

A Dragonlance Short Adventure Contest

Horn of Sargonnas

By Jackdays

(jackdays@hotmail.com)

Era of Play:

This adventure should happen inside one year after War of Souls. More close to the war is more better suited.

Encounter Levels:

Horn of Sargonnas itself is short adventure well suited for six characters of 6th level. Or four well armed (with powerful healing and battle magic) 8th level characters. There is also one NPC to help group.

Background:

There have been stories of Horn of Sargonnas for hundreds of years. It is rumoured that in the Age of Might the God himself blessed powerful priest of Sargonnas. His right horn was given powerful magical properties that enchanted his divine powers. It is said that this priest (who's name is never given – he is only called **The Chosen Horn**) made many powerful miracles (mostly martial). He killed single handedly dragon (even all dragons should have been sleeping in these times). Defended Minotaur village against attack of Ogres and Hill Giants (killing many with his powers). And finally leaded thousands of his people safety from Istarian (or solamnic) army (in somekind of Moses way). Even The Chosen Horn lived in story longer than any minotaur ever, he still finally died and after his dead his body was cremated. But Chosen Horns blessed right Horn was not harmed. So begins story of this blessed powerful artifact: *Horn of Sargonnas*.

It was nice children story and minotaur priests dream until 5th Age of Krynn. There was adventuring party whose last adventure was in the early years of Age of Mortals. During this adventure half of the heroes died and only two shared the treasure. With treasure there was also map and journal. Pirate that believed to have discovered the location of famous Horn of Sargonnas wrote this journal. Map and journal were divided by remaining heroes who said goodbye to each other and went on their own ways. One of these adventurers was human called **Jyluk Stormhagen** (son of Ice Barbarian adventurer). Jyluk fell love with Dargonesti elven and they had half-elf child. So, Jyluk went to take care of his newborn. Other survivor was minotaur called **Gaiuher**. He went back to Mithas to his home. Gaiuher gave the journal and also information about Horn's location to the church of Sargonnas and directly to the High Priest. It was time when clergy was in peril. Mysticism was not yet found and priests didn't have any powers. Somehow journal and information about Horn were cast aside.

So even location of Horn was now known, it took over 30 years until search finally begins...

Adventure Synopsis:

Horn of Sargonnas is located in the Northern Ergoth in the border mountains of Ergoth Empire and Kenderhome (kender nation). In there is small shire of unknown god (maybe Sargonnas, but why here?). Truth is that in this location is now small goblin village (check GM's map below).



Young minotaur priest **Kyrig** discovered location of horn when he by accident found journal brought by Gaiuher when he was searching the books from Sargonnas temple. He left Mithas fast with his good friend **Tossak**, captain of ship and loyal to the emperor **Chot Es-Kalin**. They left during *the Night of Blood* when their families were attacked. So, with loyal crew of Tossak's ship they started journey to Northern Ergoth (if more time has passed it has taken sometime to Kyrig to figure out the exact location of Horn and they may have had couple of adventures during the way). But Kyrig has a plan. He is certain that the Horn can help them to regain enough status and power to return. Tossak is very loyal to Kyrig and believes him. Kyrig has regained his clerical powers now because gods are back.

Among Mina's soldiers there was human skull knight named **Argil Beck**. Argil is young and ambitious knight (but not very honorable – like many Knights of Neraka now days) who became follower of Mina. But he never truly became follower of Takhisis and then god died. Argil uses natural divine powers (mysticism) he learned from other skull knights. During his short stay in Sanction (under Mina's ruling at the end of War of Souls) he was leading group of knights that raided old man named Jyluk Stormhagen's house. Jyluk was helping Legionaire refugees. Even old hero Jyluk was over 70 years old he managed to kill one dark knight and escape with two legionaires. When Argil searched Jyluk's house he found map to the Horns location. He also discovered Jyluk's own journal where found about Horn of Sargonnas. During the attack of good forces at the end of War of Souls Argil led small group of loyal squires of lily away from Sanction. Now he is the commander of this small loyal force. And their mission is locate the Horn before they return to Neraka.

