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ORGANIZATION AND PREPARATION

This module is divided into three sections. Each section details one of the three Sea Towns, with major points of interest, powerful or relevant inhabitants, and maps included. The DM should remember that all three town's borders mingle with each other, so that all three cities are very much one large city complex. Several appendices join the text with notes on new monsters and magic items.

As the adventure setting is designed for higher level parties, it may prove difficult for some DM's to integrate *The Heart of Glass* module into their ongoing games. The presence of a Rogue would make any problem much easier. Here are some other suggestions as well.

Home Grown or Other Campaign

1 Michael Bagleton, now that he has discovered that there is a greater power behind the guild, seeks to gain outside help in his war on the NachtKrichen. When the party arrives, he or one of his associates recognize them as tough adventurers and he hires them to investigate the enemy. He will only pay bottom dollar, and would prefer to enlist the party for treasure share only. The DM should determine a fair amount to be paid. He is a big gambler and plays the dice game Eisenaugen, "Iron eyes," all the time. He may even attempt to win their aid in a game of chance.

2 Gotar Hjorleif, a Gnome Rogue, who takes up residence in the Iron Tap (page 22), is also seeking allies to aid them in the war. His great fears are of the Crna Ruk, and he will actively seek to involve the players involved, offering substantial rewards from the Gnome community.

3 Someone in the party has come across knowledge of the *Heart of Glass* and its location in the Sea Towns. They must travel to the cities to find its exact location, and while there

the NachtKrichen attempt to rob the party. In this way they will be inadvertently drawn into the complex of battles of the Underclass War.

4 If a cleric is present, the DM can instruct him/her that the church has discovered signs that an infestation of very powerful undead creatures have established a stronghold in the Sea Towns. The character must gather his group together and investigate the rumors. If they find them to be true, they are instructed to wipe out the infestation. It would be helpful for the DM to drop a church of the specific deity in one of the towns, probably Caphryna.

The World of Erde

1 Ie-blond, long time veteran of the Winter Dark Wars, contacts the party and asks them for aid. She explains that she is in fact an agent for the Mystic Enclave trying to discover the power of the Crna Ruk Assassins in the Sea Towns. She suspects that their headquarters are, in fact, in the neighborhood called the Rapture, and implores the party to aid her and Michael in uncovering them and driving off the NachtKrichen. She can reward them in both magic and gold.

2 The Empress of Outremere (to the east) has long felt the suffering of the people of Rleuland, for they strove to join her Empire and suffered greatly for the failure. This has made her an implacable foe of the United Kingdoms. The Sea Towns offer her spies easy access to the Principate, and she does not wish to see the area unified under one thieves guild. She instructs or hires the party to go there and disrupt whatever powers are striving to unify the three towns. The trip to Ihlsa should be made quickly and without event.

There are many other avenues a DM may take and they should not be restricted to those mentioned above. The World of Erde offers hosts of reasons, from the struggle between the minions of Unklar and the Young Kingdoms, to the sea voyage that lands the characters in Ihlsa. The DM should remember that this is an adventure setting and



Suggested statistics for the Sea of Towns of Ihlsa

Total Population: 70,000

Human: 58,000 +/-

Orc: 7,000

Gnome: 2400 (Hjorleif clan)

Halfling: 1100 (The Unmark Clan dominates)

Dwarf: 500 +/-

Elf: 100 +/-

Goblin: 120 +/-

Government: Governess-General, Her Ladyship, Heleen Nolthenius.

Military: There is no standing army, nor any militia in the Sea Towns. The Governess has a body of several hundred soldiers who guard and protect her and the palace. The rest of the town is controlled by local interests, guilds, orders, and communities. Of special note are the Orcs and Gnomes. The Orcs, many are Hlobane Orcs, can raise 1000 soldiers equipped with scale, shield, sword and helm and 200 archers equipped with short bows and leather. 200 of the 1000 are Hlobane. All the Orcs are loyal to the Prince first, then the Governess. The Gnomes can field 700 armored troops. Of these, 60 are Flintlockers (carrying muskets).* All wear chainmail shirts, carry small shields and wield swords, axes, crowbills (warhammer) or similar weapons.

