

# MADNESS IN FREEPORT

A D20 SYSTEM  
ADVENTURE  
FOR LEVELS 4 TO 6

BY WILLIAM SIMONI



# ~ CREDITS ~

**Design:** William Simoni

**Development, Metaplot, and Additional Material:**  
Chris Pramas

**Editing:** Matt Forbeck

**3.5 Revision and Additional Material:** Tim Emrick

**3.5 Development:** Robert J. Schwalb

**Art Direction:** Nicole Lindroos

**Interior Art:** Chris Keefe, Rob Hinds, Drew Baker,  
Toren Atkinson

**Cartography:** Todd Gamble

**Graphic Design:** Hal Mangold

**Executive Producer:** Chris Pramas

**Green Ronin Staff:** Steve Kenson, Nicole  
Lindroos, Hal Mangold, Chris Pramas, Evan  
Sass, Marc Schmalz, and Robert J. Schwalb

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**Green Ronin Publishing**  
P.O. Box 1723  
Renton, WA 98057-1723

**Email:** [custserv@greenronin.com](mailto:custserv@greenronin.com)  
**Web Site:** [www.greenronin.com](http://www.greenronin.com)



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# ~ INTRODUCTION ~

Welcome to *Madness in Freeport Revised*, the 3.5 update of the final installment of Green Ronin Publishing's Freeport Trilogy. This module has been designed for characters who made their way through the first two adventures in the series (*Death in Freeport Revised* and *Terror in Freeport Revised*) and are ready to discover more about the mysteries they've uncovered so far. You need the *Dungeons & Dragons® Player's Handbook*, *MM*, and *DMG* to run this adventure.

Freeport is a generic city that you can easily place in your own campaign world. To make it easier to do so, all three adventures in this series have left certain details up to your discretion. In addition, there are many adventure threads spread throughout the story that you can expand upon if you wish. For more information on the city, see the *Freeport: The City of Adventure* sourcebook. Other available Freeport adventures include *Hell in Freeport*, *Tales of Freeport*, and the epic 256-page mega-adventure *Black Sails Over Freeport*.

## USING THIS ADVENTURE

Throughout the adventure, sections of text are printed in shaded boxes. This is information for the players, which you can read aloud or paraphrase as you wish. Statistics for creatures and nonplayer characters (NPCs) are detailed in **Appendix I**, with abbreviated information presented in each encounter plus some new creatures created especially for this adventure. **Appendix II** presents a few handouts that can be photocopied for use during play. **Appendix III** includes all the new mechanics, including a pair of feats, new spells, and new magic items, and details on the *Jade Serpent of Yig*. Finally, **Appendix IV** presents a set of pregenerated characters.

## ENCOUNTER LEVELS

*Madness in Freeport Revised* is suitable for a party of four 4th to 6th level characters of levels, though it could be run with less or with characters up to 7th level if you strengthen the opposition. (Note that a party who lacks magic weapons or a cleric will be at a serious disadvantage, especially in **Part Two**.) An encounter level (EL) precedes most entries and rates a given situation's toughness for a typical party of four adventurers.

## A BRIEF HISTORY OF FREEPORT

Thousands of years ago, serpent people ruled the world. Their empire centered on a continent called Valossa—a vast island of cyclopean cities, its population devoted

to the peaceful worship of Yig, the serpent god. Then this great race vanished overnight, their world-spanning civilization destroyed by the hand of the Unspeakable One, a loathsome deity born outside describable space. Most of the serpent people degenerated into savagery—but a few retained their sanity, including some of the cultists who had summoned the grotesque god. These apostates retreated to tunnels beneath the former Valossa, carrying on their uncouth rites beyond the wholesome glimmer of daylight and biding their time until the Unspeakable One could once again be persuaded to favor the world with its fearsome attentions.

Centuries passed. The serpent people and their empire were forgotten. Humans and other races rose to dominate the world, including the former Valossa, now reduced to a small chain of islands known as the Serpent's Teeth. Pirates were the first to inhabit the largest of the islands, A'Val, and founded a settlement they dubbed Freeport. It became the buccaneers' base of operations, until their depredations on the high seas drew the attentions of the great naval powers. A cunning captain named Drac realized the city didn't stand a chance, so he struck a deal to scuttle the island's pirates if the other nations recognized Freeport as an independent city-state, with himself as Sea Lord. The result: instant respectability.

Freeport prospered for generations, becoming one of the world's key trading spots. There were rough spots over the years—poor leaders, bad decisions—but the city always landed on its feet . . . until now.

After one of the rough patches in city history, Anton Drac, a descendant of the city's founder, took the reins of government and got Freeport back on course. But he made enemies. Powerful ones. Walking the docks one night he was struck down by a single yellow-feathered arrow. The assassin was killed, and his body spirited away, before he could be questioned. Thus was the stage set for the man who would bring Freeport to the brink of doom.

Milton Drac, a distant relative of Anton, connived his way into the Sea Lord's chair and bent the Captains' Council (the city's administrative body) to his will. He poured the resources of the island, and the goodwill of his office, into one bizarre goal: building the largest lighthouse in the world, supposedly as a symbol of Freeport's dominance of the seas. The grand inauguration is just a few days away . . . and with it, the greatest danger Freeport has ever faced.



## ~ INTRODUCTION ~



## ~ WHAT HAS GONE BEFORE ~

The player characters (PCs) have been adventuring in Freeport for almost three months. In the first adventure—*Death in Freeport Revised*—the PCs arrive in the city for the first time and are attacked by a press gang. After fighting them off, they meet Brother Egil, a librarian from the Temple of the God of Knowledge. He hires the PCs to investigate the disappearance of his friend Lucius, a fellow librarian.

The PCs investigate Lucius's home and discover a diary and a "To Do" list. The diary entries show Lucius suffered from amnesia and had forgotten five years of his life. As he was trying to piece things together, he began to have disturbing dreams. By the diary's last entry, it's clear Lucius had succumbed to paranoia and feared for his life.

The "To Do" list mentions a Captain Scarbelly. The PCs discover that he is an orc captain of a ship named the *Bloody Vengeance*. Lucius visited him a few days before he disappeared. Captain Scarbelly reveals Lucius traveled with him on the open seas many years ago. The orc could not explain why Lucius chose to sail with his crew or what the librarian's motives might have been.

The PCs also visit the Temple of the God of Knowledge to inquire about Lucius. They are refused an audience with Thuron, the temple's high priest. Instead, they speak with Milos, his assistant. Milos is not very helpful, but he does

point out Lucius had an extensive library of rare books. He also describes the missing man as having looked haggard for the past few months.

All this investigation draws the attention of a strange cult known as the Brotherhood of the Yellow Sign. The cultists do not appreciate the PCs snooping around and attack them. The PCs follow the cultists back to their hideout in an abandoned building. Inside, the PCs find secret tunnels leading to an underground Temple of the Yellow Sign. There they meet Milos in his true form as a priest of the Brotherhood. After dispatching Milos, they free Lucius from captivity.

Following *Death in Freeport Revised*, many questions remained. Was the temple the PCs cleared out the only bastion of the Brotherhood of the Yellow Sign in Freeport? If not, who are the leaders of this strange cult? If the cultists can infiltrate the Temple of the God of Knowledge, where else might they be hidden within the city?

*Terror in Freeport Revised* begins when Brother Egil once again approaches the PCs for help. Egil spotted a mysterious burglar searching for something in the chambers of Lucius. Egil fears the Brotherhood of the Yellow Sign is still at work in the city, and he wants the PCs to investigate.

The heroes begin by searching for clues in Milos's quarters in the Old City. His room was ransacked, but the PCs find

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a book with a sketch of the lighthouse on the back. The page is marked with a “V.” This book is then promptly stolen from the heroes in the street. The PCs follow the thief, who leads them back to the ruined building that served as a front for the underground Temple of the Yellow Sign they uncovered in *Death in Freeport Revised*.

In the underground temple, the PCs find the city is not exactly cleaning out the caverns as promised. After defeating some serpent people in the temple, the heroes discover some crates containing goods from the temple, along with strange bricks marked with the Yellow Sign on the inside. The bricks may have been destined for use in the construction of the lighthouse.

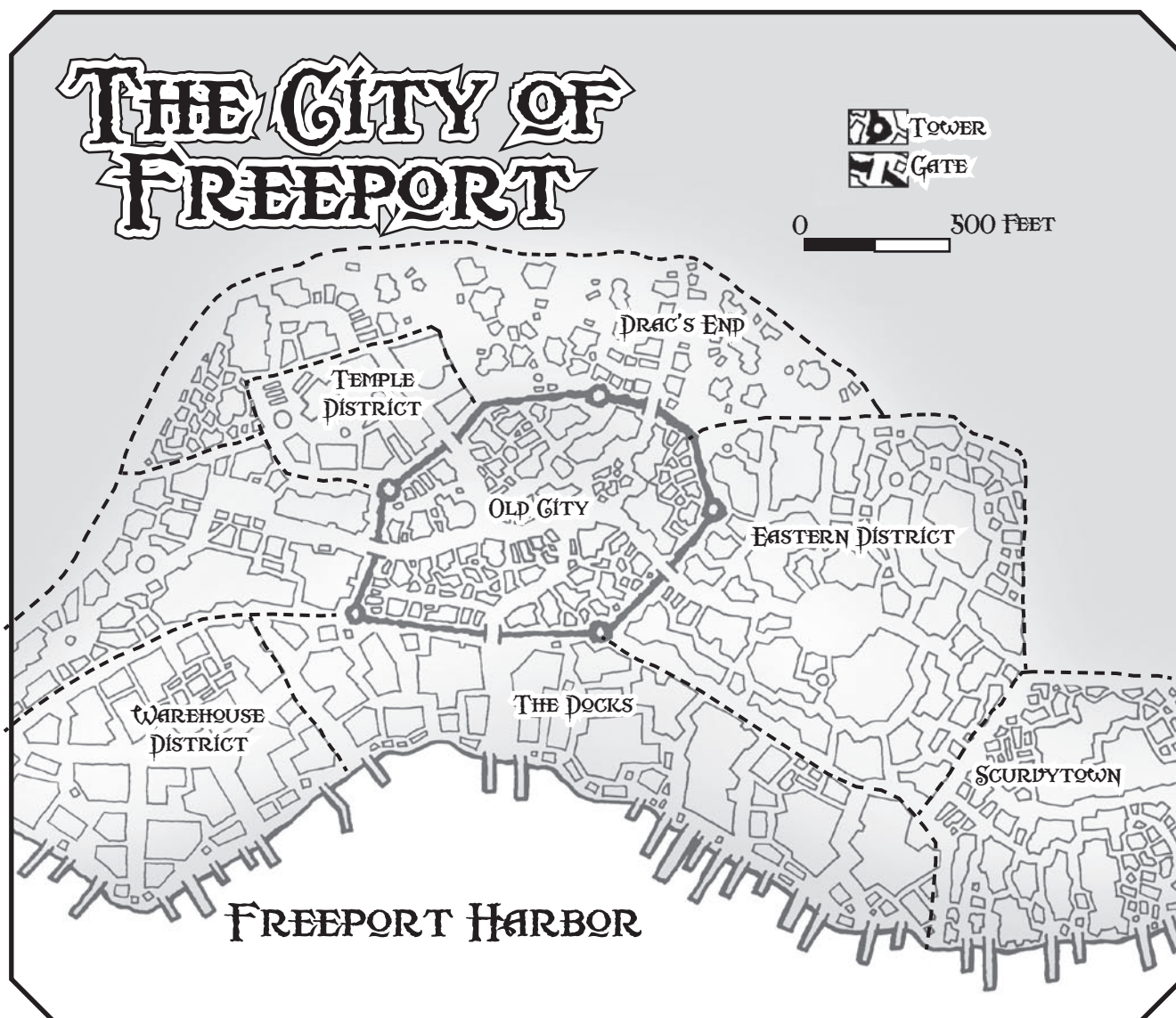
The boxes are marked with an address that leads the PCs to the home of Verlaine, the head of the Captains’ Council. It appears the cultists have been shipping artifacts from their abandoned temple to his home! The heroes investigate Verlaine’s background and discover he is one

of the richest men in Freeport. He quickly rose to power from obscurity in the early days of Milton Drac’s regime. He pushed Drac’s lighthouse agenda through the council, and he became wealthy doing so.

The PCs are confronted by Verlaine and his lackeys, who then try to run the heroes out of town. Before that can happen, a Brotherhood cultist disguised as Brother Egil rescues the PCs. He leads them into the sewers and from there into a deathtrap.

The PCs escape and discover a new temple of the Yellow Sign under Councilor Verlaine’s home. Within, they find the real Brother Egil, wounded but alive. They also discover documents pointing to an attack on the Temple of the God of Knowledge.

Rushing to the temple, the PCs are able to thwart the Brotherhood’s attack. After speaking to High Priest Thuron. The heroes discover Thuron is also a serpent person—but not a member of the Brotherhood. Thuron





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translates the documents the PCs have found and reveals a sinister plot hatched by Milton Drac.

The Sea Lord planned to set the PCs up as the murderers of Verlaine and the destroyers of the Temple of the God of Knowledge. At the same time, he tried to frame Verlaine as the leader of the Brotherhood of the Yellow Sign. Thuron's last revelation is that Milton Drac's name appears at the bottom of a speech written in the serpent tongue, next to

the Yellow Sign. Milton Drac, it seems, is a member of the Brotherhood.

The aftermath of *Terror in Freeport Revised* leaves many more questions unanswered. What does the Brotherhood of the Yellow Sign have to do with the lighthouse? If the Sea Lord of Freeport is a member of the cult, has the Brotherhood corrupted the whole government? What is the true purpose of the lighthouse, now known as Milton's Folly?

## ~ ADVENTURE SYNOPSIS ~

*Madness in Freeport Revised* details the final confrontation between the PCs, the Brotherhood of the Yellow Sign, and the Sea Lord Milton Drac. In **Part One**, Milton Drac invites the PCs to the Grand Lighthouse Ball. At the ball, they are drawn into the intrigues of the council and city politics. Through investigation and clever deduction, the heroes discover the secret behind the lighthouse and the plans of the Brotherhood. To thwart these plans, the PCs must recover an ancient artifact called the *Jade Serpent of Yig*.

In **Part Two**, the PCs learn the artifact they must find is located in a sunken temple that survived the destruction of Valossa. Armed with the knowledge from an obscure log entry uncovered by Thuron, the heroes hope to find the entrance to the temple within the hidden caves of the infamous pirate Black Dog. A journey to Black Dog's Caves uncovers a long-buried doorway leading to the sunken temple.

**Part Three** finds the PCs within the sunken Temple of Yig. There they discover undead shadows roaming the halls, looking for release from their eternity of undeath.

After finding four artifacts within the temple, they make a great personal sacrifice and are awarded the *Jade Serpent*.

In **Part Four**, the PCs at long last pay a visit to Milton's Folly. Within the walls of the strange lighthouse, they discover they may already be too late. A furious chase ensues through the building, and a final confrontation with Milton Drac and the Brotherhood of the Yellow Sign brings the adventure to an exciting conclusion.

The general timeline of the adventure is as follows:

- **Day 1:** The Grand Lighthouse Ball.
- **Day 2:** The journey to Black Dog's Caves and the Sunken Temple of Yig.
- **Day 3:** The unveiling of Milton's Folly.

You may, if you like, add more time between these events—especially if the PCs need time to heal and prepare spells—but don't be too generous. If you give your players too much time to muck about, you risk losing the sense of urgency that drives the adventure. The players should realize on the night of the ball they have only two days to figure out Drac's plan and stop it.

## ~ THE CAPTAINS' COUNCIL ~

The Captains' Council is the governing body of Freeport. Councilors make and enforce the laws, defend Freeport's interests at home and abroad, and generally ensure the city continues to prosper. Since Freeport is a city based on mercantilism and enlightened self-interest, councilors also make sure they profit from all of the above. The Captains' Council isn't only about prestige—it's also about filthy lucre.

The council, like many aspects of the city, is a legacy of Freeport's piratical past. In the rough-and-tumble early days, every pirate captain was considered an equal. Decisions were made by a simple majority, and duels were as common as debates.

As the city grew, there were just too many captains to continue on as before. When Captain Drac became sole Sea Lord of Freeport, he knew it was time for change. He also knew that if he simply disregarded the captains of Freeport his lordship would be over in a matter of days.

Drac's compromise solution was the creation of the Captains' Council. He chose six powerful captains to help him rule the city. They enforced Drac's edicts and handled the day-to-day business of governing the city. Under their rule, Freeport grew and prospered.

## CHANGING OF THE GUARD

As the city grew, it changed in ways the pirates could not have anticipated. The captains on the council settled down and consolidated their power within the city, becoming the de facto nobility of Freeport. Stability in the government improved prospects for trade, so a merchant class established itself. As the population increased, so too did the demand for artisans and craftsmen. Soon a strong working class developed and settled in Freeport. It was a long time coming, but the city of rogues and buccaneers eventually grew into a powerful and independent city-state.

## — INTRODUCTION —



By the end of Drac's life, the council had gained much power in the city. They had influence with the other captains, the merchants, and the tradespeople. Although the Sea Lord's word was still law, Drac knew he could not blatantly defy their will. This—as much as his son being unfit for the job—convinced Drac to empower the council to approve anyone nominated for the title of Sea Lord. This was a defining moment for the Captains' Council, as it gave them some control over who would govern the city.

The council elected Drac's nominee, Captain Cromey, who proved an excellent choice. He treated the members of the Captains' Council as equals and thought of them as trusted advisors rather than lackeys. At the end of his rule, Cromey followed in Drac's footsteps by giving the council even more authority. Cromey issued an edict that the Captains' Council would not only approve nominations for Sea Lord but also for new council members. This would force the Sea Lord to work with the council to rule the city, and it provided a check to his absolute power.

### THE COUNCIL GROWS STRONGER

About 30 years after the death of Drac, the city—which had almost doubled in size—faced a crisis. A war raged on the continent, disrupting trade and drawing away

much of the city's navy. Freeport was in turmoil as food and other essential supplies became scarce. Angry riots were common. The Sea Lord Corliss and the council could barely keep order in the streets. An ambitious and popular councilor named Antonio Grossette saw this as an opportunity to increase the power and influence of the council.

Grossette proposed a plan to the Sea Lord to help him restore order. He asked Corliss to declare martial law in the city. Since most of the military was off honoring treaties on the continent, private forces would have to be used. To keep peace on the streets, the size of the council have to be temporarily increased to 12, Grossette argued. Each of the councilors would then be given an area of the city to control and to keep order in by means of their own forces. Once order was restored, martial law would be lifted and the council would return to its former size.

At first Corliss resisted. He knew the council would be a threat to his power if it grew too large. More importantly, endorsing private armies to roam the streets could become a problem itself if not watched carefully. But the situation in the city was worsening. (Many believe Antonio and his fellow councilors intentionally allowed things to deteriorate to force the Sea Lord's hand.) In the end, Corliss finally agreed to Antonio's plan, but he insisted on personally choosing the men who would be added to the council.

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Grossette's plan worked. Order was restored in the city within a few weeks. Food and supplies were rationed, and the forces of the council kept the peace. When the war ended six months later, the city was already on the road to recovering nicely. Now Antonio could make his final gambit.

Corliss wanted to restore the council to its former size, as per the original agreement with Antonio. The councilors had other ideas. Grossette had convinced the councilors they did not have to give up their newfound power. Corliss was outraged and threatened to use the military to remove the councilors. Civil war was a real possibility.

Into this impasse stepped Antonio Grossette. He offered Corliss a choice. He could wage a civil war to remove the councilors, or if he left the councilors in power they would put their private military forces under the Sea Lord's control.

With his military tired from a bitter war on the continent, Corliss agreed to this compromise and enacted a law that the council would consist of 12 members henceforward. The councilors then surrendered control of their forces to the Sea Lord, and a new era in Freeport began. Antonio had increased the size of the council and at the same time diminished some of the Sea Lord's powers.

### DRAC'S RETURN

About 50 years ago, Marten Drac—a direct descendant of the original Sea Lord—took over as the latest Sea Lord by means of blackmail and assassination. Among his most notorious deeds, he rammed a law through the council that required the Sea Lord of Freeport to count the original Drac as a blood ancestor.

Anton Drac assumed power in Freeport almost 30 years ago. Fortunately, he was able to undo much of the damage done to the city by his older brother Marten. During this time, the Captains' Council pressured the Sea Lord, hoping to capitalize on his efforts to change public opinion about the Drac family. First and foremost, they repeatedly attempted to get Anton to repeal the succession law.

When the councilors realized that Anton would not budge on the succession issue, they changed tactics. For decades, the Sea Lord had the power to nominate new members to the council. Although the council voted to confirm these nominees, they wanted to be able to put up their own candidates as well.

Anton was initially against the idea. He knew this would further diminish the powers of the Sea Lord. He also

knew that the sting of Marten's hideous regime was still in everyone's mind, so he settled on a compromise solution. The council would have the power to nominate councilors. In return for this power, the Sea Lord would cast two votes for his nominee and break all ties. To elect their own nominee, at least seven councilors would have to vote against the Sea Lord.

At first, the councilors were not pleased with Anton's suggestion, holding out against it for many years. They changed their minds when Anton decided to go to war on the continent. The council feared he might die and they would get no deal at all. Shortly before Anton's assassination, the councilors accepted his offer and gained nominating power for the council members. This has come to be known as "Anton's Gift."

### THE WORKINGS OF THE COUNCIL

Although the Sea Lord is able to enact laws, the Captains' Council limits his powers. In four important areas, the Sea Lord must gain the approval of the council before proceeding: declaring war, entering into treaties with foreign powers, allocating city funds, and levying taxes.

Councilors hold their posts for life—with the exception of the privateer seat (see the description of **Captain Xavier Gordon** on page 12 for details)—and can only be removed by vote of the council. Councilors are only removed if they commit treason or other heinous crimes against the city. (Bribery, nepotism, and extortion are not considered heinous crimes in Freeport.) If a council member is murdered, a family member has the right to assume his seat.

Councilors are nominated by the Sea Lord or by the council itself. A vote is then held, with the councilors placing one vote each and the Sea Lord placing two. If there is a tie, the Sea Lord's will prevails.

The citizens of Freeport have no direct vote to elect councilors or the Sea Lord. This does not mean their opinions on the matter are ignored. Both the councilors and the Sea Lord understand electing unpopular officials can only lead to bad business and an unruly populace. For this reason, most members of the Captains' Council maintain influence and control over a faction of people. The current council is pushing this to the limit, as many councilors have been elected only because they support Milton Drac. If this continues, the city may eventually deteriorate into anarchy.



# ~ PART ONE: ~

## THE GRAND LIGHTHOUSE BALL

IN WHICH THE ADVENTURERS DISCOVER THAT SOCIAL OCCASIONS  
ARE ONLY WARFARE ARTFULLY CONCEALED.

Milton Drac is good at thinking on his feet. When the PCs thwart his plan to frame them (see *Terror in Freeport Revised*), he moves quickly to an alternate plan. Using the evidence that already incriminates Verlaine (the Brotherhood temple beneath Verlaine's home, the artifacts being shipped there from the old temple, and the letter hiring the PCs to investigate the Temple of Knowledge), Drac takes immediate steps to paint his former chief councilor as the true villain.

A very public "cleansing" is held as Verlaine's home and the temple beneath it are destroyed by the militia. An edict is issued to remove Verlaine's name forever from the rolls of the Captains' Council, and all his former holdings are seized. Drac also drafts a proclamation explaining the treachery of Verlaine and his leadership of the Brotherhood of the Yellow Sign. At the same time, the PCs are hailed as heroes of Freeport for thwarting the Brotherhood's plans.

Since Drac's agents have failed to eliminate the PCs, the Sea Lord has decided to take matters into his own hands. He invites the heroes to the Grand Lighthouse Ball at his palace. There he awards them the Order of Drac for their role in defeating Verlaine. While the PCs are busy trying to find out a way to sabotage his plans, Drac tries to set them up and be rid of them once and for all.

This section of the adventure consists mainly of roleplaying. Although many rules exist for adjudicating conversations—such as using the Bluff, Sense Motive, and Diplomacy skills—reducing NPC and PC interaction to dice rolls can be unrewarding. A mixture of both conversation and dice rolls is best. Award PCs who do a good job roleplaying a +2 bonus to their rolls. This allows both the skills of the actual players and their alter egos to affect the success of a given action.

### AN INVITATION

A few days after the events detailed in *Terror in Freeport Revised*, a messenger delivers a silver filigree scroll tube to each of the PCs. Inside the scroll tube is a fine piece of vellum held together with a red satin ribbon. Give the heroes **Handout A** now. (You can find it yourself on page 59.)

The timing of the ball is entirely up to you. Figure out about how much time the heroes still need to recuperate from the events in *Terror in Freeport Revised*, and let that

be your guide. The messenger can then happily inform the heroes as to when the ball is to be held.

The chart below indicates what the PCs can discover by asking about the ball around Freeport using the Gather Information skill.

### BALL INFORMATION

DC	Result
10	The Lighthouse Ball is being held to celebrate the imminent completion of Milton's Folly.
15	Only the most influential people in Freeport have been invited to the ball.
20	Now that Verlaine is dead, many people are wondering who will replace him on the Captains' Council.
25	Councilor Grossette plans to challenge Drac for control of the council. She will put up her own nominee for Verlaine's vacant post.



### LOCATION 1:

#### THE SEA LORD'S PALACE

The Sea Lord's Palace is located in the center of the Old City. At five stories high, it is by far the largest building in the area. A 15-foot-high stone wall encloses the grounds of the palace. Twin large, black, cast-iron gates face the street and allow access to the courtyard. Four guards stand watch over the entrance, checking invitations. The landscaping within is well tended, with tall trees and numerous gardens of flowers. A white stone path leads from the gates to the palace beyond.

The map of the palace only details those areas the PCs are likely to visit during this portion of the adventure. It essentially covers the ground floor of the palace, consisting of the ballroom and the rooms that adjoin it. The room descriptions are deliberately brief. Feel free to detail the palace as you see fit for your own campaign.

#### I. GUARD ROOMS

There are always two Sea Lord Guards in each of these rooms, watching over the entrance to the palace. As

# - PART I: THE GRAND LIGHTHOUSE BALL -

guests arrive for the ball, a guard stands before each door, inspecting invitations a second time. General statistics for the Sea Lord Guards are in the appendix.

**Sea Lord Guards (2):** 20 hp each; see **Appendix I: Statistics** page 52 for details.

## 2. ENTRANCE HALL

The floor of the entrance hall is covered in a mosaic depicting a battle at sea between a pirate ship and a giant, purple squid. Ornate, golden double doors stand closed at the end of the hall leading to the ballroom. Two smaller doors sit in the right and left wall. Well-dressed guards stand before them, preventing access to the rooms beyond.

## 3. SITTING ROOM

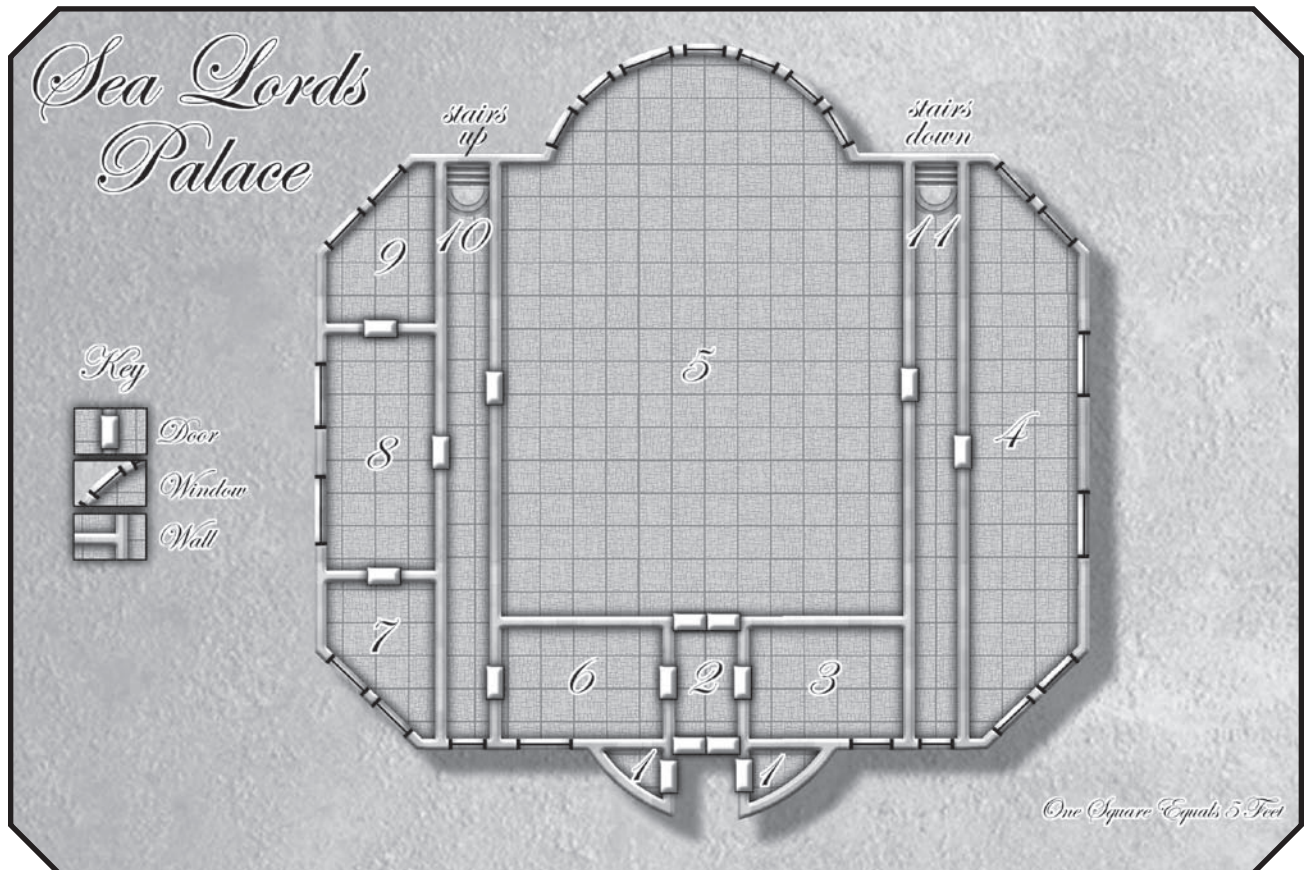
This is a waiting area for people who have come to visit the Sea Lord. It is well decorated, and many paintings line the walls. Two large couches sit in the center of the room, and a number of chairs are spread throughout.

## 4. LIBRARY

Anton Drac had a passion for learning. During his rule, he tore down the walls of two other sitting rooms to make

## WEAPONS ETIQUETTE AT THE BALL

Freeport is a town where carrying weapons in public is not just acceptable, it's good sense. However, for a high-society event like the Lighthouse Ball, being heavily armed is just plain uncivilized. The most acceptable choices are weapons that can be worn in a scabbard, such as daggers and swords, especially if the gear is ornamental rather than merely functional. Light armor, so long as it is fashionable and clean, is permissible. The guards will politely but firmly take custody of the more dangerous items—especially projectile weapons—for the duration of the party's visit, and will refuse entry to any character who does not cooperate. Any character who succeeds at a DC 10 Knowledge (Nobility) check will be familiar with the etiquette involved. (Note that the low DC allows untrained characters to make an Intelligence check for this, as it's "common knowledge".)





## - PART I: THE GRAND LIGHTHOUSE BALL -

this impressive library. Floor-to-ceiling bookcases line the interior walls, and large windows in the exterior walls let natural light in for reading. The library has fallen into disuse during the reign of Milton Drac and dust is evident on the bookshelves. There are no magical tomes here, but there are many mundane texts covering everything from history to adventure stories.