But then there is also one more character: **Roniqualeen "Ronin" Stormhagen**. Young half-human half-Dargonesti and son of hero Jyluk Stormhagen. Past years Ronin has lived among Dargonesti tribe called *Darthalla* (information taken from 5th Age boxed set: *Wings of Fury*) that live close to Dragon Islands. Mighty warrior called **Aquironian** rules this tribe. In there Ronin fell love with Dargonesti woman (sister of Speaker Aquironians wife), but when he asked her hand in marriage Speaker Aquironian gave young half-elf mission to prove himself to the tribe. He must find powerful magical artifact and brought it back to the tribe (little like **Riverwinds** quest). Ronin didn't know what to do first and was desperate, but then he remembered story about minotaur artifact his father knew. What better price would be than minotaur artifact in the hands of Dargonesti. So he started his journey to his father's home in Sanction. After war Ronin finally reached Sanction and located his father who told him about the Horn and lost map. Hot-blooded Ronin was determined to regain that mystical artifact anyway, because he knows the location of horn.

Character Hooks:

Ronin needs help to regain the Horn of Sargonnas. He knows the full story and location of Horn (Northern Ergoth). But there is couple of problems. There is possibility that the dark knights maybe after Horn (and they are) what is one reason why he needs help. Also he doesn't know the PRECISE location only mountain where it should be in Northern Ergoth. So Ronin has already located ship and captain (ship is called *Dragon's Flight* and owned by Sea Barbarian called **Jas Mer-Nor**). Captain Mer-Nor is soon leaving for Northern Ergoth and will take Ronin (and his company) with him (with small payment) to Kender Province. In there Ronin hopes to find guide to help them to the mountain (this would be kender).

Ronin will pay characters with gems. He has large pouch of Pearls (each value of 150stl) hidden away. GM may decide where these are hidden (maybe they are in possession of his father Jyluk in Sanction). With him Ronin keeps small pouch to take care any costs that comes along. For each character he promises 10 pearls and they can also divide all treasure found during adventure and magical items.

Basically Ronin could be searching characters any major port-town/city in the shores of New Sea (and ship *Dragon's Flight* would be there also). But Sanction is best location.

Minotaur Allies:

Kyrig is very intelligent and convincing, but also schemer. He may see characters very useful aid to his quest and if party doesn't attack minotaurs they may even become allies (especially if there are minotaurs among characters). Kyrig will lie that his quest is given by Sargonnas (or Sargas as god is called in Mithas) and that why holy. He will try to use characters anyway he can as cannon fodder. He will promise them also riches if nothing else will do.

Now, Ronin needs the Horn so he may not want to give it up to the minotaurs. This could be problem. Ronin doesn't hate minotaurs that much, but he doesn't like them either. But Kyrig can take care this also very politically. He offers young elf his mighty magical item: *Bracers of Armor (+5)* instead of Horn. But only if party helps them to regain Horn. This Ronin will accept.

But at the end Kyrig will not give them ANYTHING. He will only use characters as long as he sees fit and after that he will order Tossak and his men to kill them.

Also checkout Further Adventures.

1. Kender of Lemon

Lemon is coastal kender town with large harbor. Its population is about 5000 kender (half afflicted). Little more info in DRAGONLANCE Campaign Setting Core Rulebook. This is where ship leaves characters.

In here Ronin (and characters) must find guide (or map) to the mountain. Mountain name that Ronin knows is *Highup*, but this is actually old name and not very familiar name anymore. Know days this mountain is called *Toohigh* (don't even ask who gave these names and why).

In Lemon there is one old kender ranger that knows name of every mountain in this mountain range. This kender is legendary scout **Tobin**. Problem is that Tobin happens to be very common name in Lemon. Here is couple Tobin's players may meet in different sides of town before they get the right Tobin. After every Tobin Character with highest Will may try luck check to find way to right Tobin (+2 to check if Bard; +4 to check if Kender; +2 to check if Half-Kender):

Tobin the Shoemaker (Afflicted Kender; Will Save DC 20 to find right Tobin)

- Crazy afflicted kender from Balifor who makes shoes.
- There couple Large Spiders in his attic. He needs help to defeat them.

