

DUNGEON OF THE WEEK #6: DUNGEON OF HARI

Dungeon of Hari is a Fifth Edition adventure designed for **four characters of 3rd, 5th, 8th, or 11th level**. This document offers details for the **3rd-level version**. For the full adjustments for all level ranges, sign up for the [DMDave Patreon](#). The characters discover the Dungeon of Hari, home to a band of goblinoid traders whose mushroom gardens are respected and envied in the greater subterranean realms.

RUNNING THE ADVENTURE

To run the adventure, you need the three Fifth Edition core rulebooks. You can access a free basic ruleset from the official source if you don't have a copy.

Read aloud or paraphrase text that appears in a box like this when the characters first arrive at a location or under specific circumstances.

When a creature's name appears in **bold** type, that's a visual cue pointing you to its stat block as a way of saying, "Hey, game master, make sure you get this creature's stat block ready—there's going to be an encounter!" If the stat block appears in the Appendix of this adventure, the text tells you so; otherwise, you can find the stat block in the core rulebook.

The core manual for players describes *spells* and nonmagical equipment mentioned in the adventure. The core manual for gamemasters describes *magical items*. The text notes any items created for this adventure, pointing you to the appropriate appendix or sidebar.

ADVENTURE HOOKS

The table in the full version offers some ideas if you don't have a reason for the characters to investigate the Dungeon of Hari. If you need to motivate the party with a monetary reward, their patrons offer 500 gp per level of the adventure.

CREDITS

The following creators made this adventure possible:

Design and Writing. Ellie Hogan of Adventures, EH?

Editing and Layout. Tony Casper

Cartography. DMDave with Forgotten Adventures

Artwork. Nacho Lazaro, Dean Spencer, Paper Forge

DUNGEON OF HARI

The Dungeon of Hari is home to the Hari tribe (or "Hairy" as most abovegrounders refer to it), a band of goblinoids lead by King Hari the Terrible, a bugbear veteran of the Bone Crunch Wars. Mostly peaceful, Hari's tribe focuses on mushroom farming and trade, serving a crucial role among the other subterranean groups that lurk near their dungeon.

FINDING THE DUNGEON

The dungeon has three egresses—one pathway leading up, and two exits that lead east. These exits let you combine the dungeon with another dungeon adventure (or *Dungeon of the Week* adventure, as it were), or you may let it stand on its own. If you choose the latter, the party must discover the dungeon's entrance (**area 1**).

Have the characters perform a skill challenge. A skill challenge simulates a task requiring more time and effort than a single ability check. In its simplest form, the characters make a series of ability checks to earn a required number of successes before accumulating a maximum number of failed checks—similar to how death saving throws work. This skill challenge consists of the following elements:

- ▶ **Goal and Context.** Learn the location of the Dungeon of Hari.
- ▶ **Difficulty.** Primary skill checks related to this skill challenge are made against DC 10. Secondary and repeat checks are made against DC 15.
- ▶ **Complexity.** Complexity is the total number of successes needed versus the number of failures to succeed on the check. To succeed in this skill



challenge, the characters must gain four successes before they suffer three failures.

- ▶ **Primary Checks.** When the characters partake in a skill challenge, they may commit any ability check they like to the skill challenge. Certain ability checks, however, lend themselves better to a successful outcome than others. These ability checks are primary checks and usually have a lower DC than their secondary checks. The primary checks for this skill challenge are Intelligence (History) to recall information about the Dungeon of Hari and Charisma (Persuasion) to speak with locals about its location.
- ▶ **Secondary Checks.** Secondary checks represent all the skills the characters may use to participate in a skill challenge that aren't considered primary checks. The main reason for the disparity between primary and secondary is that primary checks are a little more "obvious" in their function.
- ▶ **Other Conditions.** If the characters make a successful Intelligence (History) or Charisma (Persuasion) check related to this skill challenge, they learn that the temple is home to King Hari the Terrible and his goblinoid tribe. Wisdom (Survival) becomes a primary skill challenge (DC 10). The characters may repeat any primary ability checks without penalty.
- ▶ **Consequences.** If the characters suffer three failures before achieving four successes, they fail the skill challenge and must spend another week

looking for the Dungeon of Hari. Otherwise, they find the entrance to the temple (area 1).

GENERAL FEATURES

Unless stated otherwise, the Dungeon of Hari's areas have the following features in common.

