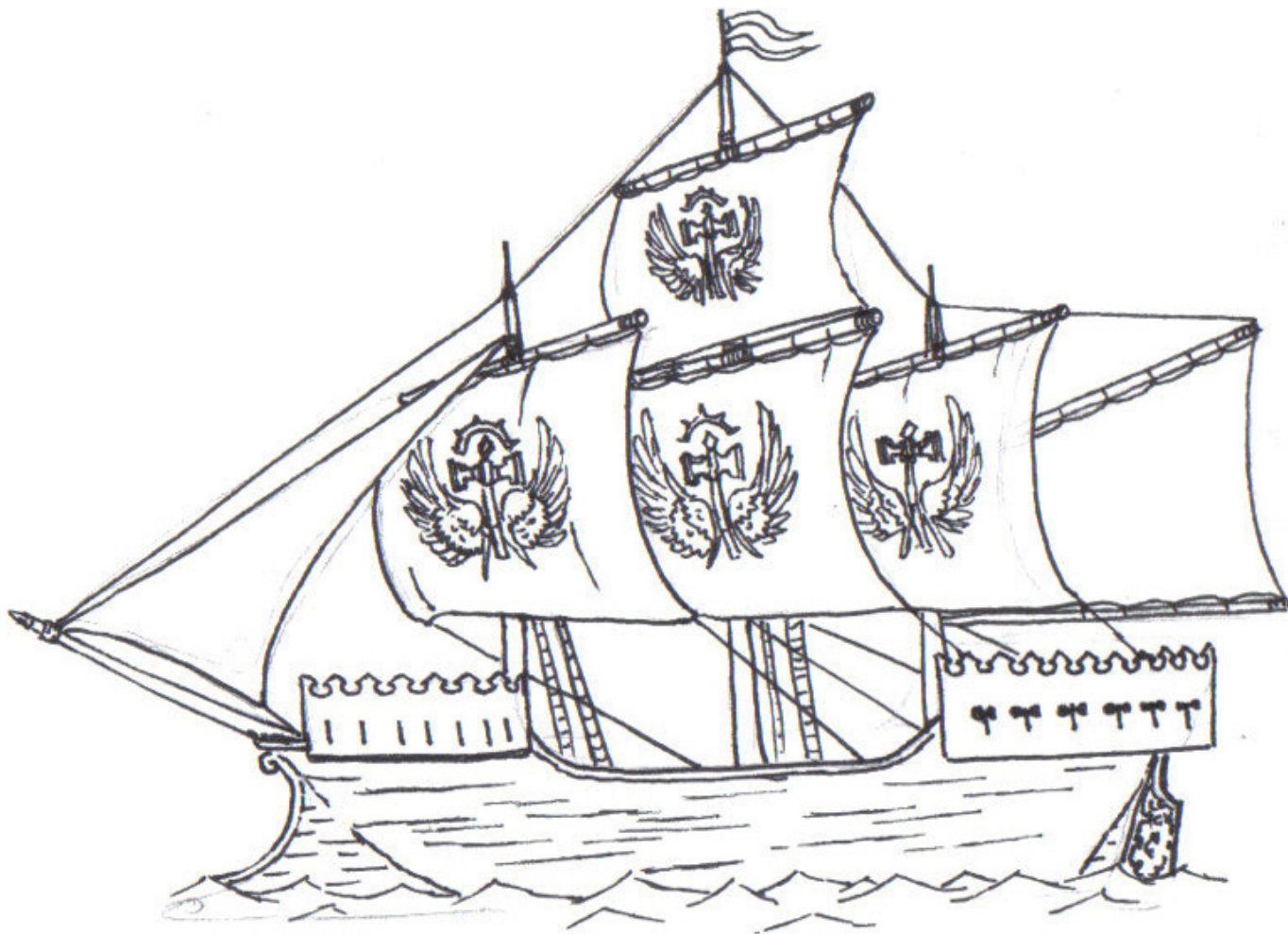


FINDING THE HEART



An Age of Mortals Adventure Path: Volume 1

Adventure Portal Design Team



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THE ADVENTURE PORTAL DESIGN TEAM

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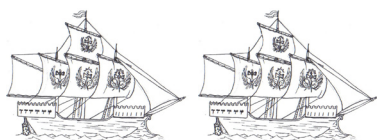
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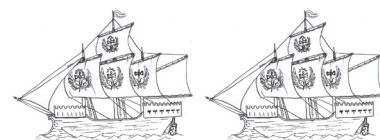
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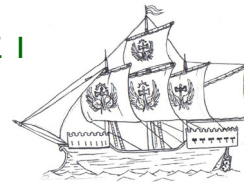


Dragonlance Nexus





Finding the Heart



Introduction

Finding the Heart is an adventure that takes place in the region of Kharolis. A decade has passed since the end of the War of Souls, and Ansalon is a greatly changed place. It is into this chaotic time that the heroes stumble upon an ancient plot to destroy the Orders of High Sorcery.

Encounter Levels: *Finding the Heart* is designed for a party of four characters of 4th level. By the end of the adventure the heroes will overcome a number of challenges to advance one level.

Preparation

In order to run this adventure you will need a copy of the *Player's Handbook* (PHB), *Dungeon Master's Guide* (DMG), and *Monster Manual* (MM). If you do not have access to these books you can find all the pertinent information in the System Reference Document or [SRD](#). You will also need a copy of the *Dragonlance Campaign Setting* (DLCS). These sources are all that are necessary to run the adventure, although you may find helpful some of the other Dragonlance supplements published by Margaret Weis Productions.

Finding the Heart is set one decade after the end of the War of Souls. The *Age of Mortals* (AoM) setting provides solid information on the state of the world following the return of the gods, and DM's may find the information within helpful for fleshing out this adventure.

Text that appears in bold and italics is information for the players, which you should read or paraphrase as appropriate. Information in **bold** or *italics* or in a sidebar is information for the DM to keep in mind.

Monster and NPC stats are presented using the stat block from the *Dungeon Master's Guide II* (DMG II). The complete write-ups of any monsters encountered may be found in the MM or the DLCS. Some monsters have been used from AoM and the *Bestiary of Krynn* (BoK), though all pertinent abilities and statistics for these monsters are included in Appendix Two, along with statistics for any custom content (new monsters). Details on new monsters are presented in Appendix One.

Before you begin the adventure it is recommended that you completely read through the adventure at least once both to familiarize yourself with the adventure and to note places where you would like to make changes.

IMPORTANT RULES:

Movement in **Chapter 9: Adventuring** in the *Player's Handbook*; **Craft, Diplomacy & Swim** skills in **Chapter 4: Skills** in the *Player's Handbook*. You should be familiar with the rules of Underwater Combat, **Chapter 3: Adventures** and **Water Dangers and Drowning** in **Chapter 8: Glossary** in the *Dungeon Master's Guide*.

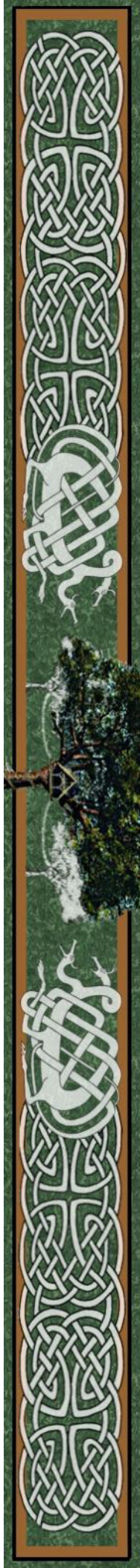
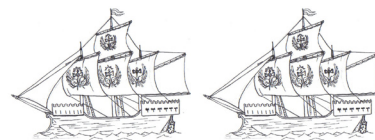
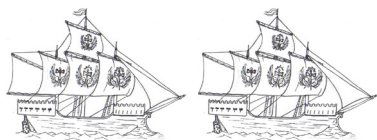
Adventure Background

Near the end of the Age of Might, the Orders of High Sorcery, acting in unison, used magic to animate a huge bronze and stained glass statue of the Kingpriest and used it to attack the forces of Istar. The Udenso, as the statue was called, was eventually defeated but it left its mark on the psyche of the Kingpriest.

The Kingpriest, once merely afraid of the powers wielded by wizards, was horrified at the destruction they had unleashed. He came to believe that the Orders of High Sorcery were plotting to destroy him. In a preemptive move, the Kingpriest declared war on the Orders of High Sorcery and wizards in general. After the Lost Battles he developed several secret pogroms for dealing with the Orders of High Sorcery. One of them dealt with fighting fire with fire. He intended to use an army of lesser Udeni to destroy the Tower of Wayreth.

In cooperation with the Knights of the Divine Hammer, Fistantilus and a renegade wizard named Alsander Deslucido, the Kingpriest set his plan into motion. The first stage of the plan involved building a facility to begin construction of the physical shells of the Udeni. This site was said to be somewhere in the Kharolis Mountains and was referred to as the Sepulcher of the Righteous. Construction of the Udeni fell to Alsander and his assistants. A shrine was built as cover for the true activities going on deep within the mountains.

