



C A M P A I G N S

LEGACY OF THE GREEN REGENT™

DUNGEON OF THE HARK

WINTER FANTASY 2004 VERSION

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Sources for this work include the following: the FORGOTTEN REALMS Campaign Setting, *The North*, *Savage Species*, *Dungeon of the Hark* *Aadventurers' Guild* adventure, FORGOTTEN REALMS ADVANCED DUNGEONS & DRAGONS 2nd Edition box set, and *Volo's Guide to The North*.

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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

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

This version of the adventure is only sanctioned for, and playable at, WINTER FANTASY 2004. This adventure is worth 8 DUNGEONS & DRAGONS reward points.

DUNGEONS & DRAGONS MINIATURES

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

From the Harbinger™ set:

- 3 Goblin Sneaks (42/80) to represent elite goblins and goblins with crossbows.
- 3 Man-at-Arms (1/80) to represent Zhentarim Soldiers
- 4 Worgs (80/80)
- 3 Wolf Skeletons (57/80)
- 1 Mind Flayer (50/80) to represent Gev'Zel

From the Dragoneye™ set:

- 1 Bugbear (46/60)
- 1 Wererat (40/60)
- 5 Goblin Skirmishers (31/60) to represent goblins.
- 1 Urthok the Vicious (39/60) to represent Uzetuk of Malar
- 1 Hobgoblin (33/60)
- 4 Abyssal Maws (43/60)

From the Archfiends™ set:

- 1 Snig the Axe (38/60)
- 1 Human Cleric of Bane (35/60) to represent Huzemon
- 1 Nothic (36/60)

There is no miniature to represent as swarm of rats. Use a die or a counter for those creepy-crawlies.

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.

ADVENTURE BACKGROUND

"Heroes of Loudwater, flock to my banner and let us do a good thing for the entire Delimbiyr. Too long has the Hark and his brood tormented the tradeways between Loudwater and the Sword Coast. Too long has it infected it plague to others. And now there is evidence that it wants to expand its territory into our very city. It is the duty to all good people to diminish this foe. I go. Who goes with me?"

—Stedd Rein, 13th of Eleint, Year of Wild Magic

And with those words the leader of the Red Fellowship gathered a great force to attack the dreaded Hark in his very own abode—the dreaded Dungeon of the Hark.

The Hark, a legendary wererat bandit lords has made many enemies in the City of Grotto as of late. He tried to slay the High Lord Kalahar Twohands by kidnapping Kalahar's son to draw the high lord in a vicious trap under the crypts of High Lord's Hall. His minions have disrupted trade between Loudwater and the halfling village of Shining Falls, and now it is said the wererat is guilty of trying to start a war between the citizens of Loudwater and orcs of the High Forest who sought shelter within the city. Rein has sworn, though his manifesto, to solve such problems. And by the Red Knight, he means to do so.

By the 23rd of Eleint Rein's forces mass beyond Changers' Ford to charge up the Crag Path to take care of the Hark once and for all. Up that path on the high barren plains of the High Moor stand the ruins of Moorsedge, entrance to the Dungeon of the Hark. The PCs will have a special role to play in this attack. It may seem a minor role at first, but their actions may make them the heroes of the Day of the Harkdeath.

Moorsedge

The Dungeon of the Hark sits on site of the old village of Moorsedge. Moorsedge is now a vast and overgrown ruin. On the surface, little remains of the town. Stones from old buildings and wind-blasted masonry jut out from the dry, light-green grass and moist earth here and there. The outlines of roads can still be followed in some place. And, toward what once must have been the center of the village, the remains of large iron statue—maybe of some king, or warrior chief—lies headless and armless, toppled and half buried in the soil.

Today Moorsedge main feature is the many hole and pits that lead into the many warrens of the Dungeon of the Hark. It is said that the Dungeon of the Hark is actually an interconnection of many underground structures from the age where Moorsedge was a thriving settlement connected by networks of tunnels made by lycanthropes and worse. It has long been rumored that the Dungeon of the Hark connects to the Underdark, a rumor all but proven true by the Hark's recent forays into the Delimbiyr Vale.

The Supposed History of the Hark

To those outside the Delimbiyr crescent the Hark can seem like a boogiemer. He has hunted the area for hundreds of years. He disappears for a while, and comes back to raid anew with a force of cunning and evil wererats. The truth is the Hark is a title, not

a single person. Before this current goblinoid Hark arose, the Hark was a human bandit named Hawk. Until his sudden disappearance somewhere around 1369 DR, that Hark enjoyed a level of success so great that many theorized that the word "Hark" was just a bastardization of the word "Hawk." Such a theory was not unreasonable; the two words sound almost identical when spoken by a native of Zelbross—a town well known for its strange and thick accent.

The current Hark, a fiendish goblin wanderer originally from the planar realm of Fury's Heart, has only held the title for the past couple of years, but in that time he has been both very ambitious and very successful. Not only have his raids terrorized the east-west road and water trade, he has been able to rally around him a loose confederation of allies, and seems to have allied himself with the mysterious power that calls itself "Green King."

ADVENTURE SUMMARY

In this adventure the PCs have been delegated to a relatively minor task in the entire attack on the Dungeon of the Hark. It's their job to clear out the Hark's Worg Warrens, a lesser group of dungeons almost a half a mile away from the dungeon's main tunnels. While it is disappointing to be stationed so far away from the main fight, the PCs have a big role to play in the battle. Unbeknownst to anyone, these worg warrens will be the prime route of escape for the Hark when the battle goes against the wererats.

The adventure starts with a walk up the winding Crag Path that leads from the Delimbiyr Valley floor to the lower plains of Moorsedge. This path leads to a place called the Hanging Tree, an old, dead, and moss-infested tree covered with nooses. At the base of the tree is the upper entrance to the Worg Warrens. There the PCs tangle with goblin sentries, and are in for a nasty surprise when they find that the tree is actually an animated object that lashes out its nooses in an attempt to hang trespassers.

Once the PCs gain entrance into the warrens they come across a variety of goblinoid guards, and a rat swarm trap. Beyond those caverns they stumble upon a Zhentarim embassy and can learn more of the connection between the Hark and Llorckh. In the passages past the Zhents, the PCs delve deeper, and tangle with the lieutenants of the Hark, both in goblinoid and wererat form.

Deeper in the warrens still, the PCs fight worgs, more goblinoid, lesser demons, and the Hark himself. If they defeat the Hark, they'll be the heroes of the battle.

ADVENTURE HOOKS

This adventure is not just for members of the Red Fellowship. Though some disagree with Stedd Rein's manifesto, no one thinks that the Hark is not a threat to the stability and safety of Loudwater. While Rein has not asked for any help from the Green Scions or the high lord, there are main scions and Order of the Jade Blade members who have signed on for the attack on the

Dungeon of the Hark. Some are motivated by the chance to rid their beloved city from a serious threat that has tried time and time again to destabilize the City of Grotto's way of life, while others are motivated by the pure need to act—they don't want it to look like the tradition heroes did nothing while the Red Fellows riddled the region of a great enemy. Others still are motivated by the desire to keep tabs on Rein. It was a Rein who betrayed Orubar, and there are some who still think the family ultimately doomed to be a vessel of treachery.

There are also less-noble motivations for some warriors and wizards to take part in Stedd Rein's Crusade against the rat. The Hark has amassed much treasure, and Rein has already made deals with the main costers who have suffered losses from the bandit lord that if his forces slay the Hark, Stedd Rein can divvy up what treasure they find in the dungeon to his allies. The promise of a large share of booty has motivated many adventurers to take part in this crusade.

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

Timing: This adventure takes place in a single day. If the PCs fall back to sleep and regain hit points, the adventure is over for them. Tell this to the players if they are considering that option.