Tobin Swordlost (Kender; Will Save DC 17 to find right Tobin)

- Fearless kender warrior who want's to kill dragon (and also wants to be knight).
- He may lead party to small adventure in the forest to fight against Giant Constrictor Snake.

Tobin Singsong (Kender; Will Save DC 14 to find right Tobin)

- Kender Bard that will sing his songs to the Characters.

Tobin Darkmage (Kender; Will Save DC 11 to find right Tobin)

- Actually mad kender mage that doesn't know any spells, but owns many dangerous potions and considers himself as student of famous **Raistlin Majere** and also evil. This can VERY dangerous encounter (paralyzation, shape-changing, invisibility) – GM decides. Go wild.

Tobin Fishgown (Afflicted Kender; Will Save DC 9 to find right Tobin)

- Kender fisher that is usually in the sea trying to find sharks (little foolhardy).
- Fight against couple angry Sharks in the sea (maybe even little storm).

GM may decide how long this encounter will take and what extra encounters these Tobin's may cause to group. Also many characters possession may disappear and reappear during the stay in Lemon. But when group finally finds the right Tobin he will give them map and directions to *Highup / Toohigh* –mountain.

3. To the Mountain

To get to *Highup / Toohigh* is not easy. Character will probably have good chance to use *Survival* during the journey. Also in the mountain characters must climb. To find easier place to climb make *Spot check* (DC 15). If this is found then *Climb check* is (DC 10). If not then *Climb check* is (DC 15). The wall is about 30ft high.

4. Goblin Village (EL special)

In *Highup / Toohigh* there is small goblin village. These goblins live around the small shire where horn is located. Goblins live in caves and also leather tents.

Village is located in valley with high walls. Valley is about 300ft long and 100ft wide. The walls are 21ft high. There are two ways inside the valley: Climbing down from the walls or from one narrow passage. Passage is always guarded by four goblins (these goblins have average Listen and Spot +2). Guards are high above the wall where they can use bows against any intruders and also are safely located themselves higher than enemy. There is always also two goblin guards in the center of village. Shire is located in the center of village is about size of small house.

GM's decision is when will the Argil's knights or Kyrig's minotaurs reach mountain and Goblins village. And what will happen after that. Will they fight goblins with characters? Will everyone just fight everyone?

Inside goblin village there are about 100 goblins. 50 are children, women or elderly, so only half are warriors. Use stats given in *Monster Manual page 133*. Goblin leader is actually **Bugbear** (*Monster Manual page 29*). Bugbear also has pet – **Manticore** that lives in the shire (*Monster Manual page 179*).

Different Difficulty Level:

To make this adventure for higher level character you may change it following ways:

- Double the amount of Minotaurs and Dark Knights (also you may want to modify the levels of Argil Beck and Kyrig)
- Make Goblin Village a **Troll** village (there are trolls living in this areas). Village would now have 30 trolls (10 of these would be warriors), and their leader could be Troll Hunter (check *Monster Manual page 247*)
- With these changes adventure could well be suited for four to six 12th level characters or maybe four 14th level.

5. Horn of Village

The Horn in the small temple ruin IS NOT Horn of Sargonnas. It is actually Horn from Bronze Dragon with large Black Pearl attach to it (worth 800stl). This horn is not magical or blessed item, just normal cruel art object. Horn has been here for few goblin generation and is considered by goblins to be somekind of holy item stolen from other temple.

Anybody can see that this is not minotaur horn. Anyone that has ever meet dragon or fought one releases that this is dragons horn. Also anyone with *Knowledge (Draconic)*, Druids and Rangers will know this automatically.

Further Adventures:

Horn of Sargonnas:

If GM decides that Horn actually exists then there could be some clue in the shire where true Horn of Sargonnas is located. There could be also some clue that there would also mighty treasure (this is one way to get characters to the treasure hunt). If character have befriended with Kyrig then minotaurs may company them in this search to find the Horn. Also Ronin is interested to find the Horn or possible treasures.

