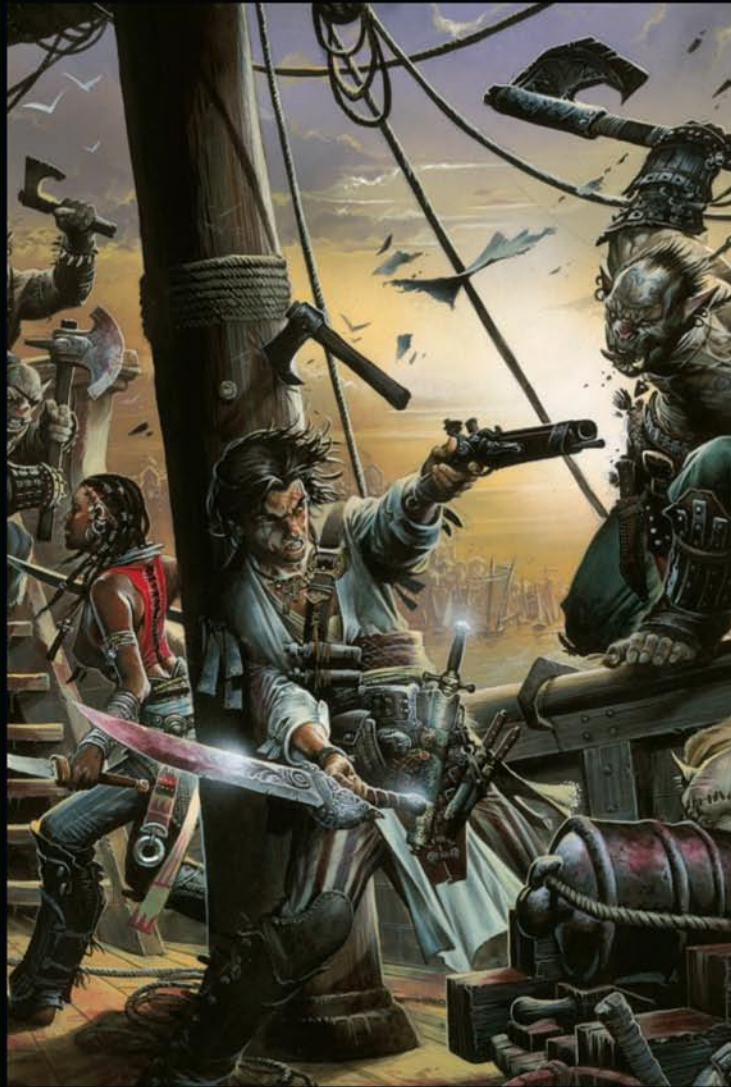


TRUE 20™



FREEPORT COMPANION

THE CITY OF ADVENTURE SOURCEBOOK
FOR TRUE20 ADVENTURE ROLEPLAYING
BY STEVE KENSON AND ROBERT J. SCHWALB



A GUIDE TO PLAYING IN FREEPORT FOR TRUE20 ADVENTURE ROLEPLAYING

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INTRODUCTION

To many, Freeport is a wretched excuse for a city, clinging like a tumor on the edge of a remote island in some forlorn sea far from the routes of civilized men, but you, bold hero, hardened buccaneer, courageous adventurer, know better. Freeport may have its warts, its thugs, its pirates, serpent people, cultists, and don't forget the monsters, but it is also a city of opportunity, of grand adventure, the start and end of countless quests and escapades. The smell might be offensive, but it's the scent of riches, of fame and glory. Freeport, for you, is your best chance at making something of yourself in a world gone mad. As you navigate the narrow streets walked by many others before you, take heart in knowing you are different, you have a destiny for greatness, for its everywhere around you, just ripe for the taking. This, friend, is Freeport: The City of Adventure.

USING THIS BOOK

The *True20 Freeport Companion* is your mechanics supplement for using the *Pirate's Guide to Freeport* with *True20 Adventure Roleplaying*. So to maximize this sourcebook's utility, you'll probably want to have a few other books. For setting information, the *Pirate's Guide to Freeport* is ideal since it not only updates the Freeport setting, but it provides extensive detail about the city, people, environs, and much more. If you already have Green Ronin's *Freeport: The City of Adventure* and other *d20 Freeport* sourcebooks, those can help too, but be aware that some of the characters and information in this

book reference events that have occurred after the Succession Crisis, which hasn't yet been concluded in the older sourcebooks.

WHAT YOU'LL NEED

For rules, this *Companion* works with *True20 Adventure Roleplaying*, so you'll need a set of those rules. You can use the ones found in the book of the same name, or if you're a player, you can also use the *True20 Pocket Player's Guide*. Fans of *Blue Rose* can also use the *True20 Freeport Companion* with a little adaptation. Other *True20* sourcebooks, such as the *True20 Bestiary*, *True20 Companion*, *True20 Narrator's Kit* are useful, but not necessary for play.

PICK AND CHOOSE

Finally, while the *True20 Freeport Companion* is intended to give you all the nuts and bolts you need to explore the mean streets of Freeport, you shouldn't feel obligated to use all the information provided in this sourcebook. New backgrounds presented in **Chapter One** may not fit with your campaign setting or your vision of Freeport. You may not want to take advantage of the madness and corruption rules, or the new monsters, rituals and so on. The rules included here are designed to be modular, meaning you can take what you like and leave the rest. Above all, have fun! This sourcebook should spark new ideas, helping you create exciting adventures in this city and play fun and compelling characters worthy of being denizens of the City of Adventure.

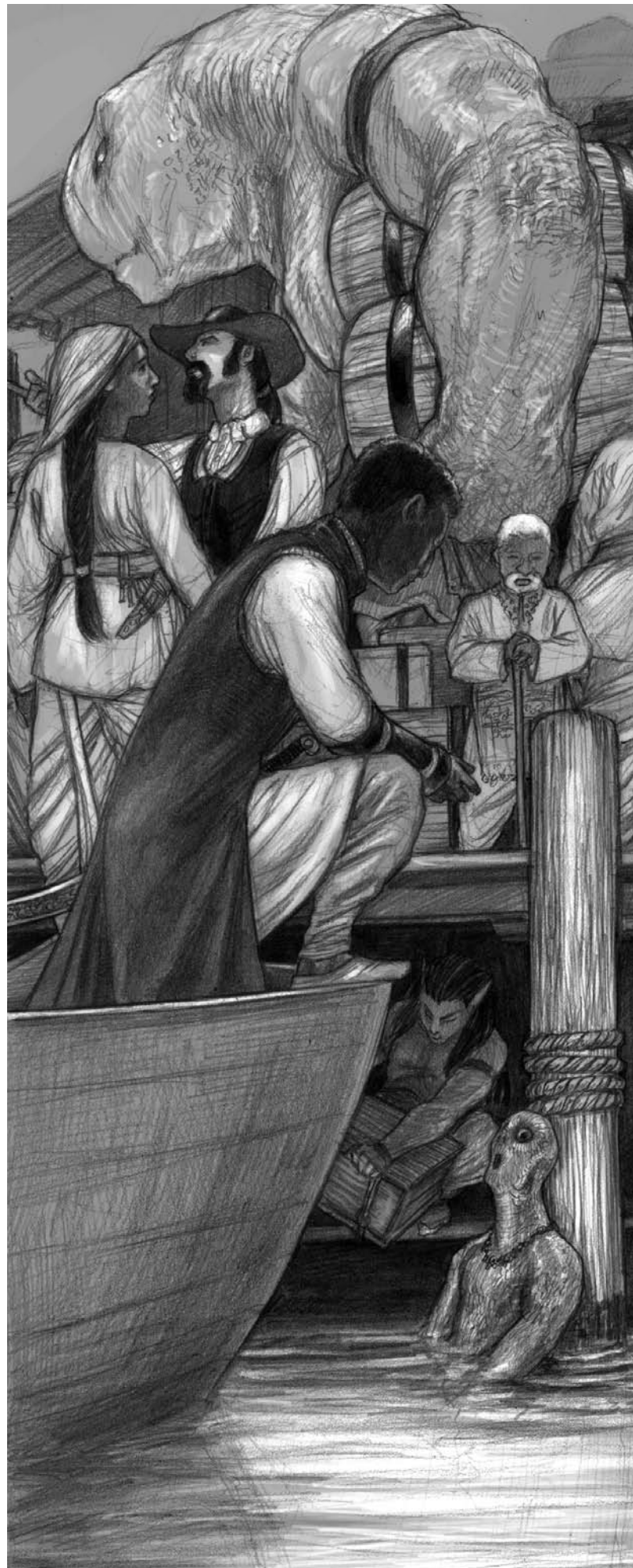
"It doesn't matter who you are, Freeport welcomes all. From fanatics to addicts, from streetwalkers to decadent nobles, everyone can find a home in this den of pirates, this city of excess. Freeport may be a haven for exiles and unwanted, but truly, it is far more than that. It is my city, my city of adventure, and like a good mistress, I can't imagine my life without her."

—Pious Pete, Guide and Famous Personage

THE FREEPORT COMPANIONS

The *True20 Freeport Companion* is just one of several volumes designed to work hand-in-hand with Green Ronin's *Pirate's Guide to Freeport*. Each installment takes this exciting setting and offers a comprehensive set of rules for creating characters and running adventures in this city. Each companion is keyed to a particular game system, in this case *True20 Adventure Roleplaying*, wherein you'll find everything you need to explore this fabulous city. In a way, the Companion volumes help to shape the city, molding it to fit the rules used with it. You could consider each Companion volume like a language, with its own lexicon that brings different meaning to a common city shared between all game systems, and so you'll likely find that each Companion may offer a different selection of material to best take advantage of the merits of each game. Freeport was once the definitive city for the *d20* system, but now, with the *Freeport Companions*, it can be the definitive city for all game systems!

CHAPTER ONE: BACKGROUNDS



"All the flotsam washes up in Freeport," as they say, and the city's inhabitants have quite a range of backgrounds and personal histories. Therefore the optional Background traits in *True20* (pages 16–17) are well suited to characters in the City of Adventure.

RACIAL BACKGROUNDS

The most appropriate backgrounds for use in Freeport are racial backgrounds. These are packages of ability adjustments, and bonus skills and feats. While these are mechanical modifiers at heart, they can and do inform many of the roleplaying choices about your character, guiding you in decisions about your character's personality, motivations, and appearance. The following racial backgrounds are available in Freeport, and unless otherwise mentioned here, they use the rules described in *True20 Adventure Roleplaying*.

HUMANS

Freeport is in many ways a human city. Humans founded it and humans are the most numerous of people in the city. They occupy the highest levels of government, have the most seats on the Captains' Council, make up the majority of the Watch and are the dominant people in Freeport's militia—the Sea Lord's Guard. In Freeport's long history, no one who was not human has ever held the post of Sea Lord. All the judges in the Old City are human, and most of the biggest businesses are human-held. Despite their apparent mastery of the city, human Freeporters are mostly tolerant of other races and cultures. They welcome travelers from all over the world, regardless of their skin color, racial heritage, culture, or any other characteristic that might set the visitors apart from those around them. It is this welcoming (or perhaps indifferent) attitude that makes Freeport such an attractive place to live.

Freeporters may be predominantly human, but they are certainly not all alike. Humanity comes in many shapes, sizes, colors, and nationalities, and Freeport often seems like home to them all. There is no typical Freeporter in terms of appearance or language, though many have learned to speak enough of the most common dialects to get along.

Humans do tend to gather according to their native cultures. Many of Freeport's districts can be broken into smaller ethnic neighborhoods, with people of a shared homeland gather together out of a need for familiarity, comfort and shared values. This is often expressed by the exotic smells wafting from their homes, but also by their architectural choices, their language, and sometimes their appearance.

DWARF

Famous for having little love for the sea, one might think Freeport to be free from these stout peoples, but nothing is further from the truth. Dwarves have never been common in the city, but there are plenty of immigrants who have chosen this maritime city to start their lives anew. Such migrations are not without their troubles. Freeport is nothing like what a dwarf is accustomed to; it is filthy, smelly, and lacks the comforting ceiling that defines most dwarves' lives. Dwarves who settle here must also come to terms with the large orc and goblinoid population that are allowed to walk the streets with impunity. Those dwarves who cannot stomach Freeport's unusual character find themselves moving along quickly, but amazingly, many stay, opening businesses or hiring themselves out as mercenaries, guards, or adventurers.

ELVES

Elves have few reasons to settle in this city and so there are few here. Those elves that do make the journey to Freeport may be merchants, adventurers, or diplomats from some other nation. Some elves are corsairs, sailing the seas and plundering Continental ships like other sea dogs of Freeport. Most elves living in Freeport are attracted to its

liveliness, its loose societal structures, and the freedom that Freeport offers to those who come here. While they may disagree with the ignorance and violence and terrible odors wafting up from the Docks, many find a way to set aside their misgivings and embrace the wild and raucous nature of the city.

GNOMES

Where dwarves and elves are unusual, gnomes are far more common, even having one of their own on the Captains' Council. Freeport appeals to their adventuring sensibilities. As natural entertainers and tricksters, they find the action here much to their liking. Gnomes live in the Docks, Scurvytown, and the Eastern District, but they can be found causing trouble just about anywhere. One of the ongoing difficulties with gnomes in the city are the conflicts between them and the small kobold and goblinoid population. There have been more than a few murders on both sides, and they do their part to making sure the watchmen in the city have jobs.

Rules Changes: Gnomes in Freeport begin play with Talented (Craft: alchemy) rather than Talented (Chemical).

HALF-ELVES

Wherever human and elven societies intersect, there are bound to be half-elves. Freeport is no exception. Half-elves are more common here than are their full-blooded elven kin. The city offers a great deal of tolerance and even a little envy toward these folks, welcoming them into the city and valuing them for their talents and skills. Half-elves fill the same roles humans do, being pirates, tradesmen, mercenaries, and everything in between. Their natural adaptability and good heads on their shoulders helps them carve out a place for themselves and many have become quite successful in business—both legitimate and illegitimate.

HALF-ORCS AND ORCS

Orcs have had a presence in Freeport for generations. Those in power have traditionally used them as labor, bringing them into the city from far-flung places on the Continent to do the heavy lifting, farming, mining, and scutwork no one else wants to do. As a result, Freeport's orc population blossomed until the orcs and their half-breed spawn were as numerous or more numerous than just about any other humanoid in the city. Eventually, their brutish and violent ways pushed the less-enlightened peoples too far and the orcs and their kin faced hostility from unexpected quarters. The people of Scurvytown used violence and intimidation to push these folks out of the city into the poisonous atmosphere of Bloodsalt, where they work to reclaim the land from the magical catastrophe that nearly overwhelmed the city some years past. Not everyone in Freeport shares this short-sighted, bigoted view, but the damage has been done and tensions between the orcs and the rest of Freeport are on the rise.

Rules Changes: The half-orc background traits described in *True20 Adventure Roleplaying* describe both full-blooded orcs and half-orcs.

HALFLINGS

Halflings infest Freeport. They're everywhere. Freeport is like a magnet for them. They seem helplessly drawn to the busy streets and over the years, they have fast become one of the largest minorities in the city. What puzzles many is that there aren't halfling vessels, and there's never been a mass-migration of halflings to the city. They just seem to show up. This leads some to compare these diminutive people to rats, and it's commonly believed on the Docks that a ship is as likely to have halflings as it is to have other vermin. Of course, no one's foolish enough to say such nonsense around them for everyone in Freeport knows Finn, a crime lord of considerable power, doesn't tolerate anyone abusing his people.

OTHER RACIAL BACKGROUNDS

In addition to the most common races living in Freeport, there are a few racial backgrounds available to characters hailing from the City of Adventure.

AZHAR

The Azhar are relatively new arrivals, hailing from distant lands. Claiming to be descended from the mysterious efreet, the Azhar seem to have inherited the genies' fiery dispositions. Skilled sailors and shrewd merchants, the azhari have a small, but growing presence in the city. Azhari generally have reddish-blond manes and bronze skin. Their eyes are bright red or orange, often unsettling for those unaccustomed to their exotic appearance.

- *Ability Adjustments:* +1 Strength, -1 Wisdom
- *Bonus Feats:* Darkvision (as the creature trait, *True20* page 129), Elemental Resistance (fire), Psychic Shield
- *Favored Feats:* Choose one elemental (fire) power.
- *Special:* Azhar are vulnerable to cold, they suffer +3 to the Difficulty of saving throws against cold-based attacks (including Toughness saves). Azhar use their total level as their adept level for their bonus and favored powers.

GOBLIN

Like other savage humanoid races, goblins wound up in Freeport as cheap labor. Goblins are not as widespread as other races and are generally consigned to the shadows of Scurvytown or are oppressed in Bloodsalt by the hobgoblins policing that district. Goblins are small (see *Small Heroes*, *True20*, page 17) and flat-faced, with greenish skin and large, pointed ears.

- *Ability Adjustments:* +1 Dexterity, -1 Wisdom
- *Bonus Feats:* Move-by Action, Night Vision, Talented (Ride and Stealth)
- *Favored Feats:* Improvised Tools, Sneak Attack

HOBGOBLIN

Under the leadership of Draegar, the hobgoblins have emerged as a powerful force in Freeport. Charged with maintaining some semblance of law and order in the decrepit district of Bloodsalt, they beat and abuse anyone they want, all in the name of promoting their brand of "justice." Hobgoblins are distrusted and disliked outside of the city's fringes, which is just fine by them.

- *Ability Adjustments:* +1 Constitution, -1 Wisdom
- *Bonus Feats:* Night Vision, Talented (Notice and Stealth), Weapon Training (Exotic Weapon Training for hobgoblin warriors)
- *Favored Feats:* Attack Specialization, Tough

KOBOLDS

After the devastating war against the crag gnomes on the continent, many kobolds fled their ancestral homelands to make new lives for themselves in less hostile climes. For a few, Freeport became their new homes and though the gnome population is no more welcoming, there is a bit more tolerance from other quarters. Kobolds are small (see *Small Heroes*, *True20*, page 17) reptilian creatures with rusty-brown scales and bony heads. All kobolds have short tails and red gleaming eyes.

- *Ability Adjustments:* -2 Strength, +1 Dexterity, -1 Constitution.
- *Bonus Feats:* Talented (Craft—trapmaking and Search), Tough
- *Favored Feats:* Favored Opponent (Gnomes), Improvised Tools
- *Special:* Kobolds have a speed of 30 feet unlike other *Small Heroes*. Kobolds gain darkvision out to 60 feet. In addition, they are dazzled in areas of bright light.



PLANETOUCHE

Freeport may be a crossroads for the people in the known world, but it often has the dubious quality of being true for planar travelers. Legends abound of gateways to the bowels of Hell and rumors hold that angelic beings from the heavens have even graced this city, even if only in the dreams of the low-born and desperate. While nowhere near as plentiful as the other races that walk the streets of the City of Adventure, a few of its citizens can trace their ancestry to some otherworldly being, foul or fair, wicked or benign. Collectively, they are described as the planetouched, beings that have the blood of outsiders in their veins.

There are two major types of planetouched creatures, though many more certainly exist and possibly even in Freeport. These are aasimars and tieflings. Aasimars are those individuals who descend from virtuous and noble outsiders, while tieflings are those who bear the taint of demons, devils, and worse.

To select these backgrounds, you must get the Narrator's permission.

AASIMARS

Aasimars are unnaturally attractive and typically, but not always, have fair hair and golden eyes.

- **Ability Adjustments:** +1 Wisdom, +1 Charisma
- **Bonus Feats:** Power (Light Shaping), Skill Focus (Notice)
- **Favored Feats:** None
- **Special:** Aasimars gain darkvision 60 ft., resistance to acid 2, cold 2, and electricity 2

TIEFLINGS

Tieflings bear some mark of their infernal heritage, which may manifest as small horns, a tail, red eyes, unusual skin color, and so on.

- **Ability Adjustments:** +1 Dexterity, +1 Intelligence, -1 Charisma
- **Bonus Feats:** Power (Shadow Shaping), Talented (Bluff and Stealth)
- **Favored Feats:** None
- **Special:** Tieflings gain darkvision 60 ft., resistance to cold 2, electricity 2, and fire 2

CULTURAL BACKGROUNDS

As mentioned in the Favored Feats and Culture sidebar on page 17 of *True20 Adventure Roleplaying*, the Narrator can choose to consider favored feats an aspect of a character's culture or upbringing rather than innate aspects of race or inheritance. In this case, players may change the favored feats of an existing racial background if the character was born or raised in different circumstances (as is often the case in a city like Freeport).

Additionally, players can use favored feats to further define the home culture of their heroes, regardless of race. In particular, those of a planetouched background (having some otherworldly inheritance) might have a supernatural power as a favored feat.

OCCUPATIONAL BACKGROUNDS

As with cultural backgrounds, the Narrator and players can use the bonus skills aspect of backgrounds to further define a hero's background, particularly what the hero did for a living or pastime before becoming an adventurer. In Freeport, various Craft and Profession skills are suitable bonus skills for heroes of lowborn backgrounds.

While Profession (butcher) might not grant quite as much of an in-game bonus as, say, Intimidate or Stealth, such background skills can lend quite a bit of flavor to a hero, and you never know when they might come in handy, particularly if the Narrator treats them as story hooks instead of just deadweight.

BACKGROUND FEATS

The *True20 Freeport Companion* also introduces a new type of feat for True20: the background feat. This is a feat that can only be acquired as a bonus feat as part of a background. Background feats cannot be acquired as part of a character's allocation of feats for level. Thus, they're best suited for traits associated with birth or inheritance, something a character has right from the start or not. For examples of background feats, see the **Feats** section of **Supplemental Rules** later in this book.



CHAPTER TWO:

HEROIC ROLES



Heroes of the three *True20* roles can take a number of different paths in the City of Adventure: This section looks at some of those paths and lays out routes for heroes to follow them. Note that these, like all heroic paths, are optional: players should feel free to customize them as they see fit, swapping out a particular feat or power for another at any given level, choosing different skills, and so forth. The paths are just guidelines and quick-reference tools, particularly for players and Narrators looking to create higher-level heroes or adversaries quickly.

“I don’t care about your past, mate; I care about yer future. If’n you can hoist a sail, swab the decks, and avoid cuttin’ the throats of other crewmen, yer hired.”

—Captain Morgan Bauman, Pirate

Those playing *True20* games set in Freeport may find the material in the *True20 Companion* useful, particular the chapters on role creation and fantasy adventures, which offer additional options for customizing heroic roles and material useful for

fantasy worlds such as Freeport. This material is in no way required to play or run *True20* adventures set in Freeport. The *True20 Fantasy Paths* product (available in electronic format online) may also be useful, as it presents dozens of pre-created characters from different paths and levels of ability.

ADEPT PATHS

As described in the **Powers** section later on, adepts in Freeport are divided into arcane and divine power-wielders, either initiated into the secrets of the supernatural by a teacher, mentor, or religion, or spontaneously awakening to innate arcane or divine gifts. The adept paths described in this section are:

- **Cultist:** A follower (and perhaps even leader) of one of the many cults in the shadows of Freeport, one with true supernatural power.
- **Dabbler:** Someone who dabbles in the arcane, but supplements it with mundane skills (and levels in the expert role).
- **Magician:** A wizard or mage, a true scholar of the arcane arts, always interested in collecting new lore (one way or another).
- **Mystic:** An innate adept awakened to arcane or divinely granted powers and learning to control and master them.
- **Priest:** One of the many sworn servants of the gods of Freeport, wielding divine power in the god’s name.

CULTIST

Freeport is the City of Cults and strange gods are known to wash up on its shores, only to be found and venerated by those seeking what they offer, whether that is power, prestige, forbidden knowledge, or even just enough hope to get through another day. Cults spring up in Freeport like mushrooms, and many of them are just as deadly to the unwary.

While a great many cults are no more than the latest spiritual flotsam and jetsam cast up onto the rocks of the Serpent’s Teeth, a few possess true power, whether through worship of some forgotten or forbidden idol or by the sheer faith of the cult’s following. Whatever the case, these cultists—who have tapped into supernatural powers of their own—are the most dangerous of all.

Of course, not all cultists are raving lunatics looking to sacrifice unwary visitors to Freeport to their dark and alien gods, but enough of them are for anyone with sense to give a suspected cult (and its members) a wide berth. Even the “legitimate” religious authorities of Freeport are viewed with suspicion; known cultists are likely to be shunned, except by those sharing their views.

ABILITIES

As innate divine adepts, Charisma is the key ability for cultists. In addition to enhancing their supernatural powers, it also serves them well in attracting and keeping followers and convincing outsiders nothing untoward is going on. (Note that Ordinary underlings in a cult are often just the opposite: lacking the Charisma of their adept leaders.)

STARTING SKILLS

Choose (4 + Intelligence) of the following skills (minimum of 1): Bluff, Climb, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Knowledge (supernatural), Knowledge (theology), Language (often strange ancient or dead languages, or possibly a secret cult language), Notice, Search, Sense Motive, and Stealth.

STARTING FEATS

Armor Training (light), Dedicated (cult), Low Profile, Power (Second Sight)

DABBLER

Many in Freeport will tell you dabbling in the supernatural is a dangerous business, but odds are it’s because they lack the wits or courage to do so, or because they want to keep all the power to themselves... or so most who dabble reason. The risk doesn’t prevent a number of folk from learning a spell here and a charm there; enough to get by and provide an edge in certain situations.

TABLE 2–1: CULTIST PROGRESSION

Level	Combat	Fort Save	Ref Save	Will Save	Reputation	Feats & Powers
Adept 1	+0	+0	+0	+2	+0	Starting Feats
Adept 2	+1	+0	+0	+3	+0	Truth-Reading
Adept 3	+1	+1	+1	+3	+0	Contacts
Adept 4	+2	+1	+1	+4	+0	Visions
Adept 5	+2	+1	+1	+4	+0	Scrying
Adept 6	+3	+2	+2	+5	+0	Connected
Adept 7	+3	+2	+2	+5	+0	Ward
Adept 8	+4	+2	+2	+6	+0	Pain
Adept 9	+4	+3	+3	+6	+0	Leadership
Adept 10	+5	+3	+3	+7	+0	Suggestion
Adept 11	+5	+3	+3	+7	+0	Erase Signature
Adept 12	+6	+4	+4	+8	+1	Summon Outsider
Adept 13	+6	+4	+4	+8	+1	Subtle Power
Adept 14	+7	+4	+4	+9	+1	Psychic Blast
Adept 15	+7	+5	+5	+9	+1	Move Object
Adept 16	+8	+5	+5	+10	+2	Improved Defense
Adept 17	+8	+5	+5	+10	+2	Supernatural Focus
Adept 18	+9	+6	+6	+11	+2	Startle
Adept 19	+9	+6	+6	+11	+2	Empower
Adept 20	+10	+6	+6	+12	+3	Plane Shift

Most dabblers are arcane adepts by nature, picking up and piecing together scraps of lore in hopes of making something out of them. Some study scrolls and tomes (or fragments of them) while others try through trial and error to tap into deep and latent powers within. In both cases, dabblers fumble along as best they can, sometimes successfully, other times tragically mistaken.

In game terms, dabblers are mixed-role characters (*True20* page 22), allocating only some of their levels to adept (and an adept's associated feats and powers) and the others to expert; dabblers often rely as much on their skills and wits as their supernatural talents. In particular, since they start out as experts, they have the expert core ability rather than the adept core ability, giving them different capabilities from most adepts.

ABILITIES

Depending on the nature of their arcane abilities and their other inclinations, either Intelligence or Charisma is the key ability for dabblers. Quick-witted scholars specializing in skills like Craft, Disable Device (useful for robbing tombs as well as living wizards), and Knowledge rely on Intelligence and have it as the key ability of their powers. Sly and charming rogues focusing on skills like Bluff, Diplomacy, and Perform use Charisma to get by and as the key ability of their innate arcane powers. Dabblers of both sorts find Dexterity useful in both deftness of touch and speed of reflexes.

STARTING SKILLS

Choose (8 + Intelligence) of the following skills: Bluff, Concentration, Craft, Diplomacy, Disable Device, Disguise, Escape Artist, Gather Information, Knowledge (supernatural), Language, Notice, Perform, Search, Sense Motive, Sleight of Hand, and Stealth.

STARTING FEATS

Armor Training (light), Defensive Roll, Lightning Reflexes, Lucky

MAGICIAN

Whether the title is mage, magister, maester, or wizard, magicians are true scholars of the arcane arts. To them all the other paths described herein are mere hedge-magicians, mummers, and frauds, dabbling in powers they don't truly understand. It is after all, understanding that is the key to a magician's power: insight into the hidden inner workings of the cosmos.

This understanding begins with lessons from a master-teacher, and progresses throughout a magician's career through the accumulation of lore: books, scrolls, folios, and dry and dusty relics from ages past. Their laboratories are crammed with such things alongside jars of dried herbs, cauldrons, candles, and numerous other tools of their art.

While some magicians are rumored to turn lead into gold, most have to occasionally hire out their skills in exchange for the coin they need to further their studies and maintain those expensive laboratories, and

TABLE 2–2: DABBLER PROGRESSION

Level	Combat	Fort Save	Ref Save	Will Save	Reputation	Feats & Powers
Expert 1	+0	+0	+0	+2	+1	Starting Feats
Expert 1/Adept 1	+0	+0	+0	+2	+1	Second Sight
Expert 2/Adept 1	+1	+0	+0	+3	+1	Evasion
Expert 2/Adept 2	+1	+0	+0	+4	+2	Light Shaping
Expert 3/Adept 2	+2	+1	+1	+4	+2	Improved Dodge
Expert 3/Adept 3	+3	+2	+2	+4	+2	Move Object
Expert 4/Adept 3	+4	+2	+2	+5	+2	Iron Will
Expert 4/Adept 4	+5	+2	+2	+6	+3	Suggestion
Expert 5/Adept 4	+5	+2	+2	+6	+3	Improved Evasion
Expert 5/Adept 5	+5	+2	+2	+6	+3	Heart Shaping
Expert 6/Adept 5	+6	+3	+3	+7	+3	Defensive Roll (+2)
Expert 6/Adept 6	+7	+4	+4	+8	+4	Manipulate Object
Expert 7/Adept 6	+8	+4	+4	+8	+4	Set-Up
Expert 7/Adept 7	+8	+4	+4	+8	+4	Mind Touch
Expert 8/Adept 7	+9	+4	+4	+9	+4	Skill Mastery
Expert 8/Adept 8	+10	+4	+4	+10	+5	Supernatural Talent
Expert 9/Adept 8	+10	+5	+5	+10	+5	Hide in Plain Sight
Expert 9/Adept 9	+10	+6	+6	+10	+5	Illusion
Expert 10/Adept 9	+11	+6	+6	+11	+5	Defensive Roll (+3)
Expert 10/Adept 10	+12	+6	+6	+12	+6	Phase

TABLE 2–3: MAGICIAN PROGRESSION

Level	Combat	Fort Save	Ref Save	Will Save	Reputation	Feats & Powers
Adept 1	+0	+0	+0	+2	+0	Starting Feats
Adept 2	+1	+0	+0	+3	+0	Elemental Shaping*
Adept 3	+1	+1	+1	+3	+0	Elemental Weapon
Adept 4	+2	+1	+1	+4	+0	Elemental Blast
Adept 5	+2	+1	+1	+4	+0	Elemental Resistance
Adept 6	+3	+2	+2	+5	+0	Mind Touch
Adept 7	+3	+2	+2	+5	+0	Move Object
Adept 8	+4	+2	+2	+6	+0	Manipulate Object
Adept 9	+4	+3	+3	+6	+0	Imbue Item
Adept 10	+5	+3	+3	+7	+0	Body Control
Adept 11	+5	+3	+3	+7	+0	Widen Power
Adept 12	+6	+4	+4	+8	+1	Supernatural Talent
Adept 13	+6	+4	+4	+8	+1	Elemental Shaping*
Adept 14	+7	+4	+4	+9	+1	Scrying
Adept 15	+7	+5	+5	+9	+1	Supernatural Focus
Adept 16	+8	+5	+5	+10	+2	Summon Outsider
Adept 17	+8	+5	+5	+10	+2	Teleport
Adept 18	+9	+6	+6	+11	+2	Empower
Adept 19	+9	+6	+6	+11	+2	Self-Shaping
Adept 20	+10	+6	+6	+12	+3	Apport

*Choose an element: Cold, Earth, Fire, Plant, Water, or Wind

most magicians in Freeport aren't above doing what is needed to acquire that next bit of forgotten lore through less legitimate means.

ABILITIES

Keen Intelligence is the hallmark of a magician: the ability to learn all those arcane facts and figures and recall them at a moment's notice. Magicians focus on intellectual pursuits: skills like Craft, Knowledge,

and Languages (to better decipher those ancient books and scrolls). Their arcane powers are likewise based on their Intelligence.

STARTING SKILLS

Choose (4 + Intelligence) of the following skills (minimum of 1): Concentration, Craft, Disable Device, Gather Information, Intimidate, Knowledge, Language, Notice, Search, Sense Motive, and Sleight of Hand.

STARTING FEATS

Familiar, Light Shaping, Psychic Shield, Second Sight

MYSTIC

Some seek supernatural power, but a rare few are born to it, chosen by it. There are those touched by the gods, giving visions and the power to work their will amongst mortals. There are also those touched by arcane forces: be it a particular alignment of the stars, a shifting of the tides of the cosmos, or an arcane inheritance in the blood. Something makes them different, imbued with the potential for power.

Mystics are awakened to such potential, innate adepts developing their powers on their own or (if they're lucky) with the guidance of a mentor of their path. Some see their power as a threat, trying to eliminate them. Others consider their power a potential resource, trying to control them, while a few see their power as dominion, and seek to follow them. Mystics have ready-made friends and foes by virtue of their very nature.

ABILITIES

Mystics rely on their Charisma: their powers are based on their confidence and force of personality, and they use those qualities to win people over, or at least convince others they're dangerous enough to be left alone. Some mystics have better than average Intelligence and Wisdom as well, but not necessarily. Likewise, while some mystics are quite fit physically, most tend to ignore the physical abilities in favor of their supernatural gifts.

STARTING SKILLS

Choose (4 + Intelligence) of the following skills (minimum of 1): Bluff, Concentration, Craft, Diplomacy, Disguise, Gather Information, Handle Animal, Intimidate, Knowledge, Language, Notice, Perform, Sense Motive, Sleight of Hand, Stealth, and Survival.

STARTING FEATS

Psychic Shield, Second Sight, Supernatural Talent (choose two powers), Visions

PRIEST

Just as Freeport welcomes people from every land, so too does the free city welcome their gods, and you can find temples ranging from grand structures to humble lean-tos with makeshift shrines. Freeport is a religious marketplace, a never-ending buffet of divinity where you can find gods to suit every taste, and priests in their service. Many of these are ordinaries or experts performing services and attending to their congregations, but some are adepts wielding divinely granted powers.

Not all priests are contemplatives dedicated to advancing in the hierarchy of a temple; some are itinerant servants of divine powers, tending to the faithful. Other religions in

TABLE 2-4: MYSTIC PROGRESSION

Level	Combat	Fort Save	Ref Save	Will Save	Reputation	Feats & Powers
Adept 1	+0	+0	+0	+2	+0	Starting Feats
Adept 2	+1	+0	+0	+3	+0	Heart Reading
Adept 3	+1	+1	+1	+3	+0	Move Object
Adept 4	+2	+1	+1	+4	+0	Mind Touch
Adept 5	+2	+1	+1	+4	+0	Lucky
Adept 6	+3	+2	+2	+5	+0	Truth-Reading
Adept 7	+3	+2	+2	+5	+0	Manipulate Object
Adept 8	+4	+2	+2	+6	+0	Quicken Power
Adept 9	+4	+3	+3	+6	+0	Ward
Adept 10	+5	+3	+3	+7	+0	Heart Shaping
Adept 11	+5	+3	+3	+7	+0	Mind Reading
Adept 12	+6	+4	+4	+8	+1	Mind Probe
Adept 13	+6	+4	+4	+8	+1	Psychic Blast
Adept 14	+7	+4	+4	+9	+1	Illusion
Adept 15	+7	+5	+5	+9	+1	Mind Shaping
Adept 16	+8	+5	+5	+10	+2	Iron Will
Adept 17	+8	+5	+5	+10	+2	Psychic Trap
Adept 18	+9	+6	+6	+11	+2	Dominate
Adept 19	+9	+6	+6	+11	+2	Psychic Reflection
Adept 20	+10	+6	+6	+12	+3	Severance

TABLE 2-5: PRIEST PROGRESSION

Level	Combat	Fort Save	Ref Save	Will Save	Reputation	Feats & Powers
Adept 1	+0	+0	+0	+2	+0	Starting Feats
Adept 2	+1	+0	+0	+3	+0	Cure
Adept 3	+1	+1	+1	+3	+0	Ward
Adept 4	+2	+1	+1	+4	+0	Shield Training
Adept 5	+2	+1	+1	+4	+0	Divine Domain
Adept 6	+3	+2	+2	+5	+0	Armor Training (heavy)
Adept 7	+3	+2	+2	+5	+0	Enhance Other
Adept 8	+4	+2	+2	+6	+0	Attack Focus
Adept 9	+4	+3	+3	+6	+0	Cure Disease or Poison
Adept 10	+5	+3	+3	+7	+0	Improved Defense
Adept 11	+5	+3	+3	+7	+0	Imbue Item
Adept 12	+6	+4	+4	+8	+1	Visions
Adept 13	+6	+4	+4	+8	+1	Skill Focus
Adept 14	+7	+4	+4	+9	+1	Heart Reading
Adept 15	+7	+5	+5	+9	+1	Accurate Attack
Adept 16	+8	+5	+5	+10	+2	Supernatural Focus
Adept 17	+8	+5	+5	+10	+2	Imbue Life
Adept 18	+9	+6	+6	+11	+2	Empower
Adept 19	+9	+6	+6	+11	+2	Summon Outsider
Adept 20	+10	+6	+6	+12	+3	Severance



Freeport have templars, religious knights with priestly functions. Most templars follow a mixture of the warrior role and divine adept levels on the priest path, depending on their measure of devotion to the arts of prayer and warfare against enemies of the faith.

The divine powers given on the Priest Progression table reflect those of a typical priestly adept; modify them as needed to suit a priest of a particular faith. For evil priests, substitute Harm, Pain, and Imbue Unlife for the curing and Imbue Life powers.

COMMON GODS OF FREEPORT

While most gods in the World of Freeport claim followers in the City of Adventure, some religions hold more sway than do others. The principle religion in the city is that which follows the edicts of the God of the Sea. A superstitious city, nearly all locals are quick to drop a coin in this god's coffers to curry favor for travel, weather, or to bring a loved one home. Other popular gods include the God of War, the God of Pirates, and the God of Knowledge.

ABILITIES

The key ability of the priest is Wisdom: divinely granted powers rely on it, and priestly skills—notably Concentration, Profession (priest), and Sense Motive—are based on it. Although the most talented priests have great insight from their Wisdom, they don't always necessarily have the experience to make them truly "wise," which comes only with time.

STARTING SKILLS

Choose (4 + Intelligence) of the following skills (minimum of 1): Concentration, Craft, Diplomacy, Gather Information, Intimidate, Knowledge (religion), Language, Medicine, Notice, Perform, Profession (priest), and Sense Motive.

STARTING FEATS

Armor Training (light), Dedicated, Divine Domain, Second Sight.

EXPERT PATHS

Experts are among the most common adventurers in the city of Freeport: rogues, scouts, tomb-robbers, wanderers, and scoundrels of all sorts seek their fortunes in its streets and alleys. Experts range from cunning thieves to sinister assassins, learned scholars, noble courtiers, and more. The expert paths described in this section are:

- **Assassin:** A stealthy and secretive killer for hire; a true devote of the "art" of assassination, always in demand in certain circles of Freeport.
- **Fence:** A specialist in stolen goods: acquiring, appraising, and selling them to the highest bidder for a tidy profit.
- **Grifter:** A con artist who preys on the gullible and the unsuspecting for profit, on those occasions when there are any such people to be found in Freeport.

- **Mummer:** One of the various performers found in the city: actors, dancers, jugglers, singers, and so forth, all willing to do a little extra from time to time in exchange for some coin.
- **Thief:** A professional—and reasonably successful—thief in a city full of amateurs, ranging from second story burglars to cutpurses.

ASSASSIN

In Freeport, life is often cheap, but death can be expensive, and professionals specializing in removing certain obstacles in a discrete and efficient manner can do quite well for themselves. Only a few are worthy of the name "assassin;" most are little more than hired ruffians just capable enough to bash someone's head in or stab them in a dark alley somewhere.

True assassins tend to prefer a more refined approach to their work, from the use of poison to arranging a suitably convincing “accident” to befall their target. Of course, when such methods are unavailable, they still resort to the time-tested knife in the back, whatever gets the job done.

TABLE 2–6: ASSASSIN PROGRESSION

Level	Combat	Ref Save	Other Saves	Reputation	Feats
Expert 1	+0	+2	+0	+1	Starting Feats
Expert 2	+1	+3	+0	+1	Attack Focus (+1)
Expert 3	+2	+3	+1	+1	Assessment
Expert 4	+3	+4	+1	+2	Uncanny Dodge
Expert 5	+3	+4	+1	+2	Sneak Attack (+3)
Expert 6	+4	+5	+2	+2	Dodge Focus (+1)
Expert 7	+5	+5	+2	+2	Evasion
Expert 8	+6	+6	+2	+3	Quick Draw
Expert 9	+6	+6	+3	+3	Defensive Roll (+1)
Expert 10	+7	+7	+3	+3	Sneak Attack (+4)
Expert 11	+8	+7	+3	+3	Move-by Action
Expert 12	+9	+8	+4	+4	Dodge Focus (+2)
Expert 13	+9	+8	+4	+4	Lightning Reflexes
Expert 14	+10	+9	+4	+4	Master Plan
Expert 15	+11	+9	+5	+4	Sneak Attack (+5)
Expert 16	+12	+10	+5	+5	Hide in Plain Sight
Expert 17	+12	+10	+5	+5	Blind-Fight
Expert 18	+13	+11	+6	+5	Dodge Focus (+3)
Expert 19	+14	+11	+6	+5	Defensive Roll (+2)
Expert 20	+15	+12	+6	+6	Crippling Strike

TABLE 2–7: FENCE PROGRESSION

Level	Combat	Will Save	Other Saves	Reputation	Feats
Expert 1	+0	+2	+0	+1	Starting Feats
Expert 2	+1	+3	+0	+1	Canny Dodge
Expert 3	+2	+3	+1	+1	Skill Focus (Gather Info)
Expert 4	+3	+4	+1	+2	Connected
Expert 5	+3	+4	+1	+2	Talented
Expert 6	+4	+5	+2	+2	Wealthy
Expert 7	+5	+5	+2	+2	Defensive Roll (+1)
Expert 8	+6	+6	+2	+3	Second Chance (traps)
Expert 9	+6	+6	+3	+3	Evasion
Expert 10	+7	+7	+3	+3	Leadership
Expert 11	+8	+7	+3	+3	Uncanny Dodge
Expert 12	+9	+8	+4	+4	Wealthy
Expert 13	+9	+8	+4	+4	Iron Will
Expert 14	+10	+9	+4	+4	Improved Evasion
Expert 15	+11	+9	+5	+4	Second Chance (Bluff)
Expert 16	+12	+10	+5	+5	Eidetic Memory
Expert 17	+12	+10	+5	+5	Second Chance (Diplomacy)
Expert 18	+13	+11	+6	+5	Jack-of-All-Trades
Expert 19	+14	+11	+6	+5	Skill Mastery
Expert 20	+15	+12	+6	+6	Inspire (competence)

Some attribute almost supernatural powers to the most fearsome assassins, and a rare few might dabble—acquiring a level or two of adept in the process—but most simply have a degree of skill that seems supernatural to the untrained eye, and is often the last thing they ever see.

ABILITIES

Dexterity and Wisdom are the primary abilities of assassins: Dexterity for deftness, speed, and accuracy, along with skills like Acrobatics, Disable Device, and Stealth; Wisdom for cunning, awareness and skills like Notice and Sense Motive. Keen Intelligence is also useful, while suave assassins have the Charisma needed to seem harmless; others just blend into the background.

STARTING SKILLS

Choose (8 + Intelligence) of the following skills (minimum of 1): Acrobatics, Bluff, Climb, Craft, Disable Device, Disguise, Escape Artist, Gather Information, Intimidate, Jump, Knowledge, Language, Notice, Search, Sense Motive, Sleight of Hand, Stealth, and Swim.

STARTING FEATS

Armor Training (light), Light Sleeper, Sneak Attack, Weapon Training

FENCE

While Freeport has plenty of merchants, there are also those specializing in selling goods without asking too many questions about where they came from. Skilled fences are a vital part of the city’s black market economy, ensuring “found” goods make their way into the hands of interested buyers and coin finds its way into the purses of those who acquired the items. A fence is a useful contact when it comes to getting hard-to-find items or unloading a new acquisition in a hurry.

Some fences build up networks of regular suppliers and customers, others prefer to know as little as possible about both, although such ignorance is difficult to maintain for long. A fence who means to survive usually picks up some skill in self-defense, along with a hired bodyguard or two.

ABILITIES

A fence needs to be a shrewd judge of both value and character, making Wisdom their key ability: vital for skills like Notice and Sense Motive. Intelligent fences with some Knowledge skills tends to do better, since they know more about their clients and the goods they sell, but a gullible fence won’t last long in Freeport.

STARTING SKILLS

Choose (8 + Intelligence) of the following skills (minimum of 1): Bluff, Craft, Diplomacy, Disable Device, Gather Information, Intimidate, Knowledge, Language, Notice, Search, Sense Motive, and Sleight of Hand.

STARTING FEATS

Assessment, Contacts, Light Sleeper, Well-Informed

GRIETER

In Freeport, foolish people’s money is the best, and the easiest to get, and there are plenty of grifters looking for the opportunity. Grifters use charm, persuasion, and various scams to trick the unwary out of their hard-earned or ill-gotten coin.

The simplest way of handling a grifter’s day-to-day cons is to treat the character’s chosen interaction skill (usually Bluff, but it can

be others) as a use of the Perform skill to earn money (see Perform under **Skills** in this book): the better the “performance” the grifter gives, the more the coin rolls in. This ignores the possibility of “big scores,” which are better planned and played out in the game; it just handles the routine cons grifters use to get by.

Many grifters are not averse to fattening their purses working with others, either as contacts, front-men, or guides through the dangerous social waters of Freeport, where they know all the sharks to avoid, being social predators themselves.

ABILITIES

Charisma is a grifter’s sword and shield: the weapons and armor on the battlefield of words and deception. It’s the key ability of vital grifter skills like Bluff and Perform. Wisdom helps ensure a grifter isn’t deceived by others; important for Notice and Sense Motive. A “hands-on” grifter might want a decent Dexterity score for Sleight of Hand checks, but grifters usually prefer to use guile rather than sticky fingers to get what they want.

STARTING SKILLS

Choose (8 + Intelligence) of the following skills (minimum of 1): Bluff, Climb, Concentration, Diplomacy, Disable Device, Disguise, Gather Information, Intimidate, Knowledge, Language, Notice, Perform (oratory), Search, Sense Motive, Sleight of Hand, and Stealth.

STARTING FEATS

Fascinate, Inspire (complacency), Skill Focus (interaction skill), Uncanny Dodge

MUMMER

Mummers put on plays and pantomimes for the amusement of audiences young and old, rich and poor in Freeport. They range from ragged street performers to high-class actors and singers putting on plays and operas for Freeport’s wealthiest citizens, making their events excellent places for intrigue and clandestine meetings.

Mummers have somewhat well-deserved reputations as professional liars. After all, their performances are fictions, and often they’re geared towards satire: whether it’s making fun of the latest scandal involving Freeport’s wealthy and powerful or reinterpreting myth or history in ways not everyone finds entertaining. Performers walk a fine line between shows popular with their audiences, but not so popular with certain people in power, and the wrong performance can land them in irons or, worse yet, on the gallows.

While most mummers are ordinaries with ranks in the appropriate skills, a few are more adventuresome types: either experts retired from some other career or those using the colorful guise of a performer to conceal other activities. The path here is geared towards a hero with an equal measure of inspirational performance skills and physical capabilities to match.

ABILITIES

As performers, Charisma is the mummers’ most important ability, the basis for Perform, along with other interaction skills, and the ability to impress an audience. Those who also perform physical stunts like Acrobatics need Dexterity, but it is difficult to become a true star without some measure of Charisma.

STARTING SKILLS

Choose (8 + Intelligence) of the following skills (minimum of 1): Acrobatics, Bluff, Diplomacy, Disguise, Escape Artist, Intimidate, Knowledge, Language, Notice, Perform, Sense Motive, Sleight of Hand, and Stealth.

TABLE 2–8: GRIFTER PROGRESSION

Level	Combat	Ref Save	Other Saves	Reputation	Feats
Expert 1	+0	+2	+0	+1	Starting Feats
Expert 2	+1	+3	+0	+1	Contacts
Expert 3	+2	+3	+1	+1	Canny Dodge
Expert 4	+3	+4	+1	+2	Second Chance (Bluff)
Expert 5	+3	+4	+1	+2	Taunt
Expert 6	+4	+5	+2	+2	Set-Up
Expert 7	+5	+5	+2	+2	Inspire (competence)
Expert 8	+6	+6	+2	+3	Jack-of-All-Trades
Expert 9	+6	+6	+3	+3	Suggestion
Expert 10	+7	+7	+3	+3	Master Plan
Expert 11	+8	+7	+3	+3	Skill Focus
Expert 12	+9	+8	+4	+4	Evasion
Expert 13	+9	+8	+4	+4	Skill Mastery
Expert 14	+10	+9	+4	+4	Well-Informed
Expert 15	+11	+9	+5	+4	Elusive Target
Expert 16	+12	+10	+5	+5	Improved Evasion
Expert 17	+12	+10	+5	+5	Skill Focus
Expert 18	+13	+11	+6	+5	Inspire (awe)
Expert 19	+14	+11	+6	+5	Challenge
Expert 20	+15	+12	+6	+6	Mass Suggestion

TABLE 2–9: MUMMER PROGRESSION

Level	Combat	Will Save	Other Saves	Reputation	Feats
Expert 1	+0	+2	+0	+1	Starting Feats
Expert 2	+1	+3	+0	+1	Taunt
Expert 3	+2	+3	+1	+1	Inspire (awe)
Expert 4	+3	+4	+1	+2	Dodge Focus (+1)
Expert 5	+3	+4	+1	+2	Defensive Roll (+2)
Expert 6	+4	+5	+2	+2	Inspire (competence)
Expert 7	+5	+5	+2	+2	Jack-of-All-Trades
Expert 8	+6	+6	+2	+3	Dodge Focus (+2)
Expert 9	+6	+6	+3	+3	Inspire (courage)
Expert 10	+7	+7	+3	+3	Suggestion
Expert 11	+8	+7	+3	+3	Startle
Expert 12	+9	+8	+4	+4	Dodge Focus (+3)
Expert 13	+9	+8	+4	+4	Inspire (fury)
Expert 14	+10	+9	+4	+4	Skill Focus
Expert 15	+11	+9	+5	+4	Leadership (troupe)
Expert 16	+12	+10	+5	+5	Inspire (fear)
Expert 17	+12	+10	+5	+5	Challenge
Expert 18	+13	+11	+6	+5	Skill Mastery
Expert 19	+14	+11	+6	+5	Skill Focus
Expert 20	+15	+12	+6	+6	Mass Suggestion

STARTING FEATS

Armor Training (light), Defensive Roll (+1), Fascinate (Perform), Skill Focus (Perform)



THIEF

Although Freeport has a reputation as a city full of thieves, it's not entirely true. In particular, few of the cutpurses or muggers found in the city's alleys and docksides are worthy of the name "thief;" they're just ordinaries, perhaps with a few ranks of Sleight of Hand, Stealth,

or both. They can't equal to daring and cunning of the true thieves of Freeport, however.

Many on this particular path get their start among the gutter-rats and flotsam, but they make thievery a true craft, almost an art-form. They hone their skill in stealth and second-story work along with a deft touch and an innocent-looking face. They also don't neglect training in self-defense or knowing when and how to stick a knife in somebody's back in order to survive.

Unlike other mainland cities, Freeport does not have the presence of a Thieves' Guild. The Back Alley War saw to that decades ago. In fact, the Captains' Council frowns at organized crime and permits Finn and Mister Wednesday—the two most prominent crime lords—to continue as each checks the other. As a result, Freeport's thieves tend to be loners, freelancers, and the typical sorts of riffraff that prey on those who make do by honest means.

ABILITIES

Dexterity is the primary ability a thief needs to be the most capable with skills like Acrobatics, Escape Artist, and Sleight of Hand, but Intelligence is also useful, as is a decent Wisdom score for being aware of what's going on and any potential dangers. Some thieves use the Skill Finesse and Skill Insight feats (see **Feats**) to better focus their skills on their strongest abilities.

STARTING SKILLS

Choose (8 + Intelligence) of the following skills (minimum of 1): Acrobatics, Bluff, Climb, Disable Device, Disguise, Escape Artist, Gather Information, Jump, Knowledge (local), Knowledge (streetwise), Language, Notice, Perform, Search, Sense Motive, Sleight of Hand, Stealth, and Swim.

