

REQUIRES THE USE OF THE DUNGEONS & DRAGONS®, THIRD EDITION CORE BOOKS, PUBLISHED BY WIZARDS OF THE COAST®.  
THIS PRODUCT USES UPDATED MATERIAL FROM THE 3.5 REVISION

# CRISIS IN FREEPORT



A D20 SYSTEM ADVENTURE FOR LEVELS 7 TO 9

BY CHRIS PRAMAS, ROBERT J. SCHWALB, AND RODNEY THOMPSON



CRRI902





# A FREEPORT ADVENTURE FOR THE d20 SYSTEM

## CRISIS IN FREEPORT

### ~ CREDITS ~

---

DESIGN: CHRIS PRAMAS, ROBERT J. SCHWALB,  
AND RODNEY THOMPSON

EDITING: JOANNA G. HURLEY

DEVELOPMENT: ROBERT J. SCHWALB

ART DIRECTION AND GRAPHIC DESIGN: MARC SCHMALZ AND HAL MANGOLD

COVER ART: JONATHAN KIRTZ

INTERIOR ART: TOREN "MACBIN" ATKINSON, KENT BURLES,  
BRITT MARTIN, AND DAVID GRIFFITH

CARTOGRAPHY: SEAN MACDONALD      EXECUTIVE PRODUCER: CHRIS PRAMAS

GREEN RONIN STAFF: BILL BODDEN, STEVE KENSON, NICOLE LINDROOS,  
HAL MANGOLD, JIM PINTO, CHRIS PRAMAS, EVAN SASS, MARC SCHMALZ,  
AND ROBERT J. SCHWALB

---

**Special Thanks:** To Rodney Thompson, for being there in a pinch.

*Crisis in Freeport* is © 2006 Green Ronin Publishing, LLC. All rights reserved. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Crisis in Freeport, Green Ronin, Freeport, and their associated logos are trademarks of Green Ronin Publishing, LLC.

DUNGEONS & DRAGONS® and Wizards of the Coast® are registered trademarks of Wizards of the Coast, Inc., and are used with permission.

'd20 System' and the 'd20 System' logo are trademarks of Wizards of the Coast, Inc. and

**FREEPORT**  
THE CITY OF ADVENTURE



are used according to the terms of the d20 System License version 6.0. A copy of this License can be found at [www.wizards.com/d20](http://www.wizards.com/d20).

The Yellow Sign ©1986 Kevin A. Ross

The following text is Open Gaming Content: all game mechanics.

Printed in the U.S.A.

**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)

# ~ INTRODUCTION ~

Welcome to *Crisis in Freeport*, the seventh in Green Ronin's series of d20 System adventures set in the "City of Adventure." This adventure is special because it marks the end of the story begun in 2000 with *Death in Freeport*. Does this mean that Freeport's run has come to an end? Hell, no. What it does mean is that Green Ronin is going to be re-launching Freeport late in 2006, advancing the timeline five years and establishing a new baseline for Freeport adventuring. *Crisis in Freeport* ends the first chapter of the setting's story, but a new chapter is already on the horizon.

With an announced re-launch, you may wonder why you should bother with *Crisis in Freeport*? Simply put, this adventure sets the stage for next iteration of Freeport. Playing through it allows your characters to participate in events that will have many repercussions in Freeport's future. Those of you who have played the previous adventures in the series will also enjoy the sense of closure this book provides. It wraps up many plot threads from previous products and provides teasers for many of the upcoming changes in Freeport's cityscape.

## IMPORTANT ASSUMPTIONS

*Crisis in Freeport* takes place after the events of the *Freeport Trilogy*. There are no assumptions about the outcomes of the other Freeport adventures. If your group played through the adventures in *Tales of Freeport*, for example, that's great, but nothing from that book impacts this adventure. Similarly, neither the events of *Hell in Freeport* nor *Black Sails Over Freeport* are assumed to have happened. This is because both are lengthy, high-level adventures and not every Freeport group will have played through them. If your group has played one or both of those adventures, you'll need to power up the opposition quite a bit to make it a challenge for them. (And if you have played all the way through *Black Sails Over Freeport*, we salute you!)

*Crisis in Freeport* assumes that Sea Lord Milton Drac's crazed plan to summon the Unspeakable One and spread madness and terror across the world was thwarted at the last minute and Drac himself was slain. This caused a succession crisis in Freeport, as the law of the city required a descendent of the original Sea Lord Drac to take over and his bloodline seemingly ended with the death of Milton Drac. To make matters worse, two other members of the Captains' Council died with Drac, and the Privateer Seat (the only council seat with a term limit) was soon to be up for grabs as well. This meant that Freeport was lacking a Sea Lord and multiple members of the Captains' Council. Shortly after the crisis began, Marilise Maeorgan did take over the seat of her slain brother Melkior (as permitted by the law), but the larger issues remained. The city had not seen such a power vacuum since its early days.

The length of the succession crisis is up to you as the GM. We recommend that it go on for at least a few months, so the simmering discontent of the city makes sense. If your group did not play through the *Freeport Trilogy*, they should first be introduced to the city during this period. You might try running some of the short adventures in *Tales of Freeport* to give them a taste of the city. Players should get the idea that the succession crisis is causing problems for Freeport, disrupting the usual rhythm of its dark heart.

This adventure is intended for characters of levels 7-9. Since it features roleplaying, investigation, and combat, a party of mixed classes and abilities is best. As with previous Freeport adventures, references to gods and the wider world are kept generic (God of War, "the Continent", etc.) so you can easily adapt *Crisis in Freeport* to your home campaign.

## ADVENTURE BACKGROUND

*Crisis in Freeport* begins with a simple legal act that has enormous repercussions. The surviving members of the Captains' Council revoke the Law of Succession. This means that Drac blood is no longer required to become the Sea Lord. While most Freeporters are pleased with the decision, there are those who use it as an excuse to further their own agendas. The gangs of Freeport use the announcement as an excuse to stir up the populace. This blossoms into full-fledged rioting. While the gangs had hoped for a certain amount of anarchy so they could go on a crime spree, the rioting soon spins out of control. The Sea Lord's Guard is unleashed to quash the rioters, and blood runs in the city gutters.

The next day it is discovered that Lady Elise Grossette, one of the leading members of the Captains' Council, has been kidnapped. This is clearly a power play, but it is unclear who is behind it. Captain Marcus Roberts, another member of the Captains' Council, approaches the PCs and enlists their aid in tracking down Lady Elise. Time is of the essence. Not only does Roberts fear for her life, but a huge storm is approaching Freeport. If she is not found quickly, the trail may literally be blown out of existence.

The PCs investigate the kidnapping and discover that she was snatched by a band of eleven pirates under the command of the dreaded corsair Captain Allethra Sharpe. With the hurricane closing in on Freeport, they must make a dangerous voyage to Windward, one of the islands of the Serpent's Teeth. A short trip in normal weather, the crossing is eventful and perilous. Eventually, the PCs reach Windward. There they discover that Captain Sharpe's crew took over Felix's resort and killed most of its employees and guests. Here they must face Sharpe and try to rescue Lady Elise.

The PCs defeat Sharpe and may or may not rescue Lady Elise. Regardless, they discover two key facts. First, Arias Soderheim hired Captain Sharpe to kidnap Lady Elise so he could be elected Sea Lord in her absence. Second, Captain Sharpe double-crossed Soderheim, selling him out to the agent of a Continental power. This agent paid Captain Sharpe to torture and kill Lady Elise, then blame and shame Soderheim. This would hopefully destabilize the city and possibly lead to a civil war that could only benefit those nations that suffer at the hands of Freeport's privateers.

The PCs now must race back to Freeport before the storm hits and tell Captain Roberts what they've discovered. One way or the other, Arias Soderheim's career in politics is finished. The PCs may also track down the agent that paid Captain Sharpe to kill Lady Elise and settle accounts with him. When the storm passes, a new Sea Lord is finally elected, as well as five new members of the Captains' Council. This unprecedented change in leadership is the beginning of a new era in Freeport.



- INTRODUCTION -





# ~ PART I: BLOOD IN THE STREETS ~

The adventure begins with Freeport on the edge of anarchy, awaiting only a push

into all out chaos. Unfortunately for the heroes, that push is not long in coming. When the adventure opens, the Captains' Council has just revoked the Law of Succession, and already discontent brews within the city's populace. While many people are pleased to see the laws go back to the way they were before, a small few see this as another power grab by the council. Word has spread quickly through some parts that the council convened late into the night, but few have any idea what the midnight session was truly about.

## WHEREIN THE CITY DESCENDS INTO ANARCHY

The characters should be well rested and have their full resources available to them

when the adventure begins. Though they should have some small amount of time to retrieve any personal belongings, once the riots break out there will be little chance for them to make purchases or recover spells and abilities. Since the adventure begins early on the morning following the council's decision to revoke the Law of Succession, give characters time to prepare spells, arm themselves appropriately, or ready any other abilities or equipment, and then begin.

## ~ THE SUCCESSION RIOTS ~

The adventure opens early in the morning, when Freeport is just waking up and shopkeepers are opening their doors for business. Like any morning in the city, the streets are just beginning to bustle with the crowds that mark the day's normal activity, but today there is a subtle hint of discontent in the air. As the characters travel down one of the city's streets, have them make DC 20 Sense Motive checks to detect the anxiety behind the eyes of anyone they meet. Many of the citizens will have heard by now that something major took place at a meeting of the Captains' Council the night before, and no one expects any good news in light of recent events.

After giving the characters a few moments to enjoy the morning (and possibly sense the growing unease within the city's inhabitants) read or paraphrase the following text.

*Off in the distance, the sounds of a young man's shouts echo between buildings, followed by a cry of surprise or anger from a much larger group of people. Mere moments later, a young boy with tousled hair and near rags for clothing climbs atop a barrel near the center of the intersection between two streets. In a loud and somewhat shrill voice, the boy repeats his announcement from down the street. "Hear ye, hear ye," he cries. "By the decree of the Captains' Council, the Law of Succession is hereby revoked. No longer shall the Sea Lord be required to be of the blood of Drac. Let no man speak against this decision, for it is now law."*

*With the conclusion of the boy's speech, the gathered crowd raises their voices in surprise, pleasure, and dismay. Within moments, the streets are abuzz with discussions and arguments. Cheers go up from men gathered on a nearby street corner, while a shop owner shouts them down in turn. As the boy travels farther down the street, repeating his announcement every so often, the same reaction can be heard from people everywhere throughout the city.*

Immediately, the characters should sense that trouble is indeed brewing. If they ask other people about their reactions to the announcement, they get mixed responses. While most people either don't care or are in favor of the ruling, a vocal few respond with "the Captains' Council has gone too far" or "it's just another way to hoard more power over the city." The result of the dismissal of the Law of

Succession is clear: now the Captains' Council can go about electing their own successor to the position of Sea Lord, and without a living Sea Lord to put up a nomination, it means that all nominees will come from the council. Most citizens are aware of this fact, and some don't care for that idea very much at all.

## THE FIRST SIGNS OF TROUBLE (EL 8)

If the party takes some time to ask around about the announcement, they will quickly detect the seeds of unrest being planted everywhere. Crowds of men argue on the street, and where once trade and commerce took the forefront, it seems as though everyone is more interested in the council's decree. Shops that are usually open for business are curiously vacant, their windows still shuttered from the night before as their owners and operators discuss the situation. The normal hum of noise that fills the city's streets has been dulled, and in its place are uncomfortable, quiet conversations and worried looks passing silently between vendor and buyer. Even the normally bustling docks are curiously calm, and sailors and deckhands lean against the rails of their ships, lost in their own thoughts.

Mere hours later, hawkers begin distributing an emergency edition of *The Shipping News* around town. A headline across the front of the paper reads: "CAPTAINS' COUNCIL REVOKES LAW OF SUCCESSION IN POWER GRAB." Designed to stir up controversy (a sure way to sell more copies of their work) the staff of the paper has created a special edition full of news, gossip, rumors, and outright lies about the previous night's decision to revoke the Law of Succession. While their motivations are clearly selfish, the production of the paper has some unintended results. Soon after the paper goes on sale, groups of upset citizens begin to flock to the office of *The Shipping News*. Some come because they are upset about the paper's attack on the Captains' Council, but more are simply there to find out more about what C.Q. and his staff supposedly know.

It takes only a short amount of time before the characters get word that there is trouble at the paper's office. Not only does word of mouth travel quickly, but on occasion, groups of two or three people can be seen stalking down the street towards the paper's office, crumpled up copies of the periodical in hand. By the time the characters arrive, a large mob of people has gathered outside of the office of *The Shipping News*. Read or paraphrase the following text when the characters arrive.



## - PART I: BLOOD IN THE STREETS -



The low murmur of conversation fills the street in front of the office belonging to *The Shipping News*. The building is nearly completely surrounded by disgruntled-looking citizens, many of whom clutch copies of the special edition in their hands. Occasionally an angry shout goes up from a person in the crowd, but the general mood is that of simmering unease rather than outright anger.

After a few minutes, the door to the office opens and a short, round man in garish clothing steps out into the street. With his appearance, the crowd becomes much livelier, and within a few seconds, the entire street is filled with the deafening roar of hundreds of shouting people. Cries of, "Shut this rag down!" and "Tell 'em the truth, CQ!" go up, with a chorus of cheers and jeers accompanying each one. Stepping up onto a wooden crate, C.Q. Calame waves the crowd into silence, clutching a tattered cigar between his plump fingers.

"Good people of Freeport, be calm and hear me! Today's edition of *The Shipping News* is but a window into the inner workings of the Captains' Council, and I, your humble public servant, seek only to enlighten the masses as to the recent folly of the council's members. I know that many of you are upset or frightened, and it is as you should be, for there are those on the council that seek only to fatten their own purses by crushing you under their boot heels. For those of you that disagree with the columns in today's special edition, I thank you for your patronage but urge you to remember that I am but the messenger."

In truth, C.Q. isn't completely opposed to the recent overturning of the Law of Succession. By publishing the paper attacking the Captains' Council, the publisher hopes to paint himself as an everyman intent on looking out for the good of the people. It is his hope that he might be chosen to take up a vacant position on the council as a result, and is playing recent events to his own advantage.

Interspersed among the people in the crowd are several members of two rival gangs, the Buccaneers and the Cutthroats. When C.Q. comes out to make his speech, several rival gang members begin to argue with one another. Give the characters a chance to make DC 17 Spot checks to notice several members of these rival gangs in heated arguments, their words adding to the general rumble of crowd noise. A DC 25 Knowledge (local) check reveals the malcontents as members of the rival gangs, though few people in the crowd realize it, as they do not advertise their affiliation. Anyone noticing the arguing gang members also sees when their arguments come to blows, and can act on the first round of combat once it breaks out.

As soon as the rival gang members begin fighting with fists and swords, the entire crowd erupts into violence. What might have been a peaceful, if disgruntled, gathering turns into an all-out riot. Fists fly, blood sprays, and the air is filled with a cacophony of terrified shrieks, clashing blades, and angry shouting. Caught up in the middle of the fracas is the startled newspaperman, C.Q. Calame, whose life is in danger when the riot breaks out. The terrified staff of *The Shipping News* bars the door, fearing the threat of the mob outside and abandoning their employer to his fate. The staff will not open the door under any circumstances while the riot outside their building continues, but fortunately, the rioters do not break into the building.



# ~ PART I: BLOOD IN THE STREETS ~

## CROWDS

A “crowd” is an acquired template that can be added to any group of 20 creatures whose size is at least Small but no larger than Huge (referred to hereafter as the base creature). A crowd uses all the base creature’s statistics and special abilities except as noted here.

Crowds include many more creatures than could normally fit in a 15-foot square based on their normal space, because creatures in a crowd are packed tightly together. Larger crowds are represented by multiples of single crowds. The area occupied by a large crowd is completely shapeable, though the crowd usually remains in contiguous squares.

**Size and Type:** The base creature’s type does not change. Size depends on the base creature and the number of individual creatures that make up the crowd.

**Hit Dice:** A crowd has a single pool of Hit Dice. Take the predominant number of Hit Dice for the creatures and multiply the result by 20. Use the Hit Die as appropriate for the creature type. For example, a crowd of 20 1st-level commoners has 20 Hit Dice. Likewise, a crowd of 19 1st-level commoners and 1 5th-level fighter still has 20 Hit Dice since there are more 1st-level commoners than 5th-level fighters.

**Initiative:** A crowd has a single initiative modifier and acts as a single creature.

**Armor Class:** Modify the Armor Class for the creature’s new size.

**Base Attack/Grapple:** Recalculate the base attack bonus for the base creature’s new Hit Dice and class.

**Attack:** Creatures with the crowd subtype don’t make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Some crowds may have additional special attacks that add to this damage. Crowd attacks are not subject to a miss chance for concealment or cover. A crowd’s statistics block has “crowd” in the Attack and Full Attack entries, with no attack bonus given. The amount of damage a crowd deals is based on its Hit Dice.

A crowd’s attacks are nonmagical, unless the crowd’s description states otherwise. Damage reduction sufficient to reduce a crowd attack’s damage to 0, being incorporeal, and other special abilities usually gives a creature immunity (or at least resistance) to damage from a crowd.

In order to attack, a crowd moves into an opponent’s space, which provokes an attack of opportunity. It can occupy the same space as a creature of any size. A crowd can move through squares occupied by enemies without impediment, although the crowd provokes an attack of opportunity if it does so.

**Space/Reach:** Modify the crowd’s space for its new size. Crowds have a 0-foot reach; a crowd must move into a space occupied by their opponents. They do not make attacks of opportunity with their crowd attack. A crowd can move through spaces large enough for its component creatures and is not considered squeezed unless the space would squeeze the component creature.

**Special Attacks:** Crowds lose all the special attacks of the base creature, but gain the following.

*Distraction (Ex):* Any living creature vulnerable to a crowd’s damage that begins its turn with a crowd in its square is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 the crowd’s HD + crowd’s Con modifier) negates the effect. Spellcasting or concentrating on spells within the area of a crowd requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

*Tangle Up (Ex):* A crowd may attempt to tangle up creatures instead of attacking them. The crowd forgoes inflicting its normal damage and instead forces those within its area to make a Strength or Escape Artist check (DC 20 + crowd’s Str modifier) or become entangled (see Condition Summary in the DMG for details) for 1 round. Since moving within a crowd already reduces movement to half speed, opponents that become tangled up move at quarter speed.

**Special Qualities:** Crowds retain the special qualities of the dominant base creature and gain all of the following.

## SIZE & TYPE

Base Creature Size	Mob Size
Small	Large
Medium	Huge
Large	Gargantuan
Huge	Colossal

## HIT DICE

Crowd HD	Crowd Base Damage
20–25	4d6
26–30	5d6
31–35	6d6
36–40	7d6
41 or more	8d6



## - PART I: BLOOD IN THE STREETS -

**Crowd Traits:** A crowd has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking.

Reducing a crowd to 0 hit points or lower causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. A crowd rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage. Crowds are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed.

A crowd is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as disintegrate), with the exception of mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects). A crowd takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Crowds form quite an impediment to the movement of individual creatures. Large, Medium, Small, and Tiny creatures move at half rate when in a crowd. Diminutive and Tiny creatures, as well as swarms, are not so impeded.

**Saves:** Recalculate base saves for the base creature's Hit Dice as appropriate to its class or type. For example, a group of 20 1st-level commoners should have base saving throws as follows: Fortitude +6, Reflex +6, Will +6.

**Abilities:** Modify from the base creature as follows: Str +8, Con +4, Int -8 (minimum 4).

**Skills:** Do not recalculate skills based on modifications to Intelligence or HD.

**Feats:** Do not recalculate feats based on modifications to Hit Dice.

**Challenge Rating:** HD 20 to 25, as the dominant base creature +6; HD 26 to 30, as the dominant base creature +7; HD 31 to 35, as the dominant base creature +8; HD 36 to 40, as the dominant base creature +9; HD 41 or more, as the dominant base creature +10.

Once the riot begins, the characters have only a few rounds to escape (and, if they so choose, rescue C.Q. from his fate at the hands of an angry mob). The following round-by-round breakdown explains what happens during this sequence.

**Round 1:** C.Q. leaps down off his box and begins banging on the door to the paper office, begging his staff to let him back inside. The nearest crowd moves toward him, but does not engulf him.

**Round 2:** Two angry citizens move to grab (grapple) C.Q. and attempt to move him back into the nearest crowd.

**Round 3:** If dragged into the crowd, the crowd deals normal damage to C.Q. until he is dead.

**Round 4:** Mob continues to attack C.Q.

**Round 5:** An angry citizen lights a torch and attempts to set fire to the offices of *The Shipping News*. Mob continues to hammer away at C.Q.

**Round 6:** Mob continues to attempt to kill C.Q.

**Round 7:** Fire spreads on side of the building. If not stopped, the building will be burned beyond salvaging in 1d10 minutes. Mob continues to attempt to kill C.Q.

**Round 8:** Mob continues to attempt to kill C.Q.

**Round 9:** City watchmen appear at the edge of the riot, beginning to attempt to stop the violence. Mob continues to attempt to kill C.Q.

**Round 10:** The city watchmen disperse the crowds, which break up and move toward other parts of the city to cause trouble. If the fire on the newspaper's build has not yet been extinguished, it spreads to nearby buildings, creating a terrible inferno.

### C.Q. GALAMB

GR 3

Male human expert 4

NG Medium humanoid

**Init** +1; **Senses** Listen +8, Spot +4

**Languages** Common, Dwarven, Elven, Halfling, Orc

**AC** 12, touch 11, flat-footed 11

(+1 Dex, +1 natural)

**hp** 14 (4 HD)

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

**Spd** 30 ft. (6 squares)

**Melee** +1 *short sword* +4 (1d6+1/19-20)

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

**Abilities** Str 11, Dex 12, Con 10, Int 18, Wis 14, Cha 18

**Feats** Razor Tongue\*, Scoundrel's Luck\*, Skill Focus (Intimidate)<sup>B</sup>

\*See sidebar for details.

**Skills** Appraise +4 (+6 Writing), Bluff +11, Craft (writing) +11, Diplomacy +15, Disguise +4 (+6 acting), Gather Information +13, Intimidate +13, Knowledge (local) +11, Listen +8, Perform (oratory) +6, Profession (publisher) +9, Search +11, Spot +4, Sense Motive +9, Survival +2 (+4 follow tracks)

**Possessions** +1 *short sword*, *amulet of natural armor* +1, notebook, cigar, spyglass

### CROWD OF ANGRY CITIZENS

GR 6

Male and female human commoner 1

N Huge humanoid

**Init** +0; **Senses** Listen +6, Spot +6

**Languages** Common



## ~ PART I: BLOOD IN THE STREETS ~

AC 8, touch 8, flat-footed 8 (–2 size, +0 Dex)  
hp 90 (20 HD)  
Fort +8, Ref +6, Will +6

Spd 30 ft. (6 squares)  
Melee crowd (4d6)  
Space 15 ft.; Reach 0 ft.  
Base Atk +10; Grp +22  
Special Actions Distraction, Tangle Up

Abilities Str 19, Dex 10, Con 15, Int 4, Wis 11, Cha 10  
SQ crowd traits (see sidebar)  
Feats Alertness, Skill Focus (Craft: varies or Profession: varies)  
Skills Craft (any one) +7 or Profession +7, Listen +6, Spot +6  
Possessions torches, pitchforks

**Distraction (Ex)** Any living creature vulnerable to a crowd's damage that begins its turn with a crowd in its square is nauseated for 1 round; a DC 22 Fortitude save negates the effect. Spellcasting or concentrating on spells within the area of a crowd requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

**Tangle Up (Ex):** A crowd may attempt to tangle up creatures instead of attacking them. The crowd forgoes inflicting its normal damage and instead forces those within its area to make a DC 24 Strength or Escape Artist check or become entangled (see **Condition Summary** in the *DMG* for details) for 1 round. Since moving within a crowd already reduces movement to half speed, opponents that become tangled up move at quarter speed.

### DEVELOPMENT

Once the party escapes the hostile crowds, they can flee the scene and make their way to safer quarters. If they saved C.Q. or his office (or both), he is extremely grateful and promises to reward their heroism handsomely — in the pages of his paper, that is. The newspaper staff is likewise pleased that the party comes to their rescue. When the city guards approach the party, seeking to disperse or arrest them as part of the mob, C.Q. vouches for them and assures the peacekeepers that the party had no part in instigating the riot.

If C.Q. dies or the building burns down, the city watch members treat the party like the other rioters. Lacking a murder suspect, the Guard is suspicious of everyone, but rather than detain the mob, they break it up with clubs and fists. Should any party members resist or attempt to protest their innocence, the watchmen waste no time in placing the offending party member under arrest.

### CONSEQUENCES

If the characters don't help C.Q., the crowd tears him limb from limb and sets fire to the office. Although the fire spreads, most of the staff manages to escape out the back of the building.

### AD-HOC XP AWARD

Award 20% less experience if the party fails to save C.Q. Calame, or if the office of *The Shipping News* burns down.

## FREEPORT IN CHAOS

From the newspaper office, the riots spread like wildfire throughout the city. Within minutes, groups of people that had peacefully gathered before become a riotous mob, violently clashing with other crowds and looting and pillaging as they go. The mobs are incredibly destructive, setting fire to shops and carts along their path, moving through the city like a vicious, many-headed serpent. In less than half an hour, thick billows of black smoke rise from rooftops around the city, and the sounds of violence echo down every street. Those citizens not involved in the riot have holed themselves up in their houses and shops, shuttering the windows and barring the doors. Most streets stand empty, with only stray dogs and debris drifting between buildings.

By contrast, the rioting mobs themselves are loud and brutal. Composed of both gang members and otherwise law-abiding citizens, these mobs tear a destructive swathe through Freeport with every passing moment. Everywhere the characters go shows signs of the passing of these mobs; overturned carts, burning buildings, dead bodies in the street, and wanton destruction are the order of the day. The few parts of the city as of yet untouched by the riots are merely ghost towns, and the players should get the impression that danger (in the form of an angry mob) lurks around any corner.

This section presents several events that take place during the riots. Space these events out as the party travels from one locale to the next, inserting one every so often to emphasize the danger and scope of the riots. Following their experiences at the newspaper office, the party is likely to seek shelter, arm themselves, seek out and protect friends and allies, or even move against rivals and enemies under the cover of the riots. Regardless of their purpose or intents, it is important to keep the party moving through the city in order to facilitate these events. When they go back to the inn or tavern where they board, they find it locked up and unwilling to let anyone inside for fear of their own safety. Allies send them to watch over friends and family, while rivals are absent or elsewhere.

Though the first event below should also be first chronologically, the other events can take place in whatever order you see fit.

## COMMISSIONER WILLIAMS'S UNTIMELY DEMISE (EL 6)

With the city in chaos (and, in parts, ablaze) the Sea Lord's Guard is spread throughout the city attempting to quell the uprising. The riots are made worse by the likes of the Cutthroats and the Buccaneers, who are seizing the opportunity to plunder and pillage wherever they please. However, some of the villainous underworld seek to turn the situation to an even greater advantage, many of whom do so at the instigation of Commissioner Xander Williams's political enemies. The combined forces of the rival gangs have stirred up a mob outside the main gates to the Fortress of Justice in an attempt to rush the building and free their imprisoned comrades from the Tomb.

Unfortunately for him, Commissioner Williams has made a critical misstep in quelling the riots. Believing no one would be so bold as to launch an assault on the Fortress, he dispersed his guards in large numbers to all quarters of the city, leaving the main gates and interior



## - PART I: BLOOD IN THE STREETS -

### BUT I DON'T WANT TO GO!

There is always a chance the players may not want to go to the Fortress of Justice, whether because of fear for their own lives or simple disinterest. Though it has more impact for the characters to be present when Xander Williams is killed, it is not completely necessary. They may hear of his death following the riot, or read it in the following day's edition of *The Shipping News* (provided the paper is still in business after the riots). The point of the above scene is only to emphasize how severe the riots have become; with the commander of the Sea Lord's guards dead, the city has descended into almost total chaos.

buildings relatively unguarded. When a mob of criminals and citizens appeared at the gates, Commissioner Williams realized his error and headed out himself to help defend the Fortress of Justice.

At some point, the characters should try and seek shelter from the riots (unless, of course, they simply choose to ignore the obvious danger). With most buildings closed and boarded up, they may find themselves among many others that have been locked out in the streets. One of the other citizens they encounter in the streets suggests they travel to the Old City and request sanctuary in the Fortress of Justice; not only is it the safest place in the city, but it is guaranteed to be the one place where the law still has control. Unfortunately, when they arrive there they find that the scene is not quite as hopeful as they might like. Read or paraphrase the following text when the characters arrive in the area.

*The scene ahead is reminiscent of the earlier demonstration at the newspaper office, but many times worse. Huge crowds of people, mostly rough-looking thugs and obvious ruffians, struggle to breach the main gates of the Fortress of Justice. Though dozens of members of the Sea Lord's Guard continue to hold back the crowds, the ground they hold is slowly shrinking as they are continually pushed back. Issuing commands in the center of the square is Xander Williams, the Commissioner of the Sea Lord's Guard. He issues orders in a loud voice, rallying his men to beat back the pushing mob, desperation clear in his voice.*

*Without warning, one side of the guards' defense breaks, and flowing over the fallen guards come dozens of angry rioters. They charge straight for the Commissioner as if on a mission, with a frenzy about them that seems almost feral. The mob rushes to engulf him, and though he vanishes for a moment beneath a sea of bodies, he is soon hoisted over the rioters' heads, held aloft and jostled about. The Commissioner's distress is short-lived, as several rioters drive their swords up through the Commissioner's body, the bloody sword tips reaching to the sky as the man lets out a gurgling howl.*

The crowd murders Commissioner Williams right before the party's eyes, and then carries his limp and bloodied body around over their heads like a gruesome trophy. Once the guards in the towers see the Commissioner killed and the other guards overwhelmed, they order the gate's portcullis closed immediately; it slams down into the ground just seconds later. Realizing their companions are lost to the mob below, the crossbowmen in the towers begin opening fire on the mob indiscriminately, preventing the rioters from rushing the gate, and giving the guards on the inside time to reinforce the portcullis.

From here, the characters have several options. They can try and recover Commissioner Williams' body to prevent it from being further desecrated, or they may continue to attempt to request asylum within the Fortress walls. Approaching the gates not only puts the adventurers at risk of being swept up by a riotous mob, but also, each round, any character approaching the gates has a 20% chance of being shot at by a crossbowman in one of the towers (+4 ranged attack, 1d8 damage per attack). Additionally, should the characters recover the Commissioner's body, they are immediately brought to the attention of Captain Marcus Roberts (if they are not already acquainted with him), which encourages him to contact the party later in this chapter.

### AD-HOC XP AWARD

If the characters manage to obtain the body of Commissioner Williams and take it to a place where it can be kept safe, award normal experience for this encounter. Otherwise, award only half experience.

### A LOST SOUL (EL 7)

When the riots broke out, the gifted but abused prostitute Lexi was out on a rare sojourn into the city purchasing soaps and oils to take back to the House of Serenity. Unfortunately, the man sent to guard her was swept up and killed by a rioting mob during the early stages of the riot. When the characters come across her, she has retreated into her own mind and sits huddled against the side of a building, oblivious to the violent riot taking place around her. Read or paraphrase the following text.

*Amid the violent brawls and cacophony of the riot, a lone woman sits leaning against the side of a nearby building, eyes unfocused and seemingly unaware of her dangerous surroundings. Strikingly beautiful and somewhat exotic in appearance, she stands out against the ugly backdrop of the unruly crowds, and it is likely that only her inaction has kept her from coming to the attention of the rioters. Though she is alone for now, she seems uncaring that at any moment she, too, might be caught in the middle of the angry populace.*

Though some or all of the heroes may already be familiar with Lexi from previous adventures, allow any other character a chance to make a DC 22 Knowledge (local) check to recognize Lexi as a prostitute from the House of Serenity. Astute adventurers will also know that she is highly valued as an entertainer, and her return would not only be a benevolent act, but also might bring a substantial reward. If the

## ~ PART I: BLOOD IN THE STREETS ~

characters decide to escort Lexi back to the House of Serenity, Sylvia Rathow will be more than pleased to offer the heroes a reward (either 200 gp per adventurer, or a free night of debauchery and hedonism in her establishment) for Lexi's safe return.

LEXI	GR 4
Female human expert 1/sorcerer 4 LN Medium humanoid	
<b>Init</b> +1; <b>Senses</b> Listen +0, Spot +0	
<b>Languages</b> Common, Elven	
AC 11, touch 11, flat-footed 10 hp 8 (5 HD)	
<b>Fort</b> +0, <b>Ref</b> +2, <b>Will</b> +6	
<b>Spd</b> 30 ft. (6 squares)	
<b>Melee</b> dagger +2 (1d4/19–20)	
<b>Base Atk</b> +2; <b>Grp</b> +2	
<b>Sorcerer Spells Known (CL 4th):</b>	
2nd (4/day)— <i>alter self</i>	
1st (7/day)— <i>charm person</i> (DC 15), <i>disguise self</i> , <i>comprehend languages</i>	
0 (6/day) — <i>daze</i> (DC 14), <i>ghost sound</i> (DC 13), <i>mage hand</i> , <i>mending</i> , <i>prestidigitation</i> , <i>ray of frost</i> (ranged touch +3)	
<b>Abilities</b> Str 10, Dex 12, Con 9, Int 12, Wis 11, Cha 16	
<b>SQ</b> familiar (none)	
<b>Feats</b> Silent Spell, Skill Focus (Profession: courtesan), Spell Focus (enchantment)	
<b>Skills</b> Bluff +11, Diplomacy +11, Disguise +4 (+6 acting), Gather Information +6, Intimidate +5, Knowledge (arcane) +5, Knowledge (local) +4, Perform (acting) +9, Profession (courtesan) +7, Sense Motive +6, Sleight of Hand +3, Spellcraft +5, Use Rope +4	
<b>Possessions</b> dagger, courtesan's outfit, spell component pouch, 4 gp	

The suddenness of her guardian's death and the violence of the riots have sent Lexi into a state of dull shock. Lexi will willingly (if mindlessly) go along with any character that does not threaten her with violence, though any direct threats or overt acts of cruelty cause

her to run away in terror as fast as she can. Give the players a 20% chance of running into a crowd of angry citizens (use statistics on page 7) each time they move onto a new street. Additionally, if you'd like to increase the challenge, include some or all of the events below while escorting Lexi back to her place of residence.

### CONSEQUENCES

If the PCs don't help Lexi, a group of Cutthroats (see page 12) find her. They spend a few hours entertaining their lusts before cutting her throat and tossing her corpse onto the street.

### AD-HOC XP Award

For safely escorting Lexi to the House of Serenity, award experience as though for a CR 7 encounter. Additionally, if any of the following events takes place while the party is still escorting Lexi, award an additional 10% experience on encounters where they manage to overcome the challenge while keeping Lexi safe from harm.