This journey may take characters to ancient temple ruins where powerful enemies and clever traps can be found. Maybe even dragon. There could be also other minotaurs – loyal to the **Hotak**. And in the end (if Kyrig is with character) he will betray them.

Ronin's Quest:

Ronin may choose to tell character his problem and ask they help to find suitable magical item and company his journey to the Dragon Isles. This could be dangerous journey where characters face pirates and Chaos creatures. Then in the Islands Dargonesti help characters to descent in the bottom of ocean with powerful magic and there could be other tests that take group along Ronin to new adventures.

Cursed Horn:

Maybe dragon horn found in the Northern Ergoth is actually cursed by dragon it was taken when he died (check Dying Cursed). And now party including Ronin is cursed somehow. Doing some challenging mission can lift this curse. Maybe horn is from the head of good dragon and curse acquires characters to kill evil dragon that killed him...

Horn of Sargonnas:

If GM chooses that Horn truly exist and it is found then use this information.

Horn is not big minotaur horn (about feet long). It seems normal Horn, but is truly blessed and can't be destroyed (Things like volcano may do the trick or not...). Horn is also covered by flame like black shapes like tattoos.

Horn is actually useful only to minotaur clerics that believe in Sargonnas. For others no effect will appear. But Horn is also powerful magical item and can be leached for power (it has 100 points!). All powers Horn gives are only available when Horn is in possession of user (priest) and close to him (wearing it in neck or having it in her robes).

- +5 effective spellcaster levels. Grants cleric of Sargonnas more magical powers (only Spells per Day and Caster Levels, but not other level-based benefits, such as HD or BAB).
- User receives +8 bonus on all Charisma-based skill checks when dealing with Minotaurs.
- Creates invisible armor field that protects user and gives +4 to AC.
- Gives user +4 bonus to Wis-based saving throws.

NPCs:

Roniquialalen "Ronin" Stormhagen, half-elf hero.

Male Half-Elf (Dargonesti-Human) Ranger 2 / Sorcerer 2; CR 4; Medium-Size humanoid; HD 2d8+4 (Ranger) plus 2d4+4 (Sorcerer); hp 26; Init +5 (+1Dex, +4Improved Initiative); Spd 30 ft. (also in water); AC 13 (+1Dex,+2Leather, touch 11, flat-footed 11); Base Atk +3; Grp +5; Full Atk +6 (Masterwork Scimitar), +5 (Other) melee; +4 ranged; Weapons: Scimitar 1d6+2 (18-20x2), Shortbow 1d6 (20x3); SA Favored Enemy (Minotaur), Combat Style (Rapid Shot); SQ Seasense, Breath Water, Dark Vision 60ft, Alternate Form (Porpoise), Wild Empathy (4), Track; AL NG; SV Fort +5, Ref +4, Will +3; Str 14, Dex 12, Con 14, Int 10, Wis 11, Cha 15 (Bonuses: Wis+1)

Skills: Bluff +4, Climb +2, Concentration +4, Diplomacy +2, Hide +2, Listen +2, Move Silently +2, Search +2, Spot +2, Survival +4, Swim +2;

Feats: Rapid Shot (extra ranged attack), Improved Initiative, Track, Power Attack, Exotic Weapon (Net);

Class Features: Proficient with all simple weapons, and Light armor and shields;

Languages: Common, Dargonesti, Dargoi, Saifhum;

Spells (Spells Per Day: 6/5; Save DC 12 + spell's level): 0 – Acid Splash, Daze, Detect Magic, Light, Open/Close; 1st – Magic Missile, Sleep;

Notable Possessions: 10 Pearls, Masterwork Scimitar;

NOTES about character:

- Ronin doesn't have normal Immunity to magic sleep spells or enchantments.
- He doesn't have Dargonesti Spell-Like Abilities.
- He also doesn't suffer normal Surface Sensitivity.
- Because these modifications he doesn't get normal Dargonesti Level Adjustment.
- Leather armor that Ronin uses causes 10% Arcane Spell Failure Change.