Meanwhile back in Istar, Fistantilus devised a method of powering the Udeni that required the willing sacrifice of a Knight of the Divine Hammer. The name of the knight who sacrificed himself has been lost to time. Fistantilus trapped his essence in a heart shaped ruby, and called it the *Righteous Heart*. Fistantilus intended to pass along the knowledge of how to create other righteous hearts to power the rest of the Udeni, as he himself was too busy pursuing his own plans to keep up the process. He sent the Righteous Heart and the plans for how to construct more to Alsander aboard an Istarian warship called the *Pride of Istar*. The ship never reached the facility.



It was sunk during the Cataclysm, and the facility was destroyed by the dwarves of Thorbardin. The heart, the designs, and the full complement of sailors aboard the *Pride of Istar* were thought lost forever.

Adventure Hooks

There are many ways for the DM to get the heroes involved in the adventure. The following are just a few of those ways:

- ✦ The player characters are hired by a local merchant to cleanse the *Pride of Istar* of any unwanted presence. They can keep whatever they find because the merchant is convinced he can get a very lucrative deal on the ship itself (being a historical relic and all that); provided he can convince the Dark Knights to let him keep it.
- ✦ One of the characters is a wizard who aspires to join the Conclave. Over the past few nights the aspirant has been having dreams of a shadowy figure that threatens the Orders of High Sorcery. These dreams have led the hero to Rigitt. The hero can't recall much about these dreams other than the symbols of a ship and a heart.
- ✦ The members of the party are directed by a member of the Legion resistance cell in Tarsis to check out the ship. Ideally the Legionnaire hopes something will be found to help them against the Dark Knights.

Finding the Heart

The characters investigate an ancient ship, raised from the depths, which holds part of a map that will lead them to finding

Current Date: 21 Yurthgreen, 432 AC

Phases of the Moons

Solinari: Waxing, First Quarter.

Lunitari: Waning Gibbous, High Sanction.

Nuitari: Waxing Gibbous, High Sanction.

The above dates and phases of the moons are approximated, although you are encouraged to keep track of both for the purposes of pacing the adventure and the possible affects the moons may have on wizard characters.

When you are reading to begin, read or paraphrase the following text aloud to your players:

The tiny fishing village of Rigitt is abuzz with the morning news. Last night a fisherman reported seeing a strange vessel erupt out of the sea. His claims were believed to be nothing more than the ramblings of a drunkard until this morning when his claims were proven to be true. Night Warrior Malvolio has forbidden any to approach the derelict vessel, pending an investigation.

GUARDIAN OF THE LILY, DAKEN MALVOLIO

Male human fighter 5/Lily Knight 1

Night Warrior Malvolio is unhappy with his current assignment. He has been assigned to coast watching duties in the village of Rigitt; far from the real action north in Tarsis. He resents being stationed here and takes his resentment out on the people of Rigitt. Though he commands a talon of other knights, he feels his talents are wasted watching for an attack from the south that will likely never come.

THE VILLAGE OF RIGITT

Rigitt (village): conventional; AL LN; 200 stl. limit; Assets 5,200 stl.; Population 521; Isolated (96% human, 2% dwarves, 1% elven, 1% goblin, 1% other).

Authority Figures: Guardian of the Lily, Daken Malvolio (leader of the Rigitt dark knights), LE male human Fighter 5/Lily 1; Night Warrior Klotho Ottoman (Malvolio's Second in Command), LE female human Fighter 3.

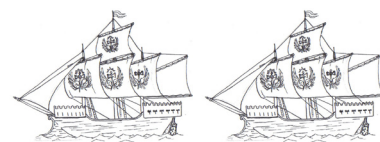
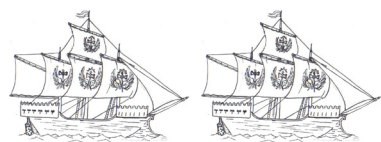
Important Figures: Lushter (NG male nomad human ranger 5): Lushter, a cranky but kind nomad keeps a small stable of horses in the south of Rigitt.

Rigitt is a small fishing village. The dark knights keep a skeleton force here to keep watch on the southern coast. The objective of the dark knights in Rigitt isn't to engage the enemy but to get word to headquarters in Tarsis. Rigitt at one time had a mayor to oversee the day to day affairs but since his arrival nearly six months ago, Daken Malvolio has usurped that office.

Random Encounters

The chance for a random encounter is 15% per hour during the day, 35% per hour during the night.

Dice Result		Encounter	Average
To ^x	From ^x		EL
01-05	01-05	Squall	3



Dice Result		Encounter	Average
To ^x	From ^x		EL
06-15	06-20	Kelp Tangle*	3
16-40	21-49	Ghagglers (2)	3
41-55	-	Changing Current	5
56-70	50-69	Hippocampus** Pod (5)	6
71-79	-	Alejandro's Lookouts (4)***	2
80-100	70-100	No encounter	

^x Use the 'to' column for random encounters as the characters make their way to the *Pride of Istar*, and the 'from' column for random encounters as they return to shore

* If characters are rowing to the ship, treat this as a no encounter

** If you don't have Stormwrack: mastering the perils of wind and wave, substitute the hippocampus for two sea cats from the *Monster Manual*

*** Unique encounter, if rolled more than once, re-roll and ignore this result

SQUALL

An unexpected squally shower rushes on to the land from the sea. The wind increases to moderate force (16 mph) and the heavens open and create a downpour, which lasts for 2d4 hours. The effects of the wind, waves and rain reduces visibility effectively down to 100 ft. and imposes a -5 penalty to all Spot and Listen skill checks.

Characters that decided to swim to the *Pride of Istar* or who find themselves in the water swimming must make a Swim skill check DC 15 to make a move action in the turbulent waters. The surging waters hamper movement through it, effectively reducing the characters speed by 1/2.

KELP TANGLE

A few kelp strands, usually firmly attached to the seabed, have become loose and now float just under the surface 50 ft. away from the characters but in the direction they were travelling. Characters that are using the boat to reach the *Pride of Istar* are unaffected by the kelp and this encounter should be treated as 'no encounter' in this case.

For those characters that decided to swim to the *Pride of Istar*, the kelp poses a significant threat. The characters can use Spot DC 20 to see the kelp strands as they occasionally break the surface. Characters that succeed in the Spot skill check can change the direction in which they were swimming and avoid the kelp.

Those that failed to see the kelp enter the area with the kelp and become entangled within the strands unless the characters makes a successful Swim skill check DC

15 to avoid becoming entangled for that round. The kelp hampers movement through it, effectively reducing the characters speed by 1/2. The kelp covers an area 50 ft. wide by 70 ft. long.

Characters caught within the strands for too long have a very real threat of drowning.

GHAGGLERS

A scout party of ghagglers, the aquatic cousins of sligs, claimed the *Pride of Istar* several months ago. When it rose to the surface, they came with it. Two of the scouts watch the heroes as they approach the *Pride of Istar*.

Ghaggler's (2)

16 hp: see *Bestiary of Krynn* pgs 51-52, and the Appendix, pg 13.

Tactics: The ghagglers will initiate combat by taking the charge action and attempt to capsize the boat. The characters are allowed to make a Spot skill check DC 22 to see the ghagglers, lurking 50 ft. beneath them as they ready their action.

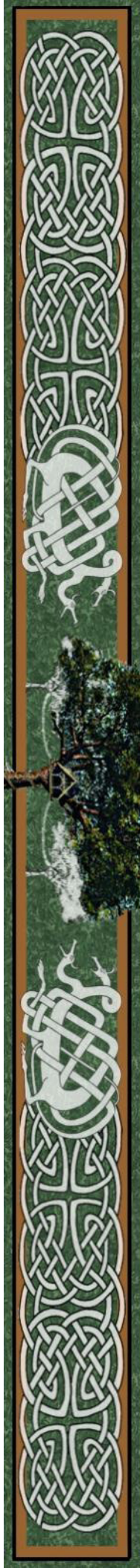
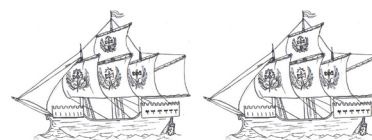
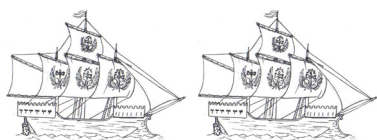
Treasure: The ghagglers have nothing of value save their weapons, which are just common spears.

CHANGING CURRENT

The characters swim or row the boat into a section of the ocean that has a riptide current, sweeping water and flotsam out to the north. The riptide is 100 ft. wide and a couple of miles long. If the characters are using the boat, they must make a Profession (sailor) skill check DC 18 or a Strength check DC 18 (if the character's do not have any ranks in Profession [sailor]) to move at the boat's normal speed, this check must be made for each round that the boat remains within the area of the riptide. Those that fail the check find the boat moving in a northerly direction at a speed of 60 ft. If the characters are unable to steer the rowboat across the riptide, the riptide sweeps them eventually out to sea, and deposits them roughly 2 miles from the coast.