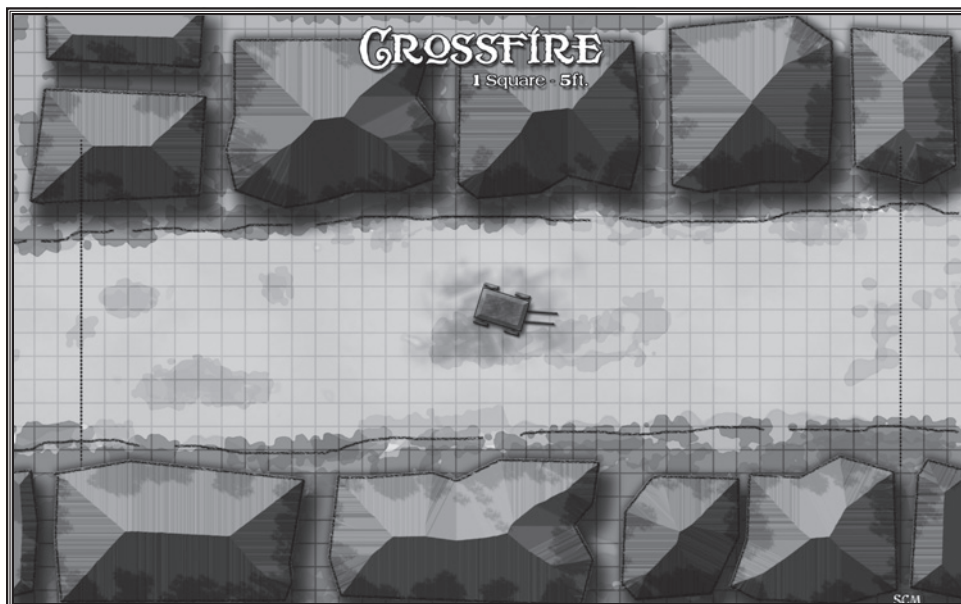
## CAUGHT IN THE CROSSFIRE (EL 6)

The two rival gangs that helped spur the riots, the Buccaneers and the Cutthroats, have used the riots as an excuse to bring their conflict to a violent head. At some point when the players are traveling through the city, they come upon a dangerous scene. The Buccaneers have commandeered the buildings on one side of the street, the Cutthroats took over the buildings on the other, and now a shooting war between the two gangs has broken out. Arrows, crossbow bolts, and stones fly back and forth between the two sets of buildings, creating a dangerous crossfire that passes between all levels of the two- and three-story buildings.

Down the street, Janis Hawthorne, a half-elf street vendor, has gotten herself trapped in the crossfire and cannot get out. Her fruit cart has been overturned, and she huddles underneath it for protection. Jake, her cart-pulling donkey, broke free of the cart's harness, turning the cart on its side, and then fled to a nearby alley for protection. Each time

an arrow or crossbow bolt thunks into the wooden barrier provided by the overturned cart, Janis lets out a shriek of terror. The helpless woman cries out for assistance, begging anyone within hearing range to get her to safety. The Buccaneers and the Cutthroats are too busy shooting at one another across the street to pay any attention to the defenseless woman's cries, and even if they did, they would be apathetic to her plight.

Any players whose characters are not already familiar with Janis may make a DC 15 Knowledge (local) check to recognize her as a well-liked street vendor with a penchant for gossip. Though her rescue carries with it no kind of





## - PART I: BLOOD IN THE STREETS -

monetary reward, she is a valuable source of information on the city and its inhabitants, and her rescue would certainly cause her to be grateful for the party's intervention. Additionally, Janis would make an excellent contact for the investigation later in this chapter, and any characters familiar and friendly with her should know that she is a valuable resource for information.

Any characters that attempt to rescue Janis must wade in through the crossfire between the two buildings and get her safely out of danger. While within the crossfire, they have a 50% chance of being attacked by 1d4 arrows (ranged attack +6, 1d6/×3) each round. The terrified Janis only moves at half speed—15 feet per move—due to her fear, and only relaxes once she is well clear of the crossfire.

If the characters attack the gang members, use the stats for the Cutthroats on page 12. There are 6 Cutthroats and 8 Buccaneers.

JANIS HAWTHORNE	GR 5
Female half-elf commoner 6 LN Medium humanoid (elf) <b>Init</b> -1; <b>Senses</b> low-light vision; <b>Listen</b> +12, <b>Spot</b> +13 <b>Languages</b> Common, Dwarven, Elven, Halfling	
<b>AC</b> 9, touch 9, flat-footed 9 (-1 Dex) <b>hp</b> 15 (6 HD) <b>Immune</b> sleep <b>Fort</b> +2, <b>Ref</b> +1, <b>Will</b> +5 (+7 against enchantments)	
<b>Spd</b> 30 ft. (6 squares) <b>Melee</b> mwk club +6 (1d6+2) <b>Base Atk</b> +3; <b>Grp</b> +5	
<b>Abilities</b> Str 14, Dex 9, Con 10, Int 15, Wis 17, Cha 15 <b>Feats</b> Alertness, Skill Focus (Gather Information), Skill Focus (Profession: merchant) <b>Skills</b> Diplomacy +4, Gather Information +8, Handle Animal +11, Listen +12, Profession (merchant) +15, Ride +1, Search +3, Spot +13 <b>Possessions</b> masterwork club, Jake the donkey, ruined fruit cart	

### CONSEQUENCES

Even if the PCs choose not to help Janis (or Jake), the pair manages to get away when a group of Buccaneers finishes off the Cutthroats.

### AD-HOC XP AWARD

Award an additional 20% experience if the characters also rescue Jake, her donkey.

## SHARK, AHoy! (EL 10)

Just before the riots broke out, two merchant vessels at the docks were moving a very rare and expensive piece of cargo between the two ships. This piece of rare cargo was, in fact, a monster known as a bulette, a burrowing, carnivorous terror sometimes called a land shark. The bulette was heavily sedated with powerful magic, allowing the handlers to walk the creature down the ramp of the original ship and up the ramp of its destination vessel. Unfortunately, once the riots broke out, a mob at the docks foolishly attacked the bulette's handlers and disrupted the concentration of those sedating the creature, allowing it to break free and run amok. After slaying most

of its handlers (and devouring several nearby onlookers), the bulette burrowed into the ground and headed quickly for the center of town, where more tasty morsels were sure to be found.

When the characters arrive on the scene, the bulette has just emerged from the ground and now wreaks havoc on a city street. Two crowds of angry citizens, once intent on venting their anger and going on a rampage, now fear for their lives as the bulette moves to devour unlucky rioters caught in its path. A lone beast handler, the only one to survive the original bulette's attack, attempts to calm the creature's rage with little success. Read or paraphrase the following text.

*A massive ring of earth circles a deep hole in the middle of the street, opening up into a gaping tunnel below. People flee in every direction as a huge, four-legged monster with blue-gray, metallic skin rampages through the area. The creature is sleek and boasts a jagged maw that drips with the blood of unlucky citizens. It seems only to be slowed by its own indecision as to who to devour next. A lone elf, likely a sailor by the way he is dressed, shouts commands in an unrecognizable language, futilely trying to get the large beast's attention.*

If the characters approach the handler, he hurriedly introduces himself as Sarien, a bulette handler from the ship Menagerie. He begs the party to help him subdue the beast before it hurts anyone else, and gladly offers them a reward on the behalf of his captain if they can stop the creature from causing any more damage. Ideally, Sarien would like to have the bulette taken alive, but he would rather see it slain than continue to kill innocent people. If the PCs agree, he promises them a reward.

### CREATURES

There are the equivalent of two crowds of angry citizens, Sarien, and the bulette.

**Angry Citizen Crowd (2):** 26 hp each, see page 7 for statistics.  
**Bulette:** 97 hp, see MM for details

SARIEN	GR 3
Male elf expert 1/ranger 3 NG Medium humanoid <b>Init</b> +7; <b>Senses</b> low-light vision; <b>Listen</b> +6, <b>Spot</b> +6 <b>Languages</b> Common, Elven	
<b>AC</b> 17, touch 13, flat-footed 14 (+3 Dex, +4 armor) <b>hp</b> 21 (4 HD) <b>Immune</b> sleep <b>Fort</b> +5, <b>Ref</b> +7, <b>Will</b> +5 (+7 against enchantment)	
<b>Spd</b> 30 ft. (6 squares) <b>Melee</b> mwk longsword +5 (1d8/19–20) or <b>Melee</b> mwk longsword +3 (1d8/19–20) and <b>Melee</b> mwk kukri +2 (1d4/18–20) <b>Ranged</b> mwk longbow +7 (1d8/×3) <b>Base Atk</b> +3; <b>Grp</b> +3 <b>Atk Options</b> favored enemy (magical beast) +2 <b>Combat Gear</b> 2 potions of cure light wounds, 2 potions of sanctuary	

# - PART I: BLOOD IN THE STREETS -

**Abilities** Str 10, Dex 16, Con 12, Int 8, Wis 12, Cha 15  
**SQ** wild empathy +7 (+3 magical beasts)  
**Feats** Endurance<sup>B</sup>, Improved Initiative, Track<sup>B</sup>, Two-Weapon Style<sup>B</sup>, Weapon Focus (longsword)  
**Skills** Handle Animal +9, Knowledge (arcana) +3, Knowledge (nature) +6, Listen +6, Ride +9, Search +4, Spot +6, Survival +5 (+7 aboveground natural environments)  
**Possessions** combat gear plus +1 *studded leather*, masterwork longsword, masterwork kukri, masterwork longbow with 20 arrows, *cloak of resistance* +1

## TACTICS

Shortly after the PCs arrive on the scene, the bulette barrels into one of the crowds, ripping and tearing the people apart. Wanting no part of the monster, the commoners flee. Sarien gives up on trying to calm the beast and spends the first round shooting arrows into its hide. The crowds disperse after 3 rounds, and Sarien continues to attack the monster until it turns its attention to him, at which point he withdraws to a spot where he can shoot at the bulette from safety. The land shark fights to the death.

## DEVELOPMENT

If the PCs help neutralize the monster, Sarien keeps his promise and rewards the PCs with 2,000 gp in coin and gems. He can be a useful ally, and offers to help the PCs as the adventure progresses. If one of the characters in the party has the Leadership feat and has not yet acquired a cohort, Sarien would be an ideal candidate for this role.

## CONSEQUENCES

If the PCs don't help, the bulette rampages for about an hour, destroying a great deal of property and resulting in a slew of deaths before Tarmon, the High Wizard, destroys it.

## AD-HOC XP AWARD

Award an extra 20% experience if the party manages to capture the bulette alive and return it safely to the *Menagerie*.

## THE SEA GOD'S SHRINE (EL 10)

As the inhabitants of Freeport discover, no site is sacred when it comes to a riot. Though protected for a while by the superstition and fear of the rioters, eventually even the Temple of the God of the Sea is targeted for looting and pillaging. Normally a revered site that every citizen of Freeport pays homage in, the temple quickly becomes a place of chaos and terror when violent rioters force their way inside and loot the offerings piled around the altar.

Mother Lorilee and the few surviving clergy (six acolytes) have been herded to the open courtyard where they are held captive by several Cutthroats, including the gang's notorious leader, Bloody Jack himself. From time to time, one of the Cutthroats picks a pair of living acolytes (preferably a male and a female) and forces Mother Lorilee to choose which one lives and which one dies. Other Cutthroats have dragged female acolytes off for other sick pleasures, and all the remaining clergy are terrified and disheartened. Though

they put up some resistance at first, they were quickly overwhelmed by the criminals.

When the adventurers pass by the Temple of the God of the Sea, they can easily see that it has been ransacked and damaged. A successful Listen check (DC 20) reveals the shouts of terror and sadistic glee coming from within. Additionally, one particularly nasty Cutthroat has scrawled "Temple of Bloody Jack" across the front of the building; a DC 19 Knowledge (local) check reveals that Bloody Jack is the name of the Cutthroat leader, and that his capture or death would earn a significant bounty from the Sea Lord's Guard.

## CREATURES

If the characters intervene, they find Bloody Jack and some of his Cutthroats entertaining themselves in the courtyard of the temple while the rest of their band has moved on to the next place to pillage. Their numbers are vastly diminished, since Lorilee and her acolytes put up a good fight.

BLOODY JACK	GR 8
Male dwarf fighter 8 NE Medium humanoid <b>Init</b> +6; <b>Senses</b> darkvision 60 ft.; Listen +2, Spot +4 <b>Languages</b> Common, Dwarven	
AC 20, touch 12, flat-footed 18; +4 against giants (+2 Dex, +8 armor) <b>hp</b> 75 (8 HD) <b>Resist</b> stability (+4 against bull rush and trip) <b>Fort</b> +10 (+12 against poison), <b>Ref</b> +5, <b>Will</b> +5; +7 against spells and spell-like abilities	
<b>Spd</b> 20 ft. (4 squares) <b>Melee</b> +1 <i>wounding longsword</i> +13/+8 (1d8+7/19–20) <b>Ranged</b> light crossbow +10 (1d8/19–20) <b>Base Atk</b> +8; <b>Grp</b> +11 <b>Atk Options</b> Cleave, Combat Reflexes, Point Blank Shot, Power Attack, +1 on attacks against orcs and goblinoids	
<b>Abilities</b> Str 16, Dex 14, Con 16, Int 11, Wis 14, Cha 14 <b>SQ</b> stonemasonry <b>Feats</b> Cleave <sup>B</sup> , Combat Reflexes <sup>B</sup> , Improved Initiative, Leadership, Point Blank Shot <sup>B</sup> , Power Attack <sup>B</sup> , Weapon Focus (longsword), Weapon Specialization (longsword) <sup>B</sup> <b>Skills</b> Appraise +0 (+2 metal or stone), Climb +1, Craft (metal or stone) +2, Intimidate +6, Jump +3, Listen +2, Ride +6, Search +0 (+2 unusual stonework), Spot +4, Swim +4 <b>Possessions</b> combat gear plus +3 <i>chainmail</i> , +1 <i>wounding longsword</i> , <i>light crossbow with 10 bolts</i> , <i>cloak of resistance</i> +1, <i>ring of swimming</i>	
CUTTHROATS (4)	GR 4
Male human warrior 5 NE Medium humanoid <b>Init</b> +4; <b>Senses</b> Listen +2, Spot +2 <b>Languages</b> Common	
AC 15, touch 10, flat-footed 15 (+0 Dex, +4 armor, +1 shield) <b>hp</b> 27 (5 HD) <b>Fort</b> +5, <b>Ref</b> +1, <b>Will</b> +1	



## - PART I: BLOOD IN THE STREETS -

**Spd** 30 ft. (6 squares)  
**Melee** mwk battleaxe +9 (1d8+2/×3)  
**Ranged** weapon +5 (1d8/19–20)  
**Base Atk** +5; **Grp** +7  
**Atk Options** Power Attack  
**Combat Gear** *potion of cure moderate wounds*

---

**Abilities** Str 14, Dex 11, Con 12, Int 9, Wis 10, Cha 8  
**Feats** Improved Initiative<sup>B</sup>, Power Attack, Weapon Focus (battleaxe)  
**Skills** Intimidate +7, Listen +2, Spot +2  
**Possessions** combat gear plus masterwork chain shirt, buckler, masterwork battle axe, light crossbow with 10 bolts, 5d10 gp

### MOTHER LOREEE

GR 13

Female human cleric 13  
 N Medium humanoid  
**Init** +0; **Senses** Listen +6, Spot +6  
**Languages** Common

**AC** 12, touch 10, flat-footed 12  
 (+0 Dex, +1 deflection, +1 natural)  
**hp** 71 (currently 31) (13 HD)  
**Fort** +9, **Ref** +4, **Will** +16

**Spd** 30 ft. (6 squares)  
**Melee** unarmed strike +10 (1d3+1 nonlethal) or  
**Melee** +1 *heavy mace* +11 (1d8+2)  
**Base Atk** +9; **Grp** +10  
**Atk Options** Divine Might  
**Special Actions** good fortune 1/day, turn fire creatures or rebuke water creatures 5/day (+4, 2d6+15, 13th), turn undead 5/day (+4, 2d6+15, 13th)

#### Spells Prepared (CL 13th):

7th—*resurrection*, *spell turning*<sup>D</sup>  
 6th—*cone of cold* (DC 22)<sup>D</sup>†, *harm* (melee touch +10, DC 22)†, *heal*, *planar ally*  
 5th—*break enchantment*<sup>D</sup>, *commune*, *greater command* (DC 21)†, *summon monster V* (×2)†  
 4th—*control water*<sup>D</sup>, *discern lies* (DC 20), *dismissal* (see PHB), *neutralize poison*, *sending*, *tongues*  
 3rd—*blindness/deafness* (DC 19)†, *dispel magic*, *magic vestment*, *prayer*, *water breathing*<sup>D</sup>, *wind wall*  
 2nd—*aid*<sup>D</sup>†, *bear's endurance*†, *bull's strength*†, *hold person* (DC 18)†, *shatter* (DC 18), *shield other*, *status*†, *summon monster II*†  
 1st—*blesst*†, *cause fear* (DC 17)†, *divine favor*†, *doom*†, *endure elements*, *entropic shield*<sup>D</sup>†, *sanctuary* (DC 17), *shield of faith*†  
 0—*create water*, *detect magic*, *guidance*, *read magic*, *resistance* (×2)

†Already cast for the day; the durations have expired.

D: Domain spell. Deity: God of the Sea. Domains: Luck, Water.

**Abilities** Str 12, Dex 10, Con 13, Int 10, Wis 22, Cha 14  
**Feats** Divine Might, Endurance, Iron Will, Negotiator, Reach Spell  
**Skills** Concentration +9, Diplomacy +4, Knowledge (religion) +16, Listen +6, Sense Motive +8, Spellcraft +8, Spot +6, Swim +17  
**Possessions** +1 *heavy mace* (in her chambers), *ring of protection* +1, *rod of flame extinguishing*, *amulet of natural armor* +1, *gloves of Dexterity* +2, *periapt of Wisdom* +4

**Acolytes (human adept 1) (3):** 6 hp, see DMG for statistics. These adepts have exhausted their spells for the day.

### TACTICS

Bloody Jack fights dirty, and his Cutthroats do, too. They aren't afraid to use the acolytes, and even Mother Lorelee herself, as human shields, threatening to kill them should the adventurers make any aggressive moves. At the first chance, Jack and his thugs maneuver into position to flank any characters, allowing them to make use of their sneak attack. Otherwise, they fight to the death and show no mercy to fallen enemies.

### DEVELOPMENT

Once Mother Lorelee is freed and the Cutthroats captured or killed, the heroes can continue on to their next destination. Before they go, Lorelee offers to heal the PCs of any injuries. Additionally, she offers something of a prophecy up to them as they go: for this act, the God of the Sea will send a terrible storm to wipe away those who desecrated his temple. Though at the moment this is little more than rhetoric to Lorelee (she is, essentially, promising vengeance before consulting her god), this turns out to be an ominously appropriate statement once the hurricane arrives at Freeport in the final chapter of the adventure.

### CONSEQUENCES

If the characters do not intervene, the thugs brutally use the clergy before murdering them and burning down the temple to hide the evidence of their wickedness. In the coming months, a new temple is erected on the spot of the old, and a new priestess takes charge.

### AD-HOC XP AWARD

Award 20% less experience points if Mother Lorelee dies due to the actions (or inaction) of any player characters.

## WRAPPING UP THE RIOTS

The riots rage on in the city for several hours, and by the time the sun sets, the air is thick with the smell of smoke and blood. Except for the most violent mobs still rampaging throughout the city, many of the rioters have bled off and returned to their homes, their anger spent by the end of the day. By sundown, the remaining members of the Sea Lord's Guard have managed to disperse most of the crowds and send those few they arrested to prison.

A relative calm (mostly the result of fear and exhaustion) settles over Freeport at nightfall, but it is short-lived. As the evening passes, the surviving members of the Sea Lord's Guard launch an all-out attack on the Buccaneers and Cutthroats to get revenge for the death of Xander Williams. Throughout the city, guardsmen assault known haunts and safe houses frequented by gang members, killing dozens in the process. If the characters frequent the same taverns and establishments as these known criminals, they may witness the crackdown in action. Dozens of Sea Lord's Guards burst into the known hideouts of these criminals, arresting or killing them without discrimination. By the time night has fully fallen, the streets of Freeport run red with the blood of criminals and ordinary citizens alike.

## - PART I: BLOOD IN THE STREETS -

### - A VACANCY IN THE COUNCIL -

With order at least mostly restored, the following day the city is slowly getting back into its usual rhythm. Though there are many missing faces on the streets the next day—the riot took a severe toll on even the peaceful populace—most of the city is back to doing business. Though there is a fearful melancholy hanging over most of the inhabitants, for the most part Freeport is back to normal.

Some time the following morning, a messenger arrives with an invitation from Captain Marcus Roberts, requesting the PCs come to his home with all haste. The note says only he has a matter of great importance to discuss with them, and both discretion and speed are required. The messenger has been instructed to wait until the party finishes reading the note, and then offer to lead them back to the Captain's manor. If they delay, or need to attend to other business before going to the Captain's house, the messenger leaves; if the players are not already familiar with Marcus Roberts, a simple DC 15 Gather Information or Knowledge (local) check reveals the location of Roberts's home.

When they arrive at the Captain's house, a servant escorts them to a comfortable study where Marcus Roberts awaits them. If the party is already acquainted with Roberts (as those who played through the original *Freeport Trilogy* should be), then he greets them warmly and welcomes them to his home. Should this be their first meeting, Marcus invites them in, offers them drinks, and explains to the adventurers that they came to his attention through word of their actions during the riots (though GMs may wish to insert other deeds or adventures that have brought the party particular notoriety instead). Once the party is settled in, Roberts explains the meaning of his note.

### ROBERTS' PLEA FOR HELP

When Roberts has the heroes' attention, read the following text.

*"I'd like to thank you all again for coming on such short notice. I'm afraid events have already been set into motion that could mean serious trouble for Freeport, particularly the Captains' Council. Two nights ago, the council repealed the Law of Succession based on a motion brought to the table by Lady Elise Grossette, one of the captains. During yesterday's riots, Lady Elise sequestered herself in her home, using her personal militia to protect her estate from harm. Some time during the riots, she was kidnapped from her home, and taken to parts unknown.*

*"I suspect her disappearance is no mere act of random violence, nor do I expect ransom demands to be forthcoming. It is no coincidence she was the one to propose the motion repealing the Law of Succession, and her kidnapping must be related. I need you to find her. Find out who took her, and return her to safety. I'd go to the Sea Lord's Guard, but with Commissioner Williams dead and many of their own number killed in yesterday's fighting, they are shorthanded and... well... lacking. In fact, it seems they're bent on purging the city of the gangs for starting the riots and killing their leader. I don't blame them, but I fear they will cause more trouble than solve it. Frankly, they are no help, and even finding a member of the Captains' Council is no concern to them at the moment."*

Roberts is willing to reward the heroes for doing so if necessary, promising a bounty of 5,000 gp per character for the safe return of Lady Elise, and another 2,000 gp per character if they bring her kidnappers to justice. Though capturing her kidnapper is certainly preferred, bringing back a trophy of his or her death is just as good. Should the heroes succeed, Roberts wants to make an example of the kidnapper, ensuring that no one else will be so foolish as to kidnap a council member before the new Sea Lord is chosen.

### COMMON QUESTIONS AND ANSWERS

Once Marcus has put the task before them, the characters may have some questions about the nature of Elise's kidnapping. Below are some common questions they may ask, and answers to go along with them.

- *Who do you think kidnapped her?* "Someone very skilled, and likely, very smart. Whoever it was had the brains to know that the riots in the city would be the perfect cover for the kidnapping, and managed to get her out of a well-guarded home. Sadly, I have not yet been able to uncover any information about who performed the kidnapping."
- *Does Lady Elise have any enemies that might like to see her kidnapped?* "Though the motion to repeal the Law of Succession passed, it did not do so without creating both rivals and enemies for her. I suspect that another councilman, Arias Soderheim, is somehow responsible for her kidnapping. Though he wouldn't be so bold as to do it himself, a man with that kind of power and influence could certainly arrange such a thing."
- *Why would someone want to kidnap her?* "Not only did she push to have the Law of Succession repealed, she is also a frontrunner for the position as the new Sea Lord. Certainly anyone hoping to seize the position would want to keep her out of the way."
- *When was she kidnapped, and from where?* "Sometime yesterday afternoon, during the riots, she was removed from a room on the second story of her home. Since none of the house servants claim to have seen anything, I suspect she was taken out the window."
- *Where do you think they took her?* "It's hard to say. They certainly wouldn't keep her anywhere people might go snooping around. My guesses would be the docks or the warehouse district, but who knows? Freeport is a big city, and there are many places to hide someone you don't want found."
- *Has anything else happened to Lady Elise lately?* "Other than her recent political maneuvering, no. She did meet with several council members, including Arias Soderheim, regarding the Law of Succession, though this is nothing out of the ordinary."
- *What about Arias Soderheim?* "Soderheim has always been ambitious, and has a ruthless streak in him that I suspect might make him capable of such an act. I do have my doubts, though. Soderheim strongly supported Lady Elise during the



## - PART I: BLOOD IN THE STREETS -

debates over repealing the Law of Succession, so I cannot be sure that he is involved. For this reason, I cannot move against Soderheim or accuse him of any wrongdoing.”

- *Why are you so interested in Lady Elise’s safety? Couldn’t you be nominated for the position of Sea Lord?* “Lady Elise’s safety is more important than all the politics and maneuvering in Freeport. Besides, I had planned to throw my support behind Elise anyways, and would like to see her returned to receive it.”

### THE GROSSETTE HOUSE

One of the first and most obvious places the players may wish to visit at the start of their investigation is the Grossette House, home of Lady Elise. When they arrive, Marcus Roberts has already sent word ahead that they will be assisting in finding Lady Elise, so the house’s inhabitants and staff are more than willing to discuss the situation at length. According to the people at the Grossette House, when the riots began yesterday, Lady Elise withdrew to a second-story room and ordered her guards to secure the building. The militiamen filled the house, with a large contingent on the ground floor at the main entrance, and none of the rioters managed to fight their way into the house. When night fell and a servant went to retrieve Lady Elise for her dinner, the room was locked and no answer came from within. After an armsman in the service of the Grossettes broke down the door, they discovered that she was missing.

In truth, Captain Allethra Sharpe was hired by Arias Soderheim to kidnap Lady Elise and take her away. Sharpe’s evoker, Kyl, cast a *silence* spell in the room during the kidnapping, preventing her from calling out for help. Using a ladder, Sharpe and his thugs climbed in Lady Elise’s second-story window, subdued her, then fled back to his ship, *The Knife*. The pirate vessel set sail near sundown yesterday.

If the players investigate the room where Elise was sequestered, they find almost no signs of a struggle. A DC 20 Search check reveals bootprints on the windowsill, which should indicate the kidnappers came from the outside through the window. Additionally, a further DC 25 Search check around the windowsill reveals a small shred of cloth caught on a nail sticking out of the side of the building near the window; the cloth is a type of fabric favored by sailors for its light weight, ability to let air through, and durability. This should indicate that a sailor, or several sailors, was involved in the kidnapping. Finally, a DC 20 Search or Spot check reveals scuff marks on several pieces of furniture and the floor, indicating that a struggle took place here.

Investigating the alley beside the house reveals more evidence of forced intrusion. On the ground near the window, scuff marks from a wooden ladder can be seen with a DC 17 Search check. Moreover, several beggars in the alley witnessed the kidnapping, though most were careful to hide to avoid the pirate’s wrath. As the characters investigate the kidnapping in the alley, the beggars whisper amongst themselves about what they witnessed, punctuating their talk occasionally with a loud cackle. Should any players bribe the beggars with at least 50 gp worth of coin, the beggars overcome their fear of retribution and reveal that they saw six men, at least one of whom was an elf pirate, climb a ladder into the second-story window and break in, returning moments later with a bound and subdued



woman in tow. An additional 50 gp “jostles” their memory, also allowing them to recall seeing a thin, abused-looking man clutching a book, occasionally speaking in tongues and waving his hands about (referring to the evoker Kyl).

### INVESTIGATING SODERHEIM

Another possible avenue of investigation that the characters may wish to pursue is to go talk directly to Arias Soderheim. However, when they arrive at his estate, they find he is none too willing to see them. In fact, since the kidnapping, Soderheim has ordered his servants to turn away any visitors he does not expressly name. Even though they are rebuffed by Soderheim’s servants (who will not grant them access, regardless of intimidation or bribes), the party may yet find some useful information at the Soderheim estate. Resting outside the estate, leaning against a fine carriage, is Arias Soderheim’s coachman (Hasper, male human commoner 3, see *DMG* for statistics), a greasy-haired man that looks like he was scooped up from the docks and shoved into a servant’s outfit. Picking his teeth with a small sliver of wood, he can be made amicable to the players with a bribe of at least 100 gp and a DC 20 Diplomacy check. Once they convince him to speak to them, the coachman reveals that yesterday morning, in the wee hours of the day, Soderheim summoned him to his estate. Just before dawn, his master ordered him to take the councilman’s carriage down to the Warehouse District, where he picked up an elf pirate and his two cohorts (matching the description of Captain Sharpe, Kyl, and Dirty Malone) and brought them back here to the Soderheim estate. He also reveals he did not return them to the warehouse district, and that they left on foot.

## ~ PART I: BLOOD IN THE STREETS ~

Gather Information Check Result	Information Learned
15	Lady Elise's kidnapping was done by seasoned veterans, the kind that have a lot of experience dealing with capture and ransom. This was no amateur job.
20	As above, plus: During the riots, several men were seen skulking around the Grossette House, just after noon. These men all had the look of sailors about them, and many were scarred and tattooed like pirates.
25	As above, plus: With the men spotted outside the Grossette House was an elf male with an angular, scarred face, wearing a bright red jacket and a tri-cornered hat.
30+	As above, plus: Shortly thereafter, this cadre of men was seen headed back towards the warehouse district, carrying a burlap sack roughly large enough to carry a person in. The men seemed hurried, and they threatened any that approached them with death.

### CONTACTS AND RUMORS

The characters may also wish to consult their own contacts within Freeport, or put their information gathering skills to good use. If the players have successfully made contact with someone that has an ear to the ground, such as C.Q. Calame or Janis Hawthorne, they can certainly contact them to see if they know anything about the kidnapping. Essentially, the characters can either choose to use their contact's Gather Information bonus, or have their contact use the Aid Another action to provide a bonus to the player's own Gather Information check. Regardless of who makes the check, consult the table below to determine what, exactly, the players can find out through these methods.

### THE WAREHOUSE DISTRICT

Eventually, the clues the party gathers should lead them down to the Warehouse District, the last known destination of Lady Elise's

kidnappers. When the party arrives, they should have little trouble finding someone to help them track down the kidnappers. A successful DC 20 Gather Information check reveals the kidnappers match the description of a notorious pirate known as Allethra Sharpe, whose vessel, *The Knife*, made berth in Freeport several days ago. When asked where they can find Sharpe or *The Knife*, most people just point toward the docks and shrug. However, a bribe of at least 20 gp or a DC 22 Diplomacy or Intimidate check can usually convince a passerby to think harder on the subject. Eventually they are referred to Warehouse 48, owned by none other than Marcus Roberts. Supposedly, another ship captain that has goods stored in Robert's warehouse has been raising hell all morning about *The Knife*, and he might have some more information.

When the adventurers arrive at Warehouse 48, they find a Captain Bartelbee outside ranting and raving about "irresponsible captains" and threatening to "take the repair costs out of his skinny hide!" A large whale of a man with reddened, leathery skin and stark white eyebrows and beard, Captain Bartelbee is well known in the area as an honest (if easily irritable) trader. If calmed down (perhaps with an offer to buy the captain a drink, or a successful Diplomacy check to turn him from Unfriendly to at least Indifferent), the captain is more than willing to tell anyone his experiences with *The Knife* and its captain. Once they get him to talk, the party can learn a good deal about the kidnappers. According to Captain Bartelbee, yesterday during the riots, he and his sailors were guarding his ship when Captain Sharpe and several members of *The Knife's* crew arrived back at the ship in a hurry. They loaded some small cargo onto the ship (the sack-covered Lady Elise) and began cutting their moorings and getting the ship underway. *The Knife's* crew worked quickly, and moved "like the Devil himself was at their heels." In their haste, the ship smashed into the side of Bartelbee's own ship, causing thousands of gold pieces worth of damage, including opening a hold in the side of the ship that had to be patched before it sank. Bartelbee wanted to give chase, but couldn't due to the condition of his ship.

Bartelbee punctuates his sentences with curses that would make even other sailors blush. Even when calmed down, he's still furious with Captain Sharpe for the damage done to his vessel. If the characters manage to shift his attitude to Friendly, or provide him with a bribe of at least 200 gp, he tells them that when he last saw *The Knife*, it was sailing over the horizon in the direction of Windward. With Sharpe's description and destination in hand, this should be more than enough to point the PCs in the right direction: to Windward, and their fates.





# ~ PART II: TO THE RESCUE ~

## HAVING LEARNED THE KIDNAPPERS' IDENTITY AND DESTINATION, THE PLAYER CHARACTERS MUST NOW FIND SOME WAY TO REACH WINDWARD ISLE. ORDINARILY, SUCH PASSAGE WOULD BE EASY AS THERE ARE PLenty OF SHIPS FOR HIRE ON FREEPORT'S DOCKS. BUT THE SKIES DARKEN TO THE WEST, MAKING IT CLEAR A NASTY STORM APPROACHES. ANY SAILOR WORTH A DAMN CAN TELL THAT THE SEAS ARE WORSENING, AND SO FEW CREWS, HONEST OR OTHERWISE, ARE WILLING TO BRAVE THE CHOPPY SEAS WITHOUT CONSIDERABLE PAY. EVEN IF THE CHARACTERS HAVE THEIR OWN SHIP, THEIR OWN CREWS ARE NOT LIKELY TO SET SAIL IN THESE CONDITIONS UNLESS

### WHEREIN THE HEROES BRAVE A STORM TO RESCUE A LADY

the PCs are prepared to offer them a considerable raise.

Allow the PCs to tap their own resources to find passage to Windward.

They can talk to any number of ship captains, haunt the dockside pubs, and even approach the ships directly, but unless they each offer at least 500 gp for passage, they find nothing more than derisive laughs and cocked thumbs pointing at the roiling storm clouds on the horizon. Luckily, a "chance" encounter offers the characters an opportunity to get out of the city and on their way to rescue Lady Elise.

## ~ A CHANCE ENCOUNTER ~

Just before the characters get too frustrated, have the entire party make DC 10 Listen checks. Those who succeed hear a commotion coming from one of the nearby alleys. Those who succeed by 5 or more hear the sounds of a woman's shrieks of anger.

If the characters go to investigate, read or paraphrase the following.

*Ahead, you see a man wobbling on the street, his hands holding his head, stumbling on the shattered remains of a chamber pot. Above him, hanging out of a window, would be a pretty woman if she wasn't shrieking like a harpy and flinging clothes and other odds and ends out at the man on the street.*

The man on the street is Buster Wallace, a member of the Captain's Council and inheritor of the Wallace fortune. His mistress, Lysa, is quite angry having found out that: one, he's leaving Freeport; two, he's not coming back; and three, it's over. Fed up with the corruption, he's been moving his business to Libertyville, a small fledgling city on the nearby island of Leeward. With the riots here and the general atmosphere of unrest, Buster thought it would be a good time to cut his losses and get out while he still could. Unfortunately for him, Lysa isn't taking this turn of events well at all.