STARTING FEATS

Armor Training (light), Defensive Roll (+1), Run, Sneak Attack

TABLE 2–10: THIEF PROGRESSION

Level	Combat	Will Save	Other Saves	Reputation	Feats
Expert 1	+0	+2	+0	+1	Starting Feats
Expert 2	+1	+3	+0	+1	Evasion
Expert 3	+2	+3	+1	+1	Second Chance (traps)
Expert 4	+3	+4	+1	+2	Uncanny Dodge
Expert 5	+3	+4	+1	+2	Defensive Roll (+2)
Expert 6	+4	+5	+2	+2	Sneak Attack (+3)
Expert 7	+5	+5	+2	+2	Lightning Reflexes
Expert 8	+6	+6	+2	+3	Taunt
Expert 9	+6	+6	+3	+3	Set-Up
Expert 10	+7	+7	+3	+3	Defensive Roll (+3)
Expert 11	+8	+7	+3	+3	Improved Evasion
Expert 12	+9	+8	+4	+4	Sneak Attack (+4)
Expert 13	+9	+8	+4	+4	Hide in Plain Sight
Expert 14	+10	+9	+4	+4	Skill Mastery
Expert 15	+11	+9	+5	+4	Defensive Roll (+4)
Expert 16	+12	+10	+5	+5	Challenge
Expert 17	+12	+10	+5	+5	Improvised Tools
Expert 18	+13	+11	+6	+5	Sneak Attack (+5)
Expert 19	+14	+11	+6	+5	Second Chance (dominate)
Expert 20	+15	+12	+6	+6	Defensive Roll (+5)

WARRIOR PATHS

There are always opportunities for a skilled sword in the City of Adventure, whether raiding booty as part of the crew of a pirate ship or guarding fat merchant vessels against the same. Sell-swords are commonplace, as are soldiers and warriors from distant lands, seeking their fortunes. Freeport has even given rise to a new class of warrior: the musketeer, armed with new alchemical weapons. The warrior paths described in this section are:

- **Barbarian:** Usually a warrior from a foreign land with a savage ethos and the strength and skill at arms to survive.
- **Duelist:** Elegant specialist in one-on-one fighting, particularly with swords. Duelists often serve as professional settlers of disputes in Freeport.
- **Mercenary:** A sell-sword for hire, fighting at the behest of various clients or serving as an armed guard for those able to afford it.
- **Musketeer:** A warrior specializing in the relatively new alchemical firearms made and used in Freeport.
- **Pirate:** A crewman, officer, or even captain of a pirate ship, raiding other vessels for loot on the high seas, finding a haven in Freeport.

BARBARIAN

Freeport sees people from many lands and cultures, some of them primitive even by the standards of this free city. The barbarian is a warrior of a primitive or primal culture, renowned for fury and fearlessness in battle. Some barbarians crew raiding vessels, attacking ships and coastal communities (although few barbarian forces have dared assault Freeport itself). Some are mercenaries, putting their fearsome skills to work for the highest bidder. Other barbarians are wanderers, seeking conquest, fame, and fortune.

Whatever their motives, barbarians are formidable warriors. They don't rely on the traditional heavy armor of continental soldiers and knights, preferring simple furs or leathers, yet they still throw themselves into combat without fear. They often work themselves up into a frenzy in battle, laying about with axe, hammer, or sword until they are soaked in the blood of their enemies. Tactically, they rely on their mobility compared to heavily-armored foes, and their fearsome reputation.

ABILITIES

Barbarians are renowned for their Strength and it is their key ability, closely followed by the Constitution for their equally well-known toughness and endurance. Barbarians tend towards training in Strength-based skills like Climb, Jump, and Swim.

STARTING SKILLS

Choose (4 + Intelligence) of the following skills (minimum of 1): Climb, Handle Animal, Intimidate, Jump, Notice, Ride, Search, Stealth, Survival, and Swim.

STARTING FEATS

Armor Training (light), Improved Speed, Rage, Weapon Training

DUELIST

Wearing heavy armor and wielding massive two-handed weapons may be advantageous on the battlefield, but on the deck of a ship, in a shadowy alley, or when faced with a firearm, such things are of little use, and can actually put a warrior at a disadvantage. This has led to the rise of duelists in Freeport: lithe, quick, lightly-armored warriors wielding precision weapons with skill and finesse.

Duelist styles have gone from practical necessity to popular fad in Freeport; many a young rake affects the manner and style (if not the substance) of the duelist, but true masters of the form remain relatively rare. In addition to teaching their art to the sons and daughters of wealthy families, some duelists find employment as professional seconds in settling matters of honor, or simply as sell-swords or bodyguards (although many prefer hired swords with a more intimidating presence).

Still, for the duelist, the goal is the improvement and perfection of their art, and paying work allows them the opportunity to make a living doing it. The greatest duelists have reputations to protect, and young upstarts who look to prove their abilities by defeating the very best in one-on-one combat.

ABILITIES

Quick and agile, the duelist fighting style relies heavily on Dexterity rather than brute Strength. A duelist must be quick, or else is likely to end up dead, or at least disgraced. Duelists often train in skills based on Dexterity, particularly Acrobatics and Ride.

TABLE 2-11: BARBARIAN PROGRESSION

Level	Combat	Fort Save	Ref Save	Will Save	Reputation	Feats
Warrior 1	+1	+2	+0	+0	+0	Starting Feats
Warrior 2	+2	+3	+0	+0	+0	Uncanny Dodge
Warrior 3	+3	+3	+1	+1	+1	Tough (+1)
Warrior 4	+4	+4	+1	+1	+1	Rage (10 rounds)
Warrior 5	+5	+4	+1	+1	+1	Smashing Blow
Warrior 6	+6	+5	+2	+2	+1	Endurance
Warrior 7	+7	+5	+2	+2	+2	Tough (+2)
Warrior 8	+8	+6	+2	+2	+2	Rage (+3, 10 rounds)
Warrior 9	+9	+6	+3	+3	+2	Cleave
Warrior 10	+10	+7	+3	+3	+2	Second Chance (traps)
Warrior 11	+11	+7	+3	+3	+3	Tough (+3)
Warrior 12	+12	+8	+4	+4	+3	Rage (+3, 15 rounds)
Warrior 13	+13	+8	+4	+4	+3	Improved Critical
Warrior 14	+14	+9	+4	+4	+3	Tireless
Warrior 15	+15	+9	+5	+5	+4	Tough (+4)
Warrior 16	+16	+10	+5	+5	+4	Rage (+4, 15 rounds)
Warrior 17	+17	+10	+5	+5	+4	Iron Will
Warrior 18	+18	+11	+6	+6	+4	Great Cleave
Warrior 19	+19	+11	+6	+6	+5	Tough (+5)
Warrior 20	+20	+12	+6	+6	+5	Rage (+4, 20 rounds)

TABLE 2–12: DUELIST PROGRESSION

Level	Combat	Fort Save	Ref Save	Will Save	Reputation	Feats
Warrior 1	+1	+2	+0	+0	+0	Starting Feats
Warrior 2	+2	+3	+0	+0	+0	Defensive Roll (+1)
Warrior 3	+3	+3	+1	+1	+1	Attack Specialization
Warrior 4	+4	+4	+1	+1	+1	Dodge Focus (+1)
Warrior 5	+5	+4	+1	+1	+1	Two-Weapon Fighting
Warrior 6	+6	+5	+2	+2	+1	Greater Attack Focus
Warrior 7	+7	+5	+2	+2	+2	Defensive Roll (+2)
Warrior 8	+8	+6	+2	+2	+2	Dodge Focus (+2)
Warrior 9	+9	+6	+3	+3	+2	Two-Weapon Defense
Warrior 10	+10	+7	+3	+3	+2	Improved Disarm
Warrior 11	+11	+7	+3	+3	+3	Dodge Focus (+3)
Warrior 12	+12	+8	+4	+4	+3	Defensive Roll (+3)
Warrior 13	+13	+8	+4	+4	+3	Greater Attack Specialization
Warrior 14	+14	+9	+4	+4	+3	Weapon Bind
Warrior 15	+15	+9	+5	+5	+4	Challenge
Warrior 16	+16	+10	+5	+5	+4	Dodge Focus (+4)
Warrior 17	+17	+10	+5	+5	+4	Seize Initiative
Warrior 18	+18	+11	+6	+6	+4	All-Out Attack
Warrior 19	+19	+11	+6	+6	+5	Cleave
Warrior 20	+20	+12	+6	+6	+5	Blind-Fight

TABLE 2–13: MUSKETEER PROGRESSION

Level	Combat	Fort Save	Ref Save	Will Save	Reputation	Feats
Warrior 1	+1	+2	+0	+0	+0	Starting Feats
Warrior 2	+2	+3	+0	+0	+0	Point Blank Shot
Warrior 3	+3	+3	+1	+1	+1	Precise Shot
Warrior 4	+4	+4	+1	+1	+1	Attack Focus
Warrior 5	+5	+4	+1	+1	+1	Quick Draw
Warrior 6	+6	+5	+2	+2	+1	Far Shot
Warrior 7	+7	+5	+2	+2	+2	Move-by Action
Warrior 8	+8	+6	+2	+2	+2	Attack Specialization
Warrior 9	+9	+6	+3	+3	+2	Dodge Focus (+1)
Warrior 10	+10	+7	+3	+3	+2	Firearms Drill
Warrior 11	+11	+7	+3	+3	+3	Greater Attack Focus
Warrior 12	+12	+8	+4	+4	+3	Improved Precise Shot
Warrior 13	+13	+8	+4	+4	+3	Improved Ranged Disarm
Warrior 14	+14	+9	+4	+4	+3	Dodge Focus (+2)
Warrior 15	+15	+9	+5	+5	+4	Greater Attack Spec.
Warrior 16	+16	+10	+5	+5	+4	Improved Initiative
Warrior 17	+17	+10	+5	+5	+4	Improved Critical
Warrior 18	+18	+11	+6	+6	+4	Dodge Focus (+3)
Warrior 19	+19	+11	+6	+6	+5	Accurate Attack
Warrior 20	+20	+12	+6	+6	+5	Seize Initiative

STARTING SKILLS

Choose (4 + Intelligence) of the following skills (minimum of 1): Acrobatics, Bluff, Climb, Intimidate, Jump, Knowledge (streetwise), Notice, Ride, Sense Motive, and Stealth.

STARTING FEATS

Attack Focus, Canny Dodge, Improved Initiative, Weapon Training

MUSKETEER

New types of weapons lead to new types of warriors to use them. In Freeport, the appearance of firearms has led to the development of musketeers: warriors who specialize in these unusual new weapons. Reactions to musketeers in the City of Adventure are mixed: some see them as dashing figures of romance, part of the future of the city and the world. Others consider them foolishly obsessed with new-fangled weapons that will never be truly practice or, at worst, cowards who hide behind the tools of alchemists and magicians rather than facing their foes with honest steel.

For their part, musketeers know they are the future. They train long and hard to be effective with their weapons and take pride in the fact that not just anyone can use a firearm effectively. They often adopt a mocking tone towards the relics of the past: warriors who rely on bow and blade and hope their heavy armor will protect them.

Of course, some musketeers are not as sanguine about the capabilities of their weapons as others are and they all choose to have at least some skill in hand-to-hand combat for those occasions when their firearms are not available or usable. The most conservative musketeers even sacrifice a few of their firearms-related feats in order to acquire one or more feats usable in melee for those occasions.

ABILITIES

A steady hand and a sharp eye are important qualities to a musketeer, making Dexterity the most important ability in their arsenal. Musketeer training tends to emphasize Wisdom as well, both in sharpening perception and strengthening wits to withstand the noise and confusion of firearms going off all around.

STARTING SKILLS

Choose (4 + Intelligence) of the following skills (minimum of 1): Concentration, Craft, Intimidate, Jump, Knowledge (tactics), Notice, Ride, Search, Sense Motive, Sleight of Hand, Stealth, and Survival.

STARTING FEATS

Attack Focus, Canny Dodge, Firearms Training, Weapon Training

PIRATE

Freeport was founded as a pirate haven and remains so to this day. Pirates are the legends and heroes of the City of Adventure, their names and deeds recalled in song and story. While some old-salts grouse about how

the current crop flying the colors cannot equal the pirates of generations past, piracy is still a proud (if not noble) tradition in and around Freeport.

Pirates have long since adapted the arts of warfare to the high seas and the decks of ships. Indeed, the modern duelists of Freeport got their start in the lightly-armored and swift fighting styles of piracy, transplanted to dry land.

ABILITIES

Pirates need a bit of quickness, a bit of wit, and an extra helping of charm if they intend to survive the high seas. Of all their abilities, Dexterity is the most important for it gives the pirate the edge he needs to keep fighting on the deck of a storm-tossed ship. Constitution is a good ability to develop for the conditions most pirates face chew up the frail and sickly. The most popular pirates have a high Charisma, using their silver tongues as deftly as they do the cutlass.

STARTING SKILLS

Choose (4 + Intelligence) of the following skills (minimum of 1): Acrobatics, Bluff, Climb, Intimidate, Jump, Knowledge (geography), Knowledge (tactics), Notice, Profession (pilot), Profession (sailor), Sense Motive, and Swim.

STARTING FEATS

Attack Focus, Canny Dodge, Lightning Reflexes, Weapons Training

SOLDIER

Whether a sworn member of the Watch or a mercenary sell-sword working for the highest bidder, soldiers are the workaday warriors of Freeport, those who do battle to settle matters for those in higher authority able to command, or buy, their loyalty. They train and drill in skill at arms for those times when they are needed, and more than a

TABLE 2-14: PIRATE PROGRESSION

Level	Combat	Fort Save	Ref Save	Will Save	Reputation	Feats
Warrior 1	+1	+2	+0	+0	+0	Starting Feats
Warrior 2	+2	+3	+0	+0	+0	Press Ganger
Warrior 3	+3	+3	+1	+1	+1	Attack Specialization
Warrior 4	+4	+4	+1	+1	+1	Diver
Warrior 5	+5	+4	+1	+1	+1	Firearms Training
Warrior 6	+6	+5	+2	+2	+1	Lucky
Warrior 7	+7	+5	+2	+2	+2	Move-by Action
Warrior 8	+8	+6	+2	+2	+2	Lungs of Legend
Warrior 9	+9	+6	+3	+3	+2	Dodge Focus (+1)
Warrior 10	+10	+7	+3	+3	+2	Two-Weapon Fighting
Warrior 11	+11	+7	+3	+3	+3	Challenge
Warrior 12	+12	+8	+4	+4	+3	Leadership (crew)
Warrior 13	+13	+8	+4	+4	+3	Improved Disarm
Warrior 14	+14	+9	+4	+4	+3	Dodge Focus (+2)
Warrior 15	+15	+9	+5	+5	+4	Dying Curse
Warrior 16	+16	+10	+5	+5	+4	Startle
Warrior 17	+17	+10	+5	+5	+4	Dodge Focus (+3)
Warrior 18	+18	+11	+6	+6	+4	Weapon Bind
Warrior 19	+19	+11	+6	+6	+5	Greater Attack Focus
Warrior 20	+20	+12	+6	+6	+5	Cleave

few soldiers seek fame and fortune as adventurers, which often brings them to Freeport in the first place.

Foreign soldiers end up in the free city either looking for work as mercenaries or seeking adventure, following tall tales of hidden treasure



and ancient ruins, perhaps even a fragment of some old map or journal. Some of them are veterans of wars elsewhere, tired of fighting for a cause and a leader they barely know or care about. Others are fresh-faced and as yet untried but will find tests of their skills in Freeport, if they survive.

TABLE 2–15: SOLDIER PROGRESSION

Level	Combat	Fort Save	Ref Save	Will Save	Reputation	Feats
Warrior 1	+1	+2	+0	+0	+0	Starting Feats
Warrior 2	+2	+3	+0	+0	+0	Attack Focus
Warrior 3	+3	+3	+1	+1	+1	Great Fortitude
Warrior 4	+4	+4	+1	+1	+1	Quick Draw
Warrior 5	+5	+4	+1	+1	+1	Attack Specialization
Warrior 6	+6	+5	+2	+2	+1	Tough (+1)
Warrior 7	+7	+5	+2	+2	+2	Improved Initiative
Warrior 8	+8	+6	+2	+2	+2	Cleave
Warrior 9	+9	+6	+3	+3	+2	Endurance
Warrior 10	+10	+7	+3	+3	+2	Accurate Attack
Warrior 11	+11	+7	+3	+3	+3	Improved Critical
Warrior 12	+12	+8	+4	+4	+3	Tough (+2)
Warrior 13	+13	+8	+4	+4	+3	Assessment
Warrior 14	+14	+9	+4	+4	+3	Greater Attack Focus
Warrior 15	+15	+9	+5	+5	+4	Tireless
Warrior 16	+16	+10	+5	+5	+4	Iron Will
Warrior 17	+17	+10	+5	+5	+4	Greater Attack Spec.
Warrior 18	+18	+11	+6	+6	+4	Tough (+3)
Warrior 19	+19	+11	+6	+6	+5	All-Out Attack
Warrior 20	+20	+12	+6	+6	+5	Great Cleave

TABLE 2–16: TEMPLAR PROGRESSION

Level	Combat	Fort Save	Ref Save	Will Save	Reputation	Feats
Warrior 1	+1	+2	+0	+0	+0	Starting Feats
Warrior 2	+2	+3	+0	+0	+0	Favored Opponent
Warrior 3	+3	+3	+1	+1	+1	Lucky
Warrior 4	+4	+4	+1	+1	+1	Attack Focus
Warrior 4/Adept 1	+4	+4	+1	+1	+1	Cure
Warrior 5/Adept 1	+5	+4	+1	+1	+1	Mounted Combat
Warrior 6/Adept 1	+6	+5	+2	+2	+2	Attack Specialization
Warrior 7/Adept 1	+7	+5	+2	+2	+2	Smite Opponent
Warrior 8/Adept 1	+8	+6	+2	+2	+2	Quick Draw
Warrior 8/Adept 2	+9	+6	+2	+3	+2	Supernatural Weapon
Warrior 9/Adept 2	+10	+6	+3	+4	+3	Overrun
Warrior 10/Adept 2	+11	+7	+3	+4	+3	Cleave
Warrior 11/Adept 2	+12	+7	+3	+4	+3	Seize Initiative
Warrior 12/Adept 2	+13	+8	+4	+5	+3	Favored Opponent
Warrior 12/Adept 3	+13	+8	+5	+6	+4	Ghost Touch
Warrior 13/Adept 3	+14	+8	+5	+6	+4	Spirited Charge
Warrior 14/Adept 3	+15	+8	+6	+7	+4	All-Out Attack
Warrior 15/Adept 3	+16	+9	+6	+7	+4	Improved Critical
Warrior 16/Adept 3	+17	+10	+6	+7	+5	Great Cleave
Warrior 17/Adept 3	+17	+11	+7	+7	+5	Favored Opponent

ABILITIES

Soldiers rely on their physical abilities: Strength for powerful attacks, Dexterity for skill at arms, and Constitution for the endurance and toughness to survive battles. Many make a point of how good soldiers don't particularly need to be mental giants, but a degree of Wisdom goes a long way in terms of ensuring survival, and some Charisma is useful for the soldier who dreams of leading others into battle one day.

STARTING SKILLS

Choose (4 + Intelligence) of the following skills (minimum of 1): Climb, Handle Animal, Intimidate, Jump, Knowledge (streetwise), Knowledge (tactics), Language, Notice, Profession (soldier), Ride, Search, Sense Motive, Survival, and Swim.

STARTING FEATS

Armor Training (light), Armor Training (heavy), Shield Training, Weapon Training

TEMPLAR

Templars are warriors devoted to the service of a particular religion, church, or temple. In a rough-and-tumble city like Freeport, they can be essential to defending a religious institution's temples, goods, and congregation when trouble arises. The Captains' Council frowns on strong-arm tactics and conversion by the sword, but doesn't forbid the faithful from defending themselves, so it is often the religions with the best templars—or the most useful priests—that survive in Freeport.

Templars combine training in arms and armor with some skill as riders and initiation into the mysteries of their faith. As they progress and secure the approval of the priests and their divine patron, templars gain some supernatural abilities, few and limited and compared to those of full-fledged priests, but a useful (and sometimes surprising) edge in the field. In particular, templars are most effective against supernatural threats like outsiders or the undead.

ABILITIES

A combination of warrior and adept, templars combine their important qualities. On the one hand, they rely on Strength and Dexterity in battle, giving them effective skill at arms. They also place importance on Wisdom, the source and key ability of their divine powers, and on Charisma, since force of personality carries a templar through many challenges (and is useful for the Lucky feat they acquire at 3rd level).

STARTING SKILLS

Choose (4 + Intelligence) of the following skills (minimum of 1): Concentration, Diplomacy, Handle Animal, Knowledge (religion), Knowledge (tactics), Language, Medicine, Notice, Ride, Search, and Sense Motive.

STARTING FEATS

Armor Training (light), Armor Training (heavy), Dedicated (religion), Weapon Training

CHAPTER THREE:

SUPPLEMENTAL RULES



While the *True20 Adventure Roleplaying* rules serve well enough for running a game set in Freeport, a few minor adjustments to the rules help better reflect the style and nature of the Freeport setting. This section looks at those adjustments and how to apply them to your game.

"Freeport's not a bad place, if you ignore the pirates, the loonies, the filth, and the snakes."

—Gerald Malone, Adventurer

In addition, this chapter provides some new and necessary systems for handling corruption and madness (real forces at work in Freeport). Also, some additional material is provided on on supernatural powers as they relate to the City of Adventure.

SKILLS

The skill information from **Chapter Two** of *True20 Adventure Roleplaying* requires some minor modifications for use in a Freeport series. This section looks at adjustments to existing skills to reflect the nature of the Freeport setting.

PROHIBITED SKILLS

The Computers skill does not exist in Freeport, since it lacks the technology. Likewise, the Pilot skill would be highly unusual, since there are few devices that would qualify as aircraft in the world of Freeport (except perhaps for the occasional magical creation of an adept or the like); the most common flying conveyance is some sort of aerial creature, which requires the Ride skill rather than Pilot.

CHANGED SKILLS

Additionally, the specialties of Craft, Knowledge, and Profession are modified or expanded in the Freeport setting, using the following entries as guidelines.

CRAFT

Crafts are more individualized in Freeport, which lacks industrial technology. Craft specialties include all trades like alchemy, armorsmithing, basketweaving, bookbinding, bowmaking, blacksmithing, calligraphy, carpentry, cobbling, gemcutting,



leatherworking, locksmithing, painting, pottery, sculpting, shipbuilding, stonemasonry, weaponsmithing, and weaving, amongst others.

Craft skill checks are based on Freeport coinage, primarily silver pieces (s or "skulls" in Freeport parlance). To determine how much time and money it takes to make an item, follow these steps.

1. Find the item's price. Put the price in silver pieces (1 L = 10 s).
2. The Difficulty is typically 10, though it's more for alchemical items as described in **Chapter Four: Equipment**.
3. Pay one-third of the item's price for the cost of raw materials.
4. Make an appropriate Craft check representing one week's work. If the check succeeds, multiply your check result by the Difficulty. If the result times the Difficulty equals the price of the item in s, then you have completed the item. (If the result times the Difficulty equals double or triple the price of the item in silver, then you've completed the task in one-half or one-third of the time. Other multiples of the Difficulty reduce the time in the same manner.) If the result times the Difficulty doesn't equal the price, it represents the progress you've made for the week. Record the result and make a new Craft check for the next week. Each week, you make more progress until your total equals or exceeds the price of the item in silver.

If you fail a Craft check by 4 or less, you make no progress this week.

If you fail by 5 or more, you ruin half the raw materials and have to pay a third of the original raw materials cost again.

- **Alchemy:** A Craft specialty deserving special attention is that of alchemy, a kind of magical chemistry exploiting the innate supernatural properties of certain materials and formulae for combining them to produce items with supernatural traits. To make items using Craft (alchemy), you must be an adept (*i.e.*, have one or more levels in the adept role) or have the Alchemist feat (see Feats). For details of alchemical equipment, see **Chapter Four: Equipment**.

KNOWLEDGE

Bodies of knowledge are somewhat different in the world of Freeport, particularly with regard to modern concepts like science and culture. Use the following specialties of Knowledge in *True20 Freeport* games:

- **Engineering:** This skill encompasses architecture and structural building of all sorts.
- **Geography:** This skill describes knowledge of where things are, maps, and how to use them.
- **History:** This specialty deals with studies of the past, particularly famous events and people.
- **Local:** This skill implies a familiarity with a local area: who's who, where things are, local customs, and so forth.
- **Nature:** This skill encompasses information about flora, fauna, natural hazards and similar subjects about the natural world.

- *Nobility*: This skill describes knowledge of important rulers and noble families or houses.
- *Religion*: This knowledge represents an understanding of religious beliefs, practices, churches, and deities.
- *Streetwise*: This skill encompasses a familiarity with urban culture, local underworld figures, and local events.
- *Supernatural*: This knowledge offers information about magical matters including things relating to adepts, supernatural powers, and supernatural beings.
- *Tactics*: This knowledge reflects a talent with techniques and strategies for disposing and maneuvering forces in combat.

PERFORM

Characters can use Perform as a means of earning money in Freeport: the result of the Perform skill check determines how much coin finds its way into the performer's hands:

PERFORMANCE PAYMENTS	
Check Result	Payment (round up)
10	1d20/2 pennies
15	1d20/2 silver skulls
20	2d20 silver skulls
25	1d20/4 gold lords
30	2d20/2 gold lords

PROFESSION

A number of different professions are found in Freeport, where many will do anything for a few coins to rub together. While the specifications of the Profession (prostitute) skill are left to the Narrator's discretion,

a few other Profession skills perhaps more suitable to Freeport heroes include the following:

- *Mercenary*: While fighting ability is a mercenary's main asset, this skill covers knowledge of mercenary markets, practices, and hiring. It can also serve as Knowledge of mercenary units and customs, at the Narrator's discretion.
- *Merchant*: This is the skill of buying and selling goods at a profit, whether goods the merchant grows or makes himself or acquires from elsewhere. Most merchants in Freeport barter goods, looking to "trade up" to more valuable wares.
- *Pilot*: This is a nautical pilot, someone who navigates and guides a ship. It includes the skill to navigate using charts or by the stars and how to handle the rudder or tiller of a ship.
- *Priest*: Priests perform religious ceremonies and rituals, most often at temples in the city, although some priests have no fixed place of worship.
- *Sailor*: Sailors are trained to handle sails and handle ropes. This skill is used for shipboard tasks and can include things like making checks to tie knots (making the Difficulty of the Escape Artist check equal to the check result). Note it does not include tasks like climbing rigging or swimming.
- *Shipwright*: The Craft (shipbuilding) skill covers the actual construction of a sea-worthy vessel. The Profession (shipwright) skill deals with all the practical aspects of running a shipbuilding business, including buying materials, hiring and managing workers, and selling ships to potential buyers.
- *Soldier*: This skill covers how to work as a professional soldier, knowing protocols, duties, and how to carry them out.

Characters can use Profession to earn a living equivalent to the skill check result in gold lords per week of dedicated work.

FEATS

The following feats in this section are suitable for *True20* games set in the world of Freeport.

ALCHEMIST (GENERAL)

You have the minimal degree of supernatural talent needed to use the Craft (alchemy) skill to make alchemical items. Adepts can do so without this feat; characters belonging to other roles need it in order to exploit the innate supernatural qualities of material and craft alchemical items.

ARMOR TRAINING (COCKLE SHELL SUIT) (GENERAL)

You are trained in the use of a cockle shell suit (see **Chapter Four: Equipment**).

BLOODLINE (BACKGROUND)

Your heritage or bloodline grants you certain abilities and perhaps certain hereditary drawbacks or challenges as well. You can only take the Bloodline feat as part of a background (see **Backgrounds**) and certain Bloodline feats are restricted to certain types of backgrounds. The following Bloodline feats are available in a Freeport series include all of the following.

- *Drac Blood*: You're a distant descendant of Captain Drac, one of Freeport's first Sea Lords. You get a +1 bonus on Bluff, Intimidate, and Sense Motive checks.
- *Francisco Blood*: You're a distant descendant of Captain Francisco, one of Freeport's first Sea Lords. You get a +1 bonus on Acrobatics, Diplomacy, and Profession (navigator) checks.

- *Planetouched*: You have an otherworldly inheritance, descendent from an outsider ancestry (*True20* page 123). Choose a particular effect or type of elemental damage (such as cold, electricity, fire, *etc.*). You gain a +4 bonus to saving throws against it. You can acquire one power as a favored feat, treating your total character level as your adept level for using it. You have no other favored feats.
- *Sea Blood*: You have Sea Devil blood in your ancestry (or perhaps that of a more benevolent sea-dwelling race, or so you claim). You gain the benefits of the Diver feat (see its description). You might also have a slight bluish or greenish cast to your skin or a trait like somewhat bulging eyes.
- *Snake Blood*: You have Serpent Person blood in your ancestry. You gain a +4 bonus on saving throws against venom and you can acquire one arcane power as a favored feat, treating your total character level as your adept level for using it (see Powers). You have no other favored feats.
- *Troll Blood*: You have troll blood in your ancestry, perhaps even from the infamous pirate captain Sigurd Trolldottir. You heal faster than normal; halve the time it takes you to make a recovery check (*True20* page 107).

BORN MARINE (GENERAL)

You are a skilled combatant and sailor, in the tradition of the great sea-going soldiers.

You gain a +1 bonus to disarm attempts made with a cutlass. In addition, you gain a +1 bonus to Climb, Profession (sailor), and Swim checks.

COUP DE JARNOC (GENERAL)

Whenever you confirm a critical hit, you can forego the extra damage in order to apply a –10 penalty to your opponent's speed. This penalty remains for 5 rounds.

CRAB'S RUSH (GENERAL)

Your scuttling crab-like movement in combat makes you harder to hit. When you take the total defense action in combat, you gain a +2 bonus to defense. If you have the Defensive Attack feat and use it to make an attack, you may add an additional +1 bonus to your dodge or parry bonus for that round.

DIVER (GENERAL)

You're a particularly capable diver: you gain a +2 bonus to Swim skill checks and a +4 bonus to Constitution checks and Fortitude saving throws involving holding your breath.

DIVINE DOMAIN (ADEPT)

PREREQUISITE: DIVINE POWERS, SUITABLE DIVINE PATRON

You are the favored priest or prophet of a divine power, granting you certain supernatural abilities based on your patron's portfolio or sphere(s) of influence. Choose one of your patron's domains, gaining its abilities.

You can take this feat more than once if your divine patron has more than one available domain (most have at least two); each acquisition of this feat grants you an additional divine domain from your patron's portfolio. You cannot acquire a Divine Domain your patron does not possess.

- *Air*: You gain a +2 bonus to Air Shaping power rank. You may use the Ward power at your divine adept rank against creatures of the air subtype.
- *Animal*: You gain a +2 bonus to Beast Link power rank. You can Empower any other power creating or requiring mental contact with animals (as the Empower feat, *True20* page 45).
- *Death*: You gain a +2 bonus to Harm power rank. You can Empower Harm as well (as the Empower feat, *True20* page 45).
- *Destruction*: You gain the Smite Opponent feat (*True20* page 50) with an effective warrior level equal to the sum of your divine adept and warrior levels.
- *Earth*: You gain a +2 bonus to Earth Shaping power rank. You may use the Ward power at your divine adept rank against creatures of the earth subtype.
- *Fire*: You gain a +2 bonus to Fire Shaping power rank. You may use the Ward power at your divine adept rank against creatures of the fire subtype.
- *Healing*: You gain a +2 bonus to Cure power rank. You can Empower Imbue Life or any other power with "Cure" in its name (as the Empower feat, *True20* page 45).
- *Knowledge*: You have a +2 bonus with all Knowledge skill checks and can answer even difficult questions untrained.
- *Luck*: Once per day you can re-roll a die roll like spending a point of Conviction without having to spend the Conviction point.
- *Madness*: Once per day by touch you can force a target to make a Will save against your supernatural power save Difficulty (*True20* page 54). On a failed save, the victim acquires a point of madness Taint (see **Taint** on page 28).
- *Magic*: You can acquire and use arcane powers with an effective arcane adept level equal to half your divine adept level (round down). Any actual arcane adept levels you may have stack with your effective levels.
- *Plant*: You gain a +2 bonus to Plant Shaping power rank. You may use the Ward power at your divine adept rank against creatures of the plant type.

- *Protection*: You gain a +2 bonus to Ward power rank. You can additionally use the Ward power to create a "protective ward" that grants a subject you touch a bonus equal to your divine adept rank to his or her next saving throw. You can only have one protective ward in existence at a time and it lasts for up to an hour or until the subject makes a saving throw, whichever comes first. Creating a protective ward is fatiguing.
- *Strength*: You gain the Enhance Strength power—like Enhance Ability (*True20* page 62) but affecting only Strength—with an effective rank of (divine adept level +5).
- *Travel*: You gain the Supernatural Speed power, usable at your divine adept power rank. You can also use your Supernatural Speed to multiply your overland (long-term) movement speed by one-half your divine adept level for one journey each day; the effect lasts until you stop moving and is fatiguing.
- *Trickery*: You gain a +2 bonus to Bluff and Disguise or Stealth skill checks (choose one of the latter two skills).
- *Undead*: You gain a +2 bonus to Imbue Unlife power rank. You can use the Ward power at your divine adept rank against creatures of the undead type.
- *Vice*: You gain a +2 bonus to Shadow Shaping power rank. You may use the Ward power at your divine adept rank against creatures of the virtue subtype.
- *Virtue*: You gain a +2 bonus to Light Shaping power rank. You may use the Ward power at your divine adept rank against creatures of the vice subtype.
- *War*: You are automatically considered proficient with your patron deity's favored weapon and have the benefits of the Attack Focus feat (*True20* page 42) when wielding that weapon.
- *Water*: You gain a +2 bonus to Water Shaping power rank. You may use the Ward power at your divine adept rank against creatures of the water subtype.

DYING CURSE (GENERAL)

You can ensure retribution with your last breath. When your condition becomes dying, you can pronounce a curse that takes effect when you are dead. The curse can affect a number of people equal to your Charisma score, with a minimum of one. The curse can be conditional ("Let it fall upon whomever unearths my treasure"). The exact effects of the curse are determined by you and the Narrator, but may include things like a permanent –4 penalty to an ability (down to a minimum of –5), a –4 to all checks, rolls, and saves, a 50% chance of a fumble or mishap whenever the victim attempts something, or the application of a creature template like lycanthrope, vampire, or zombie (see the *True20 Bestiary*).

There must also be some means of undoing the curse (such as returning your stolen treasure, or giving your bones a proper burial). Additionally, the Ward power (*True20* page 71) can remove your curse with a successful check against Difficulty 35 plus your Charisma score (meaning only a very capable adept can undo your curse).

If you are somehow restored to life (such as a use of the Imbue Life power), then your Dying Curse is lifted. Becoming undead (such as through a use of Imbue Unlife) does not negate your Dying Curse. Indeed, your Dying Curse might be that you return from the dead as a ghost to haunt your killers! (*True20* page 135).

This feat cannot be emulated using Conviction (*True20* page 25); you either have the feat (and the ability to pronounce a dying curse) or you do not.

FIREARMS DRILL (WARRIOR)

PREREQUISITE: FIREARMS TRAINING

You have spent long hours drilling with firearms, making loading second nature. This feat reduces your firearms reload time by one full-round action. It usually takes three full-round actions to reload a firearm.



FOOL'S FORTUNE (BACKGROUND)

For you, things have a way of coming out for the best. Gain 1 extra point of Conviction.

INTELLECT FORTRESS (ADEPT OR EXPERT)

You have trained and disciplined your mind to resist outside influence. Use your Intelligence score in place of your Wisdom score for determining your Will saving throw bonus.

LION HEARTED (GENERAL)

You possess great courage, and continue onward where others would cower in fear. You gain a +4 bonus to all Will saves against fear effects.

LUNGS OF LEGEND (GENERAL)

PREREQUISITE: DIVER FEAT.

You can hold your breath an extraordinarily long time: twice as long as normal before you need to begin making Constitution checks (*True20* 112).

PRESS GANGER (WARRIOR)

You're an experienced press-ganger, good at "recruiting" people crews for ships in need of them. You have a +2 bonus to Intimidate skill checks and a +1 bonus on non-lethal damage (either unarmed or with a non-lethal melee weapon like a sap or club).

RIPOSTE (WARRIOR)

You can turn a successful parry into a devastating counterattack. Once per encounter, when you successfully defend against an attack using your parry bonus, on the following round you may add your Strength score to your attack roll against that same opponent.

ROGUE'S LUCK (EXPERT)

Fortune seems to favor you, or at least likes you better than most. You can use your Charisma score in place of your Dexterity for determining

your Reflex saving throw bonus. If you also have the Lucky feat, add twice your Charisma score to your base Reflex save bonus.

SKILL EXPERTISE (EXPERT)

You're trained or talented enough to rely on your intellect. Choose one skill with Dexterity, Wisdom, or Charisma as its key ability; you can use your Intelligence as the key ability for that skill instead. You can acquire this feat multiple times; each time, it applies to a different skill.

SKILL FINESSE (EXPERT)

You're trained or talented enough to rely on your speed and agility. Choose one skill with Strength as its key ability; you can use your Dexterity as the key ability for that skill instead. You can acquire this feat multiple times; each time, it applies to a different skill.

SKILL INSIGHT (EXPERT)

You're trained or talented enough to rely on your insight and wits. Choose one skill with Intelligence or Charisma as its key ability; you can use your Wisdom as the key ability for that skill instead. You can acquire this feat multiple times; each time, it applies to a different skill.

SMASHING BLOW (WARRIOR)

You may add half your Strength bonus (rounded up) in place of your Dexterity bonus to your attack rolls made with any melee weapon at least one size category larger than you are, requiring two hands to wield. If your target attempts to block, you may add your full Strength bonus to the attack roll.

WEALTHY (GENERAL)

Because of your great wealth, you can purchase items at 20% less than their standard list price for you. Such items are not exactly cheaper, you just have greater purchasing power.

This feat replaces the Wealthy feat found in *True20 Adventure Roleplaying*.

POWERS

"They hate us because we are masters of true power. The temples all teach the simpering prayers needed to appease the gods. The Guild requires memorization of arcane formulae. But we and we alone know that all magic is the same and this knowledge is what makes us masters of true magic."

—Eudokia Kasovar

True20 adventures in Freeport use the supernatural powers given in *True20 Adventure Roleplaying*, with the following modifications to fit how the supernatural works in the world of Freeport. Unless specified otherwise, assume supernatural powers function as described in **Chapter Four** of *True20 Adventure Roleplaying*.

ARCANE AND DIVINE POWERS

There are two types of supernatural powers in the world of Freeport. Adepts can choose either type of power, but adept levels for one power do not apply to powers of the other type. So, for example, an adept can have three levels of adept (arcane) and two of adept (divine), with arcane powers based on the character's arcane adept levels and divine powers based on divine adept levels.

INITIATED AND INNATE POWERS

In addition to the two types of powers, the world of Freeport features two types of adepts. As with arcane or divine powers, adepts can choose either type, but they do not mix: a power must be either initiated or innate, which determines its key ability.

Initiated powers develop through dedicated study, either of the arcane arts (magicians) or the rites and prayers of a particular deity or religion (priests). Initiated adepts nearly always learn the powers from a master-teacher and are often part of an established order, church, or

other organization, although some are self-taught and independent. Magicians use Intelligence as the key ability for their arcane powers. Priests use Wisdom as the key ability for theirs.

Innate powers develop as a birthright or inherent talent, and innate adepts are commonly known as sorcerers (arcane powers) or mystics (divine powers). Sorcerers often have an unusual heritage or bloodline (see the Bloodline feat) while mystics are often "chosen" by a particular divine power. Some consider themselves especially blessed (or cursed) and act as divine prophets, often to the annoyance of the established religious hierarchies. Both types of innate adepts use Charisma as the key ability for their supernatural powers.

NEW SUPERNATURAL POWERS

The following supernatural powers originally appeared in *True20 Bestiary* and *True20 Companion*. They are all found in the world of Freeport and are reprinted here for ease of reference.

CLOUD MINDS

FATIGUING

You make yourself completely undetectable to other creatures (no matter what sense they are using) by erasing all awareness of your presence from their minds. This supernatural power has the following effects.

First, you are invisible and inaudible to any subjects failing a Will save against your Cloud Minds power. They cannot detect your presence by any means, including the use of supernatural powers.

Second, the subjects remain unaware of your actions, provided you do not make any attacks or cause any obvious or directly threatening changes in the subjects' environment. If you attack a subject, the effect



ends for that subject. If you take an action creating a sustained and obvious change in the subject's environment—for example, attacking a creature aside from the subject or moving a large or attended object the subject can see—the subject immediately gains a new saving throw. An ally of the subject able to see or perceive you can use a move action to warn the subject, granting an immediate new saving throw.

Time: Using Cloud Minds is a standard action. Each use lasts for one minute (10 rounds).

CORRUPTING SHADOW

FATIGUING

You can wield the powers of darkness as a weapon against the forces of good. This feat allows you to do two things. Both uses of Corrupting Shadow are fatiguing. You make the fatigue save after each dark bolt and after you stop maintaining a shadowy desecration.

Dark Bolt: First, you can cast a supernatural bolt of darkness like an Elemental Blast (see the **Powers** chapter of *True20 Adventure Roleplaying*), except it only affects creatures with the virtue subtype such as celestials.

Shadowy Desecration: Second, you can call forth a sinister shadow to fill an area up to 60 feet across. Maintaining the area of shadow requires concentration. Any supernatural creature with the virtue subtype must succeed on a Will save in order to enter the area of shadow, and another Will save each round to remain there. A failed save means the creature cannot enter the area and must leave immediately if it is already inside it.

PURIFYING LIGHT

FATIGUING, MAINTENANCE (SEE TEXT)

You can wield the power of pure light as a weapon against the forces of evil. This power allows you to do two things. Both uses of Purifying Light are fatiguing. You make the fatigue save after each light blast and after you stop maintaining a shining ward.

Light Blast: First, you can cast a supernatural bolt of light like an Elemental Blast (see the **Powers** chapter of *True20 Adventure Roleplaying*), except it only affects undead and creatures with the vice subtype.

Shining Ward: Second, you can call forth a shining light to fill an area up to 60 feet across. Maintaining the area of pure light requires concentration. Any undead or supernatural creature with the virtue subtype must succeed on a Will save in order to enter the area of light, and another Will save each round to remain there. A failed save means the creature cannot enter the area and must leave immediately if it is already inside it.

SHADOW SHAPING

FATIGUING

This supernatural power commands the stuff of pure Shadow. It is not just the absence of light, but the darkness of spirit made manifest. It normally appears like a thick, impenetrable mist or a viscous, tarry liquid, as the adept chooses. This Shadow-stuff vanishes instantly at the touch of Purifying Light. Still, an adept can do a great deal with it.

Shroud: You fill an area with shadows, making it darker and more difficult to see. The Difficulty is 5 per 10-foot radius, creating concealment for all in the area. You are unaffected by the concealment created by this shroud. By increasing the Difficulty by 10, you create absolute blackness in the area and confer total concealment.

Stealth: You can make a Shadow Shaping check in place of a Stealth check to hide, even if you have no cover or concealment, since this power provides you with shadows in which to hide.

Shapes: You can create images or shapes of shadow. The base Difficulty is 10 for a 10-foot cube, plus 5 for each additional 10-foot cube the image occupies. Those seeing the image must succeed on a Will save to determine that the Shadow-shapes are not real.

Special: You can take 10 on Shadow Shaping checks.

Time: Shadow Shaping is a standard action.

SUMMON BEASTS

FATIGUING

You can summon a nearby animal or animals. You can summon up to twice your adept level in animals, with no individual animal having a greater level than your adept level. Make a Beast Summoning check against a Difficulty of 10 + the total level of animals summoned. A

OPTIONAL RULES: PSYCHIC POWERS

At the Narrator's option, a third type of power may exist in the world of Freeport: psychic power, the hidden abilities of the mind, also known as psionic powers among the learned. Psychic powers are innate in nature, and so use Charisma as their key ability. This makes it easy to mistake psychic ability for sorcery or mysticism (and vice versa).

If psychic powers exist, then they have their own power type and adept levels devoted to psychic powers do not apply to either arcane or divine powers, and vice versa. Psychic adepts use their own power list, but psychic powers interact normally with arcane and divine powers: thus a psychic adept can counteract or influence the powers of an arcane or divine adept and they can do the same to the psychic adept and each other.

OPTIONAL RULES: PRETERNATURAL POWERS

One other type of supernatural power may exist in Freeport at the Narrator's discretion: preternatural power, the kind wielded by strange cults in the service of alien entities, such as the Brotherhood of the Yellow Sign and their patron, the Unspeakable One. As the name suggest, preternatural powers are entirely unnatural, outside of normal existence and even other powers.

Preternatural powers have their own power type and adept levels, while available powers are entirely up to the Narrator. More importantly, preternatural powers are outside the influence of other supernatural powers; things like Severance and Ward do not affect preternatural powers and other adepts have limited ability to counteract them. The Narrator may permit a special feat for other adepts' powers to affect preternatural targets or simply decide the ability is beyond most mortals.

Preternatural powers don't have to exist in Freeport: cults with regular supernatural powers are scary enough! However, preternatural powers do give cults both an edge and an aura of menace that suits their role in the game. If preternatural powers do exist, then wielding them almost certainly causes corruption, madness, or both. The Narrator may require points of corruption and/or madness Taint in order to attain preternatural adept levels, perhaps even requiring the adept to achieve total corruption first. See the section on **Taint** for details.

successful check means the animals hear your call from up to your adept level in miles away and come to you as quickly as they can under their own power. You can choose to limit your summons to a particular type of animal (only eagles or wolves, for example) or even to a particular animal known to you. In the latter case, the check Difficulty is 10 + a familiarity modifier and the range is unlimited (although it may take the animal some time to arrive). Summoned beasts are not under your control in any way and can choose to depart, if they wish. You can use other supernatural powers to help convince the animals to aid you or perform certain tasks.

Time: Summon Beasts is a standard action. You must concentrate to maintain it until the summoned beasts arrive.

SUMMON ELEMENTAL

FATIGUING
PREREQUISITE: 6TH-LEVEL ADEPT OR HIGHER, THE APPROPRIATE ELEMENTAL SHAPING SUPERNATURAL POWER.

You can summon an elemental, a spirit animating a particular element. This requires a check using the appropriate Shaping supernatural power for that element (Water Shaping for water elementals, Fire Shaping for fire elementals, and so forth) with a Difficulty equal to 10 + twice the elemental's level. Summoning a 5th-level elemental is Difficulty 20, for instance. Summon Elemental is fatiguing (Difficulty 10 + the elemental's level). The summoned elemental does your bidding for a number of rounds equal to your adept level before disappearing, leaving behind only the now-inert element it used for its body. You must have some amount of the desired element nearby to summon an elemental of that type.

Time: Summon Elemental is a standard action.

SUMMON OUTSIDER

FATIGUING
PREREQUISITE: 6TH-LEVEL ADEPT OR HIGHER, TRAINED IN THE KNOWLEDGE (RELIGION) AND KNOWLEDGE (SUPERNATURAL) SKILLS.

You can summon outsiders, beings from other planes of existence, to serve you. This requires a check of 1d20 + adept level + your key ability with a Difficulty of 10 + twice the outsider's level. Summoning a 5th level outsider is Difficulty 20, for instance. Summon Outsider is fatiguing (Difficulty 10 + the outsider's level). The summoned creature does your bidding for a number of days equal to your adept level before returning to its home plane.

Time: Summon Outsider is a standard action.

TRUE VISION

FATIGUING

Your insight is difficult to fool. You can use your True Vision bonus in place of your Sense Motive bonus to resist Bluff attempts. You can also use it in place of your Will save bonus to overcome Illusions and other supernatural powers that fool your senses. These benefits operate automatically for you once you have learned this supernatural power. If you take a full-round action, you can make a True Vision check, opposed by the bonus of any illusory or concealing ability or the Disguise or Stealth bonus of any creature. If you win the check, you see the subject as it truly is, ignoring the effects of any disguise, illusion or concealment. This effect is fatiguing and requires concentration to maintain.

Time: True Vision normally requires no effort to use, operating automatically.

TAINT: CORRUPTION AND MADNESS

Freeport is the focus of sinister cults serving preternatural forces, particularly the Brotherhood of the Yellow Sign and their patron the Unspeakable One. Wizards dabble with arcane forces beyond mortal ken, while infernal powers work their wills in shadows and whispers. The twin taints of corruption and madness are very real risks in the city of Freeport.

Taint is a stain on a character's very mind or soul and measures the ill-effects of dealing with horror and corruption. The more taint a character accumulates, the harder it becomes to control the vile and obscene impulses that seem to bubble up in the unconscious and in

some cases, taint can manifest in physical maladies and disturbing corruptions. This section presents a system for handling these qualities in True20 game terms.

CORRUPTION

Good and evil are more than just abstract moral concepts in the world of Freeport—or at least evil is, anyway. Those who commit especially wicked deeds have a stain upon their souls. This darkness can eat away at the spirit, until there's nothing left inside but emptiness and corruption.

OPTIONAL RULES: TAINT AND THE TALENT

For a darker edge to *Freeport True20* games, apply the following optional rule: when using the Talent core ability (*True20* page 19), adepts must also make a saving throw to avoid earning taint, either corruption or madness, chosen by the Narrator when this rule is put into use. This makes spontaneous uses of supernatural powers risky; adepts who experiment too much may go mad or fall victim to their own vice nature.

A somewhat milder version of the option is to allow adepts to voluntarily accept a point of taint in order to use the Talent without having to spend a point of Conviction. This makes the power of Taint tempting in that it grants adept's greater flexibility at a cost. You can even combine the two options: requiring a save against Taint when using the Talent, but waiving the Conviction cost for any adept who voluntarily fails the save.

OPTIONAL RULES: FORBIDDEN POWERS

An even darker option for Taint in Freeport is to require a saving throw against Taint whenever an adept even uses a power from a particular list of "forbidden powers." Good candidates are nasty powers like Dominate, Harm, Imbue Unlife, and Pain, but you can put virtually any power on the "forbidden" list: perhaps Imbue Life flouts the laws of the gods or any of the Elemental Shaping powers involve tampering with the forces of nature, earning its wrath. The idea is to make certain powers "forbidden fruit" to tempt adepts into using them. Those who tamper with "powers mortals were not meant to know" risk falling victim to Taint.

The most extreme version is to make all supernatural powers subject to Taint, but this is only recommended for a very "low-magic" Freeport game where adepts are all considered somewhat mad or cursed, and any exploration of the supernatural is ill-advised and ultimately doomed. It may suit a game that puts a heavy emphasis on the horror elements of the setting like the cults, monstrous creatures, and alien gods like the Unspeakable One and its ilk.

ACQUIRING CORRUPTION

Characters acquire corruption by doing evil deeds in association with supernatural forces. The exact definition of “evil” is left up to the Narrator, but generally means any deliberately harmful action undertaken for reasons tied to the supernatural, such as committing crimes like murder in the name of a supernatural being or using a supernatural power for purely evil ends; naturally, many of the cults of Freeport are cesspits of corruption.

When a character commits a corrupt deed, the Narrator gives that character a corruption point of Taint. This is automatic, since acts of corruption must be committed willingly and knowingly in order to count as such. Thus the Narrator should always warn players when their characters are about to commit a corrupt act, reflecting the voice of their conscience giving them the opportunity to make a difference choice.

EFFECTS OF CORRUPTION

Accumulated corruption points have the following effects.

- The character begins to lose control over his or her vice nature. Whenever faced with an opportunity to gain Conviction by indulging in vice, the character’s player must succeed on a Will saving throw (Difficulty 15 + total corruption points) with failure indicating the character gives in to temptation. Of course, the player can also simply choose to fail the save in order to gain the Conviction from indulging in vice.
- Others can sense the taint on the character’s soul: accumulated corruption points are a penalty to all interaction skill checks with non-corrupt characters, except for Intimidate, which is unaffected. People tend to shun the corrupt, forcing them to consort with their own kind.
- Corrupt characters with supernatural powers can draw strength from their corruption: gaining a one-time bonus to any power rank equal to the character’s total corruption points. Doing so, however, is a corrupt act in and of itself, earning the character another point of corruption.

ELIMINATING CORRUPTION

Corruption is removed not only by refraining from doing evil deeds, but also by actively doing good deeds in an effort of redemption. A truly good and noble act removes a point of corruption from the character’s tally. Of course, any corruption-induced drawbacks make it more difficult to stay on the straight and narrow; the player may need to spend Conviction to allow the character to overcome the drawback long enough to do the right thing.

TOTAL CORRUPTION

No character can gain more corruption than their Wisdom score +5. Should they descend to these depths, they are considered “totally corrupt.” Henceforth, the character can gain no further corruption unless his or her Wisdom score somehow increases, thereby permitting the character to gain additional points. In addition, the character suffers the following effects.

- The character’s vice nature becomes completely dominant. Conviction is no longer regained for acting in accordance with virtue; in fact, acting in accordance with virtue costs the corrupt character a point of Conviction!
- The key ability of the character’s supernatural powers becomes the character’s corruption point total rather than whatever it was before. The character can no longer draw upon corruption for a power rank bonus as described previous (in effect, the total corrupt character is always doing so).
- The key ability of the character’s Intimidate skill becomes the character’s corruption point total rather than Charisma. The character still suffers the interaction skill penalty when dealing with non-





corrupt characters except when lying or otherwise concealing his or her corrupt nature. The totally corrupt can pretend to be pure, but their inability to control their vice nature tends to catch up to them sooner or later.

MADNESS

The mind can only stand so much horror before it breaks. There are things no one was meant to see, do, or know, and they can bring on a creeping madness, leading to total insanity.

ACQUIRING MADNESS

Characters suffer madness from exposure to traumatic events. These events require a Will saving throw with the Difficulty of the save set by the intensity of the trauma, ranging from Difficulty 10 (suffering a painful injury or receiving a sudden shock) to Difficulty 30 or more (prolonged torture or witnessing Things Man Was Not Meant to Know).

A failed Will save results in a madness point. A successful save means there's no effect... this time.