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. 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: UP THE CRAG PATH

Before the adventure starts, the Red Fellowship equips each character with two *potions of cure light wounds*, and a vial of *silversheen*. Inform the PCs that they have these magic items at their disposal for this session. Then read or paraphrase the following:

You started at a good place in this battle, on the tail end of the main force lead by Stedd Rein himself, but as you traveled up the Crag Path toward the ruins of Moorsedge, you luck changed. Worg riders came out of a hidden tunnel at the valley floor, just east of Changers' Ford, and started to climb the Crag Path to attack the force's rear. Still far away from that action, you continued to climb, lead on by the commander of your group, a dwarf warrior named Rindol. Eventually when the Crag Path split, Rindol took you aside.

"See that dead tree over," he yelled over the din of the battle, pointing at a strange looking dead tree on a lower section of the moor. "Rein tells me that there is an entrance into the Worg Warrens over there. He wants a small band to infiltrate that place and do as much damage as possible. While he doesn't think they would hold anything back, he doesn't want to take any chances."

Sensing at least some dejection among the members of your group he added, "Don't feel too bad. I am sure you'll see some action; but you'll miss the fun of tracking down the Hark." Rindol laughed heartily before moving up the path to join the other members of Rein's retinue. You had no real choice but to follow the orders, or break your oath to Rein when joining this mission against the Hark.

When ready, go to area 1 of the Worg Warrens.

THE WORG WARRENS

1. Hangman's Tree (CR 3)

After the PCs' long trek up the Crag Path to the lower plains of Moorsedge, they catch sight of the blasted crags of the High Moors. In the distance they see a lone dead tree, their landmark to the upper entrance of the Hark's Worg Warrens. When the PCs approach, read or paraphrase the following:

A large, gnarled, moss-cover, and lonely tree, leafless and dying, but still somehow strong and unyielding, stands on the craggy plains of the High Moor. Hanging from its branches are numerous ropes each ending in hangmen's nooses, looking like morbid fruit drooping from death's own tree.

Around the tree are large stones, around which grow dry and battered grass. Behind one of the stones, something moves...

If you are running this adventure at one of the special event tables, use the uppermost section of the three-dimensional battle grid to run this encounter. Look at your copy of the battle grid guide for the PC Positioning Area and the location of the PCs' adversaries. If you are running this adventure at other table, illustrate the area on your Battlemat. After the PCs are positioned on the battle grid, have the player's roll a Spot check (DC 18). Success allows their PC to act during the surprise round. Then roll initiative to start the combat.

Creatures: The goblins attempt to stave off all raiders, and warn the apathetic Merthog of approaching invaders. The ropes on the tree animate, attacking any nongoblinoid or nonlycantrope within 15 feet of the tree.

➤ **Goblins (3):** 8, 8, 7; armed with masterwork light crossbows rather than javelins—Atk +4 ranged (1d6/19-20, masterwork light crossbow); see *Monster Manual*.

➤ **Murder of Nooses (Large Animated Object):** Spd 0 ft.; hp 40; Grp +10; Atk +6 melee (1d8+4, slam); Str 16 SA; Constrict (1d8+5 on successful grapple); see *Monster Manual*.

Tactics: The goblins are always on guard here for intruders, and unlike their "leader" Merthog (see area 2) they are very alert. The goblins, who are hiding behind the cover of large rock, almost always go during the surprise round, shooting their loaded crossbows at intruders. Knowing the dangers in this area, they attempt to elude enemies, trying to pick them off with their crossbows for as long as possible while keeping the avenue open to the hole that leads down to the warrens. Sneaky little creeps, the goblins are sure that the hangman's tree and Merthog have a better chance to stop invaders than they do. While they call for their bugbear master, Merthog is too drunk to care about the "dirty little runts on the surface" and does not join the battle. The PCs meet him when they climb down the hole.

The murder of nooses lashes out and attempts to grapple anyone within its reach (15 ft.). It can attack multiple Small creatures (no more than four) or a single Medium creature within its threatened area (see your battle grid key), but cannot move. Once a PC is able to drop down (20 feet) into the hole leading to area 2 (Drunken Guard) it is out of reach of the murder of nooses. Note that it is possible to skirt the outer edge of the murder of

nooses' reach and enter the hole.

2. Drunken Guard (CR 2)

Down the hole, some 20 feet (which the PCs may have to jump based on the combat on the moors above) is a large natural cave. The first section of this cave is home to a sloven bugbear named Merthog. He is currently very drunk on *guth-it tem-tul*, a potent goblinoid fungus alcohol. *Guth-it tem-tul* translates literally to "mushroom head rot." Like all alcohol (see Appendix 2), *guth-it tem-tul* has a chance of doing Dexterity and Wisdom damage to those who drink too much, but it also grants the abuser temporary hit points, not to mention a nasty temper.

Not long after a PC enters this chamber from the moor above, read or paraphrase the following. This assumes that the PCs didn't successfully sneak into the chamber.

Strange grunting emanates from behind some far rock, followed by a large figure getting up from the cave floor. With an angry bellow it yells "Jek grag guth-ut!"

Those who speak Goblin understand that Merthog yells "Leave me to my drink." Even if the PCs respond positively to his request, the bugbear attacks after he finds out it is not goblins who are disturbing him.