### 5. THE GRAND BALLROOM

A description of the grand ballroom for the players is given in the next section. The room is very large, exquisitely decorated, and impressive. It is generally used by the Sea Lord to receive important guests and dignitaries.

### 6. SMALL AUDIENCE CHAMBER

Drac uses this room to receive minor guests and to conduct day-to-day business. For just this purpose, a small throne sits against the wall opposite the window. The walls of the room are covered with wooden paneling to make it seem as if the people in the room are aboard a ship.

### 7-9. SITTING ROOMS

These rooms contain tables, chairs, and couches for use by visitors. These chambers are well decorated and extremely

comfortable. The guests at the ball, including the PCs, can freely use these rooms. They may come in handy if private conversations are necessary.

### 10. STAIRS UP

These stairs lead to the upper levels of the palace. Two guards are stationed at the top and the bottom of the stairs, and they refuse to let anyone but Drac pass. The layout and contents of the rooms on the upper floors are not important for this adventure. Detail them as you see fit if one of the PCs is hellbent on doing a little unauthorized exploration.

### 11. STAIRS DOWN

These stairs lead down to the kitchen and the larder. There are two guards stationed at the top and the bottom of the stairs. They refuse to let anyone but the cooks and serving staff pass. The specifics of the basement are not important for this adventure, but you may detail them on your own if you like.

## ARRIVING AT THE BALL

When the PCs arrive at the ball and show their invitations to the guards, they are asked to enter a sitting room (see **Location 3**). A guard remains in the room with them until the chamberlain arrives.



*The door swings open, and a halfling hustles into the room, breathing heavily. He takes a minute to hike up his black pants over his protruding belly and smooth out his silver-buttoned jacket. After bowing deeply, he addresses you, "Greetings heroes! Milton Drac welcomes you to his home. I am Tomas Fleetfoot, High Chamberlain of the Sea Lord's Palace. You are to be honored tonight at the ball for your deeds in defense of Freeport. We don't have much time, so please pay attention.*

*"In a few minutes, I will lead you into the hallway as a speech is made in your honor. The Sea Lord will then introduce you to the gathering, and you will enter the ballroom and approach the dais. The Sea Lord will present you all with the Order of Drac, a very great honor you know, and the ball will begin.*

*"Any questions? Good. Let's go."*

*Tomas leads you all into the hallway. The gold double doors now stand open, revealing the large ballroom. There are two single golden*



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*doors on either end of the room, in the middle of each wall. The floor is covered with polished black marble. At the far end of the room, a semi-circle of windows, about half as wide as the room itself, juts out into the garden outside the palace.*

*In front of the windows is a dais with 13 polished oak chairs. One chair in the middle is larger than the others. The chair directly to the right of this chair is draped in black cloth. The guests are spread out around the room, at round tables. The center of the room has no tables, leaving room for dancing. A group of minstrels sits to the right of the dais.*

*Many colorful tapestries depicting various maritime scenes cover the walls. Large glass spheres hang from the ceiling. They glow with a yellow light that illuminates the room.*

*Standing in the center of the dais is a tall man with an angular face. He wears a long, light-green robe with a jeweled belt. He looks toward you and then addresses the guests, "Thank you all for coming to this grand ball to celebrate the completion of the lighthouse. Soon all the world will speak of the greatness of Freeport. As a glowing beacon, the lighthouse shall shine forth to all peoples, proclaiming the unspeakable power of our glorious city.*

*"Tonight, however, we honor the heroes who have saved us from the traitor Verlaine and the dark Brotherhood of the Yellow Sign. If not for their vigilance, our fair city might have fallen under the domination of unfathomable evil. Come forward, my friends, and accept the Order of Drac and our sincerest gratitude."*

*The room erupts in applause.*

Milton hands each hero a gold medal with a pirate ship engraved on it, shaking the PC's hand as he does. The adventurers are then shown to a table near the dais, and the music and merriment begins.

## DURING THE BALL

The Lighthouse Ball lasts for the entire evening and into the early morning. Food and wine are in abundance throughout the event. The exact structure of the ball is left up to you. Depending on the type of game you and your group enjoys, you may want to end it quickly, or you can take your time and enjoy the roleplaying possibilities.

## THE PRICE OF FAME?

Induction into the Order gives the PCs a certain status around town. Dignitaries attending the ball will recognize them on sight (unless disguised). Other townsfolk may recognize them by name or description on a successful DC 15 Knowledge (local) check. Being recognized—or simply wearing the medallion prominently—may give circumstance modifiers (either bonuses or penalties) to Charisma checks against certain Freeport NPCs, at the GM's discretion.

On the other hand, cynical PCs may decide that their medals are only worth what they can sell them for. Luckily, Freeport has several pawnshops, where a shrewd bargainer might get up to 50% of a secondhand item's full value. After the ball, the invitation is worthless except to a collector. However, a PC can get about 20 gp for the filigree tube, and the Order of Drac medallion about 100 gp, due to their materials and workmanship.

There are two main topics of conversation at the party. The first is the political intrigue surrounding the nomination of a new councilor to replace Verlaine. The council is currently broken up into two different factions. Five members are loyal to Drac, while six members are loyal to Lady Elise, the leader of the opposition on the council. Lady Elise needs only one more councilor in her camp to be able to override Milton on the council. Of course, Drac would like to maintain his control over the council by getting his nominee elected.

The nomination issue is an excellent way for the PCs to get to know the people at the ball and where they stand politically. The heroes now have status in the city, and their support could be influential in the council's vote for a new nominee. If they support Lady Elise, they may be better able to gain the confidence of the members of the council who oppose Drac.

The second topic is the lighthouse and its real purpose. Many of the people at the ball have seen or learned interesting pieces of information about strange goings on at the lighthouse. When combined with what the PCs themselves have learned, insight into the real purpose of the lighthouse may be possible.

Before the ball, the PCs have discovered or found the following:

1. Bricks used in the lighthouse have the Yellow Sign engraved inside them (*Terror in Freeport Revised*).

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## THE PURPOSE OF THE LIGHTHOUSE REVEALED!

The Brotherhood of the Yellow Sign worships a god known only as the Unspeakable One. The last time he was summoned, the entire Valossan civilization was destroyed in a great cataclysm. The cultists have been living in obscurity for centuries, doing the bidding of their inhuman patron. Now they are ready to strike.

Milton Drac has come up with a plan to unleash the power of this unholy god on the world. The lighthouse has been specially constructed to channel the energy of the Unspeakable One. During the gala unveiling of the lighthouse, when the harbor is choked with ships from all the nations of the world, Drac and the Brotherhood plan to enact a magical ritual. Tapping into the power of the Unspeakable One, they hope to focus this energy through a crystal in the lighthouse mechanism. This crystal should project the image of the Yellow Sign high into the sky, where all the thousands of spectators can see it.

The mere sight of the Yellow Sign charged with the Unspeakable One's power will drive the people in Freeport mad. All the ships in the harbor will disperse around the world, spreading madness and terror wherever they travel. So will the Brotherhood of the Yellow Sign earn the favor of their god.

2. A copy of a speech for Milton Drac was written in the serpent tongue to set up the PCs (*Terror in Freeport Revised*).
3. A letter from someone named N'tal mentions the Brotherhood and says that the preparations are almost complete (*Death in Freeport Revised*).
4. An architectural sketch of the lighthouse, which revealed some strange features (*Terror in Freeport Revised*).

The ball presents a good means for PCs to pick up important information. Depending on whom they talk to, they are likely to discover any number of interesting tidbits, shedding light on the intrigues at work. What follows are a list of NPCs (who are described in the next section entitled "Important Guests at the Grand Ball") and important information the characters can learn through roleplaying or succeeding on a DC 10 Diplomacy check.

### CAPTAIN LYDON

Milton Drac is a member of the Brotherhood of the Yellow Sign by a tattoo Drac has on his inner thigh.

### CAPTAIN MARCUS ROBERTS

Melkior Maeorgan, a member of the council, went secretly to the mainland and returned with a cargo of candles used in magical summoning rituals.

### CAPTAIN XAVIER GORDON

A mysterious ship was seen at the lighthouse. It was offloading cargo and a passenger that had a reptilian tail.

### DIRWIN ARNIG

A crystal was commissioned from gem cutters on the mainland. It is magical in nature and is used to channel and boost magical energy.

### LADY ELISE GROSETTE

The upper levels of the lighthouse have been closed off for the past two weeks, and the workers have gone missing.

### PETRA FLICKE

No local artisans received commissions to work on the upper levels of the lighthouse.

### SISTER GWENDOLYN

Strange lights were seen at the lighthouse, and the next day, two dead creatures were found near the shore. They had the head of an owl and the body of a bear.

### TOMAS THE CHAMBERLAIN

"I saw a strange sign in a book that may have made a man jump out of a window and kill himself."

### TORSTEN ROTH

A strange, green metal called "serpent's blood" was bought by Drac and used in the upper levels of the lighthouse.

## EVENTS

By and large, the PCs are free to interact with the guests. Give them enough room to mingle and talk to the important people present. It's important they discover the right clues, so don't be afraid to have NPCs approach the PCs too. The adventurers are supposed to be heroes after all, and Drac made everyone in the room aware of that with his ceremony.

Two events must happen during the ball. First, Drac attempts to frame the PCs and get them out of the way (see

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## MORE FUN AND GAMES

While Milton's Folly is the talk of the ball, there is more going on than Drac's sinister machinations. Below are some optional events that you can introduce to the ball at your discretion. These little vignettes are meant to flesh out the evening, and give the PCs a taste of life at the highest level of Freeport society.

### THE SENILE TOAD

Tarmon, the High Wizard, has lost nothing of his mental agility, despite his age. Sadly, the same cannot be said of his toad familiar, Burkhart. The little fellow just isn't all there any more, and Tarmon often leaves him in the safekeeping of his apprentice, Glenfield (gnome wizard 1). Early in the evening, Burkhart slips away from Glenfield, and finds a nice quiet spot to lie down for a nap. Glenfield, who was rather distracted by the spectacle of the ball and the wealth and power on display, doesn't notice for quite some time that the toad has gone missing. He quickly realizes he must find Burkhart before Tarmon is ready to leave. The young and excitable apprentice begins to rush from room to room, his agitation as plain as day. He may catch the PCs' eyes with his blatant fear. The PCs may also notice that he only calms down when Tarmon is near (he doesn't want to give away his failure after all!). Burkhart's reappearance can make quite a stir, especially if he hops into a crowd of young ladies.

### NIGHTHAUNT

Margaret Roth, more commonly known as Margy, is the daughter of Torsten Roth, the head of the Merchant's Guild. She is a young, vivacious woman and the PCs may take note of her raven-haired beauty as she mingles with the crowd. She appears to be a spoiled rich girl and a fitting daughter for Torsten. PCs who listen to her conversation may note she talks of nothing but jewelry, antiques, and money. Her shallowness, however, is an act. Despite all the comforts her father's money brings, Margy is a thrill-seeker at heart. She can't stand the phony world her father lives in, and her thirst for excitement has led her to a life of crime. At the ball, she works her way through the crowd, finding out in innocent conversation what pricey items she can steal from the mansions of Freeport's elite. A few days after the ball, she plans to start her crime spree. Despite this careful plan though, she can't resist the urge to pick a few pockets during the ball itself. Alert PCs may notice her shenanigans if they watch carefully. Even if they do nothing during the ball, the PCs may remember the aristocratic pickpocket in the weeks to come, as a burglar dubbed "Nighthaunt" (human aristocrat 1/rogue 1) starts an epic career. (If you use *Freeport: The City of Adventure*, have Margy join the Daughters of the Guild once she learns that she is not alone.)

### FOR FREEPORT!

The PCs may want to play down their decoration by Milton Drac for their "brave deeds." While they know that the honor is a sham, there are some youngsters in the audience swept away by the tales of their heroism. One such is Bedwyr (human warrior 1), the nephew of Sister Gwendolyn. He thinks the PCs are the tops, and he wants to be just like them. Throughout the night, he pesters each of the PCs in turn, praising their deeds and thanking them on behalf of "Freeport's pure of heart." He is quick to add he aspires to heroism himself, and he is willing to help out in any way he can. Although something of a boob, Bedwyr is genuine in his feelings. Sister Gwendolyn is protective of her nephew, and the PCs may have to face her if they lead Bedwyr to a bad end.

**Drac's Gambit** following). You can run this event at any time, but give the PCs a chance to mingle before springing it on them. If they fall for Drac's plan before picking up the important clues, they are bound to have a much harder time of it later.

The second event is a good closer for the ball. A prophet shows up and freaks everybody out (see **The Serpent Speaks** on page 15). Once this weirdness is over with, the party breaks up.

### DRAC'S GAMBIT

Drac knows the PCs have discovered too much about the Brotherhood. He has a plan to set them up at this ball so he can arrest them. He has instructed Gorn—a serpentman posing as Councilman Brock—to approach the PCs and ask them to assassinate the Sea Lord.

Brock tries to gain the confidence of the PCs by telling them he has discovered the true purpose of the lighthouse.



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Moving the heroes into one of the sitting rooms for privacy, he explains. Drac is building the lighthouse as a powerful, magical device. The Sea Lord plans to use it to summon an army of monsters to attack the mainland and bring glory to Freeport.

Brock fears that the army of monsters may be uncontrollable and destroy Freeport as well. He is also concerned something very large and powerful may be summoned through the lighthouse, spelling certain doom for the city. When he tried to speak out about it, Drac threatened to kill his whole family.

Brock plans to lure Drac into the sitting room (**Location 9**). The PCs are then to follow them in and kill Drac. They can then escape out of the windows in the room and climb over the wall. When things calm down, the truth about Drac is sure to be revealed, and the PCs will be hailed as heroes for thwarting his plan.

The PCs should be smart enough not to attempt to kill Drac at this gathering. Even heroes as savvy as they would probably not escape. If they talk to other people at the party they should realize that Brock has been acting strangely lately, and they may not trust him.

If the heroes turn Brock down, he does not persist. If they take the bait, guards appear just as the PCs are getting ready to attack Drac. The PCs can't hope to fight them all off, but they can escape through the windows and over the wall into the city. Make it clear to the heroes that staying behind to fight will either lead to death or capture.

Drac's gambit should occur after the PCs have had a chance to gather some information about the lighthouse. If they escape, this news can lead them to the next part of the adventure. It may be necessary to have K'Stallo—in his guise as High Priest Thuron—find them and move them in the right direction.

### THE SERPENT SPEAKS

Toward the end of the evening, a stranger appears to the shock of all at the ball. He is the prophet of Yig, sent here by the god to issue a warning to the people of Freeport.

*The music comes to a sudden halt as a man wearing a long, brown robe tied by a dirty rope-belt shuffles into the room. He is unshaven, with long hair and a beard. How he was able to get by the guards is a mystery.*

*People move aside as the intruder reaches the center of the room. In a raspy voice, he speaks: "Heed me well! The words of an old man should*

*not be ignored. In the ancient scriptures of Yig, it is written:*

*"The Yellowed Sign once again shall appear.  
Then the time for Yig's revenge will be near.  
As the finger of evil rises toward heaven,  
One must pay heed to the calling of his  
brethren.  
Search below the waves for that which was  
unmade,  
And return with the Serpent carved of Jade.  
When the madness is unleashed upon the land,  
The icon of jade alone shall stand.  
The end of the creature from outside  
Contained within the Serpent deep inside.*

*"Remember these verses well, citizens of  
Freeport. The prophecies of Yig do not lie."*

*The old man then transforms into a small snake.  
A guard steps forward and stabs the serpent with  
a spear. It vanishes in a puff of smoke.*

This puts a damper on the festivities, but Drac asks the band to strike up a tune and for the party to continue. A character who makes a successful DC 25 Knowledge (arcana) check learns the *Jade Serpent of Yig* was a great Valossan artifact said to be the earthly manifestation of the serpent god. (See **Thuron**, on page 15, for his reaction to the prophecy.)

## IMPORTANT GUESTS AT THE GRAND BALL

This section details the key NPCs attending the ball. The format for the entries is as follows:

**Name, Sex, Race, Age:** Self-explanatory.

**Faction:** The faction the NPC is aligned with: Milton Drac, Lady Elise, or neutral.

**Appearance:** A physical description of the NPC.

**Quote:** A typical phrase or sentence used by the NPC.

**Description:** A detailed overview of the NPC's history, personality, motivations, and attitudes.

It's crucial to make the PCs feel that the 18 people detailed below are not the only people attending the ball. These entries only cover a small number of over 200 guests, including wives, concubines, merchants, artisans, performers, nobles, and so on. You can detail these others as much as you like. This may also be a perfect time to add in an enemy or friend that the PCs have made in your own adventures in Freeport.

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## TOMAS FLEETFOOT

HIGH CHAMBERLAIN OF THE SEA LORD'S PALACE

**Male halfling, age 85**

**Faction:** Neutral.

**Appearance:** Tomas is 4 feet 3 inches tall, with short, brown, curly hair and brown eyes. He has a rotund figure with a large potbelly. He wears a pair of black trousers and a fancy, black jacket with silver buttons.

**Quote:** "Right this way! Please hurry, the Sea Lord does not like to wait."

**Description:** The Fleetfoot family has been running things in the Sea Lord's Palace since the construction of the building by Captain Cromey, the second Sea Lord of Freeport. Tomas grew up within the walls of the palace and took over the operation of the castle from his father, who retired when Anton Drac was assassinated. He knows every detail of the palace and the needs of the people who live there.

Tomas always seems to be in a hurry. He is frequently out of breath, and he talks very quickly. As the chamberlain, he has to see to the needs of the Sea Lord and all of the other staff, friends, and guests in the palace. The ball has been a nightmare of last-second preparations, and Tomas just hopes that everything goes over well.

Tomas does not like the current Sea Lord, but he is dedicated to his job and strives at all times to keep up his family's tradition. He does not know of Milton Drac's involvement with the Brotherhood of the Yellow Sign, but he does suspect something strange is going on in the palace. Last week, a visiting merchant ran screaming from his room and jumped out of a third-story window. When Tomas checked the room, a book was open on the desk with a strange symbol on it. It took all of his willpower to leave the room. (The symbol was the Yellow Sign.)

## THURON

HIGH PRIEST OF THE TEMPLE OF THE GOD OF KNOWLEDGE  
(ACTUALLY K'STALLO)

**Male serpent person (disguised as human), apparent age 60**

**Faction:** Lady Elise.

**Appearance:** Thuron is 5 feet 9 inches tall and has a stocky build. He has shoulder-length gray hair and keen blue eyes. He wears a long, brown, velvet robe held at the waist by a white, silk belt. He walks with the aid of a gnarled quarterstaff with a rayed, gold sun mounted on the top. This is the symbol of the God of Knowledge.

**Quote:** "You should consider the ancient texts. They may aid you in your decision."

**Description:** Thuron was the benevolent high priest of the Temple of Knowledge for many years. As the PCs learned in *Terror in Freeport Revised*, Thuron died not long ago,

and a serpent person named K'Stallo took on his identity. Thankfully, K'Stallo is not a worshipper of the Yellow Sign, and he has proven a good source of knowledge for the PCs. Only the PCs know his secret.

To the best of his ability, K'Stallo tries to imitate the father-figure attitude of Thuron. He offers advice when it is not asked for, and he is willing to share his pearls of wisdom with anyone. K'Stallo can be tedious, but his advice is rarely wrong.

K'Stallo's current goal is to stop the plans of Milton Drac. He hopes to help the PCs accomplish this. He can be used to gently nudge the PCs in the right direction if they are floundering—or to give them a full-fledged push.

K'stallo is interested in the prophecy the old man recites in front of the guests. After hearing it, he tells the PCs he has to go back to the temple. He thinks he might understand the prophecy, but he needs to do some research first. He asks them to meet him there after they leave the ball.

## MILTON DRAC

SEA LORD OF FREEPORT

**Male human, age 45 (middle-aged)**

**Faction:** Milton Drac.

**Appearance:** Milton Drac is 6 feet 5 inches tall, thin, and wiry. He has a long, angular face with a penetrating gaze and piercing eyes. He wears a long, light-green robe with a jeweled belt. He is unarmed.

**Quote:** "Greetings, friends! You really ought to be more careful. Being a hero can get you killed, you know."

**Description:** Milton Drac, the Sea Lord of Freeport, has a dark past. He is the bastard son of Marten Drac, one of the most brutal rulers Freeport has ever seen. His mother Annabel was a harlot that Marten bedded during a night of drunken womanizing, long before his rise to power. Soon after Marten became Sea Lord, Annabel paid him a visit to let him know that he had a son. Marten was unwilling to share his money with an aging strumpet and her bastard son, so he ordered them killed.

Annabel grabbed her child and fled Freeport ahead of the assassins, but she knew that Marten would eventually find them. She decided to entrust Milton to the priests of a monastery dedicated to the worship of the God of Knowledge. He was only 10 years old, but she made certain he knew his lineage so that someday he might claim his birthright. Annabel was caught soon after. She refused to give up the whereabouts of her son, and she died during a particularly brutal torture session.

Of course, the monks Annabel had left her son with were actually members of the Brotherhood of the Yellow Sign, who believed that Milton was the answer to their prayers. They needed to gain control of Freeport to revive the

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worship of the Unspeakable One. What better way to do that than to have a member of the Drac bloodline assume power in the city—under their control?

The priests of the Brotherhood trained Milton in the ways of the Yellow Sign. They made certain he knew of the circumstances behind his mother's death. He became a priest in the Brotherhood and began plotting his revenge.

Milton Drac has a disconcerting demeanor that tends to make people uneasy. He enjoys mixing innuendo into his conversation so those who speak to him are not sure whether they have just been insulted or complimented. Milton also uses his penetrating stare to shake up those who talk with him.

Milton Drac has one goal in all he does. He wants to ensure the completion of the lighthouse so that madness of the Unspeakable One can be spread throughout the world. Conveniently, this satisfies his desire to see Freeport destroyed for the murder of his mother.

## CAPTAIN BROCK WALLACE

CAPTAINS' COUNCIL MEMBER (ACTUALLY GORN)

**Male serpent person (disguised as human), apparent age 55 (old)**

**Faction:** Milton Drac.

**Appearance:** Brock is 5 feet 10 inches tall and overweight at well over 200 pounds. His bald head is usually covered with a black tricorn. He wears black pants with white hose and a white, ruffled shirt. Two daggers in fine leather scabbards are attached to his belt at either hip.

**Quote:** "I was wrong to oppose Drac. The lighthouse will be the crowning achievement of this age."

**Description:** The real Brock Wallace was the head of a prosperous merchant family of Freeport. The Wallaces made their fortune securing numerous trading contracts with important cities on the mainland. Brock was elected to the council nine years ago in return for his support for Milton's Folly. His contacts on the mainland provide much of the materials for the lighthouse project.

About a year ago, Brock spoke out about the lighthouse when Drac began to bring in other merchant families to supply the project. He threatened to pull his support and with it, the supplies needed for the lighthouse. Drac responded by having a Valossan named Gorn kill Brock and assume his identity. Understandably, Brock is now very supportive of Drac and his policies.

Gorn tries to act like Brock, who was always outspoken and ill tempered. Many of Brock's family and closest friends have noticed a change in him recently. He often forgets important details from his past. Things that used to send him into a rage now evoke no response at all. Clearly,

something has changed with Brock, but the people around him can't put their finger on exactly what is wrong.

## ARIAS SODERHEIM

CAPTAINS' COUNCIL MEMBER

**Male half-elf, age 105 (old)**

**Faction:** Milton Drac.

**Appearance:** Arias is 5 feet 11 inches tall and has a medium build. He wears dark-green breeches with a black, tight-fitting shirt. His shoulder-length, blond hair is held away from his angular face by a slim, golden circlet. A rapier dangles by his side.

**Quote:** "Another tale? Have you heard of the saga of the five princes?"

**Description:** Arias has been on the council for 24 years. He represents the shipping interests of the elven pirates of Freeport. Ironically, his half-elven heritage has suited him perfectly for this job. The very prejudice that normally haunts those of half-elven origin was exactly what was needed for him to get elected to the council.

Arias is a bard who revels in telling stories and playing the lyre. If given enough encouragement—and usually five minutes of attention is enough—he almost certainly breaks into a heroic saga or an enchanting melody.

Arias and the elven pirates support Drac and his lighthouse because they have become very rich doing so. Arias was one of the architects of Drac's rise to power. The elven pirates did not want to enter the war on the mainland that Anton, the previous Sea Lord, was pushing for. A war would disrupt trade, and that would cost the elven pirates money.

With the support of nations that wanted Freeport to remain neutral, Arias helped get Anton assassinated and bring Drac to power. In return, Drac gave the elves exclusive rights to all of the shipping for material to build the lighthouse. They do not know of the true purpose of the lighthouse and are merely attempting to wait Drac out. After all, long life has its advantages. They plan to be enjoying his money long after he is dead.

## MELKIOR MÆORGAN

CAPTAINS' COUNCIL MEMBER

**Male human, age 35 (middle-aged)**

**Faction:** Milton Drac.

**Appearance:** Melkior stands 6 feet 5 inches tall and is very muscular. He wears black leather pants and a similar shirt covered with a gleaming breastplate. On his belt in a jeweled scabbard is a curved dagger. He has gray eyes and straight, jet-black hair cut short.

**Quote:** "Isn't this dagger exquisite? Its beauty can only be appreciated up close. Here, allow me to demonstrate."



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**Description:** The Maeorgan family has been involved in the politics of Freeport for over a century. The Maeorgans made their fortune in the shipbuilding business, and they still lead the city in that field. Melkior rose to his position in the council 11 years ago, a few months before Sea Lord Anton was assassinated under a cloud of suspicion. His older brother, Councilor Armin Maeorgan, had been found murdered by an assassin's blade. Under a centuries' old rule of the council, Melkior assumed his brother's position on the council.

Although it has never been proven and he denies it to this day, Melkior killed his brother to take over the family business and gain a position on the council. He was urged to do so by Milton Drac, who helped him with the murder. Melkior is ruthless but has a dark sense of humor. He knows he has an intimidating figure, and he uses this to his best advantage.

Melkior is Milton Drac's right-hand man. He is with him so often many believe him to be Drac's bodyguard. He has recently converted to the Brotherhood of the Yellow Sign, and he will stop at nothing to see that the lighthouse is completed.

## CAPTAIN GARTH DARELLION

CAPTAINS' COUNCIL MEMBER

**Male human, age 45 (middle-aged)**

**Faction:** Milton Drac.

**Appearance:** Captain Garth is a 6 feet tall, well-dressed, dashing figure with a lean and wiry build. He wears a flowing, green cape, black pantaloons, and a white, silk shirt. An ornate scabbard on his belt holds a saber. He has blue eyes and silver-gray hair.

**Quote:** "Good evening, fair maiden. I would enjoy the pleasure of your company at my table."

**Description:** Garth has been a member of the Captains' Council for the past 10 years. He earned his seat due to his friendship with Milton Drac, who he sailed with for many years. Unlike some of the other members of the council, he is actually the master of a ship, the *Christina*. Every chance he gets, he sets out to sea aboard the vessel. He has many contacts among Freeport's dockside denizens.

Garth is conceited and vain. He believes most women are attracted to him, and he flirts with them constantly. Most of the time he is successful, and he is unaccustomed to having a woman resist his advances. He is always cordial; even when he insults someone it is with a backhanded comment or subtle insinuation.

Captain Garth has no idea that Milton Drac is a member of the cult, and has no knowledge of the true purpose of the lighthouse. He supports Drac because he owes the Sea Lord his position on the council. Garth has been briefed by Drac on the PCs, he does his part to find out their real

motives. Even with proof, it would be hard to convince Garth about the Brotherhood of the Yellow Sign.

## CAPTAIN HECTOR TORIAN

CAPTAINS' COUNCIL MEMBER

**Male human, age 42 (middle-aged)**

**Faction:** Milton Drac.

**Appearance:** Hector Torian is a swarthy fellow, 5 feet 9 inches tall with a curly, black beard, bushy eyebrows, and long, curly, black hair. He wears a red frock coat with a white shirt and black pantaloons. A gold earring is in his right ear, and each of his fingers has a ring on it. A smile comes often to his face.

**Quote:** "Come here, and let's have a drink! Now, let me tell you about the last time I faced certain death on the high seas!"

**Description:** Hector has only recently retired from a life at sea. At the age of 10, he took his first sea voyage, and by the age 18, he was the captain of his own ship, the *Silver Ghost*. He gained a reputation among his men as being fun loving and generous. He was elected to the council 12 years ago with the financial backing of a then as-yet-unknown Milton Drac.

Hector is full of life and enjoys good food and good drink. He is loud and boisterous to the point of boorishness. He puts his foot in his mouth often because he is outspoken.

Hector supports Drac because he feels he owes him for his seat on the council. He knows nothing of the cult of the Yellow Sign. He genuinely cares for the people of Freeport, and he has voiced some concern that the lighthouse has been draining too much money from the government's coffers. Drac has assured him the money will be replaced with the increased trade the lighthouse should generate.

## LADY ELISE GROSSETTE

CAPTAINS' COUNCIL MEMBER, FACTION LEADER

**Female human, age 55 (old)**

**Faction:** Lady Elise.

**Appearance:** Lady Elise is a plain-looking woman with a no-nonsense air about her. She uses little makeup and wears a simple navy-blue gown with an exquisite pearl necklace. She has brown eyes and long, black hair down to the middle of her back. She is 5 feet 11 inches tall.

**Quote:** "I understand your position on the matter, but have you considered this?"

**Description:** Lady Elise leads the faction on the council in opposition to Milton Drac. She is one of the council's senior members, with over 25 years of service. Her family

## - PART I: THE GRAND LIGHTHOUSE BALL -

has long held positions of power in Freeport, and she is an expert politician. When her father died with no male heir, she took over his seat despite the fact that she was a woman. Since then, she has been a voice of reason on an often-chaotic council.

Lady Elise is patient and calculating. She keeps her thoughts and feelings to herself until she is certain about what she wants to say and when she wants to say it. Many of the opposition councilors have taken to calling her "Grandma," but never to her face. She is an excellent public speaker and an accomplished negotiator.

Lady Elise is very concerned with the current situation in Freeport. She is lobbying hard for her choice as a replacement for Verlaine. Her choice is Petra Frick, the leader of the artisan's guild. This would give her veto power on the council over Drac. With that power, she hopes to undo many of the poor policies of the Sea Lord.

Lady Elise has already started an investigation into the lighthouse. Her agents have learned that the upper levels of the lighthouse have been sealed off for the past two weeks. No one has been allowed in, and workers who have been assigned to that area have disappeared.

### DIRWIN "NIMBLEFINGERS" ARNIG

CAPTAINS' COUNCIL MEMBER

**Male gnome, age 175 (old)**

**Faction:** Lady Elise.

**Appearance:** Dirwin has short, gray hair and bushy, gray eyebrows. He is 3 feet 6 inches tall, thin, and wiry. He wears a pair of brown trousers, green boots, and a green, velvet jacket. Around his neck is a gold chain with a large emerald on the end of it.

**Quote:** "Young one, let me show you how that is done. They don't call me 'Nimblefingers' for nothing, you know."

**Description:** Dirwin has seen many a year in Freeport. He was born into a noble family of gnomish gemcutters who make their living off the spoils of pirates. He has been on the council for 50 years and has seen a few Sea Lords come and go. He is the head of the Jewelers and Gemcutters Guild, and he also represents the gnomes and halflings of Freeport on the council.

Dirwin's attitude has not been negatively affected by his long term in office. He has a quick wit and loves to tell jokes and engage in conversation. He is also very proud of his skill with his hands, and he often shows off by performing card tricks at dinner parties.

