heart. He believes that the Red Fellowship will do great deeds if given a chance, and it would be his pleasure to help ensure its survival. "After all, the

Rein's have a great fashion sense," he adds with wry laughter.

If the PCs detected Keth's scrying earlier in the investigation, he fesses up. "I did have to gauge your intentions. I wanted to make sure we were of like mind."

Keth is a true and practiced diplomatic chameleon. He is very adept at putting even the most skeptical person's mind at ease about his true intentions. Trying to ascertain Keth's true motivations for helping the PCs are going to be almost impossible. An enchanter with a talent for illusion, the Red Wizard is adept at keeping the truth hidden between layers of arcane misdirection and canny deceit. A successful Sense Motive check (DC 30) does determine that Keth is not leading the PCs into a trap, but that he does have very selfish motivations for helping the out—his pretenses are exactly that. He does have some respect for the Red Fellowship, and does not want to see the murders pinned on them. Divination can gain similar knowledge. What is true is that he does want to see the murders stopped. More importantly, he wants to see a street gang called the Rat Bastards—the true culprits of the murder—utterly and completely destroyed. The PCs investigation of events has given him the opportunity to do so without having to deal with it directly.

Once he has earned the PCs' trust, he supplies them with the information they need to bring the orc murders to justice.

"Look here," Keth says, pointing to a reflecting pool that sits next to his couch. A magical image appears in the pool. The image focuses on a cloaked figure striding with uncommon grace through the throngs at High Moon Market.

Keth continues. "Here is one with blood on his hands. One of a gang aptly named the Rat Bastards. Why they kill the orcs, I don't know, but I believe it is more than just prejudice. This one is known as Dusk, and haunts the Duelists' Grotto. Find him, and his companions and your task may be done."

Before the magical image dissipates, Dusk turns around as if to face you. Maybe it's a trick of his cowl'd cloak, but for a moment Dusk looks like he is of drow decent. Keth, as if reading your minds, answers unsaid question: "He is half-drow—why he is allowed to stay in the city, I do not know."

Development: If asked why he doesn't do something about this if he knows who is behind it, he laughs.

"That is rich. I wish I could, but I am a merchant, and a concerned citizen, nothing more. While the people of Loudwater no doubt would say they appreciated my help in these matters, I don't think they would trust justice coming from the Red Wizards. The solution to this problem would be suspect. I don't think it is fair, but I old enough to know it is true. That's why I would even suggest that if you find an end to this, it's best not to mention our little meeting here. I don't need a share in the glory. Your success would be seen in better light unobscured by my shadow."

Keth does not share any more information with the PCs, stating that he has shared all he knows about the murders. He then politely offers the PCs the door.

If for whatever reason the PCs decide to attack Keth, they are in for a world of hurt, if not a running fight to flee the Ivy Enclave. Keth has survived the centuries by guile and magical

aptitude. Keth wears a ring of counterspell (*touch of idiocy*). That and his formidable Armor Class (AC 22) and Saves (Fort +6, Dodge +8, Will +12) not to mention a number of contingencies (*shield*, *resist energy* [fire, electricity], *heroism*) keyed to be set off if he is attack, keep him safe during the PCs' initial assault. His first action is to cast dimension door and flee the area, leaving the combat to his protectors, the pair of Thayan knights who brought the PCs to his chamber and a host of lesser wizards hiding behind the illusions of the seemingly vast room. These protectors attack to destroy those who assault their master without prejudice.

Creatures: The Thayan knight and the lesser wizards fight in unison like a machine, with the knights serving as meat shield while the wizards provide ranged and buff spell support.

➤ **Thayan Knight (2):** hp 74, 49; see Appendix 1.

➤ **Lesser Thayan Wizards (4):** hp 19, 19, 18, 17; see Appendix 1.

Tactics: The Thayan wizards cast their *mage armor* (from scroll, duration 1 hour) from the cover of the illusion when the PCs enter the chamber. At the first sign of trouble they also precast their *shield* spells (from scroll) and *fox's cunning* while still in hiding. They cast their remaining spells as is prudent, aiming to buff the Thayan knight (with *enlarge* and *bull's strength*) and do as much damage as possible with powerful evocations. They attempt to take out rival spellcaster almost immediately, knowing that it is often well-placed spell slinging that wins most battles.

Further Development: If the PCs flee the fight, the powers pursue as far as the market—they don't want to disrupt normal trade, so allow any quarry getting that far to escape. Keth allows them to escape without further reprisal, impressed by the ability of the group to survive and evade his protectors.

Scaling the Encounter

5th-level Character (EL 10): Another Thayan knight joins the battle from downstairs (hp 53), and the number of wizards increases to six (hp 20, 19).

6th-level Characters (EL 11): Two more Thayan knights join the battle from downstairs (hp 53, 51) and the number of wizards increases to eight (hp 22, 20, 19, 16).

DUELISTS' GROTTO

Set snug amid the warehouses and merchants of Low Town, Duelists' Grotto is not technically a grotto, but this medium-size marketplace is called one by locals. Some sages suggest that the place was once a true grotto when the elves ruled Loudwater and Low Town was nothing more than patchwork meadows and copses. In those times a grotto stood here where elven house scions and wizards could air their differences with duels, both mage and martial (Knowledge [history] DC 15). Another story of creation credits the Duelists' Grotto as the first real human grotto—a thing not of sylvan splendor and enriched with elven magic, but created of cosmopolitan necessity, reflecting the new soul of the City of Grottos (Knowledge (local) DC 15). Many members of the Red Fellowship are proponents of the second story. Whether or not either is true, the supposed "grotto" was overtaken with human development in Low Town during the Rensha Rule.

This "grotto" has two main entrances, one by Geenfunt Way and the other by the Pool's Walk. This cluster of weapon smiths, jewelers, merchants, and open-air taverns inhabits a cobblestone courtyard surrounding one of the town's public wells—the worst of the town's public wells. Its water has a disgusting sulfur taste that even dogs find unpleasant.

At almost all hours of the day the place is bustling with activity. While the well of the Duelists' Grotto is not a draw, its famous weaponsmith's and merchants are. This is the best place to buy a weapon in all of Loudwater. It is also the best place to find a sword arm. The various taverns are favored haunts of eager sell-swords, off-duty guardfolk looking for some coin on the side, and talented swashbucklers.

Upon entering the grotto the PCs quickly realize that finding any particular person in this busy place will be a trial—even if that person is a half-drow. There're a few ways that they can go about it. Following are some of the main ways that the PCs can go about their hunt for Dusk. Use them as guidelines to run the encounter, and don't be afraid to ad lib in cases of groups who come up with novel approaches to the problem at hand.

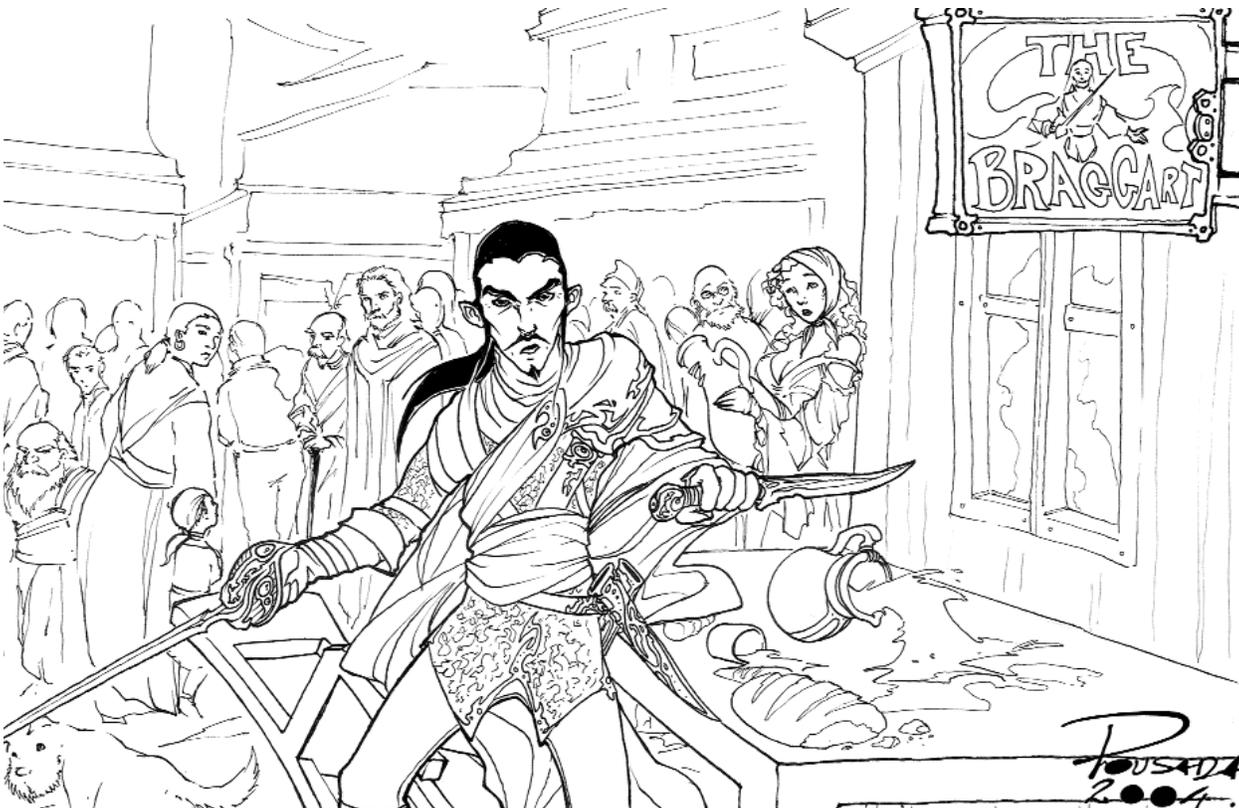
The Sit and Wait: This is the most time consuming method, and ultimately the most frustrating. While Dusk does frequent this place, he does not do so daily. It's a two-day wait before the PCs to get a chance to spot the half-drow. But don't let the PCs know that too quickly. Allow a Spot check every hour. Spring a false alarm or two in for good measure. Eventually the PCs' curious behavior sparks the interest of some of the locals, including persons on the payroll (or those fearful) of the Rat Bastards. Eventually the PCs' curious behavior and questioning gets back to Sparrot the Jack at the Braggart tavern, and the wererat inves-

tigates (see The Braggart, below). Late the second day of their stake-out, the PCs have a chance to Spot (DC 20) Dusk leaving the grotto, heading west on Pool's Walk. If the PCs follow, they go past the Braggart (see below) and tangle with Sparrot.

Ask Around: Asking around has the chance of yielding quicker results. A bit of roleplaying and a successful Gather Information check (DC 15), along with the requisite coins (at least 5 gp), gets some tense and half-hearted denials of Dusk's existence. "It's a myth of the grotto," one tavern server lies, looking around nervously. "An urban legend." Persistence and time (at least a day and 10 more gold coins) along with a better check (Gather Information DC 25) garners improved results. A gem merchant tells the PCs to wait at the Braggart, a seedy open-air tavern on the far end of the grotto, explaining that Dusk is seen there often. Of course, by this time Sparrot the Jack has heard about the PCs and their search for his business associate (see below).

Throwing Some Serious Cash Around: The Duelists' Grotto is a place of merchants—money talks. Throwing extra money around helps ease some people's fear of Dusk and the Rat Bastards. For every 25 gp the PCs put down, they gain a +2 circumstance bonus to their Gather Information checks. If the PCs succeed a DC 35 Gather Information check they find out that Dusk inhabits a place called the Steam House off the riverside on Pool's Walk. Finding out this information bypasses the encounter with Sparrot, and allows the PCs to catch the Rat Bastards unawares inside their hideout.

Development: Unless the PCs were able to find out about the Steam House by throwing a lot of coin around, they will run into one of the Rat Bastards at the open-air tavern called the Braggart. See the encounter below.



THE BRAGGART (CR 4)

Nothing more than a tumbledown group of stalls pieced and lashed together to keep out most precipitation, the Braggart open-air tavern is marked by a sign featuring a smug-looking swordsman saluting onlookers. The clientele of this watering hole is just as ramshackle as its architecture—at any hour of the day and night most are either drunk or hung over. The servers, attractive but rather low-rent men and women subjected to pinches and vulgar suggestions from the patrons, hustle here and there in an effort to always keep the grog constantly flowing.

As the PCs search the establishment for their quarry, Sparrot the Jack, a wererat swashbuckler in league with the Hark, and a member of the Rat Bastards spots them. At this time he should know that the PCs are looking for Dusk. Within the Duelists' Grotto he and Dusk have been very careful to stay clear of one another. The gang extorts protection from many businesses on the north end of the grotto (including the Braggart), and Sparrot plays the role of the "inside man," keeping a good reputation with the business and keeping his ear to the ground. Because of this, no one in the Braggart or the rest of the grotto knows that Sparrot is a member of the Rat Bastards.