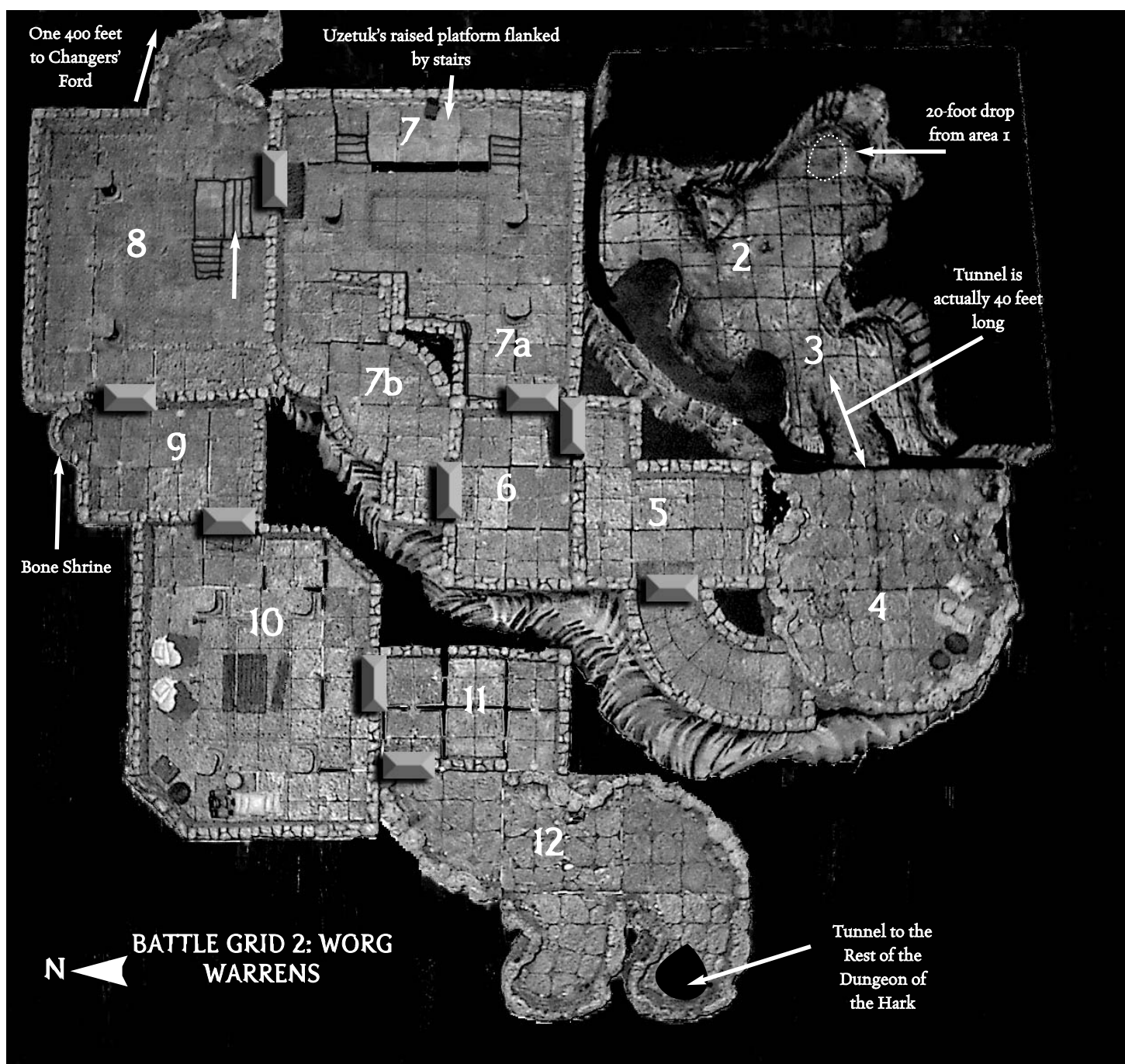
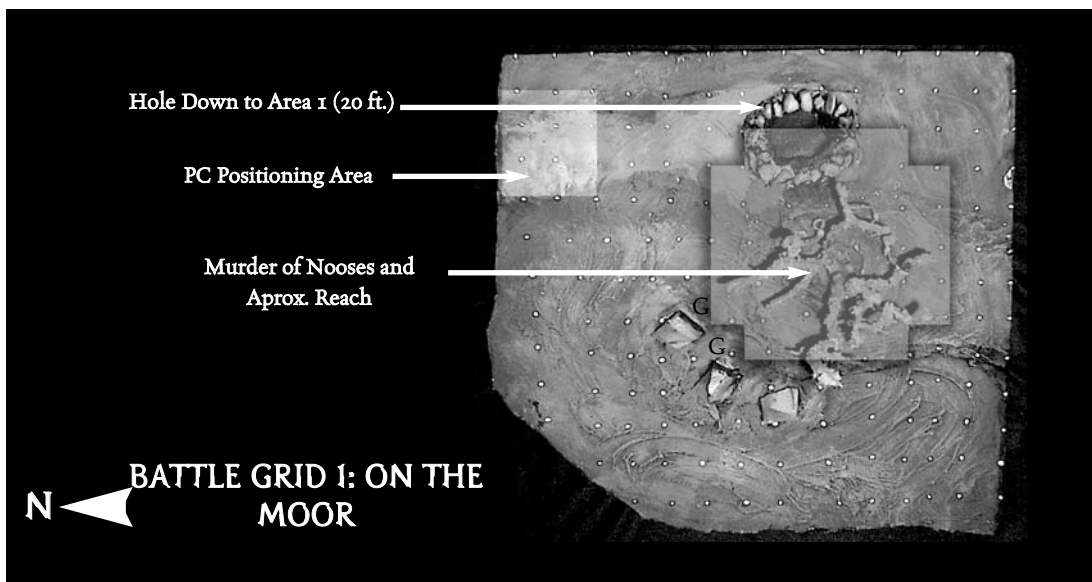
Creature: His hair severely matted and smelling of vomit, Merthog assaults all that threaten his *guth-it tem-tul* supply with foul odor and morningstar blows. He is a very large bugbear, both in height and girth, with a pronounced "*guth-it tem-tul* belly."

➤ **Merthog the Bugbear:** hp 17 (25); AC 16, touch 9, flat-footed 15; SV Ref +2, Will -1; Dex 8, Wis 6; see *Monster Manual*. **Special:** Any PC who successfully grapples Merthog must succeed a Fortitude save (DC 10) or be sickened for as long as she and Merthog continue to grapple. This save must be made each time a grapple with Merthog is engaged.

Tactic: Merthog's only tactic is to protect his fungus grog and his life—in that order. He is not the most savvy tacticians anyway, and his tactics suffer further still from his drunkenness. If desperate, he does grapple. That maneuver has gotten him out of tight spots before, though he has no idea why that's so.

Treasure: Once the PCs have defeated Merthog, they can take his "treasure," his last bottle of *guth-it tem-tul*. The bottle has 12 shots of the stuff still in it. It sits not far from where the bugbear stood up. The PCs can even attempt to drink the stuff if they wish (see the rules in Appendix 2). Along with the foul-tasting mushroom grog they also find three bags filled with a foul-smelling, crumply cheeselike substance (imagine blue cheese sitting out for a month). While not even a goblinoid would eat this stuff, rats love it. And, if they can puzzle it out, the PCs can use the disgusting stuff to bypass the swarm in the adjoining Rat Cave (area 3).

Note: If you are playing with the special three-dimensional battle grid in the special event area, note that the areas that seem to overlook the lower level don't actually do so. The edge of the cave map ends in a wall. Spaces are provided to grant easy access to miniatures during play.



3. Rat Cave (CR 0 or 2)

The walls of this chamber are pockmarked with small holes (Spot DC 10). Druids, rangers or other wilderness-savvy folk may (Knowledge [nature] DC 12) recognize the holes for what they are—the entrances to rat warrens. As the PCs delve farther into the chamber they encounter something else that may clue them in to this cave's inhabitants.

A strange sound begins to echo through this chamber. It starts as couple of scratches upon rock here and there that build to a cacophony of sound seeming to come from all around.

Within moments (no more than two rounds) rats stream out from the various holes and swarm the room. Give the PCs a surprise round action to prepare for the swarming.

Creatures: Unless the PCs put the disgusting goblin cheese (from area 2) on the pedestal, the rats attack. If the cheese is placed on the pedestal, the rats come out of their holes, but attack the cheese, leaving PCs to pass unmolested.

➔ **Rat Swarm:** hp 22; see *Monster Manual*.

Development: The passage that leads downward to area 4 is actually much longer than the battle grid represents. The passage slopes downward some 40 feet before ending in Snig's Cave. A successful Balance or Climb (DC 10 is required) to traverse the area safely. Failure by 5 causes the PCs to slide down the slope, and while this does 1d6 points of nonlethal damage only if the PC slides more than 20 feet (or 2d6 points if more than 30 feet), it causes them to be deposited prone within Snig's Cave. Unless the PCs find a way to move silently down the entire link of the decline Snig and his gang are ready for them at the bottom.

4. Snig's Cave (EL 4)

This cave is home to the goblin lieutenant of this level's master and serves as the entrance to Uzetuk's inner sanctum. If the PCs are able to sneak this far, read or paraphrase the following. If not, adjust the description of the scene based on the goblinoids' actions.

A group of four goblins sit around the small fire, roasting what looks like meat, or maybe strips of subterranean fungus.

There is a bugbear in this chamber as well, but he is guarding the western corridor. Snig does not trust the guests holed up in area 5. He swings around if there is trouble.

Snig and his cohorts respond to all suspicious approaches (the use of light, Common speech, the clanging of heavy armor, or similar out of place sounds) by extinguishing their cooking fire (standard action), and finding cover and hiding spots. Their first response is to attack anything approaching with a light source, as no warren inhabitant needs one.

That said, Snig is not above engaging in parley. Selfish and cruel, he is always interested in pursuing circumstances that he can manipulate for his own benefit. He would love to endear himself to Uzetuk, and bringing invaders directly to him would do just that. If, by diplomacy, parley is engaged, Snig promises to escort the PCs directly to the boss, but if given the chance to do so

his plan is only to surround the PCs in area 7 and throw everything the upper warrens has at them.

Creatures: Snig either enters negotiations with the PCs carefully while positioning his cronies to minimize the impact of any faux parleys, or focuses his attack against the PCs with white-hot intensity.