Dirwin has been outspoken in his opposition to Drac and his policies. The city has suffered under the heavy taxation forced upon it to build the lighthouse. He and Lady Elise have been conducting a private investigation

into the whole project. Through his contacts on the mainland, Dirwin has recently discovered that the Sea Lord commissioned the cutting of a large crystal to be used in the lighthouse. He finds it odd Drac chose not to use any members of the Freeport guild to cut the gem. From a sketch Dirwin obtained, the gem seems to look magical in nature. Dirwin plans to have a wizard analyze the drawing to see if its purpose can be determined.

If someone looks at the drawing of the crystal, a successful DC 20 Spellcraft check reveals it is used to channel magical energy. Tarmon the High Wizard (see page 15) can also give the PCs this information if they do not have the relevant skill to find it out on their own.

### CAPTAIN XAVIER GORDON

CAPTAINS' COUNCIL MEMBER

**Male human, age 49 (middle-aged)**

**Faction:** Lady Elise.

**Appearance:** Captain Xavier is 6 feet 3 inches tall, with an average build, long, brown hair, and brown eyes. He wears tall, black leather boots, scarlet, skin-tight leggings, a white, puffy shirt, and a black, velvet jacket. A long scimitar rests at his side, within a golden scabbard.

**Quote:** "Sailing the seas is where a man belongs. These land lubbers have no idea!"

**Description:** Captain of the *Bloody Sea*, Xavier has been a member of the council for two years. He represents the many privateers that call Freeport their home when not at sea. His is the only seat on the council that is restricted to a specific type of candidate. By tradition, it must be filled by a privateer. It is also the only position on the council with a term limit (three years). This ensures the council always has on it a member who represents the pirates and privateers who originally founded the city.

Captain Xavier is looking forward to ending his term so he can return to his true love, the sea. He speaks of his travels often and tells many tall tales of adventures he has had aboard sailing vessels. He resents being called a pirate and prefers the term privateer, as he feels he keeps the interest of Freeport at heart.

Captain Xavier was initially supportive of Drac, but since he learned about the suffering caused by the lighthouse, he has withdrawn his support. He feels it is an amazing waste of money that could have been spent elsewhere. Most of his fellow privateers agree with him. He has joined the opposition led by Lady Elise, but he is reluctant to take a serious stand against Drac until the majority of the council makes a move.

Captain Xavier has learned from his privateer contacts that a mysterious ship was seen just two days ago in the harbor. It slipped into a secluded area near the lighthouse in the

# - PART I: THE GRAND LIGHTHOUSE BALL -

dark of night and offloaded cargo and some passengers. One of the passengers had a long, reptilian tail.

## LIAM BLACKHAMMER

CAPTAINS' COUNCIL MEMBER

**Male human, age 50 (middle-aged)**

**Faction:** Lady Elise.

**Appearance:** Liam is 5 feet 11 inches tall and muscular, with short, gray hair and blue eyes. He wears an ornamental chainmail shirt of gleaming silver, with a dark, brown leather shirt and pants.

**Quote:** "Milton's Folly—the project must end soon, or many more of our people will die."

**Description:** Liam is a blacksmith by trade, who joined the council 14 years ago to help fight the injustices inflicted on the poorer people throughout the city. Since then, he has been a champion of the common man of Freeport, doing everything in his power to divert as much money as possible from the lighthouse project to city services. If not for his efforts, things in Freeport would be much worse.

Liam has always been headstrong and emotional. When he first joined the council, he got into many arguments with the other members. Over the years, he has learned to control his temper and be more diplomatic. Occasionally, when he is pushed too far, he still loses his temper.

Liam is very upset with the situation in Freeport. He knows the lighthouse has been slowly destroying the city and that Milton Drac is to blame. In the past few weeks, he has spoken out about this more than ever.

## SISTER GWENDOLYN

CAPTAINS' COUNCIL MEMBER

**Female human, age 40 (middle-aged)**

**Faction:** Lady Elise.

**Appearance:** Sister Gwendolyn is 5 feet 9 inches tall, with shoulder-length, dark-green hair and green eyes. She wears a tight-fitting, aqua-colored, floor-length gown. Around her neck is a silver necklace with a jeweled miniature trident charm on the end of it. She is very attractive.

**Quote:** "That is a very interesting sword. Is it a family heirloom?"

**Description:** Sister Gwendolyn is a priestess of the God of the Sea. When her predecessor retired five years ago, she took over his seat on the council. Drac initially opposed this, but he was not able to convince the council to break with tradition. A member of the Sea God's church has been sitting on the council for over 150 years.

Gwendolyn is practical and self-assured. She enjoys conversation and often asks people she does not know

to tell her about their life, listening intently all the while. She can tend to be a flirt with men, but she almost never follows through on any of it.

Sister Gwendolyn has been helping Dirwin and Lady Elise investigate the lighthouse. She has heard many strange reports from the workers there. They claim to hear strange noises at night. A priest of her temple reported he saw flashes of magical light from the upper chambers one night. The next morning, two horrible creatures with the head of an owl and the body of a bear were found dead at the base of the lighthouse. No one had ever seen one of these creatures before, but a librarian at the Temple of Knowledge told her that they are well-known monsters in places on the continent.

## CAPTAIN MARCUS ROBERTS

CAPTAINS' COUNCIL MEMBER

**Male human, age 50 (middle-aged)**

**Faction:** Lady Elise.

**Appearance:** Captain Marcus is 6 feet tall, with short, blonde hair and blue eyes. He wears green pants, a white shirt and a green jacket. He wears a short sword in a silver scabbard on his belt.

**Quote:** "Another round for my good friend here. And give us the good stuff, not that cheap bilge-water you serve to everyone else."

**Description:** Marcus Roberts has been on the council for 12 years, having become a member shortly before Drac's arrival. He spends as much time as possible aboard his ship, the *Black Dragon*, traveling back and forth to the mainland, serving as a quasi-ambassador for Freeport. He created a vast spy network of informants within many of the mainland governments. He also discovered a lot of information about nobles and politicians in Freeport. Luckily, Marcus is a discreet man with the interests of the city at heart. He tries to only use his information when it will benefit the city.

Marcus is flamboyant and expressive. He tends to be the life of the party. Whether it's telling a joke or dancing a jig, Marcus is always in the middle of things, having a good time. This boisterous exterior hides a calculating and sly mind. Marcus always has his eyes and ears open, and he doesn't miss much.

Marcus is not a vocal member of Lady Elise's faction. In the beginning, Marcus supported Drac to be Sea Lord. In the past few years, however, he learned about Drac's manipulative nature and is frankly afraid of him. He tends to vote against Drac when he can because he knows the lighthouse is draining valuable resources away from the city.

Marcus's spy network has informed him that Drac recently sent Melkior Maeorgan to the mainland. He returned with



# ~ PART I: THE GRAND LIGHTHOUSE BALL ~

crates filled with strange candles made of yellow wax and engraved with magical symbols. Anyone who makes a successful DC 20 Spellcraft check knows these types of candles are used as the arcane focus for summoning spells.

## TARMON

HIGH WIZARD

**Male human, age 60 (old)**

**Faction:** Neutral.

**Appearance:** Tarmon is 6 feet 5 inches tall and has short, brown hair and brown eyes. He wears a long, flowing, red robe bound by a golden belt. He walks with the aid of a gnarled, old, wooden staff.

**Quote:** “Do you know the history of that gem you are wearing? Let me tell you about it.”

**Description:** Tarmon is a lifelong resident of Freeport and the leader of the Wizard’s Guild. Born an orphan, he was raised on the mean streets of the city. An adventuring wizard discovered his affinity for magic and took him on as a pupil. After many adventures on the mainland, Tarmon returned to Freeport to establish a guild for wizards.

Tarmon is energetic and quick-witted despite his advancing years. He enjoys conversation and has such a breadth of knowledge he can talk long on many different subjects.

The Wizard’s Guild has tried to stay out of the fray with regard to the lighthouse project. Although the wizards realize the project has been draining the city’s coffers, they do not want to go against the majority of the council that supports it. Tarmon is unaware of the involvement of the Brotherhood of the Yellow Sign. If the PCs can gain his confidence, he gives them whatever aid he can.

## TORSTEN ROTH

HEAD OF THE GUILD OF MERCHANTS

**Male human, age 40 (middle-aged)**

**Faction:** Milton Drac.

**Appearance:** Torsten is 6 feet tall and has brown, short, curly hair. He wears dark-blue pants and a dark-blue jacket with brass buttons. A gold belt is around his waist, and a golden pendant rests on his chest.

**Quote:** “Really, don’t you have something better to do? Here’s my glass. I can use some more wine.”

**Description:** Torsten is one of the richest men in Freeport. He is the head of the powerful Roth merchant family as well as the Guild of Merchants. His great-grandfather built the family fortune by selling iron and copper ore to the Sea Lord from mines he purchased on the mainland. The family has diversified since then and now sells fine wine and exotic goods as well as the ore.

Torsten is a snob who was born with a silver spoon in his mouth. He thinks most people are beneath his station, and he looks down on them with disdain. In conversation, he is annoying and condescending. He thinks he can secure a nomination for councilor at this ball. He fawns all over the councilors to curry their favor.

For many years now, Torsten has been supplying Drac with some strange items for his lighthouse, most notably an exotic, soft metal called “Serpent’s Blood” from the jungles of the south. The metal is light green and is soft enough to be shaped by hand. When treated properly, it turns rock-hard. It took Torsten over two years to find the metal, but Drac told him where to look and then paid handsomely for it. For this favor, Drac promised to nominate Torsten to replace Verlaine on the council. The nomination has yet to come, and Torsten is a little bitter about it.

Torsten does not know that the Serpent’s Blood is a necessary ingredient for the Brotherhood of the Yellow Sign to use in the construction of the lighthouse. It has been infused into the upper levels in many runes and glyphs to channel the power of the Unspeakable One and aid in his summoning. When the PCs learn of the Serpent’s Blood, have them make a DC 25 Knowledge (arcana) check. A successful check reveals this type of metal was once used in rituals to summon demons.

## CAPTAIN LYDON

CAPTAINS’ COUNCIL NOMINEE

**Male human, age 50 (middle-aged)**

**Faction:** Neutral.

**Appearance:** Captain Lydon is 6 feet 4 inches tall and weighs almost 300 pounds. He has long, scraggly, black hair and a five-o’clock shadow. He wears a bright-red jacket with gold buttons, a black pirate hat, and black pants. A saber hangs in a scabbard from his black leather belt. He also has horribly crooked, yellow teeth.

**Quote:** “Arrrggghhh, a fine party this is. If this be the life of a councilor, count me in.”

**Description:** Captain Lydon was born and raised on a pirate ship and has spent most of the rest of his life in the streets of Freeport. He has had his own ship, *The Gambit*, for almost 20 years. For the past 10 years, he has been trying to run a merchant shipping company to no avail. With his fortunes dwindling, he has made one last push to influence the citizens of Freeport, mainly those on the docks, and gain their support for the Captains’ Council. His recent sponsorship of the annual Swagfest celebration was a great success, and it moved him close to his wish of joining the Captains’ Council.

Lydon is crass but lovable. He is a simple man who enjoys drinking, smoking, and just plain having fun. He laughs

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often, and he is trying hard to impress people at this ball. He knows this may be his only shot at the big time.

Captain Lydon is also a degenerate gambler. He owes a local underworld boss named Finn a boatload of gold that he simply does not have. Drac has offered to pay off this debt and nominate Lydon to the council. In return, Lydon would have to be Drac's puppet on the council.

Drac does not know Lydon is aware of the Sea Lord's involvement with the Brotherhood of the Yellow Sign. He saw Milton Drac performing rituals to the unspeakable god in the small temple the PCs cleaned out in *Death in Freeport Revised*. Lydon learned from watching that ritual all members of the order are branded on their inner thigh with the Yellow Sign. Drac has the mark. Why Lydon was in the temple is another story.

(For more about Swagfest and Finn, see *Freeport: The City of Adventure*, as well as **Focus on Freeport #5: Holiday in the Sun**, available as a free download on Green Ronin Publishing's website.)

### PETRA FRICKE

CAPTAINS' COUNCIL NOMINEE

**Female human, age 45 (middle-aged)**

**Faction:** Lady Elise.

**Appearance:** Petra is 5 feet 9 inches tall, slender, and beautiful, with short, blond hair. She wears a long,

midnight blue gown with a fine silver belt at her waist. A single, golden ring adorns her right hand.

**Quote:** "There is nothing more pleasing then turning a piece of stone into a work of art."

**Description:** Petra is a sculptor, and much of her work appears in the temples of Freeport. She has been the leader of the Guild of Craftsmen for the past four years. She has submitted many petitions to the council concerning the building of the lighthouse. The craftsmen have complained they have not received any contracts for work on the project for the last three years. This all coincides with the building of the upper levels of the lighthouse.

Petra is a beautiful woman who seems to glow with an inner happiness. She loves sculpting and talks about it often. She is polite and personable and freely converses with the PCs. She also loves to dance, and her dance card is usually full.

Petra is worried about the lighthouse and what it has done to the city. When Lady Elise approached her, she happily accepted her nomination to the council for the express reason of opposing Drac. She does not know why no contracts have been awarded for the lighthouse. At first, many artisans and craftsmen worked on the project. Then, as the upper levels were nearing completion, all work for local craftsmen ended. Although this is strange, she does not suspect that there is a cult involved in the lighthouse project.



# ~ PART TWO: ~ BLACK DOG'S CAVES

IN WHICH THE ADVENTURERS EXPLORE THE CAVES OF AN INFAMOUS PIRATE  
AND DISCOVER THE ENTRANCE TO THE SUNKEN TEMPLE OF YIG.

After the ball, the PCs should have a good idea of the secret behind the Lighthouse of Drac. They should regroup at the Temple of the God of Knowledge and confer with Thuron. If something has happened to Thuron in your campaign, you can substitute the Loremaster Falthar. (See *Falthar's Curios* in Green Ronin's *Tales of Freeport*.)

After the PCs have pieced their clues together, Thuron tells them they must find the *Jade Serpent of Yig* to stop the Brotherhood of the Yellow Sign. Only the power of this ancient Valossan artifact can overcome the Unspeakable One and prevent the world from degenerating into madness and chaos. Thuron tells them that the *Jade Serpent* was kept in the Temple of Yig in ancient Valossa, now sunk beneath the waves.

To locate the entrance to the sunken temple, the PCs must conduct some research. Thuron can provide them with a good start. During his studies at the Temple of Knowledge, he came across excerpts from the log of the infamous pirate named Black Dog. **Handout B** is an excerpt from that logbook of Black Dog. Thuron believes the doorway

described in the log is of Valossan origin and could lead to the sunken temple.

The PCs can ask around town about Black Dog and his caves. There are many legends surrounding the pirate. **Table 2-1: The Legend of Black Dog** lists what the PCs can discover with a successful Gather Information check.

If the PCs do not have a high enough Gather Information score or they roll poorly, you can simply allow them to discover the information after they spend some time questioning people in the city about Black Dog, or after they spend a substantial sum on bribes.

## GARETH, THE OLD SEA DOG

The exact location of Masthead Lane is not important for the purposes of this adventure. Suffice it to say it is located somewhere in the Old City. The house is a two-story



TABLE 2-1:  
THE LEGEND OF BLACK DOG

### DC Information

- 10 Black Dog the pirate was the scourge of the seas around Freeport over 50 years ago, until he mysteriously disappeared. He is described as a hard-drinking man with a deadly saber and an even deadlier temper.
- 15 Black Dog stowed away a king's ransom in gold and jewels that was never found. The caves where the treasure is hidden are beset with all manner of hideous traps to thwart any would-be thieves.
- 20 Black Dog haunts his caves from beyond the grave and will suffer no man who finds them to come back alive.
- 25 An old pirate named Gareth who served under Black Dog over 50 years ago still lives. He may know the location of the treasure caves. He lives in the Old City at 45 Masthead Lane.



## - PART II: BLACK DOG'S CAVE -

building made of wood, with three windows facing the street on each floor. The knocker on the door is carved in the shape of a three-masted ship.

Gareth is an elderly man in his seventies. He has a peg leg and a huge scar across his left eye. He knows full well why the PCs have come to see him. In fact, he has been making a living for years now by telling people the location of Black Dog's Caves—for a price. His usual style is to complain about an old back injury he got when he fell through the rigging of a ship. He then tries to get as much money for his information as possible through sympathy. He tries for 250 gp, but he settles for 200 gp. If it isn't obvious, no one has ever returned from Black Dog's Caves.

When the PCs ask Gareth about Black Dog's Caves, he breaks into the following well-rehearsed speech.

*"I know what you wants. It's the treasure of Black Dog it is. I remember me days with him well. We frightened every merchant from here to the mainland. Heh! Those were the days!"*

*"Of course me accident set me back for a while. I fell through the riggin' ya know. Damn near broke me back, I did. That's why I has to use this cane and all. Now I am getting' old, and I ain't got much money."*

*"I could tells ya where the caves are, but what good would that do me? I am only a poor, old sailor with a half-broken back and not much money left. Can you spare some coin for a crippled, old man? I won't steer ya wrong."*

Once paid, Gareth continues,

*"Thank ye! Thank ye very much. Now, the trick to findin' the caves is the tides. Ye has to go only a few miles west along the coast until ye see two tall stones stickin' up out o' the water. They be tall, almost a full mast high."*

*"When the tides is low, a cave will appear on the island. All ye have to do is get yer boat in the cave. Once inside, I can't be much help to ye. I was never let inside, but I know it's dangerous. Black Dog sure did love his treasure!"*

Gareth does not know anything specific about the caves except where the entrance is. He does know that the place is probably trapped, as Black Dog always talked about protecting his treasure.

### FINDING THE ENTRANCE

At the docks, the PCs can purchase a sturdy rowboat complete with oars for about 50 gp. Gareth has not led the PCs astray. If they follow the coastline, they see the two stones just as he described. The journey takes about an hour.

Low tide occurs at 4:00 am and 4:30 pm. At these times, the cave entrance is accessible by boat. If a PC has the Profession (Boater) skill, he can use it to direct his comrades in the boat.

If no one has the Profession (Boater) skill, then standard Wisdom checks apply. It may also be necessary to consider Dexterity on some checks while in the boat. The boat can be successfully navigated into the cave with a successful DC 15 check.

### LOCATION 2: BLACK DOG'S CAVES

Once the heroes get inside the caves, consult the map and read the boxed text to them as they move from location to location. The cave is unlit, so the heroes should bring light sources with them, unless they all have darkvision.

#### I. A SWIFT-MOVING CURRENT

*The tunnel beyond the cave entrance is narrow and damp. Water drips from the ceiling onto your shoulders, and the sound of the surf echoes in your ears. After traveling a short distance, you hear the sound of rushing water as your boat begins to move quickly in a swift current. The tunnel winds to the left and then back the right as your boat careens wildly down into darkness!*

Moving this quickly down the tunnel is dangerous. Everyone in the boat must make a DC 15 Dexterity check or be thrown overboard. Sitting PCs have a +2 circumstance bonus to their check.

Characters thrown from the boat are carried along with the current and deposited in **Location 2**. Any character still controlling the boat must make another DC 15 Profession (Boater) or Wisdom check to prevent the craft from slamming into the wall at the end of the tunnel. On a failed check, the boat hits the wall, and all on board take 1d6 damage and are carried into **Location 2** by the current.

## - PART II: BLACK DOG'S CAVE -

### THE SABER OF SORROW

An evil wizard who wanted to exact revenge on his abusive employer created the *Saber of Sorrow*. It gained its name after the wizard's employer killed his entire family because of the saber's curse.

Although the saber acts in most respects like a normal +2 *scimitar* in combat, it is cursed. Anyone who owns the saber becomes incredibly protective of it, culminating in an insane paranoia that anyone who sees the weapon wants to steal it. This paranoia is so strong that those who possess the saber eventually try to kill those close to them.

Once a day, a player who possesses the weapon must make a DC 12 Will save to resist the effects of the saber. On a failed save, the owner succumbs to the weapon's curse and begins to become paranoid and protective of the weapon. One day after the curse takes effect, the owner of the saber attacks and tries to kill the person closest to him.

Moderate enchantment; CL 7th; Craft Magic Arms and Armor, creator must be 8th level and of evil alignment; Price 6,000 gp.

*There are tunnels leading out of the chamber in front of you and to either side. Two beaches flank the tunnel to your left.*

The underground lake is the home of an adult tojanida. If the encounter level is too low for your group, feel free to add a second tojanida to increase the challenge to EL 7. The tojanida sizes up the PCs before attacking. It knows the entire cave complex, and it chooses a moment or place to attack that is to its best advantage.

The lair of the beast is located near the center of the lake, 50 feet below the surface. A successful DC 25 Search (reduce the DC to 20 if the PCs have some way of seeing underwater) reveals the lair. The lair is littered with the bones and the mostly useless equipment of the monster's unfortunate victims. There are six gems scattered among the bones, each worth about 100 gp. There is also a masterwork quarterstaff that has not yet begun to rot.

**Adult Tojanida:** 45 hp; see **Appendix I: Statistics** page 52 for details.

### 3. THE SHINING SABER (EL 3)

*As you get closer to the beach, you can now see what was glittering from far off. A saber is stuck in the sand, halfway up the beach. The saber appears to be untarnished, and it reflects light. The beach is littered with skeletons, some of which still wear rusted armor and wield corroded weapons.*

### 2. THE WATCHER (EL 5)

Read box A to the PCs who enter the room by the boat.  
Read box B to those PCs who have fallen out of the boat.

#### Box A

*Your boat is thrust out of the narrow tunnel and into a large chamber. Stalactites dot the ceiling at least 50 feet above the surface of a dark, underground lake. There are tunnels leading out of the chamber on either side. You can also just make out the far end of the cavern where another tunnel lies. Two beaches flank the tunnel to your left. On the beach closest to you, something glitters in the gloom as your light hits it.*

#### Box B

*The current in the tunnel has carried you into deeper water. You see that you are in a large chamber, swimming in an underground lake.*

The saber in the sand is named the *Saber of Sorrow*. It has a long and sad history. It ended up buried here in Black Dog's Caves as the result of a horrible tragedy. The saber was found by Black Dog's first mate Ironfoot. Due to the saber's curse, Ironfoot killed his lover Isabella because he thought she coveted it.

Overcome with grief, Ironfoot killed himself on this very beach by driving the saber through his chest. As a result, he has come back as an allip with an unholy hatred of the saber. Ironfoot remains hidden incorporeal within the walls of the cavern until someone touches the saber. At that point, he attacks until the saber is dropped. Ironfoot pursues anyone who has the saber, to the exclusion of all others.

For specifics on the *Saber of Sorrow*, check out the sidebar on this page.

**Ironfoot the Allip:** 26 hp; see **Appendix I: Statistics** page 55 for details.

## - PART II: BLACK DOG'S CAVE -

### 4. ILLUSION TRAP (EL 3)

*You emerge from a narrow tunnel to see a large, natural cavern 25 feet long by 40 feet wide. A slim strip of beach lines the far wall. Ten large, ironbound chests sit on the sand. A skeleton lays half in the water and half on the beach. Its arms are stretched longingly toward the chests.*

This cave is a trap designed by a wizard loyal to Black Dog. The beach and the skeleton are real, but the chests are the result of a *permanent image* designed to draw would-be thieves toward the apparent treasure. Since the chests are an illusion, they show no signs of decay or water damage. Characters who interact with the illusion are entitled to a DC 18 Will save to disbelieve the illusion. However, the first player to step on the beach sets off a lightning blast trap, emanating from the wall behind the chests.

**Lightning Blast:** CR 3; magic device; proximity trigger (*alarm*); no reset; spell effect (50-ft. line, 3d6 electricity, DC 13 Reflex save half); Search DC 26; Disable Device DC 25. *Cost:* 300 gp, 36 XP.

### 5. THE HEALING BASIN

*The underground waterway ends here in a circular chamber with frescoes painted on the walls. The frescoes depict scenes from the mythology of the God of the Sea. A large stalagmite in the center of the room has been crafted into a basin. The sides of the stalagmite are carved in the shape of a sea serpent winding around the entire basin. Water fills the vessel.*

Black Dog, in honor of the God of the Sea, created this chamber. He never went out on a raid without first paying homage to the Sea God. As a reward for his faithfulness, the Sea God magically enchanted the basin in the center of the room. Although the water is briny, it cures 2d8 points of damage on anyone who can bear to drink from the basin. The water in the basin can only heal each drinker once per day, and any water removed from the basin immediately loses its power.

### 6. DEADLY SPIKES (EL 9)

*A huge, natural chamber looms before you. Sand fills the floor of the chamber, and the water laps*

*against it rhythmically. Near the shore off to the right is a skeleton impaled by a large stake jutting up out of the sand. As more of the chamber comes into view, you see at least two more skeletons impaled the same way.*

The treasure room of Black Dog can be found if players can detect the secret door in the wall on the right side of the chamber by succeeding on a DC 20 Search check. For that reason, Black Dog constructed hidden stake traps throughout the room, to impale would-be looters. Each five-foot square of the chamber marked by an "X" on the map contains a stake trap. The best way to keep track of this is to draw the room on a map and have the players tell you where the PCs are moving. Players setting off a stake trap are considered flat-footed and gain no Dexterity bonus to Armor Class against the stake trap's attack roll.

**Stake Traps (11):** CR 2; mechanical; location trigger; no reset; Atk +15 melee (1d8/×3); Search DC 20; Disable Device DC 20; *Market Price:* 1,000 gp.

### 7. TREASURE CHAMBER DOOR

*Moving through the secret door, you enter a passage of worked stone. At the end of the passage, is a huge, wooden door bound in iron. A large lock is built into the center of the door. An inscription on the door reads: "Enter here and face the wrath of Black Dog."*

The door is locked and requires a successful DC 25 Open Lock check to open.

**Iron-Bound Door:** 3 in. thick; hardness 5; 40 hp; Break DC 26.

### 8. BLACK DOG'S TREASURE (EL 7)

*When the huge door is opened, a low moan seems to come from the walls of the chamber itself. The chamber is 25 feet wide by 20 feet long. There are nine chests lining the walls.*

*The moaning continues until suddenly a figure rises up through the floor; glowing with an eerie, greenish light. He wields a saber; wears tall boots, a long frock coat, and a hat with a feather in it.*

*Floating in the center of the room, the apparition points his saber at you and speaks in*



## ~ PART II: BLACK DOG'S CAVE ~



## - PART II: BLACK DOG'S CAVE -

*a loud, booming voice: "Who dares disturb the treasure of Black Dog? You cannot hope to stand before me! Leave now, and no harm will come to you. Stay to seek your fortune, and you will be doomed to everlasting damnation!"*

The apparition is the spectral form of Black Dog the pirate. After his death, he was buried beneath the floor in his treasure room. He now haunts this chamber as a spectre for eternity and refuses to allow anything to be removed from it. As long as the heroes do not remove any treasure, Black Dog allows them to leave unmolested.

The heroes can talk with the spectre of Black Dog. First, though, they have to leave the treasure chamber before Black Dog can calm down enough for a conversation. He does know where the door described in his log is located, and he can tell the PCs how to get there. If they ask him, Black Dog can also describe to them what happened to Tom when he tried to open the serpent door.

*"Tom was always doing crazy things. I told him to leave the door alone but he wouldn't listen. He stuck his hand in the serpent's mouth and began to turn the knob.*

*"Then he suddenly screamed and yanked his arm free of the serpent. Immediately, a stream of poisonous, green liquid shot out of the serpent's mouth and hit him square in the chest. The poison was so nasty he was unable to move for over a week.*

*"Even when he recovered, Tom was unable to exert himself for the rest of his life. When we asked him what happened, he said that the stone serpent had bit down on his arm. We thought he was crazy because we were all there and no one saw the thing move."*

If any of the PCs annoy Black Dog in any way, he attacks.

**Black Dog (Spectre):** 45 hp; see **Appendix I: Statistics** page 53 for details.

The chests hold various traps and treasures as follows.

**Chest 1: Poison Needle Trap:** CR 1; mechanical; touch trigger; manual reset; +8 ranged (1 plus poison); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); Search DC 22; Disable Device DC 20; *Market Price:* 1,300 gp. This chest contains 700 gp.

**Chest 2:** Untrapped. It contains 2,000 sp.

**Chest 3: Hail of Needles Trap:** CR 3; mechanical; touch trigger; manual reset; Atk +20 ranged (2d4); Search DC 22; Disable Device DC 22; *Market Price:* 5,400 gp. This chest contains 2,000 sp, an *elixir of swimming*, a *potion of spider climb*, a *potion of bear's endurance*, and a *potion of cure light wounds*.

**Chest 4:** Untrapped. It contains 100 pp and a *potion of cure serious wounds*.

**Chest 5:** Untrapped. It contains 400 gp and a *potion of tongues*.

**Chest 6: Arrow Trap:** CR 1; mechanical; touch trigger; manual reset; Atk +10 ranged (1d6/x3, arrow); Search DC 20; Disable Device DC 20; *Market Price:* 2,000 gp. This chest contains a masterwork scimitar and an arcane scroll (*water breathing*, caster level 5).

**Chest 7:** Untrapped. It contains 600 gp, two gems (100 gp each), and two gems (250 gp each).

**Chest 8:** Untrapped. It contains two jeweled, golden goblets (100 gp each), 10 golden plates (25 gp each), one silver necklace (250 gp), and one gold necklace (300 gp).

**Chest 9: Poison Needle Trap:** CR 1; mechanical; touch trigger; manual reset; +8 ranged (1 plus poison); poison (greenblood oil, DC 13 Fortitude save resists, 1 Con/1d2 Con); Search DC 22; Disable Device DC 20; *Market Price:* 1,300 gp. This chest contains 2,000 sp and a *ring of protection +1*.

## 9. THE SWIFT CURRENT

*Ten feet into this tunnel, the current sends your boat careening forward at a dangerous speed!*

Strong currents affect the water in the tunnels beyond this point. The PCs must make a DC 15 Profession (boater) check or Wisdom check to turn the boat or stop it in the current. Anyone who stands up in the boat must make a DC 15 Balance check to avoid falling out of the boat. Those who fail this check and fall into the water are carried to Location 10 or Location 11. These characters must succeed DC 15 Swim checks to stay above the rough waters or be at risk of drowning.

## 10. POSSIBLE ACCESS TO OTHER AREAS

This watery passage can be used to expand this adventure if you so desire. If not, eliminate it from the map or simply state the passage narrows and is too small to allow the PCs to continue.



## - PART II: BLACK DOG'S CAVE -

### II. BOARDED-UP TUNNEL

*The entrance to this tunnel is boarded up above the waterline. The boards are rotted from exposure to the seawater. Written across the wooden barrier in black ink and in the common tongue are the words: "DANGER! KEEP OUT!"*

This is the boarded-up passage mentioned in Black Dog's logbook. The boards are easily broken and cast aside. The current pulls the boat into the passage beyond.