As far as Lysa (N human expert 2, noncombatant) is concerned, she's losing out on the perfect situation. Sure, she has no designs on marrying the man, but she receives a steady supply of money, clothes, and food. With Buster leaving, she'll probably have to return to the streets until she can take up with a new man.

### DEVELOPMENT

When the PCs come to investigate, Lysa spits out a final curse and withdraws, sobbing, inside her room. Well-intentioned characters who think to console her find her more than amenable, as well as aggressive in her advances, as she hopes to find a new patron for her comfortable lifestyle. If rebuffed, she throws the character out, turning her rage on him (or her) until she's left alone to drink away her sorrows.

Characters who succeed on a DC 10 Knowledge (local) check know Buster is relatively new to the Captain's Council and has proved to be more concerned with his family business than with the affairs of running the city. Still, he showed concern over the Milton Drac

scandal, going so far as to insist on investigating all relations before dealing with the Law of Succession. He's known to have a fair number of ships at his disposal. Characters who succeed on a DC 20 Knowledge (local) check know he handed in his resignation earlier this very day, though not why. (For more information on this character, check out *Freeport: The City of Adventure*, page 27.)

It takes a moment for the man's head to clear, but when it does, and especially if a character offers to help him, he smiles rakishly, saying:

*"Ah, sorry about the noise friends. Hope I didn't disturb you. Lover's squabble and all. You know how it is." While speaking, he looks through his things on the street, pausing to pick up a pair of pants and a shirt and offering a dismissive glance to the rest. "Buster Wallace at your service," he adds, sticking out his hand.*

Characters that didn't recognize him on sight the first time can make Knowledge (local) checks again to learn any of the previous information. Unless the characters mention Lady Elise and their need for a ship, Buster dusts himself off and heads off for the docks. But if the characters think to ask him about Lady Elise—he is (was) her colleague—he responds with concern and surprise. He's been so absorbed by his own problems he didn't realize she was missing. He urges the characters to tell him everything they know.

Coming forward with all the information they have is probably for the best, though if the characters don't know Wallace, personally or by reputation, they might be slow to trust him. Have suspicious characters attempt DC 20 Sense Motive checks with a +2 circumstance bonus due to his earnest concern for Elise's well-being. Should they succeed, they sense he's really concerned and is willing to help if they'd just ask. When the PCs finish, read or paraphrase the following.

*Still rubbing his head, Wallace's eyes harden and then he spits a curse. "Grossette and I were never the closest on the Council, but we were never at odds. She's a better politician than I was or ever cared to be and despite her grabs for power,*



## THE COMING STORM

Starting from the moment when the characters identify the kidnappers and their destination, they have 6 hours before the hurricane hits Freeport. Luckily, it's a little less than a league to Windward, and the journey should take them an hour there and back again, give or take 30 minutes.

For the duration of the adventure, the storm brings strong winds and downpours. What follows is a timetable with corresponding Wind Force and Precipitation. The effects of the weather apply to Freeport as well as to Windward. For more information about the effects of weather, see **Table: Wind Effects** and the corresponding descriptions for **Rain, Snow, Sleet, and Hail**, and **Storms**, and **Winds** in **Chapter 3: Adventures of the DMG**.

**TABLE 2-1: THE COMING STORM**

Hours	Wind Force	Precipitation
1–2	Moderate	Rain
3–4	Strong	Rain
4–5.5	Severe	Thunderstorm
5.5–6	Windstorm	Thunderstorm
6–7	Hurricane	Hurricane
7–7.5	Severe	Thunderstorm
7.5 +	Moderate to Light	Rain to none



## ~ PART II: TO THE RESCUE ~

*I think, deep down, she always had Freeport's interests at heart. Friends, let's get her back. Just so you know, I'm a terrible sailor and I hate the sea. But I use only the best, and they'd sail through the mouth to Hell and back for me. Well, they better, considering what I pay them. I... well, there's no time like the present. The Gallant was my Pap's ship. It's solid and can take a beating."*

*With that, Wallace stalks past you and heads towards the docks where ships strain at their moorings.*

### BUSTER WALLACE

Wallace is a man in his mid-thirties with short brown hair, hazel eyes, and a stern disposition. He dresses in breeches, a white shirt, vest, and a tri-corner hat. Though a competent sailor and captain, he has no love for the sea, and sails only when necessary.



CAPTAIN BUSTER WALLACE	GR 4
Male human expert (sea captain) 5 NG Medium humanoid (human) <b>Init</b> +4; <b>Senses</b> Listen +2, Spot +9 <b>Languages</b> Common	
<b>AC</b> 13, touch 10, flat-footed 13 (+0 Dex, +3 armor) <b>hp</b> 30 (5 HD) <b>Fort</b> +3, <b>Ref</b> +1, <b>Will</b> +8	
<b>Spd</b> 30 ft. (6 squares) <b>Melee</b> mwk scimitar +7 (1d6+2/18–20) <b>Ranged</b> mwk light crossbow +4 (1d8/19–20) <b>Base Atk</b> +3; <b>Grp</b> +5 <b>Combat Gear</b> <i>potion of cure moderate wounds</i>	
<b>Abilities</b> Str 14, Dex 11, Con 14, Int 11, Wis 15, Cha 16 <b>Feats</b> Improved Initiative, Iron Will <sup>B</sup> , Weapon Focus (scimitar) <b>Skills</b> Balance +5, Bluff +8, Climb +10, Diplomacy +9, Disguise +3 (+5 acting), Gather Information +8, Intimidate +8, Knowledge (geography) +5, Listen +2, Profession (sailor) +7, Sense Motive +10, Spot +9, Survival +2 (+4 avoid getting lost), Swim +5 <b>Possessions</b> combat gear plus masterwork studded leather, masterwork scimitar, masterwork light crossbow with 20 bolts, and <i>The Gallant</i>	

### TROUBLESHOOTING

There are all sorts of ways for the player characters to botch this. They could ignore the sounds of the scuffle or even attack Buster Wallace for no good reason. If so, they'll have to figure out some other way to get to Windward. The most obvious way is to book passage on one of the other ships. The price still stands at a firm 500 gp per passenger, but each hour they delay, the cost goes up by another 100 gp. Once it hits 1,000 gp, it goes no higher since no pirate would sail through

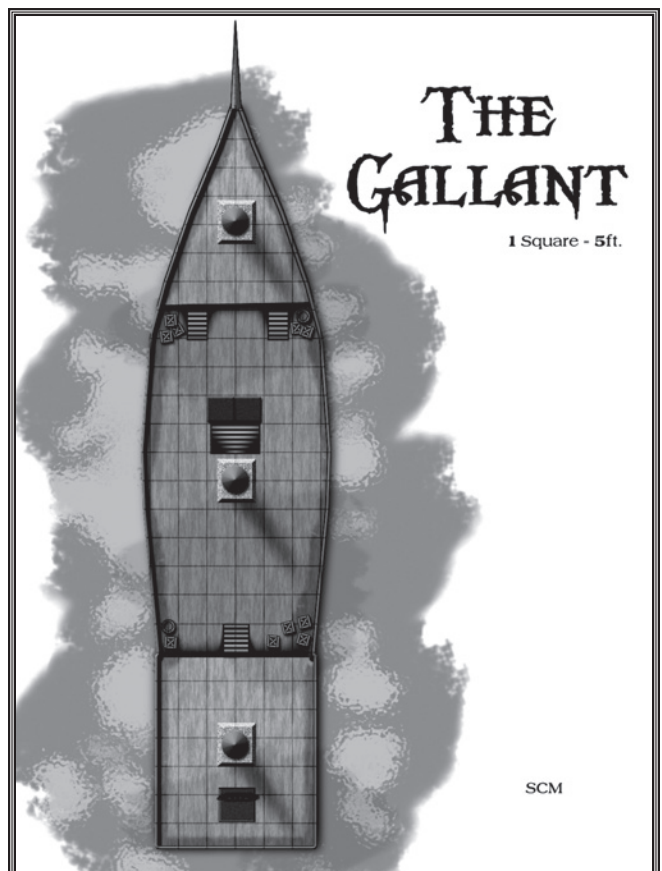
a hurricane no matter how much he stands to make. This means that unless the characters start swimming or have some other means of travel, such as *teleport*, *overland flight*, or a similar spell, they can't get to Lady Elise in time. The elf pirate captain eventually tires of the ploy and throws her to the sharks.

Assuming the characters book passage on a ship, you can play through the rest of the voyage as written, using *The Gallant's* map, statistics for crew and so on. Otherwise, either skip ahead to the island or be ready to wing it through the next chapter.

## THE GALLANT

Buster Wallace leads the characters to his last ship docked in Freeport. The rest of his fleet moved to Libertyville to serve him in his new business ventures or are out to sea transporting merchandise from and to other ports. While he detests sailing, he learned the essential skills from his father and serves as a capable, if lackluster, captain.

*The Gallant* is a large three-mast cog, measuring over 100 feet long and 30 feet at the beam. In short order, Wallace leads the way onto the ship, barking orders to the crew on board, who all spring to life and set about to get the ship ready to sail. Thankfully for the PCs, the ship was already at high alert since Wallace planned to get out before the storm hit in full force. The rest of his crew was due to meet in two hours. But given the need for haste, Wallace orders the ship out with a partial crew of about 50 men, plus Wallace and the PCs, about an hour after they all come on board.



## ~ PART II: TO THE RESCUE ~

### THE CREW

The crew consists of crusty veterans, many who've sailed on a half-dozen voyages or more. A mixture of Freeport locals, continentals, and a few others, *The Gallant's* crew are all business when it comes to sailing this ship.

THE GALLANT'S CREW	GR 1
Male human expert (sailor) 2	
N Medium humanoid (human)	
<b>Init</b> +1; <b>Senses</b> Listen +0, Spot +4	
<b>Languages</b> Common	

AC 13, touch 11, flat-footed 12; Dodge (+1 Dex, +2 armor) <b>hp</b> 6 (2 HD) <b>Fort</b> +0, <b>Ref</b> +1, <b>Will</b> +3
<b>Spd</b> 30 ft. (6 squares) <b>Melee</b> cutlass +2 (1d6+1/18–20) <b>Base Atk</b> +1; <b>Grp</b> +2
<b>Abilities</b> Str 12, Dex 13, Con 11, Int 9, Wis 10, Cha 8 <b>Feats</b> Agile, Dodge <sup>B</sup> <b>Skills</b> Balance +7, Climb +6, Escape Artist +3, Jump +5, Listen +0, Profession (sailor) +4, Spot +4, Swim +5, Use Rope +6 <b>Possessions</b> leather armor, cutlass

## ~ ON TO WINDWARD ~

Once the player characters are at sea, they have a little time to ready themselves for whatever awaits them on Windward Isle. Use this time to allow the characters to interact with the crew, if desired, learn more about Freeport, if needed, or simply to set up future adventure seeds, perhaps involving Libertyville.

### BLOOPY TIME (EL 8+)

Unbeknownst to the crew or captain of *The Gallant*, the approaching storm has creating a frenzy within the Sahuagin community west of Windward. With the turmoil in the seas, the sea devils moved to the eastern shores of the island in the hopes of gathering fresh meat in the wake of the hurricane. And if they can tear a human ship apart along the way, even better.

As their ship closes on Windward, read or paraphrase the following text.

*The winds are strong and only through the incredible efforts of the crew have you managed to cross the treacherous waters to reach Windward Isle. Through the lashing rain, you can just make out a white strand of beach and the fitful flames of bonfires. A ship of no inconsequential size is anchored a few hundred yards from shore. Though the sails are furled, the other ship rocks alarmingly and its lanterns swing wildly.*

*As you make ready, you hear a cry of horror over the shrieking wind. Climbing over the rails are fearsome creatures, some sort of a cross between a man and a shark. There must be dozens of them!*

A band of sahuagin leave their shark mounts to scale the sides of the ship. They intend to slaughter everyone on board and feast on their hot flesh.

### CREATURES

There are 25 sahuagin, plus Slayer, their leader, and Sea Bitch, his malenti witch. Waiting in the waters are large sharks for each sea devil, for 27 sharks in all.

SLAYER (FRENZIED)	GR 4
Male sahuagin unholy warrior of Leviathan 2 LE Medium monstrous humanoid (aquatic) <b>Init</b> +2; <b>Senses</b> darkvision 60 ft., scent, underwater blindsense 30 ft.; Listen +4 (+8 underwater), Spot +3 (+7 underwater) <b>Languages</b> Aquan, Sahuagin, speak with sharks	
AC 16, touch 10, flat-footed 14 (+2 Dex, +1 armor, +5 natural, –2 rage) <b>hp</b> 32 (4 HD) <b>Fort</b> +8, <b>Ref</b> +5, <b>Will</b> +4 <b>Weakness</b> freshwater sensitivity, light blindness, water dependant	
<b>Spd</b> 30 ft. (6 squares), swim 60 ft. <b>Melee</b> +1 trident +10 (1d8+8) and bite +7 (1d4+2) or 2 talons +9 (1d4+5) and bite +7 (1d4+2) <b>Ranged</b> heavy crossbow +6 (1d10/19–20) <b>Base Atk</b> +4; <b>Grp</b> +9 <b>Atk Options</b> Power Attack <b>Special Atk</b> blood frenzy, rake (+4 melee, 1d4+2), rebuke water creatures 2/day (+1, 2d6+2, 2nd), wave of hunger	
<b>Abilities</b> Str 21, Dex 14, Con 17, Int 12, Wis 12, Cha 12 <b>SQ</b> aura of evil (moderate) <b>Feats</b> Great Fortitude, Multiattack <sup>B</sup> , Power Attack <b>Skills</b> Handle Animal +2 (+6 sharks), Hide +5 (+9 underwater), Intimidate +4, Knowledge (religion) +4, Listen +4 (+8 underwater), Profession (hunter) +8, Spot +3 (+7 underwater), Survival +7, Swim +16 <b>Possessions</b> combat gear plus +1 trident, heavy crossbow with 10 bolts, bracers of armor +1	
<b>Blood Frenzy:</b> When not under the effects of frenzy, Slayer uses the following statistics. AC 18, touch 12, flat-footed 16 <b>hp</b> decrease by 4 <b>Grp</b> +8 <b>SV</b> Fort +7 <b>Melee</b> +1 trident +9 (1d8+7) and bite +6 (1d4+2) or 2 talons +8 (1d4+4) and bite +6 (1d4+2) <b>Abilities</b> Str 19, Con 15 <b>Skills</b> Swim +15	



## ~ PART II: TO THE RESCUE ~

### UNHOLY WARRIORS

The unholy warrior originally appeared in Green Ronin's *Unholy Warrior's Handbook* and later was revised for the 3.5 rules in *The Book of Fiends*. Slayer's stat-block includes everything you need to play through this encounter, but for more information, be sure to check out either of these resources.

### DEVIL-BOUND TEMPLATE

The devil-bound template originally appeared in Green Ronin's *Advanced Bestiary*. The Sea Bitch, who is an erinyes-bound malenti sahuagin, includes everything you need to play through this encounter, but for more information, be sure to check out this resource.

**Wave of Hunger (Su):** Once per day, as a standard action, Slayer releases a 30-ft.-burst of foul energy. All living creatures within range must succeed on a DC 12 Fortitude save or become overwhelmed with hunger for 1d6+1 rounds. While so affected, the subjects of this attack can take no action other than to devour any and all organic matter, no matter how foul. If nothing is available, the subjects turn on living tissue, attacking comrades and feasting on their corpses.

**Freshwater Sensitivity (Ex):** If Slayer is fully immersed in fresh water, he must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, he must repeat the save attempt every 10 minutes he remains immersed.

**Water Dependent (Ex):** Slayer can survive out of the water for 1 hour per 2 points of Constitution (after that, refer to the drowning rules in the *DMG*).

#### Spell-Like Abilities (CL 4th):

At will—*minor image* (DC 13)

3/day—*charm monster* (DC 15)

1/day—*greater teleport* (self plus 50 pounds of objects)

**Abilities** Str 18, Dex 19, Con 20, Int 14, Wis 20, Cha 16

**SQ** contract bound, summon familiar (none)

**Feats** Combat Casting, Improved Initiative, Multiattack<sup>B</sup>

**Skills** Handle Animal +8 (+12 sharks), Hide +9 (+13 underwater), Knowledge (religion) +6, Listen +7 (+11 underwater), Profession (hunter) +10, Spellcraft +4, Spot +10 (+14 underwater), Survival +13, Swim +14

**Possessions** combat gear plus +1 dagger

#### SEA BITCH (FRENZIED)

GR 5

Female erinyes-bound sahuagin (malenti) adept 2

LE Medium monstrous humanoid (aquatic, evil)

**Init** +8; **Senses** darkvision 60 ft., *true seeing*, underwater blindsense 30 ft.; Listen +7 (+11 underwater), Spot +10 (+14 underwater)

**Languages** Aquan, Sahuagin, speak with sharks

**AC** 19, touch 14, flat-footed 15 (+4 Dex, +5 natural, +2 profane, -2 rage)

**hp** 36 (4 HD)

**Immune** fire and poison

**Resist** acid 10 and cold 10

**Fort** +5, **Ref** +7, **Will** +11

**Weakness** freshwater sensitivity, light blindness, water dependant

**Spd** 30 ft. (6 squares), swim 40 ft.

**Melee** +1 dagger +8 (1d4+5/19–20)

**Base Atk** +3; **Grp** +7

**Special Atk** blood frenzy

**Combat Gear** *wand of burning hands* (25 charges, CL 3rd)

**Adept Spells Prepared (CL 2nd):**

1st—*bless*, *burning hands* (DC 16), *sleep* (DC 16)

0—*guidance* (×2), *touch of fatigue* (DC 15)



## ~ PART II: TO THE RESCUE ~

**Blood Frenzy:** When not under the effects of frenzy, Sea Bitch uses the following statistics.

AC 21, touch 16, flat-footed 17

hp decrease by 4

Grp +6

SV Fort +4

Melee +1 dagger +7 (1d4+4/19–20)

Abilities Str 16, Con 18

Skills Swim +13

**Contract Bound (Ex):** The nature of the contract between the Sea Bitch and the erinyes devil she houses requires her to slaughter 666 sea elves within 13 years. If she fails to complete her mission, her soul is imprisoned in a gem held by the erinyes for all eternity. If both she and the devil are destroyed, her soul is forever destroyed.

**Freshwater Sensitivity (Ex):** If the Sea Bitch is fully immersed in fresh water, she must succeed on a DC 15 Fortitude save or become fatigued. Even on a success, she must repeat the save attempt every 10 minutes she remains immersed.

**Water Dependent (Ex):** The Sea Bitch can survive out of the water for 1 hour per 1 point of Constitution (after that, refer to the drowning rules in the *DMG*).

**Sahuagin (6):** hp 11 each; see *MM* for statistics.

**Large Sharks (8):** hp 38 each; see *MM* for statistics.

### TACTICS

By the time the battle starts, the winds are moderate and there are no penalties from the gusts. However, if the characters delayed in leaving Freeport, then the conditions could be worse, perhaps far worse. The pouring rain imposes a –4 penalty to all Listen, Search and Spot checks and all ranged attacks. In addition, all unprotected flames are automatically extinguished, and protected flames have a 50% chance of going out.

The Sea Bitch, Slayer, and six sahuagin attack the player characters. The rest of the force attacks the crew. If the PCs are weakened, say from a previous combat or encounter, have Buster Wallace pitch in to help the characters. Otherwise, he fights alongside his crew.

Once combat begins, Slayer moves so most, if not all, of the PCs are within 30 feet. He then uses his wave of hunger ability to incapacitate them. Thereafter, Slayer tries to take damage so he can enter his blood frenzy, and then uses Power Attack (–4 attack, +8 damage) to carve his way through his opponents.

Meanwhile, Sea Bitch uses *charm monster* to remove obvious dullards (barbarians, paladins, fighters, and even rogues) from the battle, instructing them to cower, while Slayer and the other sahuagin eliminate willful PCs. She uses sleep against cohorts, and her *wand of burning hands* against any who come close to her. If she takes damage, she loses control and enters a blood frenzy. For the rest of the encounter, she attacks with her magical dagger.

The rest of the attackers pair up into groups of two to get flanks against any remaining characters. Note, once they take damage, they enter a blood frenzy too, gaining a +2 bonus to Strength and Constitution and taking a –2 penalty to AC. While frenzied, they give up any pretence at orderly fighting, using claws and teeth to rip their foes apart. Until then, they try to grapple opponents and drag them overboard where characters

get to meet the sharks up close and personal. Be sure to review the rules for **Underwater Combat** in **Chapter 3: Adventuring** of the *DMG*.

For the rest of the crew, you can handle the combat in one of three ways. You could track each combatant individually. This makes things more than a little complicated as you'll be handling about 70 or so combatants. While this gives an accurate take on the battle, your players will probably die from boredom.

A better solution is to deal with this as mass combat. Green Ronin's *Advanced Player's Manual* contains extensive rules for dealing with larger scale battles. If you'd like to go with this approach, you'll need to convert the stat-blocks to mass combat stat-blocks (about 5 minutes of work). On the other hand, since this battle is not really one of armies, you could also use the Representative Battle System described in Green Ronin's *Advanced Gamemaster's Guide*.

Finally, you could just describe the battle in a narrative fashion. Intersperse the characters' actions with descriptions of the combat swirling about them. The sahuagin should seem like they're winning if the PCs are having a tough time and the sailors should look strong if the characters handle Slayer and crew with ease. In the end, assuming the PCs win, about half the crew is dead by the end of the battle.

### DEVELOPMENT

The driving rain conceals the approach of *The Gallant*, and the pirates are too distracted with their own entertainments to pay too close attention anyway. Once the PCs dispatch the sahuagin, they are free to approach the isle in whatever way they wish. The sharks remain around the ship for 1d20 minutes before withdrawing, so swimming ashore is likely not the best option. Assuming Buster Wallace still lives, he suggests the characters take one of smaller boats and make for shore while he takes *The Gallant* to a nearby cove where he can ride out the storm and await their return. With half of his already depleted crew dead, he's not interested in fighting the pirates directly since he needs the remaining crewmen to get back to the city. He points out where he'll moor the ship and explains he'll wait for 3 hours before he leaves. Otherwise, there's a good chance none of them will get home.

## STORM TOSSED SEAS

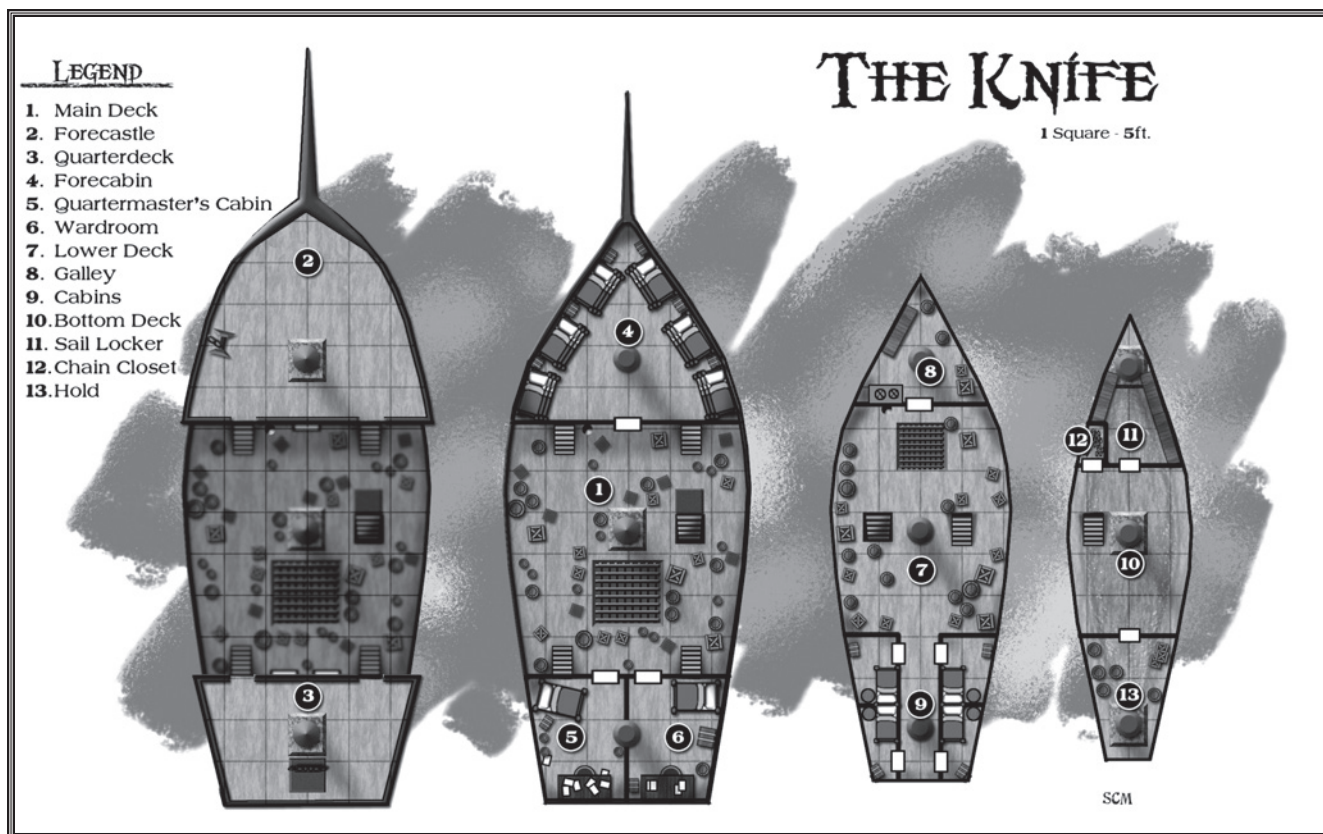
As the player characters head towards the shore, read or paraphrase the following text.

*In the sea, rocking on the high waves, is a large ship, about the size of a caravel. Despite the driving rain and wind, you see shapes moving about on the deck. As you draw nearer, great roaring fires illuminate the shore, revealing a number of burning buildings and a beach littered with the dead. Behind the carnage rises a large inn and lights shine through its shuttered windows. Out in front, a number of smaller boats lie scattered about.*

About half of the crew is still on board *The Knife* to make ready for the hurricane. The rest are on the island having their way with the few survivors left from their initial attack. The pirates aren't expecting an attack since the storm is so close now. Instead, the favored crewmen entertain themselves with the few remaining survivors on the island, while the rest work hard to ready the ship for the hurricane.



## ~ PART II: TO THE RESCUE ~



### DEVELOPMENT

The characters have two options. They can hit the pirate ship first, or go straight on ahead to the island. If they hit the ship, they find it lightly guarded and no sign of the missing woman, though they cut off any means of Captain Sharpe's escape.

On the island, things are more difficult. Most of the crew is here, drinking and assaulting with abandon. Not only do the PCs have to fight their way past the pirates and find Captain Sharpe in the confusion, they also have to contend with the island's inhabitants that are drawn by the stink of blood and death and hope to make a meal on the carrion. In either case, only the most overt acts by the PCs (such as casting a *fireball* on the beach or exploding *The Knife*) attract any attention. Should this occur, the survivors from the beach or from the ship move to intercept the PCs in 1d10 minutes.

## THE KNIFE

The player characters can approach *The Knife* without fear of being spotted since the crew is too thin to have a lookout, and the wind and rain conceal just about anything. Climbing the sides of the ship requires a DC 15 Climb check. If the characters use a knotted rope and grappling hook, they reduce the DC to just 5. The only people on board *The Knife* are the ship's cabin boy, the quartermaster, and 12 pirates. Sounds of combat attract all the other men in the ship in 1d4 rounds. Note, given the nature and role of the cabin boy, there's a 30% chance any pirate encountered has a negative level (taking a -1 penalty to all skill checks and ability checks, attack rolls and saving throws, and having 5 less hit points than normal). For more details on negative levels, see **Chapter Eight: Glossary** in the DMG.

### 1. MAIN DECK (EL 6)

*The Knife's* main deck is crowded with coils of rope, crates, cages holding chickens and pigs, and assorted other supplies. A companionway leads down to the lower deck (Area 7) and two ladders grant access to the forecastle (Area 2) and a door to the forecabin (Area 4). At the aft, two more ladders lead up to the quarterdeck (Area 3) and two offer access to the officer's cabins (Areas 5 and 6).

The main deck is crowded with obstacles, and movement in this area is halved. When the PCs board the ship, four pirates work to secure the supplies before the storm hits the island. They are distracted by the hard work and the rain, and so they "take 0" on all Listen and Spot checks. Every 1d4 rounds, 1d2 pirates carry crates and boxes down to Area 7 and return in 1d4 rounds.

In the center of the deck rises the mainmast, though the sail is furled.

### CREATURES

The four pirates working on the main deck call out to their comrades at Area 4 for assistance if they notice any intruders on board or in the water, or are attacked.

#### PIRATES

GR 2

Male elf rogue 1, warrior 2

CE Medium humanoid

**Init** +2; **Senses** low-light vision; Listen +5, Spot +5

**Languages** Common, Elven

## ~ PART II: TO THE RESCUE ~

AC 16, touch 12, flat-footed 14; Dodge (+2 Dex, +3 armor, +1 shield)  
hp 12 (3 HD)  
Immune sleep  
Fort +3, Ref +4, Will –1 (+1 against enchantments)

Spd 30 ft. (6 squares)  
Melee mwk rapier +5 (1d6/18–20)  
Ranged mwk shortbow +5 (1d6/×3)  
Base Atk +2; Grp +2  
Atk Options sneak attack +1d6  
Combat Gear *potion of cure moderate wounds*

Abilities Str 11, Dex 15, Con 10, Int 10, Wis 9, Cha 8  
SQ able to notice secret or concealed doors, trapfinding  
Feats Dodge, Weapon Finesse  
Skills Balance +6, Climb +6, Intimidate +3, Jump +4, Listen +5, Search +2, Spot +5, Swim +2, Tumble +6, Use Rope +6  
Possessions combat gear plus masterwork studded leather, masterwork buckler, masterwork rapier, masterwork shortbow with 20 arrows, 1d10 × 5 gp

### TACTICS

When combat commences, the pirates alert their comrades. Two pirates draw bows and fire at any characters not engaged in melee, targeting spellcasters first. Note any penalties to ranged attacks due to wind and rain as well as the 20% miss chance for shadowy illumination. The other two move to flank tough fighter types. After a round of ranged attacks, the archers drop their bows and join the melee to help their fellows. Assuming the pirates at **Area 4** are alerted, they offer covering fire. Should three or more pirates fall, the rest jump overboard, swim ashore and alert the rest of the crew reveling on the island. Swimming pirates reach the shore in 10 rounds.

### DEVELOPMENT

If the combat is magically silenced, starting on the second round, allow the 2 pirates at **Area 2** to make DC 10 Spot checks to notice the battle raging below. After two rounds of combat, have the quartermaster at **Area 5** make a DC 15 (distance, door, and rain) Listen check each round until the combat stops. If he succeeds, he immediately joins the combat.

The pirates are not interested in parlaying. However, any pirate that gains the shaken condition (such as through a successful Intimidate check) automatically leaps overboard and swims to shore.

### TREASURE

Aside from the personal possessions on each pirate, the main deck has an assortment of foodstuffs, coils of rope, belaying pins, hooks, buckets of tar, and the usual assortment of materials one would expect to find on a ship.

## 2. FORECASTLE (EL 4)

Two ladders lead up to this raised deck, surrounded by a low rail. The anchor is already lowered and held to the ship by a great chain attached to a crank and wheel. In the center of the deck is the foremast, though its sail is furled. Working on this deck are 2 pirates who come to the aid of their fellows in **Area 1**.

### CREATURES

The 2 pirates are hard at work readying the ship for the coming storm. If attacked, they call out for help from those working at **Area 1**.

**Pirates (2):** hp 12 each; see **Area 1** for statistics.

### TACTICS

If drawn into a combat at **Area 1**, these pirates make ranged attacks with their shortbows to pepper enemy spellcasters. If the battle comes to them, they switch to rapiers and bucklers. Should one of these pirates fall, the other jumps overboard and swims to shore. It takes 10 rounds for the pirate to reach the beach.

### DEVELOPMENT

If the PCs attack these pirates first, they call out to their allies at **Area 1** for help. Two of them make ranged attacks against attackers, while the other two close to fight in melee. After three rounds of combat, have the quartermaster at **Area 5** make a DC 20 Listen check each round until the combat stops. If he succeeds, he immediately joins the combat.

## 3. QUARTERDECK

A low rail surrounds this open raised deck. The ship's wheel stands in the center and is tied to the rail to keep it secure. A single mast rises above, but the sail is furled. Otherwise this area is empty.

## 4. FORECABIN (EL 2 OR 7)

The door to this room is locked (Open Lock DC 20, Break DC 25) and opens inward. Inside is a large cabin with triple bunks lining the walls. The foremast runs from the floor out through the ceiling. A single lantern illuminates the room and its inhabitants. Lurking inside are a pirate and the cabin boy.

### CREATURES

The pirate has 1 negative level, taking a –1 penalty to all ability and skill checks, attack rolls and saving throws. He and the cabin boy are in the middle of a private meeting and the pirate is angry about the interruption.

**Pirate (1):** hp 7; see **Area 1** for statistics.

### CABIN BOY

Johnny is a much abused lad of thirteen years. A stowaway from a port on the continent, he keeps the decks clean, helps the Captain, and serves the crew in whatever they need. What no one realizes is that young master Johnny is actually a demon in disguise; he is, in fact, a succubus. And, he's more than happy to feed on the crew by catering to their sick perversions.

In the form of the cabin boy, Johnny looks to be an ordinary young man with dark circles under his eyes and a mop of blond hair. He wears a simple stained white tunic and brown breeches, and he's barefoot. In true form, Tagrithe is a haunting beauty with long white hair that frames a perfect heart-shaped face, with pouting lips and smoldering dark eyes. She wears no clothes and has two great leathery wings that sprout from her shoulder blades.