The strength of the riptide is rough on the boat, acting like a slam attack (+8 to hit, 2d4 points of bludgeoning damage) for each round that it remains within its grip. The characters can make a Profession (sailor) or Strength check each round to steer the boat, moving the 1/2 the normal speed for the boat in a direction they desire.

Characters that were swimming and caught in the riptide must make a Swim skill check DC 17 against the effects of the water in order to move within its stream. As with those that used the boat, the effect of the riptide acts like a slam attack against swimmers, dealing the noted damage above. Due to their frantic splashing, characters



who are swimming for more than 15 rounds have a 25% chance of drawing the attention of the hippocampus pod (below) or the Kuo-Toa (above) patrol (50% chance of either).

Hippocampi Pod

A small pod of hippocampi has recently taken an interest in the *Pride of Istar*, and are joyfully playing a game of 'tag' in-and-around the bulk of the ship. The hippocampi will ignore the characters unless the characters attempt to directly interact with them (such as swimming down to them, or using such spells as speak with animal) or the characters are attacked by the Kuo-Toa (which will cause the hippocampi to stampede against the Kuo-Toa in an attempt to drive them out of the area).

For those characters that do manage to speak with the hippocampi, they can use the Diplomacy skill to gain the services of the hippocampi as mounts to reach the shore; treat the hippocampi as indifferent.

Hippocampi (5): 25 hp; see *Stormwrack*.

Mercenary Lookouts (4)

Four mercenaries that were hired are stationed as lookout on the bluff above the beach. They are mercenaries in the service of the dark knights of Tarsis. They have been watching the docks and the ship since last evening when it surfaced, but have become rather sloppy and are spending more and more time at the Sea Breeze, a small local tavern a short walk from the docks. Only two of the mercenaries, will actually be watching, the others will be enjoying a drink in the tavern. From their vantage point, the goons can see most of the beach. They can be spotted with a Spot skill check DC 20.

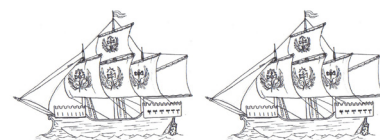
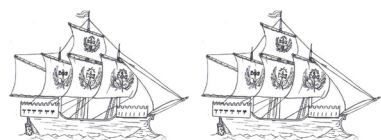
Mercenaries (4): 13 hp; see Appendix page 13.

Tactics: If they are not seen, they watch the characters until it becomes apparent that the characters are intending to row out to the ship, at which point, one will be sent to get the other mercenaries while the other attempt to stop the heroes from boarding the rowboat. As allies of the dark knights in Tarsis, the mercenaries could persuade the dark knight sentries to sound the alarm, but will only do so as a last resort.

Treasure: The mercenaries are not carrying much in the way of treasure having spent most of the money they were paid for the job at the Sea Breeze tavern.

Approaching the Pride of Istar

Read or paraphrase the following:



It is an overcast day and you can smell rain in the air, though none has fallen yet. Periodically the sky rumbles, signalling the impending storm and a moderate breeze causes the water to lap hungrily at the shoreline.

From where you stand, the derelict ship drifts with the tide a short distance off shore. It is nearly 100 feet long and 40 feet high. Small tendrils of fog dance about the waterline of the ship.

The hull appears to be mostly intact save a large hole located mid-ship on the port side of the ship; obviously the source of its sinking. Numerous smaller holes dot the hull of the craft. Whatever is keeping the ship afloat now is hard to say from this distance. Its masts are completely gone having long since rotted away. Several patches of iridescent kelp cling to the ship giving it a ghostly appearance.

There are several watercraft of varying sizes tied up to the dock; including one rowboat which looks big enough to hold all of you. However, standing in your way are two dark knights.

The Dock

Night Warrior Malvolio has stationed these two members of his talon here to prevent anyone from going out to the ship. Like Malvolio they too resent being stationed in Rigitt; unlike their boss they believe in extorting money from the people of Rigitt in exchange for being left alone. The guards can be convinced to let the heroes' row out to the ship in exchange for a bribe with the admonition, "If the Night Warrior catches you, we don't know anything." In fact they have already allowed one other group to row out to the ship (Bonehead and his thugs). In order to be worth their while (and worth the chance of getting caught) each of the knights must receive at least 30 steel pieces to look the other way.

Lily Novices (2)

hp 12, see Appendix page 12.

Tactics: The novices won't do much other than tell the heroes to be on their way if they don't want to part with a little of their coin. If the heroes attack the novices, they will defend themselves and at the first opportunity one of them will ring a nearby fishing bell.

Treasure: The novices have nothing of value save for their weapons and armor.

The characters only other way of gaining access to the *Pride of Istar*, is to swim the distance to the ship.

Rowboat: Large; Seaworthiness -4; Ship handling +2; Speed (with oars) 10 ft. (good); Overall Hull AC 4; Hull hp

Boat Statistics

Boat statistics are detailed in **Chapter 5: Ships and Equipment of the Stormwrack**; mastering the perils of wind and wave, and outlined here.

Size: The size of the craft.

Seaworthiness: The modifier to Profession (sailor) skill checks to avoid floundering, sinking or other hazards

Ship Handling: The modifier to profession (sailor) skill checks to avoid collisions or to come about.

Speed: *wind* - The crafts speed modified by wind strength; *oars* - the crafts speed while being rowed. This also has the notation for the craft's nautical manoeuvrability.

Overall Hull: The Armour Class of the craft as a whole.

Hull Sections: How many hull sections the craft has.

Sink: The number of destroyed section needed to sink the craft.

Section AC: The AC for each section.

Rigging Section: The number of rigging sections the craft has.

Rigging Hp: The hardness and hp for each rigging section.

Ram: The damage the craft deals per each 10ft. of current speed when it hits another craft.

Mounts: The number of weapons the craft can mount.

Space: The height and width taken up by the craft.

Height: The height the main deck of the craft is above waterline.

Watch: The number of crewmembers needed to make course changes.

Complement: The number of crewmen or passengers the craft can have.

Cargo: How much the craft can hold in its hold.

The *Pride of Istar* initially is about 75 ft. off the shore. For each hour the ship will begin to drift out to sea by 1 mile (therefore, after 5 hours the ship will be 5 miles off-shore). If the characters decide to swim to the boat, they should make Swim skill checks DC 10 to move up to half the character's normal speed.

If the characters repaired the rowboat they can make Profession (sailor) skill checks DC 8 or a Strength check DC 12 to row the boat out to the *Pride of Istar*. The rowboat can only move at a speed of 10 ft. per round.

30 (hardness 5); Space: 10 ft. by 5 ft.; Height: 2-1/2 ft. (draft 2-1/2 ft.); Complement 4.

Entering the Pride of Istar

Once the characters reach the *Pride of Istar* they will have to gain access to the ship. This can be done one of two ways. An obvious choice is to climb the bulkhead of the ship to reach the main deck. This requires a Climb skill check DC 15, a task made easier by the presence of numerous holes and dents in the ship's hull that can serve as improvised handholds. Due to the slime and seaweed covering the deck, all Balance and Tumble skill checks made on the main deck suffer a -5 circumstance penalty.

The other way into the ship is through the hole in the side of the ship. This requires no Climb skill check to enter. This entrance opens into the *Pride of Istar's* cargo hold. The same phosphorescent kelp that covers the outside also clings to the inside. It provides little in the way of illumination.

Pride of Istar: Caravel; Colossal vehicle; Seaworthiness +4; Ship handling +2; Speed wind x 30 ft.; Overall AC -3; Hull sections 24 (sink 6 sections); Section hp 80 (hardness 5); Section AC 3; Rigging Sections 3; Rigging hp 80 (hardness 0), AC 1; Ram 4d6; Mouts 2 light and 1 heavy; Space 60 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); Complement 30; Watch 7; Cargo 120 tons (Speed wind x 15 ft. if 60 tons or more); Cost 10,000 stl.

Note: At one time we had a map of the *Pride of Istar*; however, I think it has been lost to the four winds. Use the caravel from Stormwrack as a substitute map or if you do not have that supplement; here is a link to a map of the [Caravel](#) from WotC's Map-of-the-Week feature.

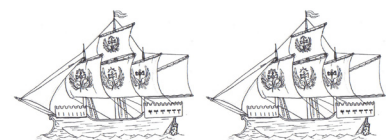
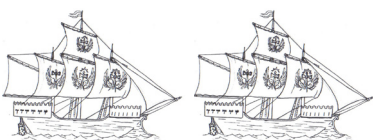
Aboard the Ship

POI 1 Quarterdeck

The quarterdeck is a raised, open deck at the stern. The ship's wheel is here, along with a small davit for a ship's boat (which is missing, along with the ship's wheel).

POI 2 Foc's'le Deck (EL 2)

This is a raised, open deck atop the forecastle. On the starboard side is the ship's anchor. Part of the decking of the foc's'le deck has been badly warped by the centuries of submersion under water. Characters that are walking on this deck will cause the wood to break and drop them down into POI 6 Forecastle, dealing 1d6 points of falling damage.