Sparrot goal here is to test the PCs and report back to Dusk. He is going to pick a fight with the PC who appears to be the most powerful warrior of the group. He picks this fight by creating a commotion—he stealthily pushes a server in the direction of that PC. As the PCs search the Braggart, have Sparrot's mark make a Reflex saving throw (DC 15), failure indicates the impact knocks the server on the ground, success means that the server stay on her feet, but drops her tray of ales, the ceramic flagons shatter as they hit the ground. A successful Spot check (DC 20) notices that the rat-faced Sparrot gave the server a slight push. After the server or the flagons hit the ground, Sparrot calls out "Why don't you idiot's watch where you are going." Whether the PCs saw him push the server or not, his reaction is the same:

The sly rat-faced man gets up off his chair with an acrobatic hop followed by a slight stumble. He seems a little inebriated. Still, with a flick of the wrist his rapier is out. "Your very visage is an offense to me, and I plan to do something about it...that is if you have enough honor to face me in a duel...after all this is the Duelists' Grotto." His comment brings snickering and some open laughter from the tavern's patrons. Wagers begin to change hands.

Use illustration 4 to help describe this encounter. Dueling is somewhat legal in the city. That is, there is no law prohibiting it, though occasionally the winner in lethal duels is brought up on murder charges, due to the circumstances, just who witnessed the duel, and, of course, who was killed. Most duels are not lethal though, ending when one side yields. A successful Knowledge (local) check (DC 10) confirms to the PCs that dueling here under these circumstances should not cause any legal repercussions.

Sparrot is not really drunk, he is bluffing, something a successful Sense Motive check reveals. Whether the PCs think he is drunk or not, Sparrot fights well. What he does not do is let the PCs know his lycanthrope nature...not in this fight, anyway.

Creature: Sparrot the Jack has two goals: test the mettle of the PCs (more specifically, its chief warrior) and to slow their

progress to the Steam House. He has no wish to die; in fact, he wants to let the rest of his gang know more about whom they'll soon be tangling with.

➤ **Sparrot the Jack:** male human wererat (human form) swashbuckler 3: hp 27; see Appendix 1.

Tactic: Sparrot's main goal is to size up the main warrior of the group, to get a feel for his or her tactics, and to determine whether or not the group as a whole plays dirty or not. Treat these goals as your own, play the role of Sparrot, and determine what he learns and can warn the rest of the Rat Bastards about. As soon as he has taken more than a quarter (7 hp for the optimized level) of his hit points in damage, he yields, hoping to end the fight. He accepts any yield his opponent offers, or ends the fight once he has brought his opponent to unconsciousness. He has no desire to look like a ruthless murderer in front of folks that trust him, thus blowing his cover. He would rather kill the PCs at the Steam House.

Development: How this encounter develops depends on how the duel ends. If Sparrot yields, or accepts a PC's yield, his demeanor changes after the fight. Smiling he holds out a hand of friendship to his former opponent.

"That was a good fight. Thanks for the fine exercise, friend—I needed it to clear my head. Just to show you that there is no hard feeling, I will give you something you want. I know you are looking for that drow bastard Dusk. He shacks up in a place called the Steam House, not far from here on Pool's Walks. It's none of my business, but I hope you give him hell. The creature's a scourge to this market, and the people of Loudwater."

A successful Sense Motive check reveals that Sparrot's word about Dusk are insincere, but he doesn't seem to be lying about the location of Dusk's base.

If Sparrot's opponent does not accept his yield, the wererat uses the information about Dusk's base to parlay it for his life.

When the PCs leave the grotto, Sparrot uses his *Quaal's feather token* to warn Dusk and the rest of the Rat Bastard's of the PCs' approach. He then quaffs his potion to cure any damage done by the PC and follows the PCs to the Steam House at a discrete distance.

Sparrot's chief weakness is his Will saving throw, so, possibly, the PCs could charm or compel the wererat to spill his guts. *Detect thoughts* can also yield good results: Sparrot is a schemer and his surface thoughts are full of platitudes to himself for being more clever than these do-gooders. The one thing Sparrot keeps hidden at all costs is the fact that he is a wererat and an agent of the Hark. He has been "undercover" for so long, this information never surfaces. He knows that revelation is a death warrant in most cases, but even so some spells and certain circumstance could get him to reveal those facts as well. If the PCs are able to compel, charm, or detect the truth out of Sparrot, chances are he loses his opportunity to warn Dusk and the Rat Bastards, and changes the encounters in the Steam House.

Scaling the Encounter

3rd-level Characters (EL 3): Sparrot the Jack is a 2nd-level swashbuckler (hp 19); see Appendix 1.

5th-level Characters (EL 5): Sparrot the Jack is a 4th-level swashbuckler (hp 35); see Appendix 1.

6th-level Characters (EL 6): Sparrot the Jack is a 5th-level swashbuckler (hp 43); see Appendix 1.

STEAM HOUSE

As Pool's Walk winds toward the western edge of town, it ceases being a major thruway, as foot, wagon, and horse traffic prefer the shop-cluttered Vine Street. Pool's Walk continues on to the lower docks, a place crammed with warehouses, flophouse, shady feast-halls, and other parlors of ill repute. While there are many spots in Low Town where Loudwater loses the picturesque charm it's known for, this place is surely the worst of the lot. Even the most pristine forest has its shady patch filled with rot and mold, and that is what this section of town is to the City of Grottos. Among this blight, standing atop a bare knoll looking over Pool's Walk, is the silent Steam House.

Once a novelty feasthall and meeting place offering the medicinal values of steam sweating—not to mention quiet, obscured places to meet and engage in all matters of scheming and illicit activity (Knowledge [local] DC 15)—the Steam House has fallen out of favor as of late. Actually, it has stopped receiving regular patrons all together ever since the Rat Bastards made it their base of operations.

The house sits atop a natural hot spring (the very same spring that gives the Duelists' Grotto's well its sulfur taste), and uses that powerful spring to fuel its steam room. Small tunnels close to the spring lead to the Underdark. When the Hark's minions allied themselves with the illithids of the Flayer's Corridors, gaining access to the tunnels under the region, they found there way to this place while searching for the crypts under High Lord's Hall. (The Hark's endeavors there are documented in XGR1 *Under High Lord's Hall*.) Seeing it as an important foothold into the city, the Hark placed one of his most favored agents—Lazurak, dubbed the Harkson—in charge of operations here. Not really part of the Hark's brood, Lazurak is a barghest who attached himself to the bandit lord as a way to stay on Faerûn. The Hark has been so enamored with Lazurak that he calls him his son, feeling a kinship drawn from the Hark's own fiendish nature. While the Hark is the true master of the Rat Bastards, Lazurak is his lieutenant, commanding the gang from his lair below the Steam House, and aiding them in the murder of orcs of the High Forest in another of the Hark's plans to destabilize Loudwater.

Much of what happens in this encounter is up to the PCs' actions. If Sparrot was able to warn the rest of the Rat Bastards of their approach, the gang is ready for them. If not, The PCs can get the jump on them.

Steam House Qualities

Unless stated otherwise, the Steam House has the following qualities.

Doors: The doors in the Steam House are simple wooden doors (1 inch thick; Hardness 5; hp 10; Break DC 15 [locked]).

Walls: The walls are magically treated wood (6 inch thick; Hardness 10; hp 120; Break DC 40; Climb DC 21). The walls were treated mostly to stave away the affects of the steam's moisture, but it has the extra effect of making this place as strong as a fortress.

Windows: The Steam House has no windows.

Floors: The floors in the Steam House are either slate or Amn



ceramic tile. Because of the humidity in the place, a Balance check (DC 10) is required to run or charge, and the DC of all Tumble Checks is increased by +2).

Lighting: Periodic *continual flame* lanterns light the interior of the Steam House.

Other Entrances: Other than the front door, the only other entrance into the Steam house is by the two large steam chimneys on the roof. Locked grates guard each chimney (average lock; DC 25), and it's a 20 foot drop from the top of the chimney to the large vent immediately below in the Steam Room (area 3)

1. Entrance (EL 0)

The front entrance is an iron-reinforced door (2 inches thick; Hardness 7; hp 30; Break DC 28 [locked]) bearing shut peephole that sits very low to the ground and a corroded bronze plaque attached to the middle of the door. The following is engraved in Common on the plaque:

We serve by appointment only. If you don't know how to make an appointment, go away.

The phrases is repeated in Dwarven, and again in Orc, though the Orc version is a recent addition, carved hastily into the door rather than engraved into the plaque.

The door is locked (good lock, DC 30), but if knocked upon the peephole opens within moments. The response is dependent on whether or not Sparrot the Jack was able to warn the Rat Bastards of the PCs' approach. If he was, read the following:

The peephole flies open. A voice that sounds like a halfling's says, "your early...that will cost you extra. You can either come back in a few minutes, or the charge increases to 50 gold."

If the PCs agree to pay the extra fee, the halfling opens the door, allowing the PCs entrance into the foyer (see area 2). If the PCs choose to wait, he opens it later, giving the Rat Bastards more time to prepare. If the PCs ask for Dusk, the halfling replies sheepishly "Who's that?" No Sense Motive check is needed to realize that halfling knows exactly who the PCs' are talking about. When the PCs persist, he begins to haggle. "How much is it worth to you?" he asks. And begins to haggle for an entrance fee to see "the boss." He is actually just buying time for the rest of the Rat Bastard's to prepare for the PCs approach.

If Sparrot was not able to warn the Rat Bastards, or the PCs bypassed the encounter with the wererat entirely, the halflings response is much different.

The peephole flies open. A voice that sounds like a halfling's says, "cant you read?! You don't have an appointment, which means you don't belong here!" With that, the peephole slams shut.

He then runs off to warn the rest of the Rat Bastards in the Rats' Lair (area 4). A successful Listen (DC 10) hears the pitter patter of halfling feet as he goes. He and the other members of the gang prepare for a possible assault, but hope the PCs just go away.

2. Foyer (EL 4 or variable)

Beyond the doorway is the Steam House's foyer. A small dais-like stair leads down to the main floor. The floor is decorated Amn tile.

To the right of entrance is a small (halfling-size) writing stand and stool. To the left are benches, and hooks to keep clothing. All the hooks are empty. The place is humid, and the floor is a little slick.

Once the door is open the PCs see that their greeter is a middle aged halfling man wearing spectacles and the clerk's cloths. This unimposing figure is Jeriv, the sorcerer of the Rat Bastards, as well as their book-keeper.

If the PCs entered the Steam House under the false pretense that they are clients, or by haggling with the halfling to see Dusk, the bookkeeper takes them to the writing stand and makes notations of their payment. Jeriv then invites them down the hallway toward the steam rooms. If possible, he follows the PCs, but is not fazed if they don't allow him to. Once the door is open, the trap is sprung, and he works with the rest of the Rat Bastards in an attempt to finish off the PCs (see area 3).

If the PCs force themselves in, the combat with Jeriv starts immediately, as the halfling hustles to warn Dusk and Jottess in the Rat's Lair (area 4). Usually getting the drop on the Rat Bastards like this takes Sparrot the Jack out of the equation as well (see the Sparrot Returns sidebar).

Creature: Jeriv supports the other Rat Bastards with spells, specializing in the manipulation of the minds and attitude of his enemies.

➤ **Jeriv:** male halfling Sor4; hp 14; see Appendix 1.

Tactics and Development: See area 3, Steam Rooms, below, and the sidebar Sparrot Returns.

Scaling the Encounter

3rd Level Characters (EL 3): Jeriv is a Sor3 (hp 9); see Appendix 1.

5th-Level Characters (EL 5): Jeriv is a Sor5 (hp 19); see Appendix 1.

6th-Level Characters (EL 6): Jeriv is a Sor6 (hp 23); see Appendix 1.

3. The Steam Room (EL 5)

This large chamber is the steam room. Back when this was a semi-respectable establishment, the clients of the spa would sit here to sweat. Sulfur-smelling steam rises up from two vents on the floor of the chamber. Around the chamber are a number of benches. The benches are bolted to the ground, and moving over them counts as difficult terrain. Combatant standing atop the beaches gets a +1 attack bonus for fighting on higher ground, but only if he or she succeeds a Balance check (DC 12). Failure forces them to the ground (same square) and inflicts a -2 circumstance penalty on the attack for the fumbling strike.

Also, the heavy steam in the rooms has an effect similar to an *obscuring mist* spell, but it hampers vision and gives cover at 10 feet rather than 5 feet.