➔ **Snig the Axe:** hp 27; see Appendix 1.

➔ **Goblins (3):** 9, 7, 5; armed with masterwork light crossbows rather than javelins—Atk +4 ranged (1d6/19-20, masterwork light crossbow); see *Monster Manual*.

➔ **Bugbear:** 20; see *Monster Manual*.

Tactics: The goblins hang back, firing their crossbows in support, and go out of their way to target pesky spellslingers. Snig and the bugbear move headlong into the fray, confident in their abilities to take care of invaders with greataxe and morningstar... maybe too confident.

Treasure: Among the litter and mess in the room are crates, bags, and barrels of loot "requisitioned" by Snig. The containers hold heavy trade goods (80 pounds of wheat worth 8 sp, 20 pounds of salt worth 100 gp, 15 pounds of tobacco worth 7 sp and 5 cp, and 40 square yards of linen worth 160 gp and weighing 20 pound), but under one barrel of tobacco is a *wand of magic missiles* (3rd-level) with 4 charges. Snig hid it here hoping to either puzzle out its command word, or use it to bribe Zezrell. He keeps a key that unlocks the doors in area 5 hidden in a secret pocket inside his boot (Search DC 22).

Development: The western corridor is the only egress from the chamber. It leads to the Gallery of Travelers (see area 5).

5. Gallery of Travelers (CR 4)

Both the doors of this room are lock (good lock, DC 30). Snig the Axe (area 4) and Zezrell (area 6) both have keys to this chamber.

The Hark has been busy. Not only has he made deals with the illithids of the Flayer's Corridor, and the mysterious figure known only as the Green King, he is also in the process of sealing a deal with the Llorkh Banites. Envoys of the Llorkh Zhentarim were recently sent to finalize a deal with the Hark. They wait here for an audience with wererat, and have waited for a number of days. With the attack on the Dungeon of the Hark, they sense something is dreadfully wrong in the complex and have become quite paranoid. They plan on attacking anyone who enters the chamber, hoping to speed their audience with the Hark through force of arms. When the PCs enter, they find the following.

A man in full plate armor engraved with the images of Bane's clenched fist stands behind three Zhent soldiers with crossbows at the ready. The Zhentarim look ready for all comers.

Unless the PCs have some other means of determining that the Zhents are behind the door, have the PCs make a Spot check (DC 12) to participate in the surprise round. The Zhent soldiers fire their crossbows in the surprise round, while Huzemon of Bane cast's *shield of faith* from the scroll.

Creatures: The Zhents lash out at anyone who enters the chamber, eager to win an audience with the Hark through daring combat or by slaying the enemies of the wererat, or both.

DUNGEON OF THE HARK

➤ **Zhentarim Soldiers (3):** hp 15, 13, 10; see Appendix 1.

➤ **Huzemon of Bane:** male human Clr3; hp 26; see Appendix 1.

Tactics: The Zhentarim soldiers protect their cleric, as Huzemon, being the selfish sort, cast's divine favor on himself and picks a target for his Hatred domain ability (usually the most threatening warrior), before supporting his men with his more offensive spells. Worse comes to worse, Huzemon bargains for his life, given up any possessions he has and information about the proposed alliance if necessary (see Development).

Development: Looting or talking to a defeated Huzemon can yield much information about the link between the Hark and Zhentarim of the Greyvale. The most important bit of information is found on a scroll, sealed with wax pressed with the fist of Bane. In the Letter, written in Infernal, is the following:

Greetings Lord of the Moonlight, Wanderer from Fury's Heart, the Great and Powerful Hark.

We accept your alliance, and your pledge of forces. The sender of this message, the most worthy servant of Bane, Huzemon, is our ambassador to your court. Treat him with respect and protect him from the cunning machinations and the powerful rage of your followers. Permanent harm to him may forfeit our alliance. His soldiers are yours to despoil or devour, as is your pleasure.

We are in the process of procuring the steed you request. The young red in the Greycloak Mountains is within our grasp. Still, my master does ask that you reconsider your request. The master fancies it, and dreads discarding plans for the truly magnificent creature. The master is willing to give up much for the dragon, and talks of sending you an eye tyrant in compensation.

Talk more with our ambassador of these matters, and I will hear your mind at the equinox.

Your ally in the domination of the Delimbiyr and Grey Vales,
Faithful servant of the true Zhentarim, and devotee of the
Tyrant Reborn

F.I.

The note is reprinted on Story Object: Letter to the Hark. If a PC succeeds at a Knowledge (local) check (DC 15) they can guess that the letter is from Felishar Ivarsin, the wizard ruler of Orlbar. Huzemon, if he is still alive will confirm that suspicion. Felishar Ivarsin was once the apprentice to Geildarr Ithrym, the Lord Mayor of Llorkh, who is likely the master he speaks of in the letter (Knowledge [local] DC 20). Questioning Huzemon, though, can make such assumptions suspect. He calls Geildarr a heretic, and hints that he is not long on this world. He insists the Felishar serves the true master: Fzoul Chembryl, the Chosen of Bane, and master of the Zhentarim. To save his life, he tells the PCs that the Zhentarim of the Greyvale are a camp divided between those who serve Bane and those who cling to the false and mad god Cyric. He warns that the Banites will win this conflict, and when they do, will invade Loudwater.

Huzemon is a zealot, and full of bluster, and tries to scare and intimidate the PCs, but stops short of those threats that threaten his own life.

6. Visage of the Hark (CR 4)

With the rest of Stedd Rein's forces attacking other sections of the vast Dungeon of the Hark, the dungeon's master finds that he has to pull back and look toward escape. This is the very thing he is telling his brood mageling, Zeztell, in *tellingsmoke*—a consumable magic item that allows the Hark to communicate instantly with minions in other sections of the dungeon. When the PCs enter this room, paraphrase the following. Take into account the actions the PCs are performing:

At the western end of the room a wererat bows in front of a brazier that spews as putrid green smoke. Within the smoke is a goblin with dark red skin, sharp features, and glowing green eyes. He tells the bowing wererat "Prepare the worgs. We are besieged on all sides. To that fellowship scum it will look as though we're using the under tunnels for escape. If they follow into the flayer's corridor Gev'Zel tells me her people will make short work of them, but it will nullify the agreement we have with the flayers if they think I lead them there, so we have to be subtle. We have to be sly. Not only with the humans, but with the illithids also."

The creature in the smoke is the Hark. Allow characters a Knowledge (local) check (DC 25) to recognize him in goblin form. He will be much easier to recognize later in wererat form. The Hark is able to relay all this information to Zeztell if the characters surprise the sorcerer. If they alert Zeztell, he cuts the conversation short and flees to warn Uztuk. Either at the end of the conversation, or when Zeztell flees the image fades. After the image fades the magic of the *tellingsmoke* is spent.

Creature: Zeztell doesn't want to fight adventures alone; he flees in the direction of the nothic in 7a in order to warn Uztuk of the invaders and the master's coming.

➤ **Zeztell (hybrid form):** hp 11; see Appendix 1.

Development: Neither of the doors out of this room is locked. Zeztell holds a key to that opens both the doors of area 5.

7a. Traditional Guardians (CR 1)

When the PCs open the door, read or paraphrase the following.

Before you is a hall or some sort of antechamber that opens up into a larger chamber beyond. Large and ancient pillars rise up from the floor. While obviously once polished and beautiful, they are worn and blacked with age and smoke, and goblinoid graffiti further tarnishes their surfaces. Goblins stand as a lax guard around the first pillar.

Unless Zeztell was able to warn Uztuk, two of the goblins are sitting at the base of the pillar, and must complete move actions to get up.

Creatures: A trio of goblins guards this area. They call out to their master at the first sight of invaders.

➤ **Goblins (3):** hp 7, 6, 3; see *Monster Manual*.

Tactics: The goblins fall back toward Uztuk's position, throwing their javelins as they go. They avoid melee until they have no choice but to enter into it.