Trap (falling floor): CR 2; N/A; location trigger; no reset; DC Reflex 20 save avoids; multiple targets (first target in each of the two adjacent squares); Search 24; Disable Device N/A

POI 3 Master's Cabin

This is the largest and would have been most comfortable cabin on the ship. However, like the rest of the ship, the cabin is riddled with holes.

POI 4 Wardroom

The captain, officers, and passengers would have taken their meals here. There is little of value here now except some long rotted wood furnishings.

POI 5 Main Deck (EL 2)

This open deck features the rotted catapult and two large companionways that descend to the lower deck. The companionways serve as both stairways (ladders, in nautical parlance) and cargo hatches, but also allow access to the quarterdeck (POI 1) and the foc's'le deck (POI 2). The main deck allows access to the Master's Cabin (POI 3), Wardroom (POI 4), and the Forecastle (POI 6).

The decking along the port side of the main deck has been weakened by its 400 years at the bottom of the sea, characters walking along the port side have a chance to break the decking and fall down 10 ft. into one of the small officer's cabins below (POI 10).

Trap (falling floor): CR 2; N/A; location trigger; no reset; DC Reflex 20 save avoids; multiple targets (first target in each of the two adjacent squares); Search 24; Disable Device N/A.

Mercenary Encounter (EL 4)

A small company of mercenaries has been paid to locate and retrieve the Righteous Heart. They were not informed of the exact nature of the Heart. The characters can make a Listen skill check DC 18 to hear the mercenaries talking and moving about, but can't make out exact words. Any character that beats the Listen DC by 10 or more, hears the following.

"With the money we were paid to find this thing, and any other loot we get from this here ship, we'll have drink money for weeks!"

Should the characters be making a lot of noise (such as crashing through the partially rotted decks), the mercenaries can make a Listen skill check DC 18 to become aware of the characters presence.

As the characters approach the *Pride of Istar* allow them to make Spot checks (DC 18) to spot the mercenaries rowboat. This should be a very solid clue that someone else is aboard the ship. They characters should make Hide checks to avoid being spotted by the approaching mercenaries, and they gain a +2 circumstance bonus to the roll. The mercenaries are complacent that no one else is aboard.

From your vantage point, you can see three figures on the main deck of the ship. The three look to be humans, although the largest of them, a bald man with a sword strapped to his back, could well be almost 7-feet in height. You hear a deep voice say "Let's get this gem and get out of here before this thing falls apart on us. You two go down the stairs there and look for it." They look around the hold; turning as they do so, allowing you to see the emblazoned Death Lily on each of their chests.

If the characters don't attack the mercenaries as they enter the hold (for example, due to them being in a different part of the ship), they can hear the mercenaries moving about in the hold (Listen DC 12). The mercenaries use hand signals to communicate to each other. Characters that are hidden within the hold may make an Intelligence check DC 10 to work out what the hand signals mean.

Mercenaries (2): 11 hp; see Appendix page 13.

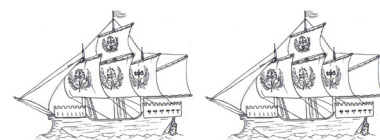
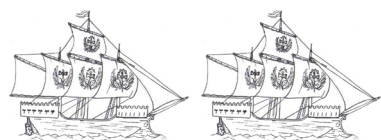
Karasch 'Bonehead' Knar-Thon: 30 hp; see Appendix page 13.

Tactics: If the characters gain surprise, Karasch will draw his sword and charge any obvious-looking spellcaster, using his Power Attack feat to bring them down quickly. His allies will take cover behind whatever debris or materials are in the hold, taking out their crossbows and attacking any characters that have not engaged in melee. If characters approach them; they drop their crossbows and draw their swords.

If the mercenaries gained surprise, combat works exactly as above, except that Karasch throws a thunderstone at an obvious spellcaster in the surprise round.

Treasure: Only what they have on them.

Development 1: If the DM wishes, he might put the mercenaries in the lower hold with the ghagglers instead of having the heroes encounter them on the deck. This could lead to a temporary truce as the heroes and mercs work together to battle the larger threat of the ghagglers. Once the battle is over though the mercs will likely turn on the heroes. If fighting does not immediately erupt then the mercenaries will be encountered again either just before, the heroes discover the righteous heart or soon after. This could prove troublesome when the ship begins to sink.



Development 2: If any of the mercenaries are taken alive and questioned (treat as hostile for the purposes of Diplomacy or Intimidate skill checks), they only know that they were hired by a dark-cloaked man to find and return a jewelled heart from the wrecked ship and then to return with it to Tarsis. The man wore a hood to obscure his face. When they have done so, they will get the other half of the money owed them when they present the jewelled heart to their contact. They don't know how or why the man directed them to the ship, or how he knew it would be where he said it was all they know is the money was too good to pass up. The only things they know about the man is that he was of a small stature and spoke in a soft voice.

POI 6 Forecastle

Most of the ship's crew once slept here. The bunks have long since rotted away.

POI 7 Galley

Towards the forward part of the lower deck is the ship's galley. It is only noticeable as such due to the shelving and small stove. Otherwise, it is empty.

POI 8 Chain Locker

The ship's anchor chain is stored here. It passes through the hawsepipe in the forecastle up to the foc's'le deck. The anchor chain long ago rusted and sits precariously on the heavily rotted floor of this room.

POI 9 Lower Deck

The stairs from the lower hold (POI 13) allow characters to enter this deck. It served as the first of the cargo hold, as well as the former crew's mess deck. This deck runs for most of the length of the ship, and allows access to the Galley (POI 7), the Chain Locker (POI 8), the officer's cabins (POI 10), and the ship's office (POI 11). Stairs the lower hold locker (POI 13) and the main deck (POI 9).

Treasure: Characters thoroughly searching the lower deck will find 1 thunderstone and badly rusted breastplate armour (treat as normal except armour bonus to AC is +3 instead of the normal +5).

POI 10 Officers' Cabins

These tiny cabins would have been the private rooms of the ship's officers. All of them are empty, save for rotted bunks and debris.

POI 11 Ship's Office (EL 7)

Before you, you can see an ancient set of what once must have been shining, golden plate mail armour and sword, floats in front of a badly water damaged desk. A vague golden glow fills out of the armour, in the absence of a wearer. The armour is patterned with swirling symbols and emblazoned across the breastplate is an upright hammer, wreathed in flames.

This small room, towards the rear of the lower deck, would have held the ship's office, judging by the small bookkeeping table and chest. The creature is a haunt knight, the knightly spectral remains of the knight of the divine hammer whose task it was to guard the Heart of the Righteous on its journey to Tarsis. When the Cataclysm struck and the *Pride of Istar* sank, the knight continued to guard his treasure, even into undeath.

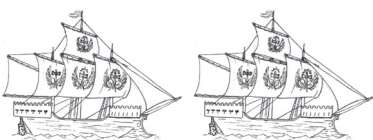
Captain Freamantle, Divine Hammer Haunt Knight (1): 34 hp; see *Revised Bestiary of Krynn*, pg 70, and the Appendix page 15.

Tactics: Captain Freamantle will challenge those that enter the office. He speaks civilly to any characters that approach him with a non-evil alignment. Such characters that are able to understand Istarian or have such spells as *comprehend languages* can understand him.

If any character is an obvious arcane spellcaster (such as wearing monotone colored robes), Captain Freamantle instantly becomes hostile and attacks that character, to the point of ignoring all other characters. Should there be more than one such obvious arcane spellcasting character, he attacks whichever one has dealt him more damage.

Treasure: Apart from the haunt knight of the divine hammer's ancient set of +1 *full plate mail armour*, +1 *heavy shield* and +2 *longsword*, the ship's office also has a chest. The chest once had a superior lock (long since rusted), any character who succeeds on an Open Lock DC 30 skill check manages to open the chest to find it completely dry; an oddity considering the ship has been underwater for nearly 400 years. Inside the chest is found an ornate jeweled heart, the Righteous Heart, and a letter written in a language, not likely spoken by any of the heroes (Istarian).

Development: The haunt knight of the divine hammer can be vanquished with relative ease by the characters, however, unless the characters have access to the 5th level divine spell *hallow*, or succeed in a Knowledge (religion) DC 33 to know that sprinkling the ancient armour with a vial of holy water (and having actually brought some along with them), the haunt knight of the divine hammer will rise again, fully healed at the next time Solinari is full. If Captain Freamantle rejuvenates, he will continue his



mission to find and project the *Righteous Heart* and might be encountered again and again.

POI 12 Sail Locker

This small space, to one side of the lower deck, used to hold the canvas and equipment needed to fix the *Pride's* sails. Now, all it holds are masses of material, long since rotted into mushy pulp.

POI 13 Lower Hold (EL 2)

This is where most of the cargo of the *Pride of Istar* was stowed. Only from this level can one access the Sail Locker (POI 12). Lining either side of the hold are racks, the contents of which can be seen floating in the water covering the floor of the hold. The water is waste deep on a medium character, slowing the maximum movement of the heroes to half speed (15 feet for a medium character, 10 ft for a small one). To one end of the hold area is a set of stairs leading up on to the next deck.