Creatures: Who is in this room is dependent upon the PCs' actions to this point. If Sparrot was able to warn the rest of the Rat Bastards of the PCs' approach, both Dusk and Jottess are buffed and ready in this room. Jottess waits 10 feet in front of the door, ready to smack anyone except Jeriv that enters. Dusk is hiding 15 feet north and flush on the east wall, awaiting a chance to sneak attack, flank or to take out a pesky spellcasters. If the PCs caught the Rat Bastards by surprise, the duo might be in here if Jeriv was able to call out to them. If not, they will likely be unawares in their lair (area 4).

➤ **Dusk:** male half-drow Rog4; hp 24; see Appendix 1.

➤ **Jottess:** female half-orc Clr3; hp 25; see Appendix 1.

Tactics: Buffed and burly, Jottess stands ten feet from the doorway (right on the other side of the bench) axe at the ready to beat on those who enter. The bench doesn't provide cover, but it does stop anyone from charging her from the north (and stops her from charging the south). As state above, Dusk tries to leverage his roguish abilities to the best of his ability within the concealing clouds of the Steam Room. Wherever he is, Jeriv spends the first couple rounds preparing his defenses (casting from the scroll of *shield*, and quaffing the *potion of blur*) and then attempts to target fighter-types with his *Tasha's hideous laughter*. If possible, he targets warriors in combat with Jottess, providing her with softer targets.

Development: If the PCs have the sense enough to keep one of the Rat Bastard alive for questioning, it is possible to get crucial information from them. Either by magical means, intimidation, or by promising to let the gang member go, the PCs can gain

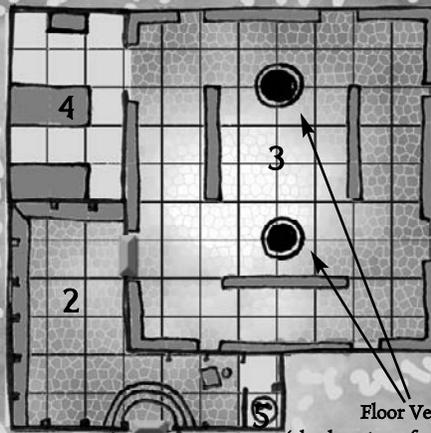
Sparrot Returns

If Sparrot was able to warn the Rat Bastards of the PCs approach, he follows after the PCs. During the fight with the Rat Bastards, the wererat shows up in his hybrid form. He comes through the front door, attacking the PCs at the rear in most cases. Use the hit points from the Braggart encounter. His hybrid statistic block is among the Rat Bastards for this encounter. If the PCs are able to bypass Sparrot, they don't encounter him here.

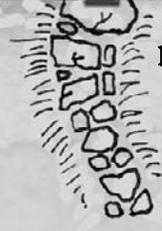
BATTLE GRID 1: STEAM HOUSE AND LAIR OF THE HARKSON
each square = 5 ft.



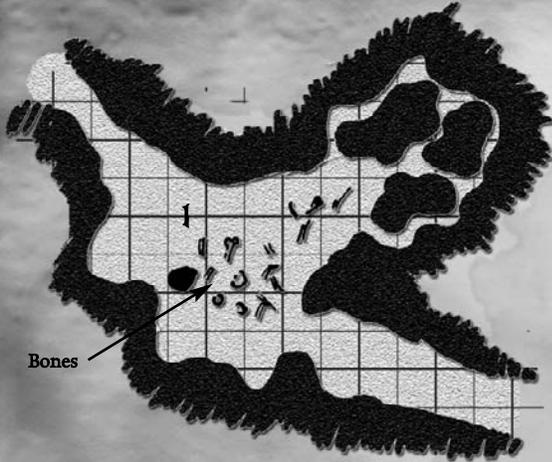
Side View of Steam House and Lair



Floor Vents
(also location of ceiling vents)



Steam House



Bones

Warding Beast Lair



Mushroom Patch

To Underdark

Lair of the Harkson

Location of ceiling vents

the following information:

The thing is the Hark's favored...his son, so his goblins say. It is a shapeshifter like the Hark's brood, but it's no wererat...it's something even worse. It's a hellish creature that can devour an entire creature with its hungry jaws in a half score heart beats. He dwells in the caverns below this house along with his tribe of goblins.

A successful Knowledge (the planes) check (DC 16) recognizes the creature described as a barghest.

After a proper interrogation Rat Bastard may even show the PCs the hidden passage behind Jeriv's podium. While one of the members of the Rat Bastards gives the PCs this information they leave out some key information. Though they know about both the carrion crawler and the steam mephits, they warn the PCs about neither. The description they give of xxx is also in his natural form. While they mention he is a shapeshifter, they don't tell the PCs that he usually masquerades as a goblin-like creature. While the Rat Bastards will betray their master to save their life, their true hope is that the master will destroy and devour the PCs. The Rat Bastards are sore losers.

The steam vents lead down to a cavern far below the building (Lair of the Harkson area 3: Steam Cave). Removing the grates takes some elbow grease (Strength DC 24) but once removed the PCs can attempt to traverse the rusty pipes down to the caverns below. The pipes wind in a looping path to the Steam Cave. Surprisingly, the climb is not too difficult, requiring two Climb checks for the worse spots (DC 20, DC 10 if the PCs are using a knotted rope) with the consequence of failure being a 10-foot drop, and loud crashing noises. Not that it matters, unless the PCs are actively and successfully moving silently down the pipes, the steam mephits hear their progress and ready an attack for when the PCs reach the Steam Cave.

Scaling the Encounter

3rd Level Characters (EL 3): Dusk is 3rd level (hp 17) and Jottess is 2nd (hp 16); see Appendix 1.

5th-Level Characters (EL 5): Dusk is 5th level (hp 30) and Jottess if 4th (hp 33); see Appendix 1.

6th-Level Characters (EL 6): Dusk is Rog5/Assassin 1 (hp 37) and Jottess is 5th-level (hp 38); see Appendix 1.

4. Rats' Lair (EL variable)

This is where the Rat Bastards dwell when they are not being...well...bastards. The old owners of the Steam House used this small secret room to hide contraband, now it hides the Hark's miscreants. A pair of bunk beds is in the room, but since Sparrot works in the Duelists' Grotto, only three of the beds are usually used. A chest holds some 500 gp, and three *potions of cure light wounds*, the gang's current loot. There's also a bag of large, almost dried mushrooms in the chest. The mushrooms are speckled and smell terribly of an earthy rot. A successful Knowledge (nature) check (DC 15) recognizes the fungus as species called death-breath mushrooms. Typically found in the High Moors, the mushrooms are a goblinoid delicacy that is poisonous if ingested by others (Fortitude save DC 10 or nauseated for 2d10 minutes).

PCs who played LGR-1 Extermination may remember the mushrooms from the goblin lair. Those minions of the Hark grew the mushrooms in a dank cave. These mushrooms came from area 2 in the Lair of the Harkson, below. Dusk took them in the hopes of eventually distilling a poison with them. The chest also holds a red glowing *continual flame* torch, used the by the gang to pass the warding beast below the Steam House (see Lair of the Harkson, area 1). There is also a brazier in the corner. A search of the brazier (Search DC 12) locates a section of parchment not entirely consumed by flame. There is some partial words on the parchment: "Hark wants" and "more orcs de," right below it, both written in Infernal. A successful Intelligence check or Forgery check (DC 10) recognizes the handwriting as the same on the notes found in the dead orcs' mouths. All the notes were written by Lazurak the Harkson.

5. Secret Passage (EL 0)

This chamber is hidden by the secret door (Search DC 20), the door is opened by turning the writing stand to the right. The podium is attached to the floor and the door's lock mechanism. The complicated device holding the secret door shut may also be disabled (Disable Device DC 20). If the PCs find the opening mechanism read or paraphrase the following:

Turning the writing stand to the right triggers a loud clack, followed by a rusty creak. A small door, only a few feet high and half as wide, opens on the west wall.

The door leads to a crawlspace that barely has enough room for a small ledge before dropping into a rough hole with only a rickety ladder to traverse it. The ladder lead down to a secret passage that winds its way down past the carrion crawler "guard" (see Lair of the Harkson, area 1: Warding Beast) and eventually to the Lair of the Goblins (area 2). Using this passage bypasses the encounter with the steam mephits in the Steam Cave.

LAIR OF THE HARKSON

Either out of discovery and curiosity, or by getting surviving members of the Rat Bastards to talk, the PCs should find their way under the Steam House and down to the lair of the Harkson. Here their investigation takes a turn toward the sinister, as they find that orcs are actually being slain by the command of the Hark, a creature whose meddling will eventually have to be stopped.

Lair of the Harkson Qualities

Unless stated otherwise, the caverns below the Steam House has the following qualities.

Doors: The doors between the Steam Cave and the rest of the caverns are made of magically reinforced Iron (2 inches thick; Hardness 15; hp 120; Break DC 32 [locked]). The reinforcement is to limit the rust and corrosion, but it also makes the doors very strong.

Walls: The walls are unworked stone; It takes a DC 15 Climb check to move along an unworked stone wall.

Floors: The caves have natural stone floors, but all are level and stable enough not to hamper movement in any way.

Lighting: There is no natural lighting in these caves.

1. Warding Beast (EL 4)

The path empties ahead into a natural cavern chamber. Here and there a number of bones litter the chamber's floor.

The bones on the ground are that of unfortunate humanoids paralyzed and then consumed by the chamber's warding beast. The beast has been conditioned not to attack groups carrying red glowing continual light torches, like the ones found in the Rat's Lair (Steam House area 4) and the Gallery of the Barghest (Lair of the Harkson area 4), but is so hungry it does so if it's provoked (that is, if the PCs investigate the labyrinth of tunnels the creature typically hides in). The beast comes forth from the labyrinth and attacks creatures carrying different light sources.

Creature: The tunnel labyrinth is home to a carrion crawler, a pet and warding beast of the Rat Bastards and the Harkson. He is usually feed every few days, but has been neglected as of late. It lashes out at any sign of life (and thus potential food) with reckless abandon.

➔ **Carrion Crawler:** hp 15; see *Monster Manual*.

Treasure: Among the litter of bones, a partially buried in the ground, the PCs may find (Search DC 25) an ivory scroll case containing a divine scroll of *magic weapon*.

Development: The winding passage continues on to the Lair of Goblins (area 2, below).

Scaling the Encounter

3rd-Level Characters (EL 4): no change.

5th-Level Characters (EL 5): Increase the number of carrion crawlers to two (hp 17).

6th-Level Characters (EL 6): Increase the number of carrion crawlers to three (hp 19, 17).

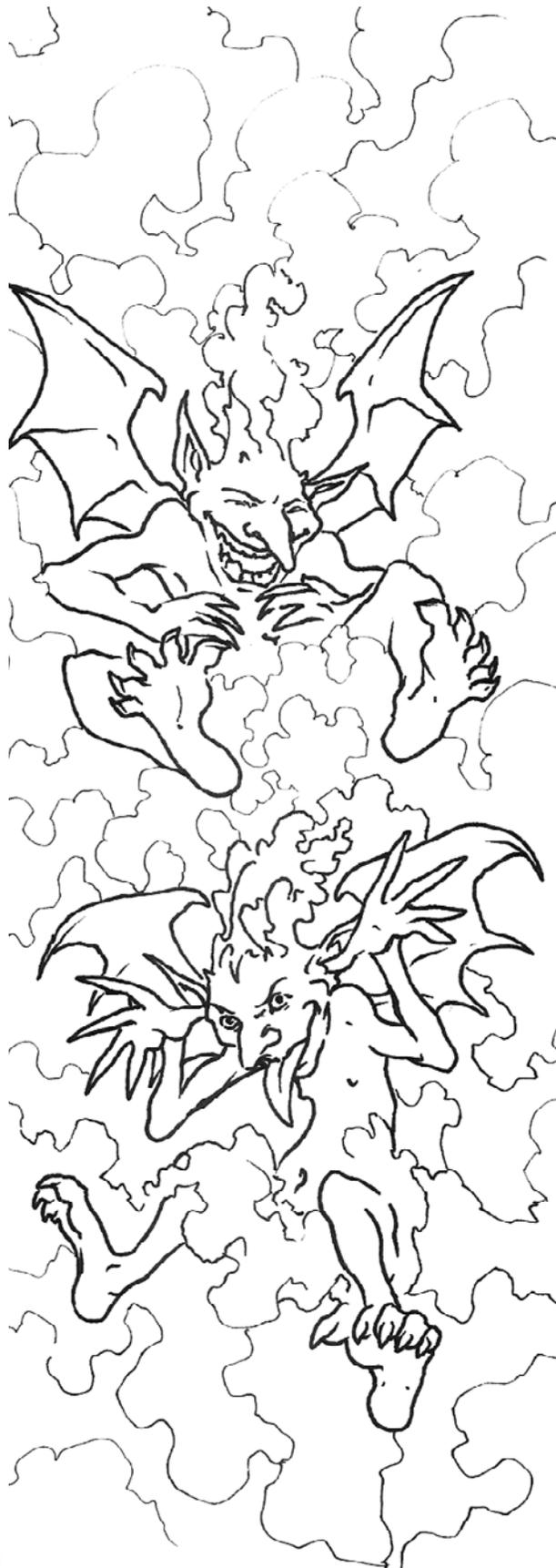
2. Lair of Goblins (EL 2)

Along with Sparrot the Jack, Lazurak brought a group of High Moor goblins with him to accomplish his tasks in Loudwater. Due to the general animosity toward goblinoids in the city (which Lazurak has experienced personally in his goblin form), they have been of little use—the last action they saw was when they stormed the Steam House to take it from its former owners. They have been stationed here for a month or more in a general malaise. More than anything they want the chance of a fight, and the chance for fresh meat. They are tired of eating the death-breath mushrooms that grow here. When the PCs enter the chamber, they are barely able to contain their glee at the chance supping on human, elf, or dwarf. As the PCs enter the room, be it from the secret passage or by way of one of the Steam Cave doors, read or paraphrase the following. Of course, adjust if the PCs are successfully stealthy in their approach.