EFFECTS OF MADNESS

Accumulated madness points result in a weakening of the character's psyche; a penalty to Will saving throws equal to the total madness points (including further saves to avoid madness). Once the number of madness points equals the character's Wisdom score, the character acquires an additional vice (*True20* page 24) associated with the conditions of the madness, so a tormented hero might become vengeful, fearful, callous, or the like.

Once the character has acquired a new vice, the madness penalty to Will saves is eliminated and begins again with any further accumulation of madness Taint, until the character acquires another vice, and so forth.

Example: *Ymer has encountered oddities in Freeport no one should witness. He has acquired 2 points of madness and his Wisdom +3. That means a -2 penalty to his Will saves, so it's little surprise that he fails his next Will save upon seeing the secret rites of a terrible cult of Serpent People. His third point of madness means Ymer gets an additional vice. The Narrator suggests an irrational fear of snakes (and anything that looks snake-like).*

Having multiple vices means it's easier for characters to get Conviction through vice rather than virtue, and the Narrator is free to provide opportunities for a mad hero to indulge in a new vice.

ELIMINATING MADNESS

Eliminating madness points takes time, rest, and usually some form of treatment. The Narrator sets the amount of time or treatment for characters to eliminate accumulated madness points, such as a month's quiet rest, or a week (or more) of spiritual counseling. Depending on the style of the game, these times could be even longer, like months of treatment per madness point, with rest alone having no real effect. Any occasion where the victim has to make a Will save against madness again means no progress during that time.

Victims of madness can also marshal their Conviction against it: a point of Conviction can eliminate a point of madness, but the character cannot regain that Conviction point until he gains a new level (with the accompanying surge of confidence that comes with it).

Eliminating vices accumulated through madness is more difficult: the hero must sacrifice a new feat (gaining upon attaining a new level) in order to remove the vice. The character gains no other benefit from the feat, it is simply lost, and the time, effort, and determination that would have gone into learning it goes to restoring the character's psyche instead.



CHAPTER FOUR: EQUIPMENT



Since Freeport is a city of pirates, and since pirates go about plundering ships of their treasures, it stands to reason that gold and how much of it you have would be important. Rather than using the wealth system described in *True20 Adventure Roleplaying*, characters in Freeport track their spending power with coins. This chapter presents equipment lists and corresponding costs for most of the gear a character could ever want to own. Feel free to add or subtract from these lists as it suits your game. These lists replace those found in **Chapter Five: Equipment** of *True20 Adventure Roleplaying*.

STARTING EQUIPMENT

All characters begin play with one outfit of normal clothes, from any of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit. In addition, starting characters have 100+5d20 gp (105–200 gp) with which they may purchase equipment.

WEALTH AND MONEY

The most common coin is the lord, a gold coin of dubious quality (L). A gold lord is worth 10 silver skulls (s), with each worth 10 brass or copper pennies (p). Though wealth is broken into these denominations, it's important to note that these are generalizations of the many and various coins in circulation. A gold piece could be a gold crown from the Ivory Ports or an ancient rectangular gold coin from some long forgotten empire. Rather than bog the game down with complex exchange rates, Freeport uses this simplified system to encompass the currency of all peoples and nations.

WEALTH OTHER THAN COIN

Sometimes, there's other treasure to be had aside from simply gemstones, jewelry, and coins. Trade goods are an important commodity in Freeport, and those with warehouses full of goods are counted as some of the wealthiest people in the city. **Table 4–1: Trade Goods** covers the approximate values for some of the more important trade goods used in Freeport.

SELLING BOOTY

Eventually, characters will want to sell the fruits of their labor; that is, they sell the goods, equipment, and materials from their adventures.

TABLE 4–1: TRADE GOODS

Cost	Trade Good
1 p	One pound of wheat
2 p	One pound of flour, or one chicken
1 s	One pound of iron
5 s	One pound of tobacco or copper
1 L	One pound of cinnamon, or one goat
2 L	One pound of ginger or pepper, or one sheep
3 L	One pig
4 L	One square yard of linen
5 L	One pound of salt or silver
10 L	One square yard of silk, or one cow
15 L	One pound of saffron or cloves, or one ox
50 L	One pound of gold
500 L	One pound of platinum

As a rule, a character can sell something for half its listed price. Trade goods are the exception. A trade good is a valuable good that retains its value and may be exchanged as if it were cold hard cash.

GAINING GOLD, LEGITIMATELY

Between adventures, characters can continue to earn incomes based on their occupations. See **Chapter Three: Supplemental Rules** for details.

GENERAL EQUIPMENT

The following equipment includes all the common sorts of things an adventurer needs to survive in the city of adventure. For details on how size affects concealment, see page 76 in *True20 Adventure Roleplaying*.

ADVENTURING GEAR

Some of the gear described in this chapter are described here along with any special benefits they confer. If not listed, be sure to look to *True20 Adventure Roleplaying* for more details.

CALTROPS

A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 5 feet square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The caltrops make an attack roll (attack +0) against the creature. If the creature is wearing shoes or other footwear, it gets a +2 bonus to Defense. If the caltrops succeed on the attack, the creature has stepped on one. The creature's speed is reduced by one-half because its foot is wounded. This movement penalty lasts for 24 hours, or until the creature is successfully treated with a Difficulty 15 Medicine check, or until it receives some sort of supernatural curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

CHAIN

Chain has Toughness +6.

FLINT AND STEEL

Lighting a torch with flint and steel is a full action, and lighting any other fire with them takes at least that long.

INK

This is black ink. You can buy ink in other colors, but it costs twice as much.

JUG. CLAY

This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

LAMP. COMMON

A lamp clearly illuminates a 15-foot radius, provides shadowy illumination out to a 30-foot radius, and burns for 6 hours on a pint of oil. You can carry a lamp in one hand.

LOCK

The Difficulty to open a lock with the Disable Device skill depends on the lock's quality: simple (20), average (25), good (30), or superior (40).

"Gold, lad. With it, a common sea dog can be a prince. Without it, a king is no better than a beggar."

—Rheumy Pete, Street Preacher

MANACLES AND MANACLES. MASTERWORK

Manacles can bind a Medium creature. A manacled creature can use the Escape Artist skill to slip free (Difficulty 30, or 35 for masterwork manacles). Breaking the manacles requires a Strength check (Difficulty 26, or Difficulty 28 for masterwork manacles). Manacles have Toughness +7.

Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature. For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan, Colossal, Tiny, Diminutive, and Fine creatures can be held only by specially made manacles.

OIL

A pint of oil burns for 6 hours in a lantern. You can use a flask of oil as a splash weapon. Use the rules for alchemist's fire, except that it takes a full action to prepare a flask with a fuse. Once thrown, there is a 50% chance (11 or greater on 1d20) of the flask igniting successfully.

You can pour a pint of oil on the ground to cover an area 5 feet square, provided the surface is smooth. If lit, the oil burns for 2 rounds and deals +0 fire damage to each creature in the area.

SPECIAL SUBSTANCES AND ITEMS

A character with the Craft (alchemy) skill can make most of these substances (except for holy water).

ABYSS DUST

This drug looks like ashes with a rich black or deep gray color. Inhaling a dose of Abyss Dust requires a character to make a Difficulty 13 Fortitude save. On a failed save, the character suffers from powerful hallucinations taking a –4 penalty on attack rolls, ability checks, and skill checks, and reduce his Wisdom by 2. The effects last for 1 hour plus 1 hour for every 5 points by which the save failed. Once the drug has run its course, the user must succeed on a Difficulty 15 Fortitude save or become addicted. Addicted characters must use abyss dust or reduce their Wisdom by 2 each day. A character suffering from withdrawals must succeed on a Difficulty 15 Fortitude save each day, or suffer the effects. A character who succeeds on three consecutive saves manages to overcome the addiction.

Manufacturing abyss dust requires 1 s in raw materials and a successful Difficulty 15 Craft (alchemy) check. A check requires 1 hour of work.

ACID

You can throw a flask of acid as an area attack with a 30-foot range. The acid deals +1 damage to all characters in a 10-foot radius. To create acid, you must have 5 L in raw materials and succeed on a Difficulty 15 Craft (alchemy) check. Each check requires 1 hour of work.

ALCHEMIST'S FIRE

You can throw a flask of alchemist's fire as an area attack with a 30-foot range. The fire deals +0 damage to all characters in a 15-foot radius. On the round following a direct hit, the fire deals +0 damage to all targets that failed their Reflex saves. As a full action, a target can attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a Difficulty 15 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire. To create alchemist fire, you must have 10 L in raw materials and succeed on a Difficulty 20 Craft (alchemy) check. Each check requires 12 hours of work.

TABLE 4–2: GOODS AND SERVICES

Adventuring Gear	Cost	Weight	Size
Backpack	2 L	2 lb.	Medium
Barrel	2 L	30 lb.	Medium
Bedroll	1 s	5 lb.	Medium
Bell	1 L	—	Diminutive
Block and tackle	5 L	5 lb.	Medium
Bottle, wine, glass	2 L	—	Diminutive
Bucket	5 s	2 lb.	Small
Caltrops	1 L	2 lb.	Diminutive
Candle	1 p	—	Diminutive
Canvas, sq. yd.	1 s	1 lb.	Small
Case, map or scroll	1 L	1/2 lb.	Diminutive
Chain, 10 ft.	30 L	2 lb.	Medium
Chalk, 1 piece	1 p	—	Fine
Chest	2 L	25 lb.	Medium
Crowbar	2 L	5 lb.	Small
Fishhook	1 s	—	Fine
Fishing net, 25 sq. ft.	4 L	5 lb.	Medium
Flask	3 p	1-1/2 lb.	Diminutive
Flint and steel	1 L	—	Diminutive
Grappling hook	1 L	4 lb.	Small
Hammer	5 s	2 lb.	Small
Ink, 1 oz. vial	8 L	—	Diminutive
Jug, clay	3 p	9 lb.	Small
Ladder, 10-foot	5 p	20 lb.	Large
Lamp, common	1 s	1 lb.	Small
Lantern, bullseye	12 L	3 lb.	Small
Lantern, hooded	7 L	2 lb.	Small
Lock			
Very simple	20 L	1 lb.	Diminutive
Average	40 L	1 lb.	Diminutive
Good	80 L	1 lb.	Diminutive
Amazing	150 L	1 lb.	Diminutive
Manacles	15 L	2 lb.	Diminutive
Mirror, small steel	10 L	1/2 lb.	Diminutive
Mug/Tankard, clay	2 p	1 lb.	Diminutive
Oil, 1-pint flask	1 s	1 lb.	Diminutive
Paper, sheet	4 s	—	Diminutive
Parchment, sheet	2 s	—	Diminutive
Pick, miner's	3 L	10 lb.	Small
Piton	1 s	1/2 lb.	Small
Pole, 10-foot	2 s	8 lb.	Large
Pot, iron	5 s	10 lb.	Medium
Pouch, belt	1 L	1/2 lb.	Small
Rations, trail	5 s	1 lb.	Small
Rope, hempen, 50 ft.	1 L	10 lb.	Medium
Rope, silk, 50 ft.	10 L	5 lb.	Small
Sack	1 s	1/2 lb.	Small
Sealing wax	1 L	1 lb.	Diminutive
Signet ring	5 L	—	Fine
Sledge	1 L	10 lb.	Medium
Soap (per lb.)	5 s	1 lb.	Small
Spade or shovel	5 s	8 lb.	Medium
Spyglass	1,000 L	1 lb.	Small
Torch	1 p	1 lb.	Small
Vial, ink or potion	1 L	1/10 lb.	Diminutive
Waterskin	1 L	4 lb.	Small
Whetstone	2 p	1 lb.	Diminutive

TABLE 4-3: SPECIAL SUBSTANCES AND ITEMS

Item	Cost	Weight	Size
Abyss Dust	2 s	—	Fine
Acid, flask	10 L	1 lb.	Diminutive
Alchemist's fire, flask	20 L	1 lb.	Diminutive
Antitoxin	50 L	—	Fine
Cask of Captain's Grog	2,000 L	60 lb.	Large
Salt Draughts	150 L	—	Fine
Snake Weed	1 L	—	Fine

ANTITOXIN

If you drink antitoxin, you get a +5 bonus on Fortitude saving throws against poison for 1 hour. To create antitoxin, you must have 25 L in raw materials and succeed on a Difficulty 25 Craft (alchemy) check. Each check requires 24 hours of work.

CAPTAIN'S GROG

On the wild seas of the *Serpent's Teeth*, a captain's first concern (after pirates of course) is a mutinous crew. Since the violent overthrow of three whaling vessels at the turn of the last century, many captains have turned to the brew of rum and tropical herbs now called captain's grog. It is an open secret that the crews of naval vessels are routinely issued casks of the grog instead of plain rum, and many captains wouldn't consider sailing without it.

Anyone who drinks a measure of captain's grog at least once a day for a week straight takes a -4 penalty on Intimidate checks and on Will saves against mind-affecting effects. A Difficulty 15 Fortitude save halves these penalties, but a new save must be made after every dose.

A cask holds enough fluid to serve a crew drinks for two weeks.

Manufacturing captain's grog requires 500 L in raw materials and a successful Difficulty 15 Craft (alchemy) check. A check requires 1 hour of work.

SALT DRAUGHTS

A staple of sea voyages, salt draughts are often packed on board in firkins in case of bad weather or shipwrecks.

A dose of this vile concoction allows the imbiber to drink liquids like seawater, vinegar, and even piss as if it were fresh water. The effects of one dose last for 24 hours. In addition, for the first minute after drinking salt draughts, the imbiber also gains a +4 bonus on Fortitude saves against poison.

Manufacturing salt draughts requires 75 L in raw materials and a successful Difficulty 18 Craft (alchemy) check. A check requires 1 hour of work.

SNAKE WEED

This drug is nothing more than the dried petals of a sunburst flower. Characters who smoke the stuff gain a +1 bonus on Will saves. In addition, the character must succeed on a Difficulty 11 Fortitude save or take a -1 penalty to Wisdom. The effects last for 1 hour plus 1 hour for every 5 points by which the save failed (minimum of 1 hour for a successful save). Once the drug has run its course, the user must succeed on a Difficulty 5 Fortitude save or become addicted. Addicted characters must use snake weed or reduce their Wisdom by 1 each day. A character suffering from withdrawals must succeed on a Difficulty 5 Fortitude save each day, or continue to suffer the effects. A character who succeeds on three consecutive saves manages to overcome the addiction.

TABLE 4–4: COMMON POISONS OF FREEPORT

Poison	Type	Difficulty*	Initial Damage	Secondary Damage	Price
Amanita Mushroom	Ingested	11	3 Con	3 Con	180 L
Arsenic	Ingested	11/13	1 Str	3 Con	300 L
Belladonna	Ingested	15/13	1 Con	4 Con	650 L
Black Widow Venom	Injury	10	1 Dex	1 Dex	100 L
Botulin	Ingested	18	1 Con	1 Con	300 L
Cobra Venom	Injury	14	2 Str	1 Str	200 L
Corpse Cloud	Inhaled	15	Paralysis	2 Con	1,000 L
Curare	Injury	17	3 Dex	3 Dex	1,500 L
Cyanide	Ingested	20	2 Con	4 Con**	1,800 L
	Inhaled	22	4 Con	2 Con**	2,500 L
	Injury	21	4 Con	2 Con**	2,100 L
Digitalis	Ingested	18	2 Con	2 Con	500 L
Dumb Cane	Ingested	10/12	1 Con	2 Con	150 L
Fugu Toxin	Ingested	24	3 Con	3 Con	3,000 L
	Injury	19/21	2 Str	2 Str	750 L
Hemlock	Ingested	11	3 Con	1 Con	250 L
Poison Frog Toxin	Injury	22/20	2 Dex	5 Dex	3,000 L
Ricin	Ingested	22/24	3 Str	1 Str	700 L
Salamander Poison	Contact	12/8	1 Str	1 Str	100 L
Shellfish Toxin	Injury	22	4 Str	2 Str	1,000 L
	Ingested	18	3 Str	1 Str	650 L
Stonefish	Injury	15	2 Con	1 Con	300 L
Tarantula Venom	Injury	10/8	1 Dex	1 Dex	120 L
Wolfsbane	Ingested	11/13	1 Con	4 Con	200 L

*Where two numbers are indicated, the first number is the Difficulty for the initial damage and the second is for the secondary damage. **Ability drain

POISON

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes poisoned food or drink, or is otherwise poisoned, he must make a Fortitude saving throw. If he fails, he takes the poison's damage (usually ability damage) for every 5 points by which he failed the save. Ten rounds later, the victim must make a second save or take the poison's secondary damage for every 5 points by which he failed the save.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used. Applying a poison to a weapon is a standard action.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

CONTACT

Merely touching this type of poison necessitates a saving throw. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it.

INGESTED

Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious

creature or attempt to dupe someone into drinking or eating something poisoned.

INHALED

Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill the volume of a 10-foot cube. Each creature within the area must make a saving throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.)

INJURY

This poison must be delivered through a wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

PERILS OF USING POISON

A character has a 5% chance (a roll of a 1 on a d20) of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Additionally, a character who rolls a natural 1 on an attack roll with a poisoned weapon must succeed on a Difficulty 15 Reflex save or accidentally poison himself with the weapon.

MANUFACTURING POISON

To manufacture poison, you must have raw materials equal to one-half the list price and succeed on Craft (poison) check (Difficulty equals 15 + 1 per 100 L of the list price). A check represents 1 day of work.

TABLE 4–5: TOOLS AND SKILL KITS

Item	Cost	Weight	Size
Alchemist's lab	500 L	40 lb.	Large
Religious icon or symbol	1 L	—	Fine
Religious icon or symbol, silver	25 L	1 lb.	Fine
Musical instrument, common	5 L	3 lb.	Small or larger
Musical instrument, masterwork	100 L	3 lb.	Small or larger
Toolkit	5 L	5 lb.	Small
Toolkit, masterwork	55 L	5 lb.	Small

TABLE 4–6: CLOTHING

Clothing	Cost	Weight	Size
Artisan's outfit	1 L	4 lb.	Medium
Cold weather outfit	8 L	7 lb.	Medium
Courtier's outfit	30 L	6 lb.	Medium
Entertainer's outfit	3 L	4 lb.	Medium
Explorer's outfit	10 L	8 lb.	Medium
Monk's outfit	5 L	2 lb.	Medium
Noble's outfit	75 L	10 lb.	Medium
Peasant's outfit	1 s	2 lb.	Medium
Priest's vestments	5 L	6 lb.	Medium
Royal outfit	200 L	15 lb.	Medium
Scholar's outfit	5 L	6 lb.	Medium
Traveler's outfit	1 L	5 lb.	Medium

TABLE 4–7: FOOD, DRINK, AND LODGING

Item	Cost	Weight	Size
Ale			
Gallon	2 s	8 lb.	Medium
Mug	4 p	1 lb.	Small
Banquet, per person	10 L	—	—
Bread, per loaf	2 p	1/2 lb.	Small
Cheese, hunk of	1 s	1/2 lb.	Small
Inn stay, per day			
Good	2 L	—	—
Common	5 s	—	—
Poor	2 s	—	—
Meals, per day			
Good	5 s	—	—
Common	3 s	—	—
Poor	1 s	—	—
Meat, chunk of	3 s	1/2 lb.	Small
Rum			
Cup	4 s	—	Small
Bottle	1 L	1-1/2 lb.	Small
Wine			
Common, pitcher	2 s	6 lb.	Small
Fine, bottle	10 L	1-1/2 lb.	Small

TOOLS AND SKILL KITS

The following tools and skill kits are useful if not required to make Craft checks.

ALCHEMIST'S LAB

An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +2 circumstance bonus on Craft (alchemy) checks. It has no bearing on the costs related to a use of the Craft (alchemy) skill. Without this lab, a character with the Craft (alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +2 bonus that the lab provides.

MAGNIFYING GLASS

This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +2 bonus on Search checks involving any item that is small or highly detailed.

MUSICAL INSTRUMENT, COMMON OR MASTERWORK

A masterwork instrument grants a +2 bonus on Perform checks involving its use.

RELIGIOUS ICON OR SYMBOL

This is an object of religious significance. It may be a pendant, a small idol, or an amulet.

TOOLKIT, COMMON OR MASTERWORK

This kit contains the tools you need to use a particular skill that requires tools, such as Craft, Disable Device, Disguise, or Medicine. Each time you purchase a toolkit, specify to which skill. Without these tools, you must improvise tools, and you take a –2 circumstance penalty on Disable Device checks. A masterwork toolkit grants a +2 bonus on related checks.

TRANSPORT

What follows is pertinent information about transportation.

CARRIAGE

This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

CART

This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

GALLEY

This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 gp more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

KEELBOAT

This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight

to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

LONGSHIP

This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

ROWBOAT

This 8- to 12-foot-long boat holds two or three Medium passengers. It moves about 1-1/2 miles per hour.

SAILING SHIP

This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

WAGON

This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

WARSHIP

This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

SERVICES

Sometimes the best solution for a problem is to hire someone else to take care of it.

DOCKING FEES

Freeport's Harbormaster charges each ship a fee for docking in the city. The amount varies depending on whether the ship docks in the Marina (the highest fees), the Warehouse District, the Docks, or Scurvytown. In addition, the fees may vary depending on the season. Typically, a ship's captain must pay 1 penny per yard of his vessel per day.

RICKSHAW RIDE

The price given is for a ride in a rickshaw that transports people around town.

HIRELING, TRAINED

The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

HIRELING, UNTRAINED

The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

MESSENGER

This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

SHIP'S PASSAGE

Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures that are otherwise difficult to bring aboard a ship.

TABLE 4-8: ANIMALS AND RELATED GEAR

Item	Cost	Weight	Size
Bit and bridle	2 L	1 lb.	Small
Dog, guard	25 L	—	—
Donkey or mule	15 L	—	—
Feed, per day	1 s	10 lb.	Medium
Horse			
Horse, heavy	500 L	—	—
Horse, light	150 L	—	—
Pony	60 L	—	—
Warhorse, heavy	800 L	—	—
Warhorse, light	300 L	—	—
Saddle			
Pack	5 L	20 lb.	Large
Riding	10 L	30 lb.	Large
Stabling, per day	5 s	—	—

TABLE 4-9: TRANSPORT

Item	Cost	Weight	Size
Carriage	100 L	600 lb.	Huge
Cart or Rickshaw	15 L	200 lb.	Large
Galley	30,000 L	—	Colossal
Keelboat	3,000 L	—	Gargantuan
Longship	10,000 L	—	Colossal
Rowboat	50 L	100 lb.	Huge
Oar	2 L	10 lb.	Large
Sailing ship	10,000 L	—	Colossal
Wagon	35 L	400 lb.	Huge
Warship	25,000 L	—	Colossal

TABLE 4-10: SERVICES

Service	Cost
Docking fees	Varies
Hireling, trained	3 s per day
Hireling, untrained	1 s per day
Messenger	2 p per district
Porter	1 p per block
Rickshaw Ride	5 p per district
Through Scurvytown	+5 p
Ship's passage	1 s per league
Whore, poor	1 p per hour
Whore, average	1 s per hour
Whore, good	1 L per hour
Whore, excellent	10 L per hour

TABLE 4-11: EXPANDED MELEE WEAPONS

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
Simple							
Belaying Pin/Club	+2	20/+3	Bludgeoning	10 ft.	Medium	—	3 lb.
Boarding Pike	+2	20/+3	Piercing	20 ft.	Medium	1 L	3 lb.
Dagger	+1	19–20/+3	Piercing	10 ft.	Tiny	2 L	1 lb.
Gaff	+1	20/+4	Piercing	—	Tiny	2 L	1 lb.
Gauntlet	+0	20/+3	Bludgeoning	—	Tiny	2 L	1 lb.
Gauntlet, spiked	+1	20/+3	Piercing	—	Tiny	2 L	1 lb.
Longspear	+3	20/+4	Piercing	—	Large	5 L	9 lb.
Mace, heavy	+3	20/+3	Bludgeoning	—	Medium	12 L	8 lb.
Mace, light	+2	20/+3	Bludgeoning	—	Small	5 L	4 lb.
Morningstar	+3	20/+3	Bludgeoning and Piercing	—	Medium	8 L	6 lb.
Quarterstaff	+2	20/+3	Bludgeoning	10 ft.	Large	—	4 lb.
Sap	+2	20/+3	Bludgeoning	—	Small	1 L	2 lb.
Sickle	+2	20/+3	Slashing	—	Small	6 L	2 lb.
Spear	+3	20/+4	Piercing	20 ft.	Large	2 L	6 lb.
Unarmed Attack	+0	20/+3	Bludgeoning	—	—	—	—
Martial							
Axe, throwing	+1	20/+3	Slashing	10 ft.	Small	8 L	2 lb.
Battleaxe	+3	20/+4	Slashing	—	Medium	10 L	6 lb.
Boarding Axe	+2	20/+4	Slashing	—	Small	6 L	4 lb.
Cutlass	+2	18–20/+3	Slashing	—	Medium	15 L	4 lb.
Falchion	+2	18–20/+3	Slashing	—	Large	75 L	8 lb.
Foil	+0	18–20/+3	Piercing	—	Medium	15 L	1-1/2 lb.
Flail	+4	19–20/+3	Bludgeoning	—	Large	15 L	5 lb.
Greataxe	+5	20/+4	Slashing	—	Large	20 L	12 lb.
Greatclub	+4	20/+3	Bludgeoning	—	Large	5 L	8 lb.
Greatlance	+4	20/+4	Piercing	—	Large	20 L	10 lb.
Greatsword	+4	19–20/+3	Slashing	—	Large	50 L	8 lb.
Hammer	+1	20/+3	Bludgeoning	20 ft.	Small	1 L	2 lb.
Kukri	+1	18–20/+3	Slashing	—	Small	8 L	2 lb.
Pick	+2	20/+5	Piercing	—	Medium	8 L	3 lb.
Pole-arm	+4	20/+4	Slashing or Piercing	—	Large	8 L	12 lb.
Rapier	+2	18–20/+3	Piercing	—	Medium	20 L	2 lb.
Scimitar	+2	18–20/+3	Slashing	—	Medium	15 L	4 lb.
Sword, small	+2	19–20/+3	Piercing	—	Small	10 L	2 lb.
Sword	+3	19–20/+3	Slashing	—	Medium	15 L	4 lb.
Trident	+3	20/+3	Piercing	10 ft.	Medium	15 L	4 lb.
Warhammer	+3	20/+4	Bludgeoning	—	Medium	12 L	5 lb.
Exotic							
Chain	+2	20/+3	Bludgeoning	10 ft.	Large	3 L	10 lb.
Kama	+2	20/+3	Slashing	—	Small	2 L	2 lb.
Nunchaku	+2	20/+3	Bludgeoning	—	Small	2 L	2 lb.
Sai	+1	20/+3	Bludgeoning	—	Small	1 L	1 lb.
Sword, bastard	+4	19–20/+3	Slashing	—	Medium	35 L	6 lb.
Whip	+0	20/+3	Slashing	15 ft.	Medium	1 L	2 lb.

TABLE 4–12: EXPANDED RANGED WEAPONS

Weapon	Damage Bonus	Critical	Damage Descriptor	Range Increment	Size	Cost	Weight
<i>Simple</i>							
Crossbow, heavy	+4	19–20/+3	Piercing	120 ft.	Medium	50 L	8 lb.
Crossbow, light	+3	19–20/+3	Piercing	80 ft.	Medium	35 L	4 lb.
Dart	+1	20/+3	Piercing	20 ft.	Tiny	5 s	1/2 lb.
Javelin	+2	20/+3	Piercing	30 ft.	Medium	1 L	2 lb.
Sling	+1	20/+3	Bludgeoning	50 ft.	Small	1 s	0 lb.
<i>Martial</i>							
Harpoon	+4	20/+4	Piercing	10 ft.	Large	20 L	10 lb.
Longbow	+3	20/+4	Piercing	100 ft.	Large	75 L	3 lb.
Shortbow	+2	20/+4	Piercing	60 ft.	Medium	30 L	2 lb.
Shuriken (5)	+1	20/+3	Piercing	10 ft.	Tiny	1 L	1/2 lb.
<i>Exotic</i>							
Bolas	+1	20/+3	Bludgeoning	10 ft.	Medium	5 L	2 lb.
Crossbow, hand	+1	19–20/+3	Piercing	30 ft.	Small	100 L	2 lb.
Net	—	—	Entangling	10 ft.	Large	20 L	6 lb.
<i>Firearms</i>							
Dragon FP	+6	20/+4	Ballistic	20 ft.	Small	500 L	6 lb.
Gorgon GG	+6	20/+4	Ballistic	50 ft.	Medium	500 L	8 lb.
Harpy GG	+4/+2	20/+3	Ballistic	Special	Medium	650 L	4 lb.
Medusa GG	+5	20/+3	Ballistic	Special	Medium	750 L	5 lb.
Privateer FP	+4	20/+4	Ballistic	30 ft.	Small	400 L	4 lb.
Stinger FP	+2	20/+4	Ballistic	10 ft.	Small	100 L	3 lb.
Titan GG	+6	20/+3	Ballistic	Special	Large	1500 L	12 lb.

WEAPONS

The following weapons expand on those described in *True20 Adventure Roleplaying*.

WEAPON DESCRIPTIONS

Weapons found on **Tables 4–11** and **4–12** that have special options for the wielder (“you”) are described below.

BOLAS

If you successfully hit a target with a bolas, the target must succeed on a Difficulty 14 Reflex save or become entangled.

BOWS. ALL

You need at least two hands to use a bow, regardless of its size. A longbow is too unwieldy to use while you are mounted. Add your Strength score to the bow’s damage.

CHAIN

You can strike targets up to 10 feet away. You can use a chain to make trip attacks and disarm opponents with a +2 bonus, like the Improved Trip and Improved Disarm feats. This bonus stacks with the bonuses conferred by these feats.

CUTLASS

A cutlass is a heavy, short-bladed slashing sword with a basket hilt. When wielding this weapon, you gain a +2 bonus to disarm attempts. This bonus stacks with the bonus conferred by the Improved Disarm feat.

CROSSBOWS. HAND

You may fire a hand crossbow with one hand and if armed with two, you may fire with both hands, though apply the penalties for fighting with two light weapons. Do not add your Strength score to this weapon’s damage.

CROSSBOW. HEAVY

A heavy crossbow normally requires two hands to use. If using just one hand, you take a –4 penalty on the attack roll. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two weapons. This penalty is cumulative with the penalty for one-handed firing.

CROSSBOW. LIGHT

A light crossbow normally requires two hands to use. If using just one hand, you take a –2 penalty on the attack roll. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two light weapons. This penalty is cumulative with the penalty for one-handed firing.

RELOADING FIREARMS

Unlike other ranged weapons, which can be reloaded fairly quickly, reloading a firearm is a slow process. Once fired, it takes 3 full round actions to reload a firearm.

FIREARM MISFIRES

Although great progress has been made in the manufacture of firearms, they are still unreliable weapons. Whenever a natural 1 is rolled on the attack roll, roll 1d20 and consult the following table.

MISFIRES	
Roll	Result
1–3	Kaboom! Weapon explodes dealing normal damage to wielder. The weapon is destroyed in the process.
4–8	Fouled: The barrel becomes fouled. You must spend an hour cleaning it out before it can be fired again.
9–12	Jammed: The firing mechanism jams. Clearing the jam requires 3 rounds of work. It make fire the round after clearing it.
13–16	Weak Charge: You used too little powder to prime the weapon so the shot was fired to no effect.
17+	Failed Ignition: Either the firing mechanism fails to produce a spark or the powder fails to ignite. The weapon doesn't go off, but it can be fired again next round.

DAGGER

You get a +2 bonus on Sleight of Hand checks made to conceal a dagger on your body (see the Sleight of Hand skill, *True20* page 39).

DRAGON FP

This is the biggest type of pistol found in Freeport. It's named for its huge, smoky discharge that's reminiscent of a dragon's breath. This is an unreliable weapon (see **Firearm Misfires** sidebar).

FLAIL

With a flail, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails). You can also use this weapon to make trip attacks. If you are tripped during your own trip attempt, you can drop the flail to avoid being tripped.

GORGON GG

The Gorgon is a musket developed shortly after the Privateer FP. This is an unreliable weapon (see **Firearms Misfire** sidebar).

HARPY GG

This short-barreled weapon uses a simple charge to lob a crude grenade out to some distance. Not exceptionally accurate, it explodes in a 5-foot radius at the point of impact, dealing +3 damage to the creature struck and +1 damage to all adjacent targets. This is an unreliable weapon (see **Firearm Misfires** sidebar).

JAVELIN

Since it is not designed for melee, you are treated as nonproficient with it and take a –4 penalty on attack rolls if you use a javelin as a melee weapon.

KAMA

You can use a kama to make trip attacks. If you are tripped during your own trip attempt, you can drop the kama to avoid being tripped.

LONGSPEAR

You can strike opponents up to 10 feet away. If you use a ready action to set a longspear against a charge, you deal double damage on a successful hit against a charging character.

MEDUSA GG

The medusa has a shorter barrel than the Gorgon due to its close-support role. Unlike other firearms, it is loaded with a bag of small lead pellets. This sprays out a hail of lead in front of the firer, but has

abysmal accuracy. All creatures within a 30-foot cone of it when fired take +8 damage (Difficulty 15 Reflex save for half). This is an unreliable weapon (see **Firearm Misfires** sidebar).

NET

A net is used to entangle enemies. When you throw a net, you make a ranged touch attack against your target. A net's maximum range is 10 feet. If you hit, the target is entangled. An entangled creature can escape with a Difficulty 20 Escape Artist check (a full-round action). The net has 5 hit points and can be burst with a Difficulty 25 Strength check (also a full-round action).

A net is useful only against creatures within one size category of you.

A net must be folded to be thrown effectively. The first time you throw your net in a fight, you make a normal ranged touch attack roll. After the net is unfolded, you take a –4 penalty on attack rolls with it. It takes 2 rounds for a proficient user to fold a net and twice that long for a nonproficient one to do so.

NUNCHAKU

With a nunchaku, you get a +2 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

POLE-ARM

A pole-arm can be used to strike opponents up to 10 feet away. You can also use it to make trip attacks. If you are tripped during your own trip attempt, you can drop the pole-arm to avoid being tripped.

PRIVATEER FP

A classic firearm, it is one of the more reliable firearms found in Freeport, granting a +1 bonus on the misfire table (see **Firearm Misfires** sidebar).

SAI

With a sai, you get a +4 bonus on opposed attack rolls made to disarm an enemy (including the roll to avoid being disarmed if such an attempt fails).

SHURIKEN

Although they are thrown weapons, shuriken are treated as ammunition for the purposes of drawing them, crafting masterwork or otherwise special versions of them and what happens to them after they are thrown.



SICKLE

A sickle can be used to make trip attacks. If you are tripped during your own trip attempt, you can drop the sickle to avoid being tripped.

SLING

Your Strength applies to damage rolls when you use a sling, just as it does for thrown weapons.

SPEAR

A spear can be thrown. If you use a ready action to set a spear against a charge, you deal double damage on a successful hit against a charging character.

SPIKED ARMOR

You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. See Armor for details.

SPIKED SHIELD, HEAVY OR LIGHT

You can bash with a spiked shield instead of using it for defense. See Armor for details.

STINGER FP

A small discrete weapon, the Stinger FP is light-weight and easily concealed, granting a +2 bonus to Sleight of Hand checks to conceal the weapon on your person.

STRIKE, UNARMED

A character deals nonlethal damage equal to her Strength with an unarmed strike. A character with the Improved Unarmed Strike feat can deal lethal or nonlethal damage with unarmed strikes, at her option. The damage from an unarmed strike is considered weapon damage for the purposes of effects that give you a bonus on weapon damage rolls.

An unarmed strike is always considered a light weapon.

SWORD, BASTARD

A bastard sword is too large to use in one hand without special training; thus, it is an exotic weapon. A character can use a bastard sword two-handed as a martial weapon.

TRIDENT

This weapon can be thrown. If you use a ready action to set a trident against a charge, you deal double damage on a successful hit against a charging character.

WHIP

A whip can strike targets up to 15 feet away. When using a whip to make trip attacks or disarm opponents, you gain a +2 bonus. This bonus stacks with the bonus gained from the Improved Trip or Improved Disarm feats.

MASTERWORK WEAPONS

As described in *True20 Adventure Roleplaying*, a masterwork weapon is a finely crafted version of a normal weapon. It grants a +1 bonus on attack rolls. You cannot add the masterwork quality to a weapon after it is created; it must be crafted as a masterwork weapon (see the Craft skill). The masterwork quality adds an additional 10% to the weapon's base price or 300 L (or 6 L to the cost of a single unit of ammunition), whichever is higher. Masterwork ammunition is damaged (effectively destroyed) when used. The bonus of masterwork ammunition does not stack with any masterwork bonus of the projectile weapon firing it.

All supernatural weapons are automatically considered to be of masterwork quality. The bonus granted by the masterwork quality doesn't stack with the bonus provided by the weapon's magic.

Even though some types of armor and shields can be used as weapons, you can't create a masterwork version of such an item that confers an



enhancement bonus on attack rolls. Instead, masterwork armor and shields have lessened armor check penalties.

ARMOR AND SHIELDS

The archaic forms of armor and shields (except composite shields) found in *True20 Adventure Roleplaying* are sufficient for most Freeport games. **Table 4-13: Archaic Armor** merely lists the prices for those pieces of equipment found in the core rulebook. Do note that few people in Freeport wear or can afford to wear plate-mail or full plate.

NEW ARMOR: COCKLE SHELL SUIT

This suit is the Lobstermen's secret weapon. Attached to an air pump, it allows a diver to stay underwater for hours. Proper use requires the Armor Proficiency (cockle shell suit) feat. The biggest liability of the cockleshell suit is the exposed air hose, which can be severed. Use the normal rules for Attacking an Object. The air hose counts as a held, carried, or worn object, with +0 Toughness. Bludgeoning weapons are ineffective.

MASTERWORK ARMOR

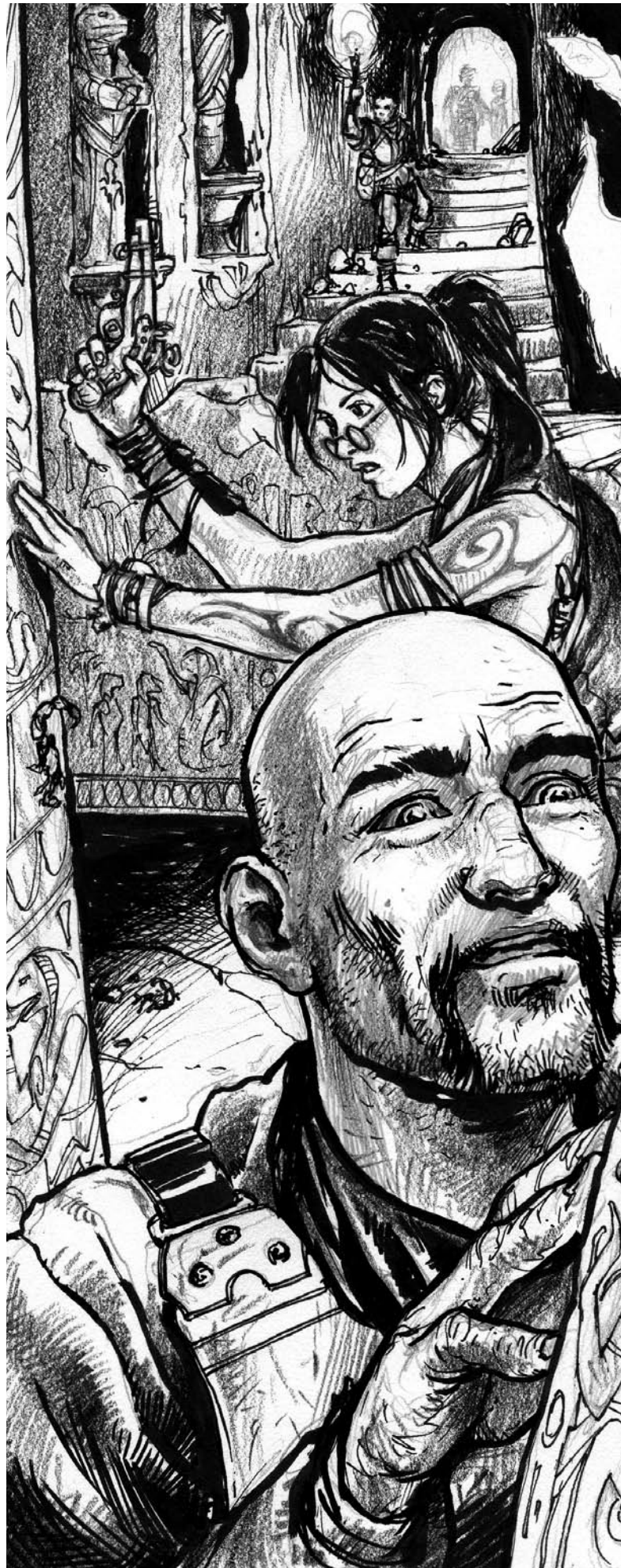
Just as with weapons, you can purchase or craft masterwork versions of armor or shields. Such a well-made item functions like the normal version, except that its armor check penalty is lessened by 1. A masterwork suit of armor or shield costs an extra 150 L over and above the normal cost for that type of armor or shield.

TABLE 4-13: EXPANDED ARCHAIC ARMOR AND SHIELDS

Armor	Toughness Bonus	Cost	Weight
Leather (light)	+1	10 L	15 lb.
Studded leather (light)	+2	25 L	20 lb.
Chainmail (medium)	+3	100 L	40 lb.
Breastplate (medium)	+4	200 L	30 lb.
Plate-mail (heavy)	+5	500 L	50 lb.
Cockle Shell Suit (heavy)	+4	800 L	60 lb.
Full Plate (heavy)	+6	1,000 L	50 lb.
Shield	Defense Bonus	Cost	Weight
Small	+1	5 L	5 lb.
Medium	+2	7 L	10 lb.
Large	+3	10 L	15 lb.



CHAPTER FIVE: FORBIDDEN LORE



Freeport is very much a maritime city, typical in that it sees the comings and goings of travelers, it thrives on trade, and it can look the other way when it comes to making a profit. Freeporters' general unwillingness toward asking too many questions allows

all sorts of strange things to slip inside the city. Certainly, the harbormaster and his agents do their best—well they try—to keep an

"Oh, I wouldn't know anything about the Codex of Ineffable Damnation... no sir. I deal in honest religious goods. What's that? You say Silas Ridder sent you? Well, why didn't you say so? One moment. Let me lock the door..."

—Brother Wilford Vinely

real and strong presence in the city and they, more than anyone, derive their power from the city's inability to control what comes inside.

FORBIDDEN LORE

Some knowledge is so profoundly strange, so wicked, and so destructive learning of its existence is enough to drive even the most level-headed Freeporter insane. This knowledge, called Forbidden Lore, encompasses all sorts of subjects from detailed treatises on alien worlds, strange and unspeakable gods, and secrets so foul that to read them leaves the soul ever-after stained. Characters who encounter such knowledge are at risk of going mad by examining the contents of the scrolls, librams, tomes, and other writings. However, those that do apprehend and understand such subjects are awakened to new worlds of possibility, fantastic power, and, perhaps regrettably, the attention of horrid beings and dark gods.

ACQUISITION AND USE

Forbidden Lore is essentially a skill, a specialization of Knowledge. Unlike other Knowledge skills though, you may not place ranks in this skill as you gain levels. Instead, you acquire ranks in Knowledge (forbidden lore) by studying and learning the secrets from forbidden tomes and other vile writings. Once you have studied a forbidden tome, you must make a Knowledge (supernatural) check against a Difficulty set by the writings. If you succeed, you gain a number of ranks to Knowledge (forbidden lore) as indicated by the writings. Regardless of the success or failure of the check, you must then succeed on a Will save against the same Difficulty or gain a point of madness (see **Chapter Three: Supplemental Rules**). The time it takes depends on the size

and subject matter contained in the tome, as described in **Chapter Seven: Supernatural Items**.

While examining forbidden writings is the surest means of acquiring ranks in Knowledge (forbidden lore), it is not the only way. Witnessing certain phenomena, encounter profoundly alien creatures, and exploring terrible ruins can all awaken this knowledge, causing you to slide inexorably into the depths of insanity. Generally, whether or not these exposures incur madness points or not is up to the Narrator. For more information on gaining madness and forbidden lore from creatures, see **Chapter Nine: Creatures of Freeport**.

Finally, do note that some forbidden writings are so profoundly evil that intentionally reading and understanding their contents risk gaining corruption taint.

KNOWLEDGE (FORBIDDEN LORE)

INTELLIGENCE, TRAINED ONLY, SPECIAL

You are familiar with That Which Should Not Be Known, having encountered the awful through various writings, meetings with madness-inducing abominations, and a general exploration of the forbidden. Since these revelations defy logic or commonly accepted fact, it does not matter how intelligent or wise you are when using this skills—only how much exposure to these dark secrets themselves you have experienced.

Check: Answering a question about the horrible gods and secrets that lurk at the edges of reality has a Difficulty 10 (for really easy questions), 15 (for elementary questions), or 20 to 30 (for difficult or really tough questions). Unlike other fields of study, there are almost no really easy questions associated with this dark knowledge.

You can use this skill to identify monsters and their special powers or vulnerabilities. In general, the Difficulty of such a check equals 10 + the monster's level. A successful check allows you to remember a bit of useful information about that monster. For every 5 points by which your check exceeds the Difficulty, the Narrator can give another piece of useful information. Such information is usually features common to all monsters of that type, with higher check results revealing more of the monster's capabilities. Monsters, for the purpose of these checks, includes aberrations, constructs, dragons, elementals, oozes, outsiders, supernatural beasts, and undead.

Knowledge (forbidden lore) checks are also used to perform rituals (see following).

Action: Usually none. In most cases, making a Knowledge check doesn't take an action—you simply know the answer or you don't.

Try Again: No

Special: You do not place ranks in this skill. Instead, you gain free ranks through exploring forbidden concepts, places, reading through forbidden manuscripts and so on. Regardless of how much material you devour, your Knowledge (forbidden lore) ranks cannot exceed your character level + 3.



RITUALS

In the light cast by burning black candles, a group of madmen devote themselves to the Unspeakable One, incanting foul words and perform rude gestures to awaken the malevolent god and bestow onto themselves his foul blessings. The navigator stands at the bow of the ship, intoning guttural phrases and burning incense to reveal the proper path for the ship to sail in order to reach its destination. The archaeologist breaks through the stone door and lowers his torch to illuminate the contents of a dusty tomb, gasping as he spots the glowing sigils shining forth from the walls. Each of these instances reflect the various forms and function of rituals—powerful writings and rituals that enable the ordinary people to apprehend and produce supernatural effects.

GUIDELINES FOR RITUALS

A ritual always requires some form of spoken incantation, usually accompanied by gestures. Most also require certain material components such as incense, a circle containing mystic symbols, or sacrifices of blood from a living victim.

During a ritual, the ritualist must make a Knowledge (forbidden lore) check. Rituals with more powerful effects have much higher Difficulties, with the most powerful among them having a Difficulty so high the ritualist must rely on assistants to have any chance of success.

SUPERNATURAL POWERS AS RITUALS

The easiest way to create a new ritual is to base it on one of the supernatural powers in *True20 Adventure Roleplaying*. Not all supernatural powers are appropriate for conversion to rituals; usually these involve calling or driving away supernatural creatures, empowering one's self, or altering some feature of the local environment (i.e. causing earthquakes or controlling weather).

Narrators can use the following general guidelines to convert a supernatural power into a ritual.

Difficulty: The base Difficulty to perform a ritual is equal to 10 + the power's normal power check Difficulty. If the effect of a power depends on the result of a power check, the ritualist chooses the Difficulty that will achieve the desired result.

Adept Levels: Use the ritualist's total level as the adept level for any calculation relying on adept level (but not for powers in which the adept level is part of a d20 roll). For example, the Ward power would use the ritualist's total level to determine its area of effect.

Fatiguing: If the supernatural power is fatiguing, increase the base Difficulty by +2. Furthermore, the ritual is fatiguing as well, requiring a successful Will save with a Difficulty equal to half the ritual's Difficulty to avoid fatigue.

Maintenance/Concentration: If the supernatural power requires maintenance or concentration, increase the base Difficulty by +2. If it requires both, increase the base Difficulty by +4.

Prerequisites: If the power has another power as a prerequisite, increase the base Difficulty by +2 for each required power. If the power has a level-based prerequisite, which includes powers with a power rank prerequisite, increase the base Difficulty by 1/2 the required level (rounded up). For example, Imbue Life has a prerequisite of Cure rank 12, which translates to at least 9 adept levels since power rank is equal to level + 3. This results in an increase of +7 to the base Difficulty: +2 for the power requirement and +5 for the level requirement.

Effects: A ritual normally only allows the ritualist to perform a single effect. To allow a single ritual to have multiple effects, increase the base Difficulty by +2 per extra effect. For example, the Ward power entails

an area effect and a creature ward. A single ritual that does both has its base Difficulty increased by +2.

Time: All rituals require at least one hour to perform, longer if the power requires more than one round to use. This time cannot be reduced, but it can be increased as the ritualist takes time and makes absolutely certain everything is being done correctly. Increasing the time required to perform a ritual reduces the Difficulty by an amount equal to the multiple minus 1. Therefore twice as long to perform the ritual reduces the Difficulty by 1, three times as long reduces it by 2, and so on to a maximum of -19 (20 times as long).

RITUAL ELEMENTS

Each ritual description has the following elements:

Power: The supernatural power upon which the ritual is based, if any. Other than the ritual requirements, the power functions as written when used as a ritual.

Difficulty: The Difficulty of the Knowledge (forbidden lore) check required. During a ritual, the ritualist makes the check against a set Difficulty. Each assistant must also make a check of some sort, usually similar in nature to the check required by the ritualist. For each assistant who succeeds, the ritualist gets a +2 bonus to her roll as per Aid Another. A character involved in a ritual cannot take 10 or 20 on any check required by the ritual.

Ritualists: Each ritual has a ritualist who leads the ceremony and usually one or more assistants who aid the ritualist.

Components: Any special items or materials required for the ritualist.

Aids: Any special qualities the ritualist and her assistants must possess, as well as certain qualities that provide a bonus to the ritualist's check. One aid consistent for all ritualist is adept levels. The ritualist adds half her adept level (rounded down) to her ability score check to perform the ritual.

Time: How long it takes to perform the ritual.

Costs: Some rituals inflict injury or ability damage, or negatively affect some other aspect of the participants.

Success: What effect the ritual has, if successful. Usually, success means the power works as written.

Failure: What happens if the ritual fails. Unlike normal supernatural powers, rituals usually have some drastic consequence for failure.

USING RITUALS

Narrators should tightly control access to rituals for such power should not be so easy to come by that it becomes commonplace. A would-be ritualist may have to track down multiple ancient texts in order to piece together the various parts of a ritual, or the book in which the ritual can be found may be closely guarded in the archives of a museum or university.

The heroes should not be given free and regular access to rituals, as that can diminish the significance of the adept role. More than anything, a ritual should be a plot device that begins or ends an adventure. The heroes may have to fight against a creature called to this world by a ritual, or, more dramatically, they have to interrupt a ritual in progress to prevent the creature from being summoned. Furthermore, many rituals have drastic and lasting consequences and the heroes must be aware of the ramifications of their actions. One who engages in the forbidden art of ritual magic risks corruption, his mind, his very soul, even the fate of the world itself.

Rituals can appear in just about any medium. They might be painted on

the walls of a tomb, buried inside the pages of one or multiple tomes, be inscribed on a velum scroll, or even chiseled into a stone tablet. The form the medium takes should always reflect the nature of the ritual it contains. For example, a ritual that creates mindless zombies might be found on an old headstone or written inside the lid of a coffin. Likewise, a ritual that produces a change in the weather might be burned onto a piece of wood struck by lightning. Be creative when designing rituals and their “containers” since it’s in these small details that these supernatural powers come to life.

SAMPLE RITUALS

The following rituals are just a starting point for those found in the World of Freeport. Each ritual is presented as a particular item, with mechanical guidelines for casting them, and a built in adventure hook for Narrator’s to construct adventures. You may use these rituals as written, as the basis for rituals of your own design, or modify them to suit your needs.

AWAKEN THE DEAD

Necromancy, as described in the *Pirate’s Guide to Freeport*, is a terrifying art, one despised and shunned by all right-thinking people. Rather than face the rise of another Necro King, groups of witch hunters prowl the continent, putting suspected necromancers to the torch, all in the name of self-preservation. A great many of their victims are in fact innocent, but if they must die to destroy the real threats, it is considered an acceptable price to pay to ensure the undead never walk the lands again.

Given the ruthless climate on the mainland, Freeport attracts no few wizards, warlocks, and even a few necromancers, all of whom flee the oppressive regime of the human empire. With them, they bring the accoutrements of their craft, which often include any number of dangerous items and forbidden texts. One such tome is a little understood book known only as the *Black Text*. Rumors have it that this volume is not a book, or at least not any more, and was dismantled ages ago to protect its secrets. Fragments of the work are rumored to surface all the time, and while many are fakes, a few have proved to be quite real. One fragment, surfacing about a dozen years ago before vanishing with its owner, is believed to have the power to restore the semblance of life to the dead. Of course, this does not mean that a corpse is resurrected; quite to the contrary, the corpse is infused with fell energy, animated like a puppet and consumed with an insatiable hunger for the flesh of the living.

This ritual allows the ritualist to transform a corpse into a ravenous zombie (see **Chapter Nine: Creatures of Freeport**).

Power: Imbue Unlife, fatiguing

Difficulty: 12 (10 + 2 for fatiguing). Each assistant must succeed on a Difficult 10 Wisdom check to aid the ritualist. Will save Difficulty 6 to avoid fatigue.

Ritualists: The zombie ritual requires only a ritualist.

Components: A fresh corpse, grave dirt, at least one pint of animal blood.