Small or smaller characters can move on the stairs at 1/2 their movement speed without causing the stairs to buckle and break. Medium and Large sized creatures can only move 1/4 their movement speed on the stairs. Creatures with a size greater than Large or multiple creatures of the same size moving on the stairs cause them to break, dropping the characters back into the hold and suffering 1d6 points of falling damage.

Trap (buckling stairs): CR 2; N/A; location trigger; no reset; DC Reflex 20 save avoids; multiple targets (first target in each of the two adjacent squares); Search 24; Disable Device N/A.

Treasure: Characters spending the time in the lower hold to thoroughly search it, find 30 cp. scattered throughout the lower hold. However the heroes must first deal with the ghagglers infesting the hold.

Ghaggler Ambush (EL 5 or 6)

A ghaggler patrol that had been using the *Pride of Istar* as a staging area for raids were surprised to discover their base had risen to the surface. The ghagglers are aware of anyone approaching the ship and have laid an ambush for them should they seek to enter the cargo hold. Two ghagglers have hidden within the hold (Spot DC 10), while another two have re-entered the sea and have swum so as to be underneath the characters as they disembark (Spot DC 20). As the characters enter the hold, they will probably discover the two ghagglers that are hidden within the hold which lurk just under the water.

Ghagglers (4): 16 hp; see *Bestiary of Krynn* pgs 51-52, and the Appendix, pg 13.

Ghurk, Ghaggler Bravo: 35 hp; see *Bestiary of Krynn* pgs 51-52, and the Appendix, pg 13

Tactics: There is one ghaggler for each hero in the party (the four listed above assume a standard party of four player characters) plus the ghaggler bravo. If the mercenaries are also present then increase the number of ghagglers present by 3. Unless the heroes fight back to back, the ghagglers will have the characters essentially flanked. Two of the ghagglers will be armed with nets to entrap the heroes while the other ghagglers move in for the kill.

Treasure: In the water the heroes can locate a locked strong box containing 400 gold pieces which the ghagglers have scavenged from the ship. Each of the gold coins is minted with the image of the last Kingpriest. Gurk has a pouch containing a freshwater pearl (10 stl), and a silver pearl (100 stl), and a sack containing the spoils of a recent raid: 1 dose of oil of bless weapon, and scroll of levitate in a water proof scroll tube. Despite not being able to use these items, Gurk is fiercely protective of the items. On his feet he wears a water-logged pair of *boots of elvenkind*.

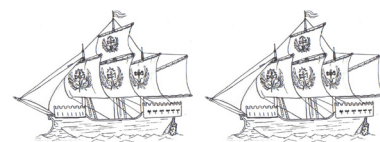
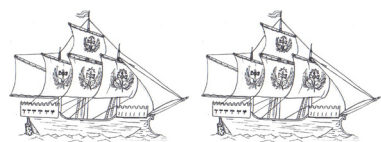
Shortly after the heart is removed from the ship, it will sink back under the waves. The heroes have only a short time to reach their boat, or be forced to swim back. It takes the *Pride of Istar* about 2 minutes to sink. Heroes have that long to get to their boat or find some other means to be back to shore.

Concluding the Adventure

Depending on the events getting to and while on the *Pride of Istar*, the characters have a number of ways to return to shore, remembering that the *Pride of Istar* no doubt will have continued to drift further away from shore:

- ✦ If their rowboat survived they can row.
- ✦ If the mercenaries had time to moor their rowboat, the characters could use that.
- ✦ Swimming
- ✦ If the characters played through the hippocampus pod encounter (above) and made peaceful contact, there is a 60% chance that the pod remains in the area around the ship. The characters could attempt a Diplomacy skill check (treating the hippocampus as friendly) to get the hippocampus to swim the characters to shore.

Back on shore, the heroes are once again greeted by the Dark Knight sentries. Read or paraphrase the following:



"Just a minute there," says one of the sentries. "There are taxes to be paid on anything brought ashore. Salvage carries a higher tax than trade goods." The other sentry just laughs. "So how's about you show us everything you found on board that ship and we'll deduct the appropriate amount of taxes. Gotta keep everything nice and legal."

The dark knight sentries will demand to see anything the heroes found aboard the derelict ship; believing that since they were so generous in disobeying direct orders to let the heroes go out to the ship that they should get a share of the loot.

The heroes can bluff their way out of this situation by claiming all they found was a few gold pieces and making a Bluff check (DC 20). The heroes can increase their chances by again paying the pair another bribe. For each 10 steel pieces offered, the characters get a +1 bonus to their Bluff check. If the Bluff check fails the heroes can try again, but will have to offer a substantially larger bribe to convince the sentries not to report them.

Daken Malvolio: hp 42, see Appendix page 13

Klotho Ottomon: hp 27, see Appendix page 13

Lily Novices (8): hp 12, see Appendix page 13

Tactics: Should the heroes flat out refuse, one of the sentries will ring a nearby fishing bell, calling attention to the heroes. This will rouse the villagers as well as the entire talon of dark knights as the bell is now only rung in times of emergency. The other dark knights will arrive two at a time over the next five rounds.

Development: If the actions of the heroes are brought to light by them refusing to pay the taxes, then Malvolio will be cross with the sentries but will be very interested in the righteous heart and the letter, believing it will mean a transfer out of Rigitt. The sentries will receive several lashes for dereliction of duty. All of the valuables of the heroes will be seized as a fine for illegal salvaging (even if they were items the heroes possessed before the adventure began) and resisting arrest. The heroes will be also jailed for a fortnight, giving Malvolio a two week head start. Malvolio will leave Madam Klotho in charge and insist on personally delivering the items to HQ in Tarsis.

To Be Continued

Assuming the heroes make it past the sentries again, the heroes have in their grasp an artifact lost during the Cataclysm. The only clue they have to what it is, is that a collector awaits it in Tarsis. Also in there possession is a letter which none of them can read. This is not the end

of their journey, merely the beginning. If the heroes don't make it past the sentries they will have to track down Malvolio in Tarsis.

Appendix 1 – Foes & Magic

NPC Statistics

SIR DAKEN MALVOLIO,
GUARDIAN OF THE LILY

CR 6

Male Civilized Human Fighter 5/Lily 1

LE Male Humanoid

Init +0; **Senses** Listen +4, Spot +3

Languages Common, Kharolian

AC 18, touch 10, flat-footed 18

hp 42 (HD)

Fort +7, **Ref** +2, **Will** +2

Spd 30 ft.

Melee masterwork longsword +9 (1d8+5/19-20)

Ranged masterwork light crossbow +4 (1d8/19-20, range inc 80 ft.)

Base Atk +5; **Grp** +8

Atk Option Power Attack

Abilities Str 16, Dex 11, Con 14, Int 10, Wis 10, Cha 12

Feats Alertness, Cleave, Combat Reflexes, Honor Bound, Power Attack, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +2, Jump +2, Intimidate +6, Knowledge (religion) +2, Listen +4, Spot +3

Possessions +1 breastplate, masterwork longsword, heavy steel shield, masterwork light crossbow, case w/10 bolts, spyglass, 2,300 stl

Legionrender was forged by a weaponsmith whose name was forgotten in the aftermath of the Chaos War (he was nullified out of existence). The sword has had many wielders and has slain many members of the Legion of Steel. It was given its name by Daken Malvolio, its current wielder. The sword does not contain any supernatural powers. It is simply a well made sword; no more, no less. It is a masterwork item of renown granting a +2 bonus on the wielders attack roll.

MADAM KLOTHO OTTOMAN,
NIGHT WARRIOR

CR 3

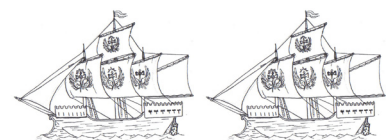
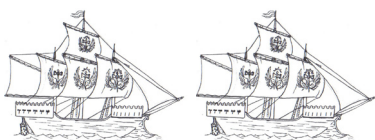
Female Civilized Human Fighter 3

LE Male Humanoid

Init +0; **Senses** Listen +3, Spot +3

Languages Common, Kharolian

AC 17, touch 10, flat-footed 17



hp 27 (HD)

Fort +6, Ref +2, Will +2

Spd 30 ft.

Melee masterwork longsword +6 (1d8+2/19-20)

Ranged masterwork light crossbow +4 (1d8/19-20, range inc 80 ft.)

Base Atk +3; Grp +5

Atk Option Power Attack

Abilities Str 15, Dex 11, Con 14, Int 10, Wis 10, Cha 12

Feats Alertness, Combat Reflexes, Honor Bound, Power Attack, Weapon Focus (longsword),

Skills Climb +2, Jump +2, Intimidate +4, Knowledge (religion) +2, Listen +3, Spot +3

Possessions masterwork breastplate, masterwork longsword, heavy steel shield, masterwork light crossbow, case w/10 bolts, 350 stl

Madam Klotho was gifted with Perfection's Razor by her sponsor when she won her spurs. The sword is not magical, but despite frequent use, the blade resists nicks and stays razor sharp. Klotho keeps the sword in immaculate condition. It is a masterwork item of distinction granting a +1 bonus on the wielders attack rolls.