Roniquialalen is son of hero Jyluk Stormhagen and Dargonesti elven. He has spent most of his life in the sea with his mother, but has visited his father in Sanction also. Five years ago Ronin started long journey inspired by his father's adventures. He eventually traveled north close to Dragon Isles where he joined Dargonesti tribe called *Darthalla* (information taken from 5th Age boxed set: Wings of Fury). In there he was taught the primary sorcery. In there he also fell love with Dargonesti woman.

Ronin is hothead. He is good aligned and has extremely strong sense of honor. Wherever he sees unjust things he acts. Usually before thinking. So, if party faces unjust act – like group of Dark Knight bullying someone Ronin will be all ready using his magic against the knight and getting himself and others to troubles. This will probably cause problems during the adventure.

But Ronin can be also very charming. He is also very handsome – elven exotic beauty with strong human features. And he is good talker. Ronin doesn't look that much Dargonesti. He is like normal half-elven with green hair and webbed hands and feet (and also gills).

Argil Beck, Knight of the Skull.

Male Civilized Human Mystic 6 / Knight of the Skull 1; CR 7; Medium-Size humanoid; HD 6d8 (Mystic) plus 1d8 (Knight of Skull); hp 32; Init +4 (+4Improved Initiative); Spd 20 ft.; AC 17 (+5Breastplate, +2Shield Heavy, touch 10, flat-footed 17); Base Atk +4; Grp +5; Full Atk +7 (Masterwork Heavy Mace), +5 (Other) melee; +4 ranged; Weapons: Masterwork Heavy Mace 1d8+1 (20x2), Dagger 1d4+1 (19-20x2), Shortbow 1d6 (20x3); SA Smite Good (1/day); SQ Detect Good, Aura of Evil, Domain (Mentalism); AL LE; SV Fort +7, Ref +2, Will +10 (special: +2 against Enchantment); Str 12, Dex 10, Con 11, Int 10, Wis 16, Cha 12 (Bonuses: Str+1)

Skills: Climb +2, Concentration +3, Diplomacy +2, Intimidate +3, Knowledge (Religion) +4, Listen +2 (with Alertness bonuses), Ride +2, Sense Motive +2, Spot +5 (with Alertness bonuses);

Feats: Alertness, Weapon Focus (Heavy Mace), Improved Initiative, Leadership;

Class Features: Proficient with all simple weapons, and Light & Medium armor and shields;

Languages: Common, Nerakese;

Spells (Spells Per Day: 6/7/7/4; Save DC 13 + spell's level): 0 – Create Water, Cure Minor Wounds, Detect Magic, Detect Poison, Guidance, Inflict Minor Wounds, Light, Read Magic; 1st – Command*, Bane, Bless, Cure Light Wounds, Dendure Elements, Remove Fear; 2nd – Detect Thoughts*, Cure Moderate Wounds, Find Traps, Restoration (Lesser); 3rd – Hold Person*, Bestow Curse, Cure Serious Wounds

* Domain Spells: Mentalism; Special Domain Powers: +2 bonus on Bluff, Diplomacy, and Sense Motive; checks. +2 bonus on Will saves against Enchantment spells and effects.

Notable Possessions: 200stl, Masterwork Heavy Mace;

Argil Beck's family has lived in Jelek for two generations. They have always been tradesmen. Argil was recruited by dark knights when he was teenager and became first warrior in his family.

Soon dark knights realised that he was well suited to become Knight of Skull. So he and one other promising youngster was taken under tutoring of **Lord Galen Nemedi**, the commander *Cabal the True Heart* – The

Inquisitor of dark knights (taken from the 5th age box: Heroes of Hope). He and other boy became Lord Galen's favorites, but other boy was learning natural mysticism faster than Argil. Then one routine patrol they faced band of ogres. All squires under them were killed in this battle, also other boy was wounded. After the fight was over Argil just backstapped his competitor dead and told ogres killed him. Maybe Lord Galen figured the truth, maybe not, but he never said anything. And then Argil finally was sponsored by him and took the Test and became Knight of the Skull.