A group of goblins sit around a small fire. Some cook something at the end of sticks, others look drearily on into the darkness fiddling with dirt and pebbles on the cave floor. Upon approach, they get up visibly excited. Almost in unison they yell "Vek, vek: Bizel fak, gever vaza!"

Those who speak Goblin will know they yell: "hurray, hurray: no more mushroom, there's meat tonight!"





Creatures: Characters who were played during LGR1 *Extermination* or XGR1 *Under High Lord's Hall* have a chance (Knowledge [local] or Intelligence check DC 5) that these goblins were the same rat-motif tattoos and weapon marking that the goblins who served Hekcut the Molted and Kassuz of Malar did—these goblins are more minions of the Hark. Even PCs who weren't played in those adventures have heard the stories and have a chance at this realization (Knowledge [local] or Intelligence DC 10).

➤ **Goblins (6):** hp 9, 7, 6, 6, 2, 2; see *Monster Manual*.

Tactics: The very first thing the goblins do is yell to their master, Lazurak, who lounges in the gallery over the mushroom garden. If the PCs didn't surprise the goblins, their joyous cries at the chance at a drastic menu change serves as that calling. If the goblin's were surprised, their call to Lazurak is much more frantic and pleading. Given the opportunity the goblins let off a volley of javelins before entering melee.

Most adventuring groups will have no problem with these goblins, and as they begin to make short work of the buggers, the goblins will strategically retreat to Lazurak's position for support. They worship the barghest like a god (lesser only to the Hark), and believe he can demolish all who oppose him.

At the same time Lazurak and his companions support the lesser troops from the gallery overhead. Read that area's description for their tactics and how they affect this encounter.

Scaling the Encounter

5th-Level Characters (EL 4): Two of the eight goblins are elite goblin warriors (hp 21, 19); see Appendix 1.

6th-Level Characters (EL 5): Four of the eight goblins are elite goblin warriors (hp 21, 19, 19, 16); see Appendix 1.

3. Steam Cave (EL 5)

Like the Steam Room, this cavern's sulfur-odored steam creates an effect similar to the *obscuring mist* spell, but with a vision range of 10 feet rather than 5 feet. The slick stone of the chamber's shore is potentially debilitating to fast movement. Those running or charging on its floor must succeed a Balance check (DC 10) to do so.

While the steam does no damage, exposure to the bubbling water does. Thick with sediment, a creature exposed to the water takes 1d4 hit points of fire damage each round. Total exposure into the water does 10d4 points of damage. Once the creature leaves the water, damage ceases.

Creatures: Two evil and mischievous steam mephits inhabit the place, starving for some fun and prey. The spring has a strange and tenuous connection—a sort of phasing natural gatelike phenomena—to the steam clouds of the Elemental Plane of Fire. Every so often mephits get stuck here, only returning when the connection is briefly reestablished. These two have been here for more than a tenday. Use Illustration 6 to describe these creatures.

➤ **Steam Mephits (2):** hp 19, 13; see *Monster Manual*.

Tactics: Like the grand majority of steam mephits, these two are arrogant egotists who believe they can handle just about anything the Material Plane's muddy little backwater can throw at

them. While not afraid of combat, and more than willing to rush in when the opportunity presents itself, they also love toying with their victims. The two move silently over the lake, asking their quarry pointless as stupid questions with no correct answer; things like, "what's it like to be a demented little meat puppet living on the pimple of the ass of existence" or "do your gods know that they are served by beings with the intellect of cold hard lead?" With each question the mephits giggle at their own juvenile jokes. While taunting the PCs they also attempt to summon others of their kind. When those attempts either survive or fail, they move in to the attack, activating their plume of vapor and assaulting the PCs with the rainstorm of boiling water before engaging in melee.

Development: The two doors leading out of this room to the Lair of Goblins (area 2) are locked (average lock DC 25) and trapped with a *glyph of warding*. The original builders of the Steam House learned about the phasing connection to the Elemental Plane of Fire at a deadly cost as a large group of steam mephits slew a group of laborers digging one of the pipe connections to the establishments. Like the electrical grates up top, these doors are to keep unwanted visitors to the Material Plane out of the general population. The lock and the trap on at least one of the doors must be defeated before the PCs can progress to area 2.

✦ **Glyph of Warding:** CR 4; spell; spell trigger; no reset; spell effect (*glyph of warding* [blast], 5th-level cleric, 2d8 cold, DC 14 Reflex save half damage); multiple targets (all targets within 5 ft.); Search DC 28; Disable Device DC 28.

Scaling the Encounter

3rd-level characters (EL 4): There is only one steam mephit (hp 13).

5th-Level Characters (EL 6): Increase the number of steam mephits to three (hp 16).

6th-Level Characters (EL 7): Increase the number of steam mephits to five (hp 16, 14, 8).

4. Gallery of the Barghest (EL 6)

Lazurak the Harkson looks over his minions like a ruler onto his subjects. The barghest dwells here with his elite soldiers, waiting for the Rat Bastards to give him progress report and the chance to hunt with them in the streets of Loudwater.

Creatures: Lazurak keeps to his goblin form, enjoying the deception and extra defenses, while commanding the goblins with all the pomp and bluster of a confident general. He keeps his elite guards close to him, and has armed them with wicked crossbows. Use Illustration 7 to describe these creatures.

✦ **Elite Goblin Warriors (2):** male and female goblins War3; hp 20, 17; see Appendix 1.

✦ **Lazurak Harkson:** hp 44; see Appendix 1.

Tactics: Lazurak stays in his gallery until he is sure that his goblins can't handle the threat posed. During this time, his elite goblins fire crossbows down on the invaders (gaining a +1 to hit bonus for being on higher ground). When he finds his goblins are in trouble, he casts *rage* on his elite goblins, and he and they come down to meet the invaders in melee. Before going, Lazurak attempts to activate his *blink* spell-like ability.

Development: After the PCs defeat Lazurak, they can find many clues implicating the barghest as the killer. He took trophies. Scattered in his gallery are a number of items that imply that he has been attacking orcs of the High Forest—a wooden holy symbol to Herne the Hunter, a dagger of High Forest Orc make, a bronze earring in the style popular with those orcs. He also wears a necklace strung with orc teeth: eight orc teeth in all, one for every orc he killed but didn't consume. Most damning is a scroll tub with three letters from the Hark praising his "son" for the chaos he is able to cause in the city. In the letters, the Hark hints that his allies will be pleased, especially the Green King. Some PCs might be able to capture the powerful outsider or one of the Rat Bastards and have them confess the crime. Even the normal goblins knew what Lazurak and his allies were up to, the barghest would brag about his exploits in the city upon his return to the cavern.

Treasure: Among the mostly worthless trophies is some 80 gp, and a red glowing *continual flame* torch that Lazurak used to bypass his carrion crawler "pet."

Scaling the Encounter

3rd-level characters (EL 4): The Harkson has no elite goblins.

5th-Level Characters (EL 7): Increase the number of elite goblins to 3 (hp 20, 17, 15).

6th-Level Characters (EL 8): Advance the Harkson to 8 HD (hp hp 54).

CONCLUSION

If the PCs are successful, they prove that Lazurak and the Rat Bastards killed the orcs. They earn the thanks of the High Lord Kalahar Twohands, Loudwater's orc population, and the Red Fellowship. Both the high lord and Stedd Rein grant the PCs monetary gifts for their services. If any PC contracted lycanthropy, the curse is removed thanks to Prior Athosar.

If the high lord put the orc settlement under martial law, he immediately lifts it, not wanting to further damage the relationship between his people and the orc visitors.

If they wish, the PCs can attempt to aid Haargh in his trial. If they give good and convincing reasons as to why the orc should not be sentenced to hardly for his transgressions, the magistrate sentences Haargh with exile from the city rather than death. The orc thanks them for their assistance, and promises that by Herne he will make it up to them some day.

If the PCs attempt to seek another audience with Beyvan Keth at the Ivy Enclave, they are politely told that he sees no one without an appointment. Thayan Knights escort the PCs away from the enclave if necessary.

ADVENTURE QUESTIONS

DUNGEONS & DRAGONS CAMPAIGNS (of which LEGACY OF THE GREEN REGENT is that program's first offering) tracks character progress digitally. At the adventure's end, you report what the characters did, by answering a number of questions. The answers to those questions are tallied, and determine not only what happens in the campaign, but also the experience points (xp) and gold piece (gp) value increase each character gains.

At the end of this adventure, you'll find the RPGA Session Tracking form, tailored for this adventure. On the section titled "Adventure Questions" fill in the bubble that corresponds to the best answer for the questions below.

Many times the questions ask whether or not the PCs defeated an encounter. Defeating doesn't necessarily mean killing all enemies, but many times such an event suffices as defeating an encounter. Sometimes PCs merely bypass an encounter. Through luck or circumstance a group of PCs can avoid encounters unscathed. Does bypassing an encounter earn the xp that defeating it would? No. The reward for getting past an encounter without actually interacting with it is having extra resources to bear in the next encounter. Where is the line? You are going to have to make that decision, because you are the DM.

For traps, PCs get experience points just for encountering them, whether or not they have been disabled.

1. Were the PCs able to stop the orc assault on the Red Boar Tavern?

- Yes. They did so by defeating Haargh in combat.
- Yes. They did so by opening diplomacy with Haargh.
- Yes. But they did so by a surprising method not anticipated by the adventure text.
- Yes. They did so by defeating all the orcs, including Haargh.
- No. They ran.
- No. The orcs defeated them.

2. Did the PCs fight with the Thayans at the Ivy Enclave?

- No. They took Beyvan Keth's aid without resorting to combat.
- Yes. But they were defeated by the Thayans.
- Yes. And they defeated the Thayans.

3. Did the PCs encounter Sparrot at the Duelists' Grotto?

- Yes. They fought him, and received the location of the Rat Bastards hideout from him.
- No. They found out the location of the hideout by other means.
- Yes. And they killed him in the duel.

4. Did the PCs defeat the Rat Bastards?

- No. The Rat Bastards defeated them.
- Yes. The Rat Bastards were aware of the PCs approach, but the PCs still defeated them.
- Yes. The Rat Bastards were not aware of their approach, so surprise won the day.

5. Did the PCs defeat the creatures in the Lair of the Harkson?

- No. They didn't make it that far.

- Yes. They defeated all of the creatures under the Steam House.
- Almost. They defeated the carrion crawler, the goblins, and Lazurak, but not the mephits.
- Almost. They defeated the steam mephits, the goblins, and Lazurak, but not the carrion crawler.
- Almost. They defeated the carrion crawler or the steam mephits, and the goblins, but not Lazurak.
- Almost. They defeated only the carrion crawler or only the steam mephits.

6. Did the PCs speak at Haargh's trial?

- no.
- Yes, and that orc owes them one!

7. Rate the players roleplaying.

- Fantastic. Everyone had interesting and engaging characters that interacted with the adventure in very fun ways.
- Good. Most everyone had interesting and engaging characters that interacted with the adventure in very fun ways.
- Okay. There was some role-playing.
- None. They treated the adventure as a set of objectives. There was no roleplaying.