Klotho will likely not appear in this adventure. If the sentries inform on the heroes she will be one of the first to respond to the bell. If Malvolio leaves Rigitt to deliver the goods, Klotho will be the one administering the player characters punishment. She is very by-the-book and does not give time off for good behaviour.

DARK KNIGHT TALON MEMBER

CR 1

Male Civilized Human Fighter 1

LE Medium Humanoid

Init +1; Senses Listen +1, Spot +1

Languages Common, Kharolian

AC 15, touch 10, flat-footed 15

hp 12 (1 HD)

Fort +4, Ref +1, Will +0

Spd 30 ft

Melee longsword +4 (1d8+2/19-20)

Ranged light crossbow +2 (1d8/19-20, range inc 80 ft)

Base Atk +1; Grp +3

Atk Option Cleave or Power Attack

Combat Gear case w/10 bolts

Abilities Str 15, Dex 12, Con 14, Int 10, Wis 10, Cha 11

Feats Cleave, Power Attack, Weapon Focus

Skills Climb +6, Jump +6, Listen +1, Spot +1

Possessions chain shirt, longsword, light steel shield, light crossbow, case w/ 10 bolts, masterwork manacles, 75 stl

GHAGGLERS (2)

CR 2

LE Medium Humanoid (Aquatic)

Init +2; Senses Darkvision 60 ft., Listen +2, Spot +2

Languages Common, Draconic

AC 16, touch 12, flat-footed 14

hp 16 (3 HD)

Resists fire 10

Fort +2, Ref +5, Will +1

Spd 20 ft., swim 40 ft.

Space 5 ft.; Reach 5 ft.

Attack shortspear +4 melee or ranged(1d6+2) or bite +3 melee (1d4+2+1 acid)

Full Attack shortspear +4 melee or ranged (1d6+2) or bite +3 melee (1d4+2+1 acid) and 2 claws -1 melee (1d3+2)

Ranged Attack net +4 ranged (entanglement, range inc. 10 ft.)

Base Atk +2; Grp +4

Combat Gear

Abilities Str 14, Dex 14, Con 12, Int 11, Wis 11, Cha 7

SA Acid Spit

SQ Darkvision 60 ft., resistance to fire 10

Feats Alertness, Stealthy

Skills Craft (trapmaking) +4, Hide +9, Listen +2, Move Silently +7, Spot +2, Survival +2, Swim +4

Possessions shortspear, net, heavy wooden shield

Acid Spit (Ex) A ghagglers bite deals an extra 1 point of acid damage on a successful attack. 3/day, a ghagglers can spit a stream of caustic acid as a ranged touch attack which deals 1d6 acid damage. This stream has a range of 10 ft., and no range increment. Anyone hit by the stream of acid must succeed at a DC 12 Reflex save or be blinded for 1d6 rounds. The save is Constitution based. A blinded opponent can spend a full found action rinsing his eyes to restore sight, but draws an attack of opportunity to do so.

GHURK, GHAGGLER BRAVO (BOSS)

CR 5

Male Ghagglers Barbarian 3

LE Medium Humanoid (Aquatic)

Init +2; Senses Darkvision 60 ft., Listen +2, Spot +2

Languages Common, Draconic

AC 16, touch 12, flat-footed 14

hp 35 (6 HD)

Resists fire 10

Fort +5, Ref +6, Will +2

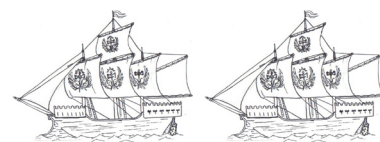
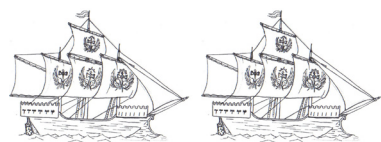
Spd 20 ft., swim 50 ft.

Space 5 ft.; Reach 5 ft.

Attack masterwork trident +4 melee(1d8+2) or bite +3 (1d4+2+1 acid)

Full Attack masterwork trident +4 melee (1d8+2) or bite +3 (1d4+2+1 acid) and 2 claws -1 melee (1d3+2)

Base Atk +5; Grp +7



Combat Gear

Abilities Str 15, Dex 14, Con 12, Int 10, Wis 10, Cha 9

SA Acid Spit

SQ Darkvision 60 ft., resistance to fire 10, Fast Movement, Rage 1/day, Uncanny Dodge, Trap Sense +1

Feats Alertness, Stealthy

Skills Craft (trapmaking) +4, Hide +9, Intimidate +5, Listen +2, Move Silently +12, Spot +2, Survival +2, Swim +4

Possessions masterwork trident, *boots of elvenkind*

Acid Spit (Ex) A ghagglers bite deals an extra 1 point of acid damage on a successful attack. 3/day, a ghagglers can spit a stream of caustic acid as a ranged touch attack which deals 1d6 acid damage. This stream has a range of 10 ft., and no range increment. Anyone hit by the stream of acid must succeed at a DC 12 Reflex save or be blinded for 1d6 rounds. The save is Constitution based. A blinded opponent can spend a full round action rinsing his eyes to restore sight, but draws an attack of opportunity to do so.

Ghurk's Fork was recovered by Ghurk while exploring the graveyard of ships in Ice Mountain Bay. Nothing is known about the weapon and it has never displayed any supernatural powers. It is exceptionally well balanced. The trident is a masterwork item of distinction granting a +1 to the wielder's attack rolls

Mercenaries

CR 1/2

Male Civilized Human War 1

CN Medium humanoid (human)

Init +0; **Senses**

Languages Common, Abanasinian

AC 12, touch 10, flat-footed 12

hp 13 (2 HD)

Fort +3, **Ref** +0, **Will** -1

Spd 30 ft.

Melee longsword +2 (1d8+1/19-20) or

Ranged light crossbow (1d6+1/x3)

Base Atk +1; **Grp** +2

Abilities Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8

Feats toughness, weapon focus (longsword)

Skills Climb +3, Hide +1, Jump +3, Move Silently +1, Ride +3

Possessions longsword, light crossbow, case w/ 10 crossbow bolts, black leather armor embossed with death lily, 14 steel pieces each

These mercenaries serve under Karasch in the Dark Knight Auxillary. One of them stutters and the other has a lisp. These two don't ask questions, they just do as they are told. They are not above making a few extra bucks and when

they were paid to retrieve the Righteous Heart, it was an offer too good to refuse

KARASCH "BONEHEAD" KNAR-THON

CR 3

Male Half-Ogre Ftr 3

LE Medium humanoid

Init +1; **Senses** Low-light vision, Listen +2

Languages Common, Kothian

AC 16, touch 12, flat-footed 15

hp 30 (3 HD)

Fort +6, **Ref** +2, **Will** +2

Spd 30 ft

Melee +1 bastard sword, +9 (1d10+8/19-20) or

Ranged thunderstone, +4 (DC 15 Fort save or deafened 1 hour)

Base Atk +3; **Grp** +8

Atk Option Cleave, Power Attack

Combat Gear thunderstones (5)

Abilities Str 20, Dex 12, Con 17, Int 10, Wis 12, Cha 6

SQ Half-Ogre Traits

Feats Cleave, Power Attack

Skills Climb +8, Hide +2, Jump +8, Listen +2, Move Silently +2

Possessions +1 bastard sword, chain shirt, padded leather pouch with 5 thunderstones, black leather tunic with embossed death lily, 65 stl

Bonehead has only recently come into possession of his sword. He knows nothing of its history, nor has he given it a name. It is an item of distinction which grants a +1 on Boneheads attack rolls with it.

CAPTAIN FREAMANTLE, KNIGHT HAUNT OF THE DIVINE HAMMER

CR 7

Male human knight haunt

LG medium undead

Init +1; **Senses** Darkvision 60 ft., Listen +3

Languages Istarian

AC 25, touch 13, flat-footed 24

hp 54 (8d12 HD)

Fort +2, **Ref** +3, **Will** +9

Spd 20 ft, fly 20 ft.

Melee +2 longsword, +9 (1d8+4/19-20) or

Base Atk +4; **Grp** +6

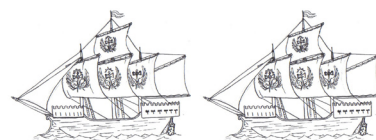
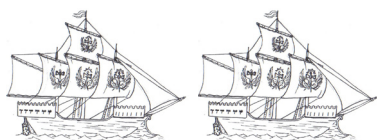
Spell-Like Abilities (CL 8th) *At will* – detect chaos, detect evil detect magic

Combat Gear

Abilities Str 15, Dex 13, Con - , Int 6, Wis 17, Cha 15

SA Horrific appearance

SQ Damage Reduction 5/adamantine, rejuvenation, spell-like abilities, spell resistance 14, +2 turn resistance, undead traits



Feats Honor Bound, Mounted Combat, Weapon Focus (longsword)

Skills Knowledge (nobility) +1, Knowledge (religion) +9, Move Silently +9, Ride +5

Possessions +2 longsword, +1 full plate, +1 heavy steel shield, protects the *Righteous Heart*.