Argil is ambitious and brutal leader who wants power. He will backstab and lie to gain what he wants. His nature is slowly turning him as Neutral Evil. He doesn't trust gods (he only trusts his own natural powers), but still fears their power. Horn could be his key to better position when he returns to Neraka.

Squire of the Lily, Average Nerakan Knight in Argil's unit (unit has 5 knights left).

Male/Female Civilized Human Fighter 3; CR 3; Medium-Size humanoid; HD 3d10+6 (Fighter); hp 26; Init +4 (+4Improved Initiative); Spd 20 ft.; AC 17 (+5Breastplate, +2Shield Heavy, touch 10, flat-footed 17); Base Atk +3; Grp +5; Full Atk +6 (Long Sword), +5 (Other) melee; +3 ranged; Weapons: Long Sword 1d8+2 (19-20x2), Short Sword 1d6+2 (19-20x2), Shortbow 1d6 (20x3); SA -; SQ -; AL LE; SV Fort +5, Ref +1, Will +2; Str 15, Dex 10, Con 14, Int 10, Wis 12, Cha 10

Skills: Climb +2, Intimidate +4, Knowledge (Religion) +2, Ride +2;

Feats: Honor-bound, Power Attack, Mounted Combat, Improved Initiative, Weapon Focus (Long Sword);

Class Features: Proficient with all simple and martial weapons, and all Armor and shields;

Languages: Common, Nerakese;

Spells: -

Notable Possessions: 2d10stl;

Kyrig, Cleric of Sargonnas.

Male Minotaur Cleric of Sargonnas 6; CR 6; Medium-Size humanoid; HD 6d8 (Mystic); hp 33; Init +0 (+0); Spd 30 ft.; AC 16 (-1Dex, +2Natural AC, Bracers of Armor +5, touch 16, flat-footed 16); Base Atk +4; Grp +6; Full Atk +8 (Masterwork Greataxe), +6 (Other) melee; +3 ranged; Weapons: Masterwork Great Axe 1d12+2 (20x3), Dagger 1d4+2 (19-20x2); SA Horns (1d6 damage; Charge will cause 2d6 damage + 1 ½ times Strength modifier); SQ Scent, Rebuke Undead (5/day; +2 to checks), Domains (Evil, War); AL LE; SV Fort +5, Ref +1, Will +8; Str 14, Dex 8, Con 10, Int 12, Wis 16, Cha 15 (Bonuses: Wis+1)

Skills: Climb +2, Concentration +4 (with Combat Casting bonuses), Diplomacy +4, Heal +4, Intimidate +2, Knowledge (Religion) +7, Knowledge (Nobility and Royalty) +3, Search +2, Sense Motive +2, Swim +2, Use Rope +2;

Feats: Martial Weapon (Greataxe), Weapon Focus (Greataxe), Combat Casting, Negotiator, Leadership;

Class Features: Proficient with all simple weapons, and all armor and shields;

Languages: Common, Kothian, Ogre;

Spells (Spells Per Day: 5/4/4/3; Save DC 13 + spell's level): 0 – Cure Minor Wounds, Detect Magic, Detect Poison, Light, Read Magic; 1st – Magic Weapon*, Bane, Cure Light Wounds, Inflict Light Wounds, Entropic Shield; 2nd – Spiritual Weapon*, Cure Moderate Wounds, Find Traps, Resist Energy, Silence; 3rd – Magic Vestment*, Cure Serious Wounds, Inflict Serious Wounds, Water Breathing;

* Domain Spells: Evil, War; Special Domain Powers: +1 to cast level when casts evil spells; Free Martial Weapon Feat (Greataxe) and Weapon Focus (Greataxe).

Notable Possessions: 100stl and gem necklace worth 300stl with him all the time. In ship behind he has chest with Good Luck (DC 30). In this chest are 2000stl and also 2 random Art Objects from *Dungeon Masters Guide* page 55, Masterwork Greataxe, Bracers of Armor +5;

Kyrig is from noble family (and supporters of emperor Chot). He is average priest who has ability act as great leader, to be very convincing and also very charismatic leader. And he uses these skills. He has made himself messianic figure among Tossak's crew. Telling everyone that this mission was given by Sargonnas himself to Kyrig. He wants more and Horn of Sargonnas is key to this power.