APPENDIX I: NPCs

Riot

➤ **Haargh (EL 5 version):** male orc Bbn1/Drd2; CR 3; Medium humanoid (orc); HD 1d12+2d8+3; hp 20; Init +0; Spd 40 ft; AC 14, touch 10, flat-footed 14; Base Atk +2; Grp +4; Full Atk +6 melee (1d12+3/x3, masterwork greataxe) or +3 ranged (1d6+2/x3, masterwork composite shortbow [+2]); Atk +6 melee (1d12+3/x3, masterwork greataxe) or +3 ranged (1d6+2/x3, masterwork composite shortbow [+2]); SA rage 1/day, spontaneous cast nature's ally spells, spells; SQ fast movement, animal companion, nature sense, wild empathy, woodland stride, spells; AL CN; SV Fort +6, Ref +0, Will +4; Str 14, Dex 10, Con 13, Int 6, Wis 13, Cha 13.

Skills and Feats: Handle Animal +7, Intimidate +4, Survival +5; Spell Focus (conjuration), Weapon Focus (greataxe).

Rage (Ex): 1day—hp 26; AC 12, touch 8, flat-footed 12; Grp +6; Full Atk +8 melee (1d12+6/x3, masterwork greataxe); Atk +8 melee (1d12+6/x3, masterwork greataxe); SV Fort +8, Will +6. Lasts 6 rounds then fatigued.

Possessions: studded leather armor, masterwork greataxe, masterwork composite shortbow (+2), wooden holy symbol.

Spells Prepared (4/3; Spell DC = 11 + spell level): o—*cure minor wounds* (2), *detect poison, resistance*; 1st—*cure light wounds, obscuring mist, produce flame*.

➤ **Haargh (EL 6 version):** male orc Bbn1/Drd3; CR 4; Medium humanoid (orc); HD 1d12+3d8+4; hp 25; Init +0; Spd 40 ft; AC 15, touch 10, flat-footed 15; Base Atk +3; Grp +5; Full Atk +7 melee (1d12+3/x3, masterwork greataxe) or +4 ranged (1d6+2/x3, masterwork composite shortbow [+2]); Atk +7 melee (1d12+3/x3, masterwork greataxe) or +4 ranged (1d6+2/x3, masterwork composite shortbow [+2]); SA rage 1/day, spontaneous cast nature's ally spells, spells; SQ fast movement, animal companion, nature sense, wild empathy, woodland stride, spells, trackless step; AL CN; SV Fort +6, Ref +1, Will +5; Str 14, Dex 10, Con 13, Int 6, Wis 14, Cha 13.

Skills and Feats: Handle Animal +8, Intimidate +4, Survival +6; Spell Focus (conjuration), Weapon Focus (greataxe).

Rage (Ex): 1day—hp 33; AC 13, touch 8, flat-footed 13; Grp +7; Full Atk +9 melee (1d12+6/x3, masterwork greataxe); Atk +9 melee (1d12+6/x3, masterwork greataxe); SV Fort +8, Will +7. Lasts 6 rounds then fatigued.

Possessions: +1 studded leather armor, masterwork greataxe, masterwork composite shortbow (+2), wooden holy symbol.

Spells Prepared (4/3/2; Spell DC = 12 + spell level): o—*cure minor wounds* (2), *detect poison, resistance*; 1st—*cure light wounds, obscuring mist, produce flame*; 2nd—*barkskin, bull's strength*.

➤ **Haargh (EL 6 version):** male orc Bbn1/Drd4; CR 5; Medium humanoid (orc); HD 1d12+4d8+5; hp 35; Init +0; Spd 40 ft; AC 15, touch 10, flat-footed 15; Base Atk +4; Grp +6; Full Atk +8 melee (1d12+3/x3, masterwork greataxe) or +5 ranged (1d6+2/x3, masterwork composite shortbow [+2]); Atk +8 melee (1d12+3/x3, masterwork greataxe) or +5 ranged (1d6+2/x3, masterwork composite shortbow [+2]); SA rage 1/day, spontaneous cast nature's ally spells, spells; SQ fast movement, animal companion, nature

sense, wild empathy, woodland stride, spells, trackless step, resist nature lure; AL CN; SV Fort +6, Ref +1, Will +5; Str 14, Dex 10, Con 13, Int 6, Wis 14, Cha 13.

Skills and Feats: Handle Animal +9, Intimidate +4, Survival +7; Spell Focus (conjuration), Weapon Focus (greataxe).

Rage (Ex): 1day—hp 45; AC 13, touch 8, flat-footed 13; Grp +8; Full Atk +10 melee (1d12+6/x3, masterwork greataxe); Atk +10 melee (1d12+6/x3, masterwork greataxe); SV Fort +8, Will +7. Lasts 6 rounds then fatigued.

Possessions: +1 studded leather armor, masterwork greataxe, masterwork composite shortbow (+2), wooden holy symbol.

Spells Prepared (4/4/3; Spell DC = 12 + spell level): o—*cure minor wounds* (2), *detect poison, resistance*; 1st—*cure light wounds* (2), *obscuring mist, produce flame*; 2nd—*barkskin, bull's strength, heat metal*.

➤ **Haargh (EL 7 version):** male orc Bbn2/Drd4; CR 6; Medium humanoid (orc); HD 2d12+4d8+6; hp 43; Init +0; Spd 40 ft; AC 15, touch 10, flat-footed 15; Base Atk +5; Grp +7; Full Atk +9 melee (1d12+3/x3, masterwork greataxe) or +6 ranged (1d6+2/x3, masterwork composite shortbow [+2]); Atk +9 melee (1d12+3/x3, masterwork greataxe) or +6 ranged (1d6+2/x3, masterwork composite shortbow [+2]); SA rage 1/day, spontaneous cast nature's ally spells, spells; SQ fast movement, animal companion, nature sense, wild empathy, woodland stride, spells, trackless step, resist nature's lure, uncanny dodge; AL CN; SV Fort +7, Ref +1, Will +5; Str 14, Dex 10, Con 13, Int 6, Wis 14, Cha 13.

Skills and Feats: Handle Animal +10, Intimidate +5, Survival +7; Augmented Summoning, Spell Focus (conjuration), Weapon Focus (greataxe).

Rage (Ex): 1day—hp 55; AC 13, touch 8, flat-footed 13; Grp +9; Full Atk +11 melee (1d12+6/x3, masterwork greataxe); Atk +11 melee (1d12+6/x3, masterwork greataxe); SV Fort +9, Will +7. Lasts 6 rounds then fatigued.

Possessions: +1 studded leather armor, masterwork greataxe, masterwork composite shortbow (+2), wooden holy symbol.

Spells Prepared (4/4/3; Spell DC = 12 + spell level): o—*cure minor wounds* (2), *detect poison, resistance*; 1st—*cure light wounds* (2), *obscuring mist, produce flame*; 2nd—*barkskin, bull's strength, heat metal*.

Ivy Enclave

➤ **Thayan Knight:** human male and female Ftr5/Thayan Knight† 2; CR 7; Medium humanoid (human); HD 7d10+14; hp variable—see encounter; Init +1; Spd 20 ft; AC 25, touch 11, flat-footed 24; Base Atk +7; Grp +10; Full Atk +10/+5 melee (1d8+6/19-20 +1 longsword); Atk +10 melee (1d8+6/19-20 +1 longsword); SQ horrors of Thay, zulkir's favor, zulkir's defender; AL LN; SV Fort +9, Ref +4, Will +5; Str 16, Dex 13, Con 14, Int 10, Wis 12, Chr 8.

Skills and Feats: Climb -2, Jump -2, Ride +11; Cleave, Endurance, Great Cleave, Iron Will, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword).

Horrors of Thay (Ex): Because of the long exposure to the cruelty of her homeland, a Thayan knight gains a +2 morale bonus on saving throws against fear effects and a +1 morale

bonus on saving throws against charm effects.

Zulkir's Favor: At 1st-level a Thayan knight undergoes a long and painful tattooing ritual. A magical tattoo placed either on the back or the forehead provides a +2 resistance bonus on Reflex saves. The tattoo also marks the knight as someone loyal to the Red Wizards. The knight automatically fails a saving throw against a mid-affecting spell cast by a Red Wizard. When the tattoo is visible, the knight gains a +2 morale bonus on Intimidate checks as an extraordinary ability. The tattoos on these knights are visible.

Zulkir's Defender (Ex): A Thayan knight of 2nd level or higher gains a +2 morale bonus on attack rolls and damage rolls made against any creature that attacks her or that she has previously seen attack a Red Wizard. This changes the above stats in the following manner: Full Atk +12/+7 melee (1d8+8/19-20 +1 longsword); Atk +12 melee (1d8+8/19-20 +1 longsword)

Possessions: +1 full plate, +1 tower shield, +1 longsword, *potion of cure moderate wounds*.

†The full Thayan knight prestige class can be found on pages 85-87 of *Complete Warrior*. All the necessary information to run this NPC is given in this statistic block.

➤ **Lesser Thayan Wizards:** human male and female Evoker 5; CR 5; HD 5d4+5; hp variable—see encounter; Init +2, Spd 30 ft., AC 13, touch 12, flat-footed 11; Base Atk +2; Grp +2; Full Atk +2 melee (1d6, quarterstaff) or +5 ranged (1d8/19-20, masterwork light crossbow); Atk +2 melee (1d6, quarterstaff) or +5 ranged (1d8/19-20, masterwork light crossbow); AL LN; SV Fort +2, Ref +3, Will +5; Str 10, Dex 14, Con 13, Int 16, Wis 12, Cha 8.

Skills and Feats: Concentration +9, Craft (alchemy) +11, Decipher Script +5, Knowledge (arcane) +11, Knowledge (the planes) +11, Spellcraft +13; Combat Casting, Improved Counterspell, Scribe Scroll, Spell Focus (evocation), Spellcasting Prodigy†.

Possessions: masterwork light crossbow, 10 bolts, *amulet of natural armor* +1, arcane scroll of *mage armor*, arcane scroll of *shield*, *potion of cure light wounds*.

Spells prepared (4/4+1/3+1/2+1; DC = 13 + spell level, 14 + spell level for evocation spells; restricted schools are necromancy and illusion): 0—*arcane mark*, *flare*‡, *read magic*, *resistance*; 1st—*enlarge person*, *magic missile*‡ (3), *burning hands*‡; 2nd—*bull's strength*, *fox's cunning*, *scorching ray*‡ (2); 3rd—*fireball*‡, *lightning bolt*‡, *protection from energy*.

Power-up Suite (after *mage armor*, *shield*, and *fox's cunning* are cast): AC 21, touch 12, flat-footed 19; Int 20; Spellcraft +17; Spell DC = 15 + spell level, 16 + spell level for evocation spells.

†Spellcasting Prodigy can be found on page 44 of the *Player's Guide to Faerûn*. The benefits of this feat have been added into the statistic block.

‡Evocation spells

The Braggart

➤ **Sparrot the Jack (EL 3 version):** male human wererat swash-buckler† 2 (human form); CR 5; Medium humanoid (human, shapechanger); HD 2d10+1d8+3; hp 19; Init +2; Spd 30 ft.; AC 18, touch 12, flat-footed 16; Base Atk +2; Grp +3; Full Atk +6 melee (1d6+2/18-20, masterwork rapier) or +5 ranged (1d4+2/19-20, masterwork dagger); Atk +6 melee (1d6+2/18-20, masterwork rapier) or +5 ranged (1d4+2/19-20, masterwork dagger); SQ alter-

nate form, rat empathy, low-light vision, scent, grace +1; AL NE; Fort +4, Ref +3, Will +0; Str 14, Dex 15, Con 12, Int 10, Wis 10, Cha 13.

Skills and Feats: Balance +6, Bluff +6, Escape Artist +6, Jump +5, Listen +4, Spot +2, Tumble +6; Alertness, Dodge, Weapon Finesse, Weapon Focus (rapier).

Grace (Ex): Sparrot gains a +1 competence bonus on Reflex saves.

Alternate Form (Su): Sparrot can assume a bipedal hybrid form and the form of a dire rat.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Possessions: masterwork rapier, masterwork dagger, masterwork chain shirt, explorer's outfit, *Quaal's feather token* (bird), *potion of cure light wounds*.

†This class is found on pages 11-13 of *Complete Warrior*. All necessary information to run this NPC is found in the statistic block.

➤ **Sparrot the Jack (EL 4 version):** male human wererat swash-buckler† 3 (human form); CR 6; Medium humanoid (human, shapechanger); HD 3d10+1d8+4; hp 27; Init +2; Spd 35 ft.; AC 18, touch 12, flat-footed 16; Base Atk +3; Grp +4; Full Atk +7 melee (1d6+2/18-20, masterwork rapier) or +6 ranged (1d4+2/19-20, masterwork dagger); Atk +7 melee (1d6+2/18-20, masterwork rapier) or +6 ranged (1d4+2/19-20, masterwork dagger); SA insightful strike, SQ alternate form, rat empathy, low-light vision, scent, grace +1; AL NE; Fort +4, Ref +4, Will +1; Str 14, Dex 15, Con 12, Int 10, Wis 10, Cha 13.