## ~ PART II: TO THE RESCUE ~

SUGCUBUS	GR 7
CE Medium outsider (chaotic, demon, extraplanar, evil) <b>Init</b> +1; <b>Senses</b> darkvision 60 ft.; Listen +19, Spot +19 <b>Languages</b> <i>tongues</i> , telepathy 100 ft.	
<b>AC</b> 20, touch 11, flat-footed 19; Dodge, Mobility (+1 Dex, +9 natural) <b>hp</b> 33 (6 HD); <b>DR</b> 10/cold iron or good <b>Immune</b> electricity and poison <b>Resist</b> acid 10, cold 10, fire 10; <b>SR</b> 18 <b>Fort</b> +6, <b>Ref</b> +6, <b>Will</b> +7	
<b>Spd</b> 30 ft. (6 squares), fly 50 ft. (average) <b>Melee</b> dagger +7 (1d4+1/19–20) or 2 claws +7 melee (1d6+1) <b>Base Atk</b> +6; <b>Grp</b> +7 <b>Special Atk</b> energy drain <b>Spell-Like Abilities (CL 12th):</b> At will— <i>charm monster</i> (DC 22), <i>detect good</i> , <i>detect thoughts</i> (DC 20), <i>ethereal jaunt</i> (self plus 50 lbs of objects), <i>polymorph</i> (humanoid only, unlimited duration), <i>suggestion</i> (DC 21), <i>greater teleport</i> (self plus 50 lbs of objects). 1/day— <i>summon demon</i> (vrock 30%)	
<b>Abilities</b> Str 13, Dex 13, Con 13, Int 16, Wis 14, Cha 26 <b>Feats</b> Dodge, Mobility, Persuasive <b>Skills</b> Bluff +19, Concentration +10, Diplomacy +12, Disguise +17 (+19 acting), Escape Artist +10, Gather Information +10, Hide +10, Intimidate +19, Knowledge (local) +12, Listen +19, Move Silently +10, Search +12, Spot +19, Survival +2 (+4 following tracks), Use Rope +1 (+3 with bindings) <b>Possessions</b> combat gear plus dagger.	
<b>Energy Drain (Su):</b> A succubus drains energy from a mortal it lures into some act of passion, or by simply planting a kiss on the victim. If the target is not willing to be kissed, the succubus must start a grapple, which provokes an attack of opportunity. The succubus's kiss or embrace bestows one negative level. The kiss also has the effect of a <i>suggestion</i> spell, asking the victim to accept another kiss from the succubus. The victim must succeed on a DC 21 Will save to negate the effect of the <i>suggestion</i> . The DC is 21 for the Fortitude save to remove a negative level. These save DCs are Charisma-based.	

### TACTICS

The succubus has charmed this pirate to feed, so when the PCs enter, the pirate draws his rapier and attacks, fighting to the death. Meanwhile, the demon hangs back, playing the role of the poor abused child. Tagrithe refuses to take part in the battle, seeing the player characters as creatures to seduce and destroy. However, should the characters discern the demon's true nature, she uses *greater teleport* to reach the main deck. On the following round, Tagrithe uses her *summon demon* ability to conjure a vrock to deal with the PCs. If she succeeds or fails, she uses *greater teleport* again to retreat to the island where she resumes her disguise and warns the pirates of the attack.

### DEVELOPMENT

Should the characters not pierce the succubus's disguise, she continues the ruse, pretending to be a frightened lad, psychologically scarred by his experiences on *The Knife*. If there are any female characters, the



succubus clings to them, hoping to exploit any maternal instincts she can find. Otherwise, she tries to befriend any clerics or paladins. If the group is still suspicious or stand-offish, she'll bide her time until she can slip away and warn Captain Sharpe.

### TREASURE

This room contains 20 footlockers that each hold the personal possessions of the crew. Each locker is protected by a cheap lock (Open Lock DC 15, Break DC 18) and holds a heap of clothing, 2d12 cp, 1d10 sp, 1d6 gp, and a few personal effects such as locks of hair, mementos, and other worthless items. In addition, four lockers each hold a *potion of cure light wounds*.

## 5. QUARTERMASTER'S CABIN

(EL 6 DRUNK, EL 7 SOBER)

Unless drawn out of this cabin by the sounds of combat in **Areas 1** or **2**, the ship's Quartermaster is here. The room holds a large comfortable bed, desk, lantern, and an assortment of nautical charts and other documents, including a wanted poster for Fat Jim.

### CREATURES

The Quartermaster, Fat Jim, is quite angry at being left behind when there's good plundering to be had on shore. So, he's been hitting the bottle heavily. During the first 4 rounds of the encounter, he takes a –2 penalty to attacks, saves, and checks (hence the lower CR than normal). Afterwards, he sobers up enough to fight as normal.

## ~ PART II: TO THE RESCUE ~



Fat Jim is a disgusting wretch. Short and wide, with a sagging gut that hangs far over his belt, he looks like a mound of quivering flesh, topped by an unusually small head. Though it's not clear at first, Fat Jim has elven blood, evidenced by his slightly pointed ears. His face is jaundiced and he has bloodshot eyes.

As the ship's quartermaster, Fat Jim is responsible for supplies and managing the crew. He's something of a leader among the men and has a lot of supporters, a fact Captain Sharpe is very much aware of. Hence, the pirate captain left this man behind to oversee the preparedness of the ship.

RAGING QUARTERMASTER FAT JIM	GR 7 (6 WHEN DRUNK)
Male half-elf rogue 2, fighter 2, barbarian 3 NE Medium humanoid (elf)	
<b>Init</b> +4; <b>Senses</b> low-light vision, Listen +10, Spot +5 <b>Languages</b> Aquan, Common, Elven	
<b>AC</b> 15, touch 8, flat-footed 15; uncanny dodge (+0 Dex, +6 armor, +1 natural, -2 rage) <b>hp</b> 72 (7 HD) <b>Immune</b> sleep <b>Resist</b> <i>brooch of shielding</i> , evasion <b>Fort</b> +11, <b>Ref</b> +4, <b>Will</b> +2 (+4 against enchantments)	
<b>Spd</b> 30 ft. (6 squares) <b>Melee</b> +1 <i>bastard sword</i> +12/+7 (1d10+7/19-20) <b>Ranged</b> light crossbow +6 (1d8/19-20) <b>Base Atk</b> +6; <b>Grp</b> +10 <b>Atk Options</b> Great Cleave, Power Attack, rage 1/day, sneak attack +1d6	

**Abilities** Str 18, Dex 10, Con 20, Int 13, Wis 8, Cha 12

**SQ** trapfinding, trap sense +1

**Feats** Cleave, Exotic Weapon Proficiency (bastard sword)<sup>B</sup>, Improved Initiative, Power Attack, Weapon Focus (bastard sword)<sup>B</sup>

**Skills** Appraise +6, Balance +2, Bluff +6, Climb +11, Diplomacy +10, Disguise +1 (+3 acting), Gather Information +8, Intimidate +8, Jump +2, Listen +10, Search +7, Spot +5, Swim +3

**Possessions** combat gear plus +1 *breastplate*, +1 *bastard sword*, light crossbow with 10 bolts, *amulet of natural armor* +1, *brooch of shielding*, key to strongbox.

**Rage (Ex):** When not raging, Fat Jim has the following changed statistics:

**AC** 17, touch 10, flat-footed 17; uncanny dodge

**hp** decrease by 14

**Fort** +9, **Will** +0 (+2 against enchantments)

**Melee** +1 *bastard sword* +10/+5 (1d10+4/19-20)

**Grp** +8

**Abilities** Str 14, Con 16

**Skills** Climb +9, Jump +0, Swim +1

### TACTICS

Fat Jim stalls for as long as he can to clear his head, questioning the characters about their business on his ship. Given his self-important ego, he pretends to be the ship captain. If asked about Lady Elise, he claims the crew had their fun with her and tossed her over to the sharks. A DC 15 Sense Motive check informs the characters he's drunk. A successful Sense Motive opposed by Fat Jim's Disguise (acting) check reveals Fat Jim is not the captain. And finally, if the characters make a Sense Motive check opposed by Fat Jim's Bluff, they can sense deception regarding the fate of Elise.

If the discussion runs 4 rounds, Fat Jim is sufficiently sobered to fight without penalty. He shouts for help from any surviving pirates and moves to engage the closest character, yanking his bastard sword from its scabbard. Otherwise, if attacked, Fat Jim rages anyway. Though a fierce opponent, Fat Jim is no fool and he values his life a little too much. If he still hasn't defeated the characters by the time his rage expires, he surrenders, hoping to slip away later. If he's forced out of his rage, such as by a *calm emotions* spell or similar magic, Fat Jim fights until reduced to 20 hit points or less, and then flees if possible or surrenders if not.

### DEVELOPMENT

Any remaining pirates hear Fat Jim's cries and come to his aid in 1d6 rounds (roll separately for each group).

Should the party take Fat Jim alive, he can be coerced to reveal the truth, though only under the threat of force (requiring a successful Intimidate check or a liberal amount of torture if the characters have ambiguous morals). Should they get him talking, he reveals Captain Sharpe took Lady Elise to the island and that he plans to kill her this night. If pressed, he explains that Captain Sharpe was indeed hired to kidnap the woman, but was later approached by a mysterious man who spoke with a strange accent. Fat Jim wasn't privy to the conversation, but later, the Captain changed his plan from kidnapping the woman to outright murdering her. Fat Jim knows nothing else.



## - PART II: TO THE RESCUE -

### TREASURE

Fat Jim has a few bottles of cheap whiskey and a few pamphlets with pornographic pictures. He also keeps a strongbox underneath his bed (Search DC 10 or 0 if they PCs look there). The box is locked (Open Lock DC 25, Break DC 28), though Fat Jim has the key, and holds 250 gp, monies Fat Jim has been fleecing from the crew.

### 6. WARROOM

This room serves as Captain Sharpe's quarters. The room holds a large well-maintained and comfortable bed, a writing desk, a lantern with a full oil reservoir and tinderbox, several books, charts, and maps. A painting of Captain Sharpe hangs on the portside wall, showing him to be an attractive and arrogant elf dressed in the finery of the most pompous ship captain.

### TREASURE

The writing desk has three drawers on the right side. The top drawer contains a bottle of ink, three quills, a sharp knife, a bag of sand for drying the ink and several sheets of parchment. The second drawer contains three rolls of nautical charts mapping the seas around Freeport and other areas of your choosing. Each chart is worth 15 gp. The bottom drawer is locked (Open Lock DC 25, Break DC 25, hardness 3, hp 15). Inside is a leather bag that holds 250 gp and three small emeralds, each worth 350 gp. Beneath the sack is a leather-bound journal (give the players **Handout A**).

### 7. LOWER DECK (EL 4)

The lower deck is packed with crates, barrels, coils of rope and other equipment brought down from the main deck for safekeeping. A door towards the bow leads to the galley (**Area 8**), and a short hallway (**Area 9**) towards the aft leads to private cabins.

### CREATURES

Two pirates are here, shirking work as best they can. They pass the time playing dice games.

**Pirates (2):** hp 7; see **Area 1** for statistics.

### TACTICS

These pirates want no trouble at all. Unless the alarm's been raised and they joined the rest of the skeleton crew fighting the PCs on the main deck or elsewhere, these two immediately surrender and beg for mercy. They know they don't stand a chance against a well-armed party of adventurers. If the PCs don't give them quarter, the pirates fight until they can escape.

### DEVELOPMENT

Should combat break out, the 2 pirates in **Area 10** join the fight in 2 rounds. Otherwise, if the characters let these two wretches live, the pirates tell them anything the characters want to hear, lying if they don't know the answer. They know Lady Elise was kept on the Bottom Deck (**Area 10**), to keep her safe from the wandering hands of the crew, though both admit it didn't work and they can only guess what went on down there. They know she was taken to the island, but for what purpose, they can't guess. As for who was behind the

kidnapping, neither knows, so they claim it was a Captain Lydon of the Captain's Council (a Sense Motive opposed by their Bluff check reveals this to be untrue). Other than a few uninteresting details about their exploits, these pirates know nothing helpful.

### TREASURE

Aside from a few barrels of fish, coils of rope (about 300 feet), spare sails, and the pirate's possessions, there is nothing else of interest in this room.

### 8. GALLEY

This room is obviously a galley, equipped with a stove and two cots for the ship's cook and his assistant. Shelves, laden with foodstuffs and cooking utensils, hang on the walls. This room is filthy and splattered with old food and suspicious stains. A slop bucket sits near the door, its vile contents adding to the malodorous atmosphere.

### 9. CABINS

These four cabins served as quarters for the ship's officers. Each contains a bunk, a small writing table, an oil lamp, a few rolls of parchment, quills and an inkpot. Since the occupants are on shore, the rooms are empty.

### TREASURE

One of these rooms, of your choosing, has a secret compartment. Characters succeeding on a DC 25 Search check locate a small panel on the wall next to the bunk. Simple pressure on the door causes it to open with a click. Inside, there are a few pornographic pamphlets gained in Freeport, a small flask of excellent brandy, a tobacco pouch, and a small glass vial that holds an unlabeled *potion of cure moderate wounds*.

### 10. BOTTOM DECK (EL 4 OR 5)

Dark stinking sea water covers this area to about an inch. In the light, globs of semi-congealed grease float on the surface, giving the water an oily look. The stench of the room suggests fish, rotten meat, and dung. This is where the pirates held Lady Elise.

### CREATURES

Sloshing through the muck are two pirates. One of the pair believes he dropped his ring in the mess and enlisted the help of another pirate to help him find it. They recklessly attack anyone they don't recognize.

**Pirates (2):** hp 7; see **Area 1** for statistics.

### TACTICS

Both pirates are a little mad (there is no ring)—the reason why the captain left them behind—and they fight to the death. They focus their attacks against one PC at a time, working to keep the target flanked until they kill him.

### DEVELOPMENT

A third pirate works in the sail locker (**Area 11**). He joins the combat at the start of the second round. Should sounds of combat from above reach these two, they, and the pirate in **Area 11**, head up to investigate. Odds are the PCs encounter them elsewhere on this ship.

## ~ PART II: TO THE RESCUE ~



### II. SAIL LOCKER (EL 2)

This large room contains spare sails, rope, and repair materials to mend damaged sails, all held on shelves. A few inches of filthy water cover the floor.

#### CREATURES

A pirate works in this room, straightening the materials and grumbling about being ordered to stay on the ship. Despite his unhappiness, he's loyal to Captain Sharpe and attacks any intruders he finds on the ship.

**Pirates (1):** hp 7; see Area 1 for statistics.

#### TACTICS

This pirate attacks unless hopelessly outnumbered, at which point he'll surrender in the hopes of getting revenge later.

The pirate responds to any sounds of combat on the ship, joining the other two pirates in Area 2 if he hears the sounds of fighting. Otherwise, this pirate obviously works in this room.

Characters who improve his attitude to friendly (Intimidate or Diplomacy) can extract a little information. The pirate goes on and on about Captain Sharpe's cunning, his skill in battle, and his lifelong hatred of humans. He can describe the captain and any other important crew members, but knows nothing else of import.

### 12. CHAIN CLOSET

This small room holds the chain for the anchors. Aside from hundreds of feet of heavy chain, this room is empty.

### 13. HOLD (EL 3)

This room holds additional foodstuffs to feed the crew on long voyages. Currently, it holds 5 barrels of pickled fish, a few crates of tinned meats, and bags of moldy, weevil-infested flour. Water covers the floor adding to the foul stench of rot and filth. None of the supplies here are fit for human consumption.

#### CREATURES

Lurking in this room are a number of rats and their rat leader. They have something of a rapport with the ship's cook since he feeds them to keep them contained. But, the rest of the crew knows to keep away since the last pirate who went inside was never seen again.

**Rat Swarm (1):** hp 13; see MM for statistics.

**Big Boy**

**GR 1**

Male advanced 5-HD dire rat

N Medium animal

**Init** +6; **Senses** low-light vision, scent; **Listen** +4, **Spot** +4

**AC** 13, **touch** 12, **flat-footed** 11 (+2 Dex, +1 natural)

**hp** 32 (5 HD)

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

**Spd** 40 ft. (8 squares), **climb** 20 ft.

**Melee** bite +5 (1d6+3 plus disease)

**Base Atk** +3; **Grp** +5

**Abilities** Str 14, Dex 15, Con 14, Int 1, Wis 12, Cha 4

**SQ** disease

**Feats** Alertness, Improved Initiative, Weapon Finesse <sup>B</sup>

**Skills** Climb +10, Hide +7, Listen +4, Move Silently +3, Spot +4, Swim +11

**Disease (Ex):** Filth Fever—bite, Fortitude DC 14, incubation 1d3 days, damage 1d3 Dex and 1d3 Con. The save DC is Constitution-based.





# - PART III: WINDWARD ISLE -

Windward is the third largest island of the Serpent's Teeth, a little smaller than Leeward (see

*Freeport: The City of Adventure* page 18), about three miles long north to south by about a mile across. Much of the island is covered by dense jungle. The western face is rough and barren, with high cliffs of naked rock and crashing waves. Given its position in the Serpent's Teeth, Windward withstands the worst of the storms, so few people settle here.

The opposite shore is far more appealing. The land gently slopes down from the jagged cliffs to a strand of pristine white sand. Blanketed by a dense cover of trees and underbrush, the terrain hides a number of interesting and dangerous species. A smattering of small settlements stands on the shore, catering mostly to fishermen and the like, but there is one resort that caters to the wealthiest of Freeport's citizens: Felix's.

## WINDWARD

The beaches attract the wealthy and indolent from the city. As a perfect vacation spot, many of the decadent elite sponsor lavish parties on the edge of the ocean. But for those who have little interest in supplying their own accommodations, an enterprising man named Felix Oliver has just the spot.

## WHEREIN THE HEROES BATTLE THE PIRATES TO SAVE THE DAY

Several years ago, Oliver left his life as a merchant to set up a resort on the best stretch of sand on the island. While others tried to do the same, sahuagin and the rare monstrous native destroyed them all. Armed with more gold than he could count and supported by a veritable legion of mercenaries and workers, he cleared a spot and erected Felix's, an upscale resort that offered comfort, quality, and a place away from the hustle and bustle of Freeport.

Since he opened for business, he's had his fair share of hard times, but good ones too. While others tried to make it on Windward, only he has been consistently successful, due in part to his vigilance in keeping the creatures in check by paying good money to adventurers. Plus, he offers a private beach; his stretch is fenced off on either side and some 50 yards out into the sea.

But all of this changed with the coming of *The Knife*. The pirates needed a place outside of Freeport to avoid attracting attention, but also a place where they could weather the storm. Windward seemed the perfect spot; there would be few "vacationers" at this time of year, and no ships would venture this way with the looming threat of the approaching storm. Having captured Lady Elise, they headed for the island. Once they made landfall, the sailors had their fun, butchering the staff and saving the ladies for a bit of sport. They made an example of poor Felix, crucifying him on the beach to serve as a warning, just in case some fool happened along.

## - GOING TO THE ISLAND -

The PCs actions dictate what happens on Windward. If they attacked *The Knife* first, they should have some information about numbers and details on Captain Sharpe's plans, and assuming none of the pirates escaped from the ship, they stand a good chance of surprising the carousing crew on shore.

With the choppy seas, there's a 50% chance for an escaping pirate to reach the shore by jumping overboard. If one makes it, he immediately shouts out to all the other pirates that *The Knife* is under attack. After 1d10 rounds, the other 30 pirates, led by Dirty Malone and Kyl (see pages 31 and 32 respectively), pile into the ships to attack the Player Characters at *The Knife* or as they make their way to the shore. Meanwhile, Captain Sharpe grabs Lady Elise and flees from Felix's, heading overland to the cliffs on the opposite side of the island, where he intends to hide out until he can complete the mission (kill her, plant the evidence that implicates Arias Soderheim, and send her corpse back to Freeport). It takes him 3+1d4 hours to reach the cliffs.

If the island is not alerted to the adventurers' activities, the pirates are having a good time while they wait for the storm to pass. The PCs can approach without being noticed and stand a good chance to save Lady Elise.

## PIER AND SHORE

Stretching out about 100 feet into the water is a sturdy wooden pier (not pictured). A few smaller ships (Felix's) are still tied off and rock in the turbulent waters. On the shore are the beached rowboats used by the pirates to attack the resort. They've been



## ~ PART III: WINDWARD ISLE ~

flipped over so their hulls are face up. A stone path leads from the pier up to the resort.

The rain and wind drove the pirates indoors. Scattered all over the beach, though, are about a dozen corpses of Felix's staff. The inclement weather has done nothing to deter the island's vile inhabitants from coming out to feast on the dead.

### CREATURES

Tearing into the corpses, including the body of poor Felix, are 5 dread ghouls, the undead remains of savage degenerate serpent people. Ravenous and vile, these creatures are more concerned with feasting on the dead and ignore the player characters unless attacked.

RAGING DEGENERATE SERPENT PEOPLE DREAD GHOULS	GR 2
Dread ghouls degenerate serpent person barbarian 1 CE Medium undead (reptilian) <b>Init</b> +4; <b>Senses</b> darkvision 60 ft., scent, Listen +7, Spot +3 <b>Languages</b> Valossan	
<b>AC</b> 15, touch 12, flat-footed 11 (+4 Dex, +3 natural, -2 rage) <b>hp</b> 6 (1 HD) <b>Immune</b> mind-affecting effects, poison, sleep, paralysis, stunning, disease, death, critical hits, nonlethal damage, ability drain, ability damage, energy drain, massive damage, effects requiring Fortitude saves <b>Resist</b> turn +2 <b>Fort</b> +2, <b>Ref</b> +4, <b>Will</b> +3	
<b>Spd</b> 40 ft. (8 squares), climb 40 ft., swim 15 ft. <b>Melee</b> bite +7 (1d6+6 plus paralysis) and 2 claws +2 (1d3+3 plus paralysis) <b>Base Atk</b> +1; <b>Grp</b> +7 <b>Special Actions</b> command ghouls, rage (1/day)	
<b>Abilities</b> Str 23, Dex 18, Con —, Int 10, Wis 13, Cha 10 <b>SQ</b> create spawn, illiterate <b>Feats</b> Alertness, Track <sup>B</sup> <b>Skills</b> Climb +18, Escape Artist +8, Hide +8, Intimidate +4, Listen +7, Spot +3, Survival +9	

**Command Ghouls (Su):** Dread ghouls can command all normal ghouls within 30 feet as a free action. Ghouls never attack dread ghouls unless compelled.

**Create Spawn (Su):** A creature slain by a dread ghoul and not consumed rises the next midnight as a dread ghoul. The new dread ghoul is not under the control of its creator. *Protection from evil* or *gentle repose* prevents this. If you do not have Green Ronin's *Advanced Bestiary*, use the normal statistics for a ghoul as described in the *MM*.

**Paralysis (Ex):** Creatures damaged by a dread ghoul's bite or claws must succeed on a DC 10 Fortitude save or be paralyzed for 1d4+1 rounds. The save DC is Charisma-based.

**Poison (Ex):** Bite; Fort DC 10; initial and secondary damage 1d6 Wisdom.

**Rage (Ex):** When not raging, these Dread Ghouls use the following statistics:

**AC** 17, touch 14, flat-footed 13

**Will** +1

**Melee** bite +5 (1d6+4 plus paralysis) and 2 claws +0 (1d3+2 plus paralysis)

**Grp** +5

**Abilities** Str 19

**Skills** Climb +16

### TACTICS

If the characters attack these scavengers, the dread ghouls react in kind, savoring the chance for even fresher fare. The ghouls slip into their rage and attack 5 separate characters, only teaming up against one character if there are four or less PCs.

### DEVELOPMENT

Given the storm, a battle with the dread ghouls is unlikely to alert the pirates. Allow the battle to continue for 3 rounds. Each round thereafter, there's a cumulative 10% chance for a pirate to emerge from the resort and see what's happening. It takes the pirate 1 round for his alcohol sodden head to sort out what he sees, and a second round for him to rush back inside to alert the rest of the pirates. After 3 more rounds, the pirates boil out of the building along with their leaders, following the same general tactics as if one of the sailors escaped *The Knife*.

## ~ FELIX'S ~

Felix's resort is a large building that offered excellent service, food, and accommodations. It was the perfect getaway for Freeport's elite. It served all of the Captain's Council, important merchants, and dignitaries from foreign lands. But now, this once-posh establishment has become a disgusting charnel house, the playground for bloodthirsty pirates.

By the time the adventurers reach the resort, nearly everyone who worked here is dead, their corpses strewn about the beach. They are the lucky ones. Those who escaped murder have served as the playthings for *The Knife's* crew and have suffered terribly at their hands. Few of these people have survived, and those who've died lay in spreading pools of their own blood, scattered throughout the building.

The pirates are still enjoying themselves immensely. They fill their gullets with provisions taken from the larders, emptying casks of ale

and wine, and are literally tearing the place apart with their revelry. Few pirates remain in any place for long, moving from room to room, searching for valuables or having a bit of fun with one or more of the serving girls. Since there is a lot of activity here, the pirates are unlikely to spend much time in one place for very long. So, each room lists a percentage chance for a particular number of pirates or important NPCs to be present. Feel free to modify these chances as appropriate to the characters' movements and actions. Should combat break out in one location, odds are the sounds of battle will attract pirates and NPCs from other locations in the place, usually 1d4 pirates and 1 NPC each round until all are present.

In addition to the Bosun and the Ship's Bastard (described here), Lady Elise and Captain Sharpe (described under **Showdown** on page 40), there are 30 pirates. Deduct pirates killed or incapacitated from this total. Should battle erupt in this place, Captain Sharpe grabs his



## - PART III: WINDWARD ISLE -



hostage and drags her to the scene of the fighting. He watches the fighting, using his pistol against the PCs. If attacked or if the party appears to be handling his men with ease, Sharpe takes his prisoner and flees the building, smashing out a top window and escaping that way. Once free of the building, he heads for the cliffs as previously described.

### DIRTY MALONE

Dirty Malone serves as the ship's bosun, making him responsible for the ship's sails, anchors, deck crews, and the ship's boats. He gained his position three years ago, when he murdered the previous bosun. Though Sharpe was fully aware of Malone's guilt, the victim was a human and therefore forgivable. Malone took over the duties of his predecessor and has proved mediocre so far.



### DESCRIPTION

Malone is a filthy wretch, standing about five and a half feet tall and weighing in at 150 pounds. He has a crudely maintained mop of red hair that hangs in his face and covers his wild and leering eyes. Thanks to a few too many harlots in the various ports he's visited, a crop of mouth sores and old scars ring his mouth. He wears a worn uniform taken from a continental Captain he killed in Liberty. The jacket and shirt still bear the bloodstains from the previous victim.

### PERSONALITY

Taking his moniker from his sick sense of humor and his wanton lifestyle, Malone commands little respect on *The Knife*, and most of the pirates openly hate him. He's survived four assassination attempts so far, and word on the ship is that it'll take a seventh attempt to put this bastard in the ground, though no one seems willing to be failed assassin number five or six. Malone has plans to take control over the ship, but Sharpe frightens him so he bides his time until the Captain is least expecting it.

#### DIRTY MALONE

GR 6

Male half-elf rogue 3, fighter 3

CE Medium humanoid (elf)

**Init** +3; **Senses** low-light vision, Listen +6, Spot +6

**Languages** Common, Elven

**AC** 19, touch 14, flat-footed 16; **Dodge**, Two-Weapon Defense (+3 Dex, +4 armor, +1 deflection, +1 natural)

**hp** 33 (6 HD)

**Immune** sleep

**Resist** evasion

**Fort** +5, **Ref** +7, **Will** +3 (+5 against enchantments)

**Spd** 30 ft. (6 squares)

**Melee** mwk longsword +9 (1d8+2/19–20) or

**Melee** mwk longsword +7 (1d8+2/19–20) and mwk dagger +6 (1d4+1/19–20)

**Ranged** dagger +8 (1d4+2/19–20)

**Base Atk** +5; **Grp** +7

**Atk Options** sneak attack +2d6

**Combat Gear** 2 potions of cure light wounds, potion of shield of faith +5

## - PART III: WINDWARD ISLE -

**Abilities** Str 14, Dex 16, Con 13, Int 10, Wis 12, Cha 8  
**SQ** trap sense +1, trapfinding  
**Feats** Dodge, Quick Draw, Two-Weapon Defense <sup>B</sup>, Two-Weapon Fighting, Weapon Focus (longsword) <sup>B</sup>  
**Skills** Appraise +3, Balance +6, Climb +11, Diplomacy +1, Gather Information +1, Hide +9, Intimidate +8, Listen +6, Move Silently +9, Search +7, Spot +6, Use Rope +7  
**Possessions** combat gear plus +1 studded leather armor, masterwork longsword, masterwork dagger, 3 daggers, ring of protection +1, amulet of natural armor +1, 27 gp

### KYL

Kyl, sometimes called the Ship's Bastard, has served on *The Knife* for as long as the Captain. Like Allethra, he was a slave and plaything for the previous crew's sadistic exploits. He quickly threw his lot in with Allethra when the mutiny began, and for his loyalty, the Captain rewards him with the choicest treasures, breeding resentment from the rest of the crew—though none deny the wizard's worth.

### DESCRIPTION

Gaunt to the point of emaciation, Kyl appears wasted, drained of all his life and will. He wears thick black robes trimmed in crimson at the cuffs and hem. He shaved his head, and through liberal use of a knife, he's created an intricate pattern of scar tissue that prevents any hair from growing on his scalp. He keeps his fingernails obsessively clean, and when not working on some task or another, he digs beneath them with a knife.



### PERSONALITY

Beneath his tired exterior is a creature of burning rage. More than Allethra, Kyl despises humans and takes every opportunity to make them suffer before he kills them. He has a dull personality and is not prone to idle conversation. In general, he keeps to himself when not invited to dine in the Captain's Quarters.

KYL	GR 7
Male elf evoker 7 CE Medium humanoid <b>Init</b> +7; <b>Senses</b> low-light vision, Listen +2, Spot +2 <b>Languages</b> Abyssal, Common, Elven	
<b>AC</b> 15, touch 14, flat-footed 12 (+3 Dex, +1 armor, +1 deflection) <b>hp</b> 24 (7 HD) <b>Immune</b> sleep <b>Fort</b> +3, <b>Ref</b> +5, <b>Will</b> +5 (+7 enchantments)	
<b>Spd</b> 30 ft. (6 squares) <b>Melee</b> longsword +4 (1d8+1/19–20) or dagger +4 (1d4+1/19–20) <b>Ranged</b> mwk composite longbow (Str +1) +7 (1d8+1/×3) <b>Base Atk</b> +3; <b>Grp</b> +4	

**Combat Gear** elemental gem of fire, potion of sanctuary, 3 potions of cure light wounds, scroll of fly, wand of magic missile (CL 7th, 10 charges)  
**Wizard Spells Prepared (CL 7th):**  
 4th—*dimension door*, *enlarged fireball* (DC 16)  
 3rd—*dispel magic*, *fireball* (DC 16), *lightning bolt* (DC 16)  
 2nd—*acid arrow* (ranged touch +6), *bear's endurance*, *enlarged magic missile*, *scorching ray* (ranged touch +6), *see invisibility*  
 1st—*burning hands* (DC 14), *expeditious retreat*, *mage armor*, *magic missile*, *magic weapon*, *shield*  
 0—*detect magic*, *flare* (DC 13), *message*, *read magic*, *resistance*

**Abilities** Str 12, Dex 16, Con 12, Int 15, Wis 10, Cha 8  
**SQ** able to notice secret or concealed doors, summon familiar (none)  
**Feats** Enlarge Spell <sup>B</sup>, Eschew Components, Improved Initiative, Scribe Scroll <sup>B</sup>, Spell Focus (evocation)  
**Skills** Concentration +11, Intimidate +4, Knowledge (arcana) +12, Listen +2, Search +4, Spellcraft +14, Spot +2  
**Possessions** combat gear plus longsword, masterwork composite longbow (Strength +1), 20 adamantite arrows, dagger, ring of protection +1, bracers of armor +1, 2 flasks of acid, 2 sunrods, 1 tindertwig

**Spellbook** all prepared plus all cantrips except those of illusion or necromancy, 1st—*floating disk*, *obscuring mist*, *shocking grasp*, *sleep*; 2nd—*daze monster*, *gust of wind*, *shatter*, *silence*; 3rd—*fly*, *haste*, *suggestion*; 4th—*ice storm*, *wall of fire*

### PIRATES

As a result of the debauchery, all un-named pirates encountered in Felix's take a –2 penalty to all attack rolls, ability and skill checks, saving throws (except those against fear for which they gain a +2 bonus), and armor class. This penalty is included in the provided stat-block. If sobered, use statistics present on page 23.

DRUNKEN PIRATES	GR 1 (NORMALLY 2)
Male elf rogue 1, warrior 2 CE Medium humanoid <b>Init</b> +0; <b>Senses</b> low-light vision, Listen +3, Spot +3 <b>Languages</b> Common, Elven	
<b>AC</b> 14, touch 10, flat-footed 12; <b>Dodge</b> <b>hp</b> 12 (3 HD) <b>Immune</b> sleep <b>Fort</b> +1, <b>Ref</b> +2, <b>Will</b> –3 (–1 against enchantments, –1 against fear)	
<b>Spd</b> 30 ft. (6 squares) <b>Melee</b> mwk rapier +3 (1d6/18–20) <b>Ranged</b> mwk shortbow +3 (1d6/×3) <b>Base Atk</b> +2; <b>Grp</b> +0 <b>Atk Options</b> sneak attack +1d6 <b>Combat Gear</b> <i>potion of cure moderate wounds</i>	
<b>Abilities</b> Str 11, Dex 15, Con 10, Int 10, Wis 9, Cha 8 <b>SQ</b> able to notice secret or concealed doors, trapfinding <b>Feats</b> Dodge, Weapon Finesse <b>Skills</b> Balance +4, Climb +2, Intimidate +3, Jump +2, Listen +3, Search +0, Spot +3, Swim +0, Tumble +4, Use Rope +4 <b>Possessions</b> combat gear plus masterwork studded leather, masterwork buckler, masterwork rapier, masterwork shortbow with 20 arrows, 1d10 × 5 gp, plus 20% chance of having a plundered valuable of your choice worth 2d20 gp.	