Architecture. Hari's dungeon has walls made of haphazard rubble masonry and rough stone-tiled floors. The ceilings of most rooms are 10 feet tall. The stone is grungy with soot, dirt, and other unidentifiable filth.

Doors. The doors are made of stone (AC 17, 20 hit points, and immunity to poison and psychic damage). Locked doors require a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock or a DC 18 Strength (Athletics) check to break open.

Hidden Doors. Hidden doors can be discovered with a DC 18 Intelligence (Investigation) check. Their hinges are disguised within the stone walls and a keyhole is hidden behind a loose stone. These doors require a successful DC 15 Dexterity check using proficiency in thieves' tools to unlock or a DC 20 Strength (Athletics) check to break open.

Illumination. The goblins have no need for light, so much of the Dungeon of Hari is not illuminated.

Goblin Guard Squad. The dungeon is crawling with goblins grouped into organized squads. These squads man the gates and keep peace in the market. A squad's composition depends on the level of the adventure.



Guard Squad Composition

Adventure Level	Squad
3rd	4 goblins led by 1 hobgoblin
5th+	Available in the full adventure

KEYED LOCATIONS

The map on page 5 shows the location of the following areas.

01 - Low Entrance

The main entrance to the dungeon is through a series of low, winding tunnels. The path down to **area 7** is completely blocked off by stone rubble.

Hazard: Low Ceiling. The ceiling is only 3 feet tall, forcing small creatures to stoop and medium creatures to crawl.

02 - Western Guard Post

A guard squad (see General Features) keeps watch over the low entrance. They are equipped with a cannon.

CANNON

Large object

Armor Class: 18

Hit Points: 65

Damage Immunities: poison, psychic

Before the cannon can be fired, it must be loaded and aimed. It takes one action to load the weapon, one action to aim it, and one action to fire it. The first time the characters enter this chamber the weapon is already loaded.

Cannon Ball. *Ranged Weapon Attack:* +6 to hit, range 600/2,400 ft., one target. *Hit:* 44 (8d10) bludgeoning damage.

Unless the characters are outwardly hostile or the alarm has been raised, they are freely permitted to enter or exit the marketplace.

03 - Market

The main market is brightly illuminated by brazier's burning throughout. Small holes in the ceiling prevent the smoke from becoming unbearable, but the area is still smokey, smelly, and filled with the loud, harsh voices of goblin merchants. There are a number of goods for sale at the various stalls. If no price is given, assume that the item costs twice as much as it normally would due to the remote location.

3a: Locksmith. Swuish (NE female **goblin**) sells locks. She'll also duplicate a key, no questions asked (2 gp, takes 1 hour).

3b: Butcher. Daakt (NE male **goblin**) sells whatever meat (2 gp per day of rations) he has on hand, as well as the goblin's specialty: smoke dried bread-bowl mushrooms (1 gp per day of rations). If asked what type of meat he has, he just grunts and says "meat is meat." He'll buy fresh tiny creature corpses for 1 gp each, or 2 gp per creature size above tiny. He also sells spits for 1 sp each to anyone who wants to cook their food over the conveniently located braziers.

3c: Weapons Merchant. Gnulmi (NE female **goblin thug**) sells weapons, many of which have been used before. Gnulmi denies such accusations, however, insisting that the weapons are all brand new. She keeps 1d4 of each type of simple weapon in stock and 2d4 bundles of each type of ammunition. If a character is looking for a martial weapon, roll a d4. On a result of 4, she has what they are looking for.

3d: Lights. Sparky Bisliq (NE male **goblin**) sells tinderboxes, torches, lanterns and lamp oil. He firmly believes that fire is for fun, not utility, and mocks any creature that requires light to see.

3e: Books. Ploztabaaz (LE male **goblin spy**) sells books of dubious origin. He boasts the largest known selection of goblin-written books, including the classic romance novel "That Wun Tiem Gizzik Gots Sum Luvins" and the definitely not plagiarized adventure novel "Lawd of the Brayslets."

If the characters respond favorably to his collection, Ploztabaaz will show them his real treasures: a handful of spell scrolls. He has *true strike*, *shillelagh*, *minor illusion*, and *mending* for 30 gp, *identify* and *fog cloud* for 60 gp, and *locate animals or plants* for 600 gp.