Aids: A ritualist with at least 6 ranks in the Knowledge (Supernatural) skill receives a +2 bonus on her Charisma check.

Time: 2 hours.

Costs: When a ravenous zombie rises, everyone present must succeed on a Difficulty 15 Will save or gain 1 point of madness. In addition, the ritualist automatically gains a point of corruption for creating a zombie.

Success: If the ritualist succeeds on her Knowledge (forbidden lore) check, the corpse animates as a ravenous zombie. The zombie is animated indefinitely (until it is destroyed) and is fanatically loyal to the ritualist. The zombie can be destroyed by physical means or de-animated by filling its mouth with salt.

Failure: If the ritualist fails her check, the corpse is not animated and can never again be subject to any form of the Imbue Unlife power or any such rituals dealing with necromancy.

CONJURE DEMON

The demons of the underworld are not beings to be trifled with. They are horrific fiends, cruel creatures that embody evil. They are beyond mercy and compassion, and their every thought bends toward spreading discord and suffering, corrupting the innocent, or butchering mortals. For these reasons, few dare to dabble in the ways of demonology; the price is often too high to bear.

Rituals serving to call forth demons are not unique. Many famous forbidden texts include instructions and guidance for dealing with such beings, but they are of mixed quality, for the demons to be summoned often confuse those who inscribe these rituals, working their evil so as to sabotage the efforts of those daring the ritual. Of all the versions of this particular ritual, the methods contained in the *Liber Demonica* are the most certain, or so its users claim. This massive, red leather-bound tome weighs over 100 pounds, and measures six feet on a side. The size and weight of this codex means once the book comes to the would-be ritualist, it doesn’t wander off.

This ritual allows the ritualist to call forth a fiend to do his bidding. (See **Fiends** in the *True20 Bestiary*.)

Power: Summon Outsider, fatiguing

Difficulty: 37 (10 + base Difficulty 22 + 2 for fatiguing + 3 for level prerequisite). Assistants must succeed on a Difficulty 10 Knowledge (forbidden lore) check to aid the ritualist. Will save Difficulty 18 to avoid fatigue.

DEMONIC POSSESSION

Demons rarely manifest physically unless they are specifically summoned via the Summon Outsider power or the Summon Demon ritual. Instead, fiends prefer to rely on more subtle approaches to influence mortals; they tempt those who contact them, spreading corruption and vice through suggestions and promises of power. Usually, the most overt actions a fiend takes involve possession of a living host. To reflect this, all fiends with the Mind Touch power have the Malevolence trait, as follows.

Malevolence: A fiend can possess a living creature using the Mind Touch power. The target can resist the attack with a successful Will save (with a Difficulty of 10 + 1/2 the fiend’s level + the fiend’s Charisma). A creature that successfully saves is immune to that fiend’s malevolence for 24 hours. If the save fails, the fiend vanishes into the target’s body and controls it as if using the Dominate supernatural power. While in possession of a mortal body, the fiend uses its own mental ability scores and Will save and has access to all of its Intelligence-, Wisdom-, and Charisma-based skills, all of its adept feats and skill-based feats, and all of its supernatural powers and traits (except the ability to summon other fiends). It does not have access to its physical ability scores, skills, feats, or traits (such as DR).

If you are using the corruption rules, a character possessed by a fiend automatically gains a point of corruption. If the character willingly allowed the fiend to possess him, he gains two points of corruption.

Ritualists: Only a ritualist is required, but assistants are usually utilized due to the high Difficulty.

Components: The ritualist must perfectly inscribe a summoning circle into which the summoned fiend will appear. The ritualist gets a +1 bonus for each of the following additional components used: an altar specifically dedicated to the summoning of fiends, special incenses and candles, an animal sacrifice (of an animal or animals with a total level of 5 or greater), ritual performed on an unholy day.

Aids: The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural) or Knowledge (religion), and a +2 bonus if he has 6 or more ranks in both skills. The ritualist gets an additional bonus of +1 to +4 if he has some sway over the entity, such as knowing a demon's true name. The amount of this bonus (if any) is up to the Narrator. The sacrifice of an intelligent creature (Int -2 or greater) provides a +10 bonus.

Time: 1 hour

Costs: When the fiend appears in the summoning circle, everyone present must succeed on a Will save (10 + 1/2 the fiend's level + the fiend's Charisma) or gain 1 point of madness. The ritualist and all assistants automatically gain a point of corruption for participating in this despicable act.

Success: If the ritualist succeeds on the Knowledge (forbidden lore) check, a fiend of the type desired (or the specific fiend named) appears in the summoning circle and awaits its orders. The base Difficulty of this sample summoning ritual is 22, so a ritualist could summon a 6th level fiend (such as a bearded fiend or a succubus from the *True20 Bestiary*).

Failure: If the ritualist fails the check, no fiend is summoned. The ritual is a failure and must be restarted. If the ritualist fails by more than 5 or more, a fiend of 2nd level or lower may appear for no other purpose than to wreak havoc among those involved in the ritual. It obeys no one and attacks everything in sight for five rounds before returning to its home plane.

EXORCISM

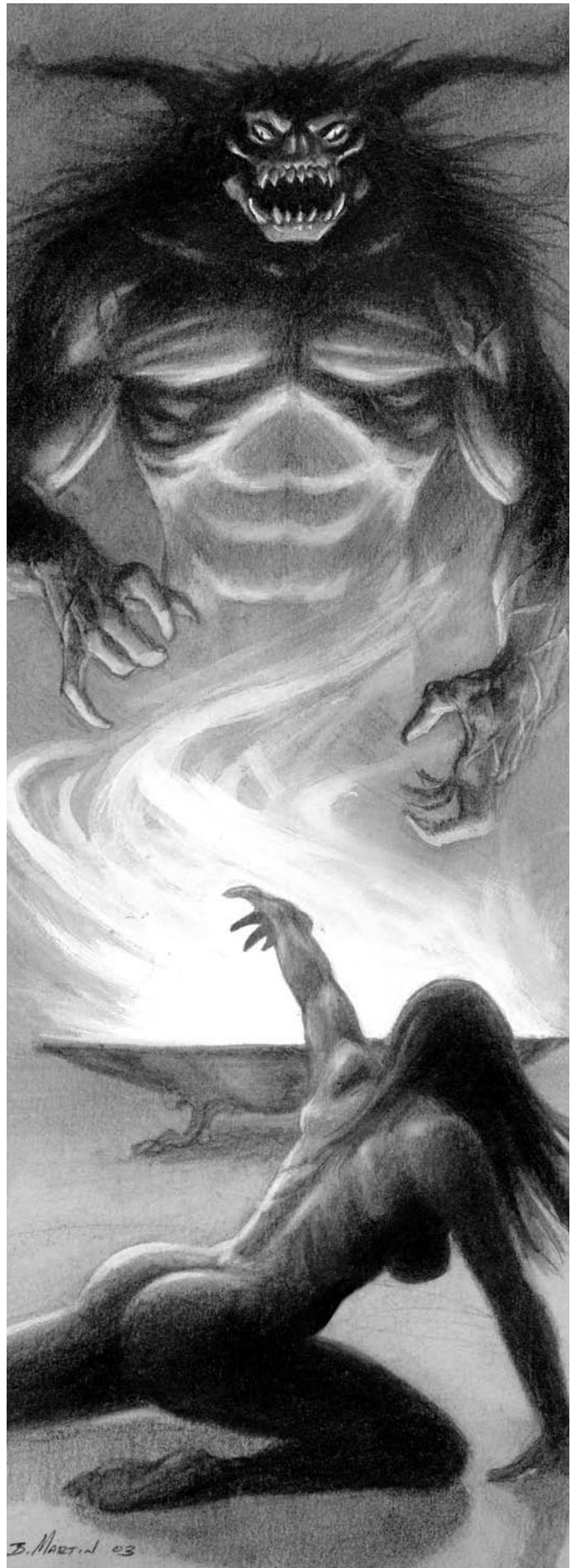
A popular ritual used by priest of the God of Retribution, this lengthy ritual was conceived during the great witch hunt that swept the continent some years passed. While scouring the land for necromancers and destroying their undead servants, many witch hunters also came across demons and other vile creatures that wrongly existed in this plane. To contend with these secondary threats, the high priests of the god of retribution inscribed an involved ritual capable of exorcising possessing apparition, demons, and other spirits of evil.

One can find this ritual inside the *Codex Malefic*, a small handbook given to witch hunters to aid them in their fight against the necromancers. Much of the material is advice for identifying those afflicted with corruption, practical information for dealing with supernatural items and powers, and above all, fighting all manner of undead abominations. A typical copy of the *Codex Malefic* is a six-by-eight-inch book. The covers are thin wood bound in black leather. On the front is a silver pentacle, a sign of good luck and a ward against evil. Some copies have a hole drilled through near the spine so the witch hunter can hang it from a chain around his neck.

Exorcism drives out demons or evil spirits possessing a victim or inhabiting a building.

Power: Ward (Creature Ward vs. Outsiders), fatiguing

Difficulty: 32 (10 + base Difficulty 20 +2 for fatiguing). Each assistant must succeed on a Difficulty 10 Knowledge (forbidden lore) check to aid the ritualist. Will save Difficulty 16 to avoid fatigue.



Ritualists: *Exorcism* requires a ritualist and at least one assistant.

Components: No components are required, but many who use this ritual use icons, incense, and substances symbolizing purity, such as holy water, salt, or white candles.

Aids: The ritualist must be trained in either the Knowledge (religion) or Knowledge (supernatural) skills. She must also be pure of heart and faith: she must have no corruption and must not have gained Conviction by giving in to her vice for at least a week prior to the *Exorcism*. The Difficulty of the Knowledge (forbidden lore) check increases by +2 for each condition she fails to meet.

The ritualist receives a +1 bonus if she has 6 or more ranks in Knowledge (supernatural) or Knowledge (religion), and a +2 bonus if she has 6 or more ranks in both skills. She gets an additional bonus of +1 to +4 if she has some sway over the entity, such as having knowledge of a spirit's past life or knowing a demon's true name. The amount of this bonus (if any) is up to the Narrator. Assistants with 6 or more ranks in Knowledge (supernatural) or Knowledge (religion) provide a bonus of +3 to the primary ritualist rather than the usual +2.

Time: 1 hour.

Costs: The ritualist and each assistant may have to make Will saves depending on what the entity does during the exorcism. Anyone who fails a Will save gains 1 point of madness. In addition, a failed check indicates the ritualist and her assistants automatically fail any other check they must make during the ritual. Any character present at an exorcism can offer himself to the entity to spare the body of the possessed victim. This is usually an act of desperation when an exorcism has gone wrong and the entity threatens to hurt its current victim. In this case, the martyr automatically gains a point of Conviction because of the sacrifice. Of course, the entity can always choose not to accept the offer. The exorcism must begin anew to confront the entity in the new victim.

Success: If the ritualist succeeds on her Knowledge (forbidden lore) check, the entity must succeed on a Difficulty 20 Will save or be forced from its host. If the entity is an outsider it is forced to return to its plane of origin and may not return unless specifically summoned. If the entity is a ghost, it is disrupted and cannot manifest for 1d20 months. A ghost with a number of levels equal to less than half of the ritualist's adept levels (rounded down) is destroyed.

Failure: If the ritualist fails the Knowledge check or the entity succeeds on its Will save, the entity remains in place and the exorcism must be started anew. The entity may also choose to possess any character present instead. The victim and the entity must make opposed Will saves, with the entity taking possession of its victim if it succeeds.

SÉANCE

The practice of contacting the spirit world is one viciously suppressed in some parts of the world, for many perceive such an act as an abomination akin to the horrors of necromancy. Part of the problem stems from simple superstition: what is dead should stay dead and for mortals to peer into the murky waters of the great beyond is hubris, an invitation to disaster not only on themselves, but on those around them. Still, some risk the damnation of their immortal soul to bridge worlds and converse with the entities beyond.

While variations of Séance can be found in a great number of forbidden tomes and ancient lore, the most famous version of the ritual lays within the Hamunaptran *Book of the Dead*. In this legendary land, the world of the dead and the world of the living are said to be closer than it is in Freeport and on the Continent and the same fears toward necromancers and their ilk do not apply. This said, Séance is a guarded secret and only an anointed priest may use it lest a person anger the gods with foolish meddling. An ancient and priceless copy of the *Book of the Dead* is said to have come to Freeport in recent months and was sold at the

Municipal Auction House to a mysterious buyer. The book slipped away before the rumors about its authenticity could be confirmed, but the book's appearance has elicited uncommon interest from members of the Wizards' Guild and other, less savory, people of the city.

Séance enables a ritualist to force an apparition to manifest so he can communicate with it. (See the **Apparition** template in the *True20 Bestiary*).

Power: Mind Touch

Difficulty: Difficulty 20 (10 + base Difficulty 10) if the spirit is in the location where the séance is taking place. If the spirit is being called from another location, the Difficulty is modified by the ritualist's familiarity with the spirit. Most ritualists are at least slightly familiar with the spirits they contact either through personal research or by having them described in detail before the séance. Likewise, prior use of other powers such as Sense Minds and Second Sight may allow a ritualist to learn enough about a local spirit to be considered casually familiar. Each assistant must succeed on a Difficulty 10 Knowledge (forbidden lore) check to aid the ritualist.

Ritualists: A séance requires a circle of at least two people, one of whom is the ritualist.

Components: None. The ritualist and each assistant need only link hands and concentrate.

Aids: The ritualist needs only to have some knowledge of the supernatural; she must be trained in the Knowledge (supernatural) skill. The ritualist gets a +2 bonus if she has 6 or more ranks in Knowledge (supernatural).

Time: 1 hour

Costs: The ritualist and all assistants may have to make Will saves if an apparition does appear or gain 1 point of madness. They may have to make more Will saves depending on what it does during the séance. A character involved in the ritual who fails a Will save automatically breaks the séance chain, which might dismiss the apparition (see the following).

Success: If the primary ritualist succeeds on his Knowledge (forbidden lore) check, an apparition responds to his call. Depending on its whims, it can manifest and communicate with the ritualist or anyone present in the room. If the séance is held in a place known to be haunted, the answering apparition is the most powerful entity in that area (measured by level + Charisma) or the specific entity named, whichever condition applies. If a séance is held in a place that is not haunted or where a haunting is only suspected, the ritualist must call a specific entity by name. Otherwise, any entity may answer the call. The latter is a potentially dangerous situation and should only be attempted by a ritualist who is certain she can control the answering entity.

Once called, an apparition remains for a number of minutes equal to its Charisma (minimum of one minute). The ritualist can dismiss an apparition before that time expires by making a Charisma check opposed by the apparition's Will save. Dismissing an apparition is a standard action. If the séance chain is ever broken, such as by a member of the chain releasing her partners' hands, the apparition can try to possess that person as a free action if it has the Malevolence trait. If the apparition does not or can not possess the person, it must succeed on a Difficulty 20 Will save or be instantly dismissed. A dismissed apparition cannot be summoned by a séance or manifest for 24 hours.

Failure: If the ritualist fails the Knowledge check by 4 or less, no apparition is called and the séance is a failure. If the ritualist fails by 5 or more, the results can be disastrous. The narrator is free to interpret the consequences of a failed séance as he sees fit. One possible consequence is that a hostile entity—such as an evil apparition or even a demon—answers the call instead.

SUPERNATURAL ITEMS

The existence of supernatural items is a recurring theme in most fantasy fiction, adventure games, and films, and Freeport is no exception. While supernatural items are not common in Freeport, nor in most other *True20* games for that matter, player characters, over the course of their adventures, are bound to come across a few curious items imbued with powers that cannot be explained away as luck or exceptional craftsmanship.

In *True20 Freeport*, supernatural items are mysterious and rare, being items of power that can offer a wide range of benefits (and curses). Narrators should never hand out supernatural items capriciously; heroes should never find such items hidden within a chest of coins or pluck one from the cooling corpse of a big, bad, evil guy. Instead, they ought to serve as the basis of adventures or even entire campaigns. There are exceptions: Any adept with the Imbue Item feat can construct charms—minor items that contain a single use of a power, but as a general rule, supernatural items are not something that the characters can go pick up at the market, while collecting fish for dinner.

"You say yer lookin' for a magic sword, ya say? I have just what yer lookin' fer. Don't mind the rust, son. It's bewitched, I swear it on my pap's arse."

—Ludwig Reise, Seaside Market Vendor

SUPERNATURAL WEAPONS, ARMOR, AND CHARMS

True20 Adventure Roleplaying describes the three most common magic items found in the World of Freeport. Supernatural weapons are enchanted swords, axes, pistols and the like that have the ability to injure or kill creatures that have supernatural damage reduction. Likewise, supernatural armor is superior to ordinary armor, making it less cumbersome to wear. Finally, charms are small items that contain a single use of magical power that can be activated by anyone holding, breaking, or drinking the item. In short, these sorts of items all function as described in the core rulebook. For pricing, see **Table 6–1: Supernatural Items**.

TABLE 6–1: SUPERNATURAL ITEMS

Item	Cost Modifier
Supernatural weapon	+5,000 L
Supernatural armor	+3,000 L
Charm	5,000 L + (50 × power bonus) L

ARTIFACTS

In addition to the “normal” supernatural items one might find in the City of Adventure, Freeport is home to a number of special and unique items that are not found anywhere else in the world (or at least that anyone in the city knows about). These items are often of significant power and the procedures for crafting them have been lost.

ABACUS OF RAPID CALCULATION

This odd device consists of a rectangular wooden frame that holds a series of parallel brass wires, each of which is string with beads made from semiprecious gemstones.

This counting device, a recent import from a far-off land, is now much in demand by merchant seamen, excisemen, and the more civilized captains of Freeport. Unlike many supernatural items, there are many duplicates of this item, and the more successful merchants are bound to have at least one of these items. They typically sell for 2,000 L.

Benefit: When used to calculate the value of a ship's hold or any other assortment of items in a physical space no larger than 60-cubic feet, the item grants a +10 bonus to a relevant Knowledge check.

ANDOINE'S SEA ANCHOR

This odd item is a huge open cone sewn from canvas.

The great engineer Andoine introduced this ingenious device in the days before the Sea Lords, when merchant ships first braved the open sea to avoid pirate-infested coastal waters. It is most useful when trailed behind a ship in treacherous waters.

Benefit: When properly deployed, the sea anchor keeps a ship's bow to the wind, allowing seas to pass beneath while the ship drifts slowly leeward. It reduces

the Difficulty of Profession (Pilot) checks made to keep a ship afloat during bad weather by 6.

ARMILLARY SPHERE

This intricate item stands 30 inches tall and is formed from a number of interlocking rings.

Maps of the heavens have been circulated since man first looked to the stars, but until the invention of the armillary sphere were the intricacies of planetary and planar movements laid bare. The interlocking rings signify the rotation of heavenly and planar bodies.

Benefit: An armillary sphere grants a +6 bonus to Knowledge (geography) checks made to chart a course across the seas. When used in conjunction with supernatural powers, the device grants a +4 bonus to plane shift and teleport checks. To acquire the latter benefits, the user must study the device for two hours and succeed on a Difficulty 20 Knowledge (supernatural) check.

ASSASSIN'S QUILL

This black feather quill is cold to the touch and leaks a pale gray fluid from its tip.

These quill pens are crafted from the feathers of fiendish creatures hailing from the Abyss, Gehenna, and the Nine Hells, and the nubs are usually stamped from a poisonous metal such as cobalt or vanadium. In an uncharacteristically authoritarian move, the Captains' Council banned possession of the quills over two decades ago, under penalty of death. As such, only a handful of these items are known to exist, and they all rest in the hands of professional killers and fearsome fiends.

Benefit: Once per day, the wielder can scribe a letter, document, or message with a +6 bonus to her Craft check. The next creature to read the writing must succeed on a Difficulty 17 Fortitude save or become poisoned, taking 2 points of Constitution damage and an additional two points of Constitution damage for every 5 points by which she failed.

BEAMSPLITTER

This weapon is a heavy boarding axe with a leather-wrapped handle and crescent shaped blade.

Beamsplitter traces its origins to one of the continental navies, where it's believed the weapon was forged for use in scuttling the shops of pirates and raiders. It was lost in the sinking of the warship *Invincible* (sent to the bottom, ironically enough, by pirates), but rumors occasionally surface of it in the hands of sea devils or other denizens of the murky depths.

Benefit: *Beamsplitter* counts as a supernatural boarding axe that confers a +3 bonus to the wielder's attack rolls when used in combat, dealing damage +5 on a successful hit. Against wooden objects and creatures, the weapon deals +15 damage and if used to punch a hole through a ship's hull, the ship's pilot must succeed on a Profession (sailor) check (Difficulty 10 + damage dealt) or the ship begins to sink.

DNULPER

The shaft of this impressive pole-arm is blackened, scorched by fire, and its head is a dark metal, filled with black whorls and pits of corruption.

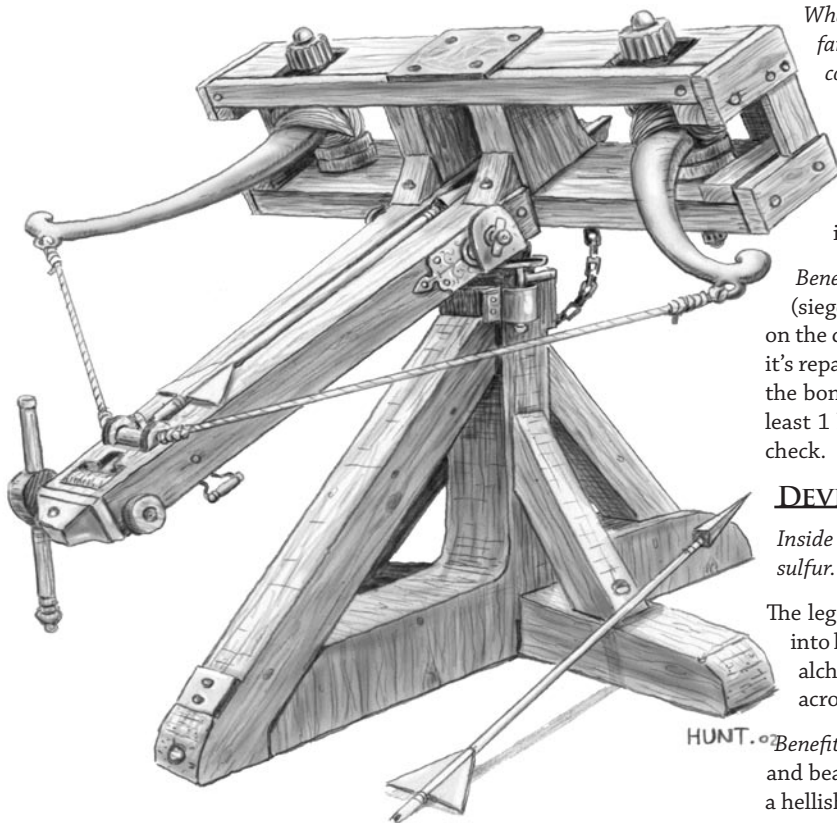
Believed to be the creation of Friar Ingiltere, a mad monk and necromancer of Freeport's distant past, the weapon takes its name for the villain's patron, a vile fiend of unsurpassed power. The weapon's shaft is carved from the lightning-struck trunk of a hangman's tree and the head is wrought from the grave-sword of an ancient chieftain.

Benefit: *Dnulper* counts as a supernatural pole-arm that confers a +2 bonus to the wielder's attack rolls when used in combat. It deals +6 damage on a successful hit or +10 against creatures with the virtue subtype. Any living, corporeal creature slain by *Dnulper* gains the zombie template (*True20 Bestiary* page 181) and rises 1 round later as a zombie under the wielder's control. These creations remain animated until the next sunrise or sunset (whichever comes first) and must remain within 50 feet of the controller or it reverts to an ordinary corpse.

BOS'NS' WHISTLE OF PIPING

This small instrument is an example of a traditional boatswain's whistle.

According to local sailors, there are many such supernatural whistles in the employ of bos'ns around the wharfs, though any wizard can tell you such claims are nonsense. The real *Bos'ns' Whistle* was owned by Terrible Tom, a vicious first mate who could scare loyalty into the most bloodthirsty and treasonous sorts. So impressed was one passenger by his command of the crew, the man crafted for him a special whistle that would augment his already fearsome disposition. Old Tom is long dead and his *whistle* is believed lost, but from time to time, there's someone strutting about claiming he's found it.



HUNT.

Benefit: A character who uses this *whistle* may attempt a Difficulty 15 Perform check to grant a +4 bonus to all Profession (pilot) checks for up to 10 minutes. Also, three times per day, the *whistle* may be blown to grant a +1 bonus to Strength and Dexterity for up to five levels of creatures within 30 feet. These bonuses remain for 5 rounds.

BRASS MONKEY

This well-sculpted brass statue of a monkey stands three feet tall and weighs approximately 200 pounds.

A wizard, whose name has been forgotten, crafted this enchanted statue to assist him in mundane tasks. With his death, the *brass monkey* went to his apprentice, who promptly sold it to an Ivory Port ship captain. The *brass monkey* has had many adventures, but eventually wound up in Freeport and is currently held by the Wizards' Guild for study.

Benefit: Upon speaking the command word, the *brass monkey* comes to life and follows verbal commands as given to it by the person who spoke the word. The *brass monkey* remains active for 1 hour. It can execute simple tasks—stacking catapult loads, scraping barnacles, loading ballast into the hull, but it cannot make decisions on its own. A brass monkey has the following statistics:

BRASS MONKEY

Type: 1st Level Construct

Size: Medium

Speed: 40 ft., climb 30 ft.

Abilities: Str +2, Dex +2, Con —, Int —, Wis -5, Cha -5

Skills: Climb 0 (+10), Notice 0 (-5)

Feats: Night Vision^B

Traits: Construct Traits, Darkvision 60 ft.

Combat: Attack +2 (+0 base, +2 Dex), Damage +5 (bite), Defense Dodge/Parry +2/— (+0 base, +2 Dex), Initiative +2

Saving Throws: Toughness +5 (+1 construct, +0 Con, +4 natural), Fortitude +0 (+0 base, +0 Con), Reflex +2 (+0 base, +2 Dex), Will -5 (+0 base, -5 Wis)

CATAPULT OF ACCURACY

What at first looks like an ordinary catapult is revealed to be something far more advanced, equipped with an impressive clockwork device that controls the weapon's firing arm.

This massive catapult employs a difference engine, a type of counting machine that streamlines the calculation of range, wind speed, and trajectory. The difference engine is notoriously temperamental and expensive to maintain, indicating the catapult is more often in repair than it is in use.

Benefits: A catapult of accuracy confers a +5 bonus on Profession (siege engineer) checks made to fire it. On a natural roll of 3 or lower on the check indicates the difference engine has malfunctioned and until it's repaired, it confers a -5 penalty on the Profession check instead of the bonus. To repair the difference engine, a character must spend at least 1 hour and succeed on a Difficulty 10 Knowledge (engineering) check.

DEVIL WICKS

Inside a small wooden box are a number of black matches tipped with sulfur.

The legendary pirate captain Black Jules was the first to tie matches into his beard and hair before attacking ships at sea but the humble alchemist Hu Li perfected their modern form, still in use by reavers across the known world.

Benefits: These slow-burning fuses matches are tied to the user's hair and beard, and lit before a combat. They burn for 5 rounds, giving off a hellish light and a swirl of fumes. The eerie flames give the user a +4

bonus to Intimidate checks, and living creatures within 5 feet must succeed on Difficulty 12 Will saves or become shaken for 4 rounds.

When the matches finally gutter out, the user takes +1 fire damage.

PIERCING BALLISTA

Essentially a massive crossbow mounted on a heavy wooden frame, this weapon looks more or less like its mundane counterparts except that instead of having a hempen cord to launch the spear, it has a thick metal wire and instead of wooden arms, its arms are wrought from silvery steel.

These dread weapons trace their origins back the first Sea Lords who used them in the defense of their young city against the sea devils and hostile merfolk. Their obvious enchantments make them items of wonder and many a wizard from the Guild has spend hours examining them.

Benefits: A *piercing ballista* may fire two sorts of projectiles: a volley or a lance. The operator must declare which he will fire at the beginning of the 3 round loading process, and the decision cannot be changed without reloading the weapon all over again.

A volley launches a deadly cone of darts out to a range of 30 feet. All targets in the area of the cone take +2 damage (Difficulty 15 Reflex halves).

When used to fire a lance, the weapon lobbs the projectile at a very high speed. The lance fires in a straight line, hitting the first target in its path. If it hits, it deals +6 damage. If the target fails the Toughness save by 10 or more, the lance passes completely through his body and may strike another target standing behind the first, provided the second target is in a line. Reduce the damage by 1 for each target struck after the first. Any number of targets can be struck provided they are all in a line and they each fail their Toughness save by 10 or more.

Should the operator fire the *piercing ballista* at a creature below it, the lance may still pierce the target. However, instead of strike targets behind the first, the lance impales the target, making all movement impossible unless the target receives a successful Difficulty 15 Medicine check to extract the enormous projectile.

REAVERBANE

The blade of this brilliant weapon is forged of blue steel and etched with holy symbols and prayers dedicated to the Justice God. Its handle is wrapped with platinum wire and the pommel is a platinum eagle's head. The crossbar continues the same theme, being two eagles, wings held close to their bodies, necks craning forth, and beaks open as if screaming.

Commissioned by a league of merchants in the early days before Freeport's founding, it was put to work defending their ships against the buccaneers and pirates that infested the Serpent's Teeth. Many a corsair of the day tasted *Reaverbane's* edge—until a distant ancestor of Xavier Gordon captured the weapon from the merchant fleet, allowing the days of plunder to return.

Up until recently, the weapon decorated the wall of the Captains' Council chamber. Barely anyone outside of the Council was even aware of the weapon's existence or its significance—and considering its power, that's just the way the Council liked it. When Marilise became the new Sea Lord, she claimed the weapon as a badge of office. She rarely brings the weapon out, but in times of great need or when she needs to make an impression, she's sure to have it close by.

Benefit: *Reaverbane* is a weapon of considerable power. It functions as a supernatural longsword that confers a +4 bonus to attack rolls when used in combat. On a hit, it deals +7 damage and +4 energy damage, forcing the target to make two Toughness saves separately. In addition, the weapon allows its wielder to employ the following three powers at will: Purifying Light, Truth-Reading, and Ward (power rank 14, power bonus +20, Difficulty 23).

RING OF THE MONKEY

This ring is fashioned from braided brown hair.

Monkey rings are sold by peddlers and charlatans all over the Docks, each claiming to hold great power and serving as lucky charms for those who wear them. Indeed, many sailors go to sea wearing dreadful knots of monkey (usually) hair tied around their finger. The truth is that these are all just junk, worthless baubles sold to the foolish and superstitious. There is some basis for the beliefs of these dupes. There was a real *ring of the monkey* once. It's said the owner, a halfling pirate of no small skill, could flip and tumble with ease, scamper up rigging faster than a man could run, and dodge the sword blows of the most skilled duelists.

Benefit: This *ring* allows the wearer to add his Dexterity to score to his Climb checks. As well, once per day, the wearer can activate the ring to gain a climb speed equal to his base land speed. This benefit grants the character an extra +8 bonus to Climb checks and allows the wearer to run while climbing, provided it's in a straight line. These bonuses remain for 10 minutes.

RING OF THE OSPREY

This small translucent ring is quite thin, carved from bone.

The *ring of the osprey* is another fantastical item believed to be mythological than an actual object. According to local legend, a fool was walking back and forth on a short pier out from Scurvytown when an osprey flew over head and dropped a package onto his head. Wiping the filth away, he felt something hard and round in the mess—it was quite a load after all. What he found was a ring. He stuck the item in his mouth to clean it off so he could get a better look (then realized what he had done and spent a minute or three spitting to clear his mouth) and promptly stuck the charming ring on his finger. To his surprise, he was lifted up high in the air. Higher and higher he flew until he grew so scared that he plucked the ring from his finger and fell to his messy death.

Benefit: Wearing this ring grants a character the ability to fly, gaining a fly speed equal to twice his normal speed and with average maneuverability. The benefits last for as long as the ring is worn and if removed, the results are often unfortunate.

ROD OF THE BUCCANEER

This brass scepter resembles a spyglass adorned with dials, levers, and switches along its length.

The *rod of the buccaneer* has long stood as a status symbol among the pirates that sail the seas around the Serpent's Teeth. In fact, so prominent is this device, it has been featured in the heraldry in no fewer than six Freeport families. Few recall the particular origins of this mystical item, but some suspect it was Captain Francisco's and that on his death it changed hands a dozen times or more. It's been gone for many years, but rumor holds that the man (or woman) who holds it is truly Francisco's heir.

Benefits: This particular device is quite powerful, granting its wielder an impressive array of powers. So long as the rod of the buccaneer is firmly grasped, its wielder gains access to the Wind Shaping power (power rank 15, power bonus +19). In addition, pressing any of the levers transforms the *rod* and gains access to its other functions as follows.

- In its normal form, the *rod* functions as a supernatural club that grants a +2 bonus on attack rolls and damage.
- Throwing switch 1 causes the *rod* to become a supernatural cutlass that grants a +3 bonus on attack rolls and damage and threatens a critical on a 15–20.
- Throwing switch 2 causes the *rod* to become a supernatural spear that grants a +4 bonus on attack rolls and damage.

- Throwing switch 3 causes the *rod* to become a supernatural gaff that grants a +3 bonus on attack rolls and damage.
- Throwing switch 4 causes the *rod* to function as a spyglass (×3 magnification).
- Throwing switch 5 causes the *rod* to separate into two parts that act as an astrolabe and sextant.
- Finally, when switch 6 is thrown, the rod becomes a bilge pump capable of pumping 10 gallons of water per minute.

THE SIEGE CANNON

This massive cannon features a 12-foot long and 2-foot wide iron barrel marked with brass fittings. Mounted on a wooden, wheeled cradle, it can be maneuvered with a little effort. There is no clear firing mechanism, but inspection reveals a set of human handprints on each side of the weapon and a third set at the butt of the gun.

Freeport's secret weapons are its siege cannon. Discovered years ago when the wreckage of a strange and otherworldly ship washed up on the shores of the city, scavengers found five strange tube-like devices of unknown purpose of function. For years, the best minds in the city labored to deduce exactly what these things were, and while there were a variety of theories, nothing was certain. The only thing they knew for sure was that they were weapons of some sort, but their effects and the means to generate them remained a mystery. It wasn't until the city came under attack by a fleet of Continental warships their theories were tested. While the stalwart Freeporters fought for their lives, the wise men that had toiled and argued over the cannon went to work and soon after, one of their theories proved correct. Spewing out from its barrel was a ball of white hot fire that shone like the sun and streaked toward the enemy fleet. The ship it struck exploded with a brilliant flash and when people's vision returned, there was little left of the target except for flaming debris and falling ashes. With that one shot, the fleet quit the battle and fled the harbor and the Serpent's Teeth.

Benefits: Firing a siege cannon is not particularly easy or desirable for the weapon exacts a terrible price. The cannon draws its strength from energy generated by mortal souls and those that have fired these weapons are either incinerated by the weapon's function or laid up for months of recovery.

To activate these weapons, a three living mortals must place their hands into the hand-shaped depressions situated on either side and at the weapon's butt. The person at the cannon's rear designates the target, while those on either side supply the required energy. Within seconds, the cannon fires, launching a ball of roiling white fire to strike its target. The *cannon* has a range of about a half-mile and when the flaming death strikes a solid object, it detonates in a 40-foot radius, dealing +20 damage to all creatures and objects in the area. The cannon also deals +8 damage to the people touching the hand prints. Those affected make recovery checks once each week to repair this damage.

VENGEANCE

The blade of this old-fashioned rapier is tarnished and in poor repair. Indeed, the entire weapon looks ready to fall apart at any time.

Vengeance has had many owners in Freeport, changing hands with each death of the previous owner or discarded when its value was not recognized. Local legend claims *Vengeance* was the weapon used by a pirate named Rubius Croy, nearly a century ago. While at sea in treacherous waters, his crew mutinied and threw him overboard. The

pirate miraculously survived and washed up a tiny island the next day. When he collected his bearings, he vowed on his sword he would have vengeance, but before he could exact his revenge, he starved to death on that speck of land.

Years later, the rapier was found and returned to Freeport. Those who came into the rapier's possession felt compelled to seek out and kill complete strangers and so one by one, the crew that betrayed their captain met bitter ends. When the weapon finished its business, the spirit of the old captain left, but the weapon retained some of the supernatural energies gained from its possession and remains a potent item to this day.

Benefit: *Vengeance* serves as poorly as it looks, at least from the start. When used in battle, the weapon imposes a –2 penalty on attack rolls and deals +0 damage on a successful hit. However, whenever the wielder is struck in the fight, the spirit of the weapon emerges and the penalty vanishes. In its place, the sword grants a +1 bonus and deals +3 damage on a hit. Each time the wielder is struck during the fight, the wielder gains one additional benefit from the following:

- +1 bonus to attack rolls
- +1 bonus to damage
- +1 bonus to parry
- +1 bonus to critical damage

These bonuses remain for the duration of the combat and once over, the rapier reverts to its normal features.

WHALER'S GREATLANCE

The shaft of this greatlance is formed from a single piece of whalebone and covered in scrimshaw hunting scenes. The weapon's head is fully four feet long and with a blade as sharp as a shaving razor.

The *Whaler's Greatlance* is a famous weapon, featured largely in fisherman's tales. Nearly every story told on the Docks by those who ply the seas involves some unfortunate fellow who finds himself in a spot of trouble—swallowed by whale, captured by sea devils, and the like—and figures out through his own good luck and ingenuity how to escape. As a reward for his cleverness, the God of the Sea bestows the weapon onto the sailor as a sign of his favor. Such figures then go onto become great pirates, seamen, heroes, lovers, and are endowed with many great traits.

While there are literally dozens of similar stories, it's believed they all originate from one proto-story involving a savage warrior who defeated an entire tribe of sea devils armed with a greatlance. The tales has changed so many times, no one really knows the particulars of the original legend and all they have to point to is the *Whaler's Greatlance*. It does exist and up until the riots that coincided with the repeal of the Law of Succession, a priest named Denavin owned it. He was found murdered and the weapon missing in the aftermath of the attack on the Sea God's temple. Mother Lorilee has offered a hefty reward if the weapon could be recovered, double that if the murderer is found as well.

Benefit: The *Whaler's Greatlance* counts as a supernatural greatlance that bestows a +2 bonus on its wielder's attack rolls when used in combat and deals +6 damage (crit 20/+4) on a hit. Injuries caused by the weapon bleed freely, forcing the victim to succeed on a second Toughness save on the round after it was hit or become injured further. In addition, when used against creatures with the aquatic subtype, the weapon's bonus increases to +4 and its damage increases to +8.

CHAPTER SIX: CREATURES OF FREEPORT



In addition to the creatures presented in *True20 Adventure Roleplaying* and the *True20 Bestiary*, there are all manner of terrifying creatures in Freeport and its environs. This chapter expands your monstrous options, presenting a catalogue of awful creatures to pit against your players as they explore the world of Freeport and beyond.

CREATURES AND MADNESS

Many of the more horrible creatures lurking in the dim corners of the World of Freeport are so terrifying that those who behold them fully are at risk of going mad. As well, seeing these creatures and defeating them in combat can also reveal much about the supernatural nature of the world, giving those who survive startling insight into forbidden knowledge. To reflect the clash of the monstrous and the mundane, Narrators can make use of these optional rules for their *True20* Freeport games.

Certain creatures defy reality by their merest existence. Encounter these beings takes a toll on the mind and mortals must be courageous and strong of will to resist slipping into madness. Creatures that can trigger these reactions include any of the following types: Aberration, Dragon, Elemental, Ooze, Outsider, Supernatural Beast, and Undead. Each creature has a Madness Rating equal to one-quarter of its level (round down). See the following table for details.

Level	Madness Rating
1–3	0
4–7	1
8–11	2
12–15	3
16–19	4
20+	5+

“Serpent people? That’s the least of our troubles, son. The Serpent’s Teeth are home to all sorts of disgusting abominations... all of which are in need of a good killin’ if ya ask me.”

—Captain Sylus Crant, Captain of the *Midwife*

The first time the characters encounter such a creature, they must succeed on a Will save (Difficulty 10 + 1/2 the creature’s level + its Charisma score + its madness rating). Characters who fail gain a number of madness points equal to the creature’s madness rating and are shaken (*True20* page 110) for the duration of the encounter. Characters failing by 5 or more gain madness points as before but are frightened instead of shaken (*True20* page 109). Characters failing by 10 or more gain the same madness points, but are panicked. Each round thereafter, the character can attempt a new Will save as a free action to reduce the intensity of the fear by one-step (panicked to frightened, frightened to shaken, shaken to not afraid).

MULTIPLE EXPOSURES

Multiple encounters with the awful eventually lose their punch and characters find themselves more resilient to the horrors of the supernatural world. A character is

not subject to madness if the creature’s madness rating is equal or less than one-half of the character’s madness points. For example, Christoff has 4 madness points, so creatures with a madness rating of 2 or less do not force Christoff to make Will saves from their sheer awfulness. Characters seeking to expand their knowledge of forbidden lore may voluntarily make the Will save even if they would ordinarily be immune to the creature’s madness-inducement.

FORBIDDEN KNOWLEDGE

A character who rolls a natural 1 or 20 on their Will save to resist the madness gain startling insight into the creature’s nature and consequently gain one-half the creature’s madness rating in ranks in Knowledge (forbidden lore). The character is still subject to the effects of a failed Will save.

ARANEA (SPIDERKITH)

Type: 3rd Level Supernatural Beast (Shapechanger)

Size: Medium

Speed: 50 ft., climb 25 ft.

Abilities: Str +0, Dex +2, Con +2, Int +2, Wis +1, Cha +2

Skills: Climb 0 (+8), Concentration 6 (+8), Escape Artist 6 (+8), Jump 6 (+8), Notice 6 (+9)

Feats: Power (×2), Power^B, Night Vision^B, Talented (Jump and Notice)^B

Traits: Change Shape, Darkvision 60 ft., Poison, Powers (rank 6, bonus +8, Cha, save Difficulty 13; Illusion, Mind Touch, Sleep), Web

Combat: Attack +5 (+3 base, +2 Dex), Damage +2 (bite), Defense Dodge/Parry +5/— (+3 base, +2 Dex), Initiative +2

Saving Throws: Toughness +3 (+2 Con, +1 natural), Fortitude +5 (+3 base, +2 Con), Reflex +5 (+3 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Change Shape: An aranea’s natural form is that of a Medium spider (*True20 Bestiary* page 148), a Small or Medium humanoid, or a spider-humanoid hybrid. While in humanoid form, it loses its bite attack, webs, and poison. In its hybrid form, it looks like a humanoid at first glance, but an observer succeeding on a Difficulty 18 Notice check sees through the ruse, spotting the fangs and spinnerets. In hybrid form, the aranea’s speed falls to 30 feet.

An aranea can remain in one form until it chooses to assume a new one. A change in form is not subject to the Ward power, nor does an aranea revert to its normal form when killed. A use of the True Vision power reveals its natural form.



Poison: Injury, Difficulty 13 Fortitude, initial damage 1 Str, secondary damage 2 Str. The save Difficulty is Constitution-based.

Web: In spider or hybrid form, an aranea can cast a web up to six times per day to a maximum range of 50 feet with a 10-foot range increment (attack +5). The webbing is effective against up to Large creatures. A creature hit by the webbing is entangled and cannot move. It can escape with a Difficulty 13 Escape Artist check or burst the web with a Difficulty 17 Strength check. The save Difficulty is Constitution-based and the Strength check Difficulty includes a +4 bonus. The web has a +1 Toughness modifier and takes double damage from fire.

Skills: An aranea gains a +8 bonus on Climb checks and can always choose to take 10 on Climb checks even if rushed or threatened.

An aranea is an intelligent, shapechanging spider with sorcerous powers. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2 feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb. Most spiderkith have none of the wicked ambitions attributed to them as a race, but those who have made their presence known in Freeport are anything but peaceful and given their ability to blend in with the locals, they are a breed to be feared.

BLEMMYAE

Type: 3rd Level Monstrous Humanoid

Size: Medium

Speed: 30 ft., climb 15 ft.

Abilities: Str +5, Dex +2, Con +2, Int +0, Wis +1, Cha -1

Skills: Climb 0 (+13), Jump 3 (+8), Notice 6 (+7), Stealth 3 (+5)

Feats: All-out Attack, Cleave, Weapon Training^B

Traits: Darkvision 60 ft., Scream of Rage

Combat: Attack +5 (+3 base, +2 Dex), Damage +9 (greatclub), Defense Dodge/Parry +5/+8 (+3 base, +2 Dex/+5 Str), Initiative +2

Saving Throws: Toughness +3 (+2 Con, +1 natural), Fortitude +3 (+1 base, +2 Con), Reflex +5 (+3 base, +2 Dex), Will +4 (+3 base, +1 Wis)

Scream of Rage: A blemmyae can loose a horrendous noise to strike fear in the hearts of its enemies. At will, as a standard action, a blemmyae forces all living creatures within 60 feet to succeed on Difficulty 10 Will save or be affected as if by the *fear* effect of the Heart Shaping supernatural power. The save Difficulty is Charisma-based.

Skills: A blemmyae gains a +8 bonus on Climb checks.

Blemmyae are naked, club-wielding savages that live on remote islands in the Southern Seas. They are strange and monstrous things, having no heads, with their faces in their chests or backs. Physically, they resemble large muscular humans, standing upwards of eight feet tall. They have large hands and feet with thick, sausage-like digits. Savage and violent, they set upon anyone who sets foot on their islands, smashing in their skulls and then feasting on their remains.

BOAR

Type: 3rd Level Animal

Size: Medium

Speed: 40 ft.

Abilities: Str +2, Dex +0, Con +3, Int -4, Wis +1, Cha -2

Skills: Notice 6 (+7)

Feats: Diehard, Night Vision^B, Rage

Traits: Scent

Combat: Attack +2 (+2 base, +0 Dex), Damage +5 (gore), Defense Dodge/Parry +2/+0 (+2 base, +0 Dex), Initiative +0

Saving Throws: Toughness +4 (+3 Con, +1 natural), Fortitude +6 (+3 base, +3 Con), Reflex +3 (+3 base, +0 Dex), Will +2 (+1 base, +1 Wis)

Wild pigs are one of the few indigenous food animals found in the Serpent's Teeth. Prized for their succulent flesh, tough hunters may brave the jungles of A'Val for a chance to bring one of these beasts down. More often than not, however, the boar's tusks leave the would-be hunter gored and dying until some other larger predator finishes the job.

BURNLINGS

Type: 3rd Level Elemental (Extraplanar, Fire)

Size: Tiny

Speed: Fly 20 ft. (perfect)

Abilities: Str —, Dex +3, Con +0, Int -4, Wis +2, Cha -2

Skills: Notice 6 (+8)

Feats: Dodge Focus, Improved Initiative

Traits: Blindsight 60 ft., Damage Reduction 4/supernatural, Elemental Traits, Fiery Leap, Gaseous, Ignite, Immune to Electricity and Fire

Combat: Attack +8 (+2 size, +3 base, +3 Dex), Damage +2 fire (touch), Defense Dodge/Parry +9/— (+2 size, +3 base, +3 Dex, +1 Dodge Focus), Initiative +7

Saving Throws: Toughness -2 (-2 size, +0 Con), Fortitude +1 (+1 base, +0 Con), Reflex +6 (+3 base, +3 Dex), Will +3 (+1 base, +2 Wis)

Fiery Leap: A burnling can attack multiple creatures in the same round by leaping from one to the next. A burnling can attack as many creatures in a single round as it can reach with a full round of movement (40 feet), leaving behind visible arcs of green fire between the targets. It makes a separate attack roll for each target. Each attack after the first takes a cumulative -2 penalty.

Gaseous: The gaseous body of a burnling can travel through openings as small as pinholes. A burnling cannot enter water or other liquids, but unlike other gaseous creatures, it is affected by wind only if it wishes to be. Even tornado-strength winds pass through a burnling with no effect if it wants to fly in a different direction.

Ignite: Creatures struck by a burnling's touch must succeed on a Difficulty 11 Reflex save or catch fire (*True20* page 112). The flames burn for 3 rounds. A burning creature can put out the fire by spending a move action. Creatures hitting a burnling with natural weapons or unarmed attacks take fire damage as though they were hit by the burnling's touch and must succeed on a Reflex save or catch fire.

During the Great Green Fire that immolated much of A'Val's jungles, appearing in the midst of the roiling flames were wispy balls of green flame about the size of a man's head that seemed to exist only to set things alight. No one is quite sure where they still come from, but clearly they are spawn of whatever terrible magic that began the calamity in the first place. A burnling can appear anywhere, though they are mostly found at the outer edge of Bloodsalt.

CHEMICAL GOLEM

Type: 9th Level Construct

Size: Large

Speed: 20 ft.

Abilities: Str +6, Dex -1, Con —, Int —, Wis +0, Cha -5

Feats: Night Vision^B, Rage^B

Traits: Breath Weapon, Chemical Healing, Construct Traits, Damage Reduction 6/supernatural, Darkvision 60 ft., Rupture, Supernatural Immunity

Combat: Attack +4 (-1 size, +6 base, -1 Dex), Damage +12 (slam), Defense Dodge/Parry +4/— (-1 size, +6 base, -1 Dex), Initiative -1

Saving Throws: Toughness +8 (+2 size, +1 construct, +5 natural), Fortitude +3 (+3 base, +0 Con), Reflex +2 (+3 base, -1 Dex), Will +3 (+3 base, +0 Wis)

CORPSE FLOWERS

This Flowering Plante runs counter to the normal Practice of its Fellowes that put forth pleasing Smells and provide sweet Nectar to attract Bees and other Insectes. So Contrary is its Nature that its Scent is deadely Poison, even to those who Breathe but a Little. In the Places where it is founde, the Plante is invariably surrounded by the CorpSES of those Unfortunate Creatures it has poisoned, which in their turn attract Greate Cloudes of Flyes and other Verminne, which seem themselves to be immune. The Stenche of Deathe that rises from these Victims is stronger even than the Deadely Scent of the Plante that killed them, and gives warning not to approach.

—*Beastes of Ye Farre Landes*, by Edmund Smallpiece



The dreaded corpse flowers grow in the deep jungles of A'Val and other islands of the Serpent's Teeth. While often confused with more mobile plants, the corpse flower is indeed mindless and cannot move. It has broad, shiny leaves and colored flowers that grow to the height of a tall man. Everything extends from its squat trunk that grows several feet in diameter. Generally, these plants are ringed by the carcasses of men, animals, and other creatures—victim's of its deadly stench. Vermin are immune to the corpse flower's curious pollen.

The corpse flower kills with the scent of its nectar, a stench close to rotting flesh. Any creature that approaches the plant must succeed on a Fortitude save or become nauseated, paralyzed, or worse. The exact effects and the Difficulty depend on the distance between the character and the plant, as shown on the following table. As with any poison, after the character succeeds or fails on the first save to resist the flower's stench, he must succeed on a second save 10 rounds later. The initial damage imposes a physical condition that persists for 10 rounds plus 10 rounds for every 5 points that the character failed the save. The secondary damage deals the listed damage on a failed save, plus that damage again for every 5 points by which the character failed the save. Multiple exposures are cumulative.

Distance	Difficulty	Initial Damage	Secondary Damage
16–20 feet	11	Nauseated	1 Con
11–15 feet	12	Paralysis	1 Con
6–10 feet	13	Paralysis	2 Con
0–5 feet	14	Paralysis	2 Con

DESTROYING THE FLOWER

A corpse flower is a tough and hardy plant (Toughness +9). If destroyed, it explodes in a burst of compressed gas, spreading its foul stench in a 30-foot radius and lingers for 3 rounds. Anyone in the area must succeed on a Difficulty 16 Fortitude save or suffer the flower's intensified effects—initial damage paralysis for 10 rounds/secondary damage 4 Con.

Breath Weapon: 30-foot cone; free action once every 2 rounds; +10 acid damage plus 1 Con (Difficulty 14 negates). The save Difficulty is Constitution-based.

Chemical Healing: A chemical golem may make a recovery roll whenever it immerses itself in acid, chemicals, or toxins.

Rupture: Whenever a chemical column takes damage from a slashing or piercing weapon, it ruptures, spraying a 10-foot cone of burning liquid and noxious fluid in a direction from which the attack originated. Each creature in the area takes +4 fire damage (Difficulty 14 Reflex half) and 1 point of Constitution damage (Difficulty 14 Fortitude negates). Whenever a chemical golem is destroyed, it explodes in a 15-foot radius dealing +10 acid damage and +10 fire damage to all creatures in the area (Difficulty 14 Reflex half) and 2 points of Constitution damage (Difficulty 14 Fortitude negates). The save Difficulties are Constitution-based.

Supernatural Immunity: A chemical golem is immune to all supernatural powers. A use of the Cure Poison power reduces its speed to half and imposes a –4 penalty on all attacks for 4 rounds (no save).

Unlike other golems, chemical golems were never intended creations; they are accidental creatures spawned from the strange mix of chemicals used to reclaim the contaminated territory at the edge of Bloodsalt. The Wizards' Guild has worked hard to conceal their existence, destroying these creatures wherever they are found, but despite their efforts, rumors have leaked, leading many to wonder just what exactly is going on in this dangerous district.

A chemical golem is a massive man-shape sack of fluid that prowls about in search of living creatures to destroy. The fluid that constitutes their forms is a deadly mix of toxins, acid, and foul chemicals that are lethal to those that encounter the stuff.