### 12. THE SERPENT PORTAL (EL 9)

*Your boat lands on a beach facing a 30-foot wide, curved, jade wall covered by a mural depicting two serpent men in red robes, standing on the summit of a jade tower shaped in the form of a coiled snake. Their hands are raised to the sky, and far below a throng of serpent people look on.*

*Between the two robed figures is an enormous, stone doorway 10 feet wide and 20 feet high. In the center of the door, a bas-relief cobra is carved out of the green stone. The mouth of the cobra juts out further than the rest of the relief, its fangs bared as if ready to strike. Beneath the cobra is writing in some strange script.*

This is the top of the temple depicted in the mural. The remainder of the temple was buried during the great

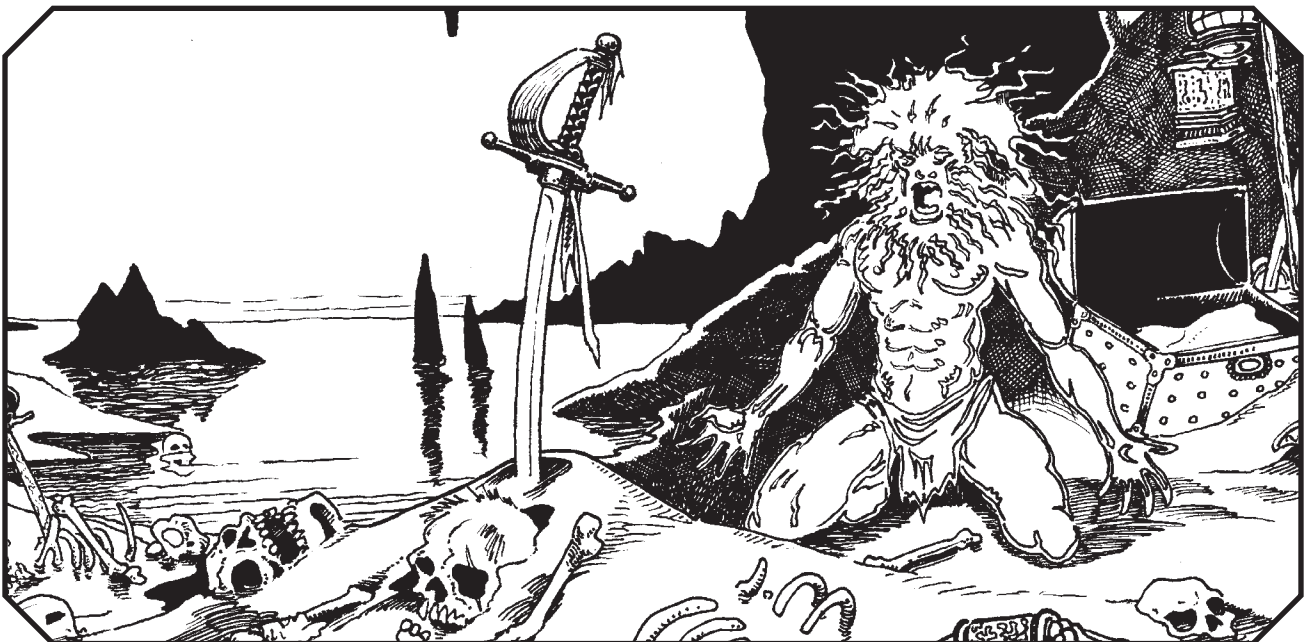
cataclysm. The writing under the cobra, which is Valossan, can be read by anyone who has learned to read the language or by any who succeed on a DC 20 Decipher Script skill check. (Add +2 if he has deciphered any previous Valossan writing successfully.) The script reads, "All those who would enter the temple must pass the test of the fangs. Reach into the mouth of Yig, and your courage will be rewarded."

The mouth of Yig is a test of courage and mental strength. To open the door, a PC must put his hand and arm into the serpent's maw to reach the doorknob. While reaching for the knob, it feels as if the jaws of the serpent are closing over his arm.

This is an illusion that only affects the PC who has his arm in the mouth of Yig. If the PC tries to disbelieve the illusion, he must make a DC 20 Will save. The illusion causes the hero to experience extreme pain. If the PC can keep his arm in the mouth despite the pain (DC 20 Will save to do so), the door opens. If at any point the character removes his arm from the door before the door opens, the pain stops, but a stream of poisonous green liquid shoots from the serpent's mouth. The poison in the mouth is a supernatural effect that automatically resets on the following round.

Even if the trap itself is disabled, the illusion remains in place. The PCs can try to open the door any number of times.

**Mouth of Yig:** CR 9; mechanical; touch trigger; automatic reset; Atk +13 ranged [+18 if hand is in the mouth of Yig] (poison); multiple targets (all targets in 20-ft. line); poison (dragon bile, DC 26 Fortitude save resists, 3d6 Str/0); Search DC 25; Disable Device DC 28; *Market Price:* 54,300 gp.





# ~ PART THREE: ~

## THE SUNKEN TEMPLE OF YIG

IN WHICH THE ADVENTURERS DESCEND INTO THE ANCIENT TEMPLE OF YIG  
AND DISCOVER THE PRICE THEY MUST PAY FOR THE JADE SERPENT.

Having discovered and navigated Black Dog's caves, the PCs have at last entered the lost Temple of Yig. The temple is constructed of green jade and is spiral in shape, built to resemble a coiled snake. Each level of the temple is 20 feet high and wider than the one above it. The temple is well below sea level, and it would be completely flooded if not for the magic that keeps it intact.

*depicting the construction of the temple and its consecration. In many different locations, someone has scribbled the same Valossan words across the mural in red ink.*

### LOCATION 3: THE SUNKEN TEMPLE OF YIG

As the Valossan civilization was being destroyed, the god Yig was angered. He blamed his priests for not warning their people of the devastation that would come from the worship of the Unspeakable One. Knowing his own power would soon begin to wane, Yig used his remaining strength to preserve his temple from the cataclysm. Then, to punish his priests he turned them all into undead shadows. They have been doomed for centuries to wander the halls of the temple and contemplate how they failed Yig and the Valossan people.

Centuries of undead life have twisted the minds of most of the priests left in the temple. They only seek to end their existence. To that end, they attack the PCs without provocation.

There are some, however, who still cling to the hope that they can save their souls by helping to vanquish the Unspeakable One. These priests see the PCs as their possible salvation and ask them for help. If the PCs have not learned the Valossan language, the priests switch to an archaic form of the common tongue. (All of the serpent people encountered in the temple are shadow serpents, described in **Appendix 1**.)

#### 1. THE STATUE OF YIG

*The serpent door grinds open, sending dirt scattering across the floor. The chamber beyond is circular, 30 feet in diameter. A ramp along the far right wall leads down into murky water. In the center of the chamber is an enormous, 15-foot-high, marble statue of a coiled snake. The walls of the room feature a continuous mural*

This room was a prayer and meeting chamber used by the high priests of Yig. Under the sacred image of their god, the priests made important decisions and communed with their god.

A priest named Sseth, who was trying to warn his brethren that Yig was unhappy with them, wrote this warning on the walls: "Beware brethren, for Yig will abandon us." He was thought to be insane and was placed under house arrest in his quarters in the temple below. The PCs may meet his shade later.

Any PC who has learned the Valossan language can read the phrase. A PC who succeeds on a DC 20 Decipher Script skill check can attempt to translate the writing. Grant a +2 circumstance bonus to his roll if he has deciphered any Valossan writing previously.

This is an excellent room for the PCs to rest in before they take on the temple. They can sleep here and prepare or pray for spells without incident.

#### 2. THE WATER-FILLED CHAMBER (EL 3)

This floor of the temple is filled with water. No other floors are flooded, and the water is contained on this floor. The magical enchantment that Yig placed on the temple to keep it intact also allowed this odd condition to persist after the cataclysm.

It should be easy for the PCs to get to the next floor. They can swim down the ramp with a successful DC 10 Swim check. Once in the water, they notice a light coming from another ramp ahead of them. This ramp brings them to the third floor.

Read the following description to those who swim from ramp to ramp.

## ~ PART III: THE SUNKEN TEMPLE OF YIG ~

### THE GIFTS OF THE SERPENT

The items known collectively as the Gifts of the Serpent are as follows.

#### THE AMULET OF THE SERPENT

A wizard king of Valossa created the *Amulet of the Serpent* in celebration of his coronation. It was a gift to the high priest of the temple to honor Yig. Each high priest passed the amulet on to his successor as a religious relic. The amulet was worn by the high priest at important religious ceremonies and when the Valossan army went to war.

The amulet confers onto its wearer a +2 natural armor bonus to AC and a +4 luck bonus to saving throws against poison. The Amulet of the Serpent takes up the Amulet body slot.

Faint abjuration; CL 5th; Craft Wondrous Item, *barkskin*, *neutralize poison*, creator's caster level must be at least 6th; Price 12,000 gp; Weight —.

#### THE FANGS OF THE SERPENT

These fangs are made to fit over the natural fangs of a serpent person. They contain a small reservoir, which can be filled with the *Venom of the Serpent* to give the wearer a poisonous bite in addition to his normal attacks. They cannot be used by any other race (except for certain snake-avatars of Yig).

Faint necromancy; CL 5th; Craft Wondrous Item, *poison*; Price 3,000 gp; Weight —.

#### THE VENOM OF THE SERPENT

This viscous yellowish liquid is a powerful poison. It is designed to be used with the Fangs of the Serpent, but can be used with any other weapon that can be envenomed. This small glass vial holds 12 doses when full. When found, it holds 1d4+2 doses.

*Poison*: Injury DC 20; Initial Damage 3d6 hp; Secondary Damage 2d6 Con; Price 2,000 gp/dose.

#### THE SCALES OF THE SERPENT (MINOR ARTIFACT)

The *Scales of the Serpent* is a suit of green +3 *ghost touch scale mail* that fits only a serpent person. It is the most powerful of the Gifts of the Serpent. A Valossan wearing the armor is immune to all forms of physical and magical attack. There is only one weakness—a scale on the right breast was damaged during the creation of the artifact. In this place, the armor only confers a +4 bonus to the character's AC. An opponent may attack this area by voluntarily taking a -4 penalty to his attack roll. Spells that can be targeted may be aimed at the damaged scale at the same penalty. Any spell that hits automatically (like *magic missile*) automatically hits the damaged scale.

Strong abjuration; CL 19th; Weight 30 lb.

*The water is cold as you wade down the ramp. After only a few feet of swimming underwater, you can see a light up ahead of you. Swimming toward the light, you begin to make out another ramp leading further down into the temple. Halfway along this ramp, you come out of the water into a dry room. Incredibly, the water defies gravity and does not come down into this room from above.*

The priests used this room to prepare for services in the chapel below. It was once filled with numerous

cabinets and standing closets filled with vestments. These enclosures have since rotted, and their remnants lie scattered throughout the room on the floor. On the wall opposite the ramps stands a statue of a serpent person. Around the statue's neck, on a golden chain, there is an amulet shaped like a serpent's head. This is the *Amulet of the Serpent* (see **The Gifts of the Serpent** sidebar).

If a PC can make it over to the statue and remove the amulet, a shadow serpent in the room attacks. The monster looks like a darker patch of water shaped like a serpent.

The shadow serpent is incorporeal. He does not have to breathe and is not hindered moving through the water. The PCs, on the other hand, may find it difficult to fight

## - PART III: THE SUNKEN TEMPLE OF YIG -

underwater without drowning. (See the **Underwater Combat** and **Drowning** in the *DMG* for details.)

The shadow attacks the bearer of the amulet and ignores all others. It does not follow anyone who leaves the room.

**Shadow Serpent:** 19 hp; see **Appendix III: New Mechanics** page 66 for details.

### 3. THE HIGH ALTAR OF YIG (EL 4)

*You emerge from the water into a circular room about 50 feet in diameter. Spaced along the walls every 10 feet are carved serpent heads with balls of glowing light between their fangs. To your left, about 30 feet away, is another ramp leading down. A marble altar carved with serpents sits in the center of the wall facing you. Numerous large, round pillows are spread about on the floor of the room. They give the place a damp, musty smell.*

*In front of the altar is a dark, barely visible, serpent shape. It gestures toward a large jade bowl lying on the altar. It does not seem to notice you.*

This is the chamber where the priests conducted ceremonies to honor Yig. The serpent people sat on the pillows during the rituals. Over the years, the pillows have become infested with disease, and anyone handling them risks contracting the illness.

The shadow serpent in front of the altar is Alisstar, the last high priest of Yig. As leader of the temple, he blames himself for the priests' failure to stop the Unspeakable One. For centuries, he has sought a way to complete a ritual to appease Yig and set the souls of his brethren free. He is intent on the altar and takes no notice of the PCs unless they attack or speak to him.

If the PCs attack Alisstar, he throws up his hands and begs for mercy. He wishes only to speak with the heroes, not fight them. To him, they are his only hope.

If the PCs try to communicate with Alisstar, read or paraphrase the following.

*You startle the figure behind the altar. His head jerks up, and he speaks in a low, moaning voice, his words in a heavily accented version of the common tongue.*



*“At lasst. At lasst living ssoulss are come to help uss. Yesss. Help uss you can. Alisstar is my name, and the high priest I wass of thiss temple.*

*“Ssince the day of desstruction, me and my brethren have wandered thesse hallss. Doomed to exisst for all time. Doomed to live with our failure. Yig has abandoned uss!*

*“But you can help. Yess, you can. Do as I wissh, and I will give you what you sseek.”*

Alisstar wants the PCs to help him complete his ritual because he believes this is the only way to lift Yig's curse. To accomplish this, he needs them to recover four items, *The Gifts of the Serpent* (see sidebar, page 30), that have been scattered throughout the temple. The first is the *Amulet of the Serpent* in **Location 2**. The second is the *Fangs of the Serpent* in **Location 21**. The third is the *Venom of the Serpent* in **Location 14**. Lastly, they must recover the *Scales of the Serpent* in **Location 9**. The shadow serpent does not know the items' exact locations, so he may suggest the PCs ask other priests they meet in the temple. Alisstar promises to give the PCs the *Jade Serpent* if they bring him all of these items.

**Diseased Pillows:** CR 2; no attack roll necessary (the shakes, see *DMG*); DC 13 Fortitude save resists; Search DC 20.



## - PART III: THE SUNKEN TEMPLE OF YIG -

**High Priest Alisstar (Shadow Serpent):** 36 hp; see  
Appendix I: Statistics page 52 for details.

### 4. ACOLYTES CHAMBERS (EL 7)

*A rank odor permeates the air in this room. Scattered about the floor are rotting pillows and bedding. Emerging from the shadows, four dark serpent shapes move toward you, wailing loudly.*

The four shadow serpents in this room were acolytes of the temple. They attack the PCs, hoping the heroes can put an end to their horrible existence.

**Acolytes (4 Shadow Serpents):** 19, 18, 17, 20 hp; see  
Appendix I: Statistics page 66 for details.

### 5. PRAYER ROOM (EL 6)

*This long room follows the curve of the outside wall of the temple. The walls are covered with a mosaic of a large serpent. Its tail begins near the door, and the body winds along the outside wall, culminating in a fanged head at the far end of the room.*

*The eyes of the mosaic serpent glow with a green light. In front of the head is a stone table on which a large book rests. The floor is covered with four large piles of dust shaped like serpents.*

The priests of the temple used this room for a prayer and meditation. The eyes of the mosaic serpent were imbued with the spirit of Yig. As the priests recited their prayers, the eyes would help them commune with their god. When Yig abandoned his priests, the eyes drove them to madness instead. The priests in this room killed each other as a result. The piles of dust are what remains of their corpses.

Anyone staring at the mural's eyes for more than a few seconds must make a DC 15 Will save or be dominated by the will of Yig. Dominated PCs are instructed to attack their friends. This entitles them to another saving throw, as per the *dominate person* spell.

The book on the table is written entirely in Valossan and entitled *The Way of Yig*. The pages of the book are made of molted serpent skin. Any rare book dealer would pay up to 3,000 gp for it.



## - PART III: THE SUNKEN TEMPLE OF YIG -

**The Eyes of Yig:** CR 6; magic device; proximity trigger (special); automatic reset; spell effect (*dominate person*, 9th-level wizard, DC 15 Will save negates); Search DC 20; Disable Device DC 10; *Cost:* 22,500 gp, 1,800 XP.

### 6. INCENSE ROOM

*A pungent odor hangs in the air of this small room. The walls are lined with stone shelves that hold various jars and urns. A brazier stands at the far end of the room, unlit.*

The priests of Yig used this room to store the various type of incense they needed to perform their rituals. Most of the incense has long since lost its potency. A successful DC 20 Search check uncovers an urn containing two blocks of *incense of meditation*.

### 7. RAMP TO THE LOWER LEVELS (EL 5)

*This room is a mess. The floor is strewn with bits and pieces of decaying wood, moldy pillows, and smashed pottery. Opposite the door is a ramp leading up into darkness. A pair of red, piercing eyes sway back and forth in the shadows of the ramp. After a few moments, they begin to move toward you.*

The creature in the shadows is a wraith. In life, he was a human prisoner of the temple who tried to escape from the pit below. He made it as far as this room when the curse of Yig struck him down and turned him into a wraith. He has been haunting this room ever since. The wraith cannot leave this room.

**Wraith:** 32 hp; see **Appendix I: Statistics** page 52 for details.

### 8. INFIRMARY

*The walls on either side of this room are lined with rotting sedan chairs. Along the far wall is a stone table with a shelf above it holding various jars.*

*Most of the chairs are empty, but two of them contain the shadowy forms of Valossan serpent*

*priests. Their barely visible hands motion for you to come toward them. They seem to be incapacitated.*

When the curse of Yig struck, these priests were receiving treatment in the infirmary. They have been lying here, waiting to die, for centuries. They want the PCs to kill them and beg them to do so.

These shadow serpents are willing to give the PCs information in exchange for their deaths. Here is what the priests know:

1. Vrosh, the warrior priest, wears the *Scales of the Serpent*.
2. The armor makes him invulnerable to attack unless you strike at the one weakness in the armor: a discolored scale just under the right breast.
3. The Avatar of Yig is a giant serpent located in the lowest level of the temple, inside a great pit used for holy sacrifices.

The priests here may be incapacitated, but are still incorporeal undead, and thus difficult to damage. If a cleric tries to destroy them with a turning attempt, treat them as 1 HD with no turn resistance due to their weakened state. These priests are worth no XP unless the GM wishes to give a small story award for doing a good deed.

Among the jars on the shelf at the back of the room is one container of *Keoghtom's ointment*. The PCs can find the jar on a successful DC 15 Search check.

**Invalid Priests (2 Shadow Serpents):** 3, 3 hp; noncombatants.

### 9. THE SERPENT SCALES (EL 5)

*This large room looks to have been a gymnasium of some sort. Rotted matting covers the floor, and various combat dummies are scattered throughout the area. The walls are lined with racks that hold rusting and tarnished weapons of all sorts.*

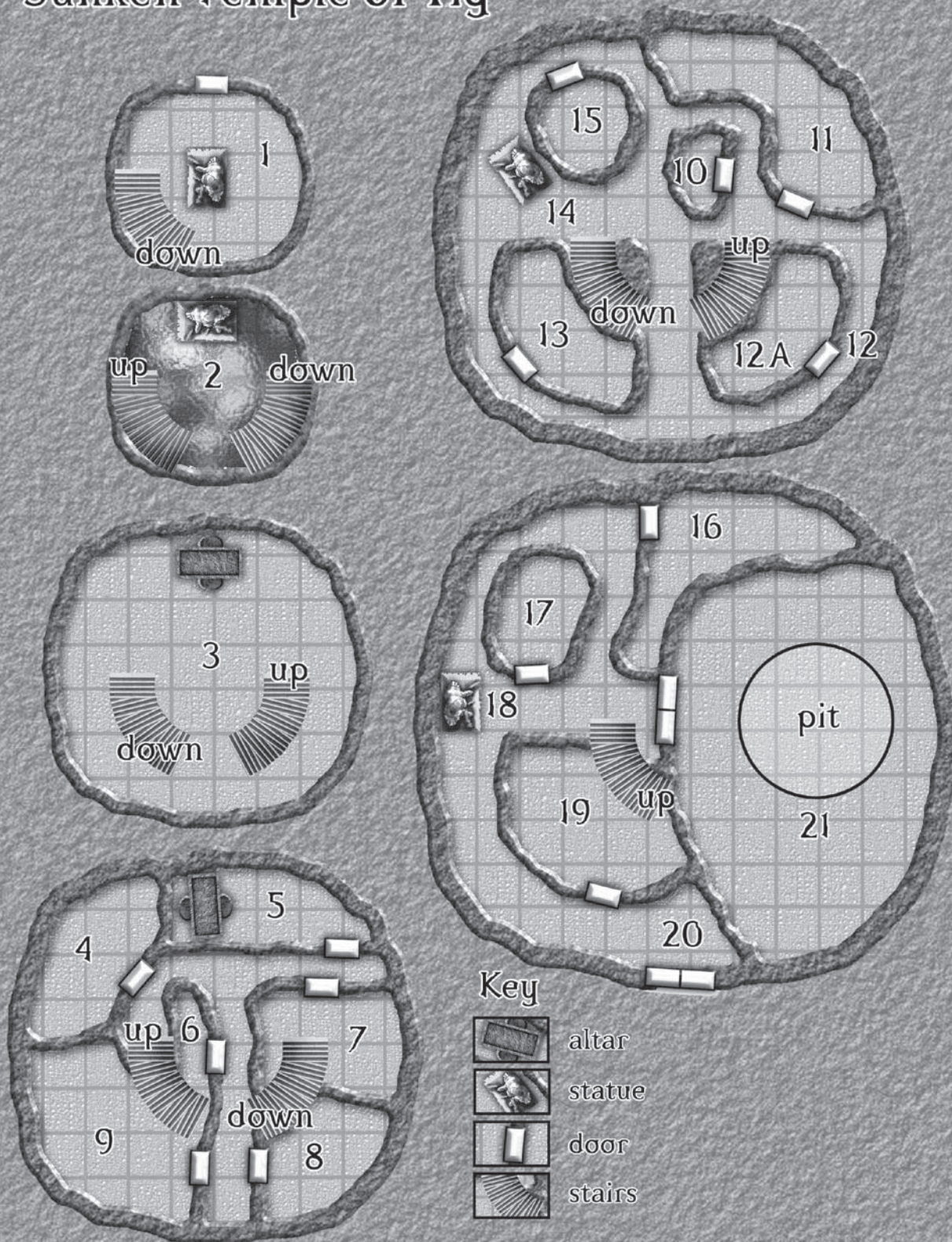
*Standing in the center of the room is a shadow serpent holding a crackling spear and wearing a suit of green scale mail. In a loud, deep voice, he speaks, "Come, young onesss. Come for your lessson. You mustt be sstrong to fight for Yig."*

*With that, he assumes a fighting stance, brandishing his spear.*



# ~ PART III: THE SUNKEN TEMPLE OF YIG ~

## Sunken Temple of Yig



One Square Equals 5 Feet



## - PART III: THE SUNKEN TEMPLE OF YIG -

This is Vrosh, a warrior priest of Yig. He was driven mad after the curse. He waits here to train young priests in the art of war. Vrosh refuses to respond to any questions and speaks to the heroes as a teacher does to a student. He wields a magical spear and wears the *Scales of the Serpent*. Although he is a shadow, he attacks the PCs with his weapon—but only to the point of wounding them.

While wearing the *Scales of the Serpent*, Vrosh is immune to all forms of physical and magical attack, except for a single damaged scale (see **The Gifts of the Serpent** sidebar on page 30 for details). If the PCs talked to the wounded priests in **Location 8**, they can notice the weak spot easily (DC 5 Spot check). If not, have anyone fighting Vrosh make a DC 20 Spot check to notice the damaged scale.

When Vrosh is killed, the scale armor falls to the ground undamaged. The armor is useless to the PCs, but the spear is a +1 ghost touch shock spear.

**Warrior Priest Vrosh (Shadow Serpent):** 35 hp; see **Appendix I: Statistics** page 58 for details.

### 10. SCROLL ROOM

*The walls of this small room are riddled from floor to ceiling with tiny, square niches. At one time, these must have contained many scrolls and rolled up parchments. Most of them have disintegrated over the years, and piles of dust are all that remain.*

The scrolls in this room have almost all been destroyed by the ravages of time. If the PCs search the niches and succeeds on a DC 20 Search check, they find an intact divine scroll (water breathing, caster level 5).

### 11. MESS HALL (EL 7)

*Long, low stone tables are scattered throughout this hall. Many ceramic plates and utensils lie cracked and broken upon them. Three dark serpent shapes sit at a table nearby. They appear to be eating, although there is no food on their plates.*

*Suddenly, you hear the sound of pottery being smashed and broken on the floor. Emerging from the shadows at the back of the hall is a shadow serpent. He turns toward you and speaks: "Ahhhh! Fresssh morssselss for usss to eat. Let usss kill them, and I will make usss a feassst fit for a king!"*

These shadow serpents have not come to terms with the curse of Yig. They believe they are still alive, and look for a fresh meal. The PCs can attempt to talk to the shadow serpents to convince them they have been dead for centuries (Diplomacy check opposed by Sense Motive). If this succeeds, the shadow serpents stand down and stagger about in bewilderment until the heroes leave. Otherwise, they fight to the death.

**Shadow Serpents (4):** 17, 22, 18, 16 hp; Sense Motive +1; see **Appendix III: New Mechanics** page 60 for details.

### 12. THE SEALED DOOR

*The stone door to this room has been wedged shut by three iron spikes that have been driven into the floor. A tiny door has been carved into the portal at eye level. It is currently shut and locked.*

This is the room of Sseth, the priest who wrote the warning on the walls in the topmost chamber of the tower (see **Location 1**). His fellow priests imprisoned him here because they believed he had gone insane. They used the small door to feed him. This door can be unlocked by a successful DC 20 Open Lock check.

If the small door is opened, read the following to the PCs:

*Peering through the portal, you can see a room completely bare but for the Valossan writing covering every square inch of wall, in many different styles and sizes. A voice calls to you from the gloom, "Enter Foolsss! Help you I can. Yessss! You may be the oness. NO! I am not sssure. Yessss! In you mussst come!"*

The spikes keeping the door closed can be removed by succeeding on a DC 10 Strength check.

### 12a. SSETH'S PRISON (EL 3)

*The room beyond the sealed stone door is crescent shaped and completely bare of any furnishings. You immediately notice the walls are covered from floor to ceiling with Valossan writing. It appears to be the work of a madman.*

*A voice calls to you from the back of the room, "To me you musst come, young oness. I alone can help you. Need you do the Venom of the Sserpent. Have it I do. But no! Give it to them I will not!"*

## - PART III: THE SUNKEN TEMPLE OF YIG -

*Yesss! You mussst! No! Yesss! Yess, give it to you I sssshall. Only if they anssswer the riddle. Yesss! Only if they anssswer the riddle. No! Yessss! Anssswer it they mussst!"*

Although Sseth wasn't crazy before Valossa was destroyed, he sure is now. The shadow serpent is quite mad, and he asks the PCs to solve a riddle. If they answer correctly, he tells them where they can find the vial containing the *Venom of the Serpent*. Sseth does not respond to any questions and continually asks the PCs if they want to answer his riddle. As in the passage above, he vocally argues with himself throughout. Here is Sseth's riddle:

*I create life and also nourish it.  
I contain life and the future for some.  
I am first, although some say I came last.  
I am fragile, yet strong enough to hold  
precious cargo.  
What am I?*

The answer to Sseth's riddle is: an egg. If PCs guess correctly, Sseth tells them that the vial of the *Venom of the Serpent* can be found in a secret compartment within the statue of Yig at **Location 14**. The compartment is located in the middle of the statue's tail. If they guess incorrectly, he hisses at them, but he still tells them they must search the likeness of Yig to find what they seek.

If attacked, Sseth flees. He only fights if cornered (which is unlikely to occur, given his incorporeal state).

**Sseth (Shadow Serpent):** 19 hp; see **Appendix III: New Mechanics** page 66 for details.

### 13. THE HIGH PRIEST'S CHAMBER (EL 4)

*The door opens, revealing a crescent-shaped chamber 15 feet wide and 40 feet long. A large rug with the faded image of a coiled serpent covers the floor. Opposite the door is an empty, rectangular glass case with a rotting log in it. A decaying, round mattress sits in the right corner of the room, and there is a small chest at its side. On the other side of the room, there is a large*

*desk and a chair. Lying open on the desk is a leather-bound tome with yellowed pages.*

High priest Alisstar called these chambers home before the cataclysm. Shortly before the end, he went up to the altar (see **Location 3**) to try to appease Yig. He has been there ever since.

The glass case is the home of Alisstar's pet snake. The snake was not spared from the curse of Yig and has been transformed into a shadow constrictor snake (see **Appendix 1**). The snake is currently in the chest; it attacks anyone who opens the chest.

The chest is locked and requires a DC 20 Open Lock check to open. Besides the shadow constrictor snake, it contains are 500 gp, two *potions of lesser restoration*, and two *potions of cure moderate wounds*.

The book on the table is Alisstar's journal. It is written in Valossan and so can only be read by PCs who have learned that language. A character who succeeds on a DC 25 Decipher Script skill check can comprehend enough of the text to learn general information.

The most recent journal entries express Alisstar's concern about the growing worship of the Unspeakable One. One key passage reads, "It is clear that this Unspeakable God is not of this world. It is possible that he is from another plane of existence altogether. To defeat him, it may be necessary to send him back to his own plane or to imprison him on this one." Additionally, the journal contains a thorough history of Valossan life. To the right people, it would be worth around 1,000 gp.

**Shadow Constrictor Snake:** 19 hp; see **Appendix III: New Mechanics** page 65 for details.

### 14. ANOTHER STATUE OF YIG

*A huge, 15-foot-tall statue of a coiled serpent takes up the center of the hallway. At one time, it must have been colorfully painted, but most of the paint has since faded or fallen off. At its base is a tiny altar upon which rests two small jars.*

This was a small shrine to the god Yig. Priests placed incense and other offerings on the altar. The jars on the altar are empty. Hidden in a secret compartment in the tail of the statue is the vial containing the *Venom of the Serpent* (see **The Gifts of the Serpent** sidebar on page 30). The DC for the Search check to find the vial depends on what the heroes have learned so far.

## - PART III: THE SUNKEN TEMPLE OF YIG -

Conditions	Search DC
The PCs answered Sseth's riddle	15
The PCs failed to answer Sseth's riddle	25
The PCs have yet to encounter Sseth	30

### 15. THE SERVANTS OF THE HIGH PRIEST (EL 3)

*The door opens into a circular chamber. The furniture has been moved to the sides of the room in a very deliberate fashion. Both sides of the room have a single desk, chair, mattress, and closet. A line has been drawn down the center of the room with white chalk. Standing on either side of the line are two shadow serpents shouting and pointing their fingers at each other.*

These two shadow serpents, Arness and Hurst, were once the servants of Alisstar, the high priest of Yig. They never got along, and even went so far as to divide the room evenly between them. Their bickering only got worse after the catastrophe and they have been at each other's throats for centuries, unable to harm each other with anything besides their words.

Arness tries to convince the PCs to kill Hurst, and Hurst does his best to convince them to kill Arness. Both promise to help the PCs find the "hidden treasure of the temple."

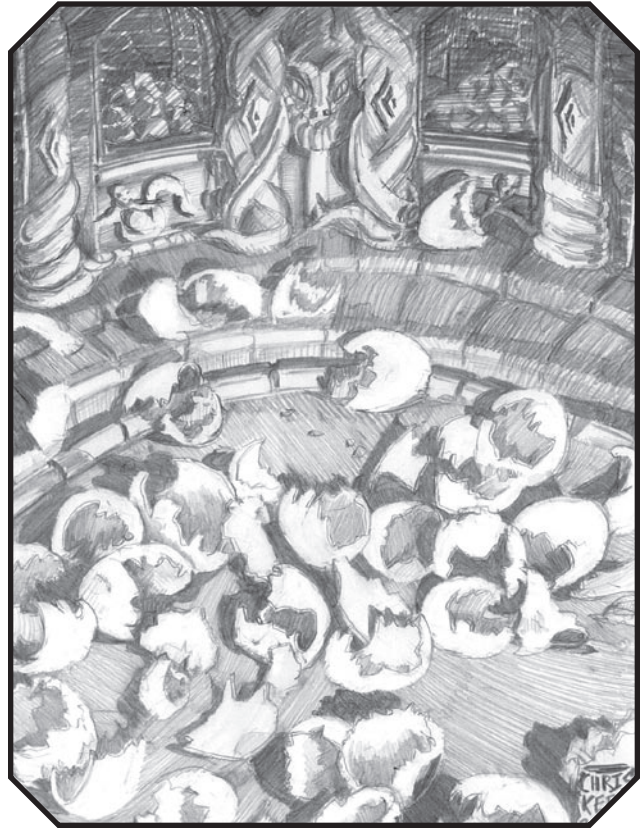
They are both lying. There is no hidden treasure. The sole aim of these two bitter shadows is for the other one to die. The shadows do not attack the PCs unless they themselves are attacked.