3f: Potions. Wrun (NE **green hag** disguised as a goblin) sells a variety of potions. Unlike the other goblins, Wrun is willing to barter for possessions other than gold and gems. Wrun has the following potions available:

- ▶ 2d4 *potions of healing* (60 gp)
- ▶ 2d4 *potions of climbing* (70 gp)
- ▶ 1 *philter of love* (400 gp)
- ▶ 1 *potion of radiant resistance* (300 gp)
- ▶ 1 *potion of heroism* (14,000 gp)

3g: Trinkets. Yik (NE male **goblin**) enthusiastically sells trinkets such as smoking pipes, painted skulls, pretty stones and more. These trinkets cost 4d4 × 10 sp to buy. Yik will happily buy any small trinkets the characters have picked up for 3d4 × 10 sp, or trade one trinket for another. A discerning character can also find a variety of focuses mixed in with the rest of the junk.

3h: Beasts. Blaard the Beastmaster (LE male **goblin**) sells “fully trained” worgs for 100 gp each. Their coats are dirty and matted but they are well fed and in good health otherwise. Anyone who has experience with animals can tell that the beasts are actually feral.

Encounter: Peacekeepers. A goblin guard squad (see General Features) patrols the market to protect the goblin merchants and prevent fights from breaking out. If combat breaks out, the merchants all hide behind their booths and only attack in self-defense.

The doors at the southern side of the room are unlocked, but outsiders aren’t permitted to go through them. If the characters are caught attempting to do so they are first politely asked to desist before being forcefully detained by the guard squad.

04 - Eastern Guard Post

A palisade, shield wall, and makeshift cart gate protect the goblins from creatures that enter their home from down these stairs. A guard squad (see General Features) mans the guard post at all times. Unless the characters are outwardly hostile or the alarm has been raised, they are freely permitted to enter or exit the marketplace.

05 - Storage Room

The goblin merchants store their excess goods here.

Trap: Precarious Boxes. The boxes and crates have purposefully been set up in unsteady stacks, with a whole case of rusty daggers right at the top. Any creature that tries to climb on or investigate the boxes without knowing the trick causes the boxes to topple over. The creature must make a DC 12 Dexterity saving throw, taking 1d6 bludgeoning damage on a failed save or half as much on a successful one. A creature that fails this save is restrained beneath the rubble and must use its action to escape.

Falling boxes aren’t known for their subtlety. The noise alerts the guard squad patrolling the market (**area 3**), who arrive after 1 round to investigate the disturbance.

06 - Potion Production

This room is much cleaner than the rest of the dungeon and set up as a potions laboratory. Baskets of mushrooms at the west side of the room are in various stages of preparation throughout the room: chopped, powdered, boiling and fermenting as they are turned into the potions Wrun sells.

6a. The main part of the room is currently occupied by 2 **goblin** workers. These goblins are

non-combatants who scream and flee at the first sign of intruders.

6b. The goblins keep a waste-eating monster here. It is trained to stay within its pen, but will attack anything in its way if it is released. The identity of this monster depends on the level of the adventure.

Area 6b Monster

Adventure Level	Monster
3rd	1 gelatinous cube
5th+	Available in the full adventure