Iedribo, also called *Fidelity* in common is said to have been given to Captain Freamantle by none other than the Kingpriest, Beldinas Pilofiro himself in return for his tireless defence of the Faithful. Legends has it the Kingpriest laid his hand upon the blade and blessed it proclaiming that as long as the blade was wielded by a man of faith it would never fail. *Iedribo* was lost when the Pride of Istar sank. It is a longsword of elegant design with a pearl hilt. It provides a +2 bonus to its wielder's attack and damage rolls and as long as the wielder has faith in himself or his cause the sword can never be sundered.

New Magic Item

NEW MAGIC ITEM: THE RIGHTEOUS HEART

The Righteous Heart is a head-sized multifaceted diamond with what appears to be a heart-shaped ruby inside. This heart glows and pulses to an unknown beat. It contains the pure spirit of a Knight of the Divine Hammer willingly sacrificed in service to the Kingpriest. It is the spirit of this sacrifice that causes the ruby to pulse and glow. The spirit within is not capable of verbally communicating with the bearer, but may provide empathic impressions. The Righteous Heart is intended to be used to power a massive construct called the Udenso, or the Collosus of Istar. What if any other powers the Righteous Heart possesses has been lost to history.

Appendix II: True20 Conversion

What follows are conversions of the stats for the characters and monsters encountered in Finding the Heart.

Roles

In True20 there are only three heroic roles. They are the Adept (magic user), Expert (skilled character), and the Warrior (soldier). Monsters do not have HD instead they have levels in their type, such as the Ghagglers below which have 3 levels in Humanoid (aquatic reptilian)

Skills

In True20 several skills have been rolled into other skill; such as Listen and Spot which have been rolled into Notice and Hide and Move Silently which have been rolled into Stealth. In the text of the adventure when called on to make either a Listen or Spot check; you will instead make a Notice check. When a Hide or Move Silently check is called for, use Stealth instead. You may also notice that some of the skill names have changed such as Knowledge (religion) which is Knowledge (theology) in True20. These skills are pretty much the same as they are in d20.

In converting the adventure for use with the True20 system you may notice that the character has more skill points than its d20 equivalent. This is due to the differing amount of skill points and feats a character gains in True20 as opposed to d20.

Feats

Many d20 feats such as Alertness and Nimble Fingers are handled in True20 by either the Talented feat or with Skill Focus. Talented gives a +2 bonus to two related skills, such as Notice and Stealth. Skill Focus gives a +3 bonus to one skill such as Notice, which simulates the Alertness feat with a slightly better payoff.

Hit Points

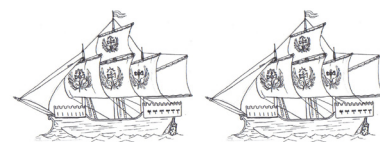
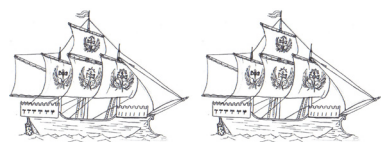
True20 does not use hit points. Instead it uses a Toughness save mechanic which functions just like the Fortitude save in d20; except in this case it is attempting to shrug off wounds. A series of conditions determine the health of the character from unharmed, to disabled, to unconscious to dying.

Conviction

True20 uses an action point system called Conviction which allows heroes to do amazing things like shrug off wounds that would kill a lesser man, gain a use of a supernatural power they don't have, but desperately need, or re-roll a botched attack. This pool of points is refilled by playing to one's virtue and vice. Virtue is a character's good qualities, while his vice is a bad quality. Either of them can be played to regain Conviction.

Minions

You will notice that several of the entries below have been marked as minions. Minions are relatively minor characters in the story. They do not possess Conviction no matter how many levels they have and they cannot score a critical hit against non-minions. Also they suffer maximum damage from a failed Toughness save meaning they only



have three damage conditions: unharmed, unconscious, or dead.

SIR DAKEN MALVOLIO, GUARDIAN OF THE LILY

Male human Warrior 6

Medium humanoid (human)

Init +1; **Senses** Notice +4

Conviction 5; **Virtue**: Driven, **Vice**: Malicious

Defense

Dodge/Parry +10/+9

Tough +6, **Fort** +7, **Ref** +3, **Will** +2

Offense

Spd 30 ft.

Attack *Legionrender*, masterwork sword of renown (+2) +9 attack (+7 damage, crit 19-20/+3, slashing) or masterwork light crossbow +8 attack (+2 damage, 19-20/+3 critical, range inc. 80 ft., piercing)

Special Attacks All-Out Attack, Cleave, Sneak Attack

Statistics

Str +3, **Dex** +1, **Con** +2, **Int** +0, **Wis** +0, **Cha** +1

Base Combat Bonus +6 ; **Grp** +9

Feats All-Out Attack, Armor Training (light), Armor Training (heavy), Attack Focus (longsword), Attack Specialization (longsword), Cleave, Dedicated (The Blood Oath - "Submit or Die!"), Shield Training, Sneak Attack (+2), Weapon Training,

Skills Climb 7 (+10), Diplomacy 5 (+6), Jump 7 (+10), Intimidate 8 (+9), Knowledge (theology) 4 (+4), Notice 4 (+4), Ride 6 (+7)

Languages Common, Kharolian

Combat Gear masterwork breastplate, masterwork sword, masterwork light crossbow, large steel shield, case w/10 bolts.

Other Gear spyglass

Wealth +12 (Affluent); **Reputation** +1

MADAM KLOTHO OTTOMAN,

NIGHT WARRIOR OF THE LILY

Female human Warrior 3

Medium humanoid (human)

Init +0; **Senses** Notice +7

Conviction 4; **Virtue**: Scrupulous; **Vice**: Meticulous

Defense

Dodge/Parry +6/+5

Tough +6, **Fort** +5, **Ref** +1, **Will** +1

Offense

Spd 30 ft.

Attack *Perfection's Razor*, masterwork sword of distinction (+1) +4 attack (+5 damage, crit 19-20/+3, slashing) or masterwork light crossbow +4 attack (+2 damage, 19-20/+3 critical, range inc. 80 ft., piercing)

Statistics

Str +2, **Dex** +0, **Con** +2, **Int** +1, **Wis** +0, **Cha** +1

Base Combat Bonus +3 ; **Grp** +5

Feats Armor Training (light), Armor Training (heavy, Attack Focus (sword), Dedicated (Blood Oath - "Submit or Die!"), Shield Training, Weapon Training, Skill Focus (Notice)

Skills Climb 4 (+6), Jump 4 (+6), Diplomacy 3 (+4), Intimidate 2 (+3), Knowledge (civics) 3 (+4), Knowledge (theology) 4 (+5), Notice 4 (+7), Ride 4 (+4)

Languages Common, Kharolian

Combat Gear Masterwork breastplate, masterwork sword, masterwork light crossbow, large steel shield, case w/10 bolts.

Wealth +7 (middle class); **Reputation** +1

LILY NOVICES (MINIONS)

Male human Warrior 1

Medium humanoid (human)

Init +1; **Senses** Notice +4

Defense

Dodge/Parry +3/+3

Tough +5, **Fort** +4, **Ref** +1, **Will** +0

Offense

Spd 30 ft.

Attack sword +3 attack (+5 damage, slashing) or light crossbow +3 attack (+2 damage, range inc. 80 ft., piercing)

Statistics

Str +2, **Dex** +1, **Con** +2, **Int** +0, **Wis** +0, **Cha** +1

Base Combat Bonus +1; **Grp** +3

Feats Armor Training (light), Armor Training (heavy), Dedicated (Blood Oath - "Submit or Die!"), Shield Training, Weapon Training

Skills Climb 4 (+6), Jump 4 (+6), Knowledge (theology) 4 (+4), Notice 4 (+0), Ride 4 (+5)

Languages Common, Kharolian

Combat Gear chainmail, sword, light steel shield, light crossbow, case w/10 bolts

Wealth +5 (Middle Class); **Reputation** +0

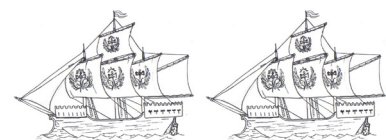
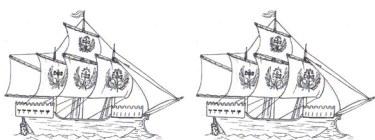
The virtue and vice listed above applies only to the two novices guarding the dock. Feel free to substitute other virtues and vices for any other novices encountered by the heroes.

GHAGGLERS (MINIONS)

3rd level Humanoid (aquatic reptilian)

Medium

Init +2; **Senses** Darkvision 60 ft., Notice +2



Defense

Dodge/Parry +4/+4

Tough +3, **Fort** +2, **Ref** +5, **Will** +1

Resists Fire 4

Offense

Spd 20 ft., swim 40 ft.