Economy: For Erde, the Sea Towns are a Tier IV economy. In general play, Tier IV encompasses the availability of speciality and rare items such as artwork, gold, finely smithed goods, tapestries, rare animals, books and paper, and large items such as ships, wagons or elaborate stonework. These valuable items fetch quite a sum, usually being made to order. Vast sums of wealth may be exchanged for these items, and of course, begat high taxation. Taxes on these items are almost exclusively paid in coin.

In Tier IV areas, adventurers will find all weapons, armors, gear, mounts, special items and siege weapons (limited here).

Religion: Any but Lawful Good. Almost all major religions are represented in the Sea Towns with a predominate number of people paying homage to the Horned God.

Languages: Vulgate (Common), Orc, Gnome, Halfling and Old Imperial. This last is restricted to the older aristocratic families living in Nochi and Capyrhna, with the vast majority of people speaking the Vulgate tongue.

Major Guilds**:

Crna Ruk (Assassin/Priests): see Appendix below.

Cult of the Sword (Fighters): This is a loosely organized guild of mercenaries, soldiers, fighters and rangers. It is understood that anyone who possesses the tattoo of the gladius on their left upper arm can refuse to fight a fellow guild member without losing face or honor. This has made the guild more powerful in areas like the Sea Towns where mercenaries are heavily employed. It has no real structure or government.

Lothian Clerics: An order of Clerics dedicated to aiding the needy and downtrodden. The Lothian House is one of the few safe refuges in the Sea Towns. The Abbot has no designs on power or any desires to become involved in the internal struggles of the local factions. His sole desire is to aid the needy.

Monastic Order of Umbra: This is a small order of clerics devoted to the Paths of Umbra and the return of the horned god. They are all Lawful Evil, devoting themselves to study and contemplation. Their monastery is reputed to be a place of great knowledge.


NachtKrichen: see below.

Paths of Umbra (Wizard/Priests): Members of this order include lawful evil sorcerers, wizards, clerics or multi-classed combinations. The "Umbrians" are a Lawful Evil/Neutral guild who pay homage to the horned god, Unklar, and desire the return of the age of evil (Winterdark). The guild possesses a clearly defined structure and hierarchy. They have close ties with the Prince of the United Kingdoms and their sister guild the Crna Ruk.

Rat's Den (Freetraders): see below.

* If firearms are not permitted in your local game, the Flintlocks should be replaced with Heavy Crossbows.

** Further details on these guilds can be seen in "The Codex of Erde" as published by Troll Lord Games.



anything goes. The characters may want to steel the *Heart of Glass* for themselves, or Malcom may already have it in his possession. The DM should be limited only her imagination.

Note: There are several encounter areas spaced throughout the module. These are designed for the DM to use when and if the characters come across them or are propelled into them. They can serve as relief from a game top heavy in roleplaying, and in some instances, offer clues to the overall placement of the *Heart of Glass*. These are labeled by the name of the encounter and the corresponding designator key on the map.

Unless otherwise noted in this adventure, all common doors have the following statistics:

Wooden Door: 1" thick; Hrd 5; hp 2; AC 5; Brk DC 16.

There are three city-states in Ihlsa; Ra-veen, Nochi and Caphryna. These mingle with a host of neighborhoods, districts, small townships and villages, coming together in one large urban conglomeration commonly referred to as the "Sea Towns" or the "Three Cities."

The Sea Towns are crowded, inhabiting a relatively small region. The populations are largely human, but there are many orcs (mostly Hlobane), and some dwarves and gnomes. These latter make up the largest demi-human population in the Sea Towns, almost an entire clan being represented in the town of Ra-veen. There are a few Halflings who travel to and from the townships. These are generally migratory bands who serve the hinterlands by carrying goods to and from the coast. These are a dour lot of folk, traveling in their huge wagons that serve as laagers in time of need. Elves are few and far between in the Sea Towns, for those folk generally shun the filth of human habitations. Some battle hardened and evil elves, however, do settle or pass through the towns.