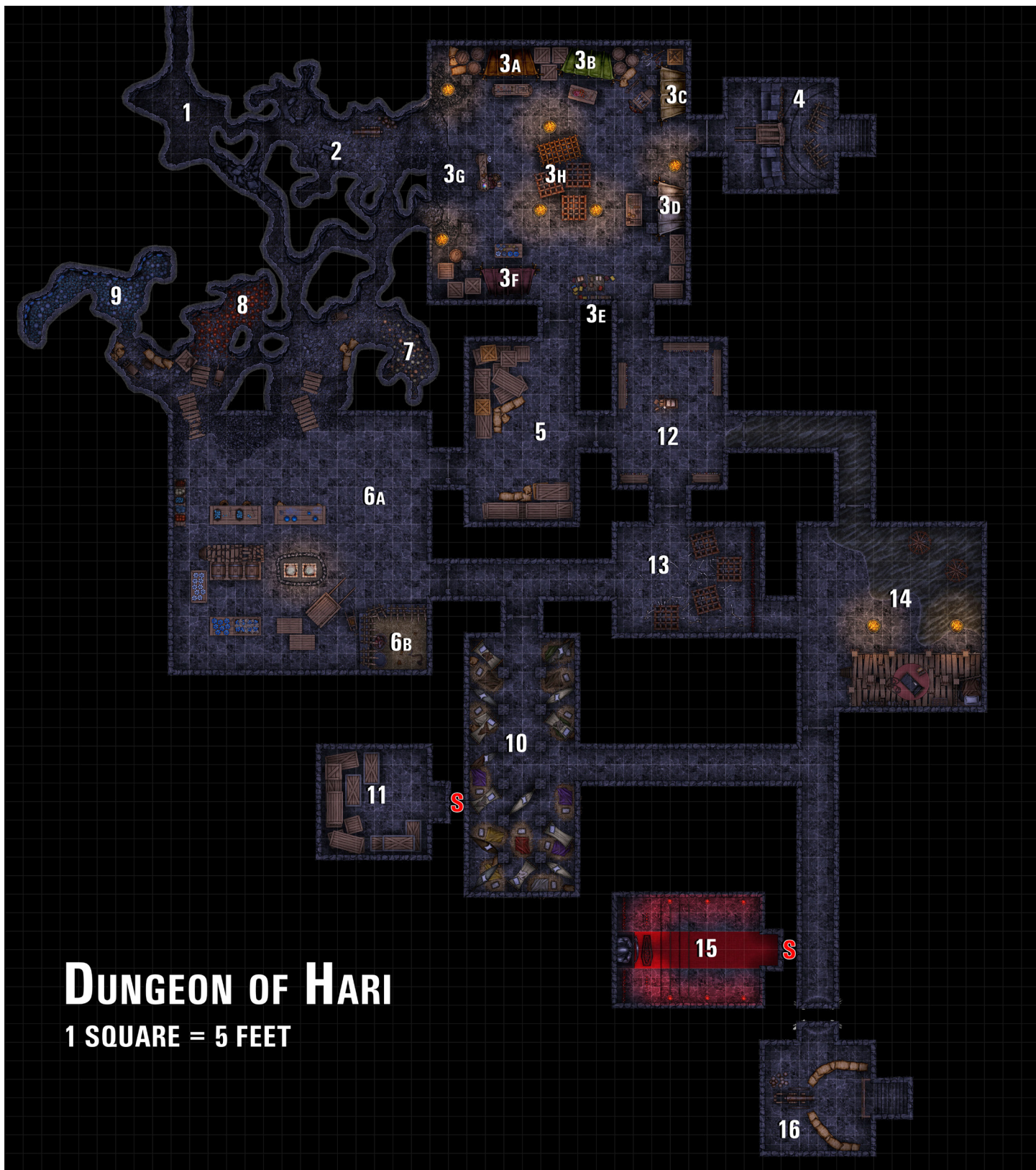
Encounter: Backup Requested. If any intruders are detected, the unarmed **goblins** flee while loudly screaming for the guards. If possible, one kicks open the pen to **area 6b** on its way by, releasing the creature within. Two rounds after a goblin manages to escape, the guard squad (see General Features) from **area 3** arrive to apprehend the party. Once two or more of the guard squad go down, the goblins realize that they are outmatched and attempt to flee as well, aiming to reach King Hari to sound the alarm (detailed in **area 14**).

07 - Mushroom Varietal 1

Mushrooms of various shades of beige grow in this section of the caves. A character that succeeds on a DC 15 Intelligence (Nature) check recognizes these as breadbowl, a tasty, edible mushroom variety popular amongst underground travelers.

Treasure: Food Supply. A character can make a DC 12 Intelligence (Nature) check to harvest these mushrooms, gathering 2d6 mushrooms with a successful check or half as many with a failed one. A single breadbowl mushroom can feed a medium creature for a day. They are commonly smoke dried and used as rations.





DUNGEON OF HARI

1 SQUARE = 5 FEET

08 - Mushroom Varietal 2

Red mushrooms grow in this section of the caves and a musty-sweet scent fills the air. A character that succeeds on a DC 15 Intelligence (Nature) check recognizes these as bloodstaunch mushrooms, a variety prized for its healing capabilities.

Treasure: Potential Healing. A character can make

a DC 12 Intelligence (Nature) check to harvest these mushrooms, gathering 2d6 mature mushrooms with a successful check or half as many with a failed one. A creature that eats a bloodstaunch mushroom raw gains 1d4+1 hp but must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour.

A bloodstaunch mushroom can be distilled into a *potion of healing* over 1 workweek by a character

proficient with the herbalism kit. The mushrooms lose their potency 7 days after being picked.