CHIAO

Type: 2nd Level Humanoid

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +2, Con +1, Int –1, Wis +0, Cha +0

Skills: Notice 1 (+1), Stealth 4 (+9)

Feats: Night Vision^B, Skill Focus (Stealth)^B, Two-Weapon Fighting
Combat: Attack +3 (+1 base, +2 Dex), Damage +3 (tiger claws) or +4 (javelin), Defense Dodge/Parry +3/+3 (+1 base, +2 Dex/+2 Str), Initiative +2
Saving Throws: Toughness +2 (+1 Con, +1 natural), Fortitude +1 (+0 base, +1 Con), Reflex +5 (+3 base, +2 Dex), Will +0 (+0 base, +0 Wis)

Skills: A chiao gains a +2 bonus to Stealth checks made in areas of heavy undergrowth.

The World of Freeport has many realms, many more even than have been catalogued and recorded by the continent's best navigators. Rumors of strange ports filled with unusual peoples are common in Freeport's Docks, with each teller speaking of downright absurd creatures with even more laughable cultures. Some of these tales have a ring of truth and many Freeporters are wise enough to accept that even in the most unusual tales, there is a kernel of truth that forms the basis of the legend.

The Chiao are such a people. No one is quite certain from where they hail, but this savage race of humanoids are said to be ruthless hunters, ripping apart their victims not for food, but for the pleasure of killing. What makes these vicious people stand out from the rest of the barbarous people on the many islands and lost continents said to exist beyond the furthest sea is that they appear completely human but for the strange tiger stripes that cover their bodies. Legend holds that the boldest of their warriors are gifted by their gods the head of a tiger to match their violent temperament and incredible skills at hunting.

CRAWLING CLAW

Type: 1st Level Undead
Size: Diminutive
Speed: 20 ft.
Abilities: Str +0, Dex +0, Con —, Int —, Wis -3, Cha -3
Skills: Stealth 0 (+12)
Traits: Blind, Blindsight 60 ft., Smite Fallen, Undead Traits
Combat: Attack +4 (+4 size, +0 base, +0 Dex), Damage +0 (claw), Defense Dodge/Parry +4/— (+4 size, +0 base, +0 Dex), Initiative +0
Saving Throws: Toughness -4 (-4 size, +0 Con), Fortitude +0 (+0 base, +0 Con), Reflex +0 (+0 base, +0 Dex), Will -3 (+0 base, -3 Wis)

Blind: Crawling claws are immune to any sight-based effect.

Smite Fallen: Against a prone opponent, a crawling claw's attack deals +2 damage.

Crawling claws are severed hands infused with necromantic energies. Employed as guardians, assassins, and queerly as pets, these disgusting undead creatures scuttle about like spiders, scurrying toward their prey and choking the life from them.

DEADWOOD TREE

Type: 12th Level Undead
Size: Huge
Speed: 30 ft.
Abilities: Str +10, Dex -1, Con —, Int +4, Wis +3, Cha +3
Skills: Intimidate 12 (+15), Knowledge (geography) 12 (+16), Knowledge (history) 12 (+16), Knowledge (nature) 12 (+16), Knowledge (religion) 12 (+16), Knowledge (supernatural) 12 (+16), Notice 12 (+15), Sense Motive 12 (+15), Stealth 12 (+3, +19 in jungle terrain), Survival 12 (+15)
Feats: All-Out Attack^B, Awesome Blow^B, Improved Sunder, Night Vision^B, Power (4), Quicken Power^B
Traits: Damage Reduction 4/slashing and supernatural, Darkvision 60 ft., Immune to Cold and Electricity, Powers (rank 15, bonus

+18, Cha, save Difficulty 19; Drain Vitality, Harm, Heart Shaping, Plant Shaping), Trample, Undead Traits, Vulnerability to Fire

Combat: Attack +3 (-2 size, +6 base, -1 Dex), Damage +14 (slam), Defense Dodge/Parry +3/— (-2 size, +6 base, -1 Dex), Initiative -1

Saving Throws: Toughness +17 (+4 size, +6 undead, +7 natural), Fortitude +4 (+4 base, +0 Con), Reflex +3 (+4 base, -1 Dex), Will +11 (+8, +3 Wis)

Trample: As a full round action, a deadwood tree may move up to twice its speed and run over any opponents in its path that are Large or smaller. Creatures in its path take +19 damage and are entitled to Difficulty 26 Reflex to take half damage. A trampled creature cannot take trample damage from the same creature more than once in a round.

Before the fall of the serpent people, spirit lizards (see page 67) inhabited the great trees of Valossa's jungles. When the cataclysm struck, the trees were slain along with most other living things. A few spirit lizards, however, were trapped inside their dead and dying trees, fusing with them by the warping influence of the Unspeakable One. These became the first of the deadwood trees. Driven by an insane hatred of living things, they attack without warning and fight until they or their victims are destroyed.

DEVIL LIZARD

Type: 9th Level Fey
Size: Small
Speed: 50 ft., climb 30 ft.
Abilities: Str +1, Dex +5, Con +3, Int +0, Wis +2, Cha -1
Skills: Climb 12 (+21), Escape Artist 12 (+17), Handle Animal 12 (+11), Notice 12 (+14), Stealth 12 (+23), Survival 12 (+16)
Feats: Double Strike, Night Vision^B, Power, Power (2)^B, Rage, Talented (Stealth and Survival)^B, Track
Traits: Damage Reduction 4/supernatural, Essence Disruption, Nature's Passage, Poisoned Bite, Powers (rank 12, bonus +14, Wis, save Difficulty 16; Beast Link, Heart Shaping, Plant Shaping), Regeneration 1
Combat: Attack +10 (+1 size, +4 base, +5 Dex), Damage +2 (bite and claws), Defense Dodge/Parry +10/— (+1 size, +4 base, +5 Dex), Initiative +5
Saving Throws: Toughness +4 (-1 size, +3 Con, +2 natural), Fortitude +6 (+3 base, +3 Con), Reflex +11 (+6 base, +5 Dex), Will +8 (+6 base, +2 Wis)

Essence Disruption: A creature struck by a devil lizard's claw attack must succeed on a Difficulty 13 Will save or take 1 point of Dexterity damage.

Nature's Passage: A devil lizard can move through any sort of undergrowth at normal speed and cannot be affected by plants manipulated by uses of the Plant Shaping power.

Poisoned Bite: A creature struck by a devil lizard's bite attack must succeed on a Difficulty 18 Fortitude save or become confused (see sidebar) for 5 rounds. Ten rounds later, the victim must succeed on a second saving throw against the same Difficulty or take 2 points of Constitution damage, plus 2 points for every 5 points by which the save fails.

Regeneration: A devil lizard automatically gains an extra recovery check each round with a +1 bonus. Wounds dealt to the devil lizard with fire or supernatural weapons cannot be healed this way. If a devil lizard loses a limb or body part, the lost portion regrows in 10 minutes. The creature can reattach the severed member instantly by holding it to the stump.

Skills: A devil lizard gains a +8 bonus on Climb checks and may always take 10 on these checks even if rushed or threatened.

CONFUSION

A confused creature is befuddled and unable to determine a course of action. Each round, on the confused character's turn, roll 1d20. On a 1–2, the confused character attacks the source of the confusion. On a 3–4, the confused creature may act normally. On a 5–10, the creature does nothing for the round but babble madly. On an 11–16, the creature flees away from the source of confusion at top speed. Finally, on a 17–20, the confused creature attacks the closest creature. If prevented from performing the indicated action, the confused creature does nothing for that round. A confused creature that is attacked automatically attacks its attackers on its next turn, so long as it is still confused.

Ages ago, before the fall of the Valossan Empire, spirit lizards roamed the jungles of that ancient land. A sylvan race, they cared nothing for the machinations and wars of conquest committed by the serpent people and they did their best to avoid being drawn into their intrigues. Tragically, when the Unspeakable One destroyed the serpent people and their lands, the spirit lizards and the trees in which they lived were fused, becoming horrid abominations known as deadwood trees (see entry). Those that escaped this fate withdrew into the depths of the jungles where they were changed, twisted and transformed into devil lizards and infused with the hatred and madness spread by the Unspeakable One.

As humans settled the Serpent's Teeth, they encroached upon the jungle homes of the surviving devil lizards. Conflicts blossomed wherever the two peoples met and the devil lizards grew to hate the humanoids, killing them whenever their paths crossed.

A devil lizard is a bipedal reptilian creature that stands about two-feet tall and weighs no more than 35 pounds. Its hands and feet sport sharp talons and a row of spines rises from the top of its head down to the middle of its back. Its mottled warty skin is dark gray with blotches of black, brown, and green.

DREAM CHILDREN

Type: 12th Level Aberration (Extraplanar)

Size: Large

Speed: 20 ft.

Abilities: Str +8, Dex +0, Con +1, Int –1, Wis +1, Cha +1

Skills: Notice 7 (+8), Stealth 8 (+7)

Feats: Attack Focus (bite), Improved Critical (bite), Power, Skill Focus (Stealth), Supernatural Focus (Illusion)

Traits: Darkvision 60 ft., Powers (rank 15, bonus +16, Cha, save Difficulty 17; Illusion +19, Mind Touch, Plane Shift, Sense Minds, Sleep)

Combat: Attack +9 (–1 size, +9 base) (+10 with bite), Damage +12 19–20 (bite, crit 19–20), Defense Dodge/Parry +8/— (–1 size, +9 base, +0 Dex), Initiative +0

Saving Throws: Toughness +9 (+2 size, +1 Con, +6 natural), Fortitude +5 (+4 base, +1 Con), Reflex +4 (+4 base, +0 Dex), Will +9 (+8 base, +1 Wis)

Dream children are strange creatures formed from the dreams and nightmares of mortals who die in their sleep. Once brought to life, they are ravenous things, filled with an unwholesome hunger for the flesh of the living and so they abandon the realm of dreams to stalk the living. A dream child is horrific to behold, a great slaving maw supported by a mass of seven clawed arms. Emerging from its back is a pair of legs with bloody eyes in the soles of its "feet."

FIRE SPECTRE

Type: 2nd Level Undead (warrior) (Augmented Human, Fire)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +3, Con —, Int +0, Wis +1, Cha +0

Skills: Climb 5 (+4), Intimidate 5 (+9), Jump 5 (+4), Notice 5 (+9), Swim 4 (+0)

Feats: All-Out Attack, Armor Training (Heavy, Light), Attack Focus (cutlass), Blind-Fight^B, Improved Initiative^B, Skill Focus (Notice)^B, Weapon Training

Traits: Damage Reduction 2/bludgeoning, Darkvision 60 ft., Immune to Fire, Flaming Death, Undead Traits

Combat: Attack +5 (+2 base, +3 Dex) (+6 with cutlass), Damage +4 (cutlass, crit 18–20), Damage +5 (light crossbow, crit 19–20), Defense Dodge/Parry +5/+4 (+2 base, +3 Dex/+2 Str), Initiative +7

Saving Throws: Toughness +5 (+1 undead, +1 natural, +3 chainmail), Fortitude +3 (+3 base, +0 Con), Reflex +3 (+0 base, +3 Dex), Will +1 (+0 base, +1 Wis)

Flaming Death: Three times per day, a fire spectre can wreath its body in flame. Any creature that attacks it with a melee weapon or unarmed attack must succeed on a Difficulty 11 Reflex save or take +4 fire damage. The save Difficulty is Charisma-based.

Fire spectres are undead creatures created when black-hearted villains are burned alive. Their hatred burns so strong the fires transform them into supernatural terrors. Unless laid to rest, they roam the earth bringing fire and death to all that cross their path.

The fire spectres trace their origins to the dreadful deeds of Captain Kothar. A vicious pirate that ignored the Pirate's Code and did as he pleased, killing, looting, and double-crossing all he came upon. After butchering the crew of the *Burning Tide*, he and his men were rounded up and captured when they sailed into Freeport's harbor, where they were promptly tried and found guilty.

Pirate justice in those days was always death, but the Sea Lord decreed a special punishment for this villain. Kothar was tied to the mast of the ship he had attacked, his crew bound and tossed in the hold, and then it was piloted a few leagues from the coast of A'Val, where the ship was soaked in pitch and set alight. Kothar and his crew burned to death amidst the timbers of the ship they had murdered so many to possess.

This tale should have marked the end of Kothar, but it was just the beginning. A month later, locals spotted a burning ship off the coast of A'Val and ever since, the ship of Kothar the Accursed has appeared sporadically, a blackened sloop, its deck, sails, and rigging ablaze, but somehow intact. Even in a dead calm, the *Winds of Hell*, as the ship was known, moves with sails full of the unholy gale it was named for. Its appearance is considered a bad omen and no one has encountered the burning ghost ship up close and lived to tell the tale.

A fire spectre retains little of its former form, being a skeletal creature in the tatters of its clothing and armor. In place of eyes, balls of glowing white fire burn in its sockets, scorching the bone all around. When it uses its flaming death trait, dancing red flames envelop the creature until it appears to be a man-shaped pillar of fire.

FIRE SPECTRE (TEMPLATE)

Type: The base creature's type changes to undead and gains the Fire subtype. If the base creature was a humanoid, it loses its background subtype. It retains any levels it had in heroic roles, if any.

Abilities: A fire spectre's Dexterity score increases by 1. It has no Constitution score.

Skills: A fire spectre gains a +4 bonus to Intimidate checks.

Feats: A fire spectre gains Blind-Fight and Improved Initiative as bonus feats if it didn't already have them.

Traits: A fire spectre retains the traits of the base creature, and gains all of the following traits.

DEAD MAN'S BRAIN



Certain it is that there are more Unknowne Marvells beneath the Sea than are knowne on Lande. The Corals, for example, are Animals, yet they partake of the Nature of Rock, and have somewhat the appearance of Plants. They can appeare in a great Variety of Shapes and Colours. There are many Mariners' Tales and Vulgar Superstitions which seek to explain the more Fantastical varieties, but none are Stranger than that knowne as Deade Man's Brain.

Having the Outward Appearance of a Human Brain, but made, like all Corals, of a Calcine Rocky Substance, it is said that this forme of Coral grows upon the Bodies of the Drown'd, and more especially upon their Skulls, in just the Same Way as other Varieties take roote upon Rocks, and sometimes upon Ancient Wrecks. In the course of its Growthe, it is claim'd, the Coral absorbs somewhat of the Essence of these Bodies, feeding upon their Deade Thoughts and taking a part of their Energy into Itselfe. From this Unnatural Sustenance, according to Common Belief, it has gain'd a limited Capacity for Thought, and an Array of Mental Powers. Others maintain that the Spirittes of the Deade upon which it grows make their Corporeal Abode in the Coral, as their Mortal Remains decay.

—Beastes of Ye Farre Landes,
by Edmund Smallpiece

The dead man's brain is a variety of coral that grows on wrecks and on the bones of intelligent creatures, feeding on the lingering mental energies

of dead creatures. As it expands and consumes the thoughts of more creatures, it is able to broadcast powerful telepathic signals, consisting of a barrage of the last thoughts experienced by those creatures on which the dead man's brain feeds. Those who encounter this disturbing phenomenon experience psychic cries, pleading, screams, and painful wailing, enough to drive the most stalwart mad.

A single dead man's brain is a rather large brain-like growth of coral about 8-feet in diameter. It is rooted firmly to its meal and is immobile. Despite its defenseless nature, it is hardy and resistant to damage (Toughness +14). While technically an animal, and having plant-like features, it is immune to any supernatural power that manipulates either type of creature.

The dead man's brain attracts its meals by constantly projecting a mental cacophony. Each round all living creatures within 20 feet of it must succeed on Difficulty 20 Will saves or become dazed. Dazed targets must then immediately make a second Will save (Difficulty 15), or be compelled when he can next act to remove any type of hand covering and touch the coral. Should the beguiled creature achieve this, the coral injects its spores into the victim's naked flesh, forcing the creature to succeed on a Difficulty 16 Fortitude or become a carrier.

Carriers suffer a profound headache for the next 24 hours, taking a -1 penalty to all attack rolls, checks, and Will saves. This penalty increases each day thereafter by a further -1 and if not treated within four days, the victim dies screaming as coral protrusions force their way free from the victim's flesh. The only cure for an infected victim is a Difficulty 25 Cure Disease check.

Damage Reduction: The base creature gains Damage Reduction 2/bludgeoning.

Darkvision: A fire spectre can see in darkness out to 60 feet.

Flaming Death: Three times per day, a fire spectre can wreath its body in flame. Any creature that attacks it with a melee weapon or unarmed attack must succeed on a Reflex save (Difficulty 10 + 1/2 the fire spectre's level + its Charisma) or take fire damage equal to 2 + 1 per level.

Immunity to Fire: The base creature gains immunity to fire damage.

Undead Traits: The base creature gains all traits common to undead.

Saving Throws: The base creature has a Toughness save based on its size with a bonus equal to half its level (rounded down).

Advancement: A fire spectre advances by heroic role if intelligent. Otherwise, it advances by creature type.

FLESHRAKER

Type: 4th Level Outsider (Vice)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +4, Con +2, Int +2, Wis +1, Cha +0

Skills: Acrobatics 6 (+10), Bluff 6 (+6), Disguise 5 (+5), Escape Artist 5 (+9), Knowledge (local) 5 (+7), Knowledge (supernatural) 6 (+8), Notice 6 (+7), Search 6 (+8), Stealth 6 (+10), Survival 5 (+6)

Feats: Armor Training (Light)^B, Attack Focus (Knife), Improved Critical (Knife), Improved Strike^B



Traits: Damage Reduction 4/ballistic, Darkvision 60 ft., Death Hunger, Immune to Piercing and Slashing Attacks, Resistance to Fire 8, Wounding Weapon

Combat: Attack +8 (+4 base, +4 Dex) (+9 with knife), Damage +2 (knife, crit 17–20) or +2 (unarmed), Defense Dodge/Parry +8/+5 (+4 base, +4 Dex/+1 Str), Initiative +4

Saving Throws: Toughness +3 (+2 Con, +1 leather), Fortitude +6 (+4 base, +2 Con), Reflex +8 (+4 base, +4 Dex), Will +5 (+4 base, +1 Wis)

Death Hunger: A fleshraker that goes 24 hours without killing a humanoid creature takes 1 point of Constitution damage. This damage cannot be healed until the fleshraker kills a humanoid creature at which point the damage heals normally.

Wounding Weapon: A living creature damaged by a fleshraker using a slashing weapon must succeed on a Toughness save against the same Difficulty at the start of their next turn to avoid extra damage caused by the terrible wound.

Fleshrakers are terrible fiends conjured up from Hell to spread death and misery in the mortal world. Consumed by an unspeakable need to commit murder, these villains haunt the poor, crowded districts, where a few murdered victims might go unnoticed. It's believed at least one of the murder sprees that have plagued Freeport have rested on the razor wielded by one of these terrible fiends.

A fleshraker stands just over six-feet tall and weighs 175 pounds. It has deep crimson skin and long black hair. Its flesh is marred with ritual scars and obscene tattoos. Their faces are long and twisted with an insane smile that spreads wide revealing black teeth when close to killing their prey. These creatures are quick to acquire clothing once they enter the mortal world and can often be seen wearing tall, wide-brimmed hats and long black robes to conceal their ghastly appearance.

FLYING LIZARDS

There are several different varieties of flying lizards found among the Serpent's Teeth. The following are the most common.

BLACKWING

Type: 12th Level Animal

Size: Huge

Speed: 20 ft., fly 100 ft. (poor)

Abilities: Str +9, Dex +0, Con +6, Int –4, Wis +1, Cha –2

Skills: Notice 8 (+11), Survival 7 (+8)

Feats: All-Out Attack, Double Strike, Improved Critical (Bite), Improved Grab, Move-By Action, Night Vision^B, Skill Focus (Notice)^B

Traits: Constrict, Scent

Combat: Attack +7 (–2 size, +9 base, +0 Dex), Damage +15 (bite, 19–20/+3), Damage +13 (talons), Damage +11 (tail), Defense Dodge/Parry +5/— (–2 size, +7 base, +0 Dex), Initiative +0

Saving Throws: Toughness +16 (+4 size, +6 Con, +6 natural), Fortitude +14 (+8 base, +6 Con), Reflex +8 (+8 base, 0 Dex), Will +5 (+4 base, +1 Wis)

IRONTOTH

Type: 6th Level Animal

Size: Medium

Speed: 15 ft., fly 70 ft. (poor)

Abilities: Str +3, Dex +1, Con +3, Int –4, Wis +1, Cha –2

Skills: Notice 4 (+8), Survival 5 (+6)

Feats: Double Strike, Improved Grab, Move-By Action, Night Vision^B, Skill Focus (Notice)^B

Traits: Constrict, Scent

Combat: Attack +5 (+4 base, +1 Dex), Damage +6 (bite), Damage +5 (talons), Damage +3 (tail), Defense Dodge/Parry +5/— (+4 base, +1 Dex), Initiative +1

Saving Throws: Toughness +6 (+3 Con, +3 natural), Fortitude +8 (+5 base, +3 Con), Reflex +6 (+5 base, +1 Dex), Will +3 (+2 base, +1 Wis)

SCALEWING

Type: 1st Level Animal
Size: Tiny
Speed: 10 ft., fly 50 ft. (average)
Abilities: Str –1, Dex +2, Con +1, Int –4, Wis +1, Cha –2
Skills: Notice 2 (+6), Stealth 0 (+10), Survival 2 (+3)
Feats: Improved Grab, Night Vision^B, Skill Focus (Notice)^B
Traits: Scent
Combat: Attack +4 (+2 size, +0 base, +2 Dex), Damage +0 (bite), Damage –1 (talons), Damage –2 (tail), Defense Dodge/Parry +4/— (+2 size, +0 base, +2 Dex), Initiative +2
Saving Throws: Toughness +0 (–2 size, +1 Con, +1 natural), Fortitude +3 (+2 base, +1 Con), Reflex +4 (+2 base, +2 Dex), Will +1 (+0 base, +1 Wis)

Many scholars of the Freeport Institute believe the flying lizards infesting the islands of the Serpent's Teeth are survivors of Valossa's destruction. While they have nothing to substantiate this theory, the lizards were present on the island before mankind erected settlements and don't seem to be going anywhere soon. Of the many different breeds, three are the most common. The sleek and graceful scalewing is about the same size as a gull and it competes with sea fowl for fish, crab, and small children. The irontooth is a bit more vicious, snatching travelers for a meal and harassing fishermen who stray too close to their roosts, while the massive blackwing lurks at the heights of Mount A'Val.

Regardless of size, all flying lizards have two remarkable features. Their jaws are extremely powerful and once they have locked onto their prey, they are very difficult to pry loose. In addition, they all have long serpentine tails that are strong and flexible. In combat, it snakes its tail around its foes, holds them fast, while it snaps off their heads.

GHOST EATER

Type: 2nd Level Supernatural Beast
Size: Small
Speed: 30 ft., climb 30 ft.
Abilities: Str +0, Dex +2, Con +1, Int –4, Wis +2, Cha +1
Skills: Climb 0 (+12), Jump 0 (+7), Notice 4 (+6), Stealth 0 (+10), Survival 1 (+3)
Feats: Ability Focus (Eerie Howl), Night Vision^B, Skill Focus (Jump)^B, Talented (Climb and Jump)^B, Track^B
Traits: Darkvision 60 ft., Disrupting Bite, Eerie Howl, Final Repose, Ghostly Resilience, Scent, Sense Undead
Combat: Attack +5 (+1 size, +2 base, +2 Dex), Damage +1 (bite), Defense Dodge/Parry +5/— (+1 size, +2 base, +2 Dex), Initiative +2
Saving Throws: Toughness +1 (–1 size, +1 Con, +1 natural), Fortitude +4 (+3 base, +1 Con), Reflex +5 (+3 base, +2 Dex), Will +2 (+0 base, +2 Wis)

Disrupting Bite: The ghost eater's bite damage increases by +1 against undead creature. It can damage incorporeal undead (but not other incorporeal creatures) normally with its bite.

Eerie Howl: As a standard action, a ghost eater can loose an echoing howl, forcing all creatures within 60 feet to make Difficulty 14 Will save or become panicked for 5 rounds. Unlike normal mind-influencing effects, this ability can affect undead. A ghost eater can use this ability up to 3 times per day. The save Difficulty is Charisma-based.

Final Repose: Undead creatures destroyed by a ghost eater are forever destroyed and cannot rejuvenate (in the case of apparitions) or be re-animated (as in the case of Imbue Unlife).

Ghostly Resilience: A ghost eater has a +10 bonus on saving throws to resist Powers used by undead creatures. It is immune to ability damage or drain dealt by undead creatures. It gains a +4 bonus to Toughness saves to resist damage from an undead source.

Sense Undead: A ghost eater is always aware of the presence or absence of undead creatures within 120 feet. The ghost eater gains a +10 bonus to Survival checks made to track undead creatures.

Skills: Ghost Eaters gain a +8 bonus on Climb checks and can always choose to take 10 on Climb checks, even if distracted or endangered. A ghost eater also has a +8 bonus on Jump checks. It uses its Dexterity for these skills in place of its Strength.

Ghost eaters are strange creatures that prowl the jungles of the Serpent's Teeth islands, always on the hunt for undead creatures. The unnatural essence that gives undead the semblance of life sustains these creatures. Ghost eaters are often found haunting the edges of humanoid settlements, particularly burial grounds.

A ghost eater is about three feet tall, covered in gray hair that is thickest on its head and back. It has a long tail and round face with staring pale eyes.

LIFE LEECH

Type: 6th Level Aberration
Size: Medium
Speed: 5 ft., fly 50 ft. (good)
Abilities: Str +3, Dex +4, Con +2, Int +0, Wis +0, Cha –5
Skills: Notice 9 (+12), Stealth 9 (+13)
Feats: Double Strike, Improved Grab^B, Skill Focus (Notice), Wingover
Traits: Blindsight 120 ft., Constitution Drain, Darkvision 60 ft.
Combat: Attack +8 (+4 base, +4 Dex), Damage +5 (barbed wings), Damage +7 (bite), Defense Dodge/Parry +8/— (+4 base, +4 Dex), Initiative +4
Saving Throws: Toughness +4 (+2 Con, +2 natural), Fortitude +4 (+2 base, +2 Con), Reflex +6 (+2 base, +4 Dex), Will +5 (+5 base, +0 Wis)

Constitution Drain: Each round a life leech maintains a pin against a target creature, it drains 1 point of Constitution.

A life leech is a hideous creature that resembles a normal bat, but sized to that of a man. It has barbs on the end of its wings, and drooling fangs emerge from its slobbering mouth. Found in remote islets scattered south of the Serpent's Teeth, sailors whisper these things seem to exist only to feed on the souls of the living.

LIZARD, GIANT

On the Serpent's Teeth islands, lizards can grow to several feet in length and rarely, they can grow large enough to serve as mounts. Most "giant" lizards are about the size of a small dog and are generally inoffensive creatures unless hungry at which point their toxic bite is especially useful when snatching children and halflings from the edge of Drac's End.

SMALL GIANT LIZARD

Type: 1st Level Animal
Size: Small
Speed: 30 ft.
Abilities: Str +1, Dex +2, Con +2, Int –4, Wis +1, Cha –3
Skills: Notice 0 (+3), Survival 4 (+7)

Feats: Night Vision^B, Talented (Notice and Survival)
Traits: Poisonous Bite, Scent
Combat: Attack +3 (+1 size, +0 base, +2 Dex), Damage +2 (bite), Defense Dodge/Parry +3/— (+1 size, +0 base, +2 Dex), Initiative +2
Saving Throws: Toughness +2 (–1 size, +2 Con, +1 natural), Fortitude +4 (+2 base, +2 Con), Reflex +4 (+2 base, +2 Dex), Will +1 (+0 base, +1 Wis)

MEDIUM GIANT LIZARD

Type: 2nd Level Animal
Size: Medium
Speed: 40 ft.
Abilities: Str +2, Dex +2, Con +2, Int –4, Wis +1, Cha –3
Skills: Notice 1 (+4), Survival 4 (+7)
Feats: Night Vision^B, Talented (Notice and Survival)
Traits: Poisonous Bite, Scent
Combat: Attack +3 (+1 base, +2 Dex), Damage +4 (bite), Defense Dodge/Parry +3/— (+1 base, +2 Dex), Initiative +2
Saving Throws: Toughness +3 (+2 Con, +1 natural), Fortitude +5 (+3 base, +2 Con), Reflex +5 (+3 base, +2 Dex), Will +1 (+0 base, +1 Wis)

LARGE GIANT LIZARD

Type: 3rd Level Animal
Size: Medium
Speed: 40 ft.
Abilities: Str +4, Dex +1, Con +3, Int –4, Wis +1, Cha –4
Skills: Notice 2 (+5), Survival 4 (+7)
Feats: Attack Focus (bite), Night Vision^B, Talented (Notice and Survival)
Traits: Poisonous Bite, Scent
Combat: Attack +2 (–1 size, +2 base, +1 Dex) (+3 with bite), Damage +7 (bite), Defense Dodge/Parry +2/— (–1 size, +2 base, +1 Dex), Initiative +1
Saving Throws: Toughness +7 (+2 size, +3 Con, +2 natural), Fortitude +6 (+3 base, +3 Con), Reflex +4 (+3 base, +1 Dex), Will +2 (+1 base, +1 Wis)

Poisonous Bite: The carrion-rich diet of most giant lizards contaminates their maws, filling them with vile toxins that can sicken or kill a grown man with but a single bite. The Difficulty and damage depends on the giant lizard's size, as shown on the following table. The save Difficulty is Constitution-based.

Size	Difficulty	Initial	Secondary
Small	12	—	1 Con
Medium	13	1 Con	2 Con
Large	14	2 Con	3 Con

MALKIN

Type: 3rd Level Outsider (Native)
Size: Tiny
Speed: 30 ft.
Abilities: Str –1, Dex +4, Con +1, Int –1, Wis +1, Cha +0
Skills: Acrobatics 2 (+10), Climb 2 (+10), Escape Artist 3 (+15), Intimidate 6 (+6), Jump 0 (+12), Notice 3 (+7), Sense Motive 5 (+6), Stealth 6 (+22), Survival 3 (+4)
Feats: Improved Grab^B, Night Vision^B, Power (×3)^B, Skill Focus (Notice), Track
Traits: Darkvision 60 ft., Immune to Energy, Immune to Poison, Pounce, Powers (rank 6, bonus +7, Wis, save Difficulty 12; Mind Touch, Second Sight, True Vision), Rake +0, Resistance to Acid 4, Resistance to Cold 4, Resistance to Fire 4, Sense Vice

Combat: Attack +9 (+2 size, +3 base, +4 Dex), Damage –1 (claws) or +0 (bite), Defense Dodge/Parry +9/— (+2 size, +3 base, +4 Dex), Initiative +4
Saving Throws: Toughness –1 (–2 size, +1 Con), Fortitude +4 (+3 base, +1 Con), Reflex +7 (+3 base, +4 Dex), Will +4 (+3 base, +1 Wis)

Pounce: If a malkin charges, it can attack a single target with both its claws and bite in a single round.

Sense Vice: A malkin automatically senses creatures with the vice subtype within 60 feet and can pinpoint their exact location when within 5 feet of such creatures.

Skills: A malkin gains a +4 bonus on Acrobatics, Climb, and Stealth checks, and a +8 bonus on Escape Artist and Jump checks. A malkin may use its Dexterity in place of its Strength for Climb and Jump checks.

A malkin resembles a normal housecat, but its physical appearance is the extent of their similarities. A malkin is far more intelligent and armed with a variety of supernatural powers that makes them particularly valuable to adepts of all stripes. Legend holds they were first created when an outsider traveling to the world of Freeport and became trapped in the form of a cat. Whether this mysterious ancestor was a virtuous or villainous outsider is lost—and often influenced by the individual teller's opinions in general about cats.

Regardless of their ethical qualities and origins, any who dabble in the occult should find value in these unusual creatures, and many sorcerers have made pacts with these creatures to serve as familiars, companions, and helpers. An individual malkin does not form lasting attachments to their bipedal masters, being fickle and capricious creatures capable of leaving on a whim.

With the Narrator's permission, a player character may acquire a malkin as a familiar using the Familiar feat (*True20* page 46). To determine the familiar's benefits, the malkin reduces the player character's effective level by 4.

MONSTROUS CLAM

Monstrous clams can be found in the tropical waters around the Serpent's Teeth and elsewhere. They are not normally a threat to other creatures, but have a tendency to close their shells suddenly when disturbed, trapping the hand or leg of any swimmer who ventures too close.

MEDIUM MONSTROUS CLAM

Type: 3rd Level Vermin (Aquatic)
Size: Medium
Speed: 0 ft.
Abilities: Str +1, Dex —, Con +0, Int —, Wis +0, Cha –5
Feats: Improved Grab^B
Traits: Mindless, Snap Shell, Tremorsense 60 ft., Vermin Traits
Combat: Attack —, Defense Dodge/Parry —, Initiative –5
Saving Throws: Toughness +2 (+0 Con, +2 natural), Fortitude +3 (+3 base, 0 Con), Reflex —, Will +1 (+1 base, 0 Wis)

LARGE MONSTROUS CLAM

Type: 6th Level Vermin (Aquatic)
Size: Large
Speed: 0 ft.
Abilities: Str +4, Dex —, Con +2, Int —, Wis +0, Cha –5
Feats: Improved Grab^B
Traits: Mindless, Snap Shell, Tremorsense 60 ft., Vermin Traits
Combat: Attack —, Defense Dodge/Parry —, Initiative –5
Saving Throws: Toughness +6 (+2 size, +0 Con, +4 natural), Fortitude +7 (+5 base, +2 Con), Reflex —, Will +2 (+2 base, 0 Wis)

HUGE MONSTROUS CLAM

Type: 9th Level Vermin (Aquatic)

Size: Huge

Speed: 0 ft.

Abilities: Str +6, Dex —, Con +4, Int —, Wis +0, Cha –5

Feats: Improved Grab^B

Traits: Mindless, Snap Shell, Tremorsense 60 ft., Vermin Traits

Combat: Attack —, Defense Dodge/Parry —, Initiative –5

Saving Throws: Toughness +14 (+4 size, +4 Con, +6 natural), Fortitude +10 (+6 base, +4 Con), Reflex —, Will +3 (+3 base, 0 Wis)

Snap Shell: A monstrous clam may reflexively snap shut its shell. A creature with an appendage in or around the creature must succeed on a Reflex save or be caught fast and take damage. Details depend on the monstrous clam's size as shown on the following table. The save Difficulty is Strength-based.

Size	Difficulty	Damage
Medium	12	+2
Large	17	+7
Huge	18	+9

Each round, the trapped creature can make an opposed Strength check against the clam to pull free. On a failed check, the victim takes the same damage as the round previous. The clam releases its victim after 1d20/2 minutes or if it is slain.

MONSTROUS CRAB

Crabs of all sizes range across the sea floor, feeding on whatever they can scavenge. While they are seldom, they defend themselves vigorously from any perceived threat using their powerful claws. They only flee if seriously wounded or clearly outclassed by an opponent.

MEDIUM MONSTROUS CRAB

Type: 2nd Level Vermin (Aquatic)

Size: Medium

Speed: 30 ft., swim 20 ft.

Abilities: Str +1, Dex +0, Con +2, Int —, Wis +0, Cha –4

Skills: Climb 0 (+9), Notice 0 (+4), Stealth 0 (+4), Swim 0 (+9)

Feats: Improved Grab^B

Traits: Constrict, Darkvision 60 ft., Mindless, Tremorsense 60 ft., Vermin Traits

Combat: Attack +1 (+1 base, +0 Dex), Damage +3 (claw), Defense Dodge/Parry +1/— (+1 base, +0 Dex), Initiative +0

Saving Throws: Toughness +5 (+2 Con, +2 natural), Fortitude +5 (+3 base, +2 Con), Reflex +0 (+0 base, +0 Dex), Will +0 (+0 base, +0 Wis)

LARGE MONSTROUS CRAB

Type: 5th Level Vermin (Aquatic)

Size: Large

Speed: 40 ft., swim 30 ft.

Abilities: Str +4, Dex +0, Con +2, Int —, Wis +0, Cha –4

Skills: Climb 0 (+12), Notice 0 (+4), Stealth 0 (+0), Swim 0 (+12)

Feats: Improved Grab^B

Traits: Constrict, Darkvision 60 ft., Mindless, Tremorsense 60 ft., Vermin Traits

Combat: Attack +2 (–1 size, +3 base, +0 Dex), Damage +7 (claw), Defense Dodge/Parry +2/— (–1 size, +3 base, +0 Dex), Initiative +0

Saving Throws: Toughness +7 (+2 size, +2 Con, +3 natural), Fortitude +6 (+4 base, +2 Con), Reflex +1 (+1 base, +0 Dex), Will +1 (+1 base, +0 Wis)



HUGE MONSTROUS CRAB

Type: 10th Level Vermin (Aquatic)

Size: Huge

Speed: 40 ft., swim 30 ft.

Abilities: Str +6, Dex +0, Con +3, Int —, Wis +0, Cha –4

Skills: Climb 0 (+14), Notice 0 (+4), Stealth 0 (–4), Swim 0 (+14)

Feats: Improved Grab^B

Traits: Constrict, Darkvision 60 ft., Mindless, Tremorsense 60 ft., Vermin Traits

Combat: Attack +5 (–2 size, +7 base, +0 Dex), Damage +10 (claw), Defense Dodge/Parry +5/— (–2 size, +7 base, +0 Dex), Initiative +0

Saving Throws: Toughness +13 (+4 size, +3 Con, +6 natural), Fortitude +10 (+7 base, +3 Con), Reflex +3 (+3 base, +0 Dex), Will +3 (+3 base, +0 Wis)

Skills: Monstrous crabs gain a +8 bonus on Swim checks and may always take 10 on these checks even if rushed or threatened. They may use the run action while swimming, provided they move in a straight line. Monstrous crabs also have a +4 bonus on Notice and Stealth checks and a +8 bonus on Climb checks.

MONSTROUS JELLYFISH

Type: 3rd Level Vermin (Aquatic)

Size: Medium

Speed: Swim 10 ft.

Abilities: Str +1, Dex –5, Con +2, Int —, Wis +0, Cha –4

Skills: Swim 0 (+9)

Feats: Improved Grab^B

Traits: Blindsight 60 ft., Digest, Mindless, Poison, Tremorsense 60 ft., Vermin Traits

Combat: Attack –3 (+2 base, –5 Dex), Damage +1 (sting), Defense Dodge/Parry –3/— (+2 base, –5 Dex), Initiative +0

Saving Throws: Toughness +2 (+2 Con), Fortitude +5 (+3 base, +2 Con), Reflex –4 (+1 base, –5 Dex), Will +1 (+1 base, +0 Wis)

Digest: A monstrous jellyfish automatically deals +1 acid damage to paralyzed creatures it grapples.

Poison: A creature hit by a monstrous jellyfish's sting attack must succeed on a Difficulty 16 Fortitude save or take 2 points of Dexterity damage. Ten rounds later, it must save again or become paralyzed for 1 minute plus 1 minute for every full 5 points by which the save failed. The save Difficulty is Constitution-based and includes a +2 bonus.

Skills: Monstrous jellyfish gain a +8 bonus on Swim checks and may always take 10 on these checks even if rushed or threatened. They may use the run action while swimming, provided they move in a straight line.

Jellyfish drift with the currents, capturing whatever prey they blunder into or that blunders into them. They move via the pulsing of their mantles, which produces a water-pumping action, but they are neither fast nor agile swimmers. A monstrous jellyfish has a set of trailing tendrils, several times the length of its body. These are armed with thousands of stinging cells that inject poison into prey they encounter.

MONSTROUS LEECH

Leeches live in water and damp environments in tropical areas. They are carnivores who devour small creatures or suck the blood of larger animals. Monstrous leeches are reasonably swift swimmers, but prefer to ambush prey instead of chasing down their victims.

MEDIUM MONSTROUS LEECH

Type: 3rd Level Vermin (Aquatic)

Size: Medium

Speed: 10 ft., swim 20 ft.

Abilities: Str +1, Dex +3, Con +3, Int —, Wis +0, Cha –4

Skills: Stealth 0 (+9), Swim 0 (+9)

Feats: Improved Grab^B

Traits: Blindsight 60 ft., Blood Drain, Mindless, Swallow Whole, Vermin Traits

Combat: Attack +5 (+2 base, +3 Dex), Damage +3 (bite), Defense Dodge/Parry +5/— (+2 base, +3 Dex), Initiative +3

Saving Throws: Toughness +4 (+3 Con, +1 natural), Fortitude +6 (+3 base, +3 Con), Reflex +4 (+1 base, +3 Dex), Will +1 (+1 base, +0 Wis)

LARGE MONSTROUS LEECH

Type: 6th Level Vermin (Aquatic)

Size: Large

Speed: 10 ft., swim 20 ft.

Abilities: Str +3, Dex +3, Con +3, Int —, Wis +0, Cha –4

Skills: Stealth 0 (+5), Swim 0 (+11)

Feats: Improved Grab^B

Traits: Blindsight 60 ft., Blood Drain, Mindless, Swallow Whole, Vermin Traits

Combat: Attack +6 (–1 size, +4 base, +3 Dex), Damage +6 (bite), Defense Dodge/Parry +6/— (–1 size, +4 base, +3 Dex), Initiative +3

Saving Throws: Toughness +6 (+2 size, +3 Con, +1 natural), Fortitude +8 (+5 base, +3 Con), Reflex +5 (+2 base, +3 Dex), Will +2 (+2 base, +0 Wis)

HUGE MONSTROUS LEECH

Type: 9th Level Vermin (Aquatic)

Size: Large

Speed: 10 ft., swim 20 ft.

Abilities: Str +5, Dex +2, Con +4, Int —, Wis +0, Cha –4

Skills: Stealth 0 (+0), Swim 0 (+13)

Feats: Improved Grab^B

Traits: Blindsight 60 ft., Blood Drain, Mindless, Swallow Whole, Vermin Traits

Combat: Attack +6 (–2 size +6 base, +2 Dex), Damage +9 (bite), Defense Dodge/Parry +6/— (–2 size, +6 base, +2 Dex), Initiative +2

Saving Throws: Toughness +10 (+4 size, +4 Con, +2 natural), Fortitude +10 (+6 base, +4 Con), Reflex +5 (+3 base, +2 Dex), Will +3 (+3 base, +0 Wis)

Blood Drain: A monstrous leech deals 3 points of Constitution with a successful grapple check.

Swallow Whole: *Swallow Whole:* Creatures up to two sizes smaller; damage, gizzard's Toughness save based on size, and maximum contents based on size.

Size	Dmg	Tough.	Med.	Sm.	Tiny	Dim.	Fine
Medium	2 acid	+4	—	—	2	8	32
Large	1 Con, 4 acid	+4	—	2	8	32	128
Huge	2 Con, 5 acid	+6	2	8	32	128	512

Skills: Monstrous leeches gain a +8 bonus on Swim checks and may always take 10 on these checks even if rushed or threatened. They may use the run action while swimming, provided they move in a straight line. Monstrous leeches also gain a +6 bonus on Stealth checks.

NEOTHELID

Type: 25th Level Aberration (Extraplanar)

Size: Gargantuan

Speed: 20 ft.

Abilities: Str +10, Dex –2, Con +8, Int +3, Wis +2, Cha –1

Skills: Climb 28 (+38), Knowledge (supernatural) 28 (+31), Notice 28 (+30), Search 28 (+31), Swim 28 (+38)

Feats: Attack Focus (tentacle rake), Cleave, Improved Grab^B, Improved Initiative, Power (×6), Power (×2)^B

Traits: Blindsight 500 ft., Breath Weapon, Damage Reduction 6/supernatural, Powers (rank 28, bonus +31, Int, save Difficulty 25; Heart Shaping, Mind Reading, Mind Touch, Move Object, Scrying, Suggestion, Wind Shaping, Wind Walk), Supernatural Resistance 25, Swallow Whole

Combat: Attack +12 (–4 size, +18 base, –2 Dex) (+13 with tentacle rake), Damage +14 (tentacle rake), Defense Dodge/Parry +12/— (–4 size, +18 base, –2 Dex), Initiative +2

Saving Throws: Toughness +21 (+6 size, +8 Con, +7 natural), Fortitude +16 (+8 base, +8 Con), Reflex +6 (+8 base, –2 Dex), Will +16 (+14 base, +2 Wis)

Breath Weapon: 50-foot cone; once every 2 rounds; damage +28 acid; Reflex 30 half. The save Difficulty is Constitution-based.

Swallow Whole: Creatures up to two sizes smaller; +14 bludgeoning damage and +2 acid damage per round; gizzard Toughness save +15; a neothelid's can hold 2 Large, 8 Medium, 32 Small, 128 Tiny, or 512 Diminutive or smaller opponents.

No one is quite certain where these creatures come from and indeed many deny they exist at all. Those students of the occult who dabble with theories of other dimensions suggest the neothelid in fact originates from another dimension and that it ever seeks to cross the barriers of space and time, punching through the fabric of reality in acts of incredible supernatural powers. It's whispered that some cults see these things as gods and they work to bridge their worlds to usher in a new era of horror with the neothelids as masters.

A neothelid is a great wormlike creature measuring over 50-feet long. Its head is a mass of writhing tentacles that surround a toothy maw. Although it has no eyes or other sensory organs, it unerringly senses its prey.



NEREID

Type: 5th Level Fey (Aquatic)

Size: Medium

Speed: 30 ft., swim 60 ft.

Abilities: Str +1, Dex +4, Con +1, Int +1, Wis +2, Cha +4

Skills: Escape Artist 8 (+12), Handle Animal 8 (+12), Knowledge (geography) 8 (+9), Knowledge (nature) 8 (+9), Notice 8 (+10), Perform (sing) 8 (+12), Stealth 8 (+12) (+17 in water), Swim 0 (+13)

Feats: Great Fortitude, Night Vision^B, Power, Power (×7)^B

Traits: Amphibious, Damage Reduction 2/supernatural, Ocean Bond, Powers (rank 8, bonus +12, Cha, save Difficulty 16; Beast Link, Heart Shaping, Sleep, Suggestion, Summon Beast, Water Shaping, Weather Shaping, Wind Shaping), Supernatural Resistance 18, Water Breathing

Combat: Attack +6 (+2 base, +4 Dex), Damage +2 (dagger), Defense Dodge/Parry +6/+3 (+2 base, +4 Dex/+1 Str), Initiative +4

Saving Throws: Toughness +3 (+1 Con, +2 natural), Fortitude +4 (+1 base, +1 Con, +2 Great Fortitude), Reflex +8 (+4 base, +4 Dex), Will +6 (+4 base, +2 Wis)

Ocean Bond: Each nereid is bound to a particular body of salt water. A nereid who remains away from its native ocean for more than a day begins to waste away, losing 1 point of Constitution each day. If a nereid's Constitution reaches -5 in this manner, she dies. This damage cannot be magically healed; she must return to her native waters at which point she recovers lost Constitution at the rate of 1 per hour.

Water Breathing: A nereid can grant the ability to breathe water to any creature she chooses as a standard action. This ability, once granted, remains until the nereid removes it (a free action). An unwilling creature can resist this effect by succeeding on a Difficulty 16 Fortitude save.

Skills: Nereids gain a +12 bonus on Swim checks and may always take 10 on these checks even if rushed or threatened. They may use the run action while swimming, provided they move in a straight line. Also, nereids gain a +5 bonus on Stealth checks while in water.

Nereids are salt-water fey, kin to both dryads and nixies. They are human-sized with lightly scale blue-green skin and webbed fingers and toes. Females dress in long, flowing robes of woven seaweed and wear jewelry made of pearls and shells. Males wear knee-length kilts of seaweed. They commonly live in sea caves or coral reefs.

The nereids are reclusive, avoiding land-dwellers when possible. With the recent troubles plaguing the waters of the Serpent's Teeth (in particular the sea devils), most of the nereids have withdrawn completely, hiding in their submerged homes and only emerging to drive off those who trespass in their territory.

OCEAN WYRM

Type: 30th Level Elemental (Aquatic, Native)

Size: Colossal

Speed: Swim 90 ft.

Abilities: Str +16, Dex +0, Con +10, Int -4, Wis +3, Cha +0

Skills: Notice 33 (+36), Swim 0 (+24)

Feats: All-Out Attack, Attack Focus (bite), Awesome Blow, Blind-Fight, Cleave, Great Fortitude, Improved Grab, Iron Will, Night Vision^B, Skill Focus (Notice), Spirited Charge, Tough

Traits: Blindsight 30 ft., Constrict +30, Darkvision 60 ft., Drench, Elemental Traits, Fast Healing, Immune to Paralysis, Poison, Sleep and Stunning, Resistance to Fire 12, Swallow Whole, Water Mastery

Combat: Attack +14 (-8 size, +22 base, +0 Dex), Damage +28 (bite), Defense Dodge/Parry +14/— (-8 size, +22 base, +0 Dex), Initiative +0

Saving Throws: Toughness +28 (+8 size, +10 Con, +9 natural, +1 Tough), Fortitude +29 (+17 base, +10 Con, +2 Great Fortitude), Reflex +10 (+10 base, +0 Dex), Will +15 (+10 base, +3 Wis, +2 feat)

Drench: The ocean wyrm's touch extinguishes torches, campfires, exposed lanterns, and other open flames.

Fast Healing: An ocean wyrm can make a recovery roll once each minute (10 rounds).

Swallow Whole: Creatures up to two sizes smaller; +22 bludgeoning damage and +8 acid damage per round; gizzard Toughness save +20; an ocean wyrm's gizzard can hold 2 Huge, 8 Large, 32 Medium, 128 Small, or 512 Tiny or smaller opponents.

Water Mastery: An ocean wyrm gains a +1 bonus on attack rolls and damage if both it and its foe are touching water. If any opponent is airborne or on the ground, the ocean wyrm takes a -4 penalty on attack rolls and damage. This bonus also applies to any Strength check the ocean wyrm must make when performing a rush.

Skills: An ocean wyrm gains a +8 bonus on Swim checks and may always take 10 on these checks even if rushed or threatened. It may use the run action while swimming, provided it moves in a straight line.

An ocean wyrm is an enormous aquatic serpent capable of crushing a small ship within its coils. It has a massive dragon-like head and a long, sinuous body with flattened tail. A spiny crest runs the length of its back, and on each side of its body is a ridge of flattened, projecting scales. It moves through the water with an undulating motion, moving with incredible speed. When it rises from the ocean, the water seems to cling to it, as if it was somehow part of the ocean itself.

Ocean wyrms are regarded as sacred by the locathah (*True20 Bestiary* page 120), who claim that the serpents are the children of a mighty sea god named Kolan—indeed, their name in the locathah tongue, Kolan'Tathok, means "Children of Kolan." According to folklore, Kolan was the younger brother of the God of Locathah and Merfolk. Jealous of his elder's faithful following among the aquatic peoples, he turned

himself into a great and terrible sea serpent to threaten them. The locathah placate the kolan'tathok—and through them their legendary father Kolan—with offerings of food and the occasional sacrifices, building shrines in front of their lairs which are attended by priests. A steady supply of offerings relieves the great serpents of the need to hunt, and many have not left their coral caves for centuries.

The ocean wyrm is a distant threat to Freeporters since none of these terrifying creatures have ever been found in the waters of the Serpent's Teeth. The locathah communities that revered these creatures are far from Freeport and were legendary even among the local colonies of merfolk. With the recent upheaval and activity of the sea devils, though, the merfolk have vanished and the locathah are less inclined to visit the Serpent's Teeth. Those familiar with the depth have begun to worry that the outlying locathah villages are being abandoned as well, and if this is true, then there are none to placate these horrors—a fact that could prove disastrous for Freeport and beyond.

PARROT

Type: 1st Level Animal

Size: Tiny

Speed: 10 ft., fly 40 ft. (average)

Abilities: Str -5, Dex +2, Con +0, Int -4, Wis +2, Cha -1

Skills: Notice 4 (+9)

Feats: Night Vision^B, Skill Focus (Notice)

Combat: Attack +4 (+2 size, +0 base, +2 Dex), Damage -4 (bite), Defense Dodge/Parry +4/— (+2 size, +0 base, +2 Dex), Initiative +2

Saving Throws: Toughness -2 (-2 size, +0 Con), Fortitude +2 (+2 base, +0 Con), Reflex +4 (+2 base, +2 Dex), Will +2 (+0 base, +2 Wis)

The jungles of the Serpent's Teeth are filled with these colorful birds and as such, they are favored companions of local folk. Natural mimics, they are treasured for their ability to repeat words and phrases they've been taught.

PICACOUATL

Type: 2nd Level Supernatural Beast

Size: Small

Speed: 15 ft., fly 50 ft.

Abilities: Str -1, Dex +4, Con +1, Int -4, Wis +2, Cha +0

Skills: Notice 4 (+8), Stealth 1 (+11)

Feats: Improved Grab, Night Vision^B, Talented (Notice and Stealth)^B

Traits: Darkvision 60 ft., Poisonous Bite, Scent, Surge of Virtue, Virtuous Aura

Combat: Attack +7 (+1 size, +2 base, +4 Dex), Damage +0 (bite), Defense Dodge/Parry +7/— (+1 size, +2 base, +4 Dex), Initiative +4

Saving Throws: Toughness +0 (-1 size, +1 Con, +1 natural), Fortitude +4 (+3 base, +1 Con), Reflex +7 (+3, +4 Dex), Will +2 (+0 base, +2 Wis)

Poisonous Bite: Injury, Difficulty 12, initial and secondary damage 2 Con. If the victim has the vice subtype, the Difficulty increases by 2.

Surge of Virtue: Once per day as a free action, a picacouatl can infuse its bite with purifying energy that's disastrous to creatures with the vice template. The picacouatl's next bite attack against such a creature deals +4 damage and the victim must succeed on a Difficulty 11 Will save or become blinded for 1 round. The save Difficult is Charisma-based.

Virtuous Aura: A ward of virtuous energy protects a picacouatl, granting it a +2 bonus to Defense against attacks made by creatures with the vice subtype and a +2 bonus to all saves against effects generated by creatures with the vice subtype.