*A note for the World of Erde. The Halflings, as is recounted in the Codex of Erde, have long been at war with the minions of the horned god. They have carried the fight into these regions by supplying the revolutionaries of Rleuland with arms, food and other supplies. Frequently these laagers are carrying all manner of contraband, making these Halflings even more tough than the average Halfling of Erde.

Heleen Nolthenius loosely rules Ihlsa as Governness-General. She was recently appointed by the Prince after the previous Governor-General, Erik of Ginsburg, fell out of favor and was put to death. She has little direct authority over the townships, serving more as an intermediary for the Prince and the people. She does exercise a great deal of influence through her wealth. The Governness-General's palace is located in the township of Nochi. She commands a small army of about 40 guardsmen. These serve as her body guard, rather than as any police force in the townships. Though on

occasion they have been used to quell disturbances or arrest people. She can call on a further 200 from the barracks. Her office is represented by the Manticore banner.

Aside from the Governness-General there is little direct government in the cities themselves, only large mercantile oligarchies which control the towns. Each township's ruling elites are detailed below in their respective towns.

The Sea Towns are coastal cities and all possess some type of port facilities. They serve the Principate (The United Kingdoms) as the main conduit for commercial traffic, both land and seaborne, and for human traffic into and out of the Kingdoms. They also serve as havens for the many pirates who plunder the coastal regions of Illumbrian Plains and hound the sea lanes from east to west.

Almost anything that a person could desire can be found in the Sea Towns. Because the pirates are the main source of the trade goods, those goods tend to be a mixed bag. Common items such as hay or rope are mingled with the loot carted off of Crusader Knights, their horses and similar goods. The markets of the Sea Towns are lively places where bartering and haggling is common and expected. "Ten for this, you must be mad!" And so on.

There is a huge community of beggars in the Sea Towns. They are led by the "Maunderers" and are loosely organized into groups who control the begging and garbage in certain neighborhoods. The Maunderers gather whenever necessary in the neighborhood of the Rapture (*page 23*) to elect a leader, the Thegn of Maunder. This is usually a post held for life, though the lives of beggars are frequently shorter than the average. Some of the groups which have a hold in many neighborhoods are the Old Clothes Men, those who travel with carts stealing and trading, and Rufflers, those who pretend to be retired from the Principates' army. The Thegn of Maunder is Michael Bagelton (*page 37*). The DM should allow for the possibility for certain characters to possess the knowledge of the Beggar sign.

On certain encounter areas (*noted below*), beggars have scrawled pictograms on walls near the encounter, depicting what lies ahead. The challenge noted determines the chance the characters have of spotting the sketching. Each character should be given a chance. Those who see it can read it if they have chosen Thieves Cant as a language or skill.

Each of the major towns are detailed in their own sections and the necessary street maps are included. Neighborhoods, areas of interest, NPCs and persons of note are all detailed in their relevant cities. Some areas are left untouched to allow the DM the freedom to expand his/her own game and to integrate his/her own ideas into the overall setting.