09 - Mushroom Varietal 3

Blue mushrooms completely cover the floor of these caverns. A character that succeeds on a DC 15 Intelligence (Nature) check recognizes these as delver's boon, a variety of mushroom prized by cavern delvers and burglars alike for its beneficial effect on climbing.

Hazard: Toxic Spores. The spores of these mushrooms are released if they are stepped on. The mushrooms grow so densely that it is impossible to walk through the room to harvest mushrooms without releasing spores. Any creature within 10 feet of a crushed delver's boon must succeed on a DC 14 Constitution saving throw or begin to sneeze obnoxiously loudly for 1 minute, alerting any creatures in **area 6**. While sneezing, a creature can speak only falteringly.

Treasure: Potential Climbing. A character can make a DC 12 Intelligence (Nature) check to harvest these mushrooms, gathering 2d6 mature mushrooms with a successful check or half as many with a failed one. A creature that eats a delver's boon mushroom raw gains advantage on ability checks made to climb but must succeed on a DC 12 Constitution saving throw or become poisoned for 1 hour.

A delver's boon mushroom can be distilled into a *potion of climbing* over 1 workweek by a character proficient with the herbalism kit. The mushrooms lose their potency 7 days after being picked.

10 - Goblinoid Barracks

Loud snoring emanates from this room. The goblin guards sleep in shifts on hammocks and bedrolls here. The characters can almost certainly sneak through the sleeping goblins, waking them up only if they fail a DC 5 Dexterity (Stealth) check.

Encounter: Let Sleeping Goblins Lie. The sleeping goblins are not wearing their armor, but do grab their shields and weapons as they get up. Some are deeply asleep and take a while to wake up. The total number of sleeping goblins and number that wake up each round depends on the level of the adventure:

Area 10 Encounter

Adventure Level	Total Number of Goblins	Goblins Woken Up Per Round
3rd	8 goblins	1d4 + 1 goblins
5th+	Available in the full adventure	

Awake goblins scream loudly, alerting the rest of the base. At least one attempts to flee through the eastern exit to alert King Hari. See **area 14** to see the series of events after King Hari sounds the alarm.

11 - Secret Storage

The goblins keep enough rations to feed the entire group for a month, a full set of backup weapons, 10 *potions of healing* and 20 extra cannonballs in a hidden room in case of a siege.

12 - Guardian Room

The eastern door (if it is not a mimic) is locked.

Ploztabaaz the book merchant (**area 3e**) keeps his extra goblin literature in this room.

Encounter: Hidden Guardian. In case the atrocious spelling and nigh-nonexistent plotlines of goblin literature aren't enough to put off intruders, King Hari has a guardian hidden in the room. The nature of the guardian depends on the level of the adventure.

Area 12 Encounter

Adventure Level	Encounter
3rd	1 mimic disguised as the eastern door
5th+	Available in the full adventure

13 - Pet Cages

Blaard the Beastmaster keeps his pets in these cages. Unlike the rejects he sells in the marketplace, these pets are well trained. They know not to attack goblins in general and obey Blaard's spoken commands.

Encounter: Release the Hounds. The nature of these pets depends on the level of the adventure. They are trapped in latched metal cages, but make a lot of noise if they detect intruders.

Area 13 Encounter

Adventure Level	Encounter
3rd	3 worgs
5th+	Available in the full adventure

14 - King Hari's Hall

King Hari's personal chambers are lit by a pair of braziers. The northeastern part of the room and passageway is flooded with a foot of water and is difficult terrain. The northern door is locked. King Hari himself resides on a 10-foot-high rickety platform built at the southern edge of the room. He almost never leaves his lounge chair.

Whether the characters have burst in unannounced, convinced the guards to grant them audience, or been brought in as captives, King Hari is always willing to chat. He accepts bribes for their freedom, or payment in quests (although he'll of course need a deposit to ensure they come back!). Since he knows a lot about the surrounding area, this can be a mutually beneficial arrangement.

Encounter: A Hairy Situation. If the characters insist on fighting, King Hari will comply. His abilities



and the identity of his servants depends on the level of the adventure:

Area 14 Encounter

Adventure Level	Encounter
3rd	King Hari (bugbear) with 4 hobgoblin guards
5th+	Available in the full adventure

If the party hasn't cleared out the rest of the dungeon they may soon find themselves in a desperate battle for survival as the rest of the dungeon's occupants join the fight.