Tossak, Captain of minotaur ship.

Male Minotaur Marines 6; CR 6; Medium-Size humanoid; HD 6d8+12 (Mariner); hp 52; Init +5 (+1Dex, +4Improved Initiative); Spd 30 ft.; AC 14 (+1Dex, +2Natural AC, +1Padded, touch 13, flat-footed 13); Base Atk +4; Grp +7; Full Atk +9 (Battle Axe), +7 (Other) melee; +5 ranged; Weapons: Battle Axe+1 1d8+4 (20x3), Light Crossbow 1d8 (19-20x2); SA Horns (1d6 damage; Charge will cause 2d6 damage + 1 ½ times Strength modifier), Dirty Strike +2d4; SQ Scent, Bonus Mariner Feat (Weapon Focus: Battle Axe; Power

Attack), Sailor Lore (5), Seamanship +2 (bonus to Balance, Climb and Profession [Sailor]); AL LE; SV Fort +7, Ref +6, Will +2; Str 17, Dex 12, Con 14, Int 8, Wis 10, Cha 13 (Bonuses: Str +1)

Skills: Balance +4, Climb +6, Diplomacy +2, Intimidate +2, Listen +2, Profession (Sailor) +9, Spot +2, Survival +3, Swim +4, Tumble +2, Use Rope +4;

Feats: Weapon Focus (Battle Axe), Martial Weapon (Battle Axe), Power Attack, Improved Initiative, Leadership;

Class Features: Proficient with all simple weapons and cutlass, net scimitar and trident, also leather and padded armor;

Languages: Common, Kothian, Ergot, Saifhum, Solamnian, Nerakase;

Spells: -

Notable Possessions: 50stl and silver neclase worth 200stl with him all the time. In ship behind he has chest with Good Lock (DC 30). In this chest are 4000stl and also 5 random Art Objects from *Dungeon Masters Guide* page 55, Battle Axe+1;

Tossak is strong and charismatic leader. He comes from rich family (they just happened to be in good terms with former emperor Chot, who is now dead). Because family troubles Tossak left with loyal servants from Blood Sea Isles. Only thing is that he isn't that bright fellow (check Int). That why he follows his childhood friend Kyrig anywhere and believes anything Kyrig says. He truly believes that Kyrig is Sargonnas chosen cleric and the god himself has given them this mission. He will die for Kyrig and so will his loyal mariners.

Minotaur Sailor, Average Tossaks sailor (ship has 30 crew members. Probably 10 will company Tossik and Kyrig).

Male Minotaur Mariner 2; CR 2; Medium-Size humanoid; HD 2d8+4 (Mariner); hp 16; Init +1 (+1Dex); Spd 30 ft.; AC 14 (+1Dex, +2Natural AC, +1Padded, touch 13, flat-footed 13); Base Atk +1; Grp +4; Full Atk +5 (Battle Axe), +4 (Other) melee; +2 ranged; Weapons: Battle Axe 1d8+3 (20x3), Light Crossbow 1d8 (19-20x2); SA Horns (1d6 damage; Charge will cause 2d6 damage + 1 ½ times Strength modifier), Dirty Strike +1d4; SQ Scent, Bonus Mariner Feat (Weapon Focus: Battle Axe), Sailor Lore (1), Seamanship +1 (bonus to Balance, Climb and Profession [Sailor]); AL LN; SV Fort +5, Ref +4, Will +0; Str 16, Dex 12, Con 14, Int 8, Wis 10, Cha 8

Skills: Balance +4, Climb +4, Intimidate +2, Profession (Sailor) +6, Survival +3, Swim +4, Tumble +2, Use Rope +4;

Feats: Weapon Focus (Battle Axe), Martial Weapon (Battle Axe);

Class Features: Proficient with all simple weapons and cutlass, net scimitar and trident, also leather and padded armor;

Languages: Common, Kothian, Ergot, Saifhum.

Spells: -

Notable Possessions: 1d10stl.