7b. Bizarre Guardian (CR 3)

Standing in this strangely shaped corridor is a strange hunched over creature with a giant eye dominating its entire face. Its body is bloated and misshapen, and its limbs are wiry but strong. Its arms ends in claws that reach the ground as it move in an awkward hop.

Creature: This strange monstrosity is a nothic, a twisted and usually solitary aberration captured, beaten, and dominated by Uzetuk of Malar to serve as a deadly guardian. It knows not attack any goblinoids or lycanthropes, but anything else is fair game. Unlike most nothics, this one speaks Goblin rather than Undercommon.

➤ **Nothic:** hp 43; see Appendix 2.

Tactics: The Nothic's main tactic is to keep away from enemies, using its flesh-rooting gaze to full effect. It stops using this when allies are in sight, but rather than attack head on, it flees, attempting to circle around to through area 7, 7a, and then 6 to catch the PCs in its gaze while not affecting Uzetuk and the goblins. If this doesn't work, it attacks with its claws to protect itself and its master. Though dominated and beaten by Uzetuk, it sees its master as its only means of survival, and recklessly attacks anyone who slays Uzetuk, muttering "killed master, must die" over and over again in its disturbing, raspy voice.

This grand chamber was once white and bright. Hints its walls' cold white marble can be vaguely seen behind layers of filth, soot, and cobwebs. An embossed holy symbol of Selûne peeks out from the far wall. It has been desecrated with the splashing of blood, and decorated with the severed claws that serve as the symbol of the cult of Malar.

7. Master of the Upper Warrens (CR 5)

Many centuries ago this place was a beautiful temple to the Lady of Silver. Moon light strategically light areas of the room by way of shafts leading to the surface, but they have all collapsed now. The place was desecrated passively by disuse and actively by its new master.

Uzetuk of Malar, Master of the Worg Riders, and Scourge of Werereatures holds quart here. The hobgoblin is the only goblinoid of power in the Dungeon of the Hark who has not been taken into the brood. Both his lack of "corruption" as he puts it and his prestige within this place is due to his domain ability that allows him to turn lycanthropes. It is a powerful tool in this place.

Likely when the PCs enter this place, the hobgoblin is aware of their coming. He is overjoyed at the chance to defend his warren, as he feels that his position within the Hark's hierarchy has made him soft and fat. If the PCs are able to catch him unawares, he is atop his raised platform, on his "throne" of wererat pelts—a reminder to Zezrell and other wererats of his power and status. He does hide them when the Hark comes around. The Hark is the only wererat he fears. He keeps court with his two bodyguards, elite goblin warriors.

Creatures: Cunning hunters, these goblinoids fight to the

last.

➤ **Uzetuk of Malar:** hp 29; see Appendix 1.

➤ **Elite Goblin Warriors (2):** hp 21, 17; see Appendix 1.

Tactics: The elite goblins shower crossbow bolts on attackers as they enter the room, while Uzetuk casts spells that enhance his defenses (*entropic shield* and *divine favor* are two of his favorites). If he is aware of the PCs approach, he casts these before the PCs arrive. If the hobgoblin has an opportunity to, he launches a *sound burst* before entering melee combat. He is a brave fighter, taking chances many would pass up, out of pure love of melee. Uzetuk is a proponent of the "no guts, no glory" school of fighting.

Treasure: Uzeruk carries a holy symbol to Malar and a copper key around his neck. The key opens the door leading to the Worg Pens.

Development: The door leading to the Worg Pens is locked (good lock, DC 30). Uzeruk carries a copper key that opens the door around his neck.

A long flight of stairs winds down to this large chamber. At the bottom, tall pillars hold up the ceiling, some 30 feet overhead. Though this chamber must have once been grand, it is now dark, dank, and smells of wet dog and canine excrement.

8. Worg Pen (CR 6)

Usually this place is inhabited by scores of the creatures, but many have left with goblin riders to defend the Hark's dungeon from the Red Fellowship assault. Now only four wait here, disappointed to miss the fun, and overjoyed when the PCs enter their little neck of the dungeon.

Creatures: Worgs are intelligent and territorial creatures that defend their territory with cunning and savagery. They love taunting their prey, after they're tripped and helplessly awaiting attacks of opportunity. "Up on your feet," they say with a snicker. "Meat's better standing."

➤ **Worgs (4):** hp 38, 31, 28, 21; see *Monster Manual*.

Tactics: Gang up, bite and trip. That's the main tactic with this quartet. They know full well they get free attacks when someone tries to get up, so they flank, bite, and then all take attacks of opportunity, doubling their attacks per round whenever possible. When things are going against them, they use their extra maneuverability (Spd 50 ft.!) to withdraw to better ground. They flee out the exit if necessary.

Development: The door leading out of this area is locked as well (no one really trusts really worgs, not even goblins), but there is no key on this side of the door. The lock is good (DC 30).

The floor of this room is of loose dirt riddled with the fragments of bone. On the north wall is a small morbid shrine. On it a small rusted skeleton holds out a cup. He looks like a bony beggar. Crowning the skull is some kind of writing.

9. Bone Shrine (CR 3)

The writing is very fine, and a PCs must get up close to read it.

Written in common it says: "Give what is lacking and receive my boon."

This old shrine has been here long before the current Hark took over this place. It is a trap of sorts, or maybe a guardian, but no one can figure out the rhyme or reason of it, since it does nothing if one ignores it. If anything is placed in the cup, the trap is sprung, and the bone fragments in the ground fly together forming skeletal monsters of a roughly wolfish shape.

Creature: The skeletons attack any living creature in the room, and will even follow their quarry out of the room. They keep attacking until destroyed.

➤ **Wolf Skeletons (3):** hp 22, 18, 12; see *Monster Manual*.

Development: Strangely enough, the attacks by the skeletons are not the boon the strange message speaks of. The shrine's magic causes a very peculiar thing to happen. If, after they defeat the skeletons, the PCs spend any decent amount of time digging in the dirt (Search DC 10), they will find an almost exact replica of the main weapon used by the destroyer of the last skeleton. This weapon, though, is seemingly made of bone and is magic, a +1 version of the PC's weapon. So, for instance, if the cleric destroyed the last wolf skeleton, the PCs would probably find a +1 *light mace* that looks almost exactly like the one that cleric currently owns, but fashioned from bone. Though fashioned from bone, the weapon does the same damage as a weapon constructed of normal material. Give that character Special Story Object: Dungeon of the Hark Bonus Equipment—Strange Bone Weapon.

If after the PCs discover this occurrence, and try to summon forth more skeletons, they find they can, and doing so produces more bone weapons, but only for a character who doesn't already have one. That is, each time the PCs activate the trap three more wolf skeletons are produced, and a new weapon is generated, as long as the last skeleton was not slain by a PC who has already gained a bone weapon from the shrine. If a character with a bone weapon did destroy the last skeleton, no weapon is produced. In a desire to "outthink the trap" the PCs may try to give their weapons to PCs who have not received one if they accidentally destroy the last skeleton. This doesn't work. In those instances it still produces no instances.

Also, after the first combat, there is a pretty good chance that the goblinoids from area 10 will hear the sounds of battle coming from the room. Have them make a Listen check each addition combat. The DC is 15 with all modifiers. If they make the Listen check, they investigate.

Lastly, there is a chance that an educated PC will know some of the history of this shrine. A successful Knowledge (history) check (DC 30) recalls the Moorsedge was once home to an order of undead-hunting knights known for their bone weapons. Legend recalls that the weapons were almost as legendary as the warriors and priests who wielded them. An even greater success at the check (DC 35) recalls that the order called themselves the Knights of the Panther. It's believed by current Kelemvor theologians that the group prophesized the coming of the current Lord of the Dead with the following passage from their tractatus, *Cleansing the Blight of Undeath*: "One day a panther knight, fallen and deceived, but not lost to the great cause, will rule the dead and do our will."