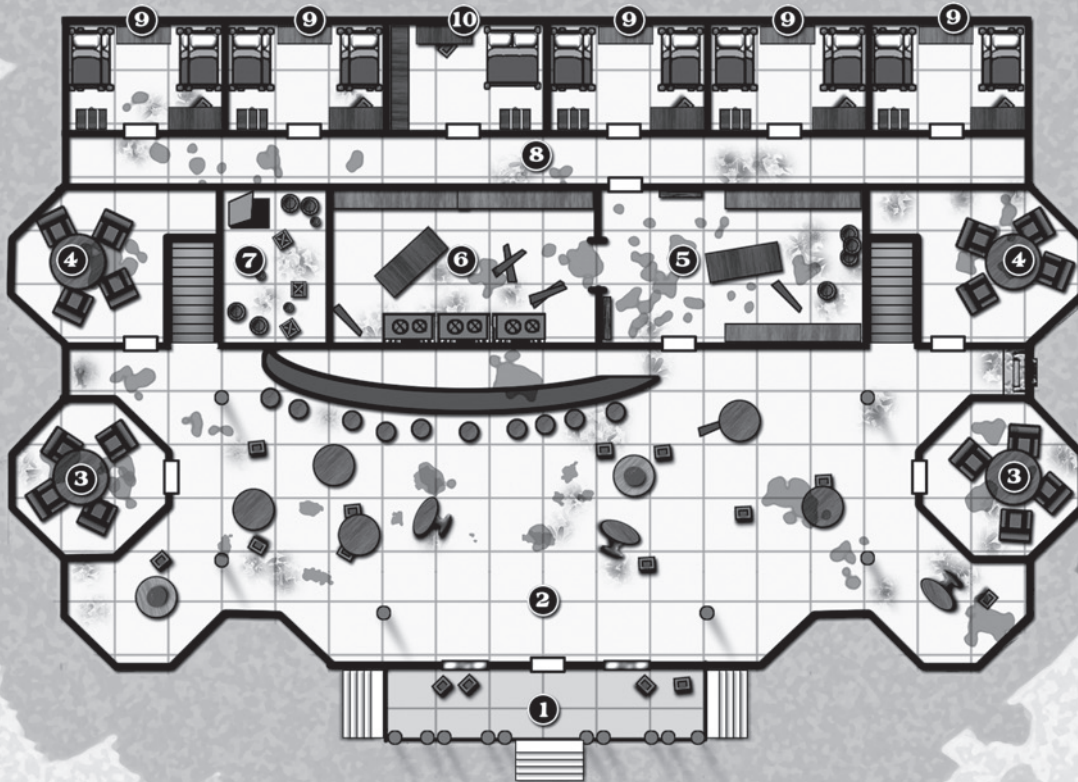


# - PART III: WINDWARD ISLE -

## FELIX'S

1 Square = 5ft

### MAIN FLOOR



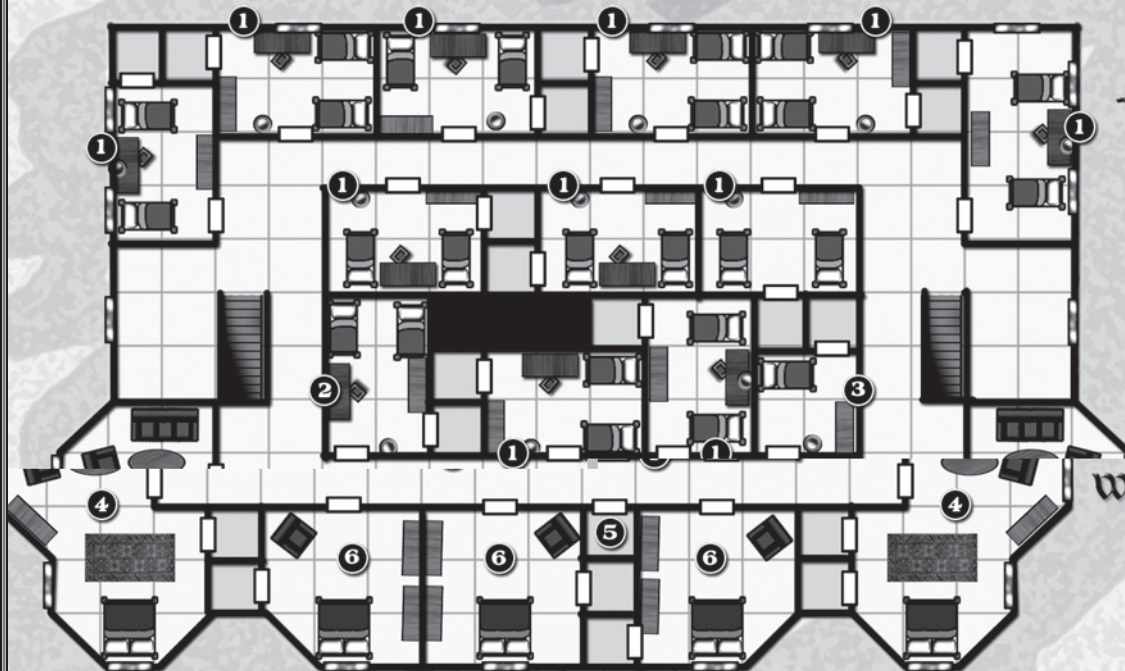
#### LEGEND

1. Porch
2. Dining Hall
3. Private Rooms
4. Elite Private Rooms
5. Staff Room
6. Kitchens
7. Store Room
- 7a. Cellar
- 7b. Vault
8. Hall
9. Staff Quarters
10. Felix's Quarters

### CELLAR



### FIRST FLOOR



#### LEGEND

1. Guest Room
2. Pirates
3. Captain Sharpe
4. Luxury Suite
5. Linen Closet
6. Luxury Room



SCM



## - PART III: WINDWARD ISLE -

### MAIN FLOOR AND CELLAR

When *The Knife's* crew set foot on the beach, they immediately made a run for the resort. The people inside had already barricaded the windows and doors to weather the storm, but despite the secured entrances, they were not enough for the pirates. The pirates kicked down the door and fought a short, bloody battle with Felix and the others, cutting them down where they stood. Though Felix and his employees made a good showing, they were not enough to repel the pirates' superior numbers.

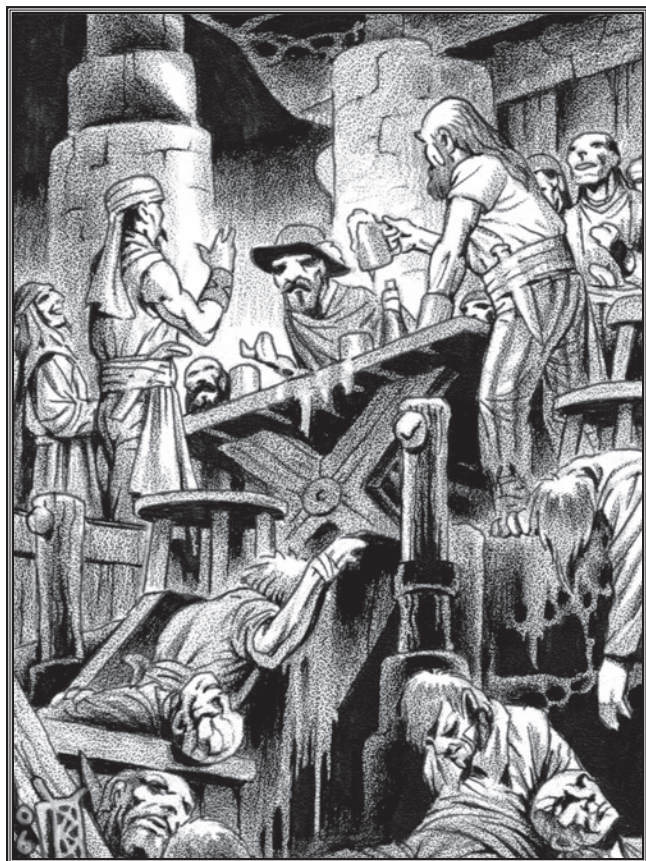
Once Sharpe and his cronies secured the place, all hell broke loose. The pirates entertained their darkest lusts on the survivors, dragging the servants to the various rooms upstairs where their shrieks sounded for hours. While the rest of the crew awaited their turns to take part in the fun upstairs, they raided the stores, popped a few casks and got themselves thoroughly drunk.

#### 1. PORCH

A covered porch dominates the front of the resort. The supporting beams feature a number of hooks for holding nets, hats, baggage and other items. The porch also holds a few chairs and a couple of ceramic pots that serve as spittoons. Boards cover the windows to protect them from flying debris. The door hangs on a single hinge and swings in the gusts.

#### CREATURES

There are no opponents on the porch itself, though just beyond the entrance is the Dining Hall where a number of pirates are entertaining



themselves with Felix's many diversions. Unless alerted, the pirates pay no attention to the front door.

#### DEVELOPMENT

To heighten the tension, have the PCs make Hide and Move Silently checks as they approach the resort. Regardless of their rolls, the pirates are too distracted to be paying any attention at all. Unless the characters do something reckless to obviously attract the inhabitants' attention, they can take a good long look inside.

### 2. DINING HALL

The Dining Hall is a large open room that, prior to the attack, was full of tables and chairs, maritime décor, and a staff of friendly people who saw to their guests' every need. Now the place is in shambles. The iron hoops that serve as chandeliers are the only things still intact, though the candles have burned down almost to stubs and sputter with each blast of wind through the door. Corpses litter the floor and stairs leading up to the First Floor. The place stinks of beer, blood, and smoke, and those few tables still intact hold a number of drunken pirates who while away the time playing cards or dice games.

#### CREATURES

At any given time, there are 1d10+2 pirates in this room. In addition, there's a 20% chance Kyl is here and a 10% chance that Sharpe and Elise are both here as well.

#### TACTICS

Short of a profoundly stupid action, the Characters automatically gain surprise when they attack. After the initial assault, half the pirates draw steel and charge at the intruders, while all the rest, save one, shoot arrows into the melee. The last pirate runs upstairs to warn an officer (Kyl, Malone, or Sharpe).

If Kyl is present, he covers the pirates with his wand of magic missiles, only resorting to his most destructive spells if the PCs are clearly winning, and then using *lightning bolt* first. If the battle is really going against the pirates, Kyl uses *dimension door* to move outside of the establishment but in a direct line to the front door. He then casts *enlarged fireball* into the building to incinerate any PCs still there, following up with a second *fireball* to eliminate any still standing.

The moment the fighting breaks out, Captain Sharpe, if present, fires his pistol once before grabbing Elise by the arm and dragging her through the door to **Room 5**. He spends two rounds battering down the locked door to **Room 8** and flees into one of the rooms marked **9**. Three rounds later, he kicks apart the boards, pushes Elise through and then follows after.

#### DEVELOPMENT

Allow one-third of the total number of pirates a Listen check with a -8 penalty for doors, distance, and wind to hear the sounds of fighting. Allow the rest the same Listen check at a -4 penalty. If either group succeeds, 1d4 pirates emerge from various nooks and crannies each round until all 30 pirates are present. If Kyl wasn't present in the **Dining Hall**, have him make a Listen check at -4 each round. If he succeeds, he joins the battle in 1d3 rounds. Malone, ever the coward and fiend, keeps doing whatever it is he's doing until he hears



## - PART III: WINDWARD ISLE -

the combat persist for 6 rounds or more at which point, he angrily gets dressed and marches downstairs to see what's going on. Finally, Captain Sharpe makes a Listen check at a -2 penalty and takes actions as described under tactics.

### TREASURE

Aside from the personal belongings on each of the pirates and NPCs, there is no other treasure.

### 3. PRIVATE ROOMS

These two locations offered guests private dining accommodations. Each location features a large table surrounded by cushioned chairs. The walls feature paintings of historical scenes mostly from Freeport's past. There's a 20% chance for a naked corpse to be in one of these rooms. Otherwise, they are empty.

### 4. ELITE PRIVATE ROOMS

These rooms are larger and more sumptuous than the standard private rooms that adjoin the dining hall. Large and spacious, they have a single large table surrounded by comfortable chairs. A chandelier hangs from the ceiling, and the walls are decorated with paintings of ocean scenes and famous past guests. Even the floor is fine, covered as it is by a thick plush carpet of red.

### CREATURES

There's a 30% chance for a pirate to be in either room having his way with one of the servants (who has a 50% chance of already being dead). Anyone entering this room automatically gains surprise and the pirate suffers an additional -2 circumstance penalty to all attacks, checks, and saves thanks to the awkwardness of his situation.

### TACTICS

The pirate fights as best he can, hoping to carve a big enough hole for his escape. Otherwise, he fights until reduced to 3 or less hit points at which point he surrenders, pleading for mercy from his attackers.

### DEVELOPMENT

If taken alive, the pirate knows that Sharpe and Elise were somewhere in the building, and hazards a guess that they are both upstairs. He knows nothing else of value. The pirate's victim, if still alive, is mad with fear, and does not stop screaming unless she (or he) receives a *calm emotions* or a similar spell. Use statistics for a 1st-level commoner if somehow needed; the servant is of little use to the PCs.

### TREASURE

Aside from the belongings of the pirate if present, this room is empty.

### 5. STAFF ROOM

This room was used as a preparation room for meals that were to be brought out to the guests. It contains several tables, washtubs, and bins full of cutlery and trenchers. A few lanterns hang from hooks on the ceiling. Grey stone tiles, slick with blood and ale, cover the floor. This room is especially macabre as it was where some of the most brutal fighting occurred, though most of the bodies were flung outside

where they are now food for the ghouls. Still, chunks of people lie scattered on the floor in pools of congealing blood.

### CREATURES

There's a 20% chance for 1d2 pirates to be in this room, defiling the remains of Felix's staff or searching for food and valuables.

### TACTICS

The pirates here are drunk and foolish. If present and there are combat sounds from **Room 2**, it takes them 1d6 rounds to make sense of what's going on and to join their comrades. If the battle is instead brought to them, they respond slowly, taking a -6 penalty to their Initiative checks and then fighting recklessly, flinging themselves at the closest attackers.

### DEVELOPMENT

The pirates here fight to the death. If Sharpe passed this way, they defend his retreat, blocking the door to **Room 8**.

### TREASURE

Aside from the belongings of the pirates if present, the cutlery and dishware could bring as much as 50 gp.

### 6. KITCHENS

The first thing the characters notice if they enter the Kitchens is the sweet stench of cooking flesh, issuing up in clouds of smoke from a dead servant smoldering on one of the stoves against the wall. The rest of this room is ransacked, with cupboards torn open and their contents strewn about. The other two stoves are not lit. Shelves against the opposite wall have been emptied, and piles of flour mixed with blood litter the floor.

The pirates left this room because of the stink of the cooking servant. There's no one here.

### TREASURE

Just about all of the valuables here were taken or destroyed. However, if a character succeeds on a DC 18 Search check, he finds a fine butcher knife on the floor underneath the preparation table. Strangely, the blade is made from adamantite and from its make (DC 12 Craft: weaponsmith), it appears to be of dwarven make. The knife functions as an adamantite dagger.

### 7. STORE ROOM

The door to this room stands slightly ajar. Though dark inside, it's clear from a cursory glance that this place was ransacked as well. Pools of blood stain the floor, and bags of grains and more flour lie torn open. There are a few shelves left, but even they hold broken crockery. The curing meats and herbs on the ceiling have been hacked at with swords or ripped from their hooks to feed the pirates. A DC 5 Search check reveals a trapdoor in the northwest corner of this room that leads down to the cellar.

### TREASURE

The contents of this room are spoiled and worthless.

## ~ PART III: WINDWARD ISLE ~

### 7A. CELLAR

A wooden ladder leads down to a dark stone-walled cellar. More haunches of meat and strings of herbs and garlic hang from the ceiling. Shelves line the walls, filled with ceramic pots and glass jars. Oddly, everything here is intact. Against the south wall stands a stout wooden door reinforced with iron.

#### TREASURE

Though filled with foodstuffs and perishables, the fare is fine and commands +50% of its normal market price if resold.

### 7B. VAULT

The door to this room is locked from the opposite side with a heavy bar (though the hinges (hardness 10, 30 hp) are visible from inside Room 7a.

**Strong Door:** 2-in. thick; hardness 5; hp 20; Break DC 25; Open Lock n/a (barred from the other side).

Should the PCs manage to open this door, they find a terrified young woman huddled amidst the boxes, crates, and barrels.

#### CREATURES

The woman's name is Alena Thomas and up until very recently, she was a guest of Felix's. When the attack came, she fled through Rooms 5 and 6, hoping to hide in the storeroom, but instead found a trap door leading to the cellar. Hearing the battle turn against the guests and the staff, she threw caution to the wind and flung herself down the ladder into the basement. She opened the door and dropped the bar to secure it. Luckily for her, she has an ample supply of food and water and a few other odds and ends to see her through this ordeal, assuming the pirates don't discover her hiding place.

Alena is a young woman in her mid-twenties, attractive with dark red hair and a smattering of freckles on her smudged cheeks. Her eyes are a lively green and she, in better times, is quick to smile. She has a foul mouth and curses a lot. At this time, she's wearing breeches and a loose shirt. Her hair she keeps pulled back, and her sword is drawn, waiting to cut the first bastard that comes for her.

You can use this NPC in a variety of ways. First, she can serve as a replacement PC for any who fell in the fighting. She could also serve as an excellent cohort or temporary ally through the rest of this adventure. Finally, she might be a great place to plant a plot seed for further adventures of your own design.



ALENA THOMAS

CR 8

Female human fighter 4, rogue 3, duelist 1  
CG Medium humanoid

**Init** +2; **Senses** Listen +4, Spot +4

**Languages** Common, Elven, Undercommon

AC 15, touch 14, flat-footed 12; Dodge, Mobility, canny defense  
(+2 Dex, +1 class, +1 armor, +1 deflection)

**hp** 46 (8 HD)

**Resist** evasion

**Fort** +7, **Ref** +9, **Will** +4

**Spd** 30 ft. (6 squares)

**Melee** mwk rapier +11/+6 (1d6+3/18–20)

**Ranged** mwk hand crossbow +10 (1d4/19–20)

**Base Atk** +7; **Grp** +8

**Atk Options** Combat Expertise, Spring Attack, sneak attack  
+2d6

**Combat Gear** *potion of cure moderate wounds*, 2 *potions of mage armor*,  
*potion of magic weapon*, *potion of sanctuary*, tanglefoot bag

**Abilities** Str 12, Dex 14, Con 12, Int 14, Wis 12, Cha 12

**SQ** trap sense +1, trapfinding

**Feats** Combat Expertise <sup>B</sup>, Dodge <sup>B</sup>, Mobility, Spring Attack,  
Weapon Finesse, Weapon Focus (rapier) <sup>B</sup>, Weapon Specialization  
(rapier) <sup>B</sup>

**Skills** Balance +5, Bluff +9, Climb +8, Disable Device +7,  
Diplomacy +3, Disguise +1 (acting +3), Escape Artist +5, Hide  
+8, Intimidate +6, Jump +11, Listen +4, Move Silently +5,  
Open Lock +7, Perform (actor) +4, Search +5, Sense Motive  
+2, Spot +4, Swim +5, Tumble +10

**Possessions** combat gear plus masterwork rapier, masterwork hand  
crossbow with 10 bolts, *ring of protection* +1, *amulet of health* +2,  
*bracers of armor* +1, *cloak of resistance* +1, hooded lantern, 6 pints  
of oil, masterwork thieves' tools, 4 tindertwigs, 46 gp

#### TACTICS

Though it's obvious she's hiding out, inevitably, some PCs are shoot first, ask later types. If so, they won't find Alena an easy mark. Should they attack, she uses Spring Attack to land a solid hit before springing past the PCs, using Tumble if she must move through occupied squares, and using Dodge against any character that looks like an archer. If the characters block her means of escape, she relies on a mix of Combat Expertise and fighting defensively to bide her time until she can escape. She'll taunt her foes, calling them pirates and promising to unman them if they come close. Characters making a DC 10 Sense Motive check can tell she's no villain and that her enemies are their own.

#### DEVELOPMENT

Alena is automatically suspicious of anyone who breaks the door down, though she's smart enough not to attack until she's ascertained their affiliation. She asks a few probing questions, such as who are the characters, why they're here, and what they're about. She knows nothing about Elise or the pirates, other than that they attacked the place with no provocation. If the PCs aren't a bunch of louts, she offers to help them in recovering Elise, just so long as she gets to kill a few pirates along the way.

#### TREASURE

In addition to Alena's personal possessions, this room holds 10 flasks of oil, 10 torches, 3 hooded lanterns, 4 tinderboxes, a box of 20 tindertwigs, 4 large 30 pound flour sacks, and several crates filled with miscellaneous foodstuffs.



## - PART III: WINDWARD ISLE -

### 8. HALL

The door to this room is locked.

**Strong Door:** 2-in. thick; hardness 5; hp 20; Break DC 25; Open Lock 25.

Just beyond the door is a long hall that stretches off to either side. On the opposite wall are a number of closed doors. The hall is simply decorated, with a runner covering the entire length of the hall. A few portraits of ordinary men and women and water scenes hang on the wall facing the doors. This area is otherwise empty.

#### TREASURE

Most of the paintings are done with an amateur hand, however one of them is quite good, painted by Sollorius Rendleson, a famous painter from the continent. It depicts a stunning view of the island and the resort. To the right buyer, this painting could sell for as much as 100 gp.

### 9. STAFF QUARTERS

Each location marked Room 9 is the same. They contain two bunk beds and a dresser between. A writing desk stands against the south wall next to the door, where a lantern also hangs from a hook. A throw rug lies on the floor and a trunk against another wall. These rooms once accommodated Felix's staff.

#### TREASURE

Each room holds the personal effects of its previous occupants. Characters searching through the dresser and trunk find a selection of nice, though simple, clothes, a few love letters, trinkets, cosmetics, and the usual items one would expect to find in a servant's quarters. In addition, there's a 10% chance that one of the rooms holds something of value. If so, roll 1d10 on **Table 3-1: Random Treasures** to determine what.

#### 3-1: RANDOM TREASURES

Roll	Treasure
1	Pouch of 1d20 gp
2	<i>Potion of cure light wounds</i>
3	Small piece of blue coral worth 3d10 gp
4	A silver hairbrush worth 40 gp
5	A gold necklace worth 150 gp
6	Vial of acid
7	Masterwork dagger
8	Masterwork longsword
9	<i>Potion of invisibility</i>
10	<i>Elixir of love</i>

### 10. FELIX'S QUARTERS

This room is similar to the others attached to the hall except that instead of having two bunk beds, it has one large bed. In addition, there's a large writing desk on which sits a stack of papers (mostly

inventories and one love letter to Felix from someone named Mandi) and bills, a quill and inkpot, and a jade paperweight of a crouching monkey (35 gp). A trunk sits against the south wall and two mahogany wardrobes stand opposite the bed, both packed with clothing. The room smells of quality cologne.

#### TREASURE

The furniture is of nicer quality (DC 12 Craft: woodworking) and could fetch a good price (1d10 × 100 gp per piece) if it could be transported. Characters who examine the room, especially one of the two wardrobes, and succeed on a DC 20 Search check find a hidden compartment at the base of the cabinet. The compartment holds a small figurine wrought from silver to look like a raven. This is a *silver raven figurine of wondrous power*. Also inside is a small pouch filled with 150 pp, 2 bloodstones (50 gp) and a chunk of unpolished alexandrite (worth 300 gp, but 500 gp if finished).

### FELIX'S FIRST FLOOR

The First Floor holds all of the guest rooms. The accommodations range from simple to decadent, with some rooms equipped with private iron tubs and even running water which is pumped from a well beneath the building. The smaller rooms are similar to those in most common inns.

The entire floor is one large circle, with a flight of stairs leading down to the main floor at either end of the floor. The floors and wall are all wooden, but splashed with droplets of blood or crimson handprints. There's a stink of sweat, soured wine, and ale, not to mention the coppery stink of blood.

The pirates now use these rooms to brutalize and assault the surviving staff and guests. If extreme levels of violence are inappropriate for your game, just assume that the pirates have done their deeds and murdered their victims. Otherwise, the PCs might just catch someone in the act.

Each minute the characters remain upstairs, they have a 20% chance to encounter 1d4+1 pirates emerging from a random room. Sounds of violence, since it's been going on for a few hours, do not immediately attract the attention of the other pirates. A sustained combat that lasts for 3 or more rounds, or an explosive spell, immediately attracts the pirates and a group of 1d4+1 emerge from various rooms each round until there are no more pirates left. Meanwhile, Sharpe snags Elise and makes for the cleared stairway to escape from the resort and drag her into the forest where he intends to kill her. Remember to deduct any slain pirates from the running total of 30. Once the characters kill or debilitate all 30, they encounter no more pirates.

Unless otherwise mentioned, there's a 10% chance for a room to hold 1d3 pirates who are otherwise engaged in some terrible act of violence (characters always gain surprise). If the pirates are present, there's a 75% chance that a staff member or a guest also occupies it. Roll 1d20 to determine the condition of the pirates' victim. On a 1 to 10, the victim is alive and screaming. On an 11 to 16, the victim is unconscious. And on a 17 or better, the victim is dead.

In rooms not occupied by pirates, there's a 30% chance there is a victim inside. Roll 1d20 to determine the condition of the victim.

## - PART III: WINDWARD ISLE -

On a 1 to 4, the victim is alive and awake. On a 5 to 10, the victim is unconscious. And on an 11 or better, the victim is dead.

In all cases, treat victims as 1st level commoners (see *DMG* for stats) with 1d4 points of nonlethal damage and half of the damage as lethal damage. If you'd like to plant future plot hooks, any of these victims could be a great device.

### 1. GUEST ROOM

This is a simple room holding two beds, a dresser, desk and chair. A closet door stands closed against one of the walls. A woven rug lies on the floor and a chamber pot sits near the door.

### 2. GUEST ROOM

This area is identical to **Room 1**, but it is always occupied.

#### CREATURES

There are always 1d4+2 pirates here. If the PCs have not yet encountered Dirty Malone elsewhere, they find him here. There should be 1d3 victims present as well.

#### TACTICS

If the PCs enter this room, one of the pirates callously shouts, 'wait yer turn!' The player characters automatically gain surprise. If the pirates survive the surprise round, they break off into groups of two to target one character at a time. If there's an odd pirate left, he performs a coup de grace action against the victims. Should Malone be present, he drinks his *potion of shield of faith* +5 and moves to get a flanking position, while drawing his weapons. So long as Malone is present, the pirates fight to the death. Otherwise, they surrender to the characters' tender mercies.

**Drunken Pirates (1d4+2):** hp 12; see page 32 for statistics.  
**Dirty Malone:** hp 33; see page 31 for statistics.  
**Victims (1d3):** hp 2 each; noncombatants.

#### DEVELOPMENT

If the characters manage to capture one of the pirates, a successful Intimidate check with a +2 circumstance bonus forces the pirate to reveal that Sharpe and Elise are somewhere on this floor, but none of the pirates know where. Malone, on the other hand, if taken alive, will spill everything if he can get assurances that the characters will spare his life. He senses that this is his opportunity to assume control over *The Knife* (even if the boat was destroyed and he knows about it somehow, he still divulges what he knows). Here are some possible questions and answers, though you should feel free to reveal whatever other plot details you like:

- *What do you want with Elise?* We were hired to kidnap her.
- *By whom?* First by Arias Soderheim, but later by some fella from the continent.
- *Who is this second man?* I dunno. I didn't see his face. His accent pegged him though.
- *Who's Arias Soderheim?* Uhm, he's on the Captain's Council.
- *Why did Soderheim want Elise captured?* Dunno.

- *What did the second man say?* He wanted us to murder the noblewoman and send her carcass back to Freeport with evidence linking the murder to Soderheim.

If the PCs managed to save any of the victims, they are all grateful, but lack any significant ability to help the characters in destroying the rest of the pirates. They suggest they'll hole up in a closet until the PCs come back for them.

#### TREASURE

There is no additional treasure beyond the personal possessions of the pirates.

### 3. GUEST ROOM

This room is identical to all the other guest rooms, having two beds and the standard furniture. The difference is that this room is occupied.

#### CREATURES

If the PCs have not yet encountered Captain Sharpe, Elise, or Kyl, they are encountered here. Elise lies on one of the beds, her hands tied behind her back. Sharpe leans back in the chair, smoking a pipe while telling Elise how he intends to kill her. Kyl, if here, sits on the other bed, studying his spellbook.

**Captain Sharpe:** hp; see page 41 for statistics.  
**Kyl:** hp 24; see page 32 for statistics.  
**Elise:** hp 65 (currently 12); see page 40 for statistics.

#### TACTICS

Sharpe has little interest in an open confrontation, especially against a group of well armed opponents. If Kyl's here, the evoker readies a *dimension door* spell until Sharpe can stand next to Elise, at which point Kyl uses the spell to transport himself, his Captain, and the noblewoman to a place of your choosing outside of the resort. On the following round, Kyl readies his *enlarged fireball* to cast at the first sign of the PCs, while Sharpe drags Elise through the woods to hide out until the threat's resolved. See **Pursuit** for details.

Should the PCs prevent the Captain from escaping, Kyl unloads a torrent of spells, casting on the defensive to cut a hole through the party. He won't endanger his Captain, but if his master falls, he shatters his *elemental gem* and lobs *fireballs* until the building is sufficiently burning, at which point, he beats a hasty retreat.

Sharpe attempts to get past the PCs by using Elise as hostage. He places his pistol at the woman's head and urges the characters to get the hell out of the way. By this point, he knows that his mission's been foiled, but he has no qualms about using Elise to escape. Each round, Elise strains at her bonds, using her concealed dagger to try to cut through them. Have her make a DC 18 Strength check each round with a cumulative +2. Characters succeeding on DC 15 Spot checks can see what she's doing. If she breaks free, she attacks Sharpe with the blade. Otherwise, Sharpe pushes her past the PCs, backing down the hall to the stairs. Once there, he puts a bullet in Elise's head (coup de grace) and then on the following round, he flees.

Sounds of fighting attract the other pirates as normal. Kyl fights as long as long as Sharpe is present, only fleeing once the Captain falls or escapes. Sharpe flees as soon as he can.



## - PART III: WINDWARD ISLE -

### DEVELOPMENT

The PCs should have little chance of capturing these villains alive. Between the pirates that respond to the sounds of fighting and both knaves' determination not to be captured, the PCs shouldn't end this fight quickly. If somehow captured alive, Sharpe tells the characters everything Malone can tell them (see **Room 2**), but even he doesn't know the identity of the continental agent. If the PCs succeed on a DC 20 Intimidate check, Sharpe agrees to reveal the plots to the rest of the Captains' Council.

Kyl, on the other hand, refuses to speak, even under torture. Capturing him triggers a resurgence of the nightmares from his time at the hands of the human pirates, and he starts frothing at the mouth. He viciously strains against his bonds, casting spells whenever he can. If targeted by a *calm emotion* spell, he settles down but refuses to speak unless magically compelled, and then he only reveals what he knows, which is the same information that Malone knows.

If Elise lives through this encounter, she is grateful and clings to the nearest PC, urging the party to flee. She is coherent, and fights if she must, but she wants nothing more than to escape the island.

### TREASURE

There is no additional treasure beyond the possessions of the inhabitants.

## 4. LUXURY SUITE

These rooms are lavishly decorated, the floors covered by thick plush carpet and the walls papered in blue or green. Towards the front of the building sits a large four-poster bed with a soft feather mattress. In addition, there's a wardrobe, a chest, a vanity and a changing screen. On the other side of the suite, there's a pair of wingback chairs, a small sofa, and a short table, all near a good sized fireplace. Windows facing the ocean ordinarily present a beautiful view.

## 5. LINEN CLOSET

This small closet holds linens, towels, and toiletries.

### CREATURES

Hiding behind a pile of towels is Mandi Bogthistle, a young halfling woman and Felix's lover. She's hidden here since the attack began, hoping that the pirates somehow overlook this closet. There've been a few close calls, but so far she's escaped their attention. Mandi is tall for a halfling, slender, with a pretty face and blond curly hair. She wears a simple black dress and apron.



MANDI BOGTHISTLE

GR 2

Female halfling expert 3

NG Small humanoid

**Init** +2; **Senses** Listen +10, Spot +8

**Languages** Common, Halfling

AC 13, touch 13, flat-footed 11; Dodge

(+1 size, +2 Dex)

**hp** 7 (3 HD)

**Fort** +1, **Ref** +4, **Will** +4; +2 against fear

**Spd** 20 ft. (4 squares)

**Melee** Small mwk dagger +2 (1d3-2/19-20)

**Base Atk** +2; **Grp** -4

**Abilities** Str 6, Dex 14, Con 9, Int 10, Wis 11, Cha 13

**Feats** Alertness, Dodge

**Skills** Climb +0, Diplomacy +7, Hide +12, Jump +0, Listen +10, Move Silently +10, Profession (maid) +6, Spot +8

**Possessions** masterwork dagger, chambermaid uniform, gold ring (50 gp)

### TACTICS

If the PCs open the door, she remains hidden (Spot DC 22) and clutches her dagger. If the character's search the closet, she lashes out fearfully with her knife and scurries back into the corner like a badger, snarling "you'll never take me alive!" And if the characters attack, she fights to the death. Reward no experience for killing Mandi.

### DEVELOPMENT

If the PCs befriend Mandi (DC 15 Diplomacy check), she runs out of the closet and embraces the closest character. From her hiding place, she saw Captain Sharpe lead a bound woman to **Room 3**, which she happily mentions if the PCs ask. Mandi knows little else of value.

If the PCs manage to rescue Mandi, award the party a 200 XP bonus for the good deed.

### TREASURE

Except for a few piles of sheets, blankets, and other miscellaneous chambermaid items, this room is empty.

## 6. LUXURY ROOMS

Though smaller than the suites, these luxury rooms are quite nice, affording the best view of the ocean. A large four-poster bed, a wardrobe, a vanity, a sideboard stocked with liquor and all the affectations of wealth cover these chambers.

### TREASURE

There is nothing of value in this room aside from the furniture and décor (1d6 pieces each worth 2d10 gp).

## PURSUIT

In all likelihood, Captain Sharpe escapes with Lady Elise in tow, fleeing to the forest, and if the PCs are hot on his trail, deeper inside. He could simply kill Elise, but if he does so, there's nothing to protect him from the PCs. So, he runs for it, hoping to find shelter in the caves on the far side of the island, in the direction of the approaching storm. Once safe, he still doesn't kill Elise since he believes somehow he'll be able to complete his mission, but if cornered, he'll do whatever it takes to survive.

Following Sharpe through the forest can be as straightforward or as complicated as you like. The most important element is to keep

## - PART III: WINDWARD ISLE -

the tension high. The characters should catch glimpses of their prey through the darkness, and may seem to draw close to him. If the characters are pretty healthy after their foray into Felix's, you could sprinkle a few extra encounters such as 1d6+1 dread ghoulish serpent people (see page 30) or a troll or two. Otherwise, if the characters are a bit beat up, let them move through the forest without being attacked.

Keep Sharpe ahead of the PCs. Sharpe's been here before, giving him a slight edge over the PCs as they follow through the undergrowth. Ideally, the final showdown should occur on the western side of the island, but if a resourceful character manages to capture Sharpe early enough or cut off his escape, let them—just modify the final scene based on where they confront him.

### SHOWDOWN

Regardless of where the PCs finally corner the Pirate Captain, the scene should be dramatic and full of tension. It should be clear that Sharpe intends to kill Elise and he can do it at any time. Add to this flashing lightning, gusts, sheets of rain, and a windswept cliff, and this final confrontation should be memorable and exciting, the perfect culmination to the rescue mission.

### ELISE GROSSETTE

The descendant of the famous Antonion Grossette, who was responsible for increasing the size of the Captains' Council while diminishing the powers of the Sea Lord during the continental wars, Elise has certainly inherited her forbearer's political savvy

and sensibilities. Since Drac's scandal, she has gradually emerged as a frontrunner in the Captains' Council, leading the way on new initiatives and working to dismantle the requirements for becoming the Sea Lord. Her work in Freeport resulted in her gaining a number of powerful allies, but also plenty of enemies who wanted nothing more than to see her silenced.

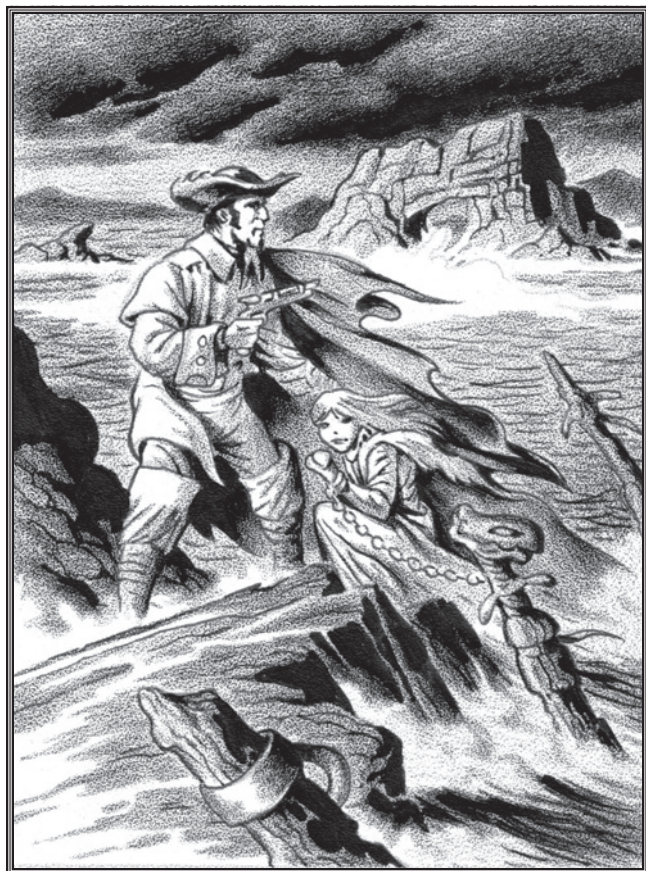
She was seen as a favorite to become the next Sea Lord, and if she were to advance to that coveted seat, she would be the second Sea Lady in the city's long checkered history. Part of her success stems from her family's long history, but mostly it is because of her vocal opposition to Milton Drac's excesses. However, her disappearance has cast the Council into confusion, with each member suspecting the others of wrongdoing.