- ▶ **Round 1.** Unless the characters are able to silence King Hari, he lets out a bellowing scream of rage, alerting the rest of the dungeon's occupants to come to his aid.
- ▶ **Round 2.** The dungeon goes into lockdown. The guards in **areas 2, 4, and 16** close their gates and load their canons. Nobody is allowed in or out of the dungeon. The guardian of **area 12** attempts to reach Hari's hall but is unable to open doors itself.
- ▶ **Round 3.** Blaard the Beastmaster reaches his pets in **area 13**. The pets burst through the curtains and enter initiative.
- ▶ **Round 4+.** The sleeping goblins in **area 10** begin to wake up. Each round, roll on the encounter table in **area 10** to determine how many enter the hall.

Cages. Two rusty cages sit in the pool of water at the north end of the room. When the characters first arrive, there is an acolyte trapped in one of the cages. The acolyte entered the Dungeon of Hari with hope of converting the goblinoids to his religion. He failed miserably.

15 - Secret Treasure Room

In a rare burst of creative genius, King Hari designed this room to resemble a vampire's lair to protect his

treasure. A large statue of a gaunt man with sharp fangs holding a scythe stands ominously over an ornate coffin. The room is dimly lit by red lanterns.

Trap: BANG. The interior of the coffin has a gunpowder popper strung between the lid to the base. A creature can find the hidden switch to unhook it with a successful DC 18 Intelligence (Investigation) check. If the coffin is opened without unhooking the popper it creates a loud bang that can be heard throughout the dungeon. King Hari and his attendants rush towards the noise, beginning the encounter outlined in **area 14**.

Treasure: Not a Vampire! King Hari's treasure hoard contents depend on the level of the adventure.

Area 15 Treasure

Adventure Level	Treasure
3rd	2,300 cp, 1,400 sp, 60 gp, and 7 miscellaneous gems worth 10 gp each
5th+	Available in the full adventure

16 - Southern Guard Post

A guard squad (see General Features) keeps watch over the locked rusty metal door (AC 19, 27 hit points, immunity to poison and psychic damage) leading deeper into the ground. They are equipped with a cannon (see page 3) and protected behind sand bags that grant them three-quarters cover.

Visitors to the marketplace are typically not allowed to enter through this door, however the guards can be bribed or otherwise persuaded to let them through, especially if they know of King Hari and present a good reason for why he would want to see them. As long as the characters don't attempt to force their way in, the guards don't pick a fight.

WHERE TO NEXT?

There are two exits that lead further into the darkness below the Dungeon of Hari (**areas 4 and 16**). What lies below is ultimately up to you. If you wish to continue the adventure, place another level or two below this one. You may use an adventure of your own creation or another one of *DMDave's Dungeon of the Week*. If you don't wish to continue this dungeon, have the staircases end abruptly in a rock slide or another dead-end. Ω

PREVIOUS DUNGEONS OF THE WEEK

- [DotW #1: Scattered Chambers of the Leper One](#)
- [DotW #2: Hidden Keep of the Death Arrow](#)
- [DotW #3: Lost Archive of the Silent One](#)
- [DotW #4: Ruined Sanctum of the Void Prince](#)
- [DotW #5: Forlorn Temple of Mash-Dinaxis](#)

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(E), and are not Open Content: All Trademarks, registered trademarks, proper names (characters, place names, new deities, etc.), dialogue, plots, story elements, locations, characters, artwork, sidebars, and trade dress. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Open Game Content: The Open content in this book includes the monster names, statistics, traits, and abilities. No other portion of this work may be reproduced in any form without permissions.

Open Game License

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" Not for resale. Permission granted to print or photocopy this document for personal use only. System Reference Document 5.1 2 or "Your" means the licensee in terms of this agreement.
2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.
3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.
4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.
6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.
7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.
8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.
9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.
10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.
11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.
12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.
13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.
14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

COPYRIGHT NOTICE Open Game License v 1.0a Copyright 2000, Wizards of the Coast, LLC. | System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson. | Dungeon of Hari. Copyright 2022, Hamrick Brands, LLC. Authors: Ellie Hogan. | Some artwork Copyright Paper Forge, used with permission. All rights reserved. | Some artwork Copyright Dean Spencer, used with permission. All rights reserved. | Some images used under license from Shutterstock.