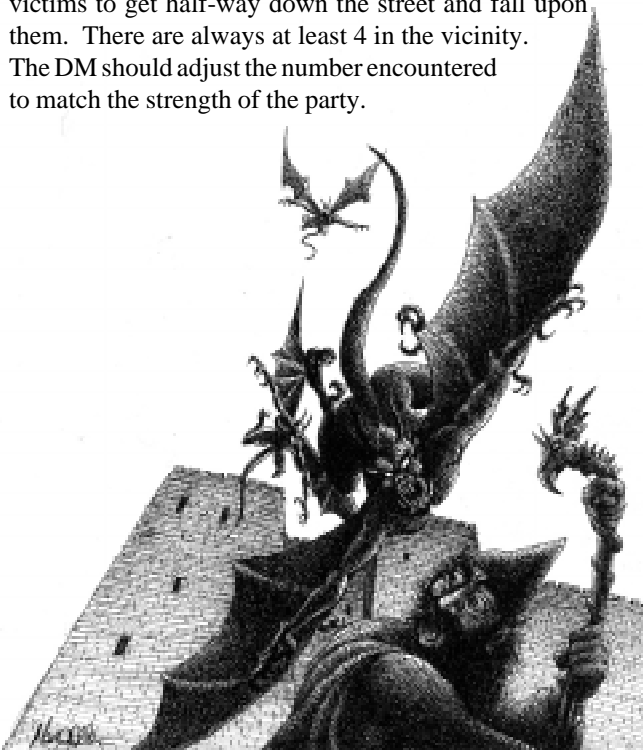
3. THE GARGOYLES OF RAVEEN

This quiet street reflects an abandoned quarter of Raveen. The street is cool. Old buildings, teetering on long neglected foundations loom at you from above. Deep shadows abound. Brick, mortar and stone rubble litters the side streets and alleys, leaving the main thoroughfare the only easy path for travel. The architecture here reflects a time of wealth, when men could afford tall buildings with decorative windows, balconies, statuary and other architectural embellishments. But now the street is silent and dark, and feels altogether evil.



This street has long been deserted, laying on the outskirts of the town. It has been little missed. For that reason a wing of Gargoyles has found it the perfect nesting area. They perch upon the buildings, blending in with the existing statuary, watching the street below. When victims fail to wander down the street, these beastly creatures take flight and hunt throughout the Sea Towns, gathering their food and bringing it back here to feast.

The gargoyles only attack at night. They wait for their victims to get half-way down the street and fall upon them. There are always at least 4 in the vicinity. The DM should adjust the number encountered to match the strength of the party.



A close examination of the area may reveal bones upon the ground (Search DC14). If a character makes it to any roof along the street they find a literal graveyard. Hundreds of victims, many half eaten, litter the roof tops, as do the tattered remains of their equipment and clothes.

Gargoyles (4-16): CR 4; Med. Magical Beast; HD 4d10+16; hp 38; Init +2 (Dex); Spd 45, Fly 75; AC 16 (+2 Dex, +4 natural); Atks 2 claws +6 melee (1d4), bite +4 melee (1d6), gore +4 melee (1d6); Face 5 ft. by 5 ft./5 ft.; SQ: Damage reduction 15/+1, freeze; AL CE; SV Fort +8, Ref +6, Will +1; Str 11, Dex 14, Con 18, Int 6, Wis 11, Cha 7.

Skills: Hide +9, Listen +4, Spot +4; *Feats:* Multi-attack, Weapon Finesse (claw, bite, gore).

Freeze (Ex): A gargoyle can hold itself so still it appears to be a statue. An observer must succeed at a Spot check (DC 20) to notice the gargoyle is really alive.

Treasure: The Gargoyles have little use for treasure, and have not bothered to gather what their victims bore, many of whom were poor and possessed nothing. Several wealthy victims, however, were slain and the characters have a small chance to locate what was left behind. A successful Search Check (DC 25) leads to the body of a fallen merchant (DC 25). Under his bones lies a pouch with 78 pp, a necklace with a sapphire gem worth 1200 gp, and a ring worth 50 gp. On a successful Search Check (DC 30), the character finds the remains of a fallen thief who possessed 20 gp and a set of magical thieves tools. These *Burglar's Needles* grant the user a +1 on Disable Device Checks, or any other action requiring the use of tools.

4-6. THE MARKET DISTRICT FLEETWOOD AND SHAYLA LANE

Most of the shops in Raveen are located on Fleetwood, Shayla Lane and the large Marketplace between them. The shops and stalls that line these two streets occupy the first floor of two and three story tenement houses, warehouses, or the like. At any given time people are leaning out windows, watching the crowd mill by.

During the day, the streets are filled with folk buying, selling, and hawking goods they've stolen in the Sea Towns or abroad. The streets are not wide so the great press of people crowd together, making it a thief's paradise. Added to the confusion are a number of wagons carting goods to and from various shops.

Any goods bought in the Market District should be 10% cheaper than elsewhere, but any item bought there must make a Fortitude saving throw (DC 15) each time it is used to see if it breaks.