### DESCRIPTION

Lady Elise is an attractive woman in her mid-forties. She wears her straight black (but graying) hair long. Her face is pretty but hard, with slight lines creeping in around her dark smoldering eyes. Grossette is wealthy, and her couture shows it. She favors expensive gowns enhanced by rich, though not ostentatious, jewelry. Her time in Sharpe's cruel hands has taken its toll. Her clothing is stained and torn, her jewels and necklaces removed. Her hair is in disarray and her features are haggard.

### PERSONALITY

While on the Captains' Council, Elise was an aggressive politician, with little use for niceties. Considered a vicious opponent by her rivals, she forced measures through by sheer force of will. The recent events have done their part to erode her resolve, and she is but a shadow of her former self. In fact, she has vowed that if she survives this ordeal, she will retire from public service for good.



LADY ELISE GROSSETTE	GR 10
Female human aristocrat 11	
LE Medium humanoid	
Init +0; Senses Listen +17, Spot +11	
Languages Common, Elven	
AC 10, touch 10, flat-footed 10	
hp 65 (11 HD)	
Fort +3, Ref +3, Will +9	
Spd 30 ft. (6 squares)	
Melee dagger +7/+2 (1d4-1/19-20)	
Base Atk +8; Grp +7	
Abilities Str 9, Dex 11, Con 10, Int 13, Wis 14, Cha 18	
Feats Alertness, Iron Will, Skill Focus (Diplomacy) <sup>B</sup> , Skill Focus (Gather Information), Skill Focus (Sense Motive)	
Skills Bluff +18, Diplomacy +27, Disguise +4 (+6 acting), Gather Information +21, Intimidate +6, Knowledge (nobility & royalty) +8, Listen +17, Sense Motive +19, Spot +11, Swim +0	
Possessions concealed dagger	

### ALLETHRA SHARPE

Allethra Sharpe made a name for himself when he slaughtered the crew of a ship and sent back pieces of the ship's captain (who just so happened to be the nephew of a continental king) to the monarch



## ~ PART III: WINDWARD ISLE ~

### PRIVATEER FP PISTOL

The Privateer FP is the classic Kolter firearm, the weapon that made him famous in Freeport. It has undergone continual improvements over the last several years, which makes it the most reliable of Kolter's weapons (+1 on misfire results). The Privateer FP is quite popular with pirate captains. If rumors are to be believed, some captains carry four Privateers on boarding actions so they are always ready to fire. Enchanted Pistols add their bonus to the misfire result.

Weapon	Cost	Small Damage	Medium Damage	Critical	Range Increment	Weight	Type
Privateer FP	400 gp	1d10	2d6	×3	30 ft.	3 lb.	P

*Freeport: The City of Adventure* contains rules for using firearms. In short, firearms require the Exotic Weapon Proficiency (firearms) feat to use without taking a –4 penalty. It takes 3 full-round actions to reload a weapon (Rapid Reload may apply, though it reduces the number of rounds to 2), and whenever a 1 is rolled on an attack, roll 1d20 (applying misfire modifiers) and consult the following table.

Roll	Result
1–3	<b>Kaboom!</b> Weapon explodes, dealing normal damage to wielder
4–8	<b>Fouled.</b> The barrel is fouled. Before it can be used again, it requires an hour of cleaning
9–12	<b>Jammed.</b> The firing mechanism jams, requiring 1d6 rounds to clear it.
13–16	<b>Weak Charge.</b> Too little powder causes the gun to fire with n0 effect.
17+	<b>Failed Ignition.</b> For some reason, the weapon fails to ignite. It may be fired again on the following round.

after the land posted a 1,000 gp reward for himself. After this daring act, the reward swiftly rose to 10,000 gp for his head, which is just how this villainous elf pirate likes it.

Sharpe captains *The Knife*, a sleek pirate ship whose grey sails and skull and bones flag inspire fear in even the most hardened pirates. Allethra was not always the vicious pirate captain he is today. His course was set when he was sold to a human pirate named Cody the Black. A vile man, Cody had a taste for elf boys and would torment them until he grew tired and fed them to the sharks. Allethra was one of Cody's boys, but despite the horrors he endured, he refused to die. He vowed he would kill his captor, and so he sharpened a spur of metal and hid it in his mattress. When old Cody came calling in the darkest hours of the night, Allethra pulled his blade and cut the pirate's throat. Hatred welling up inside him, he crept from his chambers and butchered half the crew until at last the rest recognized him as their captain. And so, Allethra has commanded *The Knife* ever since.

Sharpe replaced his crew with elves taken from the fleshmarkets of K'dal, teaching them to be sailors. He despises humans and takes great pleasure from torturing and killing them. It's believed he's personally killed 200 men, to say nothing of the crimes pinned to his notorious ship.

#### DESCRIPTION

Tall, whip-thin, with scarred angular features and haunted blue eyes, Allethra Sharpe has taken to life at sea. He wears a heavy red captain's jacket festooned with brocade and patches, navy breeches that tie off just below the knees, and a flamboyant tri-cornered hat replete with a feather.

#### PERSONALITY

Allethra is a man divided. In the dark recesses of his mind, he is still the innocent lad plucked from his home. But the terrifying experiences of his time under Cody the Black have left their mark, making him more than a little mad. He laughs inappropriately, chuckling at the suffering of others around him. Since his own captivity, he sees it as his duty to visit the same horrors on every human he meets. Consequently he is merciless in his attacks, leaving in his wake dozens of smoking ships filled with the corpses he has made.

CAPTAIN ALLETHRA SHARPE	GR 9
Male elf corsair 9 NE Medium humanoid (elf) <b>Init</b> +5; <b>Senses</b> low-light vision, Listen +2, Spot +2 <b>Languages</b> Common, Elven	
<b>AC</b> 22, touch 17, flat-footed 21; <b>Dodge</b> , <b>Mobility</b> , <b>uncanny dodge</b> (+5 Dex, +2 class, +5 armor) <b>hp</b> 40 (9 HD) <b>Immune</b> sleep <b>Fort</b> +7, <b>Ref</b> +12, <b>Will</b> +4 (+6 against enchantments)	
<b>Spd</b> 30 ft. (6 squares) <b>Melee</b> +1 rapier +15/+10 (1d6+3/18–20) <b>Ranged</b> +1 privateer FP pistol +15 (2d6+1/×3) <b>Base Atk</b> +9; <b>Grp</b> +11 <b>Atk Options</b> dirty fighter +2d4, improvised weapon fighting, Spring Attack <b>Special Actions</b> fortune's fancy (2/day, +4) <b>Combat Gear</b> 2 potions of cure light wounds, potion of sanctuary, potion of shield of faith +2	

## - PART III: WINDWARD ISLE -

**Abilities** Str 14, Dex 20, Con 10, Int 10, Wis 11, Cha 14

**SQ** able to notice secret or concealed doors, reckless abandon, rope monkey, sea legs

**Feats** Agile <sup>B</sup>, Dodge, Exotic Weapon Proficiency (Firearms), Mobility, Spring Attack, Weapon Finesse <sup>B</sup>

**Skills** Balance +15, Bluff +7, Climb +6, Diplomacy +6, Disguise +2 (+4 acting), Escape Artist +10, Intimidate +9, Jump +11, Listen +2, Profession (sailor) +2, Search +2, Sense Motive +5, Spot +2, Swim +5, Tumble +15, Use Rope +7

**Possessions** combat gear plus +1 mithral shirt, +1 rapier, +1 privateer FP pistol with powder and shot to fire 10 times, cloak of resistance +1, gloves of Dexterity +2

See **Appendix II: The Corsair** for details on the Corsair class.

### TACTICS

Allethra Sharpe knows he's doomed and has made peace with it. However, he's not sure what to do about Elise. His hatred of humans edges him towards simply killing her, but deep down he knows such an act would be futile, at best.

Characters who try diplomatic means to convince him to turn over the woman stand the best chance at getting Elise back and alive. You can resolve this in one of two ways. First and best is to handle this through roleplaying. Have the characters try to bargain with the pirate, trying to convince him that it's in his best interest to let the woman go. If the players make a convincing argument, such as by offering to let

him go, he lets her go before he runs off. Otherwise, he shoves Elise off the cliff (or shoots her) and flings himself at the PCs.

The second way is more mechanical. It will take a DC 25 Bluff or Diplomacy check to convince Sharpe to turn the woman over. If there's an elf in the party, award the character a +4 circumstance bonus to the check. If the speaker is a human, impose a -4 penalty. If the character fails the Diplomacy check, Sharpe looses a snarl and shoots Elise in the back, sending her body to the rocks far below. Otherwise, Sharpe lets her go and tries to run for it.

Should the tense situation erupt in a fight, Sharpe uses Spring Attack to slash at his enemies while trying to find a way to escape. If prevented, he drinks his potion of sanctuary followed by a potion of shield of faith +2, and launches back into the combat. He focuses his attacks at one character at a time, and fights from within the trees if possible (gaining a +2 bonus to AC and a +1 bonus to Reflex saves; see **Forest Terrain** in **Chapter 3: Adventures of the DMG**). Malone and Kyl show up after 1d4 rounds if either still lives, and 1d4+1 pirates (if any survived) show up each round, starting 1d6 rounds into the combat until all 30 have been accounted for.

Finally, if the Cabin Boy/succubus is with the Captain and the PCs are aware of its identity, the succubus fights from a position of safety, using *suggestion* and *charm monster* to control the flow of the battle, moving characters into unsafe positions (such as into flanks or near the edge of the cliff where they can be bull rushed). If the battle is really going against Sharpe, the Cabin Boy tries to summon a vrock. If this fails, it flees.

## - WHAT'S NEXT? -

What happens next depends on what happened on Windward. Unless the characters seriously botched this part of the adventure, they should have plenty of time to contact Buster and make a hasty retreat back to Freeport, hopefully with Elise and a few captured villains to place the blame squarely on Soderheim's shoulders. But, as is wont to happen in adventures, something likely went wrong.

If Elise dies, don't worry; if she lives, she'll forever after withdraw from politics, and the characters ought to have enough information and evidence to nail Arias to the wall anyway. If they failed to save Elise and didn't find out who was behind the kidnapping, you'll need to fudge things a bit, perhaps planting evidence somewhere back in Freeport or on the body of Malone or Sharpe.

Should Captain Sharpe (or any of the other important villains) manage to escape, they can be killed by the storm or somehow survive it to harass the characters at some point in the future. Reoccurring villains are always the best.

If the characters take too long to defeat the pirates and Buster sets sail back to Freeport, the PCs will have to find some place to take cover as the hurricane passes overhead. If they don't, they face the full brunt of the storm as described under **Weather** in the **DMG**. The resort is sturdy enough to protect them through the worst of the storm, but by the time the hurricane passes, it's in ruins. There are some caves on the cliff face (reaching them requires a DC 15 Climb check) that surprisingly offer some shelter from the wind and water; the caves burrow up into the cliff and therefore don't flood. These places could be great spots for additional encounters if you like.

Luckily for the PCs, the conclusion isn't based on a time table; the conclusion of the adventure depends on the information the PCs gained and reveal to the Captain's Council. Even if it takes a few weeks and if Arias is named Sea Lord, they can remove him from power once they reveal the truth behind the kidnapping.





# - PART IV: ENDGAME -

With Lady Elise rescued (or, at least, her body obtained) by the heroes, the party returns to Freeport to confront Arias Soderheim and bring him to justice. Moreover, their experience on Windward will have most likely given them a new piece of the puzzle, with clues pointing

## WHEREIN CRIMINALS PAY FOR THEIR CRIMES, AND ORDER IS RESTORED

to the involvement of a Continental power in the plot. Once they make it back to Freeport, they must hunt down Soderheim, weather attacks by assassins and renegade members of the Sea Lord's Guard, and confront the mysterious Continental agent to bring all the conspirators to justice.

## - RETURN TO FREEPORT -

When the heroes return to Freeport, all is not well. Depending on the amount of time it took them to return to the city, several situations may be in place. The following options provide different ways for GMs to set up for the events in this chapter.

### THE HEROES RETURN AHEAD OF THE HURRICANE, ABOARD BUSTER'S SHIP

In this scenario, the adventurers were able to defeat Captain Sharpe, rescue or recover Lady Elise, and get back to Buster's ship in time to head back to Freeport ahead of the hurricane. If this is the case, when they return, they find the city is battenning down the hatches in preparation for one of the worst storms the city has ever seen. Priests of the God of the Sea (assuming they survived) are preaching at the waterfront, beseeching their god to show them mercy, while others claim the hurricane is punishment for the desecrations that took place during the riots. Within hours, the hurricane passes through Freeport, barely giving the heroes time to seek shelter before the storm hits. The heroes may have time to visit Marcus Roberts and report to him before the hurricane, but not much else. Should they attempt to head directly for the Soderheim residence, they find it boarded up tight in preparation for the storm, and nothing short of a small army could get inside. Once the hurricane blows through town, Soderheim uses the chaos in the aftermath of the storm to slip out the back of his residence and go into hiding.

### THE HEROES RETURN SHORTLY AFTER THE HURRICANE HAS HIT FREEPORT

In this scenario, the heroes have defeated Captain Sharpe and discovered evidence of Soderheim's guilt and the Continental plot, but did not make it back to Buster's ship in time to beat the storm to Freeport. When they arrive back at the city, they find it intact but much worse for the wear. Some buildings are destroyed, almost all are damaged, and several ships are beached on the shore. The town is in chaos, and the Captain's Council is doing everything they can to see order restored and help gets to those who need it. Soderheim has already gone into hiding (as news of a ship returning from Windward following the hurricane has already reached his ears), and Marcus Roberts is pleased to see the heroes, taking them immediately to the Captain's Council to relay what they have discovered.

### THE HEROES RETURN TO FREEPORT, BUT SEVERAL DAYS/WEEKS/MONTHS LATER

When the party does not immediately return to Freeport following the storm, Soderheim assumes they have perished and that his plot was a success. Through careful political maneuvering, Soderheim claims the title of Sea Lord and has already begun putting plans into motion

to secure it. However, the Continental agent, seeing his plan to frame Soderheim has failed, has not remained idle in the intervening time. When the heroes return with evidence of Soderheim's involvement, this agent ensures word of the Sea Lord's crime reaches all ears within hours. *The Shipping News* puts out a special edition, and riots nearly break out again over the revelation of this corruption (feel free to use stats and concepts from the riots in **Chapter One** for further rioting). Seeing his guilt revealed, Soderheim goes into hiding, and the Captains' Council revokes his title of Sea Lord.

Regardless of which scenario happens, the heroes will likely want to report their findings to Marcus Roberts (the man who hired them, after all) and see to it Soderheim is brought to justice.

## REPORTING TO ROBERTS

When the heroes arrive at the Roberts House, they are immediately escorted to Captain Roberts's study, the place where they were originally hired. Roberts is grateful and pleased if they managed to rescue Lady Elise alive, or saddened but understanding if all they managed to bring back was her corpse. Regardless, Roberts is incensed that Soderheim would stoop so low as to hiring pirates to kidnap Lady Elise, and shaken by the fact that there is an agent of Continental power involved in the plot as well. During his own investigations, he turned up no mention of an outside agent, so news of this person's involvement is both shocking and disturbing. However, Captain Roberts does not dwell on things he can do nothing about, and instead sends messengers to the homes of the other members of the Captains' Council to call an emergency meeting. Soderheim must be arrested and brought to trial, and they must act quickly before he has a chance to rally anyone to his cause.

Before the meeting of the Captains' Council, Roberts takes time to debrief the party on everything that happened to them while on Windward. If Lady Elise survived, he sees to it that she receives immediate care and has her escorted back to the Grossette House where she remains for the rest of the adventure. What happens to her after that is up to you, but as she is no longer willing to put herself in danger, she withdraws from the council, leaving her seat vacant for now.

Additionally, Roberts provides the characters with the promised reward, and even offers to have his servants venture out into the town and make purchases for the players. Since time is of the essence, Captain Roberts escorts the heroes to the council meeting as quickly as possible, but GMs should give the PCs time to arm themselves (or restock supplies) as needed. Marcus Roberts's servants can go into Freeport and procure any items at market value on the players' behalf, bringing their purchases to the characters just before the Captains' Council convenes. Additionally, this allows the characters to spend time talking to Roberts, who should be able to answer any questions

## - PART IV: ENDGAME -



they might still have about the plot up to this point. Feel free to use Marcus Roberts to fill in any plot gaps up to this point, though the identity of the Continental agent should remain a secret until it is revealed later in this chapter.

### THE COUNCIL'S DECREE

Once Captain Roberts is satisfied he has learned everything he can from the PCs, he sweeps them outside and into two coaches he called for when he sent his summons to the Captains' Council. Motioning for the adventurers to climb aboard, Roberts himself climbs into the front coach and orders the driver to make haste for the Plaza of Gold. It is here Roberts has called for an emergency meeting of the Captains' Council, hoping that holding the council's meeting in public will not only publicly incriminate Soderheim, but also force his supporters to acknowledge the man's corruption. It's a bold move, as very few members of the council are usually willing to conduct affairs in public, but in light of the evidence the PCs have, he has no choice.

When the heroes arrive at the Plaza of Gold, read or paraphrase the following text.

*A majestic fountain acts as the centerpiece to this rare scene of beauty. This section of town seems to have been untouched by the hurricane, though it is far more likely it was simply the first to be cleaned up. Gathered around the base of the fountain are the remaining members of the council, with one conspicuous absence: Arias Soderheim. Additionally, a small crowd has formed around the councilors, watching the council meeting with curiosity.*

When Roberts arrives with the heroes in tow, the council members immediately demand to know why he has summoned them there. Once he has calmed them down, he explains the evidence the adventurers have gathered. Calling upon the party members to give their testimony, he lays out the case against Arias Soderheim for all to see. By the time he is done speaking, nearly a half an hour later, most of the Captains' Council seems either embarrassed or furious.

For another two hours, the council is locked in debate about what to do with Soderheim. Eventually, Marilise Maeorgan, one of the youngest members of the council, comes forward with a bold and fierce argument that eventually sways the council. Determined to use the situation to solidify her power base, she proposes not only arresting and trying Soderheim, but seizing his estates and banishing any of his blood relatives from Freeport. When she announces this, it draws gasps from both the councilors and the assembled audience, but over the course of the rest of the debate, she either convinces or browbeats all the other council members into agreeing with her. Even Marcus Roberts seems impressed with her boldness and vehemence, and finally the council makes its decree: Arias Soderheim is to be arrested and brought to trial, and his family is hereby banished from Freeport on pain of death.

### ASSASSINATION ATTEMPT (EL 10)

Unfortunately, during the hours of debate regarding his fate, Arias Soderheim has not stood idle. Knowing that he cannot show his face in public for fear of arrest, he has arranged for a group of hired assassins to target the council members present in the Plaza of Gold. Hoping to eliminate those members of the council that he sees as having ruined his career, he sends the assassins to kill any council members, but particularly Marcus Roberts, whom he (rightly) believes to have orchestrated his downfall. Additionally, the assassins have orders to kill any members of the adventuring party present, as they are the ones who brought the evidence back from Windward.

The assassins strike just as the council starts to break up, right after the decree against Soderheim goes out. Each assassin has been paid to complete their task or die trying, though the presence of the heroes makes their job somewhat more difficult.

#### CREATURES

Four assassins wait in the shadows, biding their time until the best moment to strike.

Assassins	GR 6
Male human rogue 5, assassin 1 NE Medium humanoid <b>Init</b> +7; <b>Senses</b> Listen +8, Spot +8 <b>Languages</b> Common, Orc	
<b>AC</b> 17, <b>touch</b> 13, <b>flat-footed</b> 14; <b>Dodge</b> , <b>Mobility</b> , <b>uncanny dodge</b> (+3 Dex, +3 armor, +1 shield) <b>hp</b> 27 (6 HD) <b>Resist</b> evasion <b>Fort</b> +2, <b>Ref</b> +9, <b>Will</b> +1	



## ~ PART IV: ENDGAME ~

<b>Spd</b> 30 ft. (6 squares)
<b>Melee</b> mwk short sword +6 (1d6+2/19–20 plus poison)
<b>Ranged</b> mwk hand crossbow +7 (1d4/19–20)
<b>Base Atk</b> +3; <b>Grp</b> +5
<b>Atk Options</b> death attack (DC 12), poison (blue whinnis, DC 14, 1 Con/unconsciousness), poison (shadow essence, DC 17, 1 Str drain/2d6 Str), sneak attack +4d6
<b>Combat Gear</b> dose of blue whinnis, dose of shadow essence, 2 elixirs of sneaking, potion of cure moderate wounds, potion of haste, potion of invisibility
<b>Assassin Spells Known (CL 1st):</b> 1st (1/day)— <i>obscuring mist</i> , <i>true strike</i>
<b>Abilities</b> Str 14, Dex 16, Con 13, Int 12, Wis 10, Cha 8
<b>SQ</b> poison use, trap sense +1, trapfinding
<b>Feats</b> Dodge, Improved Initiative <sup>B</sup> , Mobility, Rapid Reload (hand crossbow)
<b>Skills</b> Balance +6, Bluff +7, Craft (poisonmaking) +5, Disguise +7 (+9 acting), Diplomacy +3, Gather Information +7, Hide +16, Intimidate +5, Jump +12, Listen +8, Move Silently +12, Sense Motive +8, Spot +8, Tumble +13
<b>Possessions</b> combat gear plus masterwork studded leather, masterwork buckler, masterwork short sword, masterwork hand crossbow with 10 bolts, <i>cloak of elvenkind</i>

### TACTICS

The assassins attack with surprise. They have spent the requisite time studying the PCs, so they may use their death attack ability. Admittedly, the PCs are unlikely to fail their save against the death attack, but they will have to deal with the blue whinnis-smear bolts. As well, the assassins also took the time to coat their short swords with shadow essence, so when they attack, they can cripple their opponents to reach the council members before they escape.

Though their primary mission is to eliminate the Sea Lord's Council, they realize they stand no chance so long as the PCs are alive. Thus, the assassins focus their attention on the characters first. In any event, the assassins are ruthless killers, and they fight to the death.

### DEVELOPMENT

The assassination attempt leaves many of the council members shaken, and any doubts as to the heroism of the adventurers are quickly wiped away. During the fight, Marilise Maeorgan flees the scene in her

carriage; it is important that Marilise lives, as she still has an important part to play. The remaining members of the council congratulate the heroes on their work with varying degrees of enthusiasm, and thank the party for saving their lives.

Following the assassination attempt, members of the Sea Lord's Guard close in on the Soderheim residence, only to find that Arias himself has long since fled. They immediately seize the estate and begin conducting a thorough search of the grounds, looking for any clues as to the owner's whereabouts. Having saved the lives of the Captains' Council, the heroes are granted permission to enter the Soderheim residence during the investigation. Once inside, they find that the former councilman fled in a hurry, leaving behind all his ledgers and paperwork from his time on the council. Any character that spends at least two hours perusing the paperwork discovers the following facts:

- Arias Soderheim did indeed hire Captain Sharpe to kidnap Lady Elise (providing hard evidence in case any doubt still remained). Additionally, several ledgers refer to payment to "Continental Trading and Shipping Company." A DC 27 Knowledge (local) check reveals this was a failed shipping company that went out of business some years ago. If the PCs don't come to the conclusion by themselves, have them make DC 15 Intelligence checks to deduce that this is likely a codename for the Continental agent.
- Soderheim has been plotting the kidnapping of Lady Elise for some time now, and the riots are referred to in his notes as "a city-wide distraction," indicating that he had some foreknowledge of, or even a hand, in the rioting.
- Several unsigned letters indicate Soderheim backed Lady Elise's motion to repeal the Law of Succession, knowing full well he would have her kidnapped to make it easier to assume the title of Sea Lord.
- A number of Official Pardons (signed, "Arias Soderheim, Sea Lord of Freeport") are made out to various members of the criminal underworld, including Buccaneers leader Patch Carty and Cutthroats leader Bloody Jack.
- The ledgers mention payments to keep up a house in the Old Quarter, called "Mrs. Safe's estate." Further study of these records indicate that this building is a retreat used by Soderheim for clandestine business, and is likely also used as a safe house for times like this. This clue in particular should get the characters on the right track to begin hunting down Soderheim to bring him to justice.

## ~ THE HUNT FOR SODERHEIM ~

With Soderheim on the run, the party must now hunt him down in the city. They have one obvious clue—the ledger detailing Soderheim's ownership of a home in the Old City—but may also seek other avenues to find him. Below are some of the possible means by which Soderheim's hideout might be discovered.

### MRS. SAFE'S HOUSE

Traveling to the address listed for Soderheim's Old City estate, they find a small but well-kept home down a nondescript side street. The

house looks much the same as any other home in the area: nice, but not fancy. An elderly woman (who does indeed introduce herself as "Mrs. Safe") comes to answer the door, and invites the heroes in to sit for a while. When asked about Soderheim, she quickly begins to ramble about "That nice young man, Arias" and all the help he's given her over the years. It should quickly become apparent to the party that Mrs. Safe is, in fact, senile, and it is only her senility that has allowed her to maintain Soderheim's second home for so long. The woman was never considered a danger to Soderheim due to her faulty memory and failing sanity.

## – PART IV: ENDGAME –

Unfortunately, Mrs. Safe has very few answers for the party. She hasn't seen Arias Soderheim in weeks (though the actual timeframe is debatable, given her questionable mental health), and even then, she didn't know where he was going. She does offer up one bit of information that should point the heroes in the right direction: she mentions that, when Arias felt pressure from his job, he always went to "the house where he found some peace," which is the old woman's way of describing the House of Serenity. Allow the heroes to make a DC 23 Knowledge (local) check to determine the House of Serenity is a brothel nearby, and may be what she is referring to. Otherwise, they leave with only that clue.

### BACK ALLEY MURDERS

If the party is having difficulty locating Soderheim, an event takes place that provides more clues as to his whereabouts. As the heroes move about Freeport, a cry goes out that several members of the Sea Lord's Guard have been murdered. If the heroes rush to the scene, they find that a trio of men wearing the uniform of the Sea Lord's Guard lies in a dark alley. These men were at the House of Serenity when Soderheim arrived, but the ex-councilman had them killed and their bodies dumped in this alley to keep them from revealing his presence. Given that the characters have already been sanctioned to find Soderheim and bring him to justice, they have no difficulty convincing the law officers to allow them to look at the bodies.

A DC 19 Search check turns up lipstick on the collar of one of the guards, which should indicate that he was having a tryst with a woman around the time that he was murdered. A DC 24 Spot check in the darkened alley reveals there is no fresh blood, which should indicate the bodies were moved here after they were killed. A DC 25 Knowledge (local) check reveals these men smell of a particular scent worn by courtesans at the House of Serenity, while an investigation of the men's pockets turns up quite a hefty sum of coin in their possession—over 50 gp each, well more than a typical guardsman carries. That kind of money is required to get into the House of Serenity, though, and these clues should point the heroes in that direction.

## – SHATTERED SERENITY –

Eventually, the clues the party manages to gather should point them toward the House of Serenity as the hiding place of Arias Soderheim. Even in his desire to stay hidden, Soderheim's taste for comfort and style led him to seek out a refuge that provides him with both. The House of Serenity is an upscale brothel in the Old City and a favorite haunt of aristocrats and merchants seeking out some of the more carnal delights. When he fled his home, Soderheim gathered up several of his most loyal guards and took over the House of Serenity. He plans to hole up there for a few days, at least until he can arrange to be smuggled out of Freeport, and has seized control over the brothel unbeknownst to the rest of the city. Business continues as normal (with Soderheim forcing the women at the House of Serenity to work while keeping silent), but when the heroes arrive, Soderheim and his guards know the jig is up.

When the PCs approach the House of Serenity, Soderheim puts it into lockdown mode. He has the front door closed, locked, and barred and has his guards put all of the brothel's workers in rooms to keep them out of the way. Soderheim plans on making his last stand here, and hopefully use the hostages he has taken to negotiate safe passage out of the city. When the heroes approach the building, plain-clothed members of his

### CONTACTS AND RUMORS

The characters may also wish to consult their own contacts in the city, or put their information gathering skills to good use. If they have successfully made contact with someone that has an ear to the ground, such as C.Q. Calame or Janis Hawthorne, they can certainly contact them to see if they have any further information on Soderheim's whereabouts. Essentially, the characters can either choose to use their contact's Gather Information bonus, or have their contact use the Aid Another action to provide a bonus to the player's own Gather Information check. Regardless of who makes the check, consult the table below to determine what, exactly, the players can find out through these methods.

Check Result	Information Learned
15	Soderheim fled in haste and has been branded a criminal. No other member of the Captains' Council, not even his former political allies, would dare give him shelter now.
20	As above, plus: Soderheim was seen heading into the Old City just as the Captains' Council was convening. Since the announcement of his guilt went out, all of the city's guards have been on the lookout, so it is doubtful he left that section of the city.
25	As above, plus: Soderheim has only been known to frequent the Old City on two occasions: when he wishes to arrange a clandestine meeting, or when he seeks out female companionship.
30+	As above, plus: One of Soderheim's favorite locales is the House of Serenity, an upscale brothel that caters to his type. Though his presence there is rarely announced, it is well-known among many of the other patrons of the establishment that he visits at least once a month.

cadre on the streets send a signal to Soderheim that they are coming. The chances of surprising Soderheim are very slim; unless they manage to sneak up on every one of his street watching guards (of which there are four), or manage to slip into the building unnoticed (perhaps under the influence of an *invisibility* spell), Soderheim's guards have the front door barred and lie in wait for the party inside.

**Typical House of Serenity Door:** 1 in. thick, Hardness 5, 15 hp, Break DC 18, Open Lock DC 26.

### CANNONFIRE!

At some time during the party's search for Arias Soderheim, an event takes place that adds a sense of urgency to the situation. Having learned that Soderheim was revealed as the mastermind behind the plot to kidnap Lady Elise, the agent of Continental power has decided that the ex-councilman can no longer be allowed to live. Tapping agents put in place many months ago (thanks to generous bribes and promises of future power), the Continental agent orchestrates the firing of the siege cannons atop the Fortress of Justice. The target: the



## ~ PART IV: ENDGAME ~

House of Serenity. The Continental agent plans to level the building with Soderheim still inside, eliminating the one person that could reveal his true allegiances.

At some point during the adventurers' exploration of the House of Serenity, the siege cannon fires and destroys the top floor of the building. Any NPCs in any of the rooms on the top floor of the building are immediately incinerated, and any players on the floor take damage as though struck by a *fireball* cast by a 20th-level wizard. The entire top floor of the building is blown to cinders, leaving burning holes in the ceiling. Whereas the brothel was three stories before, now but two remain. The deafening boom that marks the cannon's discharge echoes throughout the entire city, and a panic ensues. More importantly, the characters should become keenly aware that someone is trying to destroy the building, and this should add a sense of urgency to their hunt for Soderheim.

Determining when the cannon fires is entirely up to the GM. Feel free to use it only when the action slows down, reinforcing the danger. Alternately, you may wish to have the cannon fire when Soderheim flees to the second floor, providing a climactic (and explosive) ending to the chase through the building. For more information on the siege cannons, see *Freeport: City of Adventure*, page 74.

### 1. ENTRANCEWAY

The front double doors to the House of Serenity are made of solid oak with metal bands reinforcing the wood, giving them a sturdy and utilitarian appearance. Inside the entry doors is a beautiful entranceway; a crystal chandelier hangs from the ceiling and fine rugs give the wooden floor a somewhat richly cluttered appearance. Off to the left, a stairwell ascends to the second floor, with common areas on either side of the entrance. Tapestries hang on the walls here, and the impression one gets upon entering is that the House of Serenity is no mere brothel, but rather an upscale home for socialites.

**Strong Wooden Door:** 2 in. thick, Hardness 5, 20 HP, Break DC 25, Open Lock DC 29.

### TREASURE

Though difficult to transport, the rugs, tapestries, and chandelier are all worth roughly 10,000 gp if they can be removed. However, as with any other objects belonging to the House of Serenity, removing them would be considered theft at worst and an unscrupulous act at best.

### 2. COMMON ROOM

The common rooms to either side of the front entranceway serve as the primary meeting place between the women that work in the House of Serenity and their clientele. On a normal day, the prostitutes linger in the common rooms, stretched out on comfortable sofas, lounging around tables sipping drinks, or amusing themselves with card games and other diversions. Unlike the entranceway, the common rooms are functional, featuring sofas, tables, chairs, comfortable rugs with pillows strewn about, and even a long bar well-stocked with liquor. Long curtains cover the windows in the front of the building, affording the clientele a bit of privacy, though during warmer days, they are often pulled apart and the windows opened to let in a breeze.

Additionally, the northernmost common room also features the stairs leading up to the second floor. If any characters stand beneath the

open area next to the stairwell, a member of Soderheim's guard on the third floor pushes a beer barrel, now full of rocks and dirt, over the balcony on the third floor. The character below must succeed on a DC 19 Reflex save or be struck by the falling barrel for 4d6 points of damage. Once he has pushed the barrel over the balcony, the guard flees back to the safety of his room.

### TREASURE

The bars in the common rooms have a wide variety of liquors and wines, valued at roughly 500 gp all told. Additionally, crystal cups and goblets used to serve these drinks line the bars as well, which, if gathered up, could be sold for roughly 2,000 gp to a buyer that appreciates fine cutlery.

### 3. SNAKE WEED DEN (EL 6 DUE TO INTOXICATION)

One of the more popular sections of the House of Serenity (besides the bedrooms themselves) is the Snake Weed Den. Separated from the northern common room by a very thick curtain (woven from silk from a monstrous spider), the snake weed den is little more than a collection of thick pads, pillows, and mattresses strewn about the small area. Clients wishing to indulge in the narcotic known as snake weed come to this room to enjoy a smoke in privacy and comfort. The air here is constantly choked with smoke from various pipes and hookahs, and a thick layer of snake weed resin coats the walls and ceilings here. The House of Serenity perpetually has one or two girls staffing the snake weed den (usually those women who themselves enjoy partaking in the drug), their sole responsibility to keep the snake weed coming for the paying customer.