10. Soldiers of the Lower Warren (CR 4)

The goblinoids in this room are preparing to aid their leader, the Great and Powerful Hark, in escaping via the passage out of the Worg Pens and on to the Changers' Ford. Unless they came to investigate the strange noises in the Bone Shrine, or if the PCs alerted the goblinoids to their presence in some other way, the PC stumble upon the room as the hobgoblin Nuzreg is rallying the troops. He speaks to them in Goblin. If none of the PCs in the party can understand this guttural language, don't translate what he says, below.

A hobgoblin stands atop the table in the middle of the room. Around him are five goblins and a bugbear, all looking up attentively. The hobgoblin holds up his longsword over his head, points at the other goblinoids yelling: "It's up to us to defend the master. So if you fall down on the job, I kill you myself. I would expect you to do the same. This is why you're living, boys. This is your test. If you do it wrong, you will never join Maglubiyet's war in the battlefields beyond...."

Nuzreg ends his speech with visible glee. The hobgoblin warrior is gladdened that battle has found him so soon. He hated being left behind when the others went out to attack the invaders.

Creatures: The goblinoids here are what is left of the lower garrison. They are prepared to protect their leader, the Hark, in his escape of the dungeon. And attack all that threaten their leader.

➤ **Nuzreg the hobgoblin:** hp 7; see *Monster Manual*.

➤ **Goblins (5):** 7, 4, 3, 2, 2; see *Monster Manual*.

➤ **Bugbear:** hp 23; see *Monster Manual*.

Tactics: While Nuzreg and the Bugbear wade in, three of the goblins jump on the table and all of them throw javelins until they have to enter melee. If battle is going poorly, one the goblinoids attempts to open the door leading to area 11, bringing the abyssal maws into the combat.

Treasure: In these corners is more booty robbed by caravans. Along with almost 2,000 gp worth of trade goods is a small box with 3 *potions of cure light wounds*, and a *potion of aid*.

11. Toothy Terrors (CR 5)

This room looks like it usually serves as a sleeping quarters for the goblin garrison, but now, instead of goblins it is home to four round, purple creatures. Each creature walks on three stumpy legs, has three grasping hands, and just as many eyes on fleshy stalks. Atop the creature is a huge gapping maw that snaps wildly. The creatures begin to growl wildly. It is a constant maddening growl, a sound worse than the winds of the Nine Hells.

This place usually does serve as quarters for some of the best goblin worg riders. Now it is home to some of the Hark's favorite pets.

Creatures: The strange creatures are abyssal maws, pets and shock troops of the Hark. They attack any non-goblinoid, lycanthrope, or -illithid that enters the room.

➤ **Abyssal Maws (4):** hp 13, 12, 12, 11; see Appendix 2.

Tactics: Maws are not quiet in their attack. They emit a deep grumbling sound when food is near, that, when there is a group of them, can become so loud it can vibrate nearby loose objects. Such a sound will alert the Hark and Gev'Zel in area 12. Their intentional tactics are only to feed. Maws are insatiably hungry.

Treasure: Hidden in the straw mattress of one of the goblin beds (Search DC 15) is a vial of *silversheen*, kept by the goblins just in case he has to prove his superiority to a wererat. If the PCs are in trouble, allow a Spot Check (DC 15) to get a glimpse of the vial at just the right moment.

12. The Hark and More (CR 9)

This is the last encounter of the adventure, and as you can see from the CR it is a hard one. In this encounter the PCs stumble upon the Hark as he attempts to flee out the back door. With him is his mind flayer advisor, Gev'Zel. When the PCs encounter them, read or paraphrase the following.

In front of you is a strange looking creature. A cross between some fiendish rat and a tall goblin, the creature stands some four feet tall and is covered with fiery red fur and black scaly skin. It wears a chain shirt and wields a dagger. Behind it, out of the shadows, steps a mind flayer, its tentacles flailing in anticipation of the coming fight.

It takes no check to realize that this red-furred and scaly wererat is the Hark.

To be honest this should scare the hell out of any reasonable player. Lucky for them there are a few things to their advantage. First off, Gev'Zel is a young mind flayer (a 6th-level one, using the class found in *Savage Species*) and not as powerful as her older kin. But tell this only to PCs who succeed at Knowledge (dungeoneering) check DC 20. Second, the Hark has already been wounded in a confrontation with Stedd Rein, and in his fleeing of that fight, has not yet had time to heal the wound. He is not nearly as personally powerful as one would think. He has been able to build his power by diplomacy, cunning, and by way of a hoard of goblinoids and brood kin, rather than by way of intense personal combat power. Still the PCs will have a hard time with this encounter, especially given the amount of allies that could potentially aid in the encounter.

Creatures: Neither of these foes are use to losing, and don't easily back down, but neither do they chase fleeing foes—escape is their first priority.

➤ **Gev'Zel:** hp 20; see Appendix 1

➤ **The Hark:** hp normally 30, now 25; see Appendix 1.

Tactics: Both the Hark and Gev'Zel know that the wererat fights best when he can sneak attack. The Hark hides, feints, and flanks in order to do extra damage, and Gev'Zel uses her mind blast to help where she can. The Hark is quick and maneuverable (Spd 40 ft. and a Tumble of +14) and uses those traits to strike at prime spots. If things go poorly for the due, Gev'Zel *levitates* (the ceiling in this room is 25 feet high, but the on ceilings in area 10 and 11 are only 10 feet high) and uses her *suggestion* psionics to get opponents to flee, so she and the Hark can make their escape through other means.

Treasure: Near the hole leading to the rest of the Dungeon of

the Hark tunnels is a large satchel. Within are almost 4,000 gp of various gems, and a large number of scroll cases. This is the treasure and correspondence of the Hark. Among the correspondences are many involving the mysterious Green King, and hold clues as to what this creature's plans are in the Delimbiyr Crescent. This discovery of these items will be dealt with later in the campaign.

Development: If the PCs defeat the Hark and Gev'Zel, the adventure is over. They can explore the passage leading to the other tunnels, but it eventually just leads them to Stedd Rein's main attacking force. Of course, when the PCs share the news of their success they are lauded as heroes of the day.

CONCLUSION

This adventure ends with the death of the PCs, their fleeing the Worg Warrens, or with the defeat of the Hark. If the PCs die, Stedd Rein is so grateful for their sacrifice that pays for the *raise dead*. Unless it impossible to, assume that the Red Fellowship finds the body after the melee. The PC still must pay the XP cost for the spell.

Also, if the PCs contracted Lycanthropy during the battle, the Houses of Morning cure that affliction at no cost...even if the PC wants to become a wererat. Wererat characters are retired from play, as their alignment must change to evil (treat as a character death).

If the PCs fled, they still gain the thanks of Stedd Rein, and a share of the loot for their part in what is ultimately a successful attack...and it is a good amount of loot, so tell the players their characters will be well rewarded for their efforts.

If the PCs don't kill the Hark, some other adventurers kill him. The threat of this particular Hark is ended.

If the PCs defeat the Hark, they are the heroes of the day. A great party lasting the better part of the tenday is held in their honor in Loudwater. Children reenact the night battle in their play, each taking on the role of a PCs in the party...with one unhappy child having to play the Hark, and the PCs become more recognized within the city.

If the PCs share the letter they find from the Zhentarim to the Hark, it interests Loudwater's leaders greatly, especially the part where they are planning to elicit the help of a red dragon. With that discovery, plan become started to see if the city can find a way to deny the Zhents that dangerous resource. But that happens in another adventure.

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. Did the PCs defeat the murder of nooses and the goblin sentries on the moor's surface?