One can purchase almost anything needed in the markets. The plethora of pawn shops and trade stores carry all manner of items at bargain prices and line both of the main thoroughfares. Many of these items are poor in quality, if not simply broken, and almost all were had from pirate raids.

"Ull's Trade Goods" is the largest shop in the district. He has a tremendous collection of weapons and armor. Ull is a half-orc and serves the Governess-General as a spy. He is paid well for his services. He is also a double agent for Michael Bagleton and the source of his information in the Market District, including the Three Feathered Cap. Ull's shop is located across the street from the Three Feathered Cap, placed such that Ull can keep a watch on who comes and goes. He believes that the Nachtkirchen are holed up on Gothere Street, which is of course their front (page 19). Also, Ull will sell the keys to Joans' Gate if the characters act as though they may attack the gate captain. Ull is hopeful that someday he can take the lucrative job of Captain of Joan's Gate.

Ull, male half-orc Rog7: CR 7; Med. size; HD 7d6+7; hp 37; Init +8; Spd 30 ft.; AC 17 (+3 armor, +4 Dex); Attack +7 melee (1d6+2, magical shortsword); +9 ranged (1d4+1, dagger); SV: Fort +3, Ref +11, Will +2; SQ: Sneak Attack +4d6, Evasion, Uncanny dodge (can't be flanked); AL NE; Str 13, Dex 18, Con 13, Int 13, Wis 10, Cha 7.

Skills: Appraise +6, Bluff +4, Climb +10, Diplomacy +7, Disguise +6, Escape Artist +10, Gather Information +4, Hide +14, Move Silently +14, Open Lock +14, Pickpocket +14, Sense Motive +6; **Feats:** Dodge, Improved Initiative, Lightning Reflexes.

Possessions: +2 padded armor, Dust of Disappearance, potion of vision, +1 short sword. Ull possesses a set of keys to Joan's Gate. He keeps 3100gp in coin, gems and jewels in a safe box in a flour barrel behind the counter. He carries four regular daggers.

7. THREE FEATHERED CAP

This tavern is a large three story building with a brick and wood fronting facing the street. A wooden sign showing a cap sporting three feathers hangs outside. Once you pass beneath the wide door, you are greeted by a warm friendly atmosphere. A thick cloud of smoke hangs in the air, and shouts of laughter and conversation roll over you. All about are buxom barmaids and three thickly muscled barkeeps slinging their master's brew to one person or the next. All manner of folk crowd the place, drinking, talking, eating, and gambling, particularly playing Eisenaugen.

Located on the Main Market Square, at the very end of Shayla Lane, this tavern is well known for its robust beers and its friendly atmosphere. It is owned and operated by Robert Eckert, a young man, retired veteran and pirate, with long hair and a clean face. He's pointedly friendly, turning a blind eye only on those who drink his home-brewed ale.



THEIVES HERE

Though it is possible to get other beers in the Three Feathered Cap, those in the know recommend drinking one of Robert's own brews: Eckert's Dark (ale), Eckert's Pale (ale), and Eckert's Sweet (ale) all cost 1 sp a tankard, and are well worth the cost.

The Three-Feathered Cap has three floors. The first floor is the tavern hall, where folks drink, converse and gamble. The second floor is a restaurant, with tables and chairs, benches and the like for a more quiet repast. The third floor is the brewery and kitchen where the ales are brewed under Robert's strict guidance. A peculiar set of pipes, valves and releases allow the brew to be served via tap behind the bar.

Robert is unaligned in any city squabbles, but he is a close friend of Michael Bagleton. He will recommend the party to him if he deems the party a worthy band of folk. He wishes only for the present battles to stop as they are costing him business.

Despite this, one of his barmaids is a Rogue in the Nachtkirchen. Her name is Tarris and she is a member of "The Guard", that group of thieves in the guild who serve as enforcers. She watches over this area of Ra-veen for the guild. She is half-elven and is unknown to most of the guild. She hides her identity for fear of reprisal against some of the more evil members of the guild (Lanz Thoran, page 24). When necessary she makes contact with Hendrik Grauer (page 24).