Attack spear +4 attack (+5 damage, range inc. 20 ft., piercing), or net +4 attack (entangle, range inc. 10 ft.), or bite +4 attack (+3 damage+1 acid, piercing), or claw +4 attack (+2 damage, piercing and slashing)

Special Attacks Acid Spit

Statistics

Str +2, **Dex** +2, **Con** +1, **Int** +0, **Wis** +0, **Cha** -2

Base Combat Bonus +2; **Grp** +4

Feats Skill Focus (Craft –trapmaking), Talented (Notice and Stealth)

Skills Craft (trapmaking) 4 (+9), Notice 0 (+2), Stealth 2 (+6), Survival 2 (+2), Swim 4 (+6)

Languages Common, Draconic

SQ Darkvision 60 ft., Resist fire 4

Wealth +0

Special

Acid Spit a ghagglers bite deals an extra 1 point of acid damage on a successful attack. 3/day, a ghagglers can spit a stream of caustic acid as a ranged touch attack which deals +2 acid damage. This stream has a range of 10 ft., and no range increment. Anyone hit by the stream of acid must succeed at a Difficulty 12 Reflex save or be blinded for 3 rounds. The save is Constitution based. A blinded opponent can spend a full found action rinsing his eyes to restore sight, but draws an attack of opportunity to do so

GHURK, GHAGGLER BRAVO

Male humanoid (aquatic reptilian) 3/Warrior 3

Medium

Init +2; **Senses** Darkvision 60 ft., Notice +2

Conviction 4; **Virtue**: Industrious; **Vice**: Manipulative

Defense

Dodge/Parry +7/+8

Tough +3, **Fort** +3, **Ref** +5, **Will** +1

Resists Fire 4

Offense

Spd 30 ft., swim 40 ft.

Attack masterwork trident +8 attack (+6 damage, crit 20/+4 or bite +7 attack (+4 damage+1 acid, piercing), or claw +7 attack (+3 damage, piercing and slashing)

Special Attacks Acid Spit, Rage 1/day

Statistics

Str +3, **Dex** +2, **Con** +1, **Int** +0, **Wis** +0, **Cha** -1

Base Combat Bonus +5; **Grp** +8

Feats Improved Speed, Rage, Skill Focus (Craft –trapmaking), Talented (Notice and Stealth), Uncanny Dodge

Skills Craft (trapmaking) 4 (+9), Intimidate 9 (+8), Notice 0 (+2), Stealth 5 (+14), Survival 2 (+2), Swim 4 (+6)

Languages Common, Draconic

SQ Darkvision 60 ft., Resist fire 10,

Combat Gear Ghurk's Fork, masterwork trident of distinction (+1), boots of elvenkind (supernatural boots giving a +5 bonus on Stealth checks)

Wealth +10 (Middle Class); **Reputation** +1

Acid Spit a ghagglers bite deals an extra 1 point of acid damage on a successful attack. 3/day, a ghagglers can spit a stream of caustic acid as a ranged touch attack which deals +2 acid damage. This stream has a range of 10 ft., and no range increment. Anyone hit by the stream of acid must succeed at a Difficulty 12 Reflex save or be blinded for 3 rounds. The save is Constitution based. A blinded opponent can spend a full found action rinsing his eyes to restore sight, but draws an attack of opportunity to do so

Rage stats: **Str** +5, +5 **Fort**, +3 **Will**, **Dodge/Parry** +5/+8, lasts 5 rounds.

MERCENARIES (MINIONS)

Male human Warrior 1

Medium humanoid (human)

Init +0; **Senses** Notice -1

Defense

Dodge/Parry +1/+2

Tough +3, **Fort** +2, **Ref** +0, **Will** -1

Offense

Spd 30 ft.

Attack sword +2 attack (+4 damage, slashing) or light crossbow +1 attack (+2 damage, range inc. 80 ft., piercing)

Statistics

Str +1, **Dex** +0, **Con** +1, **Int** +0, **Wis** -1, **Cha** -1

Base Combat Bonus +1; **Grp** +2

Feats Armor Training (light), Tough, Weapon Focus (sword), Weapon Training

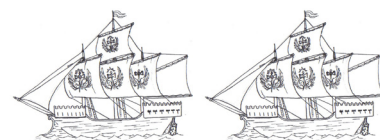
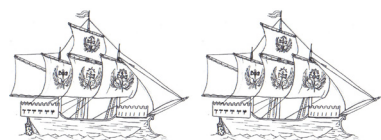
Skills Climb 4 (+5), Jump 4 (+5), Ride 4 (+4), Stealth 4 (+4)

Languages Common, Abanasinian

Combat Gear leather armor, sword, light crossbow, case w/ 10 bolts.

Other Gear black leather tunic with embossed death lily

Wealth +4 (Struggling); **Reputation** +0



KARASCH "BONEHEAD" KNAR-THON

Male half-ogre Warrior 3

Medium humanoid (half-ogre)

Init +1; **Senses** Night Vision

Conviction 4; **Virtue** ; **Vice**:

Defenses

Dodge/Parry +4/+8

Tough +7, **Fort** +3, **Ref** +1, **Will** +1

Offense

Spd 30 ft.

Attack bastard sword of distinction (+1) +5 attack (+9 damage, crit 19-20/+3, slashing) or thunderstone (5) +4 attack (Difficulty 15 Fort save or be deafened one hour, range inc. 20 ft)

Special Attacks All-Out Attack, Cleave, Stunning Attack

Statistics

Str +5, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** -2

Base Combat Bonus +3; **Grp** +8

Feats All-Out Attack, Armor Training (light), Armor Training (heavy), Cleave, Night Vision, Tough, Stunning Attack, Weapon Training,

Skills Climb 6 (+11), Jump 6 (+11), Notice 6 (+7), Stealth 6 (+7)

Languages Common, Kothian

Combat Gear chainmail,

Other Gear padded leather pouch with 5 thunderstones, black leather tunic with embossed death lily,

Wealth +6 (Middle Class); **Reputation** +1

CAPTAIN FREAMANTLE,

KNIGHT HAUNT OF THE DIVINE HAMMER

Male human Undead 8

Medium Undead

Init +1; **Senses** Darkvision 60 ft. Notice +3

Defense

Dodge/Parry +6/+8

Tough +10, **Fort** +2, **Ref** +3, **Will** +9

Resists Damage reduction 1/Adamantine, Supernatural Resistance 14

Immune all mind-influencing effects, poison, sleep effects, paralysis, stunning, disease and death effects, critical hits, non-lethal damage or ability drain, damage to its physical abilities, as well as to fatigue and exhaustion effects, any effect requiring a Fortitude save (unless the effect also works on objects or is harmless).

Offense

Spd 20 ft., Fly 20 ft.

Attack *Iedribo* (Fidelity) supernatural sword of renown (+2) +7 attack (+7 damage, crit 19-20/+3, slashing)

Special Attacks Horrific appearance

Powers (8 ranks, Wis, save difficulty 17) Heart Reading +11, and Second Sight +11

Statistics

Str +2, **Dex** +1, **Con** -, **Int** -2, **Wis** +3, **Cha** +2

Base Combat Bonus +4; **Grp** +6

Feats Armor Training (light), Armor Training (heavy), Dedicated (Istar), Mounted Combat, Shield Training, Weapon Focus (sword), Weapon Training,

Skills Knowledge (supernatural) 11 (+9), Knowledge (civics) 8 (+6), Knowledge (theology) 11 (+9), Ride 7 (+8), Stealth 7 (+8)

Languages Istarian

SQ Damage reduction 1/Adamantine, rejuvenation, powers (2), supernatural resistance 14, undead traits

Combat Gear supernatural full plate of distinction (+1), supernatural large steel shield of distinction (+1), Iedribo (Fidelity) supernatural sword of renown (+2)

Special

Horrific Appearance: Any living creature within 60 feet that sees the knight haunt must succeed on a Fortitude save or immediately take 1 point of damage to all physical abilities. A creature that successfully saves against this effect cannot be affected by the same knight haunts horrific appearance for 24 hours

Rejuvenation: A knight haunt that is destroyed will usually reform itself at the rise of the next full moon that corresponds to its nature. Knight haunts aligned with their virtues (Knights of Solamnia) will rejuvenate during Solinari's full phase. Knight haunts aligned with their vices (Knights of Neraka) reform during Nuitari's full phase. Knight haunts aligned with neither their virtue of their vice (Legion of Steel) reform during Lunitai's full phase. Knight haunts whose weapons or armor have been taken may attempt to manifest within the armor with a Difficulty 16 level check (d20+level). If the armor is being worn by another person it immediately falls apart and reforms around the knight haunt. If its weapon or shield is being wielded, then the knight haunt can attempt to wrest them away with a successful Charisma check opposed by the bearer's strength

Pouring holy water on the armor or using the Bless supernatural power on the site on which the knight haunt was killed frees the knight from its undeath and allows it to pass through the Gate of Souls.

Iedribo, supernatural sword of renown

Grant a +2 bonus to the bearer's attack rolls and allows the bearer to use the following feats with which it is imbued: Attack Specialization (*Iedribo*), Greater Attack Specialization (*Iedribo*), and Supernatural Weapon