A picacouatl is a small feathered and winged serpent, covered in bright scales with riotous-colored wings and glittering emerald eyes. Picacouatls are small predators found in the jungles of A'Val and rarely on the other islands of the Serpent's Teeth. It flies through the forest canopy, feeding on monkeys, birds, and other small game. It measures 6 feet long and with a 5-foot wingspan.

PWALG

Type: 5th Level Aberration (extraplanar)

Size: Small

Speed: 20 ft.

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

Skills: Notice 8 (+3), Stealth 0 (+7)

Feats: Attack Focus (bite), Improved Initiative

Traits: Acidic Slime, Blindsense 60 ft., Damage Reduction 2/slashing, Immune to Acid and Poison, Squirt Acid, Stench

Combat: Attack +7 (+1 size, +3 base, +3 Dex) (+8 with bite), Damage +3 (bite), Defense Dodge/Parry +7/— (+1 size, +3 base, +3 Dex), Initiative +7

Saving Throws: Toughness +3 (-1 size, +2 Con, +2 natural), Fortitude +3 (+1 base, +2 Con), Reflex +4 (+1 base, +3 Dex), Will +7 (+4 base, +3 Wis)

Acidic Slime: A pwalg's body is covered in a corrosive gel. Any creature that touches the pwalg takes +2 acid damage. Likewise, a wielder using a weapon to strike a pwalg must succeed on a Difficulty 14 Reflex save or the weapon takes +2 damage (see **Sundering** in *True20* for details). The save Difficulty is Constitution-based.

Squirt Acid: As a move action, a pwalg may spew a stream of foul-smelling acid against a target within 30 feet. To hit its opponent, it must succeed on a ranged attack. On a hit, the target takes +4 acid damage.

Stench: A pwalg reeks of spoiled ham. Living creatures within 30 feet must succeed on Difficulty 14 Fortitude saves or become sickened for 5 rounds. Creatures that succeed are immune to that particular pwalg's reek for 24 hours. The save Difficulty is Constitution-based.

Pwalgs are the flicked off tumors plucked from the diseased flesh of the Unspeakable One. When of sufficient size, the dark god pinches off the flesh and casts it into the Material Plane, where it waddles about spraying foul excretions from the many sphincters dimpling its fleshy body.

A typical pwalg is a fat blob of quivering fatty tissue. From the many orifices weep streams of brown milk. Generally satisfied, it spends its time chuckling darkly to itself. However, when agitated, it tears free two arms and waddles forward, shifting its bulk to reveal its sucking lamprey mouth.

RAVENOUS ZOMBIE

Type: 2nd Level Undead

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex -1, Con —, Int -4, Wis +0, Cha -5

Skills: Notice 5 (+5)

Feats: Tough

Traits: Damage reduction 2/supernatural, Darkvision 60 ft., Undead Traits

Combat: Attack +0 (+1 base, -1 Dex), Damage +3 (slam), Defense Dodge/Parry +0/— (+1 base, -1 Dex), Initiative -1

Saving Throws: Toughness +3 (+1 undead, +0 Con, +1 natural, +1 Tough), Fortitude +0 (+0 base, +0 Con), Reflex -1 (+0 base, -1 Dex), Will +3 (+3 base, +0 Wis)

Most zombies are mindless creatures, little more than automatons to be directed by their creators. Rarely, though, an animated carcass retains

faint memories of its former life and is consumed by an overpowering need to fill the emptiness of its existence by consuming the fresh brains of living creatures. Ravenous zombies are hard to control and shuffle about in a feeble attempt to perform the normal tasks they did in life.

REEF EEL

Type: 2nd Level Animal

Size: Medium

Speed: Swim 30 ft.

Abilities: Str +1, Dex +3, Con +0, Int -5, Wis +1, Cha -4

Skills: Notice 4 (+9), Stealth 1 (+8), Swim 0 (+11)

Feats: Improved Grab^B, Improved Initiative, Night Vision^B

Traits: Cripple

Combat: Attack +4 (+1 base, +3 Dex), Damage +3 (bite), Defense Dodge/Parry +4/— (+1 base, +3 Dex), Initiative +7

Saving Throws: Toughness +1 (+0 Con, +1 natural), Fortitude +3 (+3 base, +0 Con), Reflex +6 (+3 base, +3 Dex), Will +1 (+0 base, +1 Wis)

Cripple: A living creature damaged by a reef eel's bite attack must succeed on a Difficulty 12 Fortitude save or take 1 point of Strength damage. The save Difficulty is Strength-based.

Skills: Reef eels gain a +4 bonus on Notice and Stealth checks and a +8 bonus on Swim checks and may always take 10 on these checks, even if rushed or threatened. A reef eel may use its Dexterity in place of its Strength when making Swim checks. It may use the run action while swimming, provided it moves in a straight line.

The reef eel is an aquatic predator, growing as large as seven feet long. It has a narrow, ribbonlike body and pointed head armed with a mouth full of vicious teeth. Reef eels hunt small fish at night and spend their days lurking in cracks and crevices in the reef. Their lairs are seldom wider than their bodies and they back into them, leaving their head facing outward. If disturbed or threatened, a reef eel can lunge forward and bite with great speed.

SEA HAWK

Type: 3rd Level Animal

Size: Medium

Speed: 10 ft., fly 80 ft. (average)

Abilities: Str +2, Dex +3, Con +1, Int -4, Wis +1, Cha -2

Skills: Notice 6 (+11)

Feats: Flyby Attack, Night Vision^B

Combat: Attack +5 (+2 base, +3 Dex), Damage +4 (talons) or +3 (bite), Defense Dodge/Parry +5/— (+2 base, +3 Dex), Initiative +3

Saving Throws: Toughness +2 (+1 Con, +1 natural), Fortitude +4 (+3 base, +1 Con), Reflex +6 (+3 base, +3 Dex), Will +2 (+1 base, +1 Wis)

Skills: A sea hawk gains a +4 bonus on Notice checks.

The sea hawk is a large bird of prey, with long, pointed wings and a slim body. It soars over the seas, plucking fish from near the surface of the water and eating on the wing. Although sea hawks cannot swim like most other seabirds, their feathers are water-resistant, and if they land in the water for any reason, they can take off with no difficulty.

SEA TURTLE

Type: 2nd Level Animal

Size: Small

Speed: 5 ft., swim 10 ft.

Abilities: Str +0, Dex -2, Con +2, Int -4, Wis +1, Cha -2

Skills: Notice 5 (+6)

Feats: Great Fortitude, Night Vision^B

Traits: Damage Reduction 1/bludgeoning, Retract
Combat: Attack +0 (+1 size, +1 base, -2 Dex), Damage +0 (bite), Defense Dodge/Parry +0/— (+1 size, +1 base, -2 Dex), Initiative -2
Saving Throws: Toughness +4 (-1 size, +2 Con, +3 natural), Fortitude +7 (+3 base, +2 Con, +2 Great Fortitude), Reflex +1 (+3 base, -2 Dex), Will +1 (+0 base, +1 Wis)

Retract: When threatened, a sea turtle can retract its limbs and head. While so retracted, it cannot move or take any physical actions, but it increases its Toughness save by +4 and its damage reduction increases to 2.

Skills: Sea turtles gain a +8 bonus on Swim checks and may always take 10 on these checks even if rushed or threatened. A sea turtle may use the run action while swimming provided it moves in a straight line.

Sea turtles are found throughout the waters of the Serpent's Teeth, spending their days browsing on sponges, corals, and other slow-moving prey. While a sea turtle spends almost its entire life in the ocean, it is not amphibious. It can hold its breath for up to two hours before returning to the surface for air.

SERPENT PERSON

Type: 1st Level adept (divine) (serpent person, shapechanger) (1st Level monstrous humanoid)
Size: Medium
Speed: 30 ft., swim 20 ft.
Abilities: Str +0, Dex +1, Con +0, Int +1, Wis +2, Cha +3
Skills: Concentration 4 (+4), Escape Artist 0 (+1), Knowledge (religion) 4 (+5), Knowledge (supernatural) 4 (+5), Notice 4 (+6), Stealth 4 (+5), Swim 0 (+8)
Feats: Armor Training (Light), Improved Initiative^B, Power (2), Skill Focus (Escape Artist)^B, Skill Focus (Stealth)^B, Weapon Training
Traits: Change Shape, Darkvision 60 ft., Powers (rank 4, bonus +7, Cha, save Difficulty 13; Mind Touch, Truth Reading)
Combat: Attack +1 (+0 base, +1 Dex), Damage +2 (falchion or shortbow), Defense Dodge/Parry +1/+0 (+0 base, +1 Dex/+0 Str), Initiative +5
Saving Throws: Toughness +4 (+0 Con, +2 natural, +2 studded leather), Fortitude +0 (+0 base, +0 Con), Reflex +1 (+0 base, +1 Dex), Will +4 (+2 base, +2 Wis)

Change Shape: A serpent person may assume the form of any Small or Medium humanoid whose levels do not exceed their own. When using this ability, they gain a +10 bonus on Disguise checks to impersonate the chosen form. They retain all of their abilities in their new form.

Before background adjustments, this serpent person mystic had the following ability scores: Str +0, Dex +1, Con +1, Int +0, Wis +2, Cha +2

The serpent people once ruled a vast empire. Their advanced knowledge of sorcery and the planes could not help them when the Unspeakable One was summoned to the heart of Valossa. The dark god destroyed their lands, plunging them beneath the waves and killing millions. In spite of the devastation, some, a handful really, survived. Many fled to the distant reaches of the world, withdrawing into the caves or secluded vales, but a few fled below, deep beneath the earth to seek refuge from the hostile elements that would destroy them. Over the centuries that followed, these isolated groups of serpent people became distinct, adapting to their environments until in many cases they were nearly altogether new races.

The serpent person described here is, if possible, the most common strain of serpent person. These creatures are man-sized snakes equipped with arms and legs. Most have green scales, but a few sport brown, red, banded, or even yellow scales.

SERPENT PERSON BACKGROUND TRAITS

Serpent people possess the following racial traits.

- **Ability Adjustments:** -1 Constitution, +1 Intelligence, +1 Charisma.
- **Size:** Medium.
- **Speed:** 30 feet.
- **Swim:** Serpent people can swim at a speed of 20 feet. They gain a +8 bonus to Swim checks and may use the run action while swimming provided they move in a straight line.
- **Bonus Feats:** Serpent people gain Improved Initiative, Skill Focus (Escape Artist), Skill Focus (Stealth).
- **Saves:** Serpent people gain a +2 natural armor bonus to Toughness saves.
- **Traits:** darkvision 60 ft., change shape (any Small or Medium humanoid form)
- **Favored Feats:** Choose one supernatural power (serpent people use their total level as their adept level for this power).

SERPENT PERSON DEGENERATE

Type: 1st Level serpent person degenerate warrior (1st Level monstrous humanoid)
Size: Medium
Speed: 30 ft., swim 20 ft.
Abilities: Str +1, Dex +0, Con +1, Int -2, Wis -2, Cha -1
Skills: Climb 4 (+5), Escape Artist 0 (+3), Notice 0 (+1), Stealth 4 (+7), Swim 0 (+9)
Feats: Attack Focus (spear), Improved Initiative^B, Shield Training, Skill Focus (Escape Artist)^B, Skill Focus (Notice), Skill Focus (Stealth)^B, Weapon Training
Traits: Darkvision 60 ft., Poisonous Bite (Difficulty 11; initial and secondary 2 Wis)
Combat: Attack +1 (+1 base, +0 Dex), Damage +4 (spear), Damage +3 (bite), Damage +3 (javelin), Defense Dodge/Parry +4/+6 (+1 base, +0 Dex/+1 Str, +3/+4 large shield), Initiative +4
Saving Throws: Toughness +2 (+1 Con, +1 natural), Fortitude +3 (+2 base, +1 Con), Reflex +0 (+0 base, +0 Dex), Will -2 (+0 base, -2 Wis)

Poisonous Bite: A degenerate serpent person has a poisonous bite. Creatures damaged by this attack must succeed on a Fortitude save (Difficulty 10 + 1/2 the degenerate's level + the degenerate's Constitution) or take 2 points of Wisdom damage. Ten rounds later, the creature must save again or take an additional 2 points of Wisdom damage.

Skills: Degenerate serpent people gain a +8 bonus on Swim checks and may always take 10 on these checks, even if rushed or threatened. They may use the run action while swimming, provided they move in a straight line.

Of those serpent people who fled below the earth, they are mere shadows of their former might, being wretched terrible things that skulk in the darkness and feast on whatever they can catch. Little more than animals, they recall nothing of Valossa or of their fall, living mostly by their instincts and their terrible service to the Unspeakable One.

SHADOW SNAKE

Type: 3rd Level Undead (Incorporeal)
Size: Medium
Speed: fly 40 ft.
Abilities: Str —, Dex +2, Con —, Int -2, Wis +1, Cha +1
Skills: Intimidate 4 (+5), Notice 0 (+6), Search 3 (+3), Stealth 3 (+5)*

Feats: Improved Initiative, Skill Focus (Notice), Talented (Notice and Search)^B

Traits: Darkvision 60 ft., Undead Traits

Combat: Attack +3 (+1 base, +2 Dex), Damage 2 Str (touch), Defense Dodge/Parry +4/— (+1 base, +2 Dex, +1 Cha), Initiative +6

Saving Throws: Toughness +2 (+1 undead, +1 Cha), Fortitude +1 (+1 base, +0 Con), Reflex +3 (+1 base, +2 Dex), Will +4 (+3 base, +1 Wis)

Strength Damage: The touch of a shadow serpent deals 2 points of Strength damage. A creature reduced to –5 Strength dies.

Skills: *In areas of shadowy light, a shadow serpent gains a +4 bonus to Stealth checks. In areas of bright light, it takes a –4 penalty to Stealth checks.

The serpent god Yig transformed his priests into shadow serpents as a punishment for allowing the Valossan civilization to be consumed by the horrid will of the Unspeakable One. These vile abominations haunted the temple of Yig, but are thought to have been destroyed when the temple was recovered. Rumors, though, persist that these things still lurk in the Underside, snatching the feckless and unwary.

A shadow snake has an indistinct humanoid form and moves with a serpent's sinuous grace.

SPIRIT LIZARD

Type: 6th Level Fey

Size: Small

Speed: 40 ft., climb 20 ft.

Abilities: Str –1, Dex +3, Con +2, Int +1, Wis +3, Cha +1

Skills: Acrobatics 7 (+10), Climb 7 (+18), Escape Artist 7 (+10), Handle Animal 7 (+8), Knowledge (nature) 7 (+8), Knowledge (supernatural) 7 (+8), Notice 7 (+10), Stealth 7 (+18, +24 in natural surroundings)*, Survival 7 (+14)

Feats: Night Vision^B, Power (×2), Power^B, Track, Trailblazer^B

Traits: Damage Reduction 2/supernatural, Merging, Poisonous Bite, Powers (rank 9, bonus +12, Wis, save Difficulty 16; Beast Link, Plant Shaping, Summon Beast), Scent, Supernatural Resistance 16, Tree Bond

Combat: Attack +7 (+1 size, +3 base, +3 Dex), Damage +0 (bite) or +0 (claws), Defense Dodge/Parry +7/— (+1 size, +3 base, +3 Dex), Initiative +3

Saving Throws: Toughness +1 (–1 size, +2 natural), Fortitude +4 (+2 base, +2 Con), Reflex +8 (+5 base, +3 Dex), Will +8 (+5 base, +3 Wis)

Merging: As a standard action, a spirit lizard can step inside any plant that is larger than itself. While inside the plant, it is aware of its surroundings, but can take no actions. If the spirit lizard's plant is destroyed, the spirit lizard is forcibly ejected from the plant and takes +8 damage. Emerging from the tree is a standard action.

An intelligent plant that is the target of this merging is entitled to a Difficulty 16 Will save to resist. Otherwise, the plant gains a +2 bonus to Notice and Search checks while a spirit lizard is merged with it.

Skills: *In areas of shadowy light, a shadow serpent gains a +4 bonus to Stealth checks. In areas of bright light, it takes a –4 penalty to Stealth checks.

Poisonous Bite: A spirit lizard has a poisonous bite. Creatures damaged by this attack must succeed on a Difficulty 15 Fortitude save or fall into a troubled sleep for 10 rounds. If the creature is awakened, he is groggy for the duration, taking a –2 penalty to attacks, saves, and checks for the duration of the effect.

Tree Bond: Although a spirit lizard may merge with any plant, each has a particular bond with one special tree and cannot move more than 20 miles from this tree. While merged, it may make a recovery roll



once per minute and automatically recovers 1 point of ability damage every two hours. If ever its home tree is destroyed, the spirit lizard takes +8 damage and even if it survives this experience, it loses 1 Constitution each hour it remains un-merged from any tree. To halt this damage, the spirit lizard must form a bond to a new tree, requiring the lizard to merge with the tree and remain within it for one uninterrupted week.

Skills: Spirit lizards gain a +8 bonus on Climb checks and may use their Dexterity in place of their Strength for these checks and may always take 10 on these checks even if rushed or threatened. As well, they gain a +4 bonus on Stealth and Survival checks. *The bonus to Stealth increases to +10 when in natural surroundings.

The spirit lizard looks something like a small, fine-featured lizard person, about two-feet tall, with long-fingered hands and large, sparkling eyes. A small crest rises from the top of its head. Spirit lizards live in the jungles of the Serpent's Teeth, predominately on Windward. Once, they lived in the jungles of Valossa, perhaps explaining why they are reptilian rather than humanoid in appearance. They are fiercely protective of the trees and wildlife of their home areas and protect them from harm.

Spirit lizards were the predominant fey species of Valossa, but when the summoning of the Unspeakable One destroyed the continent, many suffered a terrible fate. As the essence of the Unspeakable One permeated the living things of the continent, many spirit lizards became trapped in their home trees and warped by the maddening forces unleashed upon the land. Twisted and evil, these become the first deadwood trees. Others were apart from their trees when the cataclysm struck and were forced to endure both the destruction of their beloved forests and the warping effects of the Primal God's foul will, becoming transformed themselves into devil lizards. Thus only a few spirit lizards escaped the horrors of this ancient time.

In the centuries that followed, the spirit lizards continued to guard the jungle and its native creatures, just as dryads do in other parts of the

world. They take action against deadwood trees when they encounter them, but do not have the devil lizard's burning hatred of them. They look on the devil lizards with compassion—for any of them could have suffered the same fate—but know they cannot help them.

SWARMS

In addition to the swarms described in the *True20 Bestiary*, the Serpent's Teeth are home to a number of vicious swarms that can shred the flesh from a man in mere moments.

ANT SWARM

Type: 7th Level Vermin (Swarm)

Size: Diminutive

Speed: 20 ft., climb 20 ft.

Abilities: Str –5, Dex +2, Con +1, Int —, Wis +1, Cha +0

Skills: Climb 0 (+10), Stealth 0 (+14), Survival 0 (+5)

Feats: Track^B

Traits: Acid Spray, Acid Sting, Darkvision 60 ft., Distraction, Immune to Weapon Damage, Mindless, Scent, Swarm Traits, Tremorsense 30 ft., Vermin Traits

Combat: Swarm, Damage +4, Defense Dodge/Parry +11/— (+4 size, +5 base, +2 Dex), Initiative +2

Saving Throws: Toughness –2 (–4 size, +1 Con, +1 natural), Fortitude +6 (+5 base, +1 Con), Reflex +4 (+2 base, +2 Dex), Will +3 (+2 base, +1 Wis)

Acid Spray: An ant swarm may spray a cloud of acid at its enemies. This attack fills a 10-foot-square area adjacent to the swarm and inflicts +2 acid damage to all creatures in the area. The ant swarm must wait 2 rounds between each use of this ability.

Acid Sting: In addition to the swarm damage, any creatures in a space occupied by the ant swarm take +2 acid damage.

Distraction: Any living creature that begins its turn with an ant swarm in its space must succeed on a Difficulty 14 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Skills: An ant swarm gains a +4 bonus on Survival checks and a +8 bonus on Climb checks. It may use its Dexterity in place of its Strength for Climb checks and may always take 10 on these checks even if rushed or threatened.

Ant swarms are commonly found the A'Val jungles, presenting a dire threat to unwary travelers unprepared for the crawling carpet of stinging vermin.

CRAB SWARM

Type: 5th Level Vermin (Swarm)

Size: Diminutive

Speed: 15 ft., swim 15 ft.

Abilities: Str –4, Dex +0, Con +2, Int —, Wis +0, Cha –4

Skills: Climb 0 (+4), Notice 0 (+4), Stealth 0 (+12), Swim 0 (+8)

Traits: Darkvision 60 ft., Distraction, Immune to Weapon Damage, Mindless, Swarm Traits, Tremorsense 60 ft., Vermin Traits

Combat: Swarm, Damage +2, Defense Dodge/Parry +7/— (+4 size, +3 base, +0 Dex), Initiative +0

Saving Throws: Toughness –1 (–4 size, +2 Con, +1 natural), Fortitude +5 (+3 base, +2 Con), Reflex +1 (+1 base, +0 Dex), Will +1 (+1 base, +0 Wis)

Distraction: Any living creature that begins its turn with a crab swarm in its space must succeed on a Difficulty 13 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Skills: Crab swarms gain a +8 bonus on Swim checks and may use their Dexterity in place of Strength when making Swim checks. A crab swarm may always take 10 on Swim checks, even if rushed or

threatened. They may use the run action while swimming, provided they move in a straight line. In addition, a crab swarm gains a +8 bonus on Climb checks and a +4 bonus on Notice checks.

It is unusual for crabs to come together in a swarm, but a few species in the waters around Freeport are prone to this behavior. Crab swarms are often found nesting in shipwrecks; anyone who comes to investigate the fallen vessel is quickly stripped to bones by hundreds of vicious claws.

DEATH CRAB SWARM

Type: 10th Level Undead

Size: Tiny

Speed: 25 ft., swim 25 ft.

Abilities: Str –4, Dex +1, Con —, Int –2, Wis +2, Cha +2

Skills: Climb 7 (+16), Notice 6 (+15), Stealth 6 (+15), Swim 7 (+16)

Feats: Improved Initiative, Power, Skill Focus (Notice), Tough

Traits: Damage Reduction 2/—, Darkvision 60 ft., Distraction, Fast Healing, Group Mind, Immune to Weapon Damage, Mindless, Power (rank 13, Cha, save Difficulty 17, Drain Vitality +15), Soul Trapping, Swarm Traits, Tremorsense 60 ft., Undead Traits

Combat: Swarm, Damage +4, Defense Dodge/Parry +8/— (+2 size, +5 base, +1 Dex), Initiative +5

Saving Throws: Toughness +5 (–2 size, +5 undead, +0 Con, +1 Tough, +1 natural), Fortitude +3 (+3 base, +0 Con), Reflex +4 (+3 base, +1 Dex), Will +9 (+7 base, +2 Wis)

Distraction: Any living creature that begins its turn with a death crab swarm in its space must succeed on a Difficulty 19 Fortitude save or be nauseated for 1 round. The save Difficulty is Charisma-based and includes a +2 bonus.

Fast Healing: A death crab swarm may make a recovery once each minute.

Group Mind: A death crab swarm has a –2 Intelligence when gathered into a swarm. When dispersed, it becomes mindless.

Soul Trapping: When a death crab swarm kills a living creature, it draws the spirit of its victim into the shell of one of the crabs. The victim cannot be restored to life by any means until the swarm is destroyed.

Skills: Death crab swarms gain a +8 bonus on Swim checks and may use their Dexterity in place of Strength when making Swim checks. A crab swarm may always take 10 on Swim checks, even if rushed or threatened. They may use the run action while swimming, provided they move in a straight line. In addition, a crab swarm gains a +8 bonus on Climb checks and a +4 bonus on Notice checks.

Crab swarms live in the wreckage of sunken ships. As dangerous as these swarms can be, they pale in comparison to death crab swarms. It is said that death crabs are a solid manifestation of the spirits of long-dead pirates, and they commonly swarm around hidden caches of pirate treasure or the ruins of ancient armadas, attacking any who come too near. The crabs suck the soul out of their victims, condemning the spirits of the slain to spend eternity as part of the swarm.

An individual death crab is a bone-white crustacean, its carapace warped and twisted into the form of a malevolent face.

JELLYFISH SWARM

Type: 3rd Level Vermin (Swarm)

Size: Diminutive

Speed: Swim 5 ft.

Abilities: Str –5, Dex +0, Con +0, Int —, Wis +0, Cha –5

Skills: Stealth 0 (+12)

Traits: Darkvision 60 ft., Distraction, Drifting, Immune to Weapon Damage, Mindless, Poison, Swarm Traits, Tremorsense 60 ft., Vermin Traits

Combat: Swarm, Damage +2, Defense Dodge/Parry +6/— (+4 size, +2 base, +0 Dex), Initiative +0

Saving Throws: Toughness -4 (-4 size, +0 Con), Fortitude +3 (+3 base, 0 Con), Reflex +1 (+1 base, 0 Dex), Will +1 (+1 base, 0 Wis)

Distraction: Any living creature that begins its turn with a jellyfish swarm in its space must succeed on a Difficulty 15 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based and includes a +4 bonus.

Drifting: While capable of slow movement, jellyfish rely on tides and currents to move them through the water. Strong currents can cause a jellyfish swarm to drift as far as 20 feet over the course of a single round.

Poison: Injury, Difficulty 11 Fortitude, initial damage 1 Dex, secondary damage paralysis 2 minutes.

The jellyfish in a swarm vary in size from a thimble to a dinner plate, with trailing tentacles equal to four to eight times their body size. They drift with the current, making them easy to avoid unless the current is strong. The greatest danger comes from finding oneself unable to avoid a passing swarm.

RAZORSWARM

Type: 4th Level Animal (Swarm)

Size: Tiny

Speed: 35 ft., climb 10 ft.

Abilities: Str -4, Dex +4, Con +2, Int -5, Wis +1, Cha -4

Skills: Climb 0 (+12), Jump 4 (+16), Notice 2 (+11), Stealth 0 (+20), Survival 1 (+10)

Feats: Night Vision^B, Run, Trailblazer

Traits: Distraction, Immune to Weapon Damage, Swarm Traits, Wounding

Combat: Swarm, Damage +2, Defense Dodge/Parry +9/— (+2 size, +3 base, +4 Dex), Initiative +4

Saving Throws: Toughness +1 (-2 size, +2 Con, +1 natural), Fortitude +6 (+4 base, +2 Con), Reflex +8 (+4 base, +4 Dex), Will +2 (+1 base, +1 Wis)

Distraction: Any living creature that begins its turn with a razorswarm in its space must succeed on a Difficulty 14 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Wounding: Any living creature injured by a razorswarm continues to bleed, taking +0 damage each round until the creature receives a Difficulty 15 Medicine check or a use of the Cure power.

Skills: Razorswarms gain a +8 bonus on Climb checks and may always take 10 even if rushed or threatened. A razorswarm may use its Dexterity in place of its Strength on Climb and Jump checks. In addition, a razorswarm gains a +8 bonus on Jump, Notice, Stealth, and Survival checks. A razorswarm takes no penalty for making a Jump check without a running start and its maximum jump distance is not limited by its size.

A razorswarm is a host of small, reptilian predators individually known as redscale lizards. Typically, redscales are harmless creatures that keep the rodent population in Freeport under control, but in the wild, they hunt in packs of dozens and are capable of bringing much larger prey.

RIPPER FISH SWARM

Type: 6th Level Animal (swarm)

Size: Diminutive

Speed: Swim 30 ft.

Abilities: Str -4, Dex +2, Con +0, Int -4, Wis +0, Cha -5



Skills: Notice 9 (+12), Swim 0 (+10)

Feats: Dodge Focus, Improved Initiative, Skill Focus (Notice)

Traits: Distraction, Immune to Weapon Damage, Swarm Traits, Tremorsense 60 ft.

Combat: Attack —, Damage +4 (swarm), Defense Dodge/Parry +11/— (+4 size, +4 base, +2 Dex, +1 Dodge Focus), Initiative +6

Saving Throws: Toughness -4 (-4 size, +0 Con), Fortitude +5 (+5 base, 0 Con), Reflex +7 (+5 base, 2 Dex), Will +2 (+2 base, 0 Wis)

Distraction: Any living creature that begins its turn with a ripper fish swarms in its space must succeed on a Difficulty 13 Fortitude save or be nauseated for 1 round. The save Difficulty is Constitution-based.

Skills: Ripper fish swarms gain a +8 bonus on Swim checks and may use their Dexterity in place of Strength when making Swim checks. A ripper fish swarm may always take 10 on Swim checks, even if rushed or threatened. They may use the run action while swimming, provided they move in a straight line.

Ripper fish are small fish with narrow bodies. From the side, a specimen resembles the blade of a large cleaver. From the top or front, they are so narrow, they are difficult to see. While individually small, they have sharp teeth and voracious appetites—a school can strip a man to the bone in less than a minute. Schools of ripper fish are found in warm fresh waters. The pools they frequent are often murky with the stain of rotting vegetation, but they can detect potential prey by vibrations in the water.

TAVI (MONGOOSE FOLK)

Type: 2nd Level Supernatural Beast

Size: Small

Speed: 30 ft., climb 20 ft.

Abilities: Str +0, Dex +4, Con +0, Int -2, Wis +1, Cha -1

Skills: Acrobatics 0 (+12), Climb 0 (+12), Escape Artist 0 (+12), Notice 1 (+2), Stealth 0 (+12), Survival 4 (+5)

Feats: Canny Dodge (Wis), Dodge Focus^B, Improved Grab^B, Improved Initiative^B, Lightning Reflexes^B, Night Vision^B, Track^B
Traits: Darkvision 60 ft., Group Hunter, Ophidian Malice, Scent, Serpent Sense
Combat: Attack +7 (+1 size, +2 base, +4 Dex), Damage +1 (bite), Defense Dodge/Parry +9/— (+1 size, +2 base, +4 Dex, +1 Dodge Focus, +1 Canny Dodge), Initiative +8
Saving Throws: Toughness +0 (–1 size, +0 Con, +1 natural), Fortitude +3 (+3 base, +0 Con), Reflex +9 (+3 base, +4 Dex, +2 Lightning Reflexes), Will +1 (+0 base, +1 Wis)

Group Hunter: When groups of tavi work together, each member of the group receives a +1 bonus to Notice, Search, and Survival checks for each tavi beyond three that are within the area (maximum +5).

Ophidian Malice: Tavi have been bred to hunt and destroy serpents and serpent people. These deep-rooted instincts provide tavi with the following advantages and disadvantages when dealing with any serpent creature, serpent people, or creatures with the reptilian subtype.

- +2 bonus on Notice and Survival checks.
- +2 bonus on attacks rolls and damage.
- +2 bonus on Will saves against all supernatural effects.
- +4 bonus on Fortitude saves against poison.
- +3 bonus on Bluff checks for the purpose of feinting.
- –5 penalty on all other Bluff checks.
- –5 penalty on Diplomacy checks.

Serpent Sense: A tavi can perceive reptilian creatures even if they are protected or concealed by supernatural powers. A tavi can detect the presence or absence of such creatures within 30 feet and pinpoint their exact location when within 5 feet.

Skills: Tavi gain a +8 bonus on Climb checks and may always take 10 even if rushed or threatened. A tavi may use its Dexterity in place of its Strength on Climb checks. As well, tavi gain a +4 bonus on Stealth checks and a +8 bonus on Acrobatics and Escape Artist checks.

These small creatures are about the size of a halfling when standing upright and the size of a small dog when on all fours. They have grayish-brown fur with a pointed snout, rounded ears, and a long tail. Their black eyes gleam with intelligence and their front paws are particularly agile.

Tavi are the result of a magical experiment to create a bigger and more intelligent mongoose for dealing with larger snakes and snake-like races such as the serpent folk. They can stand upright and use their front paws to manipulate objects, but drop onto all fours for running.

Tavi have been introduced to various parts of the world where snakes and serpent races are a problem, but are most numerous in and around Freeport, where they were first introduced. While many remain in captivity (especially among the Wizards' Guild), over the years several have escaped and set up flourishing wild groups.

THANATOS

Type: 10th Level Undead

Size: Large

Speed: Swim 40 ft.

Abilities: Str +7, Dex –1, Con —, Int –5, Wis +3, Cha +0

Skills: Notice 13 (+16), Swim 0 (+15)

Feats: All Out Attack, Attack Focus (bite), Improved Grab, Iron Will, Night Vision^B, Power^B

Traits: Blindsight 30 ft., Damage Reduction 2/supernatural, Darkvision 60 ft., Fast Healing, Immune to Cold and Electricity, Keen Scent, Powers (rank 13, bonus +16, Wis, save Difficulty 18; Drain Vitality), Swallow Whole, Undead Traits, Vile Luminescence

Combat: Attack +3 (–1 size, +5 base, –1 Dex) (+4 with bite), Damage +13 (bite), Defense Dodge/Parry +3/— (–1 size, +5 base, –1 Dex), Initiative –1

Saving Throws: Toughness +11 (+2 size, +5 undead, +0 Con, +4 natural), Fortitude +3 (+3 base, +0 Con), Reflex +2 (+3 base, –1 Dex), Will +12 (+7 base, +3 Wis, +2 feat)



Swallow Whole: Creatures up to two sizes smaller; +4 bludgeoning damage and 1 point of Strength damage per round; gizzard Toughness save +11; a thanatos' gizzard can hold 2 Small, 8 Tiny, 32 Diminutive or 128 Fine opponents.

Vile Luminescence: A thanatos gives off an eerie pale glow. At night, this grants creatures a +8 bonus to Notice checks to detect the approaching thanatos. However, this glow has a useful function. All undead within 60 feet gain a +4 bonus to Toughness saves and a +2 bonus to attack rolls.

Skills: Thanatos gain a +8 bonus on Swim checks. A thanatos may always take 10 on Swim checks, even if rushed or threatened. It may use the run action while swimming, provided it moves in a straight line.

A thanatos is a horrific abomination, being the undead remains of a great fish. Its bony head looks eerily like a monstrous skull and its eyes are white and blank. Great rents and tears in the scales of its sides show tattered flesh beneath. Its scales and flesh are translucent, revealing hints of its skeleton here and there. It glows with an unnatural greenish-white light, and its mouth is full of long, jagged teeth.

Thanatos normally frequent the deepest, darkest depths of the ocean, feeding on the corpses of creatures that sink to the ocean bed. Occasionally, however, they may rise to shallower depths to raid the settlements of aquatic races in search of food. They have even been known to attack ships.

UNSPEAKABLE ICHOR

Type: 8th Level Ooze (Extraplanar)

Size: Medium

Speed: 10 ft., climb 10 ft.

Abilities: Str +3, Dex -1, Con +2, Int +4, Wis +3, Cha +4

Skills: Climb 11 (+22), Knowledge (supernatural) 11 (+15), Notice 11 (+14), Search 11 (+15), Stealth 11 (+10), Swim 11 (+14)

Feats: Improved Initiative, Power (×2)

Traits: Blindsight 120 ft., Damage Reduction 10/supernatural, Ooze Traits, Powers (rank 11, bonus +15, Cha, save Difficulty 18; Dominate, Mind Touch), Telepathy, Vessel of Flesh

Combat: Attack +5 (+6 base, -1 Dex), Damage +5 (slam), Defense Dodge/Parry +5/— (+6 base, -1 Dex), Initiative +3

Saving Throws: Toughness +3 (+1 ooze, +2 Con), Fortitude +4 (+2 base, +2 Con), Reflex +1 (+2 base, -1 Dex), Will +5 (+2 base, +3 Wis)

Vessel of Flesh: If an unspeakable ichor successfully damages a living creature, it enters its opponent's body through one or more orifices or an open wound. The target may resist the attempt with a Difficulty 18 Will save. On a failed save, the unspeakable ichor seizes complete control of the creature's body as if the creature was under the effects of the Dominate power. For as long as the creature remains under the ichor's control, the ichor actually lurks inside its victim's body and is immune to all attacks and powers, except as follows. To expel Unspeakable Ichor, the target must be the recipient of a use of the Ward power against oozes. Even then, the creature gains a +4 bonus to its saving throw. Once freed of unspeakable ichor, the target recalls nothing of its time in the ooze's thrall.

A living creature possessed by unspeakable ichor takes 1 point of Constitution damage each day it remains possessed. While so afflicted, the creature cannot recover this damage until the ichor is expelled.

The save Difficulty is Charisma-based.

Skills: Unspeakable ichor gains a +8 racial bonus on Climb checks. It may always take 10 on these checks, even if rushed or threatened.

Unspeakable ichor is believed to be the ectoplasmic effluvia produced whenever a thing is drawn from the realm of the Unspeakable One into this world. Such substance might be dismissed as common slime, some profoundly foul fungus that corrodes iron, wood, or more fleshy substances, this particular patch of vileness houses a disturbing malevolence, a wicked cunning that hungers to spread discord and suffering by enveloping the mind with its maddening psyche and enslaving its victims.

This strange creature is black and slippery, not unlike oil. It has no constant form, appearing instead as a shifting mass of fluid. When unspeakable ichor seizes control over a mortal victim, its thrall's eyes assume the same brown-black color.

VULPINE

Type: 4th Level Outsider (Native)

Size: Medium

Speed: 40 ft.

Abilities: Str +0, Dex +3, Con +0, Int +1, Wis +1, Cha +4

Skills: Bluff 4 (+11), Diplomacy 6 (+12), Disguise 6 (+14)*, Gather Information 3 (+7), Intimidate 4 (+10), Knowledge (supernatural) 2 (+3), Notice 5 (+9), Perform (oratory) 5 (+9), Sense Motive 5 (+12), Sleight of Hand 6 (+9), Stealth 3 (+6)

Feats: Skill Focus (Notice)^B, Powers (×7)^B, Talented (Bluff and Intimidate), Talented (Diplomacy and Sense Motive)

Traits: Change Shape, Chaotic Bite, Damage Reduction 1/supernatural, Darkvision 60 ft., Fox Form, Powers (rank 7, bonus +11, Cha, save Difficulty 16; Heart Shaping, Illusion, Light Shaping, Mind Reading, Mind-Shaping, Mind Touch, Suggestion), Quicksilver Thoughts, Supernatural Resistance 14

Combat: Attack +7 (+4 base, +3 Dex), Damage +1 (bite), Defense Dodge/Parry +7/— (+4 base, +3 Dex), Initiative +3

Saving Throws: Toughness +2 (+0 Con, +2 natural), Fortitude +4 (+4 base, 0 Con), Reflex +7 (+4 base, +3 Dex), Will +5 (+4 base, +1 Wis)

Change Shape: A vulpine can assume the shape of any Small or Medium humanoid. In humanoid form, the vulpine loses its natural attacks. A vulpine can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be negated by means of the Ward power, but a vulpine reverts to its natural form when killed. A use of the True Vision supernatural power reveals the vulpine's true form. A vulpine has one restriction with this trait: it cannot hide its fox tail.

Chaotic Bite: A vulpine's bite carries a potent supernatural effect. Any creature damaged by a vulpine's bite attack must succeed on a Difficulty 16 Will save or become confused for 1 round (see page 56). The save Difficulty is Charisma-based.

Fox Form: A vulpine can shift between humanoid and fox form as a standard action. While in fox form, it retains its skills, feats, and all traits except for change shape. It gains a +2 bonus to its Dexterity. It uses the following statistics in place of those of its humanoid form.

Size: Small

Speed: 50 ft.

Abilities: Dex +5

Skills: Sleight of Hand 7 (+12), Stealth 4 (+13)

Combat: Attack +10 (+1 size, +4 base, +5 Dex), Defense Dodge/Parry +9/— (+1 size, +4 base, +5 Dex), Initiative +5

Saving Throws: Toughness +1 (-1 size, +0 Con, +2 natural), Reflex +9 (+4 base, +5 Dex)

Quicksilver Thoughts: A vulpine cannot be the target of Mind Touch or affected by any supernatural power that requires mental contact. Likewise, the vulpine is immune to all mind-affecting effects

Skills: Vulpines gain a +4 bonus on Bluff, Disguise, and Sense Motive check. *When using its change shape ability, its bonus to Disguise increase to +10.

Vulpines are outsiders that combine elements of human and fox in their appearance. They can shift between humanoid, hybrid, and fox forms, but even in human form they have a fox tail which they must hide if they wish to conceal their true nature. Although they are skilled shapeshifters, the common belief that they are lycanthropes is not true.

Consummate tricksters and confidence artists, vulpines delight in all kinds of trickery and deception. Not only does this make a handsome living for many of the creatures who live undetected among other peoples, but it also creates a good deal of confusion in which their capricious natures revel.

A vulpine is usually encountered in human form. They stand just over 5 feet tall and weigh 100–120 pounds. In its natural form, it appears to be a red-furred humanoid with a fox head and is about the same height and weight. When it assumes its fox form, it is virtually indistinguishable from other foxes.

The mean weakness of vulpines is their vanity and their love of luxury. Their pride in their abilities causes them to overreach, resulting in a hasty exit when their plans are discovered. They are also great materialists and have been led into trouble by their fondness for extravagant living.



X'SVAL

Type: 6th Level Outsider (Extraplanar, Vice)

Size: Large

Speed: 20 ft., fly 10 ft. (good)

Abilities: Str +7, Dex +3, Con +6, Int +0, Wis +0, Cha +2

Skills: Concentration 7 (+13), Escape Artist 7 (+14), Knowledge (religion) 6 (+6), Knowledge (supernatural) 7 (+7), Knowledge (tactics) 6 (+6), Notice 7 (+7), Stealth 7 (+7), Survival 7 (+10)

Feats: Hover, Improved Grab, Power (×2)^B, Quicken Power

Traits: Confusion, Consume, Damage Reduction 4/supernatural, Darkvision 60 ft., Essence Disruption, Immune to Critical Hits and Transformation, Possession, Powers (rank 9, bonus +11, Cha, save Difficulty 15; Energy Blast, Energy Shaping), Supernatural Resistance 20

Combat: Attack +8 (–1 size, +6 base, +3 Dex), Damage +9 (slam), Defense Dodge/Parry +8/— (–1 size, +6 base, +3 Dex), Initiative +3

Saving Throws: Toughness +11 (+2 size, +6 Con, +3 natural), Fortitude +11 (+5 base, +6 Con), Reflex +8 (+5 base, +3 Dex), Will +5 (+5 base, +0 Wis)

Confusion: At the start of each of the x'sval's turns, all living creatures within 30 feet must succeed on a Difficulty 15 Will save or become confused (see page 56) for 6 rounds. The effects are not cumulative, although once the six rounds have passed, and if the opponent is still within range, the creature must save again. The save Difficulty is Charisma-based.

Consume: As a full-round action, a x'sval may consume any creature it has grappled. The victim is entitled to a Difficulty 15 Will save to resist. On a failure, the victim simply ceases to exist, along with all of its possessions. Each time an x'sval consumes such a creature, it may make a recovery roll, gaining a +1 bonus per level of the creature consumed. For every 5 levels the creature consumes, it itself gains 1 level. The save Difficulty is Charisma-based.

Essence Disruption: Any creature struck by the x'sval's touch must succeed on a Difficulty 14 Will save or suffer +1 damage and take 1 point of Dexterity damage.

Immune to Critical Hits and Transformation: A x'sval does not take damage from critical hits and effects such as shapechanging or petrification force the creature into a new shape, but at the start of its next turn, it immediately returns to its mutable form as a free action.

Possession: As a full-round action, a x'sval may possess any creature it currently is grappling. The victim is entitled to a Difficulty 15 Will save to resist this effect. On a failed save, part of the x'sval's substance flows into the victim, granting the x'sval telepathic control over the target creature. In exchange for this mastery, the x'sval takes a –1 penalty to attacks and damage per level of the target for as long as it retains control. A possessed creature may be freed by the x'sval as a full-round action, if the creature is slain or driven unconscious, or subjected to a use of the Ward supernatural power keyed to outsiders.

Skills: X'sval gain a +4 bonus to Escape Artist and Stealth checks.

An x'sval is a roiling red mist that shifts and changes shape constantly and from time to time, hideous, distorted faces form and dissolve in the clouds of its being. It moves slowly but purposefully, reaching out with pseudopods and flowing through the narrowest of openings.

From time to time, the Unspeakable One will send forth a tiny part of his essence to the mortal world, either to perform some task or answer an appeal by his cultist. Heralds of the Unspeakable One, as they are known, can be called by terrible rituals or by uses of the Summon Outsider supernatural power.

CHAPTER SEVEN: DENIZENS OF FREEPORT



Freeport is a thriving city filled with a colorful cast of characters. The *Pirate's Guide to Freeport* presents descriptions for most of the locals, offering information about motivations, outlooks, goals, and physical appearances, so this chapter describes everything you need to use these characters in your

"There's no such thing as a typical Freeporter. Hell, it's the fact that we're all unique is what makes us Freeporters. So, why don't you take yer questions and stuff 'em."

—Poppy Bragg

the ordinary sorts of people one is bound to encounter in this city.

True20 games. This chapter opens with a catalog of common people one might find while exploring the City of Adventure. From watchmen to thieves, from assassins to merchants, this broad sample of characters gives you statistics for

COMMON CHARACTERS

The following statistics blocks give you sample statistics for the most people living in or around Freeport. You can use these generic statistics for characters mentioned in the *Pirate's Guide* but that do not receive a full description later in this chapter or as the foundation for characters of your own invention.

Most common characters presented here have human backgrounds. To change the background to another one, remove 4 skill ranks from one skill and the bonus feat and insert the background features of the desired race.

Finally, many of these Narrator characters include two separate sets of statistics, one for Apprentice and the other for Journeyman. These correspond to the abbreviated descriptions found in the *Pirate's Guide*. Master-level characters are always unique characters and thus they are described later in this chapter.

ASSASSINS

No one in Freeport likes to admit the lucrative trade of assassination, but there's a great deal of money there if one has the stones to kill people for a living. Unsurprisingly, it's not an honest career and those who make their livings from killing tend to find themselves earning the same fate—floating face down in the harbor. As a result, there are few inexperienced assassins worthy of the name. Lesser assassins are enforcers or thugs.

JOURNEYMAN ASSASSIN

Type: 7th Level Humanoid (Human Warrior 7) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +3, Con +1, Int +0, Wis +1, Cha +0
Skills: Craft (poison) 9 (+9), Disable Device 9 (+9), Disguise 9 (+9), Notice 9 (+10), Stealth 8 (+14, +13 armored)
Feats: Armor Training (Light)^B, Contacts, Dodge Focus, Favored Opponent (humans), Improved Initiative, Low Profile, Precise Shot, Skill Focus (Stealth), Sneak Attack (×2), Weapon Training

MISSING CHARACTERS

We couldn't fit in every character mentioned in the *Pirate's Guide to Freeport*; there simply isn't enough room. You can use the statistics described under Common Characters for folks that aren't described here or you can generate their stats from scratch. Use the following as a guideline for setting the level of the character based on descriptors used in the *Pirate's Guide*.

Descriptor	Level Range
Apprentice	1–5
Journeyman	6–10
Master	11 or more

Combat: Attack +10 (+7 base, +3 Dex) or +11 (sword), Damage +5 (sword) or +4 (heavy crossbow), Defense Dodge/Parry +10/+9 (+7 base, +3 Dex/+2 Str), Initiative +7
Saving Throws: Toughness +2 (+1 Con, +2 mwk studded leather), Fortitude +6 (+5 base, +1 Con), Reflex +5 (+2 base, +3 Dex), Will +3 (+2 base, +1 Wis)

BEGGARS

Freeport washes up the destitute and desperate like driftwood, and shiftless vagabonds fill its streets. Beggars include all sorts of people, from the urchins scampering along the streets of the Docks looking for a purse to lift or a rube to guide to the city's interiors, to the broken and shattered individuals infesting Drac's End and Scurvytown, looking for a hot meal, a swig of ale, or a dose of the dust to cut the pain of their living. Apprentice beggars are usually urchins, while journeymen beggars are more experienced individuals who have authentic ailments that prevents them from leading productive lives.

APPRENTICE BEGGAR

Type: 1st Level Humanoid (Human Ordinary 1)
Size: Small
Speed: 20 ft.
Abilities: Str –1, Dex +2, Con +0, Int +0, Wis +1, Cha +1
Skills: Bluff 4 (+5), Gather Information 4 (+5), Knowledge (local) 4 (+7), Notice 4 (+5), Stealth 4 (+10)
Feats: Skill Focus (Knowledge: local)^B
Combat: Attack +2 (+0 base, +2 Dex, +1 size), Damage +0 (knife), Defense Dodge/Parry +3/–1 (+0 base, +2 Dex, +1 size or –1 Str), Initiative +2
Saving Throws: Toughness –1 (+0 Con, –1 size), Fortitude +0 (+0 base, +0 Con), Reflex +2 (+0 base, +2 Dex), Will +1 (+0 base, +1 Wis)

JOURNEYMAN BEGGAR

Type: 6th Level Humanoid (Human Ordinary 6)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +1, Con –1, Int +0, Wis +0, Cha +0
Skills: Bluff 8 (+8), Disguise 8 (+8), Knowledge (local) 8 (+11), Notice 8 (+8), Stealth 8 (+9)
Feats: Skill Focus (Knowledge: local)^B
Combat: Attack +1 (+0 base, +1 Dex), Damage +2 (club), Defense Dodge/Parry +1/+0 (+0 base, +1 Dex/+0 Str), Initiative +1
Saving Throws: Toughness +1 (+1 Con), Fortitude +0 (+0 base, +0 Con), Reflex +0 (+0 base, +0 Dex), Will +0 (+0 base, +0 Wis)

COMMONERS

Most Freeporters fall in the "commoner" category. This includes the farmers of Cabbage Crack, the fishwives working the Docks and Scurvytown, the common prostitutes that walk the streets, and even

the typical sailors coming in from sea. If you can't find a generic NPC to fit, the character is a commoner.

APPRENTICE COMMONER

Type: 1st Level Humanoid (Human Ordinary 1)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +0, Wis +0, Cha +0

Skills: Craft (any one) 4 (+4), Knowledge (local) 4 (+4), Notice 4 (+7), Profession (any one) 4 (+4), Swim 4 (+4)

Feats: Skill Focus (Notice)^B

Combat: Attack +0 (+0 base, +0 Dex), Damage +0 (unarmed) or +1 (knife), Defense Dodge/Parry +0/+0 (+0 base, +0 Dex/+0 Str), Initiative +0

Saving Throws: Toughness +0 (+0 Con), Fortitude +0 (+0 base, +0 Con), Reflex +0 (+0 base, +0 Dex), Will +0 (+0 base, +0 Wis)

JOURNEYMAN COMMONER

Type: 6th Level Humanoid (Human Ordinary 6)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +0, Wis +1, Cha +0

Skills: Craft (any one) 8 (+11), Knowledge (local) 8 (+8), Notice 8 (+9), Profession (any one) 8 (+9), Swim 8 (+8)

Feats: Skill Focus (Craft)^B

Combat: Attack +0 (+0 base, +0 Dex), Damage +0 (unarmed) or +1 (knife), Defense Dodge/Parry +0/+0 (+0 base, +0 Dex/+0 Str), Initiative +0

Saving Throws: Toughness +0 (+0 Con), Fortitude +0 (+0 base, +0 Con), Reflex +0 (+0 base, +0 Dex), Will +1 (+0 base, +1 Wis)

CULTISTS

Freeport is home to many illicit organizations sworn to advance the cause of some mad god or other. Gathering in secret basements, in the Underside, or in hidden rooms, they congregate to perform disturbing rites and rituals in the name of their foul masters. Particular cultists may vary in terms of motives and ultimate goals, which may be reflected in slight variations in their statistics.

APPRENTICE CULTIST

Type: 1st Level Humanoid (Human Ordinary 1)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +1, Int +0, Wis -1, Cha +1

Skills: Bluff 4 (+8), Disguise 4 (+5), Knowledge (religion) 4 (+4), Knowledge (supernatural) 4 (+4), Stealth 4 (+5, +4 armored)

Feats: Skill Focus (Bluff)^B

Combat: Attack +0 (+0 base, +1 Dex, -1 armor), Damage +4 (sword), Defense Dodge/Parry +1/+1 (+0 base, +1 Dex/+1 Str), Initiative +1

Saving Throws: Toughness +2 (+1 Con, +1 leather), Fortitude +1 (+0 base, +1 Con), Reflex +1 (+0 base, +1 Dex), Will -1 (+0 base, -1 Wis)

JOURNEYMAN CULTIST

Type: 6th Level Humanoid (Human Adept 6) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +1, Int +2, Wis +3, Cha +2

Skills: Bluff 7 (+9), Concentration 9 (+10), Disguise 8 (+10), Knowledge (religion) 9 (+11), Knowledge (supernatural) 9 (+11), Notice 8 (+11), Sense Motive 8 (+11)



Feats: Armor Training (Light)^B, Canny Dodge (Int), Contacts, Power (×4), Supernatural Focus (Mind Touch), Supernatural Talent (Fire Shaping and Mind Touch), Weapon Training

Traits: Madness 2, Powers (rank 9, bonus +12, Wis, save Difficulty 15; Dominate, Elemental Blast [Fire], Fire Shaping +14, Mind Touch +17), The Talent

Combat: Attack +4 (+3 base, +1 Dex), Damage +4 (sword) or +3 (light crossbow), Defense Dodge/Parry +6/+4 (+3 base, +1 Dex, +2 Int/+1 Str), Initiative +1

Saving Throws: Toughness +3 (+1 Con, +2 studded leather), Fortitude +3 (+2 base, +1 Con), Reflex +3 (+2 base, +1 Dex), Will +6 (+5 base, +3 Wis, -2 Madness)

LOBSTERMEN

The Society of Lobstermen is a wealthy secret organization that made its fortunes recovering treasures from the bottom of the sea. Using expensive and equipment manufactured by and for them, they are the only game in town. Anyone who tries to nudge into their territory finds themselves in “deep” trouble.