The closets on both sides of the room contain 100 gp each.

**Arness and Hurst (Shadow Serpents):** 25, 17 hp; Bluff +1; see **Appendix III: New Mechanics** page 66 for details.

### 16. CHAMBER OF THE SACRIFICES (EL 6)

*Opening the door to this room releases a foul odor of decaying flesh and rotteness that almost overwhelms your senses. The chamber beyond is large and irregularly shaped. From its dark recesses, hideous creatures shuffle toward you. Their skin is mottled and sickly green with*



*decay. In many places, the skin has long since sloughed off, revealing yellowed bones.*

This chamber was used by the priests as a holding pen for the living creatures they needed as sacrifices to Yig. They used many different types of humanoids: halflings, gnomes, and humans for the most part, as the Valossans considered them barbaric and savage. They have been trapped here by the curse of Yig for many centuries. They attack the PCs but do not follow them outside of the room.

**Halfling or Gnome Zombies (2):** 10, 16 hp; see **Appendix I: Statistics** page 51 for details.

**Human Zombies (8):** 13, 12, 11, 15, 14, 17, 18, 9 hp; see **Appendix I: Statistics** page 51 for details.

### 17. THE HATCHERY

*A wave of hot air washes over your faces as you open the door to this chamber. The circular room beyond is filled with dozens of cracked eggs scattered about the floor upon rotting cushions. The heat comes from glowing stones spaced evenly on brackets along the walls.*



## ~ PART III: THE SUNKEN TEMPLE OF YIG ~

Priests of Yig were chosen before birth and brought to the temple to hatch here and begin their lives in service of the serpent god. Before the great cataclysm, Sseth—who knew of the coming curse of Yig—destroyed most of the eggs and their growing embryos.

A character who succeeds on a DC 20 Spot check notices that one egg escaped the rampage and sits in the room undisturbed.

Strangely, the curse of Yig froze the embryo in this egg in suspended animation. Once the curse is lifted, the egg begins to mature again. If the PCs take it with them, you may use this as hook for a later adventure. They may need to raise the young serpent or protect it from those who want to exploit it. (See the **Hatching the Egg** adventure hook in **Appendix 3**.)

This room contains eight *heat stones*. Refer to the **Heat Stones** sidebar if the PCs touch or remove a glowing stone.

### 18. YET ANOTHER STATUE OF YIG

*A 15-foot-tall statue of a coiled snake with its fangs bared is mounted here. Yellow light shines across the hallway from its eyes. The light falls on a set of double doors with an elaborate carving of a snake upon it.*

This statue was built to honor Yig, but it is also the only way to open the set of double doors at the end of the hall. Mysteriously, anyone standing in the path of the light does not block its path to the doors. Close examination of the statue, and by succeeding on a DC 15 Search check, reveals the eyes have a pair of lids. If these lids are moved to cover the eyes, the doors to **Location 21** open. Opening these doors by other means requires a *dispel magic* spell cast by a 15th level spellcaster—far beyond the means of heroes at this level!

### 19. WAITING ROOM

*This is a large room that at one time must have appeared rich and inviting. Now all of the furniture is rotting away, and the tapestries on the walls are faded and torn. Many cushions adorn the chamber, but they have fallen into ruin and decay. In the center of the room, upon a marble pedestal, rests a serpent statuette carved from jade.*

Visitors to the temple of Yig used this room as a waiting area. It was richly decorated and sometimes served as a

#### HEAT STONES

A *heat stone* has been enchanted to continually radiate heat in a 10-foot radius spread. Creatures within this area are protected from cold environments, as if by *endure elements* (but gives no protection against heat). The stone also radiates light as a torch (bright light in a 20-foot radius and shadowy illumination in a 40-foot radius).

A heat stone deals 1 points of fire damage to those who touch them, and deal an additional point of damage every minute thereafter that the stone is held. Creatures with the cold subtype take 1 point of damage each round spent within the heated area, or 1d4 points of damage per round is touching the stone.

Faint abjuration; CL 1st; Craft Wondrous Item, *endure elements* or *produce flame*, Price 500 gp; Weight 2 lb.

receiving room for the high priest. The jade serpent in the center of the room is an exact replica of the actual jade serpent the PCs seek. The statue is not magical in any way, but would be worth 5,000 gp to a collector. It weighs 10 lb.

### 20. EXIT?

*A large set of double doors stands before you. Wet silt seeps under the doorjamb, and the doors appear to be warped. Two huge pull rings are attached to the center of each door.*

The PCs should be discouraged to open these doors, since doing so would flood this level of the temple. You can also use these doors to expand the adventure on your own. They may lead to other undiscovered areas of the ruined Valossan city that you can detail for your gaming group. If not, consider these doors stuck and magically locked with an arcane lock spell cast by a 15th level caster.

### 21. THE PIT OF THE GREAT SERPENT (GR 4)

*As the light from the serpent's eyes is covered, the huge double doors creak open to reveal a large chamber beyond. Inside is a large, sunken*

## - PART III: THE SUNKEN TEMPLE OF YIG -

*amphitheater shaped like a half-moon. There are five tiers of steps leading down to a 20-foot-diameter, 10-foot-deep pit. The steps are covered with rotting cushions, and long faded tapestries adorn the walls.*

*At the center of the pit is a gigantic snake. Its skin is yellow with decay. It rears its head as you enter, baring a set of gleaming white fangs.*

This serpent was believed to be the worldly manifestation of the god Yig. The Valossans sacrificed slaves to it as a way to pay homage to their god. The PCs must now kill the undead form of the serpent to retrieve its fangs for Alisstar's ritual. Once the snake is slain, the *Fangs of the Serpent* (see **The Gifts of the Serpent** sidebar, page 30) can be removed from its jaws easily.

**Advanced Constrictor Snake Zombie:** 81 hp; see **Appendix I: Statistics** page 50 for details.

### RECEIVING THE JADE SERPENT

After the PCs recover the four artifacts, they are ready to return to the high priest in **Location 3** so he can complete his ritual. Alisstar is overjoyed to see the PCs and what they retrieved for him. Motioning toward the altar, he addresses them.

*"Thank you! Thank you for doing ass I assked. Pleassse put the artifactsss there on the altar.*

*"I still need you help. Due to my ethereal nature, I cannot perform the physical partsss of the*

*ritual. One of you musst sssacrifice sssome blood sso that my people can be ssaved.*

*"I musst warn you, however. This sssacrifice will be great. You will lossse a part of yourssself permanently. It iss the only way. If you refussse, we will be consigned to an eternity of sssuffering, and you will never get the Jade Ssserpent."*

Alisstar has just revealed the real price the PCs must pay to obtain the Jade Serpent. One of them must be willing to give up her own blood! Doing so causes the character to lose two point of Constitution permanently! Although the PCs may understandably balk at this idea, there is no other way for them to obtain the Jade Serpent. This may be a good adventure hook for later in your campaign, as there may be a way for the PC to regain the lost points of Constitution.

Alisstar performs all of the extensive verbal and awkward somatic portions of the ritual. The *Scales of the Serpent* are laid on the altar as the chosen PC dons the *Amulet of the Serpent*. The PC must take the *Fangs of the Serpent* and use one on each wrist to draw blood. The PC's blood must then be mixed with the *Venom of the Serpent*. This mixture is then poured on the *Scales of the Serpent*.

At that moment Alisstar proclaims, "IT IS DONE!" The building begins to shake. Alisstar makes a motion with his hands, and the *Jade Serpent* rises from the center of the altar and floats before the PCs. As the high priest's form disperses, he waves a last "thank you" to the PCs.

The PCs should be able to escape from the temple the same way they came in. As they go, the building will start to collapse around them. Once the heroes are free of the temple it collapses to rubble behind them.

# ~ PART FOUR: ~ MILTON'S FOLLY

IN WHICH THE ADVENTURERS RUSH TO STOP MILTON DRAC  
FROM PLUNGING THE WORLD INTO MADNESS.

The boat the PCs used to navigate Black Dog's Caves is still waiting for them on the beach in front of the serpent portal. They can use it to leave the caves at the next low tide (5:00 am) and get back to Freeport.

If your group has followed the time frame of the adventure as outlined in **Part One**, they arrive about 6:00 am as the sky is beginning to lighten with the coming of the dawn. As the PCs row into Freeport harbor read them the following passage.

*As the first light of dawn creeps over the horizon, the harbor is illuminated, revealing an amazing number of ships and boats of every kind. Never in its history has the harbor been so crowded with vessels. A dark shadow stretches across the water, growing longer and longer with the rising of the new day's sun.*

*Tracing the blackness back to its source, you gaze upon Milton's Folly, looming over Freeport Harbor. The scaffolding that encased its walls is gone, and the white marble of the lighthouse gleams in the sunlight. The waters around it are kept clear by a patrol of four Sea Lord cutters filled with marines.*

The coming christening of the lighthouse and the ceremonial activation of the light are set to occur at night on the day the PCs return to Freeport. The confusion and overcrowding in the city allows them to easily avoid the city watch, which has been ordered to arrest them on sight.

If the heroes make their way to the Temple of the God of Knowledge, K'Stallo happily puts them up there, giving them sanctuary so they can rest and heal in preparation for their assault on the lighthouse. If K'Stallo has been killed, the PCs should still be able to find an inn to stay in—if they are willing to all cram into one room. The impending celebration has the town crowded. If they do so discreetly, they shouldn't have any troubles from the city watch.

It should be made clear to the PCs that it is next to impossible to storm the lighthouse by day. The roving patrols of the Sea Lord's marines and lookouts stationed within the lighthouse would certainly see anyone

approaching the island. Milton Drac has ordered the tight security to "keep agents of Freeport's enemies from destroying the lighthouse." His real reason for the move is to stop the PCs from meddling in his plans. For a further nudge in the right direction, a PC who makes a DC 5 Knowledge (nature) skill check realizes this evening there is no moon, which should make it dark enough to approach the lighthouse in secret at night.

## LOCATION 4: THE LIGHTHOUSE OF DRAC

Milton's Folly is over 200 feet tall and towers over the harbor of Freeport. It is a square building that gradually tapers up with sloping walls, from 145 feet wide at its base to 45 feet at its summit. Open archways in the sides of the building begin 20 feet off the ground and continue up to the second floor. At this point, a sloped, stone ledge juts out to prevent anyone from climbing on the outside to the levels above. The remaining floors have normal

### A NOTE ON TIMING

The timeline of the adventure is set up so the PCs enter the lighthouse on the very night Milton Drac is completing his ritual. This may not work out for your PCs, as they may have spent more time adventuring in the Sunken Temple than just one day. They may also want to enter the lighthouse during the day before the ritual has begun.

Rather than hitting the heroes over the head with some contrived solution, you may want to allow them to enter the lighthouse and find nothing. The first two floors of the lighthouse show no outward signs of being anything but a temple to the God of the Seas.

Another option is that time may move much slower within the walls of the sunken temple due to its peculiar, supernatural nature. Two days within its walls may only be a single day in the real world. Of course, you are free to come up with your own method of moving the adventure to its climax: chasing Milton Drac down within the lighthouse.



- PART IV: MILTON'S FOLLY -





## - PART IV: MILTON'S FOLLY -

glass windows. The fourth floor of the lighthouse is a square tower stretching 100 feet to the top level. Large, 10-foot-wide double doors face each of the cardinal directions, allowing access to the building.

At night, the tower is guarded by a roving patrol of four fast-moving ships full of marines, circling the island. The lookouts that watch from within the lighthouse by day are not on duty at night. If the PCs are careful, they should be able to slip past the patrol and get onto the island unseen.

In any case, the PCs should be careful about hiding their light sources. On a dark night like this, torches can be seen from a long way away.

### 1. THE GREAT DOORS

*A set of stone double doors, each ten feet wide and 15 feet high, stand closed in the center of the lighthouse wall. Through the darkness, you can make out an intricate relief on their surface, depicting the lighthouse shining streaks of light over the harbor.*

*Two great, iron pull rings are fastened to the center of each door. The walls of the lighthouse slope inward and are smooth for the first 20 feet, until they reach open archways carved into the marble. A flickering orange light emanating from within the building dances within the stone of the archways.*

The doors to the lighthouse are identical on each side. The guards within have barred all the doors so the PCs cannot open them from outside the lighthouse without making lots of noise. To enter quietly, they must climb through the archways and into the building. Climbing the walls without proper equipment requires a successful DC 25 Climb check. Tools can be helpful here.

### 2. THE HALL OF COLUMNS (EL 7)

Read the text below to the players if they enter through one of the archways.

*From the archway, you look down into an enormous, square room, 110 feet along each side at the base. The walls angle inward to the ceiling 50 feet above the floor. Huge, five-foot-square, carved stone columns support the structure above. The light in the room comes from four large, flaming braziers that surround a white marble spiral staircase in the center of the room.*

Four Brotherhood cultists are standing around the foot of the staircase. They are quite bored, having been here for many hours. Depending on which archway the PCs have used to get in, they may or may not be able to see the guards at first. Use standard Listen and Spot checks to determine if they become aware of each other.

If the guards are alerted to the PCs' presence, three of them move to attack while the fourth charges up the stairs to raise the alarm. The stairs are 50 feet long, so it takes two rounds for the guard to reach the top. The cultists are armed with crossbows. They use the columns for cover (gaining a +4 cover bonus to AC) and shoot at the PCs.

Read the text below to the players if they enter through one of the doors:

*You open the door and see a huge square room, 110 feet along each side at the base. The walls angle inward to the ceiling 50 feet above the floor. Huge, five-foot-square, carved stone columns support the structure above. In the center of the room is a stone spiral staircase surrounded by four burning braziers.*

Depending on how much noise the PCs made and what door they used, the four guards react differently. If it took a few tries to open the doors, one of the guards has already raced up the stairs to set up the ambush in **Location 3**. If the heroes used a *knock* spell or broke through the door in one try, three of the guards attack with their crossbows, while the other starts running up the stairs.

The carvings on the columns depict various scenes from the history and myth surrounding the Sea God. If the PCs look at the columns carefully, they may notice, on a successful DC 20 Spot check, that each of the carvings has a subtle etching of the Yellow Sign hidden within it.

**Barred Stone Doors:** 4 in. thick; hardness 8; 60 hp; Break DC 28.

**Brotherhood Cultist Guards (4):** 21, 23, 26, 27 hp; Listen +5, Spot +5; see **Appendix I: Statistics** page 50 for details.

### 3. THE TEMPLE OF THE SEA GOD (EL 6)

*The door at the end of the spiral staircase opens into a rectangular room 50 feet wide, 90 feet long, and 30 feet high. Two rows of five-foot-square*

## – PART IV: MILTON’S FOLLY –

*columns run the length of the chamber. Opposite the staircase, in the center of the far wall, is an altar of blue marble on a dais flanked by two floor-to-ceiling windows that look out onto the harbor. Enormous, 20-foot-tall statues of the Sea God stand in the far corners of the room, their tridents pointed toward the altar. There are two small doors along the back wall, equally spaced from the staircase.*

What occurs in this room depends on whether or not a cultist from below was able to raise the alarm. If no warning was given, a ceremony is going on here as the cultists of the brotherhood prepare for the coming power of their god. One priest stands on the dais, his back to four cultists chanting unintelligible words. The PCs have a chance to sneak by them undetected if they are careful. Have the PCs make Move Silently checks against a DC 5 (the cultists’ Listen check—they are busy with their ritual and aren’t paying attention to what’s going on around them).

If the alarm has been raised, the cultists set a trap for the PCs. Two cultists remain in the temple, hiding behind the statues in the corner of the room. The priest and one cultist wait in **Location 4**, while the two other cultists wait in **Location 5**. At an appropriate time, the cultists attack from surprise, using their crossbows if possible and then their spells.

The cultists have desecrated the altar to the Sea God. They have carved the Yellow Sign onto the top of the altar. The grooves of the carving are filled with dried human blood.

**Brotherhood Cultist Acolytes (4):** 10, 8, 9, 10 hp; Listen +4, Spot +2; see **Appendix I: Statistics** page 50 for details.

**Priest of the Unspeakable One:** 20 hp; Listen +5, Spot +3; see **Appendix I: Statistics** page 51 for details.

### 4. THE SHRINE OF THE WARRIOR GOD

*The door to this room is decorated with a bas-relief showing a warrior clad in plate mail, slaying a dragon with a lance. It opens into a 45-foot-square room with floor-to-ceiling windows on the south and east walls. To the left of the door stand four square pillars arranged 10 feet apart, around a marble statue. The statue is carved in the likeness of the Warrior God*

*wielding a lance, and it is almost 20 feet tall. The walls of the room are painted with scenes depicting various forms of combat.*

The statue in this room contains half of a switch that needs to be activated to open the secret door at **Location 6**. If the PCs examine the statue closely and succeed on a DC 22 Search check, they notice the arm holding the lance moves when touched. If the PCs pull the lance down, they hear a grinding noise coming from the direction of **Location 6**. The door there doesn’t open until the switch on the statue in **Location 5** is activated too.

The secret door in the corner of this room can be discovered on a successful DC 20 Search check.

### 5. THE WATER SHRINE OF THE SEA GOD

*A bas-relief on the door to this room depicts a pool of water with a mermaid bathing at its edge. The room beyond is 45 feet square with 30-foot-tall windows in the north and east walls. A dais with a statue of the Sea God wielding a trident sits in the corner opposite the door. To the right of the door is a round, stone basin filled with water. Four square, stone pillars spaced 10 feet apart flank the pool.*

*Draped over the lip of the basin is the body of a woman. The shaft of a crossbow bolt protrudes from her back. She is dressed in leather armor.*

The woman lying in the basin is a thief who slipped into the temple to try to steal any valuables she could find. Unfortunately for her, the cultists found her here in this room and killed her with a crossbow bolt in the back. A search of her body uncovers 100 gp, masterwork thieves’ tools, and a *potion of fly*.

The statue on the dais contains the other half of the switch to open the secret door in **Location 6**. If the PCs examine the statue of the Sea God closely and succeed on a DC 22 Search check, they notice that the trident in the statue’s arm moves when touched. If the PCs pull the trident down, a grinding noise can be heard coming from the direction of **Location 6**. The door there doesn’t open until the switch on the statue in **Location 4** is activated too.











The secret door in the corner of this room can be discovered on a successful DC 20 Search check.



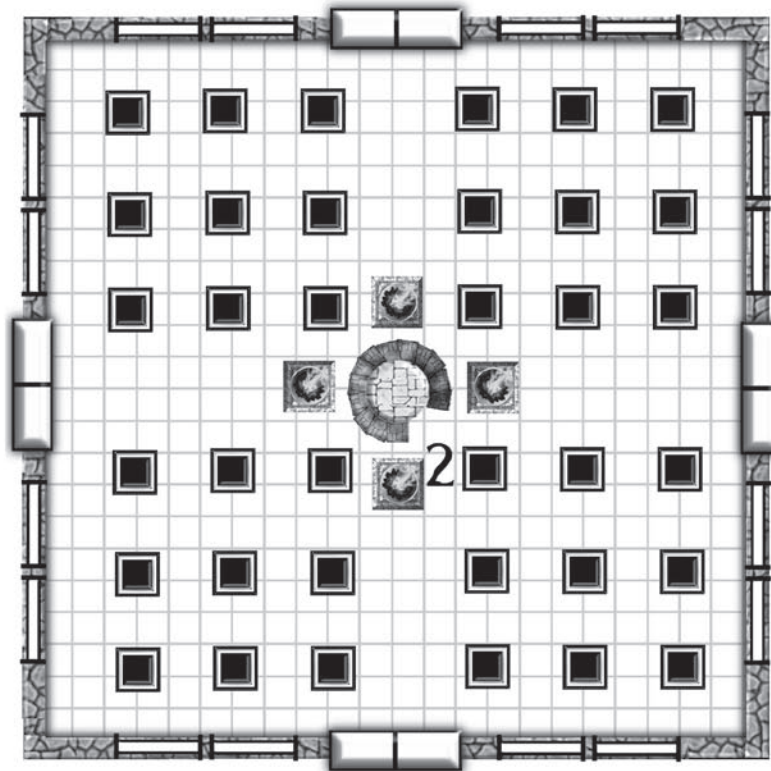
# The Lighthouse "Milton's Folly"



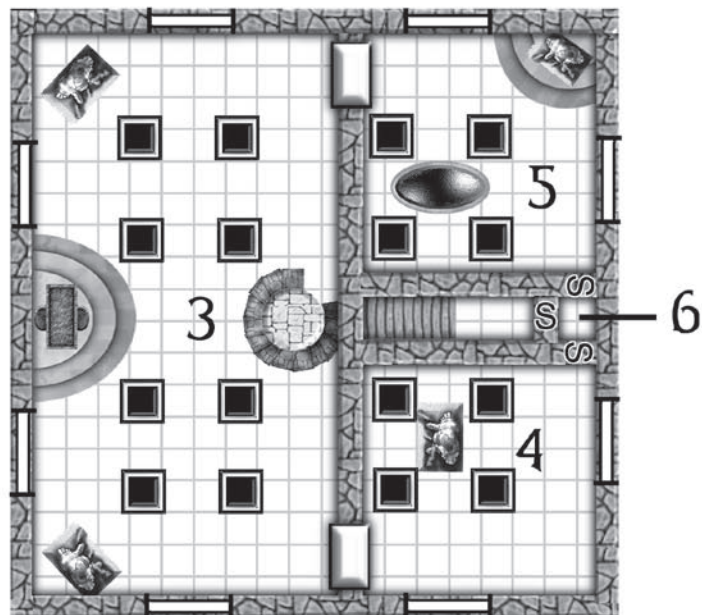
Key

-  pillars
-  windows
-  altar
-  dais
-  statue
-  pool
-  door
-  brazier
-  secret door
-  stairs

one square equals 5 feet



First Floor



Second Floor

## - PART IV: MILTON'S FOLLY -

### 6. SECRET DOOR ROOM

Read the following description to the PCs if they enter this room before activating the switches in **Locations 4** and **5**.

*The secret door opens into a small room 10 feet long and 10 feet wide. The room is completely bare. On the wall in front of you, a small handle juts from the wall, embedded about three feet off the ground.*

The handle opens the secret door in the wall from this side. The secret door in the west wall can be detected with a successful DC 20 Search check, but it cannot be opened until the switches in **Locations 4** and **5** are first activated.

Read the following if the PCs have activated both switches at **Locations 4** and **5**.

*Moving through the secret door, you are now in a 10-foot-wide by 10-foot-long room. In the center of the west wall, a passage has opened, leading to a long hallway beyond. The hallway is 10 feet wide, 15 feet long, and ends in a five-foot-wide staircase leading up.*

Nothing threatens the PCs in this room. At the top of the staircase, a trapdoor leads to **Location 7**.

### 7. LAIR OF THE GIBBERING MOUTHER (EL 5)

*When you open the trapdoor, your senses are assaulted by the hideous stench of decaying flesh. The floor is smeared with dried blood, and bones lie scattered all around. The room is 65 feet square and 20 feet high. There are four square stone pillars spaced 20 feet apart in the center of the chamber. A slurping noise emanates from the northwest corner of the room.*

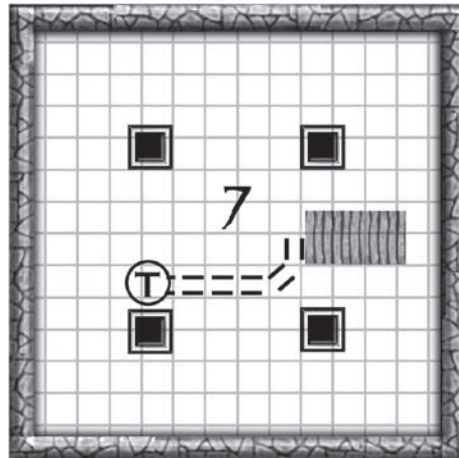
This room houses a rather nasty surprise: a gibbering mouter. It attacks anyone entering the room and not marked with the Yellow Sign. The workers who built the upper levels of the lighthouse were fed to this creature so they could not reveal any of its secrets. The creature is careful not to use its ground manipulation ability near any of the pillars that support the floor above.

Once the creature is dispatched, the PCs must locate the secret trapdoor marked on the map. A PC with the Track feat and succeeds on a DC 20 Survival check notices there



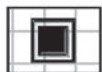


## The Lighthouse "Milton's Folly"



Third Floor

### Key



column



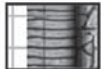
trap door



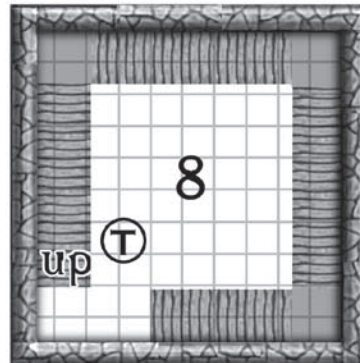
trap door path



pedestal

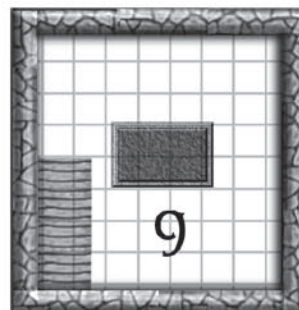


stairs



Fourth Floor

one square equals 5 feet



Fifth Floor



## ~ PART IV: MILTON'S FOLLY ~

is a path leading from the stairs to the pillar marked on the map. The tracks abruptly stop there.

On a successful DC 20 Search check, an investigation of the pillar locates concealed ladder rungs inside the stone. Once detected, the rungs can be pulled down to allow the PCs to climb up the side of the column to the trapdoor located in the ceiling.

**Gibbering Moulder:** 25 hp; see **Appendix I: Statistics** page 50 for details.

### 8. THE TOWER STAIRS (EL 8 OR 10)

*Opening the trapdoor releases a shaft of sickly yellow light that washes over your faces. The room beyond is a square tower, 45 feet long on each side. A five-foot-wide, railed staircase hugs the walls, rising clockwise all the way to the summit of the tower, 100 feet above your heads.*

*The light emanates from the walls of the tower and the hundreds of ritual candles that line the railing. The Yellow Sign within each of the bricks is throbbing with magical energy, illuminating the whole tower with an eerie light.*

*Near the top of the staircase, almost at the summit of the tower, you can see six people looking over the railing and down at you. One of them is clearly Milton Drac. The other five are serpent people dressed in robes.*

*Drac speaks in a booming voice that echoes off the walls of the chamber; "Well, well, well. I see that you have dispatched my pet. No matter. The ritual is almost complete. Soon the Yellow Sign will return to Freeport and drive all the unfaithful masses to madness!"*

*"Your ridiculous attempt to stop us ends now. Farewell, friends. What a pity that you have come so far only to fail in the end."*

*With that, he turns to the serpent person next to him on the stairs and says, "I leave them to you, N'tal. They should provide some amusement. Don't take too long though. I wouldn't want you to miss the glorious arrival of our master, the Unspeakable One."*

After his speech, Drac tosses one of his *exploding skulls* (see **Appendix III: New Mechanics** on page 61) and then disappears from view. The four serpent people cultists are



## - PART IV: MILTON'S FOLLY -

armed with composite short bows, and they use them on the PCs as they attempt to climb the stairs.

N'tal removes his robe and immediately cast a *fly* spell so he can freely move about the tower. N'tal uses his spells to greatest effect and tries to keep the PCs from reaching the top of the staircase at all costs. If this means killing his fellow cultists, then so be it.

Milton Drac heads for the top of the lighthouse (**Location 9**) and bars the trap door to the upper level of the lighthouse from the inside.

(This encounter is EL 8 for N'Tal and his bodyguards alone. Including Drac raises it to EL 10, but his business upstairs is too pressing for him to linger.)

**N'Tal:** 35 hp; see **Appendix I: Statistics** page 55 for details.

**N'Tal's Bodyguards (4):** 14, 15, 13, 14 hp; see **Appendix I: Statistics** page 51 for details.

**Wooden Trapdoor:** 2 in. thick; hardness 5; 20 hp; Break DC 25.

### 9. THE YELLOW SIGN (EL 10)

*The door bursts open, and you have at last reached the summit of Milton's Folly. The room is a square, 45 feet long on all sides. The ceiling is angled toward the center of the room and ends in a six-sided glass enclosure that sticks out four feet above the stone roof. A raised platform supports a slender stone column upon which rests a crystal that shines yellow light through the glass and out into the night.*

*Milton Drac, Melkior Maeorgan, and a serpent person stand in front of the platform. Before any of you can speak, the tower shakes ominously, and the platform and column begin to glow with a bright, yellow light. The stone throbs with magical power as a beam of light shoots through the crystal and out into the night sky. It blinds you for a moment, and you hear the voice of Drac:*

*"As I said, you are too late. The Yellow Sign is now corrupting the minds of all those fools in the harbor below. Soon they will leave here and spread the glorious madness of the Unspeakable One throughout the world! Ha, ha, ha, ha!"*

*"Now, we can turn our attentions to you. Since I have been trying to kill you for many months now, an agonizing death seems more than*

*appropriate. Which do you prefer? Being flayed alive or slowly bleeding to death as carrion pick at your bodies? Neither, I suppose. I guess we shall just have to kill you now!"*

Despite the bold rhetoric, Drac, Melkior, and Gorn know full well the PCs can still stop them from accomplishing their goal. The crystal needs to project the Yellow Sign over the harbor for at least 10 minutes to take full effect over the people viewing it.

They plan to protect the crystal at all costs. If they discover that the PCs have the *Jade Serpent*, they do all they can to destroy it. They know that its power can be used against the Yellow Sign.

If the crystal on the pedestal is removed but not replaced with the *Jade Serpent*, the power surging through the tower is unleashed. This can be very bad.

The first round after this occurs, the glass enclosure explodes, dealing 1d6 points of damage to everyone in the room. On the third round, the ceiling of the room begins to crumble and collapse. Half of the material is carried upward with the uncontrolled energy, while the other half falls on those within the room dealing 1d8 points of damage (DC 20 Reflex save negates).

If the crystal or the *Jade Serpent* is not placed on the pedestal by the fifth round, the room is engulfed in magical energy, and everyone in the room takes 20d6 points of damage (no save). Drac and his fellow cultists do not have a death wish, so they do all they can to get the crystal back onto the pedestal.

The *Jade Serpent* has power over servants of the Yellow Sign. If the PCs can remove the crystal and replace it with the *Jade Serpent*, Drac and his allies are in trouble. The energy from the lighthouse surges through the idol of Yig and bathes all of Freeport in a calming, green glow. All those corrupted by the Yellow Sign are cured. The servants of the Unspeakable One who are caught in this glow wither and die as their skin is peeled away from their bones and they turn to dust—a most fitting end for Drac and his cronies, should any of them still live when the *Jade Serpent* does its work.

**Milton Drac:** 52 hp; see **Appendix I: Statistics** page 53 for details.

**Melkior Maeorgan:** 49 hp; see **Appendix I: Statistics** page 55 for details.

**Captain Brock Wallace (a.k.a. Gorn):** 37 hp; see **Appendix I: Statistics** page 58 for details.



# ~ AFTERMATH ~

When the glow of the *Jade Serpent* fades away, Freeport, perhaps for the first time, is utterly silent. Then cheers shatter the moment, as the crowd goes wild. The throngs on the ships below and jammed onto the streets have no idea how close they came to unending madness. They don't know exactly what they've just seen, but they know it was one hell of a show. Drac, for all of his evil intent, did give the people of Freeport something for the history books.