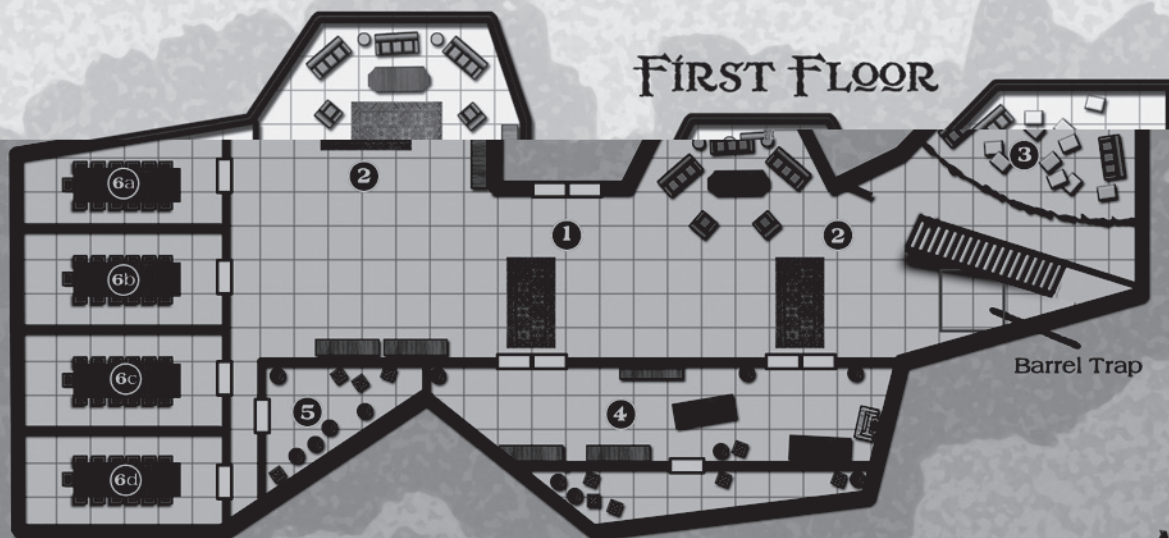
### CREATURES

At the moment, the room is slightly less populated than usual. The women of the house have been sequestered in rooms upstairs, and a few of Soderheim's guards have taken up a position behind the snake weed den's curtain. Though they were supposed to be guarding the stairs against intruders, they have chosen to indulge in a bit of snake weed while they wait. Each of the guards in this room is considered sickened (–2 to attack and damage rolls, saving throws, skill checks, and ability checks) as a result of the lingering effects of snake weed use.

SODERHEIM'S SOLDIERS	GR 4
Male human warrior 5 LN Medium humanoid <b>Init</b> +1; <b>Senses</b> Listen +3, Spot +3 <b>Languages</b> Common	
<b>AC</b> 17, touch 11, flat-footed 16 (+1 Dex, +6 armor) <b>hp</b> 27 (5 HD) <b>Fort</b> +5, <b>Ref</b> +2, <b>Will</b> +0	
<b>Spd</b> 20 ft. in banded armor (4 squares), base speed 30 ft. <b>Melee</b> mwk longsword +8 (1d8+1/19–20) <b>Ranged</b> repeating crossbow +6 (1d8/19–20) <b>Base Atk</b> +5; <b>Grp</b> +6 <b>Atk Options</b> Point Blank Shot <b>Combat Gear</b> <i>potion of cure moderate wounds</i>	

# HOUSE OF SERENITY

## FIRST FLOOR



## SECOND FLOOR



1 Square - 5ft

### LEGEND

1. Entranceway
2. Common Room
3. Snake Weed Den
4. Kitchens
5. Storage
6. Private Dining Rooms
7. Gambling Hall
8. Baths
9. Large Rooms
10. Mid-Sized Rooms
11. Small Rooms
12. Deluxe Suite
13. Third Floor Foyer

## THIRD FLOOR



SCM



## ~ PART IV: ENDGAME ~

**Abilities** Str 13, Dex 12, Con 12, Int 10, Wis 8, Cha 9  
**Feats** Exotic Weapon Proficiency (Repeating Crossbow), Point Blank Shot, Weapon Focus (longsword)<sup>B</sup>  
**Skills** Intimidate +7, Listen +3, Spot +3  
**Possessions** combat gear plus banded mail, masterwork longsword, repeating crossbow with 10 bolts, uniform, 2d6 gp

### TACTICS

The guards have been ordered to prevent anyone from going upstairs. When the guards realize intruders approach (allow them Listen checks to hear the party through the silk curtain), they lie in wait to launch a surprise attack. The guards gain a +20 circumstance bonus to their Hide check (check modifier -5). When the fight begins, the guards fight to the death, as their recent use of snake weed has clouded their judgment and made them foolhardy.

### DEVELOPMENT

If the heroes engage in an all-out fight in the snake weed den, the guards (and Soderheim himself) above will hear the commotion and ready for an attack.

### TREASURE

Aside from the equipment used by Soderheim's guards, the snake weed den has over 100 gp worth of snake weed paraphernalia, as well as a cask of snake weed worth over 500 gp on the black market.

## 4. KITCHENS

The House of Serenity prides itself on providing its customers with everything the need to enjoy their stay, including food and drinks. Though not as renowned as some of the finer restaurants in Freeport, the cooking staff at the House of Serenity has been known to provide fine meals and even, on occasion, huge feasts. In fact, once a year, the brothel holds a week-long celebration known as the "Week of Serenity," during which the kitchens constantly produce exotic foods and dishes that make even the most discriminating noble's mouth water. The kitchens are kept fully stocked and are used daily.

Additionally, the back area in the kitchen has a large freezer and food storage area, where several members of the cooking staff have been locked up since Soderheim seized the building. Though none of them suffer from hypothermia (yet), most are eager to get out and to safety. If they hear sounds of people in the kitchens, they bang on the food storage area door and demand to be let out.

**Storage Room Door:** 2 in. thick, Hardness 5, 20 HP, Break DC 25, Open Lock DC 29.  
**Kitchen Staff (male and female commoner 2) (5):**  
noncombatants

### TREASURE

Though most of the cooking utensils are worth little except as scrap metal, characters that may have lost weapons could conceivably pick up kitchen knives (as daggers) or rolling pins (as clubs) to use as improvised weapons. Additionally, there are several pots full of

stew and loaves of bread scattered throughout the kitchen, so any character that is hungry could enjoy himself (though doing so is quite irresponsible, given the time issue). However, little else of value remains in this room.

## 5. STORAGE

This room serves as a storage area for all non-food items in the House of Serenity. Typically, this consists of everything from linens and clothing to lamps, oil, and other common items. The storage room is closed and locked, though there is nothing of real value inside. This room could serve as a place to rest and heal up should the players need to do so, as Soderheim's guards do not expect anyone to be inside (it has been locked since before they arrived, so they assume it always stays locked).

## 6. PRIVATE DINING ROOMS

Each of the private dining rooms features a large table, several chairs, and colorful (if bawdy) paintings on the walls. These rooms are used by the clientele to have a little more privacy than the common room can afford. Many a merchant has requested a private dining room for his caravan, rewarding his guards with a fine private meal and the entertainment the House of Serenity has to offer. If the heroes approach the House of Serenity at night, these rooms show signs of recent use; food and plates are strewn about the table, and one of the rooms (marked 6A on the map) is currently being used to keep several hostages from roaming the building. If the characters come during the day, these rooms are clean and empty, and the hostages here are being kept upstairs in one of the empty rooms.

**Guests (male and female commoner 1) (10):** noncombatants.

## 7. GAMBLING HALL (EL 10)

One unique aspect of the House of Serenity is that it provides more entertainment than just wine and women. On the front side of the building on the second floor is a room dedicated to card games, dice games, and other gambling diversions. Many merchants and aristocrats taking advantage of the brothel's hospitality enjoy gathering in this room for games of chance, as well as some social interaction. Several of the House of Serenity's women of the night are well-versed in a variety of card games and, upon request, act as dealers and wager-collectors for any guests that would like to play. In addition to card and dice tables, the gambling hall features a fully-functioning roulette wheel, donated to the house by a guest that won it in a bet with Captain Lydon.

### CREATURES

Several soldiers have positioned themselves in this room, overturning tables (providing cover from any ranged attacks from the doorway) and transforming the room into a base of operations. From here, Soderheim's right-hand man, "Deadeye" Dan Marsh, directs the guards that have taken control of the brothel. The room is heavily damaged and in disarray, and when the players arrive, the debris on the floor makes movement in the room challenging (treat as difficult terrain).

**Soderheim Soldier (3):** hp 27, see Room 3 for statistics.

## - PART IV: ENDGAME -

### DAN MARSH

An up-and-coming soldier in Soderheim's personal militia, Dan Marsh was a promising young officer that had promotion written all over him. However, during a break-in at the Soderheim estate, young Marsh was crippled by a burglar, effectively ending his soldiering career. In desperation, Marsh made a pact with a horned devil that restored him to health and gave him his career back.

Following the signing of his contract with the devil, Marsh returned to Soderheim's militia a powerful and dangerous man. He quickly ascended through the ranks and soon took control over the militia, acting as Soderheim's military advisor and the overseer of the entire militia. Marsh wants nothing more than to see Soderheim become the Sea Lord, as he hopes that he will one day become the Commissioner of the Sea Lord's guard (a hope that was further stoked by the death of Xander Williams in the recent riots).

#### DESCRIPTION

Marsh is young but already grizzled, bearing scars and marks all over his arms and face. He has short and unruly brown hair that sticks up at all angles, and his mouth is perpetually turned down in a frown. Additionally, Marsh lost an eye in a fight with pirates some two years ago (hence his nickname) and wears an eye patch to cover the empty socket.

#### PERSONALITY

Marsh is determined but quiet, preferring to let his deeds do the talking for him. His fervor in combat is actually quite at odds with his normal demeanor, as he tends to linger in the background during non-combat situations. He is highly disciplined and demands that same discipline from everyone that serves under his command.

"DEADEYE" DAN MARSH	GR 9
Male horned devil-bound human warrior 5/fighter 1 *This template is described in <i>Advanced Bestiary</i> page 58 LE Medium humanoid (evil) <b>Init</b> +3; <b>Senses</b> Listen +4, Spot +4 <b>Aura</b> fear (5-ft., DC 14) <b>Languages</b> Common	
<b>AC</b> 23, touch 15, flat-footed 20 (+3 Dex, +4 armor, +3 shield, +1 natural, +2 profane) <b>hp</b> 46 (6 HD); regeneration 5 <b>Immune</b> fire and poison <b>Resist</b> acid 10, cold 10 <b>Fort</b> +9, <b>Ref</b> +4, <b>Will</b> +1	
<b>Spd</b> 30 ft. (6 squares) <b>Melee</b> mwk longsword +12/+7 (1d8+4/19–20) <b>Ranged</b> mwk repeating crossbow +10/+5 (1d8/19–20) or <b>Ranged</b> mwk repeating crossbow +8/+8/+3 (1d8/19–20) with Rapid Shot <b>Base Atk</b> +6; <b>Grp</b> +10 <b>Atk Options</b> Point Blank Shot, Power Attack, stun <b>Spell-like Abilities (CL 6th):</b> 3/day— <i>dispel chaos</i> (DC 16, see PHB), <i>dispel good</i> (DC 16, see PHB), <i>fireball</i> (DC 14), <i>lightning bolt</i> (DC 14), <i>magic circle against good</i> , <i>greater teleport</i> (self plus 50 pounds), <i>persistent image</i> (DC 16)	

**Abilities** Str 19, Dex 16, Con 16, Int 10, Wis 10, Cha 13

**Feats** Exotic Weapon Proficiency (Repeating Crossbow), Point Blank Shot, Power Attack, Rapid Shot, Weapon Focus (longsword)<sup>B</sup>

**Skills** Intimidate +10, Listen +4, Ride +5, Spot +4

**Possessions** combat gear plus masterwork chain shirt, +1 heavy steel shield, masterwork longsword, masterwork repeating crossbow with 10 bolts, *amulet of natural armor* +1, uniform, 36 gp

**Fear Aura (Su)** At will, as a free action, Dan Marsh can emanate an aura of fear, forcing all living creatures within 5 feet to succeed on a DC 14 Will save or become panicked for 6 rounds. The save DC is Charisma-based.

**Regeneration (Ex)** Dan Marsh takes normal damage from silver or good weapons and spells and spell-like abilities with the good descriptor.

**Stun (Su)** Whenever Dan Marsh hits an opponent deprived of its Dex bonus to AC, or when he hits an opponent that he flanks, the target of his attack must succeed on a DC 17 Fortitude save or be stunned for 1d4 rounds. The save DC is Constitution-based.

#### TACTICS

Marsh uses his soldiers as cannon fodder, sending them in first, before wading into battle. Marsh prefers to use his brute strength, making liberal use of the Power Attack feat when possible, and is not afraid to go toe-to-toe with any adversary that is foolhardy enough to do so. Marsh believes himself superior to any other combatant and does not back down from a challenge.

#### TREASURE

Aside from personal possessions, the room contains a roulette wheel (which could bring as much as 750 gp to the right buyer) and numerous dice, cards, and gambling chips, worth, all told, roughly 300 gp.

### 8. BATHS (EL 9)

A favorite spot of the rich and busy, the baths at the House of Serenity provide guests with a comfortable way to relax and relieve stress. Large bathtubs are laid out throughout the room, kept filled with hot water for any who need a soak. The room is constantly filled with steam by an automatic system that runs water over hot coals, and as a result, the room is muggy and clouded. During normal operations, the staff of the brothel brings wine, liquor, cigars, or any other luxuries up to the guests soaking in the tubs. Additionally, the baths feature a pair of oversized tubs, capable of comfortably accommodating up to three people, for those guests that wish to enjoy two services at once.

#### CREATURES

Soderheim's men have laid a trap for the heroes here, hoping to use the steam in the room to their advantage. Five guardsmen have positioned themselves on the far side of the room and rigged up a bell above the door that rings when the door opens inward. On that signal, the guards open fire with their crossbows, taking aim at any who open the door without first providing a special knock (known



## ~ PART IV: ENDGAME ~

only to the lieutenants). The steam in this room acts as an *obscuring mist* spell, with the normal penalties to attacks applying.

**Soderheim Soldier (4):** 27 hp each, see page 47 for statistics.

SODERHEIM LIEUTENANT	GR 6
Male human fighter 6 LN Medium humanoid <b>Init</b> +5; <b>Senses</b> Listen +4, Spot +4 <b>Languages</b> Common	
<b>AC</b> 22, touch 11, flat-footed 21 (+1 Dex, +7 armor, +3 shield, +1 natural) <b>hp</b> 45 (6 HD) <b>Fort</b> +7, <b>Ref</b> +3, <b>Will</b> +4	
<b>Spd</b> 20 ft. in banded mail (4 squares), base speed 30 ft. <b>Melee</b> mwk longsword +11 (1d8+5/19–20) <b>Ranged</b> mwk repeating crossbow +8 (1d8/19–20) <b>Base Atk</b> +6; <b>Grp</b> +9 <b>Atk Options</b> Cleave, Great Cleave, Power Attack	
<b>Abilities</b> Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 12 <b>Feats</b> Cleave <sup>B</sup> , Exotic Weapon Proficiency (repeating crossbow) <sup>B</sup> , Great Cleave, Improved Initiative <sup>B</sup> , Iron Will, Power Attack, Weapon Focus (longsword) <sup>B</sup> , Weapon Specialization (longsword) <sup>B</sup> <b>Skills</b> Climb +1, Intimidate +9, Listen +4, Spot +4 <b>Possessions</b> +1 banded mail, +1 heavy steel shield, masterwork longsword, masterwork repeating crossbow with 10 bolts, <i>amulet of natural armor</i> +1	

### TACTICS

The guards here do their best to unload their crossbows at any creatures coming through the door. Though the mist obscures their vision as well, they know that someone is entering, and they fire off crossbow bolts as quickly as they can. If the heroes manage to get inside the room, the guards engage in a cat-and-mouse game, using the steam to hide themselves, attempting to sneak up on the heroes and catch them unawares.

## 9. LARGE ROOMS (VARIES)

These large rooms provide an amount of luxury and comfort on par with the master bedroom at any wealthy merchant's manor. The rooms feature beds large enough to accommodate up to four people, a bathing tub, full-length mirror, clothing racks, and even a small table and chair in case a guest wishes to take a snack in his room. These rooms are richly appointed and are one of the main reasons why the brothel has a reputation for being a little slice of aristocracy with a healthy dose of hedonism thrown in.

Most of these rooms are closed and locked, containing only their accoutrements. However, the **Rooms** marked **9A** and **9C** are both currently serving as holding pens for hostages (see description from **Room 6**). **Rooms 9E** and **9H** also hold sets of guards (4 soldiers and a lieutenant). See **Room 8** for statistics and tactics.

### TREASURE

Each large bedroom has roughly 500 gp worth of furniture and fineries; however, carrying them out is certainly going to be difficult, given their bulk and weight.

## 10. MID-SIZED ROOMS

The mid-sized rooms in the House of Serenity offer a bit more comfort than the single rooms, but do not quite match the niceties of the large rooms. Each small room contains a double bed, a bedside table, a full-length mirror, and a single chair. Currently, **Rooms 10A**, **10B**, and **10E** are being used as holding pens for trapped guests and employees of the House of Serenity. Additionally, Arias Soderheim can be found in **Room 10D**.

### CREATURES

Unless the PCs take precautions, Soderheim hears the sounds of combat coming from below. His first thought is escape, but he quickly realizes that no matter where he goes, the meddling PCs will hound his steps. So he gathers what remains of his soldiers and readies for the final stand.

ARIAS SODERHEIM	GR 10
Male half-elf bard 10 N Medium humanoid (elf) <b>Init</b> +8; <b>Senses</b> low-light vision; Listen +10, Spot +10 <b>Languages</b> Common, Dwarven, Elven, Gnome, Halfling, Orc	
<b>AC</b> 18, touch 16, flat-footed 14 (+4 Dex, +2 armor, +2 deflection) <b>hp</b> 35 (10 HD) <b>Immune</b> sleep <b>Fort</b> +3, <b>Ref</b> +11, <b>Will</b> +8 (+10 against enchantments)	
<b>Spd</b> 30 ft. (6 squares) <b>Melee</b> +1 <i>wounding rapier</i> +12/+7 (1d6 plus 1 Con/18–20) <b>Ranged</b> throwing dagger +11 (1d4/19–20) <b>Base Atk</b> +7; <b>Grp</b> +7 <b>Special Actions</b> bardic music 10/day (inspire greatness 1 target, <i>suggestion</i> , inspire competence, inspire courage +2, <i>fascinate</i> 4 targets, countersong) <b>Combat Gear</b> <i>potion of cure moderate wounds</i> , <i>potion of eagle's splendor</i> <b>Bard Spells Known (CL 10th):</b> 4th (1/day)— <i>dimension door</i> (DC 18), <i>dominate person</i> (DC 18) 3rd (3/day)— <i>blink</i> , <i>charm monster</i> (DC 17), <i>fear</i> (DC 17), <i>lesser geas</i> (DC 17) 2nd (4/day)— <i>detect thoughts</i> (DC 16), <i>enthrall</i> (DC 16), <i>misdirection</i> (DC 16), <i>sound burst</i> (DC 16) 1st (4/day)— <i>charm person</i> (DC 15), <i>hypnotism</i> (DC 15), <i>lesser confusion</i> (DC 15), <i>sleep</i> (DC 15) 0 (3/day)— <i>dancing lights</i> , <i>daze</i> (DC 14), <i>lullaby</i> (DC 14), <i>mage hand</i> , <i>prestidigitation</i> , <i>read magic</i>	
<b>Abilities</b> Str 10, Dex 18, Con 11, Int 18, Wis 12, Cha 18 <b>SQ</b> bardic knowledge +14 <b>Feats</b> Alertness, Combat Casting, Improved Initiative, Weapon Finesse	
<b>Skills</b> Appraise +6, Balance +6, Bluff +17, Climb +0 (+2 ropes), Concentration +5, Diplomacy +10, Disguise +4 (+6 acting), Escape Artist +4 (+6 ropes), Gather Information +6, Intimidate +6, Jump +7, Listen +10, Move Silently +10, Perform (oratory) +17, Profession (sailor) +9, Search +18,	

## - PART IV: ENDGAME -

Sense Motive +9, Spellcraft +17 (+19 decipher scrolls), Spot +10, Swim +8, Survival +1 (+3 follow tracks), Tumble +14, Use Magic Device +12 (+14 scrolls), Use Rope +12

**Possessions** combat gear plus +1 *wounding rapier*, throwing dagger, *ring of protection* +2, *bracers of armor* +2

---



## ~ CONTINENTAL INFLUENCE ~

With Soderheim dead (or captured, or missing), there remains but one guilty party in the entire conspiracy that has yet to be found: the Continental agent. By now, the heroes should know that not only did this agent introduce Soderheim to Captain Sharpe and help arrange the kidnapping, but he also paid to have Lady Elise killed and the blame placed on Soderheim. This agent has betrayed Soderheim and sowed discord among the people of Freeport, making him a danger not only to the party, but to the city itself.

### INTERVIEWING THE GUNNERS

Shortly after the characters deal with Soderheim, they receive a message from Marcus Roberts requesting their presence at the Fortress of Justice. When they arrive, they find Roberts and loyal members of the Sea Lord's guard have captured and arrested the trio of siege cannon gunners that fired upon the House of Serenity. Roberts and his men have attempted to question them, but with little result. Knowing the heroes' penchant for getting the information they need, Captain Roberts decides to turn the interrogation over to the party.

All of the renegade gunners, members of the Sea Lord's Guard, begin with Unfriendly attitudes toward the characters. If they can be made Indifferent (through either Diplomacy or Intimidation), they reveal their involvement in the conspiracy, and even more importantly, they reveal, at last, the identity of the Continental agent. The following section provides common questions the characters might have for the treacherous guardsmen, and answers they might give.

- *Why did you fire on the House of Serenity?* "Because we were paid to. Gold and, more importantly, promises of women, status, and far more comforts than the paltry salary the Guard pays."
- *Who hired you?* "Some priest. Said his name was Hawthorne. Saul Hawthorne. Had a funny accent, he did. Oh sure, he spoke Common just fine, but there was something about it that wasn't quite right. Almost like he was pretending to be from Freeport."
- *How much did he pay you?* "250 gp to each of us. Several year's pay, at that!"
- *Why did Hawthorne want you to fire on the House of Serenity?* "He said we were to pound it into the ground, reduce it to ash. Nothing left. Said something about making sure Soderheim didn't get out alive, but not much more than that. Looks like he wanted to make sure that traitorous bastard got what was coming to him."
- *Why did Hawthorne want Soderheim dead?* "Beats me. For the money he threw around, we sure as hell didn't ask any questions."
- *Where can this Hawthorne be found?* "We met up with him in the Rusty Hook, down by the Docks. Said he had a room there."
- *What does he look like?* "Tall, whip-thin, with a narrow face. He favors dark clothes, long overcoat, broad-brimmed hat. He wore the symbol of the God of Retribution on a chain around his neck."

### FINDING HAWTHORNE

When the characters uncover the identity of this agent, Captain Roberts dispatches orders to the Sea Lord's Guard to scour the city for this man. Within hours, word spreads of the traitor, and a city-wide manhunt begins. A few overzealous citizens string up foreigners, while others organize mobs to scour the docks in search of the refugee. Thanks to the confusion caused by the locals, and the damage wrought by the storm, the Guard is spread too thinly to locate the spy and Roberts fears the man may have escaped.

The PCs are free to follow up on their own, talking to contacts, allies, or even exploring the docks. You should develop this as much or as little as you like, based on the interests of the PCs. Unless they spend their time at the docks, they find out nothing—no one seems to know who this man is. But characters who go to the Rusty Hook or other dives in the Docks District may attempt Gather Information checks to learn more about him.

### FINDING HAWTHORNE

DC	Result
10	"Sure, I seen all sorts of priests around these parts. 'Course, I can't tell any of 'em apart. They all peddle the same nonsense, if you ask me."
15	"There was a man by that name here just yesterday. Spooky fellow. A little too intense. He wasn't from around here, that's for sure. He kept asking for directions."
20	"Oh, Saul Hawthorne? Sure, he has a room up at the Rusty Hook. He kept to himself, mostly."
25	"Yeah, I know him. He seemed interested in the Sea Lord's Guard. Threw a lot of money around, too. Most wouldn't take his coin, though. It stank of the continent."
30	"Yep, he tried to hire me, that he did. Wanted a few toughs and thugs to serve as guards. Being an honest Freeporter, I'd never sell my sword to one of them continental bastards."

### THE RUSTY HOOK

The Rusty Hook is a warehouse converted into a tavern. It has a low ceiling, bawdy clientele, and a few rooms on the second level, which were added just before the place opened for business. A rough place, most honest folks avoid it, but it's a good place for laying low and avoiding attention. If the characters go to the Hook, ask around, and succeed on DC 15 Gather Information checks, they confirm that Hawthorne did indeed have rooms here. The PCs can convince Karl Wine (the proprietor) to let them poke around in the man's rooms with a DC 20 Diplomacy check; they gain a +5 bonus to the roll if they have some official papers that state they are in the service of the Captains' Council.

Saul's room is small, dingy, with little of interest. A bed with a filthy straw mattress sits in one corner, and a desk and chair sit against the far wall. An old storm lantern sits on the table. Characters succeeding on a DC 15 Search check notice the table is covered with droplets of black ink and sand, suggesting it was used for writing. Those who

## ~ PART IV: ENDGAME ~



succeed on a DC 30 Search check discover a few loose boards in the floor. Inside, there's a sack of 500 pp and a contract that reveals Hawthorne actually came to Freeport by way of *The Knife*, Captain Alethra Sharpe's ship.

There is nothing else of interest in this room, and the PCs should get the sense that their quarry has escaped. Allow them to scour the city as they like. If they think to use divination magic to track down Hawthorne, they have little luck, since Hawthorne has hidden himself by means of an *amulet of proof against detection and location*.

### LATER THAT NIGHT... (EL II)

Whenever the PCs decide to give up their search and bed down for the night, Saul Hawthorne attacks. While the PCs and the rest of the city searched, Saul spent the day outside of the city, where he cast a planar ally spell to summon a zelekhut inevitable. Knowing he would never escape the island and that the PCs are responsible for his failed mission, he demands revenge. His plan is simple: He'll use the inevitable to cast locate creature, aiding him in tracking down the PCs. Having convinced the outsider that the PCs have denied justice, the inevitable is eager to destroy the PCs, almost as eager as the conspirator.

Saul was sent by one of the human empires to sow discord and unrest in the city. Saul, who has long detested Freeport for its decadence and the treachery it wrought in the years past, gladly serves his nation. He came to the city several months ago, but never quite got the hang of the place. Still, despite how ill-suited he was, he managed to manipulate Soderheim, betray him with Sharpe, and cause no shortage of trouble. He could leave the city, but he is frustrated by his failures and intends to destroy those who interfered with his plans. The doctrine of retribution is not a subtle one.

**Zelekhut Inevitable (1):** hp 74, see MM for statistics.

#### SAUL HAWTHORNE

GR 9

Male human cleric 9

LN Medium humanoid

**Init** +3; **Senses** Listen +5, Spot +5

**Languages** Common

**AC** 22, touch 10, flat-footed 22 (–1 Dex, +9 armor, +3 shield, +1 deflection)

**hp** 58 (9 HD)

**Fort** +8, **Ref** +2, **Will** +9

**Spd** 20 ft. in full plate (4 squares), base speed 30 ft.

**Melee** +1 *heavy mace* +9/+4 (1d8+3)

**Ranged** light crossbow +5 (1d8/19–20)

**Base Atk** +6; **Grp** +8

**Atk Options** Cleave, Divine Might, Power Attack, smite 1/day (+4 attack, +9 damage)

**Special Actions** feat of strength 1/day (+9 Str, 1 round), turn undead 5/day (+2, 2d6+11, 9th)

**Combat Gear** *potion of blur* (used), *potion of cure moderate wounds*, *potion of owl's wisdom*, *scroll of planar ally* (used)

#### Spells Prepared (CL 9th):

5th—*plane shift*, *righteous might*<sup>D†</sup>

4th—*divine power*<sup>†</sup>, *inflict critical wounds* (melee touch +8, DC 17)<sup>D</sup>, *spell immunity*<sup>†</sup>

3rd—*bestow curse* (DC 16), *blindness/deafness* (DC 16), *invisibility purge*, *magic vestment*<sup>D†</sup>, *prayer*<sup>†</sup>



## ~ PART IV: ENDGAME ~

2nd—*bear's endurance*†, *bull's strength*<sup>D</sup>, *darkness*, *owl's wisdom*†, *sound burst* (DC 15), *spiritual weapon* (attack +9)  
 1st—*command* (DC 14), *divine favor*†, *doom* (DC 14), *entropic shield*, *inflict light wounds* (melee touch +8, DC 14)<sup>D</sup>, *shield of faith*†  
 0—*detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *virtue*  
 †Already Cast  
 D: Domain spell. Deity: God of Retribution. Domains: Destruction, Strength.

**Abilities** Str 14, Dex 8, Con 14, Int 10, Wis 16, Cha 14

**SQ** strong aura of law

**Feats** Cleave, Combat Casting<sup>B</sup>, Divine Might, Improved Initiative, Power Attack

**Skills** Concentration +7, Diplomacy +7, Gather Information +3, Knowledge (arcana) +5, Knowledge (history) +5, Knowledge (religion) +1, Listen +5, Spellcraft +7, Spot +5

**Possessions** combat gear plus +1 *full plate*, +1 *heavy steel shield*, +1 *heavy mace*, light crossbow with 10 bolts, *ring of protection* +1, *amulet of proof against detection and location*\*, *cloak of Charisma* +2

\*This item is not part of his normal equipment. It was given to him to use during his mission in Freeport.

### TACTICS

Hawthorne and his planar ally burst through the window (or door) of wherever the PCs are resting for the night. If the PCs are still searching for him, he descends from the sky and attacks them on the street.

No fool, Hawthorne has cast several spells in anticipation of the fight. In the combat, he uses the following modified statistics. Thanks to these spells, all opponents within 40 feet take a –1 luck penalty on attack rolls, weapon damage rolls, saves, and skill checks.

**Senses** Listen +9, Spot +8

**AC** 29, touch 11, flat-footed 29 (–1 size, –1 Dex, +11 armor, +3 shield, +3 deflection, +4 natural)

**Miss Chance** 20% *blur*

**hp** 103 (9 HD); **DR** 5/evil

**Immune** fireball, lightning bolt

**Fort** +13, **Ref** +3, **Will** +12

**Melee** +1 *heavy mace* +21/+16 (2d6+13)

**Ranged** light crossbow +11 (2d6+4/19–20)

**Base Atk** +9; **Grp** +22

**Space** 10 ft.; **Reach** 10 ft.

**Spells Prepared (CL 9th):**

5th—*plane shift*, *righteous might*<sup>D</sup>†

4th—*divine power*†, *inflict critical wounds* (melee touch +18, DC 19)<sup>D</sup>, *spell immunity*†

3rd—*bestow curse* (DC 18), *blindness/deafness* (DC 18), *invisibility purge*, *magic vestment*<sup>D</sup>†, *prayer*†

2nd—*bear's endurance*†, *bull's strength*<sup>D</sup>, *darkness*, *owl's wisdom*†, *sound burst* (DC 17), *spiritual weapon* (attack +17)

1st—*bane* (DC 16), *command* (DC 16), *divine favor*†, *doom* (DC 16), *entropic shield*, *inflict light wounds* (melee touch +18, DC 16)<sup>D</sup>, *shield of faith*†

0—*detect magic*, *guidance*, *mending*, *read magic*, *resistance*, *virtue*

†Already Cast

### DIVINE MIGHT

**Prerequisites:** Str 13, turn or rebuke undead ability, Power Attack.

**Benefit:** As a free action, spend one of your turn or rebuke undead attempts to add your Charisma bonus to your weapon damage for 1 full round.

**Abilities** Str 28, Dex 8, Con 22, Int 10, Wis 20, Cha 14

**Skills** Concentration +12, Diplomacy +8, Gather Information +4, Knowledge (arcana) +6, Knowledge (history) +6, Knowledge (religion) +2, Listen +9, Spellcraft +8, Spot +8

Saul attacks, dealing as much damage as he possibly can. Rather than using spells, he hammers at his foes with his mace, pausing only to use feat of strength or smite to ensure his opponents are suitably punished. Meanwhile, his inevitable companion lashes at its opponents with its spiked chains, making trip attacks to allow Saul to better eliminate the PCs. If he still hasn't defeated them in 6 rounds (at which point his spells start expiring), he casts plane shift and flees into the Astral Plane, leaving the inevitable to fend for itself. The inevitable, however, fights to the death.

### DEVELOPMENT

With Hawthorne dead, captured, or fled, Freeport is free of the plot that created so much turmoil over the last few days or weeks. If the characters manage to take Hawthorne alive, he offers information in exchange for the PCs sparing his life. Hawthorne willingly answers any questions the heroes might have, and imparts the following to them during his confession:

- Hawthorne has been spying on Freeport for months. A few months ago, his employers instructed him to step up his efforts.
- Through his own contacts in the city, he urged the Cutthroats and Buccaneers to start the riots that covered up Lady Elise's kidnapping. He also arranged for Soderheim to pardon the leaders of these gangs once he became the Sea Lord, as thanks for their help in covering up the kidnapping.
- Hawthorne was playing Soderheim all along, and had no intentions of seeing the man installed as the Sea Lord. He knew Soderheim was planning to use him as a scapegoat should things go wrong, so he double-crossed the captain and arranged for Captain Sharpe to throw the blame onto him.
- The instructions he was given by the Continental power were simple: throw Freeport into disarray, and encourage anarchy for as long as possible. In this, he has partially succeeded; the Captains' Council is fragmented and untrusting of one another, the city remains on the edge of rioting, and the gunners of the siege cannons are now under review to make sure that none of them work for Hawthorne still.

## - PART IV: ENDGAME -

### - A SEA LORD RAISED -

Within a few days, the turmoil surrounding the plot involving Hawthorne and Soderheim has been resolved, and order is mostly restored to the city (or, at least, what passes for order in Freeport). As things settle down, finally the Captains' Council announces the new Sea Lord: Marilise Maeorgan. Only the second Sea Lady to hold the position, Marilise's aggressiveness during the hunt for Soderheim endeared her not only to the other council members but also to the populace. By the end of the week, Sea Lady Maeorgan has appointed a new Commissioner of the Sea Lord's Guard, opened the city's coffers to pay for the conscription and training of new guards, and hired craftsmen to help rebuild sections of the city destroyed by rioting and hurricanes.

Yet not everyone is particularly happy with the decision to make Marilise the new Sea Lady. Captain Marcus Roberts has his doubts, which he expresses to the party in private. Not only was Maeorgan a former supporter of Soderheim's, she has a reputation as an opportunist. It may be that Marilise's assertiveness during the hunt for Soderheim was little more than a plot to take advantage of the councilman's troubles, propelling her into the seat of Sea Lady. More troubling, however, is the thought that she may yet have been involved in Soderheim's scheming, and may be intent on continuing with the plans he had already laid.