APPRENTICE LOBSTERMAN

Type: 2nd Level Humanoid (Human Ordinary 2)

Size: Medium

Speed: 30 ft.

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

Skills: Climb 4 (+6, +2 armored), Notice 5 (+6), Search 5 (+5), Stealth 5 (+6, +2 armored), Swim 5 (+10, +2 armored)

Feats: Skill Focus (Swim)^B

Combat: Attack -3 (+0 base, +1 Dex, -4 armor), Damage +5 (trident) or +3 (light crossbow), Defense Dodge/Parry +1/+2 (+0 base, +1 Dex/+2 Str), Initiative +1

Saving Throws: Toughness +7 (+3 Con, +4 cockle shell suit), Fortitude +3 (+0 base, +3 Con), Reflex +1 (+0 base, +1 Dex), Will +1 (+0 base, +1 Wis)

LONGSHOREMEN

The Longshoremen's Union is a powerful force in the Docks and carries a lot of weight in local politics. Headed up by Poppy Bragg and Emaya Passos, it has transformed from the bed of corruption into a tough, and sometimes violent, organization.

APPRENTICE LONGSHOREMAN

Type: 1st Level Humanoid (Human Ordinary 1)
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +0, Con +1, Int -1, Wis -1, Cha -1
Skills: Climb 4 (+6), Intimidate 4 (+3), Profession (longshoreman) 4 (+3), Swim 4 (+6)
Feats: Endurance^B
Combat: Attack +0 (+0 base, +0 Dex), Damage +4 (club) or +2 (unarmed), Defense Dodge/Parry +0/+2 (+0 base, +0 Dex/+2 Str), Initiative +0
Saving Throws: Toughness +1 (+1 Con), Fortitude +1 (+0 base, +1 Con), Reflex +0 (+0 base, +0 Dex), Will -1 (+0 base, -1 Wis)

MERCENARIES

For those with the will and training, Freeport can offer much to those with a good sword arm and a bit of courage. Merchant princes and other aristocrats rely on such men and women for protection, while cargo ships employ mercenary marines to safeguard the contents of their hold from pirates, sea devils, and worse. A mercenary's life is perilous, but one with commensurate reward

APPRENTICE MERCENARY

Type: 2nd level humanoid (Human Warrior 2) [minion]
Size: Medium



Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +2, Int -1, Wis +1, Cha -1 **Skills:** Gather Information 5 (+4), Intimidate 5 (+4), Notice 5 (+6), Swim 4 (+5, -5 armored)

Feats: Armor Training (Heavy, Light), Shield Training, Tough^B, Weapon Training

Combat: Attack +3 (+2 base, +1 Dex), Damage +3 (boarding axe) or +4 (sword) or +4 (bow), Defense Dodge/Parry +5/+5 (+2 base, +1 Dex/+1 Str, +2 medium shield), Initiative +1

Saving Throws: Toughness +6 (+2 Con, +1 Tough, +3 chainmail), Fortitude +4 (+3 base, +1 Con), Reflex +1 (+0 base, +1 Dex), Will +1 (+0 base, +1 Wis)

JOURNEYMAN MERCENARY

Type: 7th Level Humanoid (Human Warrior 7) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +2, Con +2, Int +0, Wis +1, Cha +0
Skills: Diplomacy 9 (+9), Gather Information 9 (+9), Intimidate 9 (+9), Notice 9 (+10), Swim 8 (+10, -4 armored)
Feats: All-out Attack^B, Armor Training (Heavy, Light), Attack Focus (Sword), Attack Specialization (Sword), Cleave, Improved Initiative, Lightning Reflexes, Shield Training, Tough (x2), Weapon Training
Combat: Attack +9 (+7 base, +2 Dex) (+10 with sword), Damage +7 (sword) or +5 (bow), Defense Dodge/Parry +12/+12 (+7 base, +2 Dex/+2 Str, +3 large shield), Initiative +6
Saving Throws: Toughness +8 (+2 Con, +2 Tough, +4 breastplate), Fortitude +7 (+5 base, +2 Con), Reflex +6 (+2 base, +2 Dex, +2 Lightning Reflexes), Will +3 (+2 base, +1 Wis)

MERCHANTS

Merchants are the life-blood of Freeport, bringing much needed supplies to what is in truth a remote city. Their importance and command over Freeport's economy makes them some of the most influential and power citizens in the city.

APPRENTICE MERCHANT

Type: 3rd Level Humanoid (Human Expert 3) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +0, Con -1, Int +2, Wis +2, Cha +3
Skills: Bluff 6 (+9), Craft (any two) 6 (+8), Diplomacy 6 (+9), Gather Information 6 (+9), Intimidate 6 (+9), Knowledge (local) 6 (+8), Notice 6 (+8), Profession (merchant) 6 (+11), Sense Motive 6 (+8), Sleight of Hand 4 (+4)
Feats: Connected, Contacts, Eidetic Memory, Iron Will, Skill Focus (Profession: merchant), Weapon Training, Well-Informed
Combat: Attack +2 (+2 base, +0 Dex), Damage +2 (small sword), Defense Dodge/Parry +2/+2 (+2 base, +0 Dex/+0 Str), Initiative +0
Saving Throws: Toughness -1 (-1 Con), Fortitude -1 (+0 base, -1 Con), Reflex +2 (+2 base, +0 Dex), Will +4 (+0 base, +2 Wis, +2 Iron Will)

JOURNEYMAN MERCHANT

Type: 9th Level Humanoid (Human Expert 9) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +0, Con -1, Int +2, Wis +2, Cha +4
Skills: Bluff 12 (+18), Craft (any two) 12 (+14), Diplomacy 12 (+18), Gather Information 12 (+19), Intimidate 8 (+12),

Knowledge (local) 12 (+14), Notice 12 (+14), Profession (merchant) 12 (+17), Sense Motive 12 (+14), Sleight of Hand 8 (+8)

Feats: Benefit, Connected, Contacts, Eidetic Memory, Inspire (Complacency), Iron Will, Skill Focus (Profession: merchant), Skill Focus (Gather Information), Talented (Bluff and Diplomacy), Taunt, Wealthy, Weapon Training, Well-Informed

Combat: Attack +6 (+6 base, +0 Dex), Damage +3 (sword), Defense Dodge/Parry +6/+6 (+6 base, +0 Dex/+0 Str), Initiative +0

Saving Throws: Toughness -1 (-1 Con), Fortitude +2 (+3 base, -1 Con), Reflex +3 (+3 base, +0 Dex), Will +10 (+6 base, +2 Wis, +2 Iron Will)

PIRATES

One expects to find pirates in the City of Adventure. While all of Freeport's pirates are essentially sea bandits, their motivations, virtues, and vices vary with the individual. Such men and women can be heroic swashbucklers or vicious murderers, often with little way to predict one type from the other.

APPRENTICE PIRATE

Type: 1st Level Humanoid (Human Warrior 1) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +3, Con +1, Int -1, Wis +1, Cha +1

Skills: Climb 4 (+5, +3 armored), Intimidate 4 (+5), Profession (sailor) 4 (+5), Swim 4 (+5, +1 armored)

Feats: Armor Training (Light), Defensive Attack, Improved Initiative, Lightning Reflexes, Weapon Training

Combat: Attack +4 (+1 base, +3 Dex), Damage +3 (cutlass), Defense Dodge/Parry +4/+2 (+1 base, +3 Dex/+1 Str), Initiative +7

Saving Throws: Toughness +3 (+1 Con, +2 studded leather), Fortitude +3 (+2 base, +1 Con), Reflex +5 (+0 base, +3 Dex, +2 feat), Will +1 (+0 base, +1 Wis)

JOURNEYMAN PIRATE

Type: 8th Level Humanoid (Human Warrior 5/Expert 3) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +4, Con +1, Int -1, Wis +0, Cha +1

Skills: Acrobatics 3 (+7, +5 armored), Bluff 3 (+4), Climb 6 (+8, +6 armored), Diplomacy 3 (+4), Disguise 3 (+4), Escape Artist 3 (+7, +5 armored), Intimidate 6 (+7), Knowledge (streetwise) 3 (+2), Notice 3 (+3), Profession (sailor) 7 (+7), Sleight of Hand 3 (+7, +5 armored), Swim 6 (+8, +4 armored)

Feats: Acrobatic Bluff, Armor Training (Light), Defensive Attack, Dodge Focus, Evasion, Jack-of-all-Trades, Tough (×2), Two-Weapon Defense, Two-Weapon Fighting, Uncanny Dodge, Weapon Training

Combat: Attack +11 (+7 base, +4 Dex), Damage +4 (cutlass) or +3 (dagger), Defense Dodge/Parry +12/+9 (+7 base, +4 Dex, +1 Dodge Focus/+2 Str), Initiative +4

Saving Throws: Toughness +5 (+1 Con, +2 Tough, +2 studded leather), Fortitude +6 (+5 base, +1 Con), Reflex +6 (+2 base, +4 Dex), Will +2 (+2 base, +0 Wis)

PRIESTS

Freeporters are all a little superstitious, and they are quick to mutter a quick prayer to whatever god is on hand. Given Freeporters' cultural willingness to accept a broad range of gods, peddlers of religion come to

Freeport to set up shop. Some of these holy folks have honest intentions and perform a good service to the city, others defraud and bilk the locals, being little more than well-dressed thieves.

APPRENTICE PRIEST

Type: 1st Level Humanoid (Human Adept 1) [minion]

Size: Medium

Speed: 30 ft.

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

Skills: Concentration 4 (+7), Diplomacy 4 (+6), Knowledge (religion) 4 (+5), Knowledge (supernatural) 4 (+5), Medicine 4 (+7), Sense Motive 4 (+7)

Feats: Dedicated, Mind over Body, Power (×3)

Traits: Powers (rank 4, bonus +7, Wis, save Difficulty 13; Cure, Cure Disease, Heart Reading)

Combat: Attack +0 (+0 base, +0 Dex), Damage +2 (club), Defense Dodge/Parry +0/+0 (+0 base, +0 Dex/+0 Str), Initiative +0

Saving Throws: Toughness +0 (+0 Con), Fortitude +3 (+0 base, +3 Wis), Reflex +0 (+0 base, +0 Dex), Will +5 (+2 base, +3 Wis)

JOURNEYMAN PRIEST

Type: 6th Level Humanoid (Human Adept 6) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +0, Int +1, Wis +4, Cha +2

Skills: Concentration 8 (+12), Diplomacy 8 (+10), Knowledge (religion) 9 (+10), Knowledge (supernatural) 8 (+9), Medicine 8 (+12), Sense Motive 8 (+12)

Feats: Dedicated, Imbue Item, Mind over Body, Power (×4), Subtle Power, Wealthy, Widen Power

Traits: Powers (rank 9, bonus +13, Wis, save Difficulty 17; Cure, Mind Touch, Scrying, Ward)

Combat: Attack +3 (+3 base, +0 Dex), Damage +2 (quarterstaff), Defense Dodge/Parry +3/+3 (+3 base, +0 Dex/+0 Str), Initiative +0

Saving Throws: Toughness +0 (+0 Con), Fortitude +6 (+2 base, +4 Wis), Reflex +2 (+2 base, +0 Dex), Will +9 (+5 base, +4 Wis)

SEA LORD'S GUARD

The Sea Lord transformed the Sea Lord's Guard, who had for long served as the city's watch, into a fighting force, trained to defend the city from attack. Since their change of role, the Sea Lord's Guard consists of a hardened lot of toughs that have a reputation for cracking heads whenever they are crossed.

GUARDSMAN (APPRENTICE)

Type: 1st Level Humanoid (Human Warrior 1) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +2, Con +2, Int +0, Wis +0, Cha +0

Skills: Drive 4 (+6), Intimidate 4 (+4), Jump 4 (+6, +1 armored), Knowledge (tactics) 4 (+4), Notice 4 (+4)

Feats: Armor Training (Heavy, Light), Attack Focus (spear), Shield Training, Weapon Training

Combat: Attack +3 (+1 base, +2 Dex) (+4 with spear), Damage +5 (spear), Defense Dodge/Parry +4/+4 (+1 base, +2 Dex/+2 Str, +1 small shield), Initiative +2

Saving Throws: Toughness +6 (+2 Con, +4 breastplate), Fortitude +4 (+2 base, +2 Con), Reflex +2 (+0 base, +2 Dex), Will +0 (+0 base, +0 Wis)

SERGEANT (JOURNEYMAN)

Type: 6th Level Humanoid (Human Warrior 6) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +2, Con +3, Int +0, Wis +0, Cha +0
Skills: Diplomacy 8 (+8), Intimidate 8 (+8), Jump 8 (+10, +2 armored), Knowledge (tactics) 8 (+8), Notice 8 (+8)
Feats: All-out Attack, Armor Training (Heavy, Light), Defensive Attack, Dodge Focus, Improved Initiative, Shield Training, Tough (×3), Weapon Training
Combat: Attack +8 (+6 base, +2 Dex), Damage +5 (sword), Defense Dodge/Parry +12/+11 (+6 base, +2 Dex, +1 Dodge Focus/+2 Str, +3 large shield), Initiative +6
Saving Throws: Toughness +11 (+3 Con, +3 Tough, +5 plate-mail), Fortitude +7 (+5 base, +2 Con), Reflex +4 (+2 base, +2 Dex), Will +2 (+2 base, +0 Wis)

THE SYNDICATE

Finn employs many Freeporters in his operations, from beggars and thieves to enforcers and toughs. Hellhounds are Finn's muscle and they patrol the Eastern District, seeing to their leader Dunbar's protection rackets, while making sure no one thinks too highly of themselves. The Syndicate Enforcers, led by Trask are bravos and fighting men that do most of the fighting.

HELLHOUND

Type: 2nd Level Humanoid (Human Warrior 2) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +3, Con +1, Int +0, Wis +0, Cha -1
Skills: Climb 5 (+6, +4 armored), Intimidate 5 (+4), Jump 5 (+6, +4 armored), Knowledge (local) 5 (+5), Notice 4 (+4)
Feats: Armor Training (Light), Attack Focus (rapier), Dodge Focus, Two-Weapon Fighting, Weapon Training
Combat: Attack +5 (+2 base, +3 Dex) (+6 with rapier), Damage +3 (rapier) or +2 (dagger), Defense Dodge/Parry +6/+3 (+2 base, +3 Dex, +1 Dodge Focus/+1 Str), Initiative +3
Saving Throws: Toughness +3 (+1 Con, +2 studded leather), Fortitude +4 (+3 base, +1 Con), Reflex +3 (+3 base, +0 Dex), Will +0 (+0 base, +0 Wis)

SYNDICATE ENFORCER

Type: 3rd Level Humanoid (Human Warrior 3) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +1, Con +2, Int -1, Wis +0, Cha +1
Skills: Bluff 5 (+6), Climb 6 (+9, +6 armored), Intimidate 6 (+7), Knowledge (streetwise) 5 (+4)
Feats: All Out Attack, Armor Training (Heavy, Light), Attack Focus (sword), Blind-Fight, Iron Will, Weapon Training
Combat: Attack +4 (+3 base, +1 Dex) (+5 with sword), Damage +6 (sword) or +3 (light crossbow), Defense Dodge/Parry +4/+6 (+3 base, +1 Dex/+3 Str), Initiative +1
Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +5 (+3 base, +2 Con), Reflex +2 (+1 base, +1 Dex), Will +1 (+1 base, +0 Wis)

THIEVES

Freeport is infested with many things, but the most pernicious occupants are its thieves. Many criminals in the city are unaffiliated, being freelancers that make ends meet by robbing those better off than

they, but a few work for one of the two main crime lords: Finn or Mister Wednesday. Such thieves are loyal to their masters and woe to them if they betray their organization: Freeport's crime lords are unforgiving and are perfectly happy making examples of those who betray them.

APPRENTICE THIEF

Type: 1st Level Humanoid (Human Ordinary 1)
Size: Medium
Speed: 30 ft.
Abilities: Str -1, Dex +1, Con +0, Int +0, Wis +1, Cha -1
Skills: Bluff 4 (+3), Knowledge (streetwise) 4 (+4), Notice 4 (+5), Sleight of Hand 4 (+5), Stealth 4 (+8)
Feats: Skill Focus (Stealth)^B
Combat: Attack +1 (+0 base, +1 Dex), Damage +0 (dagger), Defense Dodge/Parry +1/-1 (+0 base, +1 Dex/-1 Str), Initiative +1
Saving Throws: Toughness +0 (+0 Con), Fortitude +0 (+0 base, +0 Con), Reflex +1 (+0 base, +1 Dex), Will +1 (+0 base, +1 Wis)

JOURNEYMAN THIEF

Type: 7th Level Humanoid (Human Expert 7) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +3, Con +0, Int +1, Wis +2, Cha +1
Skills: Acrobatics 9 (+12, +11 armored), Climb 9 (+9, +8 armored), Disable Device 10 (+11), Escape Artist 9 (+12, +11 armored), Gather Information 10 (+11), Knowledge (streetwise) 9 (+10), Notice 9 (+11), Search 9 (+10), Sleight of Hand 10 (+13, +12 armored), Stealth 10 (+13, +12 armored)
Feats: Acrobatic Bluff, Armor Training (Light), Evasion, Improved Evasion, Sneak Attack (×4), Uncanny Dodge, Weapon Training, Well-Informed
Combat: Attack +8 (+5 base, +3 Dex), Damage +3 (sword) or +3 (bow), Defense Dodge/Parry +8/+3 (+5 base, +3 Dex/+0 Str), Initiative +3
Saving Throws: Toughness +1 (+0 Con, +1 leather), Fortitude +2 (+2 base, +0 Con), Reflex +8 (+5 base, +3 Dex), Will +4 (+2 base, +2 Wis)

THUGS

Thugs in Freeport include all the low-class brutes that rely on strength and intimidation to make their living. Such characters include bravos, enforcers, and raw muscle used for protection or to pad out units of professional mercenaries.

APPRENTICE THUG

Type: 1st Level Humanoid (Human Ordinary 1)
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +1, Con +0, Int -1, Wis -1, Cha -1
Skills: Gather Information 4 (+3), Intimidate 4 (+6), Knowledge (streetwise) 4 (+3), Notice 4 (+3)
Feats: Skill Focus (Intimidate)^B
Combat: Attack +1 (+0 base, +1 Dex), Damage +4 (club), Defense Dodge/Parry +1/+2 (+0 base, +1 Dex/+2 Str), Initiative +1
Saving Throws: Toughness +0 (+0 Con), Fortitude +0 (+0 base, +0 Con), Reflex +1 (+0 base, +1 Dex), Will -1 (+0 base, -1 Wis)

JOURNEYMAN THUG

Type: 8th Level Humanoid (Human Warrior 8)
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +2, Con +3, Int -1, Wis +1, Cha -1

Skills: Gather Information 9 (+8), Intimidate 10 (+9), Knowledge (streetwise) 9 (+8), Notice 9 (+10)
Feats: All-Out Attack, Armor Training (Light), Diehard, Dodge Focus, Great Fortitude, Improved Grab, Improved Initiative, Improved Strike, Startle, Tough, Uncanny Dodge, Weapon Training
Combat: Attack +10 (+8 base, +2 Dex), Damage +6 (battleaxe), Defense Dodge/Parry +11/+11 (+8 base, +2 Dex, +1 Dodge Focus/+3 Str), Initiative +6
Saving Throws: Toughness +6 (+3 Con, +1 Tough, +2 studded leather), Fortitude +9 (+6 base, +3 Con), Reflex +4 (+2 base, +2 Dex), Will +3 (+2 base, +1 Wis)

WATCHMEN

Freeport's Watch, as an organization, is relatively new, although it finds its roots in the old Sea Lord's Guard. Overall, this group is little better than the criminals they fight, taking bribes to look the other way and selling their service to various criminal groups. They are quick to cover their tracks and aren't above smashing a few heads to make sure the semblance of law rules the streets.

WATCHMAN (APPRENTICE)

Type: 1st Level Humanoid (Human Warrior 1) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +2, Con +2, Int -1, Wis +1, Cha +0
Skills: Climb 4 (+6, +2 armored), Intimidate 4 (+4), Knowledge (streetwise) 4 (+3), Notice 4 (+8)
Feats: Armor Training (Light), Attack Focus (sword), Shield Training, Skill Focus (Notice), Weapon Training
Combat: Attack +3 (+1 base, +2 Dex) (+4 with sword), Damage +5 (sword), Defense Dodge/Parry +5/+5 (+1 base, +2 Dex/+2 Str, +2 medium shield), Initiative +2
Saving Throws: Toughness +4 (+2 Con, +2 studded leather), Fortitude +4 (+2 base, +2 Con), Reflex +2 (+0 base, +2 Dex), Will +1 (+0 base, +1 Wis)

SERGEANT (JOURNEYMAN)

Type: 7th Level Humanoid (Human Warrior 7) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +2, Con +2, Int +0, Wis +1, Cha +1
Skills: Climb 8 (+9, +3 armored), Intimidate 9 (+10), Knowledge (local) 9 (+9), Knowledge (streetwise) 9 (+9), Notice 9 (+10)
Feats: All-out Attack, Armor Training (Heavy, Light), Attack Focus (sword), Attack Specialization (sword), Contacts, Dodge Focus, Shield Training, Tough (×2), Weapon Training
Combat: Attack +9 (+7 base, +2 Dex) (+10 with sword), Damage +6 (sword), Defense Dodge/Parry +12/+10 (+7 base, +2 Dex, +1 Dodge Focus/+1 Str, +2 medium shield), Initiative +2
Saving Throws: Toughness +8 (+2 Con, +2 Tough, +4 breastplate), Fortitude +7 (+5 base, +2 Con), Reflex +4 (+2 base, +2 Dex), Will +3 (+2 base, +1 Wis)

WIZARDS

Freeport is famous for not delving too deeply into a person's personal affairs and so the city is often a preferred destination for those that dabble in the occult. Wizards of all types, including renegade necromancers from the continent, come to Freeport to escape persecution, to pursue their arts in a way of their choosing. For those seeking training, Freeport is also home to a potent Wizards' Guild that carries a lot of weight on the Captains' Council, though they are selective about whom they train.

APPRENTICE WIZARD

Type: 1st Level Humanoid (Human Adept 1) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +2, Con +1, Int +3, Wis +0, Cha +0
Skills: Bluff 4 (+4), Concentration 4 (+5), Knowledge (streetwise) 4 (+7), Knowledge (supernatural) 4 (+7), Notice 4 (+4), Perform 4 (+4), Search 4 (+7), Sleight of Hand 4 (+6)
Feats: Dodge Focus, Lightning Reflexes, Power (×2), Taunt
Traits: Powers (rank 4, bonus +7, Int, save Difficulty 13; Illusion, Mind Touch)
Combat: Attack +2 (+0 base, +2 Dex), Damage +1 (dagger), Defense Dodge/Parry +3/+0 (+0 base, +2 Dex, +1 Dodge Focus/+0 Str), Initiative +2
Saving Throws: Toughness +1 (+1 Con), Fortitude +1 (+0 base, +1 Con), Reflex +4 (+0 base, +2 Dex, +2 Lightning Reflexes), Will +2 (+2 base, +0 Wis)

JOURNEYMAN WIZARD

Type: 6th Level Humanoid (Human Adept 6) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +2, Con +1, Int +4, Wis +0, Cha +0
Skills: Concentration 9 (+10), Diplomacy 8 (+9), Knowledge (history) 8 (+12), Knowledge (tactics) 8 (+12), Knowledge (supernatural) 9 (+11), Notice 9 (+9), Search 8 (+12), Sense Motive 9 (+9), Sleight of Hand 8 (+10)
Feats: Contacts, Eidetic Memory, Improved Initiative, Power (×5), Shield Penetration, Supernatural Talent (Ward and Wind Shaping)
Traits: Powers (rank 9, bonus +13, Int, save Difficulty 17; Elemental Aura [Wind], Elemental Blast [Wind], Second Sight, Ward +15, Wind Shaping +15)
Combat: Attack +5 (+3 base, +2 Dex), Damage +2 (quarterstaff), Defense Dodge/Parry +4/+2 (+2 base, +2 Dex/+0 Str), Initiative +6
Saving Throws: Toughness +1 (+1 Con), Fortitude +3 (+2 base, +1 Con), Reflex +4 (+2 base, +2 Dex), Will +5 (+5 base, +0 Wis)



NOTABLE CHARACTERS

Freeport is home to a cast of interesting characters, each with their own motivations, goals, and agendas. These characters are figures of import, having a great deal of influence in the city, either in legitimate circles, or illegitimate ones. The following entries expand on those presented in the *Pirate's Guide to Freeport*, offering brief descriptions and lore, as well as statistics for use in your *True20* games.

ALCINDAR (REP +3)

Type: 8th Level Humanoid (Dwarf Expert 6/Adept 2) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +4, Con +0, Int +2, Wis +2, Cha +2
Skills: Concentration 8 (+10), Craft (leatherworking) 11 (+13), Craft (stoneworking) 0 (+4), Diplomacy 9 (+11), Gather Information 11 (+13), Knowledge (local) 11 (+13), Knowledge (nobility) 11 (+13), Notice 11 (+16), Profession (tailor) 11 (+15), Search 4 (+6, +8 stonework), Sense Motive 6 (+8), Stealth 9 (+13)
Feats: Benefit, Contacts, Dodge Focus, Familiar (Granth, Cat), Great Fortitude^B, Lightning Reflexes, Night Vision^B, Power (×3), Skill Focus (Notice), Talented (Craft and Search, stonework only)^B, Wealthy, Well-Informed
Traits: Powers (rank 5, bonus +7, Cha, save Difficulty 13; Enhance Ability, Light Shaping, Move Object)
Combat: Attack +9 (+5 base, +4 Dex), Damage +2 (dagger), Defense Dodge/Parry +10/+6 (+5 base, +4 Dex, +1 Dodge Focus/+1 Str), Initiative +4
Saving Throws: Toughness +0 (+0 Con), Fortitude +4 (+2 base, +0 Con, +2 Great Fortitude), Reflex +8(+2 base, +4 Dex, +2 Lightning Reflexes), Will +8 (+6 base, +2 Wis)

"His suits are peerless. I would have no other tailor than Master Alcindar."

—Garth Varelion

Alcindar is a well known tailor, famed for his fastidiousness and attention to detail, and preeminent clothier of the city's leaders and most influential citizens. He runs a small shop on the Street of Dreams called The Sharp Needle, where he measures and fits his clients. His proximity to power allows him to hear the most interesting things, and he might be willing to share his information for the right price.

ALEKSANDER TOVAC (REP +4)

Type: 12th Level Humanoid (Human Expert 3/Adept 9)
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +2, Con +1, Int +5, Wis +1, Cha +2
Skills: Bluff 6 (+8), Concentration 14 (+15), Craft (alchemy) 9 (+14), Diplomacy 6 (+8), Disguise 6 (+8), Gather Information 14 (+16), Knowledge (local) 14 (+19), Knowledge (nature) 13 (+18), Knowledge (streetwise) 13 (+18), Knowledge (supernatural) 14 (+19), Notice 14 (+15), Search 14 (+19), Sense Motive 14 (+15), Sleight of Hand 6 (+8), Stealth 6 (+8)
Feats: Connected^B, Contacts, Empower, Familiar, Imbue Item, Power (×6), Shield Penetration, Supernatural Focus (Scrying), Well-Informed, Widen Power
Traits: Expertise, Powers (rank 12, bonus +17, Int, save Difficulty 19; Light Shaping, Mind Reading, Mind Touch, Scrying +20, Second Sight, Ward)
Combat: Attack +8 (+6 base, +2 Dex), Damage +2 (dagger), Defense Dodge/Parry +8/+7 (+6 base, +2 Dex/+1 Str), Initiative +2; Conviction 8
Saving Throws: Toughness +1 (+1 Con), Fortitude +5 (+4 base, +1 Con), Reflex +6 (+4 base, +2 Dex), Will +8 (+7 base, +1 Wis)

"There's not a finer mind in the city. Tovac has an uncanny eye for detail and if the watch wasn't so damn crooked, he'd never go hungry."

—Tanko Sondek, Captain of the Sewer Guard

Aleksander Tovac and his partner Tando Sondek did their part in cleaning up Freeport. A brilliant investigator, he was the pride of his precinct and landed the toughest cases. However, he outlived his usefulness when he started asking questions about his superiors once Holliver took over the Watch and lost his job. Now he works as a private investigator and he's fast becoming one of the most respected detectives in Freeport.

ALFHILD (REP +4)

Type: 17th Level Humanoid (Human Warrior 17)
Size: Medium
Speed: 40 ft.
Abilities: Str +3, Dex +3, Con +2, Int +2, Wis +1, Cha +3
Skills: Acrobatics 9 (+12, +8 armored), Climb 9 (+12, +8 armored), Diplomacy 9 (+12), Gather Information 9 (+12), Intimidate 9 (+12), Knowledge (geography) 9 (+11), Knowledge (streetwise) 9 (+11), Medicine 7 (+8), Notice 9 (+13), Profession (sailor) 9 (+10), Search 9 (+11), Sense Motive 9 (+10), Survival 9 (+10), Swim 9 (+15, +7 armored)
Feats: All-out Attack, Armor Training (Heavy, Light), Attack Focus (spear), Attack Focus (sword), Improved Critical (sword),



Improved Speed^B, Leadership, Rage (×4), Skill Focus (Notice), Skill Focus (Swim), Tough (×4), Uncanny Dodge, Weapon Break, Weapon Training

Traits: Determination

Combat: Attack +20 (+17 base, +3 Dex) (+22 with supernatural sword or mwk spear), Damage +6 (supernatural sword, crit 17–20) or +6 (mwk spear), Defense Dodge/Parry +20/+20 (+17 base, +3 Dex/+3 Str), Initiative +3; Conviction 11

Saving Throws: Toughness +10 (+2 Con, +4 Tough, +4 breastplate), Fortitude +12 (+10 base, +2 Con), Reflex +8 (+5 base, +3 Dex), Will +6 (+5 base, +1 Wis)

“She’s gorgeous alright, but I’ve heard she’s got teeth... and not just in her mouth.”

—Pious Pete, Guide

Alfhild is a reaver, hailing from the frozen Northlands. She fled an arranged marriage to another warrior named Ragnar and has lived the life of a pirate ever since. Her presence in the Serpent’s Teeth causes no little worry for she’s famous for flaunting the rules of piracy and strikes when and where she wants.

ANDREA BLAX (REP +4)

Type: 12th Level Humanoid (Human Expert 12)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +3, Con +1, Int +2, Wis +1, Cha +3

Skills: Acrobatics 14 (+20), Bluff 14 (+17), Climb 14 (+17), Diplomacy 14 (+17), Gather Information 14 (+17), Knowledge (geography) 14 (+16), Knowledge (streetwise) 14 (+16), Notice 14 (+15), Profession (sailor) 14 (+15), Sense Motive 14 (+15), Swim 14 (+17)

Feats: All-Out Attack, Assessment, Attack Focus (cutlass), Benefit, Contacts, Defensive Attack, Defensive Roll, Dodge Focus (×2), Fool’s Fortune, Move-By Attack, Skill Focus (Acrobatics), Talented (Climb and Swim), Uncanny Dodge, Weapon Training^B, Well-Informed

Traits: Expertise

Combat: Attack +12 (+9 base, +3 Dex) (+13 with mwk cutlass), Damage +3 (mwk cutlass), Defense Dodge/Parry +14/+10 (+9 base, +3 Dex, +2 Dodge Focus/+1 Str), Initiative +3; Conviction 9

Saving Throws: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +5 (+4 base, +1 Con), Reflex +7 (+4 base, +3 Dex), Will +9 (+8 base, +1 Wis)

“We dodged an arrow with that one.”

—Marcus Roberts

One of many claimants to become the next Sea Lord after Drac’s death, Andrea Blax claimed she was the Sea Lord’s heir and she had “proof” to back up her claim—proof in the form of forged documents. Before the authenticity of her bid could be determined, the Council repealed the Law of Succession, leaving Blax holding nothing but crumbling dream. Since the betrayal—as she sees it—she’s set up camp in the ruins of Felix’s place over on Windward and has established a small colony under her rule as Queen of Pirates.

ANGELO STAMPFEL (REP +2)

Type: 6th Level Humanoid (Human Expert 6) [minion]

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 9 (+12), Climb 8 (+9), Diplomacy 9 (+12), Gather Information 9 (+12), Intimidate 8 (+11), Knowledge

(streetwise) 8 (+10), Notice 9 (+13), Profession (Reporter) 9 (+11), Search 9 (+11), Sense Motive 8 (+10), Stealth 8 (+9)

Feats: Connected, Dodge Focus, Evasion, Run, Skill Focus (Notice)^B, Sneak Attack (×2), Uncanny Dodge, Weapon Training, Well-Informed

Combat: Attack +5 (+4 base, +1 Dex), Damage +3 (club) or +2 (sling), Defense Dodge/Parry +5/+5 (+4 base, +1 Dex/+1 Str), Initiative +1

Saving Throws: Toughness +0 (+0 Con), Fortitude +2 (+2 base, +0 Con), Reflex +6 (+5 base, +1 Dex), Will +4 (+2 base, +2 Wis)

“When I found him, he was a no good piece of trash. I made him. Without me, he’d be nothing.”

—C.Q. Calame

Angelo began his career as an urchin, but found he had a knack for language and a nose for trouble. He somehow convinced Calame to give him a shot and he proved he had the chops for reporting. A slimy man with few if any morals, Angelo has a reputation for getting the story no matter the price.

APORCUS BEEDLE (REP +2)

Type: 3rd Level Humanoid (Human Adept 1/Expert 2) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex –1, Con +0, Int +1, Wis –2, Cha –1

Skills: Concentration 4 (+2), Craft (alchemy) 4 (+5), Disable Device 2 (+3), Gather Information 2 (+1), Intimidate 2 (+1), Knowledge (local) 2 (+3), Knowledge (streetwise) 2 (+3), Knowledge (supernatural) 4 (+5), Medicine 4 (+2), Notice 6 (+4), Search 4 (+5), Sense Motive 2 (+0), Sleight of Hand 2 (+1), Stealth 2 (+1)

Feats: Defensive Roll, Familiar^B, Imbue Item, Power (×3), Run

Traits: Powers (rank 4, bonus +5, Int, save Difficulty 11; Elemental Blast [Fire], Fire Shaping, Mind Touch, Summon Beasts)

Combat: Attack +0 (+1 base, –1 Dex), Damage +3 (club), Defense Dodge/Parry +0/+2 (+1 base, –1 Dex/+1 Str), Initiative –1

Saving Throws: Toughness +1 (+0 Con, +1 Defensive Roll), Fortitude +0 (+0 base, +0 Con), Reflex +0 (+1 base, –1 Dex), Will +0 (+2 base, –2 Wis)

“Some folks are just born rotten. The boy has his uses, but one day, I fear I’ll have to remove him... permanently”

—Mister Wednesday

Aporcus Beedle was the apprentice of his aunt, Delinda Knorbartal, a known transmuter and alchemist noted herbal simples and remedies. Aporcus was addicted to abyss dust and grew to resent Knorbartal, even going so far as to try to poison her. His botched effort backfired and she threw him out. Since, he’s been a wretched thing, scuttling in the shadows and murdering folks for the coins in their purses.

ARENA QUEN (REP +1)

Type: 3rd Level Humanoid (Human Adept 3) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +2, Int +0, Wis +2, Cha +0

Skills: Intimidate 5 (+5), Knowledge (nature) 6 (+6), Knowledge (religion) 5 (+5), Knowledge (supernatural) 6 (+6), Survival 6 (+8)

Feats: Iron Will^B, Power (×5), Supernatural Talent (Beast Link and Plant Shaping)

Traits: Powers (rank 6, bonus +8, Wis, save Difficulty 13; Beast Link +10, Plant Shaping +10, Summon Beast, Water Shaping, Wind Shaping)
Combat: Attack +2 (+1 base, +1 Dex), Damage +3 (club), Defense Dodge/Parry +2/+2 (+1 base, +1 Dex/+1 Str), Initiative +1
Saving Throws: Toughness +2 (+2 Con), Fortitude +3 (+1 base, +2 Con), Reflex +2 (+1 base, +1 Dex), Will +8 (+4 base, +2 Wis, +2 Iron Will)

"She's an odd one that Arena Quen. Claims to be a priestess, but she don't act like no priest I ever met."

—Aporcus Beedle

Arena Quen is a local priestess of nature who lives outside of the city, but regular visits to sell vegetables, herbs, and the like to the locals of Drac's End. Considered an eccentric at best, a witch at worst, she does help her image when she throws clods of dirt at those who offend her sensibilities.

ARGYLE MCGILL (REP +2)

Type: 7th Level Humanoid (Human Warrior 4/Expert 3)
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +1, Con +1, Int +2, Wis +2, Cha +0
Skills: Climb 6 (+9), Gather Information 7 (+10), Intimidate 7 (+7), Jump 6 (+9), Knowledge (geography) 6 (+8), Knowledge (history) 6 (+11), Knowledge (local) 6 (+8), Knowledge (religion) 6 (+8), Knowledge (supernatural) 6 (+8), Ride 6 (+7), Sense Motive 7 (+9), Swim 7 (+10)
Feats: Armor Training (Heavy, Light), Dodge Focus^B, Dodge Focus, Improved Initiative, Quick Draw, Shield Training, Skill Focus (Knowledge: history), Tough (×2), Weapon Training
Traits: Determination
Combat: Attack +7 (+6 base, +1 Dex), Damage +4 (dagger), Defense Dodge/Parry +9/+9 (+6 base, +1 Dex, +2 Dodge Focus/+3 Str), Initiative +5; Conviction 6
Saving Throws: Toughness +3 (+1 Con, +2 Tough), Fortitude +5 (+4 base, +5 Con), Reflex +3 (+2 base, +1 Dex), Will +3 (+1 base, +2 Wis)

"Nope, I have no use for a six-breasted ebony statue... you know... come here, up and close so I can whisper... you might check up at the Shop. Old McGill's got a taste for the strange."

—Wilford Vinely

Argyle McGill is an ex-pirate and collector of unusual artifacts and relics. He runs a small shop tucked away out of notice in the Old City. He has numerous items from all over the world, and locals whisper that he has a great deal more somewhere in his "Shop."

ASHA SANTE (REP +0)

Type: 8th Level Humanoid (Human Adept 8)
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +1, Con +2, Int +1, Wis +3, Cha +1
Skills: Concentration 10 (+13), Gather Information 9 (+10), Intimidate 10 (+11), Knowledge (streetwise) 10 (+11), Knowledge (supernatural) 10 (+11), Notice 10 (+13)
Feats: Armor Training (Heavy, Light), Improved Initiative, Low Profile^B, Power (×5), Shield Penetration, Tough (×2)
Traits: Powers (rank 11, bonus +14, Wis, save Difficulty 17; Cure, Purifying Light, Second Sight, Supernatural Weapon, Truth-Reading), The Talent

Combat: Attack +5 (+4 base, +1 Dex), Damage +4 (mace) or +3 (javelin), Defense Dodge/Parry +5/+5 (+4 base, +1 Dex/+1 Str), Initiative +1; Conviction 6
Saving Throws: Toughness +7 (+2 Con, +2 Tough, +3 chainmail), Fortitude +4 (+2 base, +2 Con), Reflex +3 (+2 base, +1 Dex), Will +9 (+6 base, +3 Wis)

"There were all sorts of suspicious and, to be honest, illegal activities when Xander Williams ran the Guard. So I suppose I'm not surprised that she and her subversive group fell apart with their master's death."

—Finn

Asha Sante is a priestess of the Retribution God and when she came to Freeport, she helped Xander Williams and Elise Grossette build an organization of agents whose job it was to root out corruption in the city. When Williams died and Grossette vanished, Sante's group fell to pieces and she went underground.

BIANKA ALTANISH (REP +2)

Type: 6th Level Humanoid (Human Adept 6)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +0, Con +1, Int +2, Wis +3, Cha +1
Skills: Concentration 8 (+11), Craft (alchemy) 9 (+11), Knowledge (nature) 8 (+10), Knowledge (supernatural) 9 (+11), Medicine 8 (+14), Notice 8 (+12), Search 8 (+10)
Feats: Divine Domain (Death), Imbue Item, Power (×6), Skill Focus (Medicine)^B
Traits: Powers (rank 9, bonus +12, Wis, save Difficulty 15; Body Control, Flesh Shaping, Harm +14, Heart Shaping, Imbue Unlife, Mind Touch), The Talent
Combat: Attack +3 (+3 base, +0 Dex), Damage +1 (dagger), Defense Dodge/Parry +3/+3 (+3 base, +0 Dex/+0 Str), Initiative +0; Conviction 5
Saving Throws: Toughness +1 (+1 Con), Fortitude +3 (+2 base, +1 Con), Reflex +2 (+2 base, +0 Dex), Will +8 (+5 base, +3 Wis)

"Since Altanish took over the Asylum, there have been strange reports of experiments, vivisection, and worse. I dunno if it's the rumors about the madhouse that's persisted for years or if it's her doing. Either way, I don't make enough lords to go and find out."

—Rude Tom, Watchman

The Altanish family was a middle-ranked merchant clan in the Merchant District, but Bianka wanted none of their wealth or status, being interested in anatomy instead. For a time, she worked in the Crematorium, where she could examine bodies to her heart's content, but eventually left to further her studies as the head of Freeport's asylum.

BILL SANGAPULATELE (REP +2)

Type: 10th Level Humanoid (Human Warrior 10)
Size: Medium
Speed: 40 ft.
Abilities: Str +4, Dex +4, Con +0, Int -1, Wis +2, Cha +0
Skills: Acrobatics 11 (+15), Escape Artist 11 (+15), Jump 11 (+15), Notice 10 (+12)
Feats: All-out Attack, Attack Focus (falchion), Attack Specialization (falchion), Canny Defense (Wis), Cleave, Dodge Focus (×3), Improved Speed, Improved Strike, Stunning Attack, Tough^B, Uncanny Dodge

Traits: Determination

Combat: Attack +14 (+10 base, +4 Dex) (+16 with mwk falchion), Damage +7 (mwk falchion) or +4 (unarmed strike), Defense Dodge/Parry +19/+14 (+10 base, +4 Dex, +2 Wis, +3 Dodge Focus/ +4 Str), Initiative +4; Conviction 7

Saving Throws: Toughness +1 (+0 Con, +1 Tough), Fortitude +7 (+7 base, +0 Con), Reflex +7 (+3 base, +4 Dex), Will +5 (+3 base, +2 Wis)

"I was tired of them pirates always kicking sand in my face, so I seen old Bill. He made me right."

—Tyler Crem, Tent Town Thug

A former pirate, Bill Sangapulatele settled in Freeport and started a bodyguard business. In the six years he's protected Freeport's finest, he's made quite a name for himself. His success stems not only from the services he provides, but for his willingness to teach others how to defend themselves.

BUSTER WALLACE (REP +2)

Type: 6th Level Humanoid (Human Expert 6)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +0, Con +2, Int +0, Wis +2, Cha +3

Skills: Bluff 8 (+11), Climb 9 (+11, +8 armored), Diplomacy 8 (+11), Gather Information 9 (+12), Knowledge (geography) 8 (+7), Notice 8 (+10), Profession (sailor) 9 (+11), Sense Motive 9 (+11), Swim 8 (+10, +4 armored)

Feats: Armor Training (Heavy, Light), Contacts, Defensive Roll, Dodge Focus, Improved Initiative, Iron Will, Weapon Training^B, Well-Informed

Traits: Expertise

Combat: Attack +4 (+4 base, +0 Dex) (+5 with mwk scimitar), Damage +4 (mwk scimitar) or +3 (light crossbow), Defense Dodge/Parry +7/+6 (+4 base, +2 Dex, +1 Dodge Focus/+2 Str), Initiative +4; Conviction 5

Saving Throws: Toughness +6 (+2 Con, +1 Defensive Roll, +3 chainmail), Fortitude +4 (+2 base, +2 Con), Reflex +2 (+2 base, +0 Dex), Will +9 (+5 base, +2 Wis, +2 Iron Will)

"Poor Buster... he ran away from his responsibilities in the city only to find himself burdened with more in that wretched piss-hole of Libertyville. What a waste."

—The Sea Lord

Buster Wallace's father was a member of the Captains' Council, and though murdered and "replaced" by a serpent person agent loyal to Milton Drac, the younger Wallace was still favored to take his father's place. Fed up with politics and disgusted by the treachery on the Council, Buster picked up and left Freeport to help build Libertyville into a rival city-state. He's bought into the rhetoric of anarchy his new home embraces, though his history and family prevent him from gaining the full trust of the locals and in fact has him spending more time watching his back.

CELESTE D'ARRAN (REP +5)

Type: 14th Level Humanoid (Human Expert 8/Adept 6)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +3, Con +2, Int +4, Wis +1, Cha +3

Skills: Acrobatics 11 (+14), Bluff 15 (+18), Climb 10 (+11), Concentration 15 (+16), Diplomacy 16 (+19), Disguise 15 (+18), Gather Information 16 (+19), Jump 11 (+12), Knowledge (nobility) 16 (+20), Notice 16 (+17), Perform (oratory) 16 (+19), Sense Motive 16 (+17), Stealth 11 (+14)



Feats: Attack Focus (bow), Connected, Contacts, Fascinate (Bluff), Improved Initiative, Inspire (Competence), Mass Suggestion, Point Blank Shot, Power (x5), Precise Shot, Quick Draw, Suggestion, Weapon Training^B, Well-Informed

Traits: Expertise, Powers (rank 6 bonus +10, Int, save Difficulty 17; Cure, Light Shaping, Scrying, Supernatural Weapon, Teleport)

Combat: Attack +12 (+9 base, +3 Dex) (+14 with mwk bow), Damage +4 (sword) or +4 (bow), Defense Dodge/Parry +12/+10 (+9 base, +3 Dex/+1 Str), Initiative +3; Conviction 9

Saving Throws: Toughness +2 (+2 Con), Fortitude +6 (+4 base, +2 Con), Reflex +11 (+8 base, +3 Dex), Will +6 (+5 base, +1 Wis)

"Celeste D'Arran is a strange bird. She came from money, could have had a comfortable marriage and all the trappings it would bring, but she set all that aside to be a diplomat of all things. Now she's too old to marry; no man would have her."

—Gossip at the Merchants' Guildhouse

Celeste D'Arran is a senior agent in the Office of Dredging and is the heir apparent for Marcus Roberts. Having cut her teeth as a diplomat and spy on the Continent, she's returned to Freeport to train new recruits and monitor developments in the city.

COUNTRESS D'AMBERVILLE (REP +2)

Type: 16th Level Humanoid (Human Expert 16)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +1, Int +3, Wis +1, Cha +5

Skills: Acrobatics 19 (+22), Bluff 19 (+24, +28 Attractive), Climb 14 (+14), Concentration 14 (+15), Diplomacy 0 (+5, +9 Attractive), Disguise 19 (+24), Gather Information 19 (+24), Intimidate 19 (+22), Jump 14 (+14), Knowledge (local) 19 (+22), Notice 19 (+20), Sense Motive 19 (+20), Stealth 19 (+22)

Feats: Attractive^B, Canny Dodge (Int), Connected, Contacts, Dodge Focus (×3), Improved Strike, Low Profile, Move-by Attack, Quick Draw, Sneak Attack (×5), Stunning Attack, Uncanny Dodge, Weapon Training, Well-Informed

Traits: Expertise

Combat: Attack +15 (+12 base, +3 Dex) (+16 with supernatural dagger), Damage +1 (supernatural dagger) or (unarmed strike), Defense Dodge/Parry +21/+12 (+12 base, +3 Dex, +3 Int, +3 Dodge Focus/+0 Str), Initiative +3; Conviction 10

Saving Throws: Toughness +1 (+1 Con), Fortitude +6 (+5 base, +1 Con), Reflex +13 (+10 base, +3 Dex), Will +6 (+5 base, +1 Wis)

"I couldn't say who's beneath the mask, though I must say it's fetching all the same. No, I don't know who she is. The last person that stole a glimpse vanished. You won't find me looking."

—A Man wearing a Rat Mask

The Countess, as she's known, hails from a distant land, though which and where she's never revealed. In fact, no one knows anything about her, except that she runs the Salon du Masque, and upscale club in the Merchant District. Extremely exclusive, the entry fee, 100 lords, is enough to keep out all but the wealthiest of Freeport's citizens.

Cragwipe (REP +1)

Type: 6th Level Humanoid (Orc Warrior 6)

Size: Medium

Speed: 30 ft.

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

Skills: Climb 8 (+11, +9 armored), Intimidate 8 (+8), Jump 8 (+11, +9 armored), Profession (bar owner) 8 (+7), Swim 8 (+11, +7 armored)

Feats: All-Out Attack, Armor Training (Light), Attack Focus (heavy mace), Attack Specialization (heavy mace), Improved Initiative, Improved Strike, Night Vision^B, Shield Training, Tough (×2), Weapon Training^B

Traits: Determination

Combat: Attack +8 (+6 base, +2 Dex), Damage +6 (heavy mace) or +3 (unarmed), Defense Dodge/Parry +8/+9 (+6 base, +2 Dex/+3 Str), Initiative +6; Conviction 5

Saving Throws: Toughness +6 (+2 Con, +2 Tough, +2 studded leather), Fortitude +7 (+5 base, +2 Con), Reflex +4 (+2 base, +2 Dex), Will +1 (+2 base, -1 Wis)

"Moving Krom's Throat did nothing to help this place. It's still a filthy hole, where orcs gather to suck on the ale-teats. It's a vile place and one to be avoided."

—Pious Pete, Guide

Cragwipe owns Krom's Throat, a vile watering hole in Bloodsalt. Originally, he ran the place in Scurvytown, but racial tensions and violence drove him along with most other orcs out of that district to make new homes in the new humanoid ghetto. Cragwipe doesn't care at all since business is the same as it ever was.

C.Q. Calame (REP +5)

Type: 6th Level Humanoid (Human Expert 6)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +4, Wis +2, Cha +4

Skills: Bluff 9 (+15), Diplomacy 9 (+15), Gather Information 9 (+16), Intimidate 7 (+14), Knowledge (local) 9 (+13), Knowledge (nobility) 8 (+12), Knowledge (streetwise) 8 (+12), Notice 9 (+11), Perform (storytelling) 9 (+13), Profession (publisher) 8 (+10), Profession (writer) 9 (+11), Search 9 (+13), Sense Motive 9 (+11)

Feats: Benefit, Connected, Defensive Roll, Renown^B, Rogue's Luck, Skill Focus (Gather Information), Skill Focus (Intimidate), Talented (Bluff and Diplomacy), Weapon Training, Well-Informed

Traits: Expertise

Combat: Attack +5 (+4 base, +1 Dex) (+6 with small sword), Damage +2 (mwk small sword), Defense Dodge/Parry +5/+4 (+4 base, +1 Dex/+0 Str), Initiative +1; Conviction 5

Saving Throws: Toughness +1 (+0 Con, +1 Defensive Roll), Fortitude +2 (+2 base, +0 Con), Reflex +6 (+2 base, +4 Cha), Will +7 (+5 base, +2 Wis)

"The truth is important, I won't deny it. All I'm saying is that if we get a few details wrong, we can always fix them later."

—C.Q. Calame

The Shipping News is Freeport's dominant newspaper. While many Freeporters can't read, it doesn't stop them from gathering around those who can and listening to the gossip found in this widely-circulated rag. C.Q. Calame is the consummate newsman and takes his job and his paper seriously.

Cyril Berryhill (REP +3)

Type: 9th Level Humanoid (Halfling Expert 9) [minion]

Size: Small

Speed: 20 ft.

Abilities: Str +0, Dex +3, Con +1, Int +0, Wis +1, Cha +3

Skills: Acrobatics 6 (+9, +8 armored), Bluff 12 (+15), Climb 0 (+2, +1 armored), Diplomacy 0 (+3), Disable Device 12 (+12), Disguise 6 (+9), Gather Information 12 (+15), Jump 0 (+2, +1 armored), Notice 12 (+15), Profession (accountant) 12 (+13), Sense Motive 12 (+13), Stealth 12 (+21, +20 armored)

Feats: Armor Training (Light), Evasion, Exotic Weapon Training (hand crossbow), Far Shot, Great Fortitude, Lucky^B, Point



Blank Shot, Quick Draw, Sneak Attack (×4), Talented (Climb and Jump)^B, Talented (Notice and Stealth)^B, Weapon Training

Combat: Attack +10 (+1 size, +6 base, +3 Dex), Damage +1 (dagger) or +1 (hand crossbow), Defense Dodge/Parry +10/+6 (+1 size, +6 base, +3 Dex/+0 Str), Initiative +3

Saving Throws: Toughness +1 (−1 size, +1 Con, +1 leather), Fortitude +7 (+3 base, +1 Con, +3 Cha), Reflex +12 (+6 base, +3 Dex, +3 Cha), Will +7 (+3 base, +1 Wis, +3 Cha)

“I’ve had enough of those bastards. Trask, get me Cyril.”

—Finn

By day, Cyril Berryhill acts as the HBA’s accountant, but by night, he’s Mouse, a vicious assassin that specializes in eliminating Finn’s enemies. Small, quiet, and unassuming, Cyril is an unlikely killer, something that gives him an edge over his marks.

DARIUS DORVIN (REP +2)

Type: 5th Level Humanoid (Halfling Expert 5)

Size: Small

Speed: 20 ft.