The PCs, of course, are in an awkward position. They could try to explain Drac's plan and show how his death was justified to save the city. The remaining members of Drac's faction on the council, however, are likely to see it as murder, not heroism. The best thing for the PCs to do is slip away from the lighthouse and let the Captains' Council

deal with Drac's death and the repercussions—well, unless they are trying to kickstart careers in politics!

Foiling Drac's plan is not without its rewards. For surviving all of Drac's machinations and saving Freeport and the world from a terrible fate, each PC receives a special story award of 3,000 XP. Also, if the PCs managed to unearth Black Dog's treasure, they should have a pile of cash for their future ventures.

This concludes the Freeport Trilogy, the first campaign series for the d20 System. Don't retire to the countryside just yet though--there are plenty more stories to tell in Freeport! Green Ronin's *Hell in Freeport*, *Tales of Freeport*, and the Origins award winning *Black Sails Over Freeport* and *Tales of Freeport* all contain exciting adventures for the heroes of the *Freeport Trilogy Revised*.

## ~ ADVENTURE HOOKS ~

You can continue your Freeport adventures right away, with any of these handy adventure hooks.

### VALOSSA REBORN?

It is possible the emanations of the *Jade Serpent* undid the hereditary madness of the degenerate serpent people. In fact, it is possible that K'Stallo knew this all along and hoped the PCs would help him restore his race. With a return to lucidity and the leadership of K'Stallo, the serpent people could have a second chance to thrive. Since Freeport is built on the wreckage of Valossa, such a rebirth is not necessarily in the best interest of the city. What would the PCs do if their erstwhile ally K'Stallo put the well-being of his people before that of Freeport?

### EGIL'S RISING STAR

Following the events of the *Freeport Trilogy Revised*, K'Stallo begins grooming Brother Egil as his replacement. As revealed in *Freeport: The City of Adventure*, his immediate first step is to make the young cleric his personal assistant. At some time before the events of *The Soul of the Serpent* (in *Tales of Freeport*), Thuron appoints Egil his successor and retires. Egil becomes the youngest high priest in the history of the Knowledge God's temple. This gives K'Stallo the freedom to rebuild the sunken temple (which by Yig's grace did not collapse completely after all) and recruit followers among his own kind.

### A NEW SEA LORD

The Captains' Council is in turmoil for weeks, if not months. They not only must fill several seats, they must also choose a new Sea Lord. The machinations are sure

to be heated. The succession law is still on the books, so many distant Drac relations are likely to show up as claimants. There are also those on the Captains' Council who want to abolish the office of Sea Lord altogether. This succession crisis could tear the city apart, and the PCs may very well get caught up in the mess. (This vacancy forms one of many plot threads to be found in the mega-adventure *Black Sails Over Freeport*.)

### THE JADE SERPENT

The *Jade Serpent* is a powerful artifact. (See **Appendix 3** for an in-depth description of the its powers.) If the PCs are smart, they take it with them when they leave the lighthouse. After Drac has been thwarted, however, what happens to this artifact? Will the Wizard's Guild requisition it for testing? Will K'Stallo demand it as his people's birthright? Or will an ancient dragon land on the docks of Freeport one day, demanding the artifact for himself?

### THE CULT AVENGED

The Brotherhood of the Yellow Sign has been thwarted, but it has not been destroyed. True, Milton Drac was a powerful cultist, but he was not in the leadership of the organization. The Brotherhood still lurks in the underbelly of society, preying on the weak, the vain, and the ignorant.

The Brotherhood's leaders are sure to be most displeased with the PCs and may pursue a vendetta against them. The PCs may find themselves beset with assassins, bounty hunters, and crazed cultists. Rooting out the source of the attacks isn't going to be easy, since the cult has cells the world over. How many heads does the serpent have? Only the Unspeakable One really knows.



# ~ APPENDIX I: STATISTICS ~

## CREATURES

### ADVANCED CONSTRICTOR SNAKE ZOMBIE

CR 4; Large undead; HD 12d12+3; 81 hp; Init +1; Spd 20 ft. (can't run), climb 20 ft., swim 20 ft.; AC 17 (–1 size, +1 Dex, +7 natural), touch 10, flat-footed 16; Base Atk +6; Grap +18; Atk +13 melee (1d4+12, bite) or +2 melee (1d8+12, slam); Full Atk +13 melee (1d4+12, bite) or +2 melee (1d8+12, slam); SQ damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +4, Ref +5, Will +8; Str 27, Dex 13, Con —, Int —, Wis 10, Cha 1.

*Skills and Feats:* —; Toughness.

*Single Actions Only (Ex):* Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

### BROTHERHOOD GULTIST ACOLYTE

Male human cleric 1: CR 1; Medium humanoid; HD 1d8+2; hp 10, 10, 9, 8; Init +4; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +0; Grap +2; Atk +2 melee (1d6+2, light mace) or +0 ranged (1d8/19-20, light crossbow); Full Atk +2 melee (1d6+2, light mace) or +0 ranged (1d8/19-20, light crossbow); SA rebuke undead (4/day); AL CE; SV Fort +4, Will +4, Ref +4; Str 14, Dex 10, Con 14, Int 12, Wis 14, Cha 13.

*Skills and Feats:* Concentration +6, Knowledge (arcana) +5, Knowledge (religion) +5, Listen +4; Combat Casting, Improved Initiative.

*Spells Prepared* (3/3; save DC 12 + spell level): 0—*inflict minor wounds* (×2), *guidance*; 1st—*cause fear*\*, *protection from law*, *doom*.

\*Domain Spell. *Domains:* Chaos (cast chaos spells at +1 caster level); Death (1/day—touch kills target with less than 1d6 hit points).

*Possessions:* Chainmail, light mace, light crossbow, 10 bolts, pouch with 25 gp, Yellow Sign gold pendant worth 50 gp.

### BROTHERHOOD GULTIST GUARD

Male human fighter 3: CR 3; Medium humanoid; HD 3d10+9; hp 27, 25, 23, 21; Init +4; Spd 20 ft.; AC 15, touch 10, flat-footed 15; Base Atk +3; Grap +7; Atk +7 melee (1d6+4/18-20, scimitar) or +3 ranged (1d8/19-20, light crossbow); Full Atk +7 melee (1d6+4/18-20, scimitar) or +3 ranged (1d8/19-20, light crossbow); AL

NE, SV Fort +6, Ref +1, Will +1; Str 18, Dex 11, Con 17, Int 10, Wis 10, Cha 9.

*Skills and Feats:* Climb +2, Jump +1, Listen +5, Ride +1, Spot +5; Alertness, Blind-Fighting, Far Shot, Improved Initiative, Point Blank Shot.

*Possessions:* Chainmail, scimitar, light crossbow, 10 bolts, pouch with 10 gp, Yellow Sign gold pendant worth 50 gp.

### GIBBERING MOUTHER

CR 5; Medium aberration; HD 4d8+24; 42 hp; Init +1; Spd 10 ft., swim 20 ft.; AC 19, touch 11, flat-footed 18; Base Atk +3; Grap +3; Atk +4 melee (1, bite) or +4 ranged touch (1d4 acid plus blindness, spittle); Atk +4 melee (1, 6 bites) and +4 ranged touch (1d4 acid plus blindness, spittle); SA blood drain, engulf, gibbering, ground manipulation, improved grab, spittle; SQ amorphous, damage reduction 5/bludgeoning, darkvision 60 ft.; AL N; SV Fort +7, Ref +4, Will +5; Str 10, Dex 13, Con 22, Int 4, Wis 13, Cha 13.

*Skills and Feats:* Listen +4, Spot +9, Swim +8; Lightning Reflexes, Weapon Finesse.

*Gibbering (Su):* As soon as a mouter spots something edible, it begins a constant gibbering as a free action. All creatures (other than mouters) within a 60-foot spread must succeed on a DC 13 Will save or be affected as though by a *confusion* spell for 1d2 rounds. This is a sonic mind-affecting compulsion effect. A creature that successfully saves cannot be affected by the same gibbering mouter's gibbering for 24 hours. The save DC is Charisma-based.

*Spittle (Ex):* As a free action every round, a gibbering mouter fires a stream of spittle at one opponent within 30 feet. The mouter makes a ranged touch attack; if it hits, it deals 1d4 points of acid damage, and the target must succeed on a DC 18 Fortitude save or be blinded for 1d4 rounds. Eyeless creatures are immune to the blinding effect, but are still subject to the acid damage. The save DC is Constitution-based.

*Improved Grab (Ex):* To use this ability, a gibbering mouter must hit with a bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity.

*Blood Drain (Ex):* On a successful grapple check after grabbing, that mouth attaches to the opponent. It automatically deals bite damage and drains blood, dealing 1 point of Constitution damage each round. A mouth can be ripped off (dealing 1 point of damage) with a DC 12 Strength check or severed by a successful sunder attempt (the mouth has 2 hit points).

## – APPENDIX I: STATISTICS –

A severed mouth continues to bite and drain blood for 1d4 rounds after such an attack. A creature whose Constitution is reduced to 0 is killed.

*Engulf (Ex):* A gibbering mouther can try to engulf a Medium or smaller opponent grabbed by three or more mouths.

The opponent must succeed on a DC 14 Reflex save or fall and be engulfed. In the next round, the mouther makes twelve bite attacks instead of six (each with a +4 attack bonus). An engulfed creature cannot attack the mouther from within. The previously attached mouths are now free to attack others. The save DC is Strength-based and includes a +2 racial bonus.

*Ground Manipulation (Su):* At will, as a standard action, a gibbering mouther can cause stone and earth in all adjacent squares to become a morass akin to quicksand. Softening earth, sand, or the like takes 1 round, while stone takes 2 rounds. Anyone other than the mouther in that area must take a move-equivalent action to avoid becoming mired (treat as being pinned).

*Amorphous (Ex):* A gibbering mouther is not subject to critical hits. It cannot be flanked.

### GNOME OR HALFLING COMMONER ZOMBIE

CR 1/2; Small undead; HD 2d12+3; hp 16 (average); Init +0; Spd 20 ft. (can't run); AC 12, touch 10, flat-footed 12; Base Atk +1; Grap –3; Atk +2 melee (1d4, slam); Full Atk +2 melee (1d4, slam); SQ damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +0, Ref +0, Will +3; Str 10, Dex 10, Con —, Int —, Wis 10, Cha 1.

*Skills and Feats:* —; Toughness.

*Single Actions Only (Ex):* Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

### HUMAN COMMONER ZOMBIE

CR 1/2; Medium undead; HD 2d12+3; hp 16 (average); Init –1 (Dex); Spd 30 ft. (can't run); AC 11, touch 9, flat-footed 11; Base Atk +1; Grap +2; Atk +2 melee (1d6+1, slam); Full Atk +2 melee (1d6+1, slam); SQ damage reduction 5/slashing, darkvision 60 ft., single actions only, undead traits; AL NE; SV Fort +0, Ref –1, Will +3; Str 12, Dex 8, Con —, Int —, Wis 10, Cha 1.

*Skills and Feats:* —; Toughness.

*Single Actions Only (Ex):* Zombies have poor reflexes and can perform only a single move action or attack action each round. A zombie can move up to its speed and attack in the same round, but only if it attempts a charge.

### N'TAL'S BODYGUARD

Civilized serpent people fighter 2: CR 2; Medium monstrous humanoid (shapechanger); HD 2d10–2; hp 15, 14, 14, 13; Init +5; Spd 20 ft., swim 10 ft.; AC 17, touch 11, flat-footed 16; Base Atk +2; Grap +4; Atk +4 melee (2d4+3/18–20, falchion) or +3 ranged (1d6/×3, composite shortbow); Full Atk +4 melee (2d4+3/18–20, falchion) or +3 ranged (1d6/×3, composite shortbow); SQ *change shape*, darkvision 60 ft.; AL NE; SV Fort +2, Ref +1, Will +1; Str 14, Dex 12, Con 8, Int 13, Wis 12, Cha 13.

*Skills and Feats:* Climb +2, Disguise +1 (+11 with change shape), Escape Artist +0, Hide +0, Jump +2, Listen +3, Spot +5, Swim +0; Alertness, Far Shot, Improved Initiative<sup>B</sup>, Point Blank Shot.

*Change Shape (Su):* A civilized serpent person may assume the form of any Small or Medium humanoid. In humanoid form, the serpent person loses its swim speed. A serpent person can remain in its humanoid form until it chooses to assume a new shape, but may only assume a new shape up to three times per day. A change in form cannot be dispelled, but a serpent person reverts to its natural form when killed. A *true seeing* spell or ability reveals its natural form. When using its change shape ability, a civilized serpent person gets a +10 circumstance bonus on Disguise checks.

*Possessions:* Chainmail, falchion, composite short bow, arrows (20), pouch with 35 gp, Yellow Sign gold pendant worth 50 gp.

### PRIEST OF THE UNSPEAKABLE ONE

**Male human cleric 3:** CR 3; Medium humanoid; HD 3d8; hp 21; Init +7; Spd 20 ft. (4 squares); AC 16, touch 13, flat-footed 13; Base Atk +2; Grp +2; Atk +2 melee (1d8, heavy mace) or +5 ranged (1d4, dart); Full Atk +2 melee (1d8, heavy mace) or +5 ranged (1d4, dart); SA rebuke undead (4/day); AL CE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 16, Con 10, Int 10, Wis 17, Cha 12.

*Skills and Feats:* Concentration +6, Knowledge (arcana) +4, Knowledge (religion) +4, Listen +5; Combat Casting, Dodge, Improved Initiative.

*Possession:* Hide armor, heavy mace, 4 darts, pouch with 100 gp, Yellow Sign gold pendant worth 50 gp, *potion of cure light wounds*.

*Spells Prepared* (4/4/3; save DC 13 + spell level):

0—*inflict minor wounds* (×2), *resistance*, *virtue*;

1st—*cause fear\**, *obscuring mist*, *protection from law*;

2nd—*darkness*, *death knell\**, *summon monster II*.

\*Domain spell. *Domains:* Chaos (cast chaos spells at +1 caster level); Death (1/day—touch kills target with less than 3d6 hit points).

## - APPENDIX I: STATISTICS -

### SEA LORD GUARD

**Male human fighter 2:** CR 2; Medium humanoid; HD 2d10+4; hp 24 (elite); Init +6; Spd 20 ft.; AC 17, touch 12, flat-footed 15; Base Atk +2; Grap +5; Atk +5 melee (1d8+3/×3, battleaxe) or +4 ranged (1d8/19-20, light crossbow); Full Atk +5 melee (1d8+3/×3, battleaxe) or +4 ranged (1d8/19-20, light crossbow); AL LN; SV Fort +5, Ref +2, Will +2; Str 16, Dex 14, Con 15, Int 11, Wis 14, Cha 11.

*Skills and Feats:* Climb +1, Jump +1, Listen +6, Ride +3, Spot +6; Alertness, Dodge, Improved Initiative, Point Blank Shot.

*Possessions:* Chainmail, battleaxe, light crossbow, 10 bolts, pouch with 10 gp.

### TOJANIDA, ADULT

CR 5; Medium outsider; HD 7d8+14; hp 45; Init +1; Spd 10 ft., swim 90 ft.; AC 23, touch 11, flat-footed 22; Base Atk +7; Grap +10; Atk +10 melee (2d8+3, bite); Full Atk +10 melee (2d8+3, bite) and +5 melee (1d6+1, 2 claws); SA improved grab, ink cloud; SQ all-around vision, darkvision 60 ft., immunity to acid and cold, resistance to electricity 10 and fire 10; AL N; SV Fort +7, Ref +6, Will +6; Str 16, Dex 13, Con 15, Int 10, Wis 12, Cha 9.

*Skills and Feats:* Diplomacy +1, Escape Artist +11, Hide +11, Knowledge (the planes) +6, Listen +11, Search +14, Sense Motive +11, Spot +15, Survival +1 (+3 other planes and following tracks), Swim +11, Use Rope +1 (+3 with bindings); Blind-Fight, Dodge, Power Attack.

*Improved Grab (Ex):* To use this ability, a tojanida must hit with a bite or claw attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. Underwater, a tojanida can tow a grabbed victim of its own size or smaller at its swim speed (but it cannot run). A favorite tactic is to grab a single opponent, then withdraw, hauling the opponent away from its allies.

*Ink Cloud (Ex):* A tojanida can emit a spherical cloud of jet-black ink with a radius of 30 feet once per minute as a free action. The effect is otherwise similar to *fog cloud* (caster level 7). Out of water, the ink emerges in a stream up to 30 feet long, which a tojanida can squirt into an opponent's eyes. The affected creature must succeed on a DC 15 Reflex save or be blinded for 1 round. The save DCs are Constitution based.

### WRAITH

CR 5; Medium undead (incorporeal); HD 5d12; hp 32; Init +7; Spd fly 60 ft. (good); AC 15, touch 15, flat-footed 12; Base Atk +2; Grap —; Atk +5 melee (1d4 plus 1d6 Con drain, incorporeal touch); Full Atk +5 melee (1d4 plus 1d6 Con drain, incorporeal touch); SA Constitution

drain, create spawn; SQ darkvision 60 ft., daylight powerlessness, incorporeal traits, +2 turn resistance, undead traits, unnatural aura; AL LE; SV Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

*Skills and Feats:* Diplomacy +6, Hide +11, Intimidate +10, Listen +12, Search +10, Sense Motive +8, Spot +12, Survival +2 (+4 following tracks); Alertness<sup>B</sup>, Blind-Fight, Combat Reflexes, Improved Initiative<sup>B</sup>.

*Constitution Drain (Su):* Living creatures hit by a wraith's incorporeal touch attack must succeed on a DC 14 Fortitude save or take 1d6 points of Constitution drain. The save DC is Charisma-based. On each such successful attack, the wraith gains 5 temporary hit points.

*Create Spawn (Su):* Any humanoid slain by a wraith becomes a wraith in 1d4 rounds. Its body remains intact and inanimate, but its spirit is torn free from its corpse and transformed. Spawn are under the command of the wraith that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

*Unnatural Aura (Su):* Animals, whether wild or domesticated, can sense the unnatural presence of a wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

*Daylight Powerlessness (Ex):* Wraiths are utterly powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

## NAMED OPPONENTS

### ALISSTAR

**Male advanced shadow serpent:** CR 3; Medium undead (incorporeal); HD 6d12; hp 36; Init +6; Spd fly 40 ft. (good); AC 13, touch 13, flat-footed 11; Base Atk +3; Grap —; Atk +6 melee (1d6 Str, incorporeal touch); Full Atk +6 melee (1d6 Str, incorporeal touch); SA Strength damage; SQ darkvision 60 ft., incorporeal traits, +4 turn resistance, undead traits; AL N; SV Fort +3, Ref +5, Will +8; Str —, Dex 14, Con —, Int 8, Wis 13, Cha 13.

*Skills and Feats:* Hide +8\*, Knowledge (Religion) +4, Listen +8, Search +5, Spot +8; Alertness, Improved Initiative, Iron Will.

### DIRTWIN "NIMBLEFINGERS" ARNIC

**Male gnome expert 10 (gemcutter):** CR 9; Small humanoid; HD 10d6+20; hp 55; Init +4; Spd 20 ft.; AC 15, touch 15, flat-footed 11; Base Atk +7; Grap +3; Atk +8 melee (1d3/19-20, Small masterwork dagger); Full Atk +8/+3 melee (1d3/19-20, Small masterwork dagger); SA gnome traits; SQ gnome traits, low-light vision; AL



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NG; SV Fort +7, Ref +9, Will +11; Str 10, Dex 18, Con 14, Int 13, Wis 15, Cha 15.

**Skills and Feats:** Appraise +11 (+13 gems), Bluff +12, Craft (gemcutting) +17, Diplomacy +18, Disguise +2 (+4 acting), Gather Information +11, Intimidate +4, Knowledge (history) +5, Listen +12, Perform (comedy) +6, Sense Motive +7, Sleight of Hand +16, Spot +8; Dodge, Endurance, Great Fortitude, Skill Focus (Craft: Gemcutting).

**Gnome Traits:** +2 racial bonus on saving throws against illusions; +1 racial bonus on attack rolls against kobolds and goblinoids; +4 dodge bonus to Armor Class against creatures of the giant type.

**Spell-like Abilities:** 1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation* (DC 12), *speak with animals*. Caster level 1st.

**Possessions:** Small masterwork dagger, *ring of mind shielding*, *cloak of resistance* +2, emerald pendant worth 5,000 gp.

### BLACK DOG

**Spectre:** CR 7; Medium undead (incorporeal); HD 7d12; hp 45; Init +7; Spd 40 ft., fly 80 ft. (perfect); AC 15, touch 15, flat-footed 13; Base Atk +3; Grp —; Atk +6 melee (1d8 plus energy drain, incorporeal touch); Full Atk +6 melee (1d8 plus energy drain, incorporeal touch); SA energy drain, create spawn; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, sunlight powerlessness, undead traits, unnatural aura; AL LE; SV Fort +2, Ref +5, Will +7; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

**Skills and Feats:** Hide +13, Intimidate +12, Knowledge (Religion) +12, Listen +14, Search +12, Spot +14, Survival +2 (+4 following tracks); Alertness, Blind-Fight, Improved Initiative.

**Energy Drain (Su):** Living creatures hit by a spectre's incorporeal touch attack gain two negative levels. The DC is 15 for the Fortitude save to remove a negative level. The save DC is Charisma-based. For each such negative level bestowed, the spectre gains 5 temporary hit points.

**Create Spawn (Su):** Any humanoid slain by a spectre becomes a spectre in 1d4 rounds. Spawn are under the command of the spectre that created them and remain enslaved until its death. They do not possess any of the abilities they had in life.

**Unnatural Aura (Su):** Animals, whether wild or domesticated, can sense the unnatural presence of a spectre at a distance of 30 feet. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

**Sunlight Powerlessness (Ex):** Spectres are powerless in natural sunlight (not merely a *daylight* spell) and flee from it. A spectre caught in sunlight cannot attack and can take only a single move or attack action in a round.

### LIAM BLACKHAMMER

**Male human expert 9 (blacksmith):** CR 8; Medium humanoid; HD 9d6+18; hp 56; Init -2; Spd 30 ft.; AC 11, touch 8, flat-footed 11; Base Atk +6; Grap +9; Atk +10 melee (1d8+3/×3, masterwork warhammer); Full Atk +10/+5 melee (1d8+3/×3, masterwork warhammer); AL NG; SV Fort +5, Ref +1, Will +8; Str 16, Dex 6, Con 15, Int 13, Wis 15, Cha 15.

**Skills and Feats:** Appraise +13 (+15 armor, metalwork, weapons), Craft (armorsmithing) +13, Craft (blacksmithing) +16, Craft (weaponsmithing) +13, Diplomacy +16, Gather Information +14, Intimidate +14, Sense Motive +14; Armor Proficiency (Medium), Endurance, Great Fortitude, Martial Weapon Proficiency (Warhammer), Skill Focus (Craft: blacksmithing).

**Possessions:** Masterwork leather armor, masterwork silver chain shirt (ornamental, +3 armor bonus, 300 gp), masterwork warhammer, masterwork blacksmithing tools.

### BURKHART (TARMON'S FAMILIAR)

**Toad:** CR —; Diminutive magical beast; HD 12; hp 24; Init +1; Spd 5 ft.; AC 21, touch 15, flat-footed 20; Base Atk +6; Grap -11; Atk touch +10 melee (spell); Full Atk touch +10/+5 melee (spell); SA deliver touch spells; SQ empathic link, grant Alertness and +3 hp, improved evasion, share spells, speak with amphibians, speak with master, SR 17; AL CG; SV Fort +4, Ref +5, Will +10; Str 1, Dex 12, Con 11, Int 11, Wis 14, Cha 4.

**Skills and Feats:** Concentration +15, Craft (alchemy) +6, Diplomacy +2, Knowledge (arcana) +15, Knowledge (history) +10, Knowledge (local) +4, Knowledge (nobility and royalty) +5, Knowledge (the planes) +11, Search +3, Sense Motive +3, Spellcraft +17, Spot +7, Survival +2 (+4 other planes); Alertness.

### MILTON DRAC

**Male human cleric 8:** CR 8; Medium humanoid; HD 8d8; hp 52; Init +7; Spd 30 ft.; AC 16, touch 16, flat-footed 13; Base Atk +6; Grap +9; Atk +9 melee (1d6+3, sickle) or +9 ranged (3d6, 20 ft. burst, *exploding skull*\*); Full Atk +9/+4 melee (1d6+3, sickle) or +9/+3 ranged (3d6, 20 ft. burst, *exploding skull*\*); SA rebuke undead (7/day; +2 synergy bonus); AL CE; SV Fort +6, Ref +5, Will +10; Str 16, Dex 17, Con 11, Int 18, Wis 18, Cha 18.

\*See page 61 for details.

**Skills and Feats:** Balance +4, Bluff +9, Concentration +5, Diplomacy +18, Disguise +4 (+6 acting), Gather

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Information +5, Intimidate +10, Knowledge (arcana) +10, Knowledge (religion) +10, Listen +11, Search +5, Sense Motive +9, Spellcraft +7, Spot +10; Alertness, Combat Casting, Drac Bloodline\*, Improved Initiative.

\*See page 60 for details.

*Spells Prepared* (7/6/5/5/4; save DC 14 + spell level): 0—*cure minor wounds* (x2), *detect magic*, *guidance*, *resistance*, *virtue*; 1st—*cause fear*\*, *cure light wounds*, *divine favor*, *entropic shield*, *protection from good*, *protection from law*; 2nd—*hold person*, *owl's wisdom*, *shatter*, *silence*, *summon monster II*; 3rd—*blindness/deafness*, *cure serious wounds*, *dispel magic*, *magic circle against good*, *magic circle against law*\*; 4th—*chaos hammer*\*, *divine power*, *lesser planar ally*, *poison*.

\*Domain spell. *Domains*: Chaos (cast chaos spells at +1 caster level); Death (1/day—touch kills target with less than 8d6 hit points).

*Possessions*: Sickle, 3 *exploding skulls*\*, *potion of cure light wounds*, *ring of protection* +3, Yellow Sign gold pendant worth 50 gp, jeweled belt worth 550 gp.

\*See page 61 for details.

### TOMAS FLEETFOOT

**Male halfling expert 7 (chamberlain)**: CR 6; Small humanoid; HD 7d6–7; hp 25; Init +2; Spd 20 ft.; AC 13, touch 13, flat-footed 11; Base Atk +5; Grap +1; Atk +6 melee (1d2 nonlethal, unarmed strike); Full Atk +6 melee (1d2 nonlethal, unarmed strike); SA halfling traits; SQ halfling traits; AL LN; SV Fort +2, Ref +4, Will +8; Str 10, Dex 15, Con 9, Int 7, Wis 15, Cha 14.

*Skills and Feats*: Bluff +7, Climb +2, Diplomacy +11, Disguise +2 (+4 acting), Gather Information +8, Hide +11, Jump +2, Listen +11, Move Silently +9, Search +2, Sense Motive +9, Spot +8; Alertness, Skill Focus (Listen), Skill Focus (Spot).

*Halfling Traits*: +2 morale bonus on saving throws against fear; +1 racial bonus on attack rolls with thrown weapons and slings.

### PETRA FRICKE

**Female human expert 9 (sculptor)**: CR 8; Medium humanoid; HD 9d6; hp 43; Init +2; Spd 30 ft.; AC 14, touch 12, flat-footed 12; Base Atk +6; Grap +6; Atk +8 melee (1d6+2, +2 *defending quarterstaff*) or +8 ranged (1d4/19–20, throwing dagger); Full Atk +8/+2 melee (1d6+2, 2 *defending quarterstaff*) or +4/–2/+0 (1d6+2/1d6+1, +2 *defending quarterstaff*) or throwing dagger +8/+2 ranged (1d4/19–20); AL NG; SV Fort +5, Ref +5, Will +7; Str 10, Dex 15, Con 11, Int 14, Wis 12, Cha 16.

*Skills and Feats*: Appraise +14 (+16 sculptures), Craft (sculpting) +17, Diplomacy +20, Gather Information

+17, Knowledge (local) +12, Listen +11, Perform (Dance) +13, Search +12, Sense Motive +11, Spot +11; Combat Expertise, Endurance, Great Fortitude, Skill Focus (Craft: sculpting), Skill Focus (Diplomacy).

*Possessions*: +2 *defending quarterstaff*, throwing dagger, *amulet of natural armor* +2, silver belt worth 100 gp, gold ring worth 50 gp.

### CAPTAIN XAVIER GORDON

**Male human expert 6 (sea captain)**: CR 5; Medium humanoid; HD 6d6+12; hp 38; Init +7; Spd 30 ft.; AC 16, touch 13, flat-footed 13; Base Atk +4; Grap +6; Atk +8 melee (1d6+3/18–20, +1 *scimitar of speed*) or +7 ranged (1d8/19–20, light crossbow); Full Atk +8/+8 melee (1d6+3/18–20, +1 *scimitar of speed*) or +7 ranged (1d8/19–20, light crossbow); AL CG; SV Fort +3, Ref +4, Will +5; Str 14, Dex 17, Con 14, Int 15, Wis 12, Cha 11.

*Skills and Feats*: Balance +6, Bluff +6, Climb +8, Diplomacy +13, Disguise +0 (+2 acting), Gather Information +12, Intimidate +8, Knowledge (geography) +5, Knowledge (nature) +10, Profession (sailor) +13, Sense Motive +7, Spot +7, Survival +7 (+9 aboveground natural environments); Improved Initiative, Skill Focus (Gather Information), Skill Focus (Profession [sailor]), Weapon Focus (scimitar).

*Possessions*: +1 *leather armor*, +1 *scimitar of speed*, light crossbow, 50 bolts, *potion of cure serious wounds*.

### LADY ELISE GROSSETTE

**Female human aristocrat 11**: CR 10; Medium humanoid; HD 11d8; hp 65; Init +0; Spd 30 ft.; AC 10, touch 10, flat-footed 10; Base Atk +8; Grap +7; Atk +8 melee (1d4–1/19–20, masterwork dagger); Full Atk +8/+3 melee (1d4–1/19–20, masterwork dagger); AL LG; SV Fort +3, Ref +3, Will +11; Str 9, Dex 11, Con 10, Int 13, Wis 14, Cha 18.

*Skills and Feats*: Bluff +16, Diplomacy +22, Disguise +4 (+6 acting), Gather Information +23, Knowledge (local) +8, Knowledge (nobility and royalty) +9, Listen +9, Sense Motive +18, Spot +14, Swim +0; Alertness, Iron Will, Leadership, Negotiator, Skill Focus (Gather Information).

*Possessions*: Concealed masterwork dagger, *scarab of protection*, pearl necklace worth 1,000 gp.

### SISTER GWENDOLYN

**Female human cleric 8**: CR 8; Medium humanoid; HD 8d8+8; hp 51; Init +1; Spd 30 ft. (20 ft. in armor); AC 18, touch 11, flat-footed 17; Base Atk +6; Grap +6; Atk +8 melee (1d6+2, +2 *light mace*) or +7 ranged (1d8/19–20, light crossbow); Full Atk +8/+3 melee (1d6+2, +2 *light mace*) or +7 ranged (1d8/19–20, light crossbow); SA turn

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undead (10/day; +2 synergy bonus); AL NG; SV Fort +7, Ref +3, Will +10; Str 10, Dex 13, Con 12, Int 12, Wis 18, Cha 18.

**Skills and Feats:** Bluff +9, Concentration +6, Diplomacy +11, Disguise +4 (+6 acting), Knowledge (religion) +7, Sense Motive +9, Spellcraft +7; Extra Turning, Leadership, Lightning Reflexes, Weapon Focus (light mace).

**Spells Prepared** (6/6/5/5/4; save DC 14 + spell level): 0—*create water, cure minor wounds, detect magic, light, purify food and magic, virtue*; 1st—*bless water, endure elements, entropic shield\**, *obscuring mist, sanctuary, shield of faith*; 2nd—*aid, consecrate, delay poison, fog cloud\**, *zone of truth*; 3rd—*continual flame, create food and water, cure serious wounds, water breathing\**, *water walk*; 4th—*control water\**, *cure critical wounds, death ward, tongues*.