Skills and Feats: Balance +7, Bluff +7, Escape Artist +7, Jump +6, Listen +4, Spot +2, Tumble +7; Alertness, Dash‡, Dodge, Weapon Finesse, Weapon Focus (rapier).

Grace (Ex): Sparrot gains a +1 competence bonus on Reflex saves.

Insightful Strike (Ex): If Sparrot were smart enough he would be able to place his finesse attacks where they deal greater damage. He would apply his Intelligence modifier as a bonus on damage rolls on attack made by light or finesse weapons. Poor dumb Sparrot.

Alternate Form (Su): Sparrot can assume a bipedal hybrid form and the form of a dire rat.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Possessions: masterwork rapier, masterwork dagger, masterwork chain shirt, explorer's outfit, *Quaal's feather token* (bird), *potion of cure light wounds*.

†This class is found on pages 11-13 of *Complete Warrior*. All necessary information to run this NPC is found in the statistic block.

‡This feat is found on page 97 of *Complete Warrior*. It grants Sparrot an addition 5 feet to his movement while in light or no armor.

➤ **Sparrot the Jack (EL 5 version):** male human wererat swash-buckler† 4 (human form); CR 7; Medium humanoid (human, shapechanger); HD 4d10+1d8+5; hp 35; Init +3; Spd 35 ft.; AC 20, touch 13, flat-footed 17; Base Atk +4; Grp +5; Full Atk +9 melee (1d6+2/18-20, masterwork rapier) or +8 ranged (1d4+2/19-20, masterwork dagger); Atk +9 melee (1d6+2/18-20, masterwork

rapier) or +8 ranged (1d4+2/19-20, masterwork dagger); SA insightful strike, SQ alternate form, rat empathy, low-light vision, scent, grace +1; AL NE; Fort +5, Ref +5, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 13.

Skills and Feats: Balance +9, Bluff +8, Escape Artist +9, Jump +7, Listen +4, Spot +2, Tumble +9; Alertness, Dash‡, Dodge, Weapon Finesse, Weapon Focus (rapier).

Grace (Ex): Sparrot gains a +1 competence bonus on Reflex saves.

Insightful Strike (Ex): If Sparrot were smart enough he would be able to place his finesse attacks where they deal greater damage. He would apply his Intelligence modifier as a bonus on damage rolls on attack made by light or finesse weapons. Poor dumb Sparrot.

Alternate Form (Su): Sparrot can assume a bipedal hybrid form and the form of a dire rat.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Possessions: masterwork rapier, masterwork dagger, +1 chain shirt, explorer's outfit, *Quaal's feather token* (bird), *potion of cure moderate wounds*.

‡This class is found on pages 11-13 of *Complete Warrior*. All necessary information to run this NPC is found in the statistic block.

‡This feat is found on page 97 of *Complete Warrior*. It grants Sparrot an addition 5 feet to his movement while in light or no armor.

➤ **Sparrot the Jack (EL 6 version):** male human wererat swash-buckler† 5 (human form); CR 8; Medium humanoid (human, shapechanger); HD 5d10+1d8+6; hp 43; Init +3; Spd 35 ft.; AC 20, touch 13, flat-footed 17; Base Atk +5; Grp +6; Full Atk +10 melee (1d6+3/18-20, +1 rapier) or +9 ranged (1d4+3/19-20, masterwork dagger); Atk +10 melee (1d6+3/18-20, +1 rapier) or +9 ranged (1d4+2/19-20, masterwork dagger); SA insightful strike, SQ alternate form, rat empathy, low-light vision, scent, grace +1, dodge; AL NE; Fort +5, Ref +5, Will +1; Str 14, Dex 16, Con 12, Int 10, Wis 10, Cha 13.

Skills and Feats: Balance +10, Bluff +9, Escape Artist +10, Jump +8, Listen +4, Spot +2, Tumble +10; Alertness, Dash‡, Dodge, Weapon Finesse, Weapon Focus (rapier).

Grace (Ex): Sparrot gains a +1 competence bonus on Reflex saves.

Insightful Strike (Ex): If Sparrot were smart enough he would be able to place his finesse attacks where they deal greater damage. He would apply his Intelligence modifier as a bonus on damage rolls on attack made by light or finesse weapons. Poor dumb Sparrot.

Dodge (Ex): Sparrot is trained at focusing his defenses on a single opponent in melee. During his action, he may designate and opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. He can select a new opponent on any action. He loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Since Sparrot already has the dodge feat, he need not designate the same opponent for that feat and this class ability, but if he does the bonuses stack.

Alternate Form (Su): Sparrot can assume a bipedal hybrid form and the form of a dire rat.

Rat Empathy (Ex): Communicate with rats and dire rats, and

+4 racial bonus on Charisma-based checks against rats and dire rats.

Possessions: masterwork rapier, masterwork dagger, +1 chain shirt, explorer's outfit, *Quaal's feather token* (bird), *potion of cure moderate wounds*.

‡This class is found on pages 11-13 of *Complete Warrior*. All necessary information to run this NPC is found in the statistic block.

‡This feat is found on page 97 of *Complete Warrior*. It grants Sparrot an addition 5 feet to his movement while in light or no armor.

Steam House

3rd-Level Characters

➤ **Jeriv (EL 3 version):** halfling male Sor3; CR 3; Small humanoid (halfling); HD 3d4+3; hp 9; Init +2; Spd 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +1; Grp -4; Full Atk +1 melee (1d3-1/19-20, dagger) or +4 ranged (1d3-1/19-20, dagger); Atk +1 melee (1d3-1/19-20, dagger) +4 ranged (1d3-1/19-20, dagger); SA spells; SQ halfling traits, spells; AL NE; Fort +3, Ref +5, Will +3; Str 8, Dex 16, Con 12, Int 13, Wis 8, Cha 15.

Skills and Feats: Climb +1, Concentration +6, Hide +7, Jump +1, Move Silently +4, Profession (accountant) +4, Spellcraft +6; Dodge, Spell Focus (enchantment).

Possessions: merchant's outfit, dagger, spell component pouch, *potion of blur*, arcane scroll of *shield*.

Spells Known (6/6; Spell DC 12 + spell level; DC 13 + spell level for enchantment spells): 0—*acid splash*, *daze*†, *resistance*, *touch of fatigue*, *prestidigitation*; 1st—*charm person*†, *hypnotism*†, *magic missile*.

†Enchantment spells.

Power-up Suite (after *shield and blur*): AC 18, touch 14 (18 for incorporeal touch attacks), flat-footed 15; 20% miss chance; *magic missiles* target at Jeriv are negated.

➤ **Dusk (Zeveron Dal)(EL 4 version):** male half-elf (drow) Rog3; CR 3; Medium humanoid (elf—drow); HD 3d6+6; hp 17; Init +2, Spd 30 ft.; AC 16, touch 12, flat-footed 14; Base Atk +2, Grp +3; Full Atk +5 melee (1d6+1/18-20, masterwork rapier), or +5 ranged (1d6+1/x3, masterwork composite short bow [+1]); Atk +5 melee (1d6+1/18-20, masterwork rapier), or +5 ranged (1d6+1/x3, masterwork composite short bow [+1]); SQ half-elf traits, darkvision 60 ft., trapfinding, evasion, trap sense +1; SA sneak attack +2d6; AL NE; SV Fort +3, Ref +5, Will +3; Str 13, Dex 15, Con 14, Wis 10, Int 12, Cha 8.

Skills and Feats: Balance +7, Buff +5, Climb +6, Disable Device +7, Disguise +5, Escape Artist +7, Hide +7, Move Silently +7, Open Locks +8; Iron Will, Weapon Finesse.

Possession: masterwork chain shirt, masterwork rapier, masterwork composite short bow [+1], explorer's outfit, thieves' tools, tanglefoot bag.

➤ **Jottess (EL 4 version):** female half-orc Clr2; CR 2; Medium humanoid (orc); HD 2d8+2; hp 16; Init +0, Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +1; Grp +4; Full Atk +5 melee (1d8+3/x3 battleaxe) or +2 range (1d6+3, javelin); Atk +5 melee (1d8+3/x3 battleaxe) or +2 range (1d6+3, javelin); SA Spells, rebuke undead, spontaneously cast inflict spells; SQ Half-orc traits, spells; AL CN; SV Fort +4, Ref +0, Will +5; Str 17, Dex 10, Con 13, Int 10, Wis 14, Cha 6.

Skills and Feats: Concentration +6, Spellcraft +5; Martial Weapon Proficiency (battleaxe), Power Attack, Weapon Focus (battleaxe).

Possessions: Splint armor, heavy steel shield, battleaxe, 3 javelins, silver holy symbol, *potions of cure light wounds*.

Spells Prepared (4/3+1; Spell DC = 12 + spell level); o—*cure minor wounds* (2) *resistance, virtue*; 1st—*cause fear, doom, enlarge person**, *shield of faith*.

***Domain spell; Deity:** Tempus; **Domains:** Strength (perform a feat of strength as a supernatural ability. Gain a +2 enhancement bonus to Strength. Activating the power is a free action, the power lasts for 1 round, as is usable once a day. Jotess has not yet used this power today) and War (gain free Martial Weapon Proficiency and Weapon Focus in the battleaxe).

Power-Up Suite (After enlarge person and shield of faith)—Large humanoid (orc); AC 18, touch 8, flat-footed 18; Grp +9; Full Atk +5 melee (1d10+4/x3 battleaxe) or +1 range (1d8+4, javelin); Atk +5 melee (1d10+4/x3 battleaxe) or +1 range (1d8+4, javelin); Space/Reach: 10 ft./10ft.; SV Ref -1; Str 19; Dex 8.

➤ **Sparrot the Jack (EL 5 version):** male human wererat swash-buckler† 2 (hybrid form); CR 5; Medium humanoid (human, shapechanger); HD 2d10+1d8+5, hp 19; Init +5, Spd 40 ft.; AC 21, touch 15, flat-footed 16; Base Atk +2; Grp +3; Full Atk +9 melee (1d6+2/18-20, masterwork rapier) and bite +3 melee (1d6+1 plus disease, bite) or +8 ranged (1d4+2/19-20, masterwork dagger); Atk +9 melee (1d6+2/18-20, masterwork rapier) or +8 ranged (1d4+2/19-20, masterwork dagger); SQ curse of lycanthropy, disease, alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent, grace +1; AL NE; Fort +5, Ref +6, Will +0; Str 14, Dex 21, Con 14, Int 10, Wis 10, Cha 13.

Skills and Feats: Balance +9, Bluff +6, Escape Artist +9, Jump +5, Listen +4, Spot +1, Tumble +9; Alertness, Dodge, Weapon Finesse, Weapon Focus (rapier).

Grace (Ex): Sparrot gains a +1 competence bonus on Reflex saves.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in anima or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution based.

Alternate Form (Su): Sparrot can assume a human form and the form of a dire rat.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Possessions: masterwork rapier, masterwork dagger, masterwork chain shirt, explorer's outfit.

†This class is found on pages 11-13 of *Complete Warrior*. All necessary information to run this NPC is found in the statistic block.

4th-Level Characters

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➤ **Jeriv (EL 4 version):** halfling male Sor4; CR 4; Small humanoid (halfling); HD 4d4+4; hp 14; Init +2; Spd 20 ft.; AC 14, touch 14, flat-footed 11; Base Atk +2; Grp -3; Full Atk +2 melee (1d3-1/19-20, dagger) or +5 ranged (1d3-1/19-20, dagger); Atk +2 melee (1d3-1/19-20, dagger) +5 ranged (1d3-1/19-20, dagger); SA spells;

SQ halfling traits, spells; AL NE; Fort +3, Ref +5, Will +4; Str 8, Dex 16, Con 12, Int 13, Wis 8, Cha 16.

Skills and Feats: Climb +1, Concentration +7, Hide +7, Jump +1, Move Silently +4, Profession (accountant) +5, Spellcraft +7; Dodge, Spell Focus (enchantment).

Possessions: merchant's outfit, dagger, spell component pouch, *potions of blur*, arcane scroll of shield.

Spells Known (6/7/4; Spell DC 13 + spell level; DC 14 + spell level for enchantment spells): o—*acid splash, daze†, ray of frost, resistance, touch of fatigue, prestidigitation*; 1st—*charm person†, hypnotism†, magic missile*; 2nd—*Tasha's hideous laughter†*.