- a. No. They defeated neither.
- b. Almost. They defeated the goblins but not the murder of nooses.
- c. Almost. They defeated the murder of nooses but not the goblins.
- d. Yes. They defeated both

2. Did the PCs defeat the Merthog the bugbear and the swarm of rats?

- a. Yes. They defeated both
- b. Almost. They defeated Merthog but not the rat swarm.
- c. Almost. They defeated the rat swarm but not Merthog.
- d. No. Then defeated neither.

3. Did the PCs defeat the Snig the Axe and the Zhentarim embassy?

- a. Yes. They defeated both
- b. Almost. They defeated Snig but not the Zhents.
- c. Almost. They defeated the Zhents but not Snig.
- d. No. They defeated neither.

4. Did the PCs defeat Zetzell and Uzetuk?

- a. No. They defeated neither.
- b. Yes. They defeated both.
- c. Almost. They defeated Zetzell but not Uzetuk.
- d. Almost. They defeated Uzetuk but not Zetzell.

12 5. Did the PCs defeat the worgs and trip the bone shrine?

- a. Almost, they defeated the worgs but not the bone shrine.
- b. Almost, they defeated the bone shrine but not the worg.
- c. Yes. They defeated both.

- d. No. They defeated neither.

6. Did any of the PCs get a special bone weapon?

- a. No. None of them found it.
- b. Yes. One did.
- c. Yes. More than one but not all did.
- d. Yes. All received bone weapons.

7. Did the PCs defeat the goblinoids and abyssal maws protecting the Hark and the abyssal maws?

- a. Yes. They defeated the goblinoids and the abyssal maws.
- b. Almost. They defeated the goblinoids but not the abyssal maws.
- c. Almost. They defeated the abyssal maws but not the goblinoids
- d. No. They defeated neither.

8. Did the PCs defeat the Hark and Gev'Zel?

- a. No. They retreated before reaching these two.
- b. No. They died before reaching these two.
- c. No. They fought these two, but what was left to the PCs fled.
- d. No. They killed all of the PCs.
- e. Almost. They defeated Gev'Zel but not the Hark
- f. Almost. They defeated the Hark but not Gev'Zel.
- g. Yes. They defeated both.

APPENDIX 1: NPCS

➤ **Snig the Axe:** male goblin Ftr3; CR 3; Small humanoid (goblinoid); HD 3d10+6; Init +2; Spd 30 ft.; AC 17, touch 13, flat-footed 15; Base Atk +3; Grp +0; Full Atk +7 melee (1d10+2/x3 +1 greataxe), or +7 ranged (1d4+1, javelin); Atk +7 melee (1d10+2/x3 +1 greataxe), or +7 ranged (1d4+1, javelin); SQ darkvision 60 ft.; AL LE; SV Fort +5, Ref +3; Will +1; Str 13, Dex 15, Con 14, Int 12, Wis 10, Cha 6.

Skills and Feats: Hide +5, Listen +5, Move Silently +5, Ride +8, Spot +5; Dodge.

Possessions: chain shirt, +1 greataxe, 3 javelins, *potion of cure light wounds*.

➤ **Huzemon of Bane:** male human Clr3; CR 3; Medium humanoid; HD 3d8+6; Init +1; Spd 20 ft.; AC 21, touch 11, flat-footed 20; Base Atk +2; Grp +4; Full Atk +5 melee (1d8+2, masterwork heavy mace); Atk +5 melee (1d8+2, masterwork heavy mace); SA rebuke undead, spells; SQ spontaneous cast inflict spells, spells; AL LE; SV Fort +4, Ref +2, Will +5; Str 14, Con 12, Dex 13, Int 8, Wis 15, Cha 10.

Skills and Feats: Concentration +7, Spellcraft +5; Iron Will, Toughness.

Possessions: full plate armor, heavy steel shield, masterwork heavy mace, silver holy symbol of bane, *potion of cure moderate wounds*, ivory scroll case, divine scroll of *shield of faith*, letter for the Hark from Felishar Ivarsin.

Spells Prepared (4/3+1/2+1; base DC = 12 + spell level): o—*cure minor wounds*, *light* (2), *resistance*; 1st—*cause fear*, *cure light wounds*, *divine favor*, *doom**; 2nd—*enthrall*, *scare**, *spiritual weapon*.

**Domain spell*; Deity: Bane; Domains: Destruction (smite—the supernatural ability to make a single melee attack with a +4 attack bonus and +3 damage bonus. Declare the smite before making the attack roll. Usable once a day.) and Hatred (Once per day as a free action, choose one opponent. Against that opponent gain a +2 profane bonus on attack rolls, saving throws, and Armor Class. This supernatural ability lasts one minute.)

➤ **Zhentarim Soldier:** human male or female Ftr1; CR 1; Medium humanoid (human); HD 1d10+5; Init +1, Spd 20 ft.; AC 18, touch 11, flat-footed 17; Base Atk +1, Grp +3, Full Atk +3 melee (1d6+2/19-20, short sword), or +2 ranged (1d8/19-20, light crossbow); Atk +3 melee (1d6+2/19-20, short sword), or +2 ranged (1d8/19-20, light crossbow); AL NE; SV Fort +4, Reflex +1, Will +1; Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 3.

Skills and Feats: Climb -1, Jump -1, Ride +5; Endurance, Toughness.

Possessions: Splint mail, large metal shield, masterwork short sword, masterwork light crossbow, 20 bolts.

➤ **Zeztell (hybrid form):** female hobgoblin wererat Sor1; CR 4; Medium humanoid (goblinoid, shapechanger); HD 1d4+1d6+5; Init +6; Spd 40 ft.; AC 19, touch 17, flat-footed 13; Base Atk +0; Grp -1; Full Atk +4 melee (1d4-1, 2 claws) and -1 bite (1d6-1, bite); Atk +4 melee (1d6-1, bite); SA curse of lycanthropy, spells; SQ alternate form, darkvision 50 ft., low-light vision, damage resistance 10/silver, spells; AL NE; Str 8, Dex 22, Con 18, Int 10,

Wis 14, Chr 15

Skills and Feats: Concentration +8, Listen +4, Move Silently +11, Spellcraft +4, Spot +4; Alertness, Dodge, Weapon Finesse.

Curse of Lycanthropy (Su): Any humanoid or giant hit by a wererat's bite attack in animal 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 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: spell component pouch, tanglefoot bag, arcane scroll of *shield*.

Spells Known (5/4; base DC = 13 + spell level): o—*resistance*, *daze*, *ray of frost*, *touch of fatigue*; 1st—*color spray*, *magic missile*.

➤ **Uzetuk of Malar:** male hobgoblin Clr4; CR 5; Medium humanoid (goblinoid); HD 4d8+8; Init +2; Spd 20 ft.; AC 20, touch 12, flat-footed 18; Base Atk +3; Grp +5; Full Atk +7 melee (1d8+2, masterwork battleaxe); Atk +7 melee (1d8+2, masterwork battleaxe); SA spells, rebuke undead, spontaneously cast inflict spells; SQ darkvision 60 ft., spells; AL CE; SV Fort +6, Ref +3, Will +6; Str 14, Dex 14, Con 15, Int 8, Wis 15, Chr 10.

Skills and Feats: Concentration +10, Listen +6, Move Silently +2, Spot +6; Martial Weapon Proficiency (battleaxe), Weapon Focus (battleaxe).

Possessions: masterwork chain mail, masterwork heavy steel shield, masterwork battle axe, silver holy symbol of Malar, two divine scrolls of *cure moderate wounds*.

Spells prepared (5/4+1, 3+1; Base DC = 12 + spell level): o—*guidance* (2) *resistance*, *virtue* (2); 1st—*command*, *divine favor*, *endure elements*, *enlarge person**, *entropic shield*; 2nd—*aid*, *bull's strength** *death knell*, *sound burst*.