\*Domain spell. **Domains:** Luck (reroll 1d20 once per day); Water (turn or destroy fire creatures, rebuke or command water creatures—use each ability a total of up to 7 times per day).

**Possessions:** Masterwork breastplate, +1 blinding buckler, +2 light mace, light crossbow, 10 bolts, *gem of brightness*, silver necklace with miniature jeweled trident holy symbol worth 100 gp.

### IRONFOOT

**Allip:** CR 3; Medium undead (incorporeal); HD 4d12; hp 26; Init +5; Spd fly 30 ft. (perfect); AC 15, touch 15, flat-footed 14; Base Atk +2; Grp —; Atk +3 melee (1d4 Wis drain, incorporeal touch); Full Atk +3 melee (1d4 Wis drain, incorporeal touch); SA babble, madness, Wisdom drain; SQ darkvision 60 ft., incorporeal traits, +2 turn resistance, undead traits; AL NE; SV Fort +1, Ref +4, Will +4; Str —, Dex 12, Con —, Int 11, Wis 11, Cha 18.

**Skills and Feats:** Hide +8, Intimidate +7, Listen +7, Search +4, Spot +7; Improved Initiative, Lightning Reflexes.

**Babble (Su):** All sane creatures within 60 feet of the Ironfoot must succeed on a DC 16 Will save or be affected as though by a *hypnotism* spell for 2d4 rounds. This is a sonic mind-affecting compulsion effect. Creatures that successfully save cannot be affected by Ironfoot's babble for 24 hours. The save DC is Charisma-based.

**Madness (Su):** Anyone targeting Ironfoot with a thought detection, mind control, or telepathic ability makes direct contact with its tortured mind and takes 1d4 points of Wisdom damage.

**Wisdom Drain (Su):** Ironfoot deals 1d4 points of Wisdom drain each time it hits with its incorporeal

touch attack. On each such successful attack, it gains 5 temporary hit points.

### CAPTAIN LYDON

**Male human rogue 5/fighter 3:** CR 8; Medium humanoid; HD 5d6+5 plus 3d10+5; hp 48; Init +1; Spd 30 ft.; AC 15, touch 13, flat-footed 14; Base Atk +6; Grp +9; Atk +10 melee (1d6+3/18-20, +1 *rummer saber*) or +7 ranged (1d4+3/19-20, throwing dagger); Full Atk +10/+5 melee (1d6+3/18-20, +1 *rummer saber*) or +7/+2 ranged (1d4+3/19-20, throwing dagger); SA sneak attack +3d6; SQ evasion, trap sense +1, trapfinding, uncanny dodge; AL CG; SV Fort +5, Ref +6, Will +4; Str 17, Dex 12, Con 12, Int 12, Wis 14, Cha 12.

**Skills and Feats:** Appraise +4, Bluff +7, Climb +7, Decipher Script +4, Diplomacy +6, Disguise +4 (+6 acting), Escape Artist +3, Forgery +5, Gather Information +7, Intimidate +5, Listen +10, Perform (comedy) +6, Profession (Sailor) +8, Ride +4, Search +9, Sense Motive +10, Survival +7 (+9 to follow tracks), Swim +6; Far Shot, Leadership, Point Blank Shot, Precise Shot, Rapid Shot, Run.

**Possessions:** Masterwork leather armor, +1 *rummer saber* (see page 60), 2 throwing daggers, *potion of invisibility* (in saber), *ring of protection* +2, *elixir of salt draughts* (see page 61).

### MELKIOR MÆORGAN

**Male human fighter 5:** CR 5; Medium humanoid; HD 5d10+15; hp 49; Init +7; Spd 20 ft.; AC 21, touch 13, flat-footed 18; Base Atk +5; Grp +9; Atk +11 melee (1d4+7/19-20, +1 *adamantine dagger*) or +9 ranged (1d4+6/19-20, throwing dagger); Full Atk +11 melee (1d4+7/19-20, +1 *adamantine dagger*) or +9 ranged (1d4+6/19-20, throwing dagger); AL NE; SV Fort +7, Ref +4, Will +3; Str 18, Dex 16, Con 16, Int 15, Wis 15, Cha 12.

**Skills and Feats:** Climb +3, Diplomacy +4, Forgery +5, Intimidate +4, Jump +3, Listen +4, Ride +4, Search +3, Sense Motive +4, Spot +5, Swim -1; Combat Expertise, Improved Initiative, Improved Sunder, Power Attack, Weapon Focus (dagger), Weapon Specialization (dagger).

**Possessions:** +2 breastplate, +1 *adamantine dagger*, 4 throwing daggers, *potion of cure light wounds*, pouch with 100 gp.

### N'TAL

**Male civilized serpent person wizard 7:** Medium monstrous humanoid (shapechanger); HD 7d4+14; hp 35; Init +8; Spd 30 ft., swim 15 ft.; AC 17, touch 14, flat-footed 13; Base Atk +3; Grp +5; Atk +5 melee (1d6+2, quarterstaff) or +7 ranged (1d4+2, dart); Full Atk +5 or



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+1/-3 melee (1d6+2/1d6+1, quarterstaff) or +7 ranged (1d4+2, dart); SQ *change shape*, darkvision 60 ft.; AL CE; SV Fort +4, Ref +6, Will +6; Str 14, Dex 18, Con 15, Int 18, Wis 13, Cha 10.

**Skills and Feats:** Bluff +4, Concentration +11, Disguise +0 (+10 with *change shape*), Escape Artist +8, Hide +8, Jump +5, Listen +4, Search +8, Sense Motive +5, Spellcraft +11, Spot +5, Swim +6; Combat Casting, Dodge, Improved Initiative<sup>B</sup>, Maximize Spell, Scribe Scroll, Spell Focus (evocation).

**Spells Prepared** (4/5/4/3/2; save DC 14 + spell level; evocation save DC 15 + spell level): 0—*dancing lights*\*, *daze*, *detect magic*, *resistance*; 1st—*burning hands*\*, *feather fall*, *hold portal*, *magic missile*\*, *shield*; 2nd—*blindness/deafness*, *blur*, *darkness*\*, *flaming sphere*\*; 3rd—*fireball*\*, *fly*, *lightning bolt*\*; 4th—*ice storm*\*, *wall of fire*\*. \*Evocation spell

**Change Shape (Su):** N'Tal may assume the form of any Small or Medium humanoid. In humanoid form, he loses his swim speed. He can remain in his humanoid form until he chooses to assume a new shape, but may only assume a new shape up to three times per day. A change in form cannot be dispelled, but N'Tal reverts to his natural form if killed. A *true seeing* spell or ability reveals his natural form. When using his *change shape* ability, N'Tal gets a +10 circumstance bonus to Disguise checks.

**Possessions:** Quarterstaff, 4 darts, *amulet of natural armor* +3, spell component pouch, Yellow Sign gold pendant worth 50 gp.

### CAPTAIN MARCUS ROBERTS

**Male human rogue 9:** CR 9; Medium humanoid; HD 9d6+9; hp 47; Init +3; Spd 30 ft.; AC 18, touch 13, flat-footed 18; Base Atk +6; Grp +7; Atk +8 melee (1d6+2/19-20, +1 *short sword of subtlety*); Full Atk +8/+3 melee (1d6+2/19-20, +1 *short sword of subtlety*); SA sneak attack +5d6; SQ evasion, improved uncanny dodge, trapfinding, trap sense +3, uncanny dodge; AL CG; SV Fort +4, Ref +9, Will +5; Str 12, Dex 16, Con 13, Int 16, Wis 14, Cha 16.

**Skills and Feats:** Bluff +14, Decipher Script +13, Diplomacy +15, Disguise +3 (+5 acting), Gather Information +15, Listen +11, Move Silently +13, Open Lock +8, Perform (wind instruments) +12, Search +9, Sense Motive +12, Sleight of Hand +15, Spot +9, Survival +3, Swim +13, Use Magic Device +8 (+10 with scrolls); Combat Expertise, Dodge, Mobility, Spring Attack, Whirlwind Attack.

**Possessions:** +1 *short sword of subtlety*, *amulet of natural armor* +5, *battle scrimshaw relic* (see page 61).

### TORSTEN ROTH

**Male human aristocrat 8:** CR 7; Medium humanoid; HD 8d6+8; hp 42; Init +1; Spd 30 ft.; AC 11, touch 11, flat-footed 10; Base Atk +6; Grp +6; Atk +7 melee (1d6, masterwork club); Full Atk +7/+2 melee (1d6, masterwork club); AL LN; SV Fort +2, Ref +3, Will +8; Str 10, Dex 12, Con 12, Int 14, Wis 15, Cha 14.

**Skills and Feats:** Appraise +13, Bluff +12, Diplomacy +8, Forgery +8, Gathering Information +7, Listen +9, Profession (Miner) +10, Search +7, Sense Motive +14, Spot +13; Alertness, Negotiator, Skill Focus (Appraise), Skill Focus (Profession: miner).

**Possessions:** masterwork club (gilded cane worth 400 gp), gold pendant worth 300 gp, gold belt worth 600 gp.

### ARIAS SÖDERHEIM

**Male half-elf bard 10 (merchant):** CR 10; Medium humanoid; HD 10d6; hp 50; Init +8; Spd 30 ft.; AC 18, touch 16, flat-footed 14; Base Atk +7; Grp +7; Atk +13 melee (1d6+2/18-20, *rapier of puncturing*) or +11 ranged (1d4/19-20, throwing dagger); Full Atk +13/+8 melee (1d6+2/18-20, *rapier of puncturing*) or +11/+6 ranged (1d4/19-20, throwing dagger); SA *fascinate*, *suggestion*; SQ immunity to magic sleep, +2 save vs. enchantment, low-light vision, bardic knowledge, bardic music, countersong, inspire competence, inspire courage +2, inspire greatness; AL N, SV Fort +3, Ref +11, Will +8; Str 10, Dex 18, Con 11, Int 18, Wis 12, Cha 18.

**Skills and Feats:** Appraise +9, Bluff +10, Concentration +4, Decipher Script +7, Diplomacy +16, Disguise +7 (+9 acting), Escape Artist +7, Gather Information +9, Jump +4, Listen +8, Move Silently +7, Perform (oratory) +17, Perform (stringed instruments) +17, Perform (wind instruments) +17, Profession (sailor) +9, Search +9, Sense Motive +6, Spellcraft +9, Spot +9, Swim +6, Tumble +6, Use Magic Device +6 (+10 with scrolls), Use Rope +6; Alertness, Combat Casting, Improved Initiative, Weapon Finesse.

**Spells per Day** (3/4/4/3/1; save DC 14 + spell level): 0—*dancing lights*, *daze*, *detect magic*, *ghost sound*, *prestidigitation*, *read magic*; 1st—*alarm*, *charm person*, *hypnotism*, *sleep*; 2nd—*detect thoughts*, *enthrall*, *misdirection*, *suggestion*; 3rd—*charm monster*, *crushing despair*, *dispel magic*, *lesser geas*; 4th—*dominate person*, *modify memory*.

**Possessions:** Masterwork leather armor, *rapier of puncturing*, dagger, *ring of protection* +2, *bos'ns' whistle of piping* (see page 61), gold circlet worth 100 gp, masterwork lyre.

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### TARMON

**Male human wizard 12:** CR 12; Medium humanoid; HD 12d4+15; hp 51; Init +7; Spd 30 ft.; AC 16, touch 16, flat-footed 13; Base Atk +6; Grp +7; Atk +7 melee (1d6+1, *staff of fire*) or +9 ranged (1d4+1/19-20, throwing dagger); Full Atk +7/+2 melee (1d6+1, *staff of fire*) or +9/+4 ranged (1d4+1/19-20, throwing dagger); AL CG; SV Fort +5, Ref +7, Will +11; Str 13, Dex 16, Con 12, Int 19, Wis 17, Cha 13.

*Skills and Feats:* Concentration +16, Craft (alchemy) +10, Diplomacy +4, Knowledge (arcana) +19, Knowledge (history) +14, Knowledge (local) +8, Knowledge (nobility and royalty) +9, Knowledge (the planes) +15, Listen +5, Search +7, Sense Motive +6, Spellcraft +21, Spot +8, Survival +3 (+5 other planes); Combat Casting, Craft Staff, Improved Initiative, Leadership, Spell Focus (conjunction), Spell Focus (evocation), Spell Penetration, Scribe Scroll, Spell Mastery†.

*Spells Prepared* (4/5/5/5/4/3/2; save DC 14 + spell level; conjuration DC 15 + spell level): 0—*detect magic*, *ghost sound*, *mage hand*, *read magic*; 1st—*charm person*, *hypnotism*, *mage armor*\*, *shield*, *unseen servant*\*; 2nd—*detect thoughts*, *resist elements*, *saltburst*\*† (see sidebar, page XX), *summon swarm*, *whispering wind*; 3rd—*dispel magic*†, *fireball*\*†, *fly*, *nondetection*, *tongues*; 4th—*arcane eye*, *detect scrying*, *shout*\*, *dimension door*\*; 5th—*firebird*\* (see page 60), *teleport*\*†, *prying eyes*; 6th—*disintegrate*, *true seeing*. \*Spell Focus, † Spell Mastery.

*Possessions:* Throwing dagger, *Ring of protection* +3, *staff of fire* (50 charges), *robe of scintillating colors*, 2 *potions of cure serious wounds*, spell component pouch.

*Familiar:* Burkhart (Toad); see page 53.

### THURON, A.K.A. K'STALLO

**Male civilized serpent person cleric 4:** CR 4; Medium monstrous humanoid (shapechanger); HD 4d8; hp 23; Init +4; Spd 30 ft., swim 15 ft.; AC 11, touch 10, flatfooted 11; Base Atk +3; Grp +4; Atk +4 melee (1d6+1, quarterstaff); Full Atk +4 or +0/–4 melee (1d6+1/1d6, quarterstaff); SA turn undead (4/day; +2 synergy bonus); SQ change shape, darkvision 60 ft.; AL CG; SV Fort +4, Ref +1, Will +7; Str 12, Dex 11, Con 10, Int 14, Wis 16, Cha 13.

*Skills and Feats:* Concentration +5, Diplomacy +2, Disguise +1 (+11 with change shape), Escape Artist +4, Hide +6, Knowledge (arcana) +9, Knowledge (religion) +9, Move Silently +2, Swim +9; Combat Casting, Improved Initiative<sup>B</sup>, Still Spell.

*Spells Prepared* (5/4+1/3+1; save DC 13 + spell level): 0—*detect magic*, *light*, *purify food and drink*, *read magic*,

*resistance*; 1st—*bless*, *comprehend languages*, *detect secret doors*\*, *remove fear*, *sanctuary*; 2nd—*augury*, *detect thoughts*\*, *hold person*, *remove paralysis*.

\*Domain spell. *Domains:* Knowledge (cast divinations at +1 caster level); Magic (use spell completion and spell trigger items as a 2nd-level wizard).

*Change Shape (Su):* A K'Stallo may assume the form of any Small or Medium humanoid. In humanoid form, he loses his swim speed. K'Stallo can remain in its humanoid form until he chooses to assume a new shape, but may only assume a new shape up to three times per day. A change in form cannot be dispelled, but K'Stallo reverts to his natural if when killed. A *true seeing* spell or ability reveals its natural form. When using its change shape ability, a civilized serpent person gets a +10 circumstance bonus on Disguise checks.

*Possessions:* Quarterstaff with gold holy symbol worth 50 gp, key ring (with keys to places unknown in the temple to the God of Knowledge).

### CAPTAIN HECTOR TORIAN

**Male human rogue 8:** CR 8; Medium humanoid; HD 8d6; hp 36; Init +7; Spd 30 ft.; AC 18, touch 13, flat-footed 15; Base Atk +6; Grp +6; Atk +7 melee (1d6+1/18-20, +1 *cutlass*) or +10 ranged (1d4/19-20, masterwork dagger); Full Atk +7/+2 melee (1d6+1/18-20, +1 *cutlass*) or +10/+5 ranged (1d4/19-20, masterwork dagger); SA sneak attack +4d6; SQ evasion, improved uncanny dodge, trapfinding, trap sense +2, uncanny dodge; AL CG; SV Fort +2, Ref +9, Will +3; Str 11, Dex 16, Con 10, Int 13, Wis 12, Cha 15.

*Skills and Feats:* Balance +9, Bluff +10, Climb +6, Diplomacy +14, Disguise +2 (+4 acting), Escape Artist +3 (+5 bindings), Gather Information +12, Listen +11, Profession (sailor) +11, Search +7, Sense Motive +8, Sleight of Hand +9, Spot +12, Survival +5 (+7 following traps), Swim +9, Tumble +10 (+15 to avoid falling damage), Use Rope +9; Alertness, Combat Expertise, Dodge, Improved Initiative.

*Possessions:* +3 *leather armor of tumbling* (see page 61), +1 *cutlass* (see page 60), 4 masterwork daggers, gold earring worth 25 gp, 10 rings worth 1d10 × 10 gp each.

### CAPTAIN GARTH DARELLION

**Male human rogue 4/fighter 4:** CR 8; Medium humanoid; HD 4d6 plus 4d10; hp 42; Init +7; Spd 30 ft.; AC 19, touch 13, flat-footed 19; Base Atk +7; Grp +9; Atk +11 melee (1d6+4/18-20, +2 *saber*) or +10 ranged (1d4+2/19-20, throwing dagger); Full Atk +11/+6 melee (1d6+4/18-20, +2 *saber*) or +10/+5 ranged (1d4+2/19-20, throwing dagger); SA sneak attack +2d6; SQ evasion, trapfinding, trap sense +1, uncanny dodge; AL LN; SV

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Fort +5, Ref +8, Will +4; Str 14, Dex 17, Con 11, Int 11, Wis 10, Cha 16.

*Skills and Feats:* Balance +6, Bluff +8, Climb +3, Diplomacy +10, Disguise +3 (+5 acting), Escape Artist +2 (+4 bindings), Gather Information +8, Handle Animal +5, Intimidate +8, Jump +8, Knowledge (nature) +4, Knowledge (nobility and royalty) +4, Listen +7, Profession (sailor) +5, Sense Motive +5, Spot +2, Swim +5, Use Rope +8; Alertness, Blind Fight, Combat Reflexes, Improved Initiative, Iron Will, Leadership, Quick Draw.

*Possessions:* +2 glamer chain shirt, +2 saber (see page 60), 3 daggers, *amulet of proof against detection and location*, *battle scrimshaw relic* (see page 61),

### DROSH

**Male advanced shadow serpent:** CR 5 (for superior gear); Medium undead (incorporeal); HD 6d12; hp 43; Init +6; Spd fly 40 ft. (good); AC 20, touch 18, flat-footed 18; Base Atk +3; Grp —; Atk +6 melee (1d6+1/x3 plus 1d6 electrical, +1 *ghost touch shock spear*); Full Atk +6 melee (1d6+1/x3 plus 1d6 electrical, +1 *ghost touch shock spear*); SA Strength damage; SQ darkvision 60 ft., immune to all damage that does not penetrate the weak spot in the *Scales of the Serpent*, incorporeal traits, +4 turn resistance, undead traits; AL N; SV Fort +3, Ref +5, Will +6; Str —, Dex 15, Con —, Int 6, Wis 13, Cha 13.

*Skills and Feats:* Hide +10\*, Listen +9, Search +4, Spot +9; Alertness, Combat Reflexes, Improved Initiative.

*Possessions:* *Scales of the Serpent* (see page 30), +1 *ghost touch shock spear*.

### CAPTAIN BROCK WALLACE, A.K.A. GORN

**Male civilized serpent person rogue 5:** Medium monstrous humanoid (shapechanger); HD 5d6+15; hp 37; Init +7; Spd 20 ft, swim 10 ft. in armor; AC 20, touch 13, flat-footed 17; Base Atk +3; Grp +3; Atk +3 melee (1d6/18-20, cutlass), +3 melee (1d4/19-20, throwing dagger), or +6 ranged (1d8/19-20, light crossbow); Full Atk +3 melee (1d6/18-20, cutlass), +3 melee (1d4/19-20, throwing dagger), or +6 ranged (1d8/19-20, light crossbow); SA sneak attack +3d6; SQ change shape, darkvision 60 ft., evasion, trap sense +1, trapfinding, uncanny dodge; AL NE; SV Fort +4, Ref +7, Will +1; Str 10, Dex 16, Con 16, Int 15, Wis 10, Cha 10.

*Skills and Feats:* Balance +8, Bluff +7, Climb +2, Diplomacy +4, Disguise +6 (+8 acting; +16/+18 with change shape), Escape Artist +6, Forgery +8, Gather Information +5, Hide +5, Jump +0\*, Listen +4, Move Silently +6\*, Perform (sing) +3, Profession (sailor) +5, Search +4, Sense Motive +5, Spot +5, Survival +0 (+2 following tracks), Swim +4, Tumble +6, Use Magic Device +5, Use Rope +3 (+5 with bindings); Dodge, Improved Initiative<sup>B</sup>, Point Blank Shot.

*Change Shape (Su):* Gorn may assume the form of any Small or Medium humanoid. In humanoid form, Gorn loses his swim speed. He can remain in his humanoid form until he chooses to assume a new shape, but may only assume a new shape up to three times per day. A change in form cannot be dispelled, but Gorn reverts to his natural form when killed. A *true seeing* spell or ability reveals Gorn's natural form. When using his *change shape* ability, Gorn gets a +10 circumstance bonus on Disguise checks.

*Possessions:* +3 *hide armor*, cutlass (see page XX), 2 daggers, light crossbow, 10 bolts, *potion of invisibility*, pouch with 75 gp.





# ~ APPENDIX 2: HANDOUTS ~

## HANDOUT A

**M**ilton Drac—the most honorable Sea Lord of Freeport—cordially invites you to be his honored guest at the Grand Lighthouse Ball. You have been awarded the Order of Drac for your bravery in defeating the evil councilor Verlaine. Present this invitation at the gates of the Sea Lord's palace to gain admittance to the festivities. Prepare yourselves for an evening of entertainment you will not soon forget.

## HANDOUT B

... many a man can find the caves but they'll  
never find my  
... and the lads and I were carried away by the  
rapids. Old Sven lost his balance and fell clear  
out of the boat. We never saw him again.

At last ... on the beach. There was a huge  
stone doorway at least half a mast tall and 20  
planks wide. All kinds of drawings of snakes  
were on the surface—big carvings of a snake  
and weird writing were on its front.

... the head was the worst part of it. I told Tom  
not to touch the damn thing but he wouldn't  
listen. ... he will never be the same.

Finally, we all gave up and rowed our way  
back. I told the men to forget about that  
passage, and we boarded it up so as none of us  
would go down in a drunken fit.

# ~ APPENDIX III: ~ NEW MECHANICS

Included here are additional feats, spells, and equipment used in this adventure.

(Characters proficient with the scimitar are similarly proficient with the saber.)

## NEW FEATS

### DRAC BLOODLINE (GENERAL)

You are a distant descendent of Captain Drac, one of Freeport's first Sea Lords. With a little luck, you may be able to make a claim on the title of Sea Lord yourself. Of course, Drac blood may also attract some unwanted attention (a fact your GM is sure to exploit).

**Benefit:** You get a +1 bonus on Bluff, Intimidate, and Sense Motive checks.

**Special:** You may only take this feat as a 1st-level character.

### FRANCISCO BLOODLINE (GENERAL)

You are a distant descendent of Captain Francisco, one of Freeport's first Sea Lords. The original Sea Lord Drac killed several of your ancestors and you likely nurse a grudge against the Drac family.

**Benefit:** You get a +1 bonus on Balance, Diplomacy, and Survival checks.

**Special:** You may only take this feat as a 1st-level character.

## NEW WEAPONS

### CUTLASS

A cutlass is a heavy, short-bladed slashing sword with a basket hilt. The wielder gets a +2 circumstance bonus on his opposed attack roll against disarm attempts. (Rogues gain proficiency with cutlass.)

### SABER

A saber is a slender curved sword developed for cavalry use, but it has also been adopted by naval officers.

## NEW SPELLS

### FIREBIRD

*Conjuration (Creation)*

**Level:** Clr 6, Drd 6, Sor/Wiz 5

**Components:** V, S

**Casting Time:** 10 minutes

**Range:** 0 ft.

**Effect:** Create one firebird

**Duration:** 1 hour/level (D)

**Saving Throw:** Special (see text)

**Spell Resistance:** No

This spell conjures a quasi-real, birdlike creature composed of roaring flames (see stat block following). The *firebird* can be ridden only by the caster or by the one person for whom the caster specifically created the mount. A *firebird* resembles a giant eagle with red, orange, and white flames in place of feathers. It has what seems to be a saddle and bridle. All animals within 30 feet of a firebird must succeed a Will save against the spell's DC or become panicked for 1d6 minutes.

The *firebird* has 26 hit points +1 hit point per caster level. If reduced to 0 hit points, the *firebird* vanishes. It can bear its rider's weight plus up to 10 pounds per caster level. While riding a *firebird*, the rider gains resistance to fire 20 and a +1 luck bonus on all saving throws.

**Firebird:** CR —; Large magical beast; HD 4d10+4; 26 hp (+1 hp/caster level); Init +3; Spd 10 ft., fly 160 ft. (average); AC 17, touch 12, flat-footed 14; Base Atk +4; Grap +12; Atk +7 melee (1d6+4 plus 1d6 fire, claw); Full Atk +7 melee (1d6+4 plus 1d6 fire, 2 claws) and +2 melee (1d8+2 plus 1d6 fire, bite); SA —; SQ evasion, damage reduction 5/magic, immunity to fire, low-light vision; AL N; SV Fort +5, Ref +7, Will +3; Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10.

TABLE A2: NEW WEAPONS

Martial Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight <sup>1</sup>	Type
Cutlass	20 gp	1d4	1d6	18-20/×2	—	5 lb.	Slashing
Saber	15 gp	1d4	1d6	18-19/×2	—	4 lb.	Slashing

<sup>1</sup> Weight figures are for Medium weapons. A Small weapons weighs half as much, and a Large weapons weighs twice as much.

## – APPENDIX III: NEW MECHANICS –

*Skills and Feats:* Knowledge (nature) +2, Listen +6, Sense Motive +4, Spot +15, Survival +3; Alertness, Flyby Attack.

### SALTBURST

*Conjuration (Creation)*

**Level:** Sor/Wiz 2

**Components:** V, S

**Casting Time:** 1 action

**Range:** Long (400 ft. + 40 ft./level)

**Area:** 20-ft. radius burst

**Duration:** Instantaneous

**Saving Throw:** Fortitude half

**Spell Resistance:** Yes

An explosion of salt crystals and brine erupts in a spherical burst where the caster directs. The spell deals 2d4 points of damage, or 2d8 points of damage to creatures of the plant type or water subtype.

### NEW MAGIC ITEMS

The following new items may be found in the possessions of NPCs in this adventure. For more new magic items, see *The Saber of Sorrow* (sidebar, page 24), *The Gifts of the Serpent* (sidebar, page 30), and *The Jade Serpent of Yig* (page 61).

### ARMOR OF TUMBLING

*Armor of tumbling* is built to withstand falls and rolls, and features extra protection at the joints, head, and back. The wearer gains a +10 circumstance bonus to Tumble checks made to reduce falling damage, and a +5 circumstance bonus on all other Tumble checks. (The armor's armor check penalty still applies normally.) This enchantment may be applied only to light armor.

Moderate transmutation; CL 3rd; Craft Magic Arms and Armor, *cat's grace*, *feather fall*; Price +1 bonus.

### BATTLE SCRIMSHAW RELIC

This aquatic dragon tooth has been scrimshawed with scenes of ships battling enemy ships and dangerous sea monsters. When mounted affixed to the structure of a ship (the wall of the wheelhouse is a favorite post), the relic's enchantment affects all sailors and mates who serve on the ship. Passengers, captives, or attackers on the deck of the ship are not affected. An activated *battle scrimshaw* grants a +1 morale bonus to the crew's attack and damage rolls.

Other potent charms of this type are known to exist, but only one *scrimshaw relic* may be active on a ship at a time.

Moderate enchantment; CL 10th; Craft Wondrous Item, *prayer*; Price 30,000 gp; Weight —.

### BOS'NS' WHISTLE OF PIPING

This magic version of the traditional boatswain's whistle is the answer to a ship captain's dreams, and the nightmare of every lazy sailor. As a masterwork instrument, it adds a +2 enhancement bonus to Perform (wind instrument) checks, but more important, all within earshot while it's piped gain a +4 morale bonus to Profession (sailor) checks for up to 10 minutes per day. Additionally, three times a day, the bos'n may play a tune that grants a +2 enhancement bonus to Strength and Dexterity for up to 5 HD of creatures within 30 feet. This enhancement effect lasts for 5 rounds.

Moderate enchantment; CL 12th; Craft Wondrous Item, *haste*, *suggestion*, creator must have 10 ranks in Perform (wind instruments); Price 6,100 gp; Weight —.

### ELIXIR OF SALT DRAUGHTS

This staple of sea voyages is often packed onboard in firkins in case of bad weather or shipwreck. A dose of this elixir allows the imbiber to drink liquids like seawater, vinegar, and even ammonia as if it were fresh water. The effect of the *elixir of salt draughts* lasts 24 hours, and for the first 10 rounds after drinking it, the imbiber gains a +4 resistance bonus on saves against any other ingested poison.

Faint abjuration; CL 4th; Craft Wondrous Item, *delay poison*; Price 150 gp.

### EXPLODING SKULL

An *exploding skull* is an enchanted humanoid skull that when thrown, it explodes into shards of bone upon striking its target. Use the rules for **Thrown Splash Weapons** (see **Chapter Eight: Combat** in the *PHB*) to attack the target and resolve missed throws. A skull deals 3d6 damage (Reflex DC 14 half) in a 20 ft. radius burst. This blast counts as both piercing and bludgeoning damage.

Moderate evocation; CL 3rd; Craft Wondrous Item, *fireball*; Price 450 gp; Weight 3 lb.

### RUMMER WEAPON

*Rummer* weapons were first developed by rum-smugglers in the Serpent's Teeth, but they have since gained favor among adventurers. A *rummer* weapon has a hollow handle or shaft that holds up to six ounces of liquid. The wielder can uncork the container and drink one ounce of the contents (or apply one ounce of oil) as a move action that provokes an attack of opportunity. Most adventurers fill the reservoir with potions. *Rummer* weapons must be at least 2 lb. in weight, and able to contain a significant volume of liquid; spiked chains, nets, slings, and ammunition may not take this enchantment.

Moderate transmutation; CL 3rd; Craft Magic Arms and Armor, *fabricate*; Price +1,000 gp.



## – APPENDIX III: NEW MECHANICS –

### THE JADE SERPENT OF YIG

Herein are details on the history and powers of the Jade Serpent of Yig, a powerful artifact introduced in *Madness in Freeport Revised* many believed was lost forever with the collapse of the Valossan civilization. Lost, until a brave band of heroes emerged from a forgotten temple, and armed with the serpent, saved all of Freeport from the insanity of the Unspeakable One. Read on to learn more about this ancient symbol of Yig's power.