†Enchantment spells.

Power-up Suite (after shield and blur): AC 18, touch 14 (18 for incorporeal touch attacks), flat-footed 15; 20% miss chance; *magic missiles* target at Jeriv are negated.

➤ **Dusk (Zeveron Dal)(EL 5 version):** male half-elf (drow) Rog4; CR 4; Medium humanoid (elf—drow); HD 4d6+8; Init +3, Spd 30 ft.; AC 17, touch 13, flat-footed 14; Base Atk +3, Grp +4; Full Atk +7 melee (1d6+2/18-20, +1 rapier), or +7 ranged (1d6+1/x3, masterwork composite short bow [+1]); Atk +7 melee (1d6+2/18-20, +1 rapier), or +5 ranged (1d6+1/x3, masterwork composite short bow [+1]); SQ half-elf traits, darkvision 60 ft., trapfinding, evasion, trap sense +1, uncanny dodge; SA sneak attack +2d6; AL NE; SV Fort +3, Ref +7, Will +3; Str 13, Dex 16, Con 14, Wis 10, Int 12, Cha 8.

Skills and Feats: Balance +8, Buff +6, Climb +7, Disable Device +8, Disguise +6, Escape Artist +8, Hide +8, Move Silently +8, Open Locks +9; Iron Will, Weapon Finesse.

Possession: masterwork chain shirt, +1 rapier, masterwork composite short bow [+1], explorer's outfit, thieves' tools, tanglefoot bag.

➤ **Jotess (EL 5 version):** female half-orc Clr3; Medium humanoid (orc); CR 3; 3d8+3; Init +0, Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +2; Grp +3; Full Atk +7 melee (1d8+3/x3 masterwork battleaxe) or +3 range (1d6+3, javelin); Atk +7 melee (1d8+3/x3 masterwork battleaxe) or +3 range (1d6+3, javelin); SA Spells, rebuke undead, spontaneously cast inflict spells; SQ Half-orc traits, spells; AL CN; SV Fort +4, Ref +1, Will +5; Str 17, Dex 10, Con 13, Int 10, Wis 14, Cha 6.

Skills and Feats: Concentration +7, Spellcraft +6; Cleave, Martial Weapon Proficiency (battleaxe), Power Attack, Weapon Focus (battleaxe).

Possessions: Splint armor, heavy steel shield, masterwork battleaxe, 3 javelins, silver holy symbol, *potions of cure light wounds*.

Spells Prepared (4/3+1/2+1; Spell DC = 12 + spell level); o—*cure minor wounds* (2) *resistance, virtue*; 1st—*cause fear, doom, enlarge person**, *shield of faith*; 2nd—*aid, bull's strength**, *sound burst*.

***Domain spell; Deity:** Tempus; **Domains:** Strength (perform a feat of strength as a supernatural ability. Gain a +2 enhancement bonus to Strength. Activating the power is a free action, the power lasts for 1 round, as is usable once a day. Jotess has not yet used this power today) and War (gain free Martial Weapon Proficiency and Weapon Focus in the battleaxe).

Power-Up Suite (After enlarge person, shield of faith, and bull's strength)—Large humanoid (orc); AC 18, touch 8, flat-footed 18; Grp +12; Full Atk +9 melee (1d10+6/x3 masterwork battleaxe) or +2 range (1d8+6, javelin); Atk +9 melee (1d10+4/x3 masterwork battleaxe) or +1 range (1d8+6, javelin); Space/Reach: 10 ft./10ft.; SV Ref +0; Str 23; Dex 8.

➤ **Sparrot the Jack (EL 6 version):** male human wererat swash-buckler† 3 (hybrid form); CR 6; Medium humanoid (human, shapechanger); HD 3d10+1d8+7, hp 27; Init +5, Spd 45 ft.; AC 22, touch 12, flat-footed 20; Base Atk +3; Grp +4; Full Atk +10 melee (1d6+2/18-20, masterwork rapier) and +4 melee (1d6+1 plus disease, bite), or +9 ranged (1d4+1/19-20, masterwork dagger); Atk +10 melee (1d6+1/18-20, masterwork rapier) or +9 ranged (1d4+1/19-20, masterwork dagger); SA insightful strike, SQ Curse of lycanthropy, disease, alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent, grace +1; AL NE; Fort +5, Ref +7, Will +1; Str 14, Dex 21, Con 14, Int 10, Wis 10, Cha 13.

Skills and Feats: Balance +10, Bluff +7, Escape Artist +10, Jump +6, Listen +4, Spot +2, Tumble +10; Alertness, Dash‡, Dodge, Weapon Finesse, Weapon Focus (rapier).

Grace (Ex): Sparrot gains a +1 competence bonus on Reflex saves.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in anima or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution based.

Insightful Strike (Ex): If Sparrot were smart enough he would be able to place his finesse attacks where they deal greater damage. He would apply his Intelligence modifier as a bonus on damage rolls on attack made by light or finesse weapons. Poor dumb Sparrot.

Alternate Form (Su): Sparrot can assume a human form and the form of a dire rat.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Possessions: masterwork rapier, masterwork dagger, masterwork chain shirt, explorer's outfit.

†This class is found on pages 11-13 of *Complete Warrior*. All necessary information to run this NPC is found in the statistic block.

‡This feat is found on page 97 of *Complete Warrior*. It grants Sparrot an addition 5 feet to his movement while in light or no armor.

5th-Level Characters

➤ **Jeriv (EL 5 version):** halfling male Sor5; Medium humanoid (halfling); CR 5; HD 5d4+5; hp 19; Init +2; Spd 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +2; Grp -3; Full Atk +2 melee (1d3-1/19-20, dagger) or +5 ranged (1d3-1/19-20, dagger); Atk +2 melee (1d3-1/19-20, dagger) +5 ranged (1d3-1/19-20, dagger); SA spells; SQ halfling traits, spells; AL NE; Fort +3, Ref +5, Will +4; Str 8, Dex 16, Con 12, Int 13, Wis 8, Cha 16.

Skills and Feats: Climb +1, Concentration +8, Hide +7, Jump +1, Move Silently +4, Profession (accountant) +6, Spellcraft +8; Dodge, Spell Focus (enchantment).

Possessions: merchant's outfit, dagger, spell component pouch, bracers of armor +1, *potion of blur*, arcane scroll of shield.

Spells Known (6/7/5; Spell DC 13 + spell level; DC 14 + spell level for enchantment spells): 0—*acid splash*, *daze*†, *ray of frost*, *resistance*, *touch of fatigue*, *prestidigitation*; 1st—*charm person*†, *hypnotism*†, *magic missile*; 2nd—*scorching ray*, *Tasha's hideous laughter*†.

†Enchantment spells.

➤ **Dusk (Zeveron Dal)(EL 6 version):** male half-elf (drow) Rog5; CR 4; Medium humanoid (elf—drow); HD 5d6+10; hp 30; Init +3, Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +3, Grp +4; Full Atk +7 melee (1d6+2/18-20, +1 rapier), or +7 ranged (1d6+1/x3, masterwork composite short bow [+1]); Atk +7 melee (1d6+2/18-20, +1 rapier), or +5 ranged (1d6+1/x3, masterwork composite short bow [+1]); SQ half-elf traits, darkvision 60 ft., trapfinding, evasion, trap sense +1, uncanny dodge; SA sneak attack +3d6; AL NE; SV Fort +3, Ref +7, Will +3; Str 13, Dex 16, Con 14, Wis 10, Int 12, Cha 8.

Skills and Feats: Balance +9, Buff +7, Climb +8, Disable Device +10, Disguise +7, Escape Artist +9, Hide +9, Move Silently +9, Open Locks +10; Iron Will, Weapon Finesse.

Possession: +1 chain shirt, +1 rapier, masterwork composite short bow [+1], explorer's outfit, thieves' tools, tanglefoot bag.

➤ **Jottess (EL 6 version):** female half-orc Clr4; CR 4; Medium humanoid (orc); HD 4d8+4; hp 33; Init +0, Spd 20 ft.; AC 18, touch 10, flat-footed 18; Base Atk +3; Grp +5; Full Atk +9 melee (1d8+5/x3 +1 battleaxe) or +4 range (1d6+4, javelin); Atk +9 melee (1d8+5/x3 +1 battleaxe) or +4 range (1d6+4, javelin); SA Spells, rebuke undead, spontaneously cast inflict spells; SQ Half-orc traits, spells; AL CN; SV Fort +5, Ref +1, Will +6; Str 18, Dex 10, Con 13, Int 10, Wis 14, Cha 6.

Skills and Feats: Concentration +8, Spellcraft +7; Cleave, Martial Weapon Proficiency (battleaxe), Power Attack, Weapon Focus (battleaxe).

Possessions: Splint armor, heavy steel shield, +1 battleaxe, 3 javelins, silver holy symbol, *potion of cure light wounds*, divine scroll of *cat's grace*.

Spells Prepared (4/4+1/2+1; Spell DC = 12 + spell level); 0—*cure minor wounds* (2) *resistance*, *virtue*; 1st—*cause fear*, *cure light wounds*, *doom*, *enlarge person**, *shield of faith*; 2nd—*aid*, *bear's endurance*, *bull's strength**, *sound burst*.

**Domain spell; Deity:* Tempus; *Domains:* Strength (perform a feat of strength as a supernatural ability. Gain a +2 enhancement bonus to Strength. Activating the power is a free action, the power lasts for 1 round, as is usable once a day. Jottess has not yet used this power today) and War (gain free Martial Weapon Proficiency and Weapon Focus in the battleaxe).

Power-Up Suite (After enlarge person, shield of faith, bull's strength, cat's grace and bear's endurance)—Large humanoid (orc); hp 41; AC 20, touch 10, flat-footed 20; Grp +14; Full Atk +11 melee (1d10+8/x3 +1 battleaxe) or +2 range (1d8+7, javelin); Atk +11 melee (1d10+8/x3 +1 battleaxe) or +2 range (1d8+7, javelin); Space/Reach: 10 ft./10ft.; SV Fort +7, Ref +3; Str 24; Dex 12.

➤ **Sparrot the Jack (EL 7 version):** male human wererat swash-buckler† 4 (hybrid form); CR 7; Medium humanoid (human, shapechanger); HD 4d10+1d8+9, hp 35; Init +6, Spd 45 ft.; AC 24, touch 16, flat-footed 18; Base Atk +4; Grp +5; Full Atk +12 melee (1d6+2/18-20, masterwork rapier) and +6 melee (1d6+1 plus disease, bite), or +11 ranged (1d4+2/19-20, masterwork dagger); Atk +12 melee (1d6+2/18-20, masterwork rapier) or +11 ranged (1d4+2/19-20, masterwork dagger); SA insightful strike, SQ curse of lycanthropy, disease, alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent, grace +1; AL NE; Fort

+6, Ref +8, Will +1; Str 14, Dex 22, Con 14, Int 10, Wis 10, Cha 13.

Skills and Feats: Balance +11, Bluff +8, Escape Artist +11, Jump +7, Listen +4, Spot +2, Tumble +11; Alertness, Dash†, Dodge, Weapon Finesse, Weapon Focus (rapier).

Grace (Ex): Sparrot gains a +1 competence bonus on Reflex saves.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in anima or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution based.

Insightful Strike (Ex): If Sparrot were smart enough he would be able to place his finesse attacks where they deal greater damage. He would apply his Intelligence modifier as a bonus on damage rolls on attack made by light or finesse weapons. Poor dumb Sparrot.

Alternate Form (Su): Sparrot can assume a bipedal hybrid form and the form of a dire rat.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Possessions: masterwork rapier, masterwork dagger, +1 chain shirt, explorer's outfit.

†This class is found on pages 11-13 of *Complete Warrior*. All necessary information to run this NPC is found in the statistic block.

‡This feat is found on page 97 of *Complete Warrior*. It grants Sparrot an addition 5 feet to his movement while in light or no armor.

6th-Level Characters

➤ **Jeriv (EL 6 version):** halfling male Sor6; CR 6; Medium humanoid (halfling); HD 6d4+6; hp 23; Init +2; Spd 20 ft.; AC 15, touch 14, flat-footed 12; Base Atk +3; Grp -2; Full Atk +3 melee (1d3-1/19-20, dagger) or +6 ranged (1d3-1/19-20, dagger); Atk +3 melee (1d3-1/19-20, dagger) +6 ranged (1d3-1/19-20, dagger); SA spells; SQ halfling traits, spells; AL NE; Fort +4, Ref +6, Will +5; Str 8, Dex 16, Con 12, Int 13, Wis 8, Cha 16.