Despite Captain Roberts's reservations, both the Captains' Council and the city seem pleased to have someone in the position of Sea Lord once again. For the party's role in helping end the Succession Crisis, exposing a Continental spy, and getting rid of (some) corruption on the Captains' Council, they have gained some esteem in the eyes of Freeport's politicians and commoners alike. If they ever had the advantage of anonymity, they no longer do, and enterprising characters may find a way to spin their newfound fame into power and profit. Who knows, maybe the next person to hold a seat on the Captains' Council will even be one of the heroes!

### FURTHER ADVENTURE HOOKS

GMs should consider the following adventure hooks for further play in Freeport, following the completion of this adventure.

- Having helped Marilise Maeorgan secure her seat as Sea Lady of Freeport, the party is summoned before her to perform a job. It seems that several Colonial sympathizers have been spreading rumors about overthrowing the council and helping incite a rebellion. The Sea Lady asks the heroes to hunt down these rebels and stop their treasonous talk before it gets out of hand.
- Captain Roberts, grateful for the adventurers' help during Lady Elise's kidnapping, offers the heroes a job protecting one of the ships he owns. The vessel is coming into the docks in two days, carrying valuable cargo that he does not trust anyone else to guard. However, a rival member of the Captains' Council wants to see Roberts shamed, and sends a group of hired thugs to the ship to steal the cargo and set it on fire.
- The Captains' Council is looking for adventurers to fill out the diminished ranks of the Sea Lord's Guard, and begins posting bounties on known criminals to see who can bring them to justice the quickest. When one of the heroes' allies (perhaps a contact, cohort, or relative) appears on the bounty lists, the characters must choose between turning them in and collecting a reward, or attempting to clear their comrade's name.
- Marilise Maeorgan wants to get the damaged siege cannon working once more, but no one in Freeport seems to be capable of performing the task. She contacts the PCs and sends them to a nearby island rumored to be the home of a powerful wizard sent into exile. The heroes must brave the wizard's defenses and plea for his help in repairing the artifact, bringing him back to Freeport at the Sea Lady's request.





# ~ APPENDIX I: ~ PREGENERATED CHARACTERS



ROLLO	GR 7
Male gnome fighter 7 NG Small humanoid <b>Init</b> +3; <b>Senses</b> low-light vision; Listen +6, Spot +4 <b>Languages</b> Common, Draconic, Giant, Gnome	
<b>AC</b> 21, touch 15, flat-footed 18; Two-Weapon Defense (+1 size, +3 Dex, +6 armor, +1 deflection) <b>hp</b> 70 (7 HD) <b>Fort</b> +9, <b>Ref</b> +6, <b>Will</b> +4 (+6 against illusions)	
<b>Spd</b> 15 ft. in scale mail (3 squares), base speed 20 ft.; Run <b>Melee</b> +1/+1 <i>gnome hooked hammer</i> +14/+9 (1d6+9/×3) or <b>Melee</b> +1/+1 <i>gnome hooked hammer</i> +12/+7 (1d6+7/×3) and <b>Melee</b> +1/+1 <i>gnome hooked hammer</i> +12 (1d4+3/×4) <b>Ranged</b> +1 <i>composite longbow</i> (Strength +4) +11/+6 (1d6+5/×3) <b>Base Atk</b> +7; <b>Grp</b> +6 <b>Atk Options</b> Combat Expertise, Point Blank Shot, +1 on attacks against kobolds and goblinoids <b>Combat Gear</b> <i>potion of cure serious wounds</i> <b>Spell-like Abilities (CL 1st):</b> 1/day— <i>dancing lights</i> , <i>ghost sound</i> (DC 11), <i>prestidigitation</i> , <i>speak with animals</i> (burrowing mammal, 1 minute)	
<b>Abilities</b> Str 18, Dex 16, Con 16, Int 14, Wis 12, Cha 10 <b>Feats</b> Combat Expertise, Point Blank Shot, Run, Two-Weapon Defense <sup>B</sup> , Two-Weapon Fighting <sup>B</sup> , Weapon Focus (gnome hooked hammer) <sup>B</sup> , Weapon Specialization (gnome hooked hammer) <sup>B</sup> <b>Skills</b> Climb +10, Craft (Alchemy) +4, Hide +5, Jump +9, Listen +6, Ride +6, Spot +4, Swim +4, <b>Possessions</b> combat gear plus +2 <i>scale mail</i> , +1/+1 <i>gnome hooked hammer</i> , +1 <i>composite longbow</i> (Strength +4), <i>ring of protection</i> +1, <i>cloak of resistance</i> +1, <i>gauntlets of ogre power</i> , backpack, bedroll, crowbar, explorer's outfit, flint and steel, quiver with 20 arrows, 3 torches, 26 gp	



MALEDIR	GR 7
Male half-elf sorcerer 7 CG Medium humanoid (elf) <b>Init</b> +3; <b>Senses</b> low-light vision; Listen +3, Spot +3 <b>Languages</b> Common, Dwarven, Elven	
<b>AC</b> 15, touch 14, flat-footed 12; Dodge (+3 Dex, +1 deflection, +1 natural) <b>hp</b> 35 (7 HD) <b>Immune</b> sleep <b>Fort</b> +4, <b>Ref</b> +5, <b>Will</b> +6 (+8 enchantments)	
<b>Spd</b> 30 ft. (6 squares) <b>Melee</b> light mace +2 (1d6–1) <b>Ranged</b> mwk light crossbow +7 (1d8/19–20) <b>Base Atk</b> +3; <b>Grp</b> +2 <b>Combat Gear</b> <i>potion of cure moderate wounds</i> , <i>potion of cure serious wounds</i> , <i>necklace of fireballs</i> (type III), <i>scroll of dimension door</i> (CL 7th), <i>wand of cat's grace</i> (22 charges, CL 3rd), <i>wand of knock</i> (50 charges, CL 3rd) <b>Sorcerer Spells Known (CL 7th):</b> 3rd (5/day)— <i>clairaudience/clairvoyance</i> , <i>lightning bolt</i> (DC 18) 2nd (7/day)— <i>acid arrow</i> (ranged touch +6), <i>invisibility</i> , <i>web</i> (DC 17) 1st (8/day)— <i>charm person</i> (DC 16), <i>mage armor</i> , <i>magic missile</i> , <i>shield</i> , <i>sleep</i> (DC 16) 0 (6/day)— <i>daze</i> (DC 15), <i>detect magic</i> , <i>disrupt undead</i> (ranged touch +6), <i>mage hand</i> , <i>open/close</i> , <i>prestidigitation</i> , <i>resistance</i>	
<b>Abilities</b> Str 9, Dex 17, Con 15, Int 12, Wis 12, Cha 20 <b>Feats</b> Combat Casting, Dodge, Silent Spell <b>Skills</b> Bluff +8, Concentration +7, Diplomacy +7, Gather Information +7, Knowledge (arcana) +8, Listen +3, Search +2, Spellcraft +11, Spot +3 <b>Possessions</b> combat gear plus light mace, masterwork light crossbow with 10 bolts, <i>ring of protection</i> +1, <i>amulet of natural armor</i> +1, <i>feather token</i> (bird), <i>cloak of Charisma</i> +2, <i>elixir of swimming</i> , backpack, bedroll, ink (vial), ink pen, parchment (sheaf), sealing wax, signet ring, spell component pouch, traveler's outfit, 15 gp	

# ~ APPENDIX I: PREGENERATED CHARACTERS ~



THORGRIM	GR 7
Male dwarf cleric 7 LG Medium humanoid <b>Init</b> +4; <b>Senses</b> darkvision 60 ft.; Listen +3, Spot +3 <b>Languages</b> Celestial, Common, Dwarven	
AC 23, touch 10, flat-footed 23 (+0 Dex, +9 armor, +3 shield, +1 natural) <b>hp</b> 55 (7 HD) <b>Resist</b> stability (+4 against bull rush and trip) <b>Fort</b> +9 (+11 against poison), <b>Ref</b> +3, <b>Will</b> +9; +2 against spells and spell-like abilities	
<b>Spd</b> 20 ft. (4 squares) <b>Melee</b> +1 longsword +9 (1d8+3/19–20) <b>Melee</b> dagger +7 (1d4+3/19–20) <b>Melee</b> spined shield +7 (1d6+2) <b>Ranged</b> dagger +5 (1d4+3/19–20) <b>Ranged</b> spined shield +6 (1d10+2/19–20; 3/day) <b>Base Atk</b> +5; <b>Grp</b> +7 <b>Atk Options</b> Power Attack, +1 against orcs and goblinoids <b>Special Actions</b> turn undead 3/day (+2, 2d6+7, 7th) <b>Combat Gear</b> pearl of power (1st level), <i>potion of jump</i> , <i>oil of bless</i> weapon, <i>wand of cure light wounds</i> (50 charges) <b>Cleric Spells Prepared (CL 7th):</b> 4th— <i>dismissal</i> (DC 24–HD), <i>holy smite</i> (CL 8th, DC 17) <sup>D</sup> 3rd— <i>dispel magic</i> , <i>magic circle against evil</i> (CL 8th) <sup>D</sup> , <i>prayer</i> , <i>water breathing</i> 2nd— <i>bull's strength</i> , <i>hold person</i> (DC 15), <i>lesser restoration</i> , <i>resist energy</i> , <i>spiritual weapon</i> (+8 melee, 1d8+2) <sup>D</sup> 1st— <i>bless</i> , <i>command</i> (DC 14), <i>divine favor</i> , <i>doom</i> (DC 14), <i>entropic shield</i> , <i>protection from evil</i> (CL 8th) <sup>D</sup> 0— <i>cure minor wounds</i> , <i>detect magic</i> , <i>detect poison</i> , <i>guidance</i> , <i>light</i> , <i>read magic</i> D: Domain spell. Deity: God of Dwarves. Domains: Good, War	
<b>Abilities</b> Str 14, Dex 10, Con 17, Int 12, Wis 16, Cha 10 <b>SQ</b> stonecunning, strong aura of good and law <b>Feats</b> Combat Casting, Improved Initiative, Martial Weapon Proficiency (longsword) <sup>B</sup> , Power Attack, Weapon Focus (longsword) <sup>B</sup> <b>Skills</b> Concentration +8, Diplomacy +7, Heal +8, Knowledge (religion) +6, Listen +3, Sense Motive +8, Spellcraft +6, Spot +3 <b>Possessions</b> combat gear plus +2 half-plate armor, spined shield, +1 longsword, dagger, amulet of natural armor +1, cloak of resistance +1, phylactery of faithfulness, backpack, bedroll, explorer's outfit, healer's kit (10 uses), 2 flasks of holy water, scroll case, silver holy symbol, spell component pouch, 3 torches, whetstone, 34 gp.	



ALAINA	GR 7
Female human rogue 7 NG Medium humanoid <b>Init</b> +5; <b>Senses</b> Listen +7, Spot +12 <b>Languages</b> Common, Dwarven, Elven, Orc	
AC 19, touch 15, flat-footed 19; uncanny dodge (+5 Dex, +4 armor) <b>hp</b> 38 (7 HD) <b>Resist</b> evasion <b>Fort</b> +3, <b>Ref</b> +10, <b>Will</b> +2	
<b>Spd</b> 30 ft. (6 squares) <b>Melee</b> +1 short sword +11 (1d6+3/19–20) <b>Melee</b> +1 short sword +9 (1d6+3/19–20) and mwk silvered short sword +9 (1d6+2/19–20) <b>Ranged</b> mwk light crossbow +11 (1d8/19–20) <b>Ranged</b> mwk light crossbow with <i>screaming bolt</i> +12 (1d8+2/19–20) <b>Base Atk</b> +5; <b>Grp</b> +7 <b>Atk Options</b> Combat Reflexes, sneak attack +4d6 <b>Combat Gear</b> <i>bag of tricks</i> , <i>potion of cure moderate wounds</i> , <i>potion of levitation</i>	
<b>Abilities</b> Str 14, Dex 20, Con 13, Int 16, Wis 11, Cha 13 <b>SQ</b> trap sense +2, trapfinding <b>Feats</b> Alertness, Combat Reflexes, Two-Weapon Fighting, Weapon Finesse <b>Skills</b> Appraise +6, Balance +12, Bluff +6, Climb +7, Diplomacy +8, Disable Device +10, Disguise +1 (+3 acting), Escape Artist +16, Gather Information +8, Hide +15, Intimidate +3, Jump +14, Knowledge (local) +8, Listen +7, Move Silently +15, Open Lock +12, Search +13, Sleight of Hand +12, Spot +12, Survival +0 (+2 follow tracks), Tumble +17, Use Rope +7 (+9 bindings) <b>Possessions</b> combat gear plus +1 studded leather armor, +1 short sword, masterwork silvered short sword, masterwork light crossbow with 20 bolts, 2 screaming bolts, <i>bag of holding</i> (type I), <i>elixir of vision</i> , <i>gauntlets of Dexterity</i> +2, <i>goggles of minute seeing</i> , <i>vest of escape</i> , backpack, bedroll, caltrops, explorer's outfit, flint and steel, masterwork thieves' tools, pouch, signal whistle, silk rope (50 ft.), thunderstone, 99 gp.	



# ~ APPENDIX II: THE CORSAIR ~

**P**irate, buccaneer, adventurer—the corsair is all these things and more. The consummate adventurer, the corsair laughs in the face of danger, throws caution to the wind, and somehow escapes harm even in the most desperate of situations. Whether at sea on a galleon or swinging from a chandelier in a great hall, the corsair lives for excitement.

## ADVENTURERS

Corsairs undertake adventures because they are the lot of their lives. They live to stare death in the eyes, to overcome impossible odds with both daring and panache. They balk at no task. No mission is too dangerous for the corsair not to accept. And if he can show off a little while squaring off against a dozen pirates, or keep his ship on course through a supernatural storm, all the better.

## CHARACTERISTICS

Corsairs are finesse combatants, relying on speed and their agility to get in and out of scrapes with little risk. Like the rogue, they know how to take advantage of their enemies' weak spots, striking where it counts to eliminate them quickly and efficiently. To aid them in maneuvering around the battlefield, they have access to all the mobility skills, from Jump to Tumble. Make no mistake, the corsair may have some occasional ability to dole out buckets of damage, but for most fights, he whittles his foe down until the brute ally can make a quick finish.

## ALIGNMENT

Many corsairs are chaotic, disdaining the routine of lawful societies and, at heart, free spirits. Though they can be unpredictable, most are honorable, abiding by a few ethical rules they share with other corsairs. Player character corsairs may be of any alignment.

## RELIGION

Fate, luck, destiny, whatever it's called, chance is the corsair's religion. Courting fortune is what corsairs do best. Those who do follow gods venerate those representing good luck, trickery, and skill, though love is common too. All corsairs have a deep and abiding respect for the gods of the seas.

## BACKGROUND

Corsairs are born, not made. From their earliest memories, they have always looked to the next horizon, always searched for what lay beyond. Such idyll fancies lead many corsairs to leave their homes, running away at the first chance to stowaway on a ship or sign on as a cabin boy. Learning the rigging and the craft of sailing, they develop into canny survivors and excellent sailors. The life at sea suits them; the opportunity to visit new lands and meet new people appeals to them, to say nothing of the sights they experience and the stories they accumulate from their many adventures.

## RACES

Half-elf and humans are the most common corsairs as they best adapt the wild life of being a buccaneer. Halflings also make for great corsairs, being naturally athletic and prone to a nomadic life. Likewise, elves have a natural gift of agility allowing them to navigate ships and develop skills at swordplay that put their human and half-elven rivals to shame.

Dwarves and half-orcs generally lack the grace or wit to make a good corsair. Among the planetouched, both aasimars and tieflings do well in this class. Aasimars excel because they are naturally charismatic, while tieflings have the advantage of quick minds and incredible reflexes.

## OTHER CLASSES

Corsairs put on a show of self-sufficiency, exuding confidence bordering on arrogance. They disdain offers to help and refuse assistance except in the most dire of circumstances. Despite their independence, deep down they know they can't do everything. They may be fast and skilled fighters, but they can't butcher foes like a barbarian can. They may be agile and quick, but they are just as vulnerable to traps as anyone else. Furthermore, they lack any talent whatsoever with sorcery and priestly matters. As a result, a corsair tends to surround himself with a competent core of companions that can shore up his limitations, but don't cramp his style.

## ROLE

The corsair is an excellent secondary fighter, doing best when he pairs with other melee combatants, or better still, with rogues. His natural wit and grace makes him the ideal spokesman for the group. But overall, since he doesn't focus on one particular specialization, he can switch roles as needed, being a warrior, leader, or sneak.

## ADAPTATION

Corsairs are suited for nearly any campaign setting. Though they trace their origins to nautical adventures, they can apply the same skills they learned at sea to land adventures. Corsairs are perfect for Green Ronin's *Freeport* setting (including other settings in the *World of Freeport*) as well as *Skull & Bones*. In a campaign setting where there is relatively little sea travel, you may want to play up the swashbuckler angle, transforming the class into something closer to the Three Musketeers.

## GAME RULE INFORMATION

Corsairs have the following game statistics.

**Abilities:** A high Dexterity is the corsair's most important ability as he is restricted to light armor, and many of his class skill rely on this ability. Charisma is important too, for both skills and his reckless abandon class feature. Strength and Constitution are vital for aiding the corsair to fight and survive in combat.

**Alignment:** Any.

**Starting Gold:** 4d4 × 10 (100 gp).

**Starting Age:** As rogue.

**Hit Die:** d8.

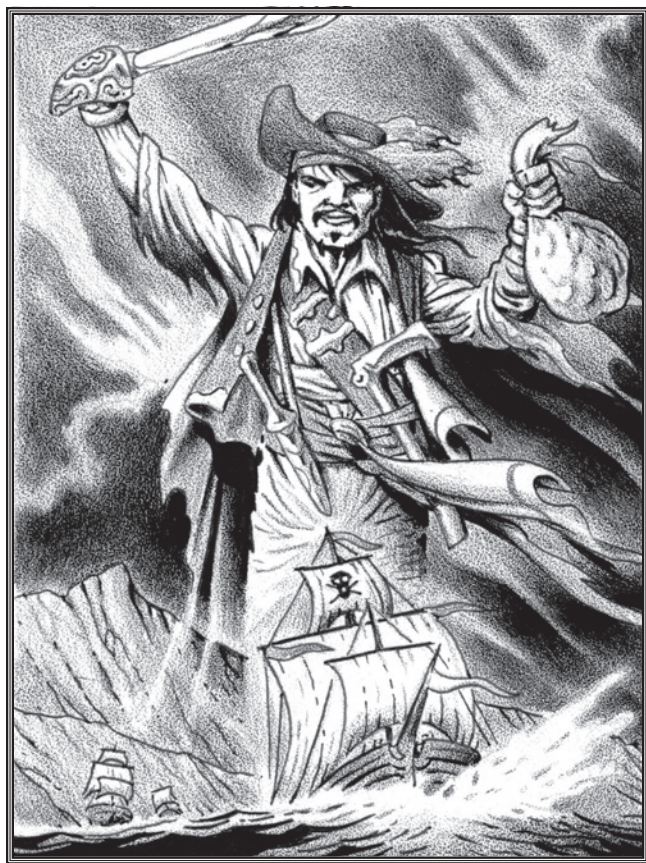
## CLASS SKILLS

The corsair's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Gather Information (Cha), Intimidate (Cha), Jump (Str), Profession (sailor) (Wis), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), and Use Rope (Dex).

**Skill Points at 1st Level:** (4 + Int modifier) × 4.

**Skill Points at Each Additional Level:** 4 + Int modifier.

## ~ APPENDIX II: THE CORSAIR ~



### CLASS FEATURES

All of the following are class features of the corsair.

#### WEAPON AND ARMOR PROFICIENCY

A corsair is proficient with all simple and martial weapons, and with light armor and the buckler.

#### BONUS FEAT

At 1st level, a corsair may select Acrobatic, Athletic, or Agile as a bonus feat. At 5th level, he may select Weapon Finesse or Improved Unarmed Strike. At 10th level, he may select Improved Feint or Two-Weapon Fighting. At 15th level, he may select Spring Attack or Improved Disarm. At 20th level, he may select any feat as a bonus feat. A corsair must meet all the prerequisites to select these feats.

#### DIRTY FIGHTER

If a corsair can catch an opponent when he is unable to defend himself effectively from his melee attack, he can strike a vital spot for extra damage. The corsair's attack deals extra damage any time his target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not) or when the corsair flanks his target. This extra damage is 1d4 at 1st level, and increases by +1d4 every five corsair levels thereafter. Should the corsair score a critical hit with dirty fighting, this extra damage is not multiplied. Unlike sneak attack, the corsair may only use dirty fighting in melee combat.

With a sap (blackjack) or an unarmed strike, a corsair can use dirty fighting to deal nonlethal damage instead of lethal damage. Unlike the

rogue's sneak attack, he can use any weapon to deal nonlethal damage with dirty fighting by taking a –4 penalty to the attack roll.

A corsair can only use dirty fighting against living creatures with discernible anatomies—undead, constructs, oozes, plants, and incorporeal creatures lack vital areas to attack. Any creature that is immune to critical hits is not vulnerable to dirty fighting. The corsair must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A corsair cannot use dirty fighting while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

Extra damage from dirty fighting stacks with similar types of extra damage including sneak attack damage.

#### FORTUNE'S FANCY (EX)

Corsairs have an uncanny ability to escape danger unscathed. Starting at 2nd level, the corsair can use fortune's fancy to add one-half his class level (maximum +10) to any attack roll, ability or skill check, or saving throw. He need not declare the use of this ability prior to the roll, however, he must declare use before the GM assesses the success or failure of the roll.

#### SEA LEGS (EX)

A corsair spends years at sea and learns to stay on his feet during adverse circumstances. At 3rd level, a corsair gains a +2 competence bonus on Balance checks and a successful check allows a full move instead of a half move. The repercussions for failure remain the same.

#### RECKLESS ABANDON (EX)

Starting at 4th level, the corsair can add his Charisma bonus (if any) to his Armor Class. He loses this ability if he wears armor heavier than light.

#### ROPE MONKEY (EX)

At 6th level, the corsair is experienced at climbing rigging and ropes with speed and agility. He always retains his Dexterity modifier to AC when climbing. In addition, opponents attacking him from above do not gain the customary +1 bonus to attack rolls from higher ground. Finally, the corsair only takes a –2 penalty to Climb checks when accelerated climbing. At 12th level, he takes no penalty when accelerated climbing.

#### UNCANNY DODGE (EX)

Starting at 6th level, a corsair can react to danger before his senses would normally allow him to do so. He retains his Dexterity bonus to AC (if any) even if caught flat-footed or struck by an invisible attacker. However, he still loses his Dexterity bonus to AC if immobilized.

If a corsair already has uncanny dodge from a different class, he automatically gains improved uncanny dodge instead.

#### IMPROVISED WEAPON FIGHTING (EX)

Corsairs can use just about anything as a weapon. At 8th level, the corsair only takes a –2 penalty on attack rolls made with an improvised weapon. In addition, when fighting with a weapon inappropriately sized for him, he takes only a –1 cumulative penalty per size difference. Finally, when fighting with a weapon with which he is not proficient, he takes only a –2 penalty to attack rolls.



## ~ APPENDIX II: THE CORSAIR ~

### TABLE A2-1: THE CORSAIR

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Bonus feat, dirty fighter +1d4
2nd	+2	+3	+3	+0	Fortune's fancy 1/day
3rd	+3	+3	+3	+1	Sea legs
4th	+4	+4	+4	+1	Reckless abandon
5th	+5	+4	+4	+1	Bonus feat, dirty fighter +2d4
6th	+6/+1	+5	+5	+2	Rope monkey, uncanny dodge
7th	+7/+2	+5	+5	+2	Fortune's fancy 2/day
8th	+8/+3	+6	+6	+2	Improvised weapon fighting
9th	+9/+4	+6	+6	+3	—
10th	+10/+5	+7	+7	+3	Bonus feat, dirty fighting +3d4
11th	+11/+6/+1	+7	+7	+3	Improved uncanny dodge
12th	+12/+7/+2	+8	+8	+4	Fortune's fancy 3/day
13th	+13/+8/+3	+8	+8	+4	—
14th	+14/+9/+4	+9	+9	+4	Defensive roll
15th	+15/+10/+5	+9	+9	+5	Bonus feat, dirty fighting +4d4
16th	+16/+11/+6/+1	+10	+10	+5	Greater improvised weapon fighting
17th	+17/+12/+7/+2	+10	+10	+5	Fortune's fancy 4/day
18th	+18/+13/+8/+3	+11	+11	+6	—
19th	+19/+14/+9/+4	+11	+11	+6	—
20th	+20/+15/+10/+5	+12	+12	+6	Bonus feat, dirty fighting +5d4

#### IMPROVED UNCANNY DODGE (EX)

A corsair of 11th level or higher can no longer be flanked. This defense denies an opponent the ability to sneak attack the character by flanking him, unless the attacker has at least four more levels than the target does.

#### DEFENSIVE ROLL (EX)

The corsair can roll with a potentially lethal blow to take less damage from it than he otherwise would. Once per day, when he would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the corsair can attempt to roll with the damage. To use this ability, the corsair must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, he

takes only half damage from the blow; if it fails, he takes full damage. He must be aware of the attack and able to react to it in order to execute his defensive roll—if denied his Dexterity bonus to AC, he can't use this ability.

#### GREATER IMPROVISED WEAPON FIGHTING (EX)

Corsairs can use just about anything as a weapon. At 8th level, the corsair never takes a penalty to attack rolls made with an improvised weapon. When fighting with a weapon one size larger than he, he takes no penalty to attack rolls. However, he still takes a –2 penalty to attack rolls when using weapons more than one size larger or smaller, such as a Medium corsair fighting with a Tiny greatsword or Huge dagger. Finally, when fighting with a weapon with which he is not proficient, he takes only a –1 penalty to attack rolls.



## - APPENDIX III: PLAYER HANDOUTS -

### CAPTAIN SHARPE'S JOURNAL

...

We have been in Freeport for a single day and already I hate it. The stink of humans, of their desperation, sickens me. As usual, I paste the false smile on my face and hand over the coin in exchange for much needed supplies, but every transaction gnaws at my restraint. Perhaps Malone is right. Maybe I should kill someone to take the pressure off.

In any event, around midday I noticed a filthy urchin, a human child (they are uglier than the adults) casting about on the docks. He seemed to be searching for something... someone. I promptly ignored him until he stopped at the gangplank and craned his neck in that foolish and unsubtle human way. One of my men noticed my examination of the lad, and tried to hurry the boy away. To my surprise, the urchin handed the mate a letter and scampered away.

It seems the letter was for me. I opened it. An invitation. Wonderful. From the penmanship, it is clearly from a human and it is to meet for a lunch engagement tomorrow. Intriguing. Perhaps I'll go.

...

To my surprise, the man that sent the invitation was none other than Arias Soderheim, one of the members of the Captain's Council. Evidently, my reputation preceded me as I was but a day in Freeport. He had a strange request; he asked that I kidnap Lady Elise Grossette and hold her for a few days until the election of the new Sea Lord. It seems he has designs on the seat, but lacks confidence in taking it through honest means. Ah well. I could care less and he offered a princely sum of 20,000 gp for my efforts. The deal is simple. He pays me half up front. My men take her. We leave the city, taking her to an undisclosed place. When he's ready for her to return, he gives the rest of the money to one of my factors here in the city, who will then alert me through some contrivance set up by Xyl. We both agreed to the plan, and I left afterwards. Of course, I intend to betray him... he's human afterall... and the money I've accepted to kill her dwarfs the sum he offered...



# ~ OPEN GAMING LICENSE ~

## OPEN GAME LICENSE Version 1.0a

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

**1. Definitions:** (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity; (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use," "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

**2. The License:** This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

**3. Offer and Acceptance:** By Using the Open Game Content You indicate Your acceptance of the terms of this License.

**4. Grant and Consideration:** In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

**5. Representation of Authority to Contribute:** If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

**6. Notice of License Copyright:** You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

**7. Use of Product Identity:** You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

**8. Identification:** If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

**9. Updating the License:** Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

**10. Copy of this License:** You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

**11. Use of Contributor Credits:** You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

**12. Inability to Comply:** If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

**13. Termination:** This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

**14. Reformation:** If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

*Open Game License v 1.0* Copyright 2000, Wizards of the Coast, Inc.

*System Reference Document* Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

*System Reference Document* Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson.

*Death in Freeport*, Copyright 2001, Green Ronin Publishing, LLC; Author Chris Pramas.

*Legions of Hell*, Copyright 2001, Green Ronin Publishing, LLC; Author Chris Pramas.

*Relics & Rituals*, copyright 2001, Clark Peterson.

*Armies of the Abyss*, Copyright 2002, Green Ronin Publishing, LLC; Authors Erik Mona and Chris Pramas.

*Book of the Righteous*, Copyright 2002, Aaron Loeb.

*Freeport: The City of Adventure*, Copyright 2002, Green Ronin Publishing, LLC; Authors Chris Pramas and Matt Forbeck.

*Wrath & Rage: A Guidebook to Orcs and Half-Orcs*, Copyright 2002, Green Ronin Publishing, LLC; Author Jim Bishop.

*The Avatar's Handbook*, Copyright 2003, Green Ronin Publishing, LLC; Authors Jesse Decker and Chris Thomasson

*Black Sails Over Freeport*, Copyright 2003, Green Ronin Publishing, LLC; Authors Brian E. Kirby, Robert Lawson, William Simoni, and Robert J. Toth.

*The Book of Fiends*, Copyright 2003, Green Ronin Publishing, LLC; Authors Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb.

*Denizens of Freeport*, Copyright 2003, Green Ronin Publishing, LLC; Editor Chris Wilkes.

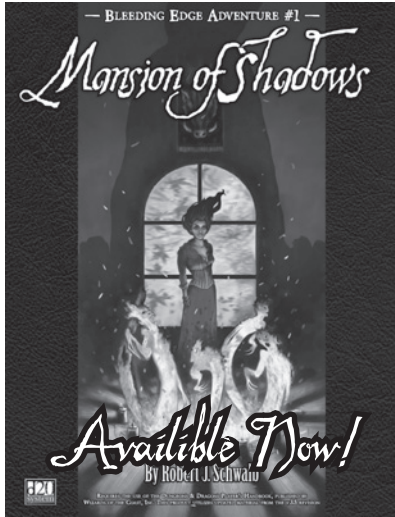
*The Unholy Warrior's Handbook*, Copyright 2003, Green Ronin Publishing, LLC; Author Robert J. Schwalb.

*Advanced Bestiary*, Copyright 2004, Green Ronin Publishing, LLC; Author Matthew Sernett.

*The Book of Fiends Web Enhancement*, Copyright 2004, Green Ronin Publishing, LLC; Author Robert J. Schwalb

*Crisis in Freeport*, Copyright 2006, Green Ronin Publishing, LLC; Authors Chris Pramas, Robert J. Schwalb, and Rodney Thompson.

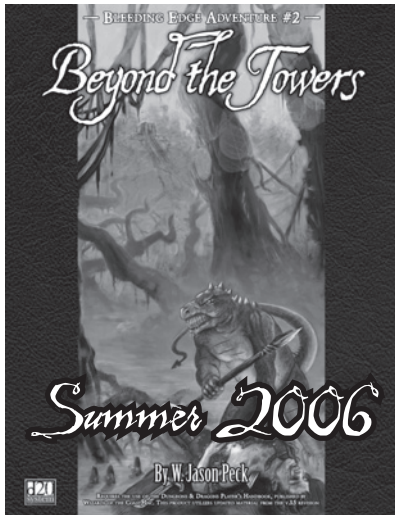
# Take Your Game to the Bleeding Edge!



## *Bleeding Edge Adventure #1: Mansion of Shadows*

*A d20 Fantasy Adventure for 1st to 3rd-Level Characters*

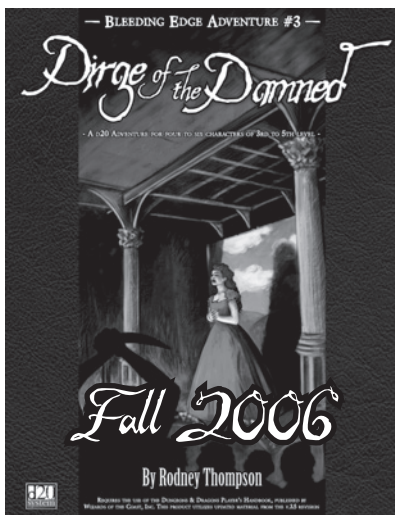
Tired of nostalgia? Searching for d20 System adventures that look to the future instead of ape the past? The Bleeding Edge series provides state of the art fantasy scenarios, designed with today's savvy gamers in mind. *Mansion of Shadows*, the first of these new adventures, embroils a group of heroes in a twisted plot of lust, betrayal, and terrible evil. When they take shelter with a noble family, they uncover a web of tangled plots involving every member of the household. To make matters worse, a vocal agitator rouses the peasants to take arms against their cruel masters. And beneath it all, a malevolent force works to corrupt them all. Can the heroes save the town? Can they thwart the intrigues and treachery, and stop the growing darkness that threatens to consume them all? Combining great roleplaying opportunities, investigation, and plenty of action, this adventure is the perfect way to kick off a new campaign. Take your players to the Bleeding Edge with *Mansion of Shadows*. **48 pages, softback, MSRP: \$11.95 (special introductory price), GRR3401, ISBN: 1-932442-62-6**



## *Bleeding Edge Adventure #2: Beyond the Towers*

*A d20 Fantasy Adventure for 2nd to 4th-Level Characters*

The Carrion Swamp is vast and primordial. Legends abound of bandit kings, wicked men, unspeakable cults, and worse hidden in the pall of this fetid mire. But something evil stirs in the heart of this gloomy land, something ancient, beyond the memories of all the civilized lands. *Beyond the Towers* puts the characters in charge of an exploration team sent to investigate the mysteries of the Carrion Swamp. Their first forays into the stinking swamp place them in terrible danger from those who would guard the secrets of the past. Faced with strange bandits, horrid plagues, and ancient and monstrous foes, can the heroes survive the horrors of the swamp, unlock the hidden secrets of a crumbling ziggurat, and live to tell the tale? Combining great roleplaying opportunities, investigation, and plenty of action, this scenario takes your d20 games to the Bleeding Edge of Adventure! **32 pages, softback, MSRP: \$11.95, GRR3402, ISBN: 1-932442-70-7**



## *Bleeding Edge Adventure #3: Dirge of the Damned*

*A d20 Fantasy Adventure for 3rd to 5th-Level Characters*

*Dirge of the Damned*, third in Green Ronin's Bleeding Edge series, takes the heroes to the brink of madness, pitting them against all manner of terrifying foes, while struggling to uncover the foul plot of a lover spurned. What begins as a chance encounter in the forest, swiftly leads them into a quagmire of corruption and wickedness, involving plots of vengeance and murder most foul. Can the characters solve the mystery before another innocent dies? *Dirge of the Damned* is an investigatory-style adventure, filled with vibrant NPCs, new monsters, and harrowing locations that promises to take your characters to the Bleeding Edge of adventure! **32 pages, softback, MSRP: \$11.95, GRR3403, ISBN: 1-932442-71-5**

*Available at Hobby Game Stores Everywhere!*