**Domain Spell*; Deity: Malar; Domains: Moon (Turn or destroy lycanthropes as a good cleric turns or destroys undead. Uzetuk can use this 3 times a day); Strength (Perform a feat of strength as a supernatural ability. Uzetuk gains a +4 enhancement bonus to Strength. Activating the power is a free action, the power lasts 1 round, and is usable once per day).

➤ **Elite Goblin Warriors:** male and female goblin War3; CR 3; Small humanoid (goblinoid); HD 3d8+3; 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.

APPENDIX 1

➤ **Gev'Zel:** female mind flayer† 6; CR 4; Medium aberration; HD 3d8+6; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +2; Grp +3; Full Atk +5 melee (1d4+1, 3 tentacles); 5 melee (1d4+1, tentacle); SA psionics (*detect thoughts*, *levitate*, *suggestion*), mind blast; SQ telepathy 60 ft., spell resistance 16; AL LE; SV Fort +2, Ref +3, Will +5; Str 12, Dex 14, Con 14, Int 18, Wis 15, Cha 8.

Skills and Feats: Concentration +8, Intimidate +0, Knowledge (the planes) +10, Knowledge (arcane) +10, Move Silently +8, Spot +8, Weapon Finesse, Weapon Focus (tentacle).

Psionics (Sp): at will—*detect thoughts*, *levitate*, *suggestion* (Will DC 12).

Mind Blast (Sp): once a day against one person. Target must succeed a Will save (DC 10) or be stunned for 1d4 rounds.

†This monster uses the racial class from *Savage Species*. All the necessary information to run this monster is in the statistic block.

➤ **The Hark:** male fiendish goblin wererat (hybrid form) Rog4; CR 9; Small Humanoid (goblinoid, shapechanger); HD 4d6+1d8+13; Init +5; Spd 40 ft.; AC 24, touch 17, flat-footed 18; Base Atk +3; Grp +0; Full Atk +12 melee (1d4+2/18-20 +1d6 acid, +1 *corrosive rapier*), or +9 melee (1d3, 2 claws) and +4 melee (1d4, bite), or +9 ranged (1d4/19-20, dagger); Atk +12 melee (1d4+3/18-20 +1d6 acid, +1 *corrosive rapier*) or +9 melee (1d4, bite), or +9 ranged (1d4/19-20, dagger); SA sneak attack +2d6, *smite good*, curse of lycanthropy, disease; SQ darkvision 60 ft., evasion, trap sense +1, uncanny dodge, alternate form, rat empathy, damage resistance silver/10, damage resistance magic/5, resistance to cold and fire 5, spell resistance 10; AL NE; Fort +5, Ref +10, Will +3; Str 12, Dex 23, Con 16, Int 10, Wis 10, Chr 10.

Skills and Feats: Balance +14, Bluff +8, Diplomacy +8, Forgery +8, Hide +14, Listen +10, Move Silently +20, Ride +10, Slight of Hand +14, Tumble +14; Alertness, Iron Will, Weapon Finesse, Weapon Focus (rapier).

Smite Good (Su): Once per day the Hark can make a normal melee attack to deal 5 points of extra damage to a good foe.

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 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: mithral shirt, +1 *corrosive rapier*, two daggers, *potion of cure light wounds*.

APPENDIX 2: NEW RULES

BASIC RULES FOR ALCOHOL

Alcohol is a depressant that reduces judgment and coordination. Every time a character consumes an entire alcoholic beverage (such as a shot of *guth-it tem-tul*) they make a Fortitude save at no penalty, with the DC determined by the type of alcohol (*guth-it tem-tul* is DC 15). This assumes the character is trying to avoid getting intoxicated.

The first drink in an hour imposes no penalty on the Fortitude save. The second drink consumed within the same hour imposes a -1 penalty, the third -2, the fourth -4, and so on. Obviously the person can space the time between drinks to reduce the chance of getting drunk.

A character who fails a save takes 2d2 points of temporary ability damage to both Wisdom and Dexterity. A character who reaches 0 Wisdom passes out unconscious. A character who reaches 0 Dexterity collapse into a drunken wreck but remains in a blurry state of consciousness.

If both ability scores reach 0, the character could possibly suffer the effects of alcohol poisoning. This requires a Fortitude save with the DC for that type of alcohol. On failure, the character takes 1 point of temporary Constitution damage every 10 minutes until death occurs, unless the stomach is purged.

The goblin *guth-it tem-tul* has a special characteristic. While every time a character misses a save, he or she takes the Wisdom and Dexterity damage, he or she also gains 2 temporary hit points. It also grants a wicked temper that the player will have to roleplay.

NOTHIC

Medium Aberration

Hit Dice: 5d8+20 (42 hp)

Initiative: +5

Speed: 30 ft. (6 squares)

AC: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14

Base Attack/Grapple: +3/+7

Attack: Claw +7 melee (1d4+4)

Full Attack: 2 claws +7 melee (1d4+4)

Space/Reach: 5 ft./5ft.

Special Attacks: Flesh-rotting gaze

Special Qualities: Darkvision 120 ft., see invisibility

Save: Fort +5, Ref +2, Will +7

Abilities: Str 18, Dex 12, Con 19, Int 9, Wis 13, Cha 8

Skills: Spot +13

Feats: Improved Initiative, Iron Will

Environment: Underground

Organization: Solitary

Challenge Rating: 3

Treasure: Standard

Alignment: Usually evil (any)

Advancement: 6-8 HD (Medium); 9-15 HD (Large)

Level Adjustment: +3

This hunched creature has a single huge eye that dominates its entire face. Its body is bloated and misshapen, and its

limbs are wiry but strong. Its arms ends in claws that reach the ground as it move in an awkward hop.

Nothics are twisted aberrations that live in deep subterranean caves and ruins, feasting on the flesh of any living creature they can catch.

Nothic speak Undercommon in hoarse, wheezing voice.

COMBAT

A nothic's claws are weak, and it is not exceptionally fast. Since it's perfectly happy eating carrion, it relies on its gaze to disable victims before moving in for a meal.

Flesh-Rotting Gaze (Su): Deals 1d6 damage, 30 feet, Will DC 16 negates. The save DC is Constitution based.

See Invisibility (Su): A nothic can see invisible and ethereal creatures as though constantly under the effect of a *see invisibility* spell.

Skills: Nothics have a +4 racial bonus on Spot checks.

ABYSSAL MAW

Medium Outsider (Chaotic, Evil)

Hit Dice: 2d8+2 (11 hp)

Initiative: +0

Speed: 30 ft. (6 squares)

AC: 15 (+5 natural), touch 10, flat-footed 15

Base Attack/Grapple: +2/+5

Attack: Bite +5 melee (2d8+4)

Full Attack: Bite +5 melee (2d8+4)

Space/Reach: 5 ft./5ft.

Special Attacks: Rend fallen

Special Qualities: Outsider traits

Save: Fort +4, Ref +3, Will +2

Abilities: Str 17, Dex 10, Con 13, Int 6, Wis 9, Cha 8

Skills: Climb +7, Jump +7, Listen +5, Spot +1

Feats: Alertness

Environment: Any land or underground

Organization: Solitary, pair, or gang (3-5)

Challenge Rating: 2

Treasure: None

Alignment: Always chaotic evil

Advancement: 3-4 HD (Medium); 5-6 HD (Large)

An abyssal maw is a disgusting creature consisting mainly of teeth. Its appetite is legendary; one maw has been known to consume the better part of a centaur in less than a minute.

An abyssal maw looks like a huge toothy mouth perched on a few stubby appendages. Its hide is a dull brown shade.

COMBAT

Abyssal maws serve as shock troops in evil armies. Since they lack range attacks, they usually rush into the melee combat as soon as possible, where their gnashing teeth do the rest.

Rend Fallen (Ex): An abyssal maw love to tear into its downed foes. It automatically deals an additional 2d8+4 points of damage to any foe it drops with a melee attack.