Skills and Feats: Climb +1, Concentration +9, Hide +7, Jump +1, Move Silently +4, Profession (accountant) +7, Spellcraft +9; Dodge, Greater Spell Focus (enchantment), Spell Focus (enchantment).

Possessions: merchant's outfit, dagger, spell component pouch, bracers of armor +1, potion of blur, arcane scroll of shield.

Spells Known (6/7/6/4): Spell DC 13 + spell level; DC 15 + spell level for enchantment spells: 0—acid splash, daze†, ghost sound, ray of frost, resistance, touch of fatigue, prestidigitation; 1st—charm person†, hypnotism†, magic missile; 2nd—scorching ray, Tasha's hideous laughter†; 3rd—hold person†.

†Enchantment spells.

Power-up Suite (after shield and blur): AC 19, touch 14 (19 for incorporeal touch attacks), flat-footed 16; 20% miss chance; magic missiles target at Jeriv are negated.

➤ **Dusk (Zeveron Dal)(EL 6 version):** male half-elf (drow) Rog5/Assassin 1; CR 6; Medium humanoid (elf—drow); HD 6d6+12; hp 37; Init +3, Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +3, Grp +4; Full Atk +7 melee (1d6+2/18-20, +1 rapier), or +7 ranged (1d6+1/x3, masterwork composite short bow [+1]); Atk +7 melee (1d6+2/18-20, +1 rapier), or +5 ranged (1d6+1/x3, masterwork composite short bow [+1]); SQ half-elf traits, darkvision

60 ft., trapfinding, evasion, trap sense +1, uncanny dodge; SA sneak attack +4d6, death attack, poison use, poison, spells; AL NE; SV Fort +3, Ref +9, Will +3; Str 13, Dex 16, Con 14, Wis 10, Int 12, Cha 8.

Skills and Feats: Balance +10, Buff +8, Climb +8, Disable Device +10, Disguise +8, Escape Artist +9, Hide +10, Move Silently +10, Open Locks +10; Blind-Fight, Iron Will, Weapon Finesse.

Death Attack (Ex): If Dusk studies his victim for 3 rounds and then makes a sneak attack with a melee weapon that successfully deals damage, the sneak attack has the additional effect of possibly either paralyzing or killing the target (Dusk's choice). While studying the victim, Dusk can undertake other actions, so long as his attention stays focused on the target and the target does not detect the assassin or recognize the assassin as an enemy. If the victim of such an attack fails a Fortitude save (DC 12) against the kill effect, she dies. If the saving throw fails against the paralysis effect, the victim's mind and body become enervated, rendering her helpless and unable to act for 1d6+1 rounds. If the victim's saving throw succeeds the attack is just a normal sneak attack. Once Dusk has completed the 3 rounds of study, he must make the death attack within the next 3 rounds. If the death attack is attempted and fails (the victim makes his or her save) or Dusk does not launch the attack with 3 rounds of completing the study, 3 new rounds of study are required before Dusk can attempt another death attack.

Poison Use (Ex): Dusk is trained in the use of poisons and never risks accidentally poisoning himself when applying poison to a weapon.

Poison (Ex): Three of Dusk's arrows and his rapier are treated with drow sleep poison (Injury DC 12; Initial Unconsciousness; Secondary Unconsciousness for 2d4 hours).

Possession: +1 chain shirt, +1 rapier, masterwork composite short bow [+1], explorer's outfit, thieves' tools, tanglefoot bag.

Spells Known (1; Save DC = 11 + spell level): 1st—sleep, true strike.

➤ **Jottess (EL 5 version):** female half-orc Clr5; CR 5; Medium humanoid (orc); HD 5d8+5; hp 38; Init +0, Spd 20 ft.; AC 19, touch 10, flat-footed 19; Base Atk +3; Grp +5; Full Atk +9 melee (1d8+5/x3 +1 battleaxe) or +4 range (1d6+4, javelin); Atk +9 melee (1d8+5/x3 +1 battleaxe) or +4 range (1d6+4, javelin); SA Spells, rebuke undead, spontaneously cast inflict spells; SQ Half-orc traits, spells; AL CN; SV Fort +5, Ref +1, Will +6; Str 18, Dex 10, Con 13, Int 10, Wis 14, Cha 6.

Skills and Feats: Concentration +9, Spellcraft +8; Cleave, Martial Weapon Proficiency (battleaxe), Power Attack, Weapon Focus (battleaxe).

Possessions: Splint armor, +1 heavy steel shield, +1 battleaxe, 3 javelins, silver holy symbol, potion of cure light wounds, divine scroll of cat's grace.

Spells Prepared (4/4+1/2+1/1+1; Spell DC = 12 + spell level): 0—cure minor wounds (2) resistance, virtue; 1st—cause fear, cure light wounds, doom, enlarge person*, shield of faith; 2nd—aid, bear's endurance, bull's strength*, sound burst; 3rd—bestow curse, magic vestment*

*Domain spell; Deity: Tempus; Domains: Strength (perform a feat of strength as a supernatural ability. Gain a +2 enhancement bonus to Strength. Activating the power is a free action, the power lasts for 1 round, as is usable once a day. Jottess has not yet used this power today) and War (gain free Martial Weapon Proficiency and Weapon Focus in the battleaxe).

Power-Up Suite (After enlarge person, shield of faith, bull's strength,

cat's grace, bear's endurance, and magic vestment)—Large humanoid (orc); hp 48; AC 22, touch 10, flat-footed 22; Grp +14; Full Atk +11 melee (1d10+8/x3 +1 *battleaxe*) or +2 range (1d8+7, javelin); Atk +11 melee (1d10+8/x3 +1 *battleaxe*) or +2 range (1d8+7, javelin); Space/Reach: 10 ft./10ft.; SV Fort +7, Ref +3; Str 24; Dex 12.

➤ **Sparrot the Jack (EL 8 version):** male human wererat swash-buckler† 5 (hybrid form); CR 8; Medium humanoid (human, shapechanger); HD 5d10+1d8+11, Init +6, Spd 45 ft.; AC 24, touch 16, flat-footed 18; Base Atk +5; Grp +6; Full Atk +13 melee (1d6+3/18-20, +1 *rapier*) and +7 melee (1d6+1 plus disease, bite), or +12 ranged (1d4+2/19-20, masterwork dagger); Atk +13 melee (1d6+3/18-20, +1 *rapier*) or +12 ranged (1d4+2/19-20, masterwork dagger); SA insightful strike, SQ curse of lycanthropy, disease, alternate form, rat empathy, damage reduction 10/silver, low-light vision, scent, grace +1, dodge; AL NE; Fort +5, Ref +5, Will +1; Str 14, Dex 22, Con 14, Int 10, Wis 10, Cha 13.

Skills and Feats: Balance +13, Bluff +9, Escape Artist +13, Jump +8, Listen +4, Spot +2, Tumble +13; Alertness, Dash‡, Dodge, Weapon Finesse, Weapon Focus (rapier).

Grace (Ex): Sparrot gains a +1 competence bonus on Reflex saves.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in anima or hybrid form must succeed on a DC 15 Fortitude save or contract lycanthropy.

Disease (Ex): Filth fever; bite, Fortitude DC 12, incubation period 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution based.

Insightful Strike (Ex): If Sparrot were smart enough he would be able to place his finesse attacks where they deal greater damage. He would apply his Intelligence modifier as a bonus on damage rolls on attack made by light or finesse weapons. Poor dumb Sparrot.

Dodge (Ex): Sparrot is trained at focusing his defenses on a single opponent in melee. During his action, he may designate an opponent and receive a +1 dodge bonus to Armor Class against melee attacks from that opponent. He can select a new opponent on any action. He loses this bonus when wearing medium or heavy armor or when carrying a medium or heavy load.

Since Sparrot already has the dodge feat, he need not designate the same opponent for that feat and this class ability, but if he does the bonuses stack.

Alternate Form (Su): Sparrot can assume a bipedal hybrid form and the form of a dire rat.

Rat Empathy (Ex): Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Possessions: masterwork rapier, masterwork dagger, +1 *chain shirt*, explorer's outfit.

†This class is found on pages 11-13 of *Complete Warrior*. All necessary information to run this NPC is found in the statistic block.

‡This feat is found on page 97 of *Complete Warrior*. It grants Sparrot an addition 5 feet to his movement while in light or no armor.

Lair of the Harkson

➤ **Elite Goblin Warriors:** male and female goblin War3; CR 3; Small humanoid (goblinoid); HD 3d8+3; hp variable—see adventure text; Init +3; Spd 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +3; Grp -1; Full Atk +6 melee (1d6+1, masterwork morningstar) or +7 ranged (1d6/19-20, light crossbow); Atk +6 melee (1d6+1, masterwork morningstar) or +7 ranged (1d6/19-20, light

crossbow); SQ darkvision 60 ft.; AL NE; SV Fort +4, Ref +4, Will +4; Str 12, Dex 17, Con 13, Int 8, Wis 12, Cha 8

Skills and Feats: Climb +5, Hide +5, Move Silently +3, Ride +12; Iron, Weapon Focus (morningstar).

Possessions: studded leather armor, light wooden shield, masterwork morningstar, light crossbow, 10 bolts, thunderstone.

Power-Up Suite (After Lazurak casts rage)—+3 hp; AC 16, touch 12, flat-footed 13; Grp +1; Full Atk +7 melee (1d6+2, masterwork morningstar); Atk +7 melee (1d6+2, masterwork morningstar); SV Fort +6, Will +6; Str 14, Con 15; Climb +6.

➤ **Lazurak Harkson (EL 4 and 5 version):** Barghest; CR 4; hp 44; see *Monster Manual* modified by following.

Possessions: chain shirt, +1 *longsword*.

Goblin Form: AC 23, touch 13, flat-footed 23; Grp +5; Full Atk +11/+6 melee (1d6+4/19-20, +1 *longsword*); Atk +11 melee (1d6+4/19-20, +1 *longsword*); Hide +15.

➤ **Lazurak Harkson (EL 8 version):** Advanced Barghest (8 HD); CR 4; Medium outsider (evil, extraplanar, lawful, shapechanger); HD 8d8+16; hp 54 Init +6; Spd 30 ft.; AC 21, touch 13, flat-footed 18; Base Atk +8; Grp +12; Full Atk +9 melee (1d6+4, bite) and +4 melee (1d4+2, 2 claws); Atk +9 melee (1d6+4, bite); SA Spell-like abilities, feed; SQ Change shape, damage reduction 5/magic, darkvision 60 ft., *pass without trace*, scent; SV Fort +8, Ref +9, Will +8; Str 19, Dex 16, Con 15; Int 14, Wis 14, Cha 14.

Skills and Feats: Bluff +13, Diplomacy +6, Disguise +8 (+10 acting), Hide +13, Intimidate +15, Jump +12, Listen +13, Move Silently +12, Search +11, Sense Motive +12, Spot +11 (+13 following tracks); Combat Reflexes, Improved Initiative, Track.

Spell-like Abilities: At will—*blink*, *levitate*, *misdirection* (DC 14), *rage* (DC 15); 1/day—*charm monster* (DC 16), *crushing despair* (DC 16), *dimension door*. Caster level 8. The save DC are Charisma based.

Feed (Su): When a barghest slays a humanoid opponent, it can feed on the corpse, devouring both flesh and life force, as a full-round action. Feeding destroys the victim's body and prevents any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell can restore a devoured victim to life. Check once for each destroyed creature. If the check fails, the creature cannot be brought back to life by mortal magic.

A barghest advances in Hit Dice by consuming corpses in this fashion. For every three suitable corpses a barghest devours, it gains 1 Hit Die, and its Strength, Constitution, and natural armor increase by +1. Its attack bonus and saves improve as normal for an outsider of its Hit Dice, and it gains skill points, feats, and ability score improvements normally. The barghest only advances by consuming the corpses of creatures whose Hit Dice or levels are equal to or greater than its own current total. A barghest that reaches 9 Hit Dice through featuring immediately becomes a greater barghest upon completing the act.

Change Shape (Su): A barghest can assume the shape of a goblin or a wolf as a standard action. In goblin form, barghest cannot use its natural weapons but can wield weapons and wear armor. In wolf form, a barghest loses its claw attacks but retains its bite attack.

Pass Without Trace (Ex): A barghest in wolf form can use *pass without trace* (as the spell) as a free action.

Possessions: +1 *chain shirt*, heavy steel shield, +1 *corrosive longsword*.

Goblin Form: AC 29, touch 14, flat-footed 26; Grp +8; Full Atk +13/+8 melee (1d6+5 plus 1d6 points of corrosive/19-20, +1 *corrosive longsword*); Atk +13 melee (1d6+5 plus 1d6 points of acid damage/19-20, +1 *corrosive longsword*); Hide +17.