### THE LEGEND OF NIAGGO

*Within the halls of the great temple of Yig, N'Gar gathered the young hatchlings and led them into the chamber of the great serpent. It was his duty to educate and nurture the young ones and make certain that they followed the path of Yig. In truth, N'Gar had never really thought of it as a duty. For him it was a joy, and the reason for his existence.*

*"Settle down hatchlings!" he began. "Rest on your cushions now and be still, for I am about to tell you of the great hero Niaggo and his quest that saved our people and brought us the Jade Serpent." The young serpent people hushed for the priest. They were ready for a story about a hero.*

*"Hundreds of years ago," N'Gar began, "before the birth of your fathers' fathers, our people were faced with near extinction! A terrible famine gripped the land and the dead and dying choked the streets. Many believed that Yig, our protector, had abandoned us. Not even the wisest of priests could advise our blessed Emperor on how to end the suffering of his people.*

*"Niaggo, our hero, was a young serpent man at the time. The smallest of his brood, he had always been picked on by his brothers and sisters and teased by the other hatchlings at school. He had the courage to fight his tormentors, but still he returned to his parents' den bruised and bloodied more often than not. Niaggo cursed his weakness and the shame he brought his family.*

*"As Niaggo was preparing for the coming of age ritual, when he would shed his skin for the final time, he prayed in the temple. He was unsure of his future. Still smaller than the other young warriors, he lacked confidence in himself. The famine was at its height and many of his schoolmates had already set out in search of food. Niaggo made a decision that night to entrust his life to Yig. As he knelt before the image of our god, he placed his soul in the hands of Yig to do with as He pleased.*

*"The next day during the ritual Niaggo was struck senseless as Yig sent him an incredible vision. He saw before him a serpent idol carved entirely out of jade that pulsated with a dark green light. As he watched, the light spread from the heart of the idol and washed over the land, returning life to all that it touched. Suddenly, a gigantic,*

*ebon snake appeared from nowhere and swallowed the idol whole. The green light quickly faded and only darkness and death remained. In that instant, Niaggo knew that he must find this ebon snake and retrieve the idol at all costs to save the Valossan people.*

*"When he told the priests about the vision they mocked him. No one could believe Niaggo had been chosen to end the famine. It was silly they all said. Niaggo was simply trying to get attention. Even his own parents thought he had made up the story. But, the hatchling that had once doubted himself was now filled with confidence and strength. Niaggo left Valossa, in search of the Jade Serpent, on his own, as an outcast.*

*"Niaggo traveled the land seeking the ebon snake he had seen in his vision. Everywhere he went he saw death and more death. He passed through countless villages filled with the emaciated bodies of his starved brethren, and was forced to fight off hunger-crazed cannibals after his flesh. His spirit began to waver and doubt slowly crept into his mind.*

*"At long last he came to a huge mountain shrouded in a cloud of black vapor. He knew that this must be the lair of the ebon snake. Without hesitation, he entered through a large cave. Inside he found a winding path leading deep into the earth and he followed it for what seemed like days. When he reached the bottom he found himself in a huge cavern. A gaping chasm pierced the floor of the chamber from end to end.*

*"A loud rumbling noise erupted from the depths of the chasm as he approached. The noise reverberated throughout the cavern as a huge, ebon snake reared up right before him. Niaggo took a step back and then held firm.*

*"The snake had a single green eye in the center of its head. It gazed menacingly down at Niaggo and spoke to him, 'Why do you come here, son of Yig? Your people have abandoned their god and now pay the price for it. Everyday, more of your brethren die from starvation. What have you come here for? Can you help?'*

*"Niaggo answered boldly, 'I am here to take back the Jade Serpent as Yig has chosen me to do so. With it, my people will be saved from the famine and life will return to Valossa. You will give me the serpent now!!!'*

*"The snake rose as if to strike, baring its fangs. 'Hssss! SSSo bold you are little one! I could kill you easily. Swallow you whole if I wanted to. But if you are the chosen of Yig you should know that I do not need to give you the serpent. The power of the serpent lies within all of the children of Yig. You only need to have faith and his power will wash over you and protect you.*

*"Do you have faith little one?'*

*"Yes!' responded Niaggo loudly. 'Yig is my protector and I do his bidding always.'*

## - APPENDIX III: NEW MECHANICS -

“‘We shall see, little one. We shall see’, responded the ebon snake.

*Then, with alarming speed, the snake lunged forward, and opening his jaws, swallowed Niaggo whole! Niaggo despaired at first, thinking that he was dead. Then something stirred in him. He remembered the words of the ebon snake, ‘...have faith...have faith...have faith...’ As he felt himself slipping into the darkness of death, he placed his soul completely in Yig’s hands.*

*“When he awoke, Niaggo was lying on the floor of the chamber alongside the brink of the great chasm. The ebon snake was nowhere to be seen. As his head cleared, he looked around not believing that he had survived the bite of that horrible snake. Then he saw it. On the ground, not far away, was a large piece of jade that must have been the eye of the ebon snake. It was the only proof that the snake had existed at all.*

*As Niaggo stared at the formless piece of precious rock before him, he knew what he had to do. With his own hands, he would shape the jade into a likeness of his beloved god. Imbued with the power of his own faith, the Jade Serpent would be used to save the Valossan people.*

*When Niaggo returned to his home, he bore with him the Jade Serpent of Yig. All those who had doubted him before now understood their folly. The famine was lifted and the people began to prosper. Niaggo became king and had many more adventures, but none as incredible as his battle with the ebon serpent.*

*“What does this teach us hatchlings? Can anyone tell me?” After a few moments, one of the young ones stood up.*

*“Yes, Sseth?”, said N’gar.*

*With his tail twitching behind him, Sseth stood up to speak, “Well, sir, I think that I have learned that we must all remember to have faith. Even when times are tough, we need to trust in Yig and have faith that he will protect us.”*

*“Very good, Sseth. Faith is our strongest weapon against our enemies.”*

*“Now you also know why so many of us have names that start with ‘N’. We are named with an ‘N’ to honor the memory of Niaggo, who saved Valossa from extinction. Now, come with me and I will show you the Jade Serpent.”*

### THE SERPENT IN ANCIENT VALOSSA

When Niaggo returned to Valossa with the *Jade Serpent*, it did more than just lift the famine. The Serpent came to represent not only the earthly manifestation of Yig but also a tangible symbol of the power and glory of the Valossan people. The Serpent became a reminder to all Yig’s children of their link to the divine and the necessity to have faith in Him.

Over the years, the symbol of the *Jade Serpent* was adopted by almost all the institutions of Valossan government. The military carried the Serpent before it to ensure victory in important battles. Priests of Yig had to prove they could control the power of the Serpent to become the high priest of the temple. The king sat on the Jade Throne and his standard bore the image of the Serpent carved by Niaggo. Almost every home proudly displayed a replica of the Serpent to bring blessings to those who lived there and to ward off evil.

Sadly, when the Valossan people turned to the Unspeakable One they forgot the lesson Niaggo had taught them. They lost their faith in Yig and he would not protect them from the great evil that destroyed their civilization. But Yig’s power resided within the *Jade Serpent* for centuries, waiting, hidden within a sunken temple, for the chance to destroy the worshipers of the Unspeakable One.

### APPEARANCE

The *Jade Serpent* weighs ten pounds and is carved from a single block of unblemished jade in the shape of a coiled snake. It is two feet tall and one foot wide at the base. The sculpturing is exquisite with finely detailed scales and life-like features. Its head is poised to strike with bared fangs and a forked tongue. When the powers of the snake are evoked the serpent glows from within with a dark green light.

### POWERS OF THE SERPENT

The *Jade Serpent* has many useful powers. In order to control these powers, it is necessary to become attuned to the magic imbued within the Serpent. Once attuned, there are no activation words or somatic components that need to be used to invoke the powers. The wielder simply concentrates on what she wants the Serpent to do and it happens.

### ATTUNING THE JADE SERPENT

Initial attunement to the *Jade Serpent* requires a successful DC 25 Spellcraft check. The following modifiers apply to the check.

#### ATTUNEMENT MODIFIERS

Modifier	Condition
+5	The user is a civilized serpent person of Yig
+3	The user sacrificed his or her blood in the sunken temple as described on page 39.
+2	The user is a cleric of Yig
+2	For each level of attunement reached (maximum +4)

Characters with the Use Magic Device skill treat the *Jade Serpent* as an item they need to *activate blindly* as described in the *PHB*.

## – APPENDIX III: NEW MECHANICS –

### LEVEL 1 ATTUNEMENT

Once attuned, the player gains access to the following minor powers.

- 3/day—*cure light wounds* as the spell cast by a 5th level druid.
- 2/day—summon a small viper as if user had cast *summon nature's ally I* and as a 5th level druid.
- Use gains immunity to all poisons while holding the *Jade Serpent*.

### LEVEL 2 ATTUNEMENT

If the player spends at least one month meditating at least four hours a day over the *Jade Serpent*, she can make another attempt to become further attuned to the idol. The materials required for proper mediation cost the player 1,000 gp of incense and magical herbs. A successful DC 30 Spellcraft check grants the player access to the following major powers of the idol.

- 5/day—*create food and water* as the spell cast by a 5th level cleric.
- 3/day—*cure moderate wounds* as the spell cast by a 5th level druid.
- 3/day—*neutralize poison* as the spell cast by a 7th level druid.
- 2/day—summon a large viper as if user had cast *summon nature's ally III* and as a 5th level druid.
- 2/day—remove fear as the spell cast by a 5th level caster, except that it affects all allies who can see the *Jade Serpent*.

### LEVEL 3 ATTUNEMENT

The next level of attunement to the *Jade Serpent* requires the player to spend at least 5,000 gp of supplies and two months of daily meditation. No other strenuous activities can be performed while the player is meditating on the Serpent. At the end of the two months of preparation a successful DC 35 Spellcraft check gives the player full access to all the powers of the *Jade Serpent*. The greatest powers of the idol follow.

- 1/day—*horrid wilting* as the spell cast by a 15th level sorcerer. When this power is used against worshippers of the Unspeakable One, the caster level increases to 25.
- 1/day—greater restoration as the spell cast by a 13th level cleric.

### THE CONSEQUENCES OF POWER

The great powers of the *Jade Serpent* do not come without

a price. Anyone who becomes attuned to the Serpent will begin to transform, over time, into a serpent person (see *Death in Freeport Revised* for info on serpent people)!

The danger is minimal at first, but gradually increases with the level of attunement the player attains. Once each month, a player who uses the *Jade Serpent* must make a Will save against a DC based on the level of attunement the player has attained.

### TRANSFORMATION RESISTANCE

Attunement Level	DC
Level 1	20
Level 2	25
Level 3	30

If she fails, the transformation begins and lasts a full month. A tail sprouts out of her back, her teeth grow into fangs, and finally her skin becomes scaly as she transforms into a serpent person. If the player stops using the *Jade Serpent* immediately upon failing a Will save the transformation reverses but she can never use the *Jade Serpent* again. Once the transformation is completed, it can only be reversed with the destruction of the *Jade Serpent* or by a *wish* or *miracle* spell.

### DESTROYING THE JADE SERPENT

In your campaign, it may become necessary to destroy the *Jade Serpent* of Yig.

The artifact cannot be unmade by normal means. It is impervious to all physical and magical harm. The *Jade Serpent* is considered a *major artifact* as described in the *DMG*.

To destroy the *Jade Serpent*, one must subject the artifact to the acid breath of the great green wyrm Azial. Azial was a mighty dragon that was old even before the Valossan civilization was destroyed. It is said his lair was buried during the great cataclysm that engulfed Valossa centuries ago. It may be his caves are located somewhere under the waves similar to the sunken temple of Yig. The lair might also be buried deep within a mountain on the mainland. In either case, a journey to find Azial will be an epic undertaking indeed.

### ADVENTURE HOOKS

Here are some ideas for adventures using the *Jade Serpent* you can use in your campaign.

#### HATCHING THE EGG

If your players have recovered the egg from the hatchery within the sunken temple of Yig they are in for a surprise. After being subjected to the power of the *Jade Serpent*, the egg will begin to mature and hatch into an infant serpent



## - APPENDIX III: NEW MECHANICS -

person! As new foster-parents, the players must decide what to do with their young charge. Should they hand him over to Thuron to be raised by his own people? Will the followers of the Unspeakable One kidnap him for their own purposes? Will he be bred to good or evil? Or is he destined to revive the dead Valossan civilization at the cost of all others? Raising a child is never easy.

### DESTROY THE JADE SERPENT?!

The players must destroy the *Jade Serpent*! Perhaps one of them has used it too often and has been transformed into a serpent person and destroying the Serpent is the only way to regain their true form. Maybe Thuron has taken the Serpent and is using it to revive Valossa and subjugate all other races. To end his reign of terror the Serpent must be unmade. Whatever the reason, the destruction of the *Jade Serpent* can make for a great epic adventure.

### REVENGE OF THE UNSPEAKABLE ONE

By thwarting the plans of the Cult of the Unspeakable One in Freeport, the players made powerful enemies. The cultists not only want their death but they want the *Jade Serpent* as well. After seeing what happened to Drac and his companions at the lighthouse, it is easy to understand why. What the heroes do not know is that the cultists have plans for the great artifact. They believe it can be corrupted by the Unspeakable One to serve their evil purposes. Can the heroes thwart the cult a second time?

## NEW CREATURES

### SHADOW CONSTRICTOR SNAKE

**Medium Undead (Incorporeal)**

**Hit Dice:** 3d12+3 (22 hp)

**Initiative:** +3

**Speed:** Fly 30 ft. (good)

**Armor Class:** 14 (+3 Dex, +1 deflection), touch 14, flat-footed 11

**Base Attack/Grapple:** +1/+1

**Attack:** Incorporeal touch +5 melee (0)

**Full Attack:** Incorporeal touch +5 melee (0)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Incorporeal constriction (1 Constitution damage), incorporeal grab

**Special Qualities:** Darkvision 60 ft., incorporeal traits, +4 turn resistance, undead traits

**Saves:** Fort +1, Ref +4, Will +4

**Abilities:** Str —, Dex 17, Con —, Int 1, Wis 12, Cha 2

**Skills:** Hide +7\*, Listen +6, Search +0, Spot +6

**Feats:** Alertness, Toughness

**Environment:** Warm forest, aquatic, or underground.

**Organization:** Solitary

**Challenge Rating:** 4

**Treasure:** None

**Alignment:** Always neutral

**Advancement:** 4–5 HD (Medium), 6–10 HD (Large)

**Level Adjustment:** —

*This creature looks like a shadow of a coiled rope or snake.*

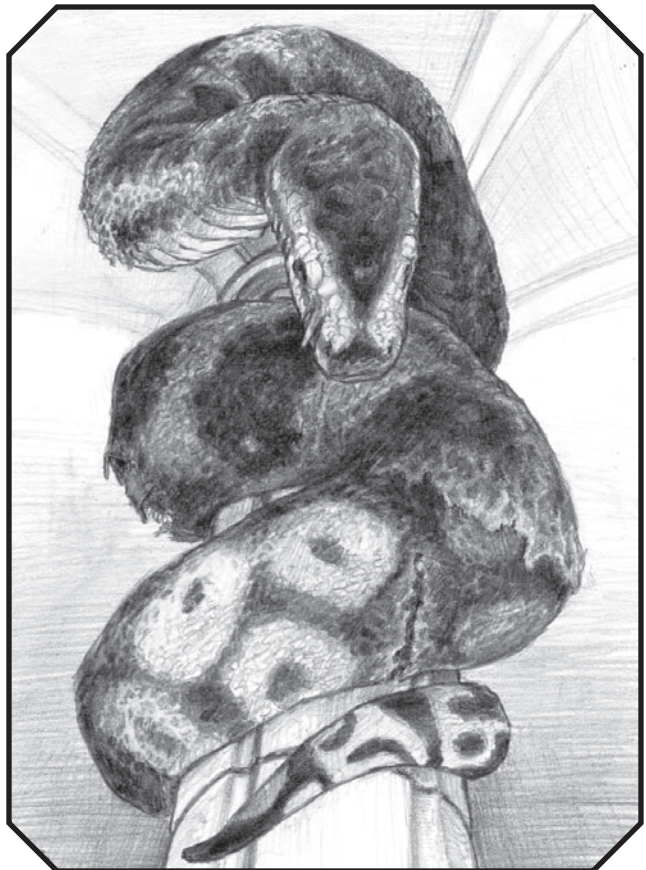
Shadow snakes are undead created by evil mages or, as in this case, the anger of a deity. They haunt the area where they lived in life and can be commanded by those that create them to guard an area or an item.

### COMBAT

Shadow constrictors use their ability to hide and move through solid objects to their best advantage in combat. They have the unique ability to grapple and constrict corporeal targets. Unlike a normal shadow, shadow constrictors reduce their opponent's Constitution, and lack the ability to create spawn.

**Incorporeal Constriction (Su):** On a successful grapple check, a shadow serpent deals 1 point of temporary Constitution damage. Any creature that is reduced to 0 Constitution by a shadow serpent dies.

**Incorporeal Improved Grab (Su):** To use this ability, a shadow constrictor must hit with its touch attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple



## ~ APPENDIX III: NEW MECHANICS ~

check, it establishes a hold and can constrict. This ability is identical to Improved Grab except that it can affect both incorporeal and corporeal targets.

**Skills:** Shadow snakes have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus to Search checks. \* A shadow snake gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.

### SHADOW SERPENT

**Medium Undead (Incorporeal)**

**Hit Dice:** 3d12 (19 hp)

**Initiative:** +6

**Speed:** Fly 40 ft. (good)

**Armor Class:** 13 (+2 Dex, +1 deflection), touch 13, flat-footed 11

**Base Attack/Grapple:** +1/—

**Attack:** Incorporeal touch +3 melee (1d6 Strength damage)

**Full Attack:** Incorporeal touch +3 melee (1d6 Strength damage)

**Space/Reach:** 5 ft./5 ft.

**Special Attacks:** Strength damage

**Special Qualities:** Darkvision 60 ft., incorporeal traits, +4 turn resistance, undead traits

**Saves:** Fort +1, Ref +3, Will +4

**Abilities:** Str —, Dex 14, Con —, Int 6, Wis 13, Cha 13

**Skills:** Hide +8\*, Listen +7, Search +4, Spot +7

**Feats:** Alertness, Improved Initiative

**Environment:** Any land or underground.

**Organization:** Solitary, gang (2–5), or swarm (6–11)

**Challenge Rating:** 3

**Treasure:** None

**Alignment:** Any

**Advancement:** 4–9 HD (Medium)

**Level Adjustment:** —

*This dark creature is an indistinct humanoid shape, but with the tail and sinuous grace of a snake.*

The serpent god Yig turned his priests into shadow serpents as a punishment for allowing the Valossan civilization to be destroyed by the Unspeakable One. They now haunt the temple of Yig, awaiting a release from their terrible existence. They look like shadows but are obviously shaped as serpent people.

Unlike most shadows, the shadow serpents do not all harbor hatred for the living, and they lack the ability to create spawn. Although many attack the living on sight, a few have managed to keep some semblance of their corporeal personality and intelligence. These few would rather converse with the living in an attempt to find a way to free their souls from the curse of undeath.

### COMBAT

Shadow serpents linger in the temple chambers and quarters where they spent their lives in the service of Yig. They use their ability to hide and move through solid objects to their best advantage in combat.

**Strength Damage (Su):** When a shadow serpent touches a living creature, it deals 1d4 points of temporary Strength damage. Any creature reduced to 0 Strength by a shadow serpent dies.

**Skills:** Shadow serpents have a +2 racial bonus on Listen and Spot checks and a +4 racial bonus to Search checks. \* A shadow serpent gains a +4 racial bonus on Hide checks in areas of shadowy illumination. In brightly lit areas, it takes a -4 penalty on Hide checks.



## ~ APPENDIX IV: SAMPLE PLAYER CHARACTERS ~

### THORGRÍM

**Race:** Dwarf  
**Sex:** Male  
**Class:** Cleric  
**Deity:** God of Valor  
**Level:** 5  
**Alignment:** Lawful Good

**Strength:** 14 (+2)  
**Dexterity:** 10 (0)  
**Constitution:** 17 (+3)  
**Intelligence:** 12 (+1)  
**Wisdom:** 16 (+3)  
**Charisma:** 10 (0)

**Hit Points:** 41  
**Armor Class:** 21 (+8 +1 *half-plate*, +3 *spined shield*), touch 10, flatfooted 21  
**Speed:** 20 ft. (4 squares)  
**Initiative:** +4  
**Saving Throws:** Fort +7, Ref +1, Will +7  
**Attack Bonus:** Base +3, Melee +5, Ranged +3  
**Grapple Modifier:** +5

**Attack:** Masterwork Cold Iron Longsword +7 melee (1d8+2/19-20), Dagger +5 melee (1d4+2/19-20), or *Spined Shield* +4 ranged (1d10+1/19-20; 3/day)  
**Full Attack:** Masterwork Cold Iron Longsword +7 melee (1d8+2/19-20), Dagger +5 melee (1d4+2/19-20), or *Spined Shield* +4 ranged (1d10+1/19-20; 3/day)

**Feats:** Improved Initiative, Martial Weapon Proficiency (Longsword), Power Attack, Weapon Focus (Longsword)

**Skills:** Concentration +6, Diplomacy +5, Heal +9, Knowledge (Religion) +6, Sense Motive +4, Spellcraft +4

**Languages:** Celestial, Common, Dwarven

**Common Cleric Spells Prepared** (Cast per Day: 5/4+1/3+1/2+1; DC 13 + spell level): 0—*cure minor wounds*, *detect magic*, *guidance*, *light*, *read magic*; 1st—*bless*, *command*, *doom*, *entropic shield*, *protection from evil*\*; 2nd—*bull's strength*, *hold person*, *lesser restoration*, *spiritual weapon*\*; 3rd—*dispel magic*, *magic circle against evil*\*, *prayer*.

\*Domain spell; **Domains:** Good (cast good spells at +1 caster level), War

**Cleric Class Features:** aura of good, spontaneous casting, turn undead (3/day, +2 bonus)

**Height:** 4'4"

**Weight:** 155 lbs.

**Size:** Medium

**Age:** 71

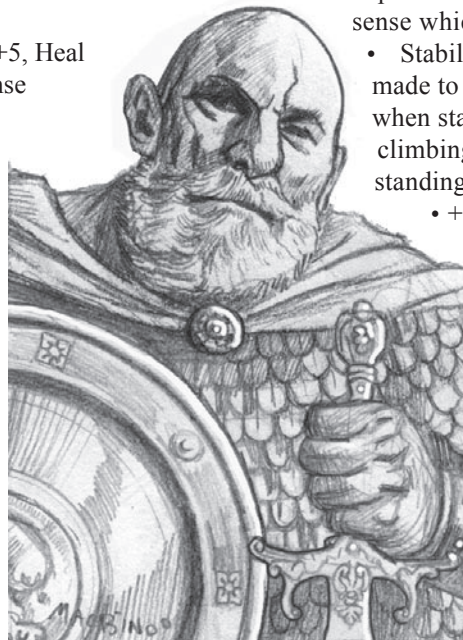
**Magic Items:** +1 *half-plate armor*, *spined shield*, *pearl of power* (1st level), *oil of bless weapon*, *potion of jump*

**Equipment:** Masterwork cold iron longsword, dagger, backpack, bedroll, explorer's outfit, healer's kit (10 uses), holy water (2 flasks), scroll case, silver holy symbol, spell component pouch, 3 torches, whetstone

**Money:** 41 gp

**Dwarf Racial Traits** (see **Chapter Two: Races** in the *PHB*):

- Darkvision out to 60 feet.
- Stonecunning: +2 racial bonus on Search checks to notice unusual stonework, such as sliding walls, stonework traps, new construction, unsafe stone surfaces, shaky stone ceilings, and the like. Something that isn't stone but that is disguised as stone also counts as unusual stonework. Merely coming within 10 feet of unusual stonework allows a Search check as if actively searching. Can use the Search skill to find stonework traps as a rogue can. Can intuit depth, sensing approximate depth underground as naturally as a human can sense which way is up.
- Stability: +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- +2 racial bonus on saving throws against poison, spells, and spell-like effects.
- +1 racial bonus on attack rolls against orcs (including halforcers) and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- +2 racial bonus on Appraise and Craft checks that are related to stone or metal items.





## ~ APPENDIX IV: SAMPLE PLAYER CHARACTERS ~

### ROLLO

**Race:** Gnome

**Sex:** Male

**Class:** Fighter

**Level:** 5

**Alignment:** Neutral Good

**Strength:** 16 (+3)

**Dexterity:** 16 (+3)

**Constitution:** 16 (+3)

**Intelligence:** 14 (+2)

**Wisdom:** 12 (+1)

**Charisma:** 10 (0)

**Hit Points:** 55

**Armor Class:** 20 (+1 size, +3 Dex, +5 +1 *scale mail*, +1 *ring of protection*), touch 15, flatfooted 17

**Speed:** 15 ft. (3 squares)

**Initiative:** +3

**Saving Throws:** Fort +7, Ref +4, Will +2

**Attack Bonus:** Base +5, Melee +8, Ranged +8

**Grapple Modifier:** +4

**Attack:** +1/+1 *Small Gnome Hooked Hammer* +11  
melee (1d6+7/×3 or 1d4+7/×4) or *Small Composite Longbow* (+3) +8 ranged (1d6+3/×3)

**Full Attack:** +1/+1 *Small Gnome Hooked Hammer* +9/+9\* melee (1d6+6/×3 and 1d4+4/×4), or *Small Composite Longbow* (+3) +8 ranged (1d6+3/×3)

**Feats:** Combat Expertise, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (Gnome Hooked Hammer), Weapon Specialization (Gnome Hooked Hammer)

**Skills:** Climb +8\*, Hide +5\*, Jump +4\*, Listen +5, Ride +5, Spot +4,

Swim +3\* (\*includes –3 armor check penalty, –6 for Swim)

**Languages:** Common, Draconic, Giant, Gnome

**Height:** 3'8"

**Weight:** 47 lbs.

**Size:** Small

**Age:** 56

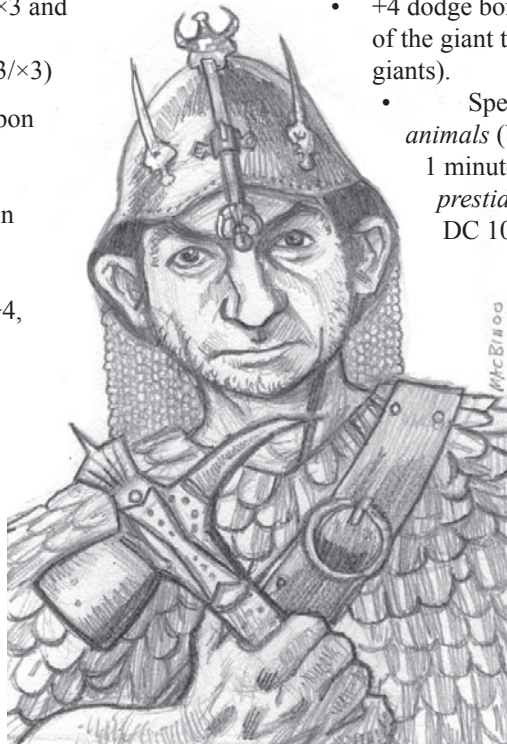
**Magic Items:** +1/+1 *small gnome hooked hammer*; +1 *scale mail*, *ring of protection* +1, *potion of cure serious wounds*

**Equipment:** Small composite longbow, backpack, bedroll, crowbar, explorer's outfit, flint and steel, quiver with 20 arrows, 3 torches.

**Money:** 26 gp.

**Gnome Racial Traits** (see **Chapter 2: Races** in the *PHB*): Rollo has the following racial traits.

- Low-light vision.
- +2 racial bonus on saving throws against illusions.
- +1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears).
- +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).
- Spell-Like Abilities: 1/day—*Speak with animals* (burrowing mammal only, duration 1 minute), *dancing lights*, *ghost sound*, *prestidigitation*. Caster level 1st; save DC 10 + spell level (+1 for *ghost sound*). (25% chance of failure due to scale mail armor.)



## ~ APPENDIX IV: SAMPLE PLAYER CHARACTERS ~

### MALEVIR

**Race:** Half-Elf

**Sex:** Male

**Class:** Sorcerer

**Level:** 5

**Alignment:** Chaotic Good

**Strength:** 9 (–1)

**Dexterity:** 17 (+3)

**Constitution:** 15 (+2)

**Intelligence:** 12 (+1)

**Wisdom:** 12 (+1)

**Charisma:** 18 (+4)

**Hit Points:** 24

**Armor Class:** 15 (+3 Dex, +1 *ring of protection*, +1 *amulet of natural armor*), touch 14, flatfooted 12

**Speed:** 30 ft. (6 squares)

**Initiative:** +3

**Saving Throws:** Fort +4, Ref +5, Will +6 (includes *cloak of resistance* +1)

**Attack Bonus:** Base +2, Melee +1, Ranged +5

**Grapple Modifier:** +1

**Attack:** Light mace +1 melee (1d6–1) or masterwork light crossbow +6 ranged (1d8/19–20)

**Full Attack:** Light mace +1 melee (1d6–1) or masterwork light crossbow +6 ranged (1d8/19–20)

**Feats:** Combat Casting, Dodge

**Skills:** Concentration +9, Diplomacy +6, Gather Information +6, Knowledge (Arcana) +7, Listen +3, Search +2, Spellcraft +10, Spot +3

**Languages:** Common, Dwarven, Elven

**Spells Known** (*Cast per Day* 6/7/5; DC 14 + spell level):

0—*daze, detect magic, disrupt undead, open/close, prestidigitation, resistance*; 1st—*mage armor, magic missile, shield, sleep*; 2nd—*invisibility, web*.

**Height:** 5'3"

**Weight:** 142 lbs.

**Size:** Medium

**Age:** 25

**Half-Elf Racial Traits** (see **Chapter 2: Races** in the *PHB*):

Malevir has the following racial traits.

- Immunity to sleep spells and similar magical effects, and a +2 racial bonus on saving throws against enchantment spells or effects.
- Low-light vision.



## ~ APPENDIX IV: SAMPLE PLAYER CHARACTERS ~

### ALAINA

**Race:** Human

**Sex:** Female

**Class:** Rogue

**Level:** 5

**Alignment:** Neutral Good

**Strength:** 14 (+2)

**Dexterity:** 20 (+5)

**Constitution:** 13 (+1)

**Intelligence:** 16 (+3)

**Wisdom:** 11 (+0)

**Charisma:** 13 (+1)

**Hit Points:** 29

**Armor Class:** 19 (+5 Dex, +4 +1 studded leather), touch 15, flatfooted 14

**Speed:** 30 ft. (6 squares)

**Initiative:** +5

**Saving Throws:** Fort +2, Ref +9, Will +1

**Attack Bonus:** Base +3, Melee +5, Ranged +7

**Grapple Modifier:** +5

**Attack:** Masterwork shortsword +8 melee (1d6+2/19-20) or light crossbow +7 ranged (1d8/19-20)

**Full Attack:** Two masterwork shortswords +6/+6 melee (1d6+2/19-20 and 1d6+1/19-20) or light crossbow +7 ranged (1d8/19-20)

**Feats:** Alertness, Two Weapon Fighting, Weapon Finesse

**Skills:** Appraise +7, Bluff +9, Climb +4, Diplomacy +5, Disable Device +11, Disguise +1 (+3 acting), Escape Artist +8, Gather Information +9, Hide +13, Jump +4, Listen +10, Move Silently +13, Open Lock +12, Search +11, Spot +10, Tumble +11, Use Rope +6

**Languages:** Common, Elven, Orc

**Rogue Class Features:** Sneak Attack +3d6, Trapfinding, Evasion, Trap Sense +1, Uncanny Dodge

**Height:** 5'8"

**Weight:** 160 lbs.

**Size:** Medium

**Age:** 19

**Magic Items:** +1 studded leather armor, gloves of dexterity +2, bag of holding—type I, elixir of vision, silversheen

**Equipment:** 2 masterwork shortswords, light crossbow, backpack, bedroll, caltrops, explorer's outfit, flint and steel, masterwork thieves' tools, pouch, quiver with 20 bolts, signal whistle, 50 feet of silk rope, thunderstone.

**Money:** 23 gp





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