Abilities: Str −2, Dex +3, Con +0, Int +1, Wis +0, Cha +2

Skills: Acrobatics 4 (+7), Bluff 8 (+10), Climb 0 (+0), Diplomacy 4 (+6), Disguise 8 (+13), Gather Information 8 (+10), Jump 0 (+0), Knowledge (local) 4 (+5), Knowledge (streetwise) 8 (+9), Notice 8 (+10), Sense Motive 4 (+4), Sleight of Hand 8 (+14), Stealth 8 (+17)

Feats: Dodge Focus, Evasion, Lucky^B, Run, Skill Focus (Disguise), Skill Focus (Sleight of Hand), Sneak Attack (×2), Talented (Climb and Jump)^B, Talented (Notice and Stealth)^B, Uncanny Dodge

Traits: Expertise

Combat: Attack +7 (+1 size, +3 base, +3 Dex), Damage −1 (dagger), Defense Dodge/Parry +5/+1 (+1 size, +3 base, +3 Dex, +1 Dodge Focus/−2 Str), Initiative +3; Conviction 5

Saving Throws: Toughness −1 (−1 size, +0 Con), Fortitude +3 (+1 base, +0 Con, +2 Cha), Reflex +9 (+4 base, +3 Dex, +2 Cha), Will +3 (+1 base, +0 Wis, +2 Cha)

“Stop! Thief!”

—Yet Another Victim

Darius is living proof why one should always be suspicious of halflings. A gifted child impersonator, Darius haunts the Eastern District and the Old City, where he pretends to be a weeping child who’s lost his mother. Before the rube is any wiser, he snatches their purse and darts off saying, “I found her!”

DIMETRIOS (REP +2)

Type: 6th Level Humanoid (Human Expert 4/Warrior 2)

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +1, Con +2, Int +1, Wis −1, Cha +1

Skills: Acrobatics 6 (+7, +5 armored), Bluff 7 (+8), Climb 7 (+11, +9 armored), Craft (carpentry) 2 (+3), Diplomacy 7 (+8), Gather Information 8 (+9), Intimidate 6 (+7), Jump 2 (+6, +4 armored), Knowledge (geography) 7 (+8), Knowledge (local) 2 (+3), Profession (sailor) 7 (+6), Sense Motive 8 (+7), Stealth 6 (+7, +5 armored), Swim 2 (+6, +2 armored)

Feats: All-out Attack, Armor Training (Light), Defensive Attack, Endurance^B, Evasion, Improved Strike, Sneak Attack (×2), Weapon Training

Traits: Expertise

Combat: Attack +6 (+5 base, +1 Dex) (+7 with mwk battleaxe), Damage +8 (mwk battleaxe), Defense Dodge/Parry +6/+9 (+5 base, +1 Dex/+4 Str), Initiative +1; Conviction 5

Saving Throws: Toughness +4 (+2 Con, +2 studded leather), Fortitude +4 (+2 base, +2 Con), Reflex +5 (+4 base, +1 Dex), Will +0 (+1 base, −1 Wis)

“Look, I didn’t tell you this, but if you’re looking for... well... hard to get goods... Dimetrios is your man.”

—Someone Who Didn’t Tell You This

Dimetrios is a known smuggler that jumps from bar to bar in the Docks. While the authorities are aware of his illicit activities, he’s considered too small a fish for their attention. How wrong they are.

DIRK HASLINGER (REP +2)

Type: 5th Level Humanoid (Human Expert 5)

Size: Medium

Speed: 30 ft.

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

Skills: Acrobatics 7 (+10, +8 armored), Craft (alchemy) 7 (+8), Bluff 8 (+8), Escape Artist 7 (+10, +8 armored), Gather Information 8 (+8), Knowledge (local) 8 (+9), Knowledge (streetwise) 8 (+9), Notice 7 (+7), Search 8 (+9), Stealth 8 (+11, +9 armored)

Feats: Alchemist^B, Armor Training (Light), Dodge Focus, Evasion, Run, Sneak Attack (×2), Weapon Training

Traits: Expertise

Combat: Attack +6 (+3 base, +3 Dex), Damage +4 (small sword), Defense Dodge/Parry +7/+5 (+3 base, +3 Dex, +1 Dodge Focus/+2 Str), Initiative +3; Conviction 5

Saving Throws: Toughness +4 (+2 Con, +2 studded leather), Fortitude +3 (+1 base, +2 Con), Reflex +7 (+4 base, +3 Dex), Will +1 (+1 base, +0 Wis)

“I used to live in a mansion!”

—Dirk Haslinger

Dirk Haslinger is a desperate man. A junky and worthless squatter, he hasn’t done an honest day of work in his life. The Great Green Fire burned down his “mansion” and left him destitute. He’ll do anything for a fix. Anything.

DIRWIN “NIMBLEFINGERS” ARNIG (REP +3)

Type: 11th Level Humanoid (Gnome Expert 11)

Size: Small

Speed: 20 ft.

Abilities: Str +0, Dex +4, Con +2, Int +1, Wis +2, Cha +2

Skills: Bluff 13 (+15), Craft (gemcutting) 13 (+17), Diplomacy 13 (+15), Gather Information 13 (+18), Knowledge (history) 13 (+14), Notice 13 (+17), Perform (oratory) 13 (+15), Profession (jeweler) 13 (+15), Sense Motive 13 (+15), Stealth 9 (+17)

Feats: Benefit, Connected, Contacts, Dodge Focus, Endurance, Fascinate (Perform: oratory), Great Fortitude, Improvised Tools, Iron Will^B, Leadership, Master Plan, Night Vision^B, Skill Focus (Craft: gemcutting), Skill Focus (Gather Information), Talented (Craft: alchemy and Notice)^B, Wealthy, Well-Informed

Traits: Expertise

Combat: Attack +13 (+1 size, +8 base, +4 Dex) (+14 with mwk dagger), Damage +1 (mwk dagger), Defense Dodge/Parry +14/+8 (+1 size, +8 base, +4 Dex, +1 Dodge Focus/+0 Str), Initiative +4; Conviction 8

Saving Throws: Toughness +1 (−1 size, +2 Con), Fortitude +7 (+3 base, +2 Con, +2 Great Fortitude), Reflex +7 (+3 base, +4 Dex), Will +9 (+7 base, +2 Wis)

BENEFIT

Many of the characters described in this chapter have the Benefit feat. This feat reflects a special status attained by these characters, such as being the head of the Syndicate (in the case of Finn), the high priest of a temple (Egil), or holding an important position in the government (the Sea Lord and members of the Captains' Council). How these benefits assert themselves in game play is up to you, but they should have an easier time gaining appointments, being recognized, and perhaps even gain some small bonuses to certain skill checks.

"In the Council, everyone is looking out for their own interests first, the city second. Arnig is no different, and the gnomes, and his guild, have fared well during his tenure."

—Liam Blackhammer

Freeport's preeminent gnome, Dirwin Arnig divides his time between the Captains' Council and the Jewelers and Gemcutters Guild. Dirwin is about sick of life in politics and would like nothing better than to find a way to exit the Council gracefully. He realizes, though, that he fulfils an important role for his people and for as long as he holds his seat, gnomes have a voice in the city.

DRAEGAR REDBLADE (REP +2)

Type: 8th Level Humanoid (Hobgoblin Warrior 8)
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +2, Con +3, Int +1, Wis +1, Cha +1
Skills: Acrobatics 11 (+13, +7 armored), Intimidate 11 (+12), Jump 11 (+14, +8 armored), Knowledge (tactics) 11 (+12), Notice 0 (+4), Stealth 11 (+15, +9 armored)
Feats: Accurate Attack, Armor Training (Heavy, Light), Benefit, Defensive Attack, Dodge Focus, Improved Disarm, Leadership, Move-by Action, Night Vision^B, Shield Training, Talented (Notice and Stealth)^B, Tough, Weapon Training^B
Traits: Determination
Combat: Attack +10 (+8 base, +2 Dex), Damage +6 (sword) or +3 (light crossbow), Defense Dodge/Parry +14/+14 (+8 base, +2 Dex, +1 Dodge Focus/+3 Str, +3 large shield), Initiative +2; Conviction 6
Saving Throws: Toughness +7 (+3 Con, +1 Tough, +3 chainmail), Fortitude +9 (+6 base, +3 Con), Reflex +4 (+2 base, +2 Dex), Will +3 (+2 base, +1 Wis)

"If Draegar wants Bloodsalt, I say let him have it."

—Garth Varellion

Draegar Redblade is the influential commander of Redblade's Militia, the police force that controls Bloodsalt. It's no secret Draegar wants more power, more control over the city and so the Captains' Council keeps a wary eye on this ambitious hobgoblin.

DREIDEN SIMMERSWELL (REP +2)

Type: 7th Level Humanoid (Halfling Expert 7)
Size: Small
Speed: 20 ft.
Abilities: Str +1, Dex +3, Con +0, Int +1, Wis +1, Cha +1
Skills: Climb 0 (+3), Diplomacy 10 (+9), Gather Information 10 (+9), Jump 0 (+3), Knowledge (local) 10 (+11), Knowledge (nature) 10 (+11), Notice 10 (+13), Profession (cook) 10 (+14), Profession (innkeeper) 10 (+11), Search 10 (+11), Stealth 10 (+19)

Feats: Benefit, Connected, Contacts, Dodge Focus, Endurance, Leadership, Lucky^B, Skill Focus (Profession: cook), Sneak Attack, Talented (Climb and Jump)^B, Talented (Notice and Stealth)^B, Weapon Training, Well-Connected

Traits: Expertise

Combat: Attack +9 (+1 size, +5 base, +3 Dex), Damage +2 (dagger), Defense Dodge/Parry +10/+6 (+1 size, +5 base, +3 Dex, +1 Dodge Focus/+1 Str), Initiative +3; Conviction 6

Saving Throws: Toughness -1 (-1 size, +0 Con), Fortitude +3 (+2 base, +0 Con, +1 Cha), Reflex +6 (+2 base, +3 Dex, +1 Cha), Will +7 (+5 base, +1 Wis, +1 Cha)

"Once I had a taste of that halfling's Sea God's Delight, I was hooked. I go back to the 'Fin' at least once a week."

—David Tarjay

Dreiden Simmerswell is the proprietor of the Diving Finn, a fabulous restaurant in the Docks district. A former adventurer, he came to Freeport thinking he'd find wealth and plenty and was sorely disappointed when he found neither. He opened a restaurant to fill the city's culinary void and has done quite well for himself ever since.

DUNBAR (REP +2)

Type: 9th Level Humanoid (Human Warrior 9)
Size: Medium
Speed: 30 ft.
Abilities: Str +4, Dex +2, Con +1, Int +1, Wis +0, Cha +3
Skills: Climb 10 (+14, +11 armored), Jump 10 (+14, +11 armored), Intimidate 11 (+14), Knowledge (local) 10 (+11), Notice 11 (+11), Ride 6 (+8), Swim 6 (+10, +4 armored)
Feats: Armor Training (Heavy, Light), Attack Focus (rapier)^B, Attack Specialization (rapier), Dodge Focus (x2), Leadership, Move-by Action, Tough, Weapon Training, Two-Weapon Defense, Two-Weapon Fighting
Traits: Determination
Combat: Attack +11 (+9 base, +2 Dex) (+13 with mwk rapier), Damage +7 (mwk rapier) or +5 (dagger), Defense Dodge/Parry +10/+13 (+9 base, +1 Dex/+4 Str), Initiative +2; Conviction 7
Saving Throws: Toughness +4 (+1 Con, +3 chainmail), Fortitude +7 (+6 base, +1 Con), Reflex +5 (+3 base, +2 Dex), Will +3 (+3 base, +0 Wis)

"Make no mistake, Dunbar and the Hellfire Social Club are firmly in Finn's pocket."

—Pious Pete

Dunbar was part of Finn's Syndicate and helped the halfling assume control over the Eastern District. As a reward for his help, Dunbar gained a sumptuous home that he promptly had renovated to serve as the headquarters for his own protection racket. Dunbar makes sure the Eastern District stays in line and uses violence and threats to make sure people listen.

EGIL, HIGH PRIEST OF THE KNOWLEDGE GOD (REP +4)

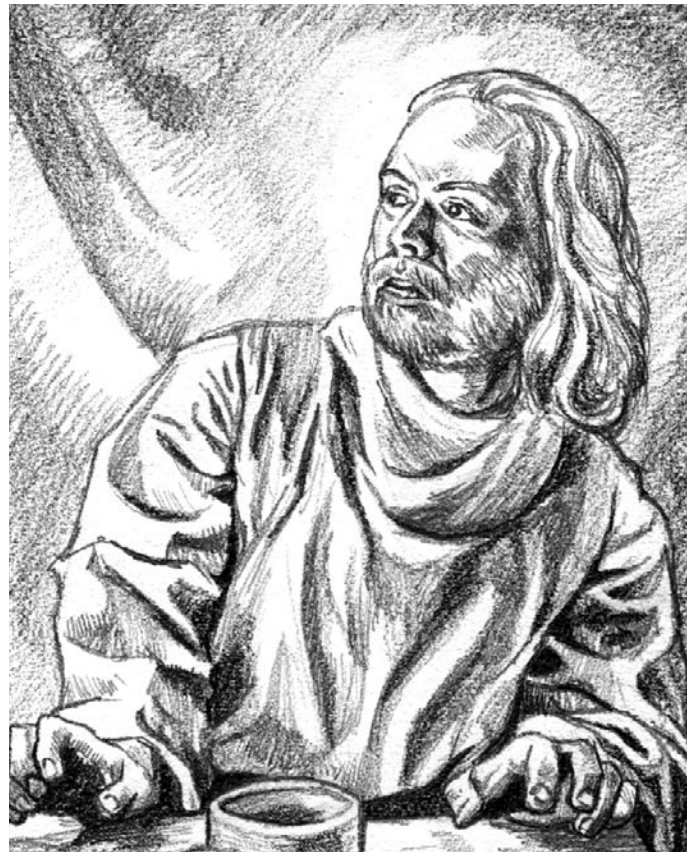
Type: 12th Level Humanoid (Human Adept 12)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +1, Con +1, Int +0, Wis +4, Cha +1
Skills: Concentration 12 (+16), Medicine 13 (+17), Knowledge (history) 13 (+15), Knowledge (religion) 13 (+15), Knowledge (supernatural) 13 (+15)

Feats: Benefit, Connected, Contacts, Dedicated^B, Divine Domain (Knowledge), Leadership, Power (×9), Widen Power
Traits: Powers (rank 15, bonus +19, Wis, save Difficulty 20; Calm, Cure, Heart Reading, Heart Shaping, Imbue Life, Mind Reading, Mind Touch, Object Reading, Second Sight), the Talent
Combat: Attack +7 (+6 base, +1 Dex), Damage +2 (club), Defense Dodge/Parry +7/+6 (+6 base, +1 Dex/+0 Str), Initiative +1; Conviction 8
Saving Throws: Toughness +1 (+1 Con), Fortitude +5 (+4 base, +1 Con), Reflex +5 (+4 base, +1 Dex), Will +12 (+8 base, +4 Wis)

“He has many enemies, Egil does, and it’s a shame. Everything he has done has been out of loyalty—for his friends, his temple, and this very city. To paint him as some do is a travesty.”

—Lucius

The high priest of the Knowledge God’s temple in Freeport is one of Freeport’s celebrities. Having been involved in exposing the Drac scandal, and then enjoying a meteoric rise through the ranks of his temple under the guidance of the former high priest Thuron, he finally gained the rank of high priest when his predecessor stepped down. Egil is considered too young, too inexperienced and above all too ambitious for the position. His rivals work to discredit him and remove him from power.



ENOCH HOLLIVER COMMISSIONER OF THE WATCH (REP +3)

Type: 12th Level Humanoid (Human Warrior 12)
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +2, Con +1, Int +1, Wis +1, Cha +1
Skills: Bluff 13 (+14), Intimidate 13 (+14), Knowledge (streetwise) 13 (+14), Knowledge (tactics) 13 (+14), Notice 13 (+14), Sense Motive 14 (+15)
Feats: Armor Training (Heavy, Light), Attack Focus (sword)^B, Attack Specialization (sword), Benefit, Cleave, Connected, Contacts, Diehard, Firearms Training, Great Cleave, Seize Initiative, Shield Training, Spirited Charge, Weapon Break, Weapon Training
Traits: Determination
Combat: Attack +14 (+12 base, +2 Dex) (+15 with sword), Damage +6 (sword) or +6 (dragon FP), Defense Dodge/Parry +16/+16 (+12 base, +2 Dex/+2 Str, +2 medium shield), Initiative +2; Conviction 8
Saving Throws: Toughness +5 (+1 Con, +4 breastplate), Fortitude +10 (+8 base, +2 Con), Reflex +6 (+4 base, +2 Dex), Will +5 (+4 base, +1 Wis)

“Everyone has their secrets and the Commissioner is no different. We’ve learned not to ask too many questions of him and in turn he doesn’t ask many of us.”

—Shent, Watchman

Enoch Holliver is the Commissioner of Freeport’s Watch. An ex-mercenary lured to Freeport by the promise of gold and assurances of no questions about his suspicious past, he’s a grizzled veteran capable of keeping the unruly Watch under some semblance of control. When not overseeing Freeport’s security, he attends to the matters of governance, having a seat on the Captains’ Council.

EUDOKIA KASOVAR (REP +4)

Type: 12th Level Humanoid (Human Expert 1/Adept 11)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +1, Con +1, Int +2, Wis +3, Cha +4
Skills: Bluff 13 (+17, +21 Attractive), Concentration 13 (+16), Diplomacy 13 (+17, +21 Attractive), Gather Information 13 (+17), Intimidate 14 (+18), Knowledge (religion) 14 (+16), Knowledge (supernatural) 14 (+16), Medicine 4 (+7), Perform (singer) 4 (+8), Profession (tutor) 4 (+7), Sense Motive 4 (+7)
Feats: Attractive^B, Leadership, Lucky, Mind over Body, Power (×8), Quicken Power, Supernatural Focus (Mind Touch), Widen Power
Traits: Expertise, Powers (rank 14, bonus +18, Cha, save Difficulty 19; Bliss, Body Control, Heart Shaping, Illusion, Mind Reading, Mind Touch +21, Suggestion, Ward)
Combat: Attack +6 (+5 base, +1 Dex), Damage +1 (dagger), Defense Dodge/Parry +6/+5 (+5 base, +1 Dex/+0 Str), Initiative +1; Conviction 8
Saving Throws: Toughness +1 (+1 Con), Fortitude +10 (+3 base, +3 Wis, +4 Cha), Reflex +8 (+3 base, +1 Dex, +4 Cha), Will +14 (+7 base, +3 Wis, +4 Cha)

“All that twaddle about bloodlines, dragons, and other nonsense goes a great way toward masking the fact that she’s easily the most beddable woman in Freeport.”

—Marcus Roberts

Eudokia Kasovar leads an underground movement of people who share her vision they are all inheritors of some draconic proto-being. While they haven’t gained much traction, being relatively small and insignificant, they have gained the attention of the Wizards’ Guild who fears Kasovar might begin poaching their students.

FALTHAR (REP +4)

Type: 12th Level Humanoid (Human Adept 12)**Size:** Medium**Speed:** 30 ft.**Abilities:** Str -1, Dex +0, Con +2, Int +4, Wis +3, Cha +1**Skills:** Concentration 14 (+17), Craft (alchemy) 14 (+18), Diplomacy 14 (+15), Gather Information 14 (+15), Knowledge (geography) 14 (+18), Knowledge (history) 14 (+18), Knowledge (nature) 14 (+18), Knowledge (supernatural) 14 (+21), Profession (shopkeeper) 12 (+15)**Feats:** Bloodline (planetouched)^B, Eidetic Memory, Empower, Imbue Item, Intellect Fortress, Power (x8), Shield Penetration, Skill Focus (Knowledge: the supernatural), Weapon Training**Traits:** +4 saves against electricity, Powers (rank 15, bonus +19, Int, save Difficulty 20; Cloud Minds, Dominate, Enhance Ability, Light Shaping, Mind Touch, Purifying Light, Scrying, True Vision), the Talent**Combat:** Attack +6 (+6 base, +0 Dex), Damage +2 (sword), Defense Dodge/Parry +4/+3 (+4 base, +0 Dex/-1 Str), Initiative +0; Conviction 8**Saving Throws:** Toughness +2 (+2 Con), Fortitude +6 (+4 base, +2 Con), Reflex +4 (+4 base, +0 Dex), Will +12 (+8 base, +4 Int)*"After the barbarians attacked, Falthar was never the same."*

—Janis Hawthorne

Falthar ran a small shop called Falthar's Curios. Noted for its unusual assortment of products, he did a steady business catering to wizards, sorcerers, and no few priests. A barbarian attack that struck the city and claimed Falthar's companion, Nell, saw him close his shop and commit himself to some secret task. Romantics suggest he's searching for Nell, while others whisper he's chasing something dangerous to get revenge on the monsters that shattered his life.



FARGAS IRONFOOT (REP +4)

Type: 13th Level Humanoid (Halfling Expert 13)**Size:** Small**Speed:** 20 ft.**Abilities:** Str +2, Dex +5, Con +1, Int +1, Wis +1, Cha +3**Skills:** Acrobatics 8 (+13, +12 armored), Bluff 16 (+19), Climb 4 (+8, +7 armored), Diplomacy 4 (+7), Escape Artist 8 (+13, +12 armored), Intimidate 16 (+19), Jump 0 (+4, +3 armored), Knowledge (geography) 16 (+17), Notice 16 (+19), Profession (sailor) 16 (+17), Search 4 (+5), Sense Motive 4 (+6), Sleight of Hand 8 (+13), Stealth 16 (+23, +22 armored), Swim 8 (+10, +8 armored)**Feats:** Armor Training (Light), Attack Focus (cutlass), Benefit, Defensive Attack, Dodge Focus (x3), Evasion, Improved Disarm, Improved Initiative, Leadership, Lucky^B, Sneak Attack (x3), Talented (Climb and Jump)^B, Talented (Notice and Stealth)^B, Uncanny Dodge, Weapon Training**Traits:** Expertise**Combat:** Attack +15 (+1 size, +9 base, +5 Dex) (+17 with supernatural cutlass), Damage +4 (supernatural cutlass), Defense Dodge/Parry +18/+11 (+1 size, +9 base, +5 Dex, +3 Dodge Focus/+2 Str), Initiative +9; Conviction 9**Saving Throws:** Toughness +2 (-1 size, +1 Con, +2 mwk studded leather), Fortitude +8 (+4 base, +1 Con, +3 Cha), Reflex +16 (+8 base, +5 Dex, +3 Cha), Will +8 (+4 base, +1 Wis, +3 Cha)*"Ironfoot makes Finn look like a gentle baby, not that I'm saying Finn's gentle... or a baby... oh dear, I'm in trouble now aren't I?"*

—Dimetrios

The captain of the *Widowmaker* is an infamous halfling pirate named Fargus Ironfoot. Cruel and heartless, he thrives as a buccaneer, inspiring terror wherever he sails. Part of his nasty reputation stems from pitting his captives against one another, granting the victor a place in his crew and the loser a place with the sharks.

FINN (REP +6)

Type: 20th Level Humanoid (Halfling Expert 20)**Size:** Small**Speed:** 20 ft.**Abilities:** Str +0, Dex +5, Con +2, Int +1, Wis +0, Cha +2**Skills:** Acrobatics 16 (+21), Balance 13 (+18), Bluff 23 (+25), Climb 0 (+2), Diplomacy 10 (+12), Disable Device 13 (+14), Disguise 10 (+12), Escape Artist 10 (+15), Gather Information 10 (+12), Intimidate 10 (+12), Jump 0 (+2), Knowledge (local) 23 (+24), Knowledge (streetwise) 13 (+14), Notice 23 (+25), Search 10 (+11), Sense Motive 10 (+10), Stealth 13 (+24)**Feats:** Benefit, Contacts, Connected, Defensive Attack, Defensive Roll (x3), Dodge Focus (x3), Evasion, Improved Evasion, Iron Will, Leadership, Lucky^B, Master Plan, Move-by Action, Sneak Attack (x5), Talented (Climb and Jump)^B, Talented (Notice and Stealth)^B, Uncanny Dodge, Well-Connected**Traits:** Expertise**Combat:** Attack +21 (+1 size, +15 base, +5 Dex), Damage +2 (dagger), Defense Dodge/Parry +24/+16 (+1 size, +15 base, +5 Dex, +3 Dodge Focus/+0 Str), Initiative +5; Conviction 12**Saving Throws:** Toughness +4 (-1 size, +2 Con, +3 Defensive Roll), Fortitude +10 (+6 base, +2 Con, +2 Cha), Reflex +19 (+12 base, +5 Dex, +2 Cha), Will +10 (+6 base, +0 Wis, +2 Cha, +2 Iron Will)*"Freeport may not have a Thieves' Guild, but Finn's Syndicate is damn close to the real thing."*

—Asha Sante

Finn is the leader of the Halfling Benevolent Association, an organization said to protect Freeport's halflings and their interests. This is a front for an extensive and powerful criminal organization called the Syndicate. If it weren't for Mister Wednesday, Finn might well be the most significant kingpin in the city.

GAREK (REP +1)

Type: 12th Level Humanoid (Dwarf Warrior 4/Expert 8)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +0, Con +4, Int +1, Wis +0, Cha +2

Skills: Bluff 15 (+17), Climb 15 (+17, +12 armored), Craft (cooper) 15 (+16), Craft (engineer) 8 (+9), Craft (stoneworking) 0 (+3), Diplomacy 8 (+10), Notice 15 (+18), Perform (storyteller) 8 (+10), Profession (brewer) 15 (+20), Search 0 (+1, +3 stone), Sense Motive 8 (+8)

Feats: All-out Attack, Armor Training (Heavy, Light), Attack Focus (warhammer), Attack Specialization (warhammer), Defensive Attack, Great Fortitude^B, Night Vision^B, Shield Training, Skill Focus (Notice), Skill Focus (Profession: brewer), Talented (Craft and Search, stone only)^B, Tireless, Tough (×4), Weapon Training

Traits: Determination

Combat: Attack +12 (+10 base, +2 Dex) (+13 with mwk warhammer), Damage +6 (mwk warhammer), Defense Dodge/Parry +10/+12 (+10 base, +0 Dex/+2 Str), Initiative +0; Conviction 8

Saving Throws: Toughness +14 (+4 Con, +4 Tough, +6 mwk full plate), Fortitude +12 (+6 base, +4 Con, +2 Great Fortitude), Reflex +3 (+3 base, +0 Dex), Will +5 (+5 base, +0 Wis)

"It's a bit strange how he coddles his casks, but I try to ignore his antics. He does serve some of the best beer in Freeport."

—Rude Tom, Watchman

Garek runs the Dented Helm, an unassuming tavern and brewery in the Docks. While the place isn't much to look at, the brew is quite fine and over the years, mad Garek has gained a stable of regular customers. He's noted for the dented helm on his head, the tale of which changes with each telling.

GARTH VARELLION (REP +3)

Type: 10th Level Humanoid (Human Expert 5/Warrior 5)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +3, Con +0, Int +0, Wis +0, Cha +3

Skills: Acrobatics 7 (+10, +8 armored), Bluff 7 (+10), Climb 6 (+8, +6 armored), Diplomacy 8 (+11), Gather Information 5 (+8), Handle Animal 5 (+8), Jump 5 (+7, +5 armored), Knowledge (geography) 7 (+7), Knowledge (nobility) 8 (+8), Notice 7 (+10), Perform (oratory) 5 (+8), Profession (sailor) 7 (+7), Sense Motive 5 (+5), Swim 6 (+8, +4 armored)

Feats: Armor Training (Heavy, Light), Benefit, Blind-Fight^B, Evasion, Improved Initiative, Iron Will, Leadership, Quick Draw, Skill Focus (Notice), Sneak Attack (×2), Uncanny Dodge, Weapon Training

Traits: Expertise

Combat: Attack +11 (+8 base, +3 Dex) (+12 with mwk saber), Damage +4 (mwk saber) or +3 (dagger), Defense Dodge/Parry +11/+10 (+8 base, +3 Dex/+2 Str), Initiative +7; Conviction 7

Saving Throws: Toughness +3 (+0 Con, +3 mwk chainmail), Fortitude +3 (+3 base, +0 Con), Reflex +7 (+4 base, +3 Dex), Will +3 (+1 base, +0 Wis, +2 Iron Will)

"He's a harmless twit."

—Marilise Maeorgan

Reviled as a vain, arrogant fool, Garth Varellion is the least popular member of the Captains' Council. If there were not prohibitions about removing Councilors, he would have lost his seat years ago. In spite of his tarnished image, he still dreams of becoming the Sea Lord, a goal he has long pursued.

GITCH (REP +2)

Type: 6th Level Humanoid (Goblinoid) (Goblin Adept 6)

Size: Small

Speed: 20 ft.

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

Skills: Bluff 9 (+9), Concentration 9 (+11), Knowledge (streetwise) 9 (+12), Knowledge (supernatural) 9 (+12), Notice 9 (+8), Ride 0 (+4), Search 9 (+12), Stealth 9 (+18)

Feats: Improved Initiative, Move-by Action^B, Night Vision^B, Power (×7), Supernatural Focus (Fire Shaping), Talented (Ride and Stealth)^B

Traits: Powers (rank 9, bonus +12, Int, save Difficulty 16; Elemental Blast [Fire], Fire Shaping +15, Light Shaping, Second Sight, Summon Elemental, Ward, Water Shaping), The Talent

Combat: Attack +6 (+1 size, +3 base, +2 Dex), Damage +1 (club), Defense Dodge/Parry +6/+2 (+1 size, +3 base, +2 Dex/-1 Str), Initiative +6; Conviction 5

Saving Throws: Toughness +1 (-1 size, +2 Con), Fortitude +4 (+2 base, +2 Con), Reflex +4 (+2 base, +2 Dex), Will +4 (+5 base, -1 Wis)

"Gitch great! Gitch good! Gitch master wizard! All bow to Gitch!"

—Gunk, Goblin

Formerly serving as the city's "fire marshal," Gitch lost his wagon and job during the Great Green Fire. He retreated to Bloodsalt, where he lives in a rundown tower dubbed, by the locals, the Tower of High Sorcery. Whether he wants to be or not, he's the spokesperson for Freeport's goblin population.

GRINGA (REP +2)

Type: 8th Level Humanoid (Half-Orc Warrior 8) [minion]

Size: Medium

Speed: 40 ft.

Abilities: Str +4, Dex +1, Con +2, Int +0, Wis +1, Cha -1

Skills: Intimidate 11 (+10), Jump 11 (+15, +12 armored), Notice 11 (+12), Profession (bartender) 11 (+12), Ride 4 (+5)

Feats: All-out Attack, Armor Training (Heavy, Light), Cleave, Improved Speed, Improved Strike, Lightning Reflexes, Night Vision^B, Rage (×3), Skill Training, Uncanny Dodge, Weapon Training^B

Combat: Attack +9 (+8 base, +1 Dex), Damage +9 (greataxe), Defense Dodge/Parry +9/+12 (+8 base, +1 Dex/+4 Str), Initiative +1

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +7 (+6 base, +1 Con), Reflex +5 (+2 base, +1 Dex, +2 Lightning Reflexes), Will +3 (+2 base, +1 Wis)

"I don't know where I'd be without Gringa, I really don't."

—Dreiden Simmerswell

Gringa manages the front of the Diving Fin, seeing to it that the customers behave themselves and making sure the wait staff do their jobs quickly and efficiently. Most times, she works behind the bar, mixing drinks and keeping an eye on the place.



SISTER GWENDOLYN (REP +3)

Type: 10th Level Humanoid (Human Adept 10)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +1, Con +1, Int +1, Wis +4, Cha +4
Skills: Bluff 11 (+15), Concentration 12 (+16), Diplomacy 11 (+15), Knowledge (religion) 12 (+13), Knowledge (supernatural) 12 (+13), Sense Motive 11 (+15)
Feats: Armor Training (Heavy, Light), Attack Focus (mace), Divine Domain (Luck), Divine Domain (Water), Leadership, Lightning Reflexes^B, Power (x7)
Traits: Powers (rank 13, bonus +17, Wis, save Difficulty 19; Cure, Cure Poison, Elemental Blast [Water], Fire Shaping, Second Sight, Truth Reading, Water Shaping +19), The Talent
Combat: Attack +6 (+5 base, +1 Dex) (+7 with mace), Damage +3 (mace) or +4 (light crossbow), Defense Dodge/Parry +6/+5 (+5 base, +1 Dex/+0 Str), Initiative +1; Conviction 7
Saving Throws: Toughness +5 (+1 Con, +4 breastplate), Fortitude +4 (+3 base, +1 Con), Reflex +6 (+3 base, +1 Dex, +3 feat), Will +11 (+7 base, +4 Wis)

"I fear the good sister is more concerned with politics than she is with her own faith. I'd say we succeeded, wouldn't you?"

—Marcus Roberts

Sister Gwendolyn is the representative of the Temple of Sea God to the Captains' Council. For generations, there has always been such a figure, as the Sea God and respect owed to him are vital to the city's survival. Gwendolyn is more of a stand-out figure since she has invested a great deal of time and energy into making a place for herself in the city's government. Her ambition has led many to question her motives and the strengths of her convictions.

HALKOS TREMIIR (REP +0)

Type: 7th Level Humanoid (Elf Ordinary 7)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +2, Con -1, Int +3, Wis +2, Cha +3
Skills: Bluff 6 (+9), Diplomacy 6 (+9), Gather Information 6 (+9), Intimidate 6 (+9), Knowledge (local) 6 (+9), Knowledge (nobility) 6 (+9), Knowledge (streetwise) 6 (+9), Medicine 7 (+9), Notice 7 (+11), Profession (barber) 7 (+9), Search 7 (+12)
Feats: Night Vision^B, Talented (Notice and Search)^B, Weapon Training^B
Combat: Attack +2 (+0 base, +2 Dex) (+3 with mwk rapier), Damage +2 (mwk rapier) or +1 (dagger), Defense Dodge/Parry +2/+0 (+0 base, +2 Dex/+0 Str), Initiative +2
Saving Throws: Toughness -1 (-1 Con), Fortitude -1 (+0 base, -1 Con), Reflex +2 (+0 base, +2 Dex), Will +2 (+0 base, +2 Wis)

"A meticulous barber that Halkos. He's the best in the city."

—Garth Varellion

Halkos runs a barber shop in the Seaside Market, little more than a tent really. Having lived in Scurvytown and the Eastern District, he's a good source of information about the lay of the city. This fact is not lost on some of the criminal elements in Freeport, and he's believed to sell information to shadowy figures that happen by his stall.

HARCOURT HORKEL (REP +4)

Type: 12th Level Humanoid (Human Expert 6/Adept 6)
Size: Medium
Speed: 40 ft.
Abilities: Str +1, Dex +4, Con +1, Int +2, Wis -1, Cha +4
Skills: Acrobatics 9 (+13), Bluff 10 (+14), Concentration 9 (+8), Diplomacy 10 (+14), Disguise 9 (+13), Escape Artist 9 (+13), Gather Information 10 (+14), Handle Animal 9 (+13), Intimidate 9 (+13), Jump 9 (+10), Perform (huckster) 10 (+14), Perform (storyteller) 9 (+13), Sleight of Hand 9 (+13), Stealth 9 (+13)
Feats: Attack Focus (rapier), Dodge Focus (x2), Fascinate (Perform: huckster), Improved Initiative^B, Improved Speed, Inspire (Complacency), Mass Suggestion, Power (x5), Suggestion, Weapon Training, Well-Informed
Traits: Expertise, Powers (rank 9, bonus +13, Cha, save Difficulty 17; Heart Shaping, Illusion, Light Shaping, Move Object, Summon Beast)
Combat: Attack +11 (+7 base, +4 Dex) (+13 with mwk rapier), Damage +3 (mwk rapier), Defense Dodge/Parry +13/+8 (+7 base, +4 Dex, +2 Dodge Focus/+1 Str), Initiative +8; Conviction 8
Saving Throws: Toughness +1 (+1 Con), Fortitude +5 (+4 base, +1 Con), Reflex +11 (+7 base, +4 Dex), Will +4 (+5 base, -1 Wis)

"He's a scoundrel, a no-good comman. He puts on a happy face and sure, he's great fun, but you watch your back. He wants one thing and one thing only: your money."

—Aleksander Tovac

The Docks are full confidence men, but few hold a candle to the sliminess of Harcourt Horkel. This hustler is a card-shark, charlatan, hustler, and everything in between, and to those who haven't been duped by him before, think he's the best thing that's ever happened to them... at least until he's ripped them off.

HECTOR TORIAN (REP +3)

Type: 10th Level Humanoid (Human Expert 10)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +3, Con +0, Int +1, Wis +1, Cha +2
Skills: Acrobatics 12 (+15), Bluff 12 (+14), Climb 12 (+12), Diplomacy 12 (+14), Gather Information 12 (+14), Notice 12 (+16), Profession (sailor) 12 (+13), Search 12 (+13), Sense Motive 13 (+14), Swim 12 (+12)
Feats: Armor Training (Light), Defensive Attack, Defensive Roll (×2), Dodge Focus, Evasion, Improved Initiative^B, Skill Focus (Notice), Sneak Attack (×4), Uncanny Dodge, Weapon Training
Combat: Attack +10 (+7 base, +3 Dex) (+11 with mwk cutlass), Damage +2 (mwk cutlass) or +1 (dagger), Defense Dodge/Parry +11/+7 (+7 base, +3 Dex, +1 Dodge Focus/+0 Str), Initiative +7; Conviction 7
Saving Throws: Toughness +2 (+0 Con, +2 Defensive Roll), Fortitude +3 (+3 base, +0 Con), Reflex +10 (+7 base, +3 Dex), Will +4 (+3 base, +1 Wis)

"It's offensive that Torian has retained his seat when he has consistently supported the Drac family. He claims he does this out of loyalty to Freeport's ideals, but I suspect that he's just one of Drac's old cronies looking for a way to keep his seat."

—Buster Wallace

Hector Torian is a crusty old pirate and former captain of the *Sea Ghost*. He retired from the sea nearly a decade ago to become a politician. As he gained his seat from Milton Drac, he's been loyal to the Drac family even at his own detriment.

ADMIRAL HROTHY (REP +3)

Type: 10th Level Humanoid (Human Expert 10)
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +0, Con +1, Int +2, Wis +1, Cha +2
Skills: Bluff 12 (+14), Diplomacy 12 (+14), Gather Information 12 (+14), Knowledge (geography) 13 (+15), Knowledge (history) 12 (+14), Knowledge (local) 12 (+14), Notice 12 (+13), Profession (sea captain) 13 (+14), Search 12 (+14), Stealth 12 (+12), Swim 12 (+14)
Feats: Attack Focus (cutlass), Connected, Contacts, Defensive Roll (×2), Endurance, Evasion, Inspire (Awe), Leadership, Skill Focus (Profession: sea captain), Sneak Attack (×2), Weapon Training^B, Well-Informed
Traits: Expertise
Combat: Attack +7 (+7 base, +0 Dex) (+9 with mwk cutlass), Damage +4 (mwk cutlass), Defense Dodge/Parry +7/+9 (+7 base, +0 Dex/+2 Str), Initiative +0; Conviction 7
Saving Throws: Toughness +3 (+1 Con, +2 Defensive Roll), Fortitude +4 (+3 base, +1 Con), Reflex +3 (+3 base, +0 Dex), Will +8 (+7 base, +1 Wis)

"Oh he's positively delightful. I'm sure to invite the good admiral to all my parties."

—Lucille Venport, Noblewoman

Before Hrothy settled in Freeport, he was an admiral in one of the continental nation's navies. He gained a name for his ruthlessness at sea and won more battles than he lost. He eventually retired and moved to Freeport to spend his golden years. Despite having crossed swords

with many a Freeporter, he's become a socialite, rubbing elbows with the city's elite. Too bad none of his "friends" know he's really a spy.

JACOB LYDON (REP +6)

Type: 11th Level Humanoid (Human Expert 5/Warrior 6)
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +1, Con +1, Int +1, Wis +2, Cha +1
Skills: Bluff 6 (+7), Climb 6 (+9, +8 armored), Craft (Forgery) 7 (+8), Diplomacy 7 (+8), Disguise 6 (+7), Escape Artist 7 (+8, +7 armored), Gather Information 7 (+8), Intimidate 6 (+7), Notice 7 (+9), Perform (oratory) 7 (+8), Profession (gambler) 6 (+8), Profession (sailor) 7 (+9), Ride 7 (+8), Search 7 (+8), Sense Motive 7 (+9), Swim 6 (+9, +7 armored)
Feats: Armor Training (Light), Benefit, Contacts, Connected, Evasion, Far Shot, Leadership, Lightning Reflexes^B, Point Blank Shot, Renown, Run, Sneak Attack (×2), Uncanny Dodge, Weapon Training
Traits: Expertise
Combat: Attack +10 (+9 base, +1 Dex) (+11 with mwk cutlass), Damage +5 (mwk cutlass) or +4 (heavy crossbow) or +4 (dagger), Defense Dodge/Parry +10/+12 (+9 base, +1 Dex/+3 Str), Initiative +1; Conviction 8
Saving Throws: Toughness +2 (+1 Con, +1 leather), Fortitude +5 (+4 base, +1 Con), Reflex +7 (+4 base, +1 Dex, +2 feat), Will +3 (+1 base, +2 Wis)

"He's a disgrace to the Council. If he doesn't straighten up, I promise, I'll do whatever, and I mean whatever, I can to see him removed."

—Liam Blackhammer

When Captain Lydon settled in Freeport, he wanted nothing more than to get into politics. He believed by doing so, he could earn enough to pay off his creditors and get him off his back. A fool with money, he's never managed his affairs well. He did manage to get a seat, but his behavior has simply distanced him from true power in the city.

JANIS HAWTHORNE (REP +0)

Type: 8th Level Humanoid (Half-Elf Ordinary 8)
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex −1, Con +0, Int +2, Wis +3, Cha +2
Skills: Gather Information 11 (+15), Handle Animal 11 (+13), Knowledge (local) 11 (+13), Knowledge (streetwise) 11 (+13), Notice 11 (+16), Profession (merchant) 11 (+14)
Feats: Night Vision^B, Talented (Diplomacy and Gather Information)^B, Talented (Notice and Search)^B
Combat: Attack −1 (+0 base, −1 Dex) (+0 with mwk club), Damage +4 (mwk club), Defense Dodge/Parry −1/+2 (+0 base, −1 Dex/+2 Str), Initiative −1
Saving Throws: Toughness +0 (+0 Con), Fortitude +0 (+0 base, +0 Con), Reflex −1 (+0 base, +0 Dex), Will +3 (+0 base, +3 Wis)

"She claims she's a simple fruit-seller, but that woman knows more than she lets on."

—Zach

To look at her, one would see just another vendor struggling to make a living. Janis is happy, pleasant, and perfectly friendly, but she's a hopeless gossip and seems to have a knack for picking up all sorts of information.



KARL THE KRAKEN (REP +2)

Type: 10th Level Humanoid (Half-Orc Warrior 10) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +2, Con +3, Int +0, Wis +1, Cha +2

Skills: Bluff 11 (+13), Climb 11 (+15, +11 armored), Gather Information 11 (+13), Intimidate 12 (+14), Jump 11 (+15, +11 armored)

Feats: All-out Attack, Armor Training (Heavy, Light), Attack Focus (unarmed strike), Attack Specialization (unarmed strike), Cleave, Improved Initiative, Improved Strike, Night Vision^B, Skill Focus (Intimidate), Tough (×2), Weapon Training^B

Combat: Attack +12 (+10 base, +2 Dex) (+13 with unarmed strike), Damage +5 (unarmed strike) or +7 (morningstar), Defense Dodge/Parry +12/+14 (+10 base, +2 Dex/+4 Str), Initiative +6

Saving Throws: Toughness +9 (+3 Con, +2 Tough, +4 breastplate), Fortitude +10 (+7 base, +3 Con), Reflex +5 (+3 base, +2 Dex), Will +4 (+3 base, +1 Wis)

“Me kill, yes?”

—Karl the Kraken

For many years, Karl was a professional thug, a hired brute noted for not asking questions and being capable muscle. He had a tendency, though, to kill when lethal force wasn't needed, a fact that tempered merchants' zeal for hiring him. Since the Great Green Fire, Karl has relocated to Bloodsalt along with most other orcs. He hasn't had the business he enjoyed in the good old days, and he sometimes takes out his frustrations on the occasional hobgoblin.

KOTHAR THE ACCURSED (REP —)

Type: 10th Level Undead (Fire Spectre Expert 10)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +4, Con —, Int +2, Wis +3, Cha +2

Skills: Acrobatics 13 (+17), Bluff 13 (+15), Craft (writing) 4 (+6), Disable Device 13 (+15), Escape Artist 13 (+17), Gather Information 13 (+15), Intimidate 13 (+19), Notice 13 (+16), Profession (pilot) 13 (+16), Sense Motive 13 (+16), Stealth 13 (+17)

Feats: Armor Training (Light), Blind-Fight^B, Evasion, Improved Initiative^B, Iron Will^B, Leadership, Point Blank Shot, Sneak Attack (×4), Uncanny Dodge, Weapon Training

Traits: Damage Reduction 2/bludgeoning, Darkvision 60 ft., Expertise, Flaming Death (Difficulty 17; +12 damage), Immunity to Fire, Orb of Storms, Undead Traits

Combat: Attack +11 (+7 base, +4 Dex) (+14 with *Kothar's Cutlass*, +12 with mwk dagger), Damage +7 (+11 against virtue) (*Kothar's Cutlass*) or +3 (mwk dagger), Defense Dodge/Parry +11/+9 (+7 base, +4 Dex/+2 Str), Initiative +8; Conviction 7

Saving Throws: Toughness +11 (+9 vs. bludgeoning) (+5 undead, +0 Con, +4 supernatural leather), Fortitude +3 (+3 base, +0 Con), Reflex +11 (+7 base, +4 Dex), Will +8 (+3 base, +3 Wis, +2 Iron Will)

Kothar's Cutlass: This weapon functions as a supernatural cutlass that grants a +3 bonus to attacks and damage. It deals an additional +4 damage to creatures with the virtue subtype.

Kothar's Armor: This suit of armor functions as supernatural leather that grants a +4 bonus to Toughness checks.

Orb of Storms: This powerful device enables Kothar to use the Water Shaping, Weather Shaping, and Wind Shaping powers, each once per day (Power Rank 21; Power Bonus +26).

“Sometimes the damned slip free from the bonds of Hell”

—Asha Sante

In life, Captain Kothar was a vicious pirate noted for his bloodthirsty tactics and cruelty. After he and his crew and his crew attacked and murdered their rivals, claiming their vessel the *Wind of Hell* for themselves, they were captured, tried, and executed for their crimes. Kothar and his crew were burned alive while lashed to the deck of their stolen ship. So hot ran Kothar’s hate, he refused to go to Hell and now haunts the waters of the Serpent’s Teeth as a fire spectre (see **Chapter Six: Creatures of Freeport**).

K’S TALLO (REP +3)

Type: 8th Level Adept (Serpent Person Adept 8)

Size: Medium

Speed: 30 ft., swim 30 ft.

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

Skills: Concentration 11 (+14), Escape Artist 0 (+3), Knowledge (history) 11 (+15), Knowledge (local) 11 (+15), Knowledge (religion) 11 (+15), Knowledge (supernatural) 11 (+15), Stealth 11 (+14), Swim 0 (+8)

Feats: Armor Training (Heavy, Light), Divine Domain (Knowledge), Divine Domain (Magic), Improved Initiative^B, Power (×6), Skill Focus (Concentration), Skill Focus (Escape Artist)^B, Skill Focus (Stealth)^B

Traits: Change Shape, Darkvision 60 ft., Powers (rank 11, bonus +14, Wis, save Difficulty 17; Cure, Mind Reading, Mind Touch, Object Reading, Summon Outsider, Ward)

Combat: Attack +4 (+4 base, +0 Dex) (+5 with supernatural mace), Damage +4 (supernatural mace), Defense Dodge/Parry +4/+5 (+4 base, +0 Dex/+1 Str), Initiative +4; Conviction 6

Saving Throws: Toughness +2 (+0 Con, +2 natural), Fortitude +2 (+2 base, +0 Con), Reflex +2 (+2 base, +0 Dex), Will +9 (+6 base, +3 Wis)

Change Shape: K’S tallo can assume the form of any Small or Medium humanoid.

“A brilliant scholar and loyal friend. I rue the day I met him.”

—Egil, High Priest of the Knowledge God

Until recently, K’S tallo had been impersonating the High Priest Thuron of the Knowledge God. His secret safe with Brother Egil, he used his guise to learn what he could of the secrets beneath Freeport and to liberate the degenerate serpent people from their barbarism. K’S tallo aided Egil and his adventurer companions in thwarting Milton Drac’s plans, but once they had achieved this, the serpent person turned his full attentions on his lost kin, leaving the temple for Egil to run as he saw fit.

KYRGA STONEFOOT (REP +2)

Type: 5th Level Humanoid (Dwarf Expert 5) [minion]

Size: Medium

Speed: 40 ft.

Abilities: Str +3, Dex +1, Con +3, Int +1, Wis +0, Cha –1

Skills: Climb 8 (+11), Craft (stoneworking) 0 (+3), Gather Information 8 (+7), Knowledge (geography) 8 (+9), Knowledge (local) 8 (+12), Knowledge (streetwise) 8 (+9), Language 8 (—), Notice 8 (+8), Profession (courier) 8 (+8), Search 0 (+1, +3 stonework), Swim 8 (+11)

Feats: Connected, Endurance, Evasion, Great Fortitude^B, Improved Initiative, Improved Speed, Improved Strike, Lightning Reflexes, Night Vision^B, Skill Focus (Knowledge: local), Talented (Craft and Search, stonework only)^B

Combat: Attack +4 (+3 base, +1 Dex), Damage +5 (light mace), Defense Dodge/Parry +4/+6 (+3 base, +1 Dex/+3 Str), Initiative +5

Saving Throws: Toughness +3 (+3 Con), Fortitude +6 (+1 base, +3 Con, +2 Great Fortitude), Reflex +4 (+1 base, +1 Dex, +2 Lightning Reflexes), Will +4 (+4 base, +0 Wis)

“The Stonefoot Rickshaw Company is the best of its kind in Freeport. Accept no substitutes, I say.”

—Marcus Roberts

Kyrge came to Freeport after being exiled from her homeland. Finding the city distasteful, but lacking few other options, she put her talents—her strength, speed, and knack with languages—to good use and opened a successful rickshaw company.

LARIA SYRTIS (REP +4)

Type: 11th Level Humanoid (Half-Elf Expert 6/Adept 5)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +1, Int +2, Wis +2, Cha +4

Skills: Acrobatics 9 (+12), Balance 9 (+12), Climb 9 (+9), Concentration 14 (+16), Diplomacy 9 (+15), Gather Information 0 (+6), Knowledge (geography) 14 (+16), Knowledge (streetwise) 5 (+7), Knowledge (supernatural) 5 (+7), Notice 14 (+18), Perform (oratory) 9 (+13), Profession (sailor) 14 (+16), Search 9 (+13)

Feats: Attack Focus (Bow), Defensive Roll, Fascinate (Perform), Inspire (Competence, Courage), Night Vision^B, Point Blank Shot, Power (×3), Precise Shot, Suggestion, Talented (Diplomacy and Gather Information)^B, Talented (Notice and Search)^B, Weapon Training

Traits: Expertise, Powers (rank 8, bonus +12, Cha, save Difficulty 16; Blink, Enhance Ability, Supernatural Weapon)

Combat: Attack +8 (+5 base, +3 Dex), Damage +2 (rapier) or +3 (bow), Defense Dodge/Parry +6/+3 (+3 base, +3 Dex/+0 Str), Initiative +3; Conviction 11

Saving Throws: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +4 (+3 base, +1 Con), Reflex +9 (+6 base, +3 Dex), Will +6 (+4 base, +2 Wis)

“Aye, she’s proved her mettle a dozen times since taking the Sunrunner. She’s definitely her pap’s girl.”

—Buster Wallace

Laria Syrtis the captain of the *Sunrunner*, a sleek elven warship she inherited from her father Arel. She’s secured a place as a captain in the Admiralty and now lends her ship and crew in the defense of Freeport.

LEXI (REP +3)

Type: 7th Level Humanoid (Human Expert 1/Adept 6) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con –1, Int +1, Wis +0, Cha +3

Skills: Bluff 9 (+12, +16 Attractive), Concentration 4 (+4), Diplomacy 9 (+12, +16 Attractive), Disguise 9 (+12), Gather Information 4 (+7), Knowledge (local) 4 (+5), Knowledge (streetwise) 4 (+5), Perform (companion) 9 (+12), Profession (courtesan) 9 (+9), Sense Motive 9 (+9)

Feats: Attractive^B, Contacts, Power (×6), Skill Focus (Profession: Courtesan), Supernatural Focus (Flesh Shaping), Supernatural Focus (Heart Shaping)



Traits: Expertise, Powers (rank 9, bonus +12, Cha, save Difficulty 16; Bliss, Flesh Shaping +15, Heart Shaping +15, Mind Reading, Mind Touch, Move Object)
Combat: Attack +4 (+3 base, +1 Dex), Damage +1 (dagger), Defense Dodge/Parry +4/+3 (+3 base, +1 Dex/+0 Str), Initiative +1
Saving Throws: Toughness -1 (-1 Con), Fortitude +1 (+2 base, -1 Con), Reflex +5 (+4 base, +1 Dex), Will +3 (+3 base, +0 Wis)

“Is Lexi available? Oh, no? Okay, I guess I’ll take you then.”

—A Customer at the Serenity House

Lexi is a popular courtesan at the Serenity House. Part of her success stems from her ability to anticipate her customer’s fantasies. She hides a dark secret and a troubled past, things only those closest to her know about.

LIAM BLACKHAMMER (REP +3)

Type: 10th Level Humanoid (Human Expert 10)
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex -2, Con +2, Int +1, Wis +2, Cha +2
Skills: Craft (armorer) 13 (+17), Craft (blacksmithing) 13 (+17), Craft (weaponsmith) 13 (+17), Diplomacy 10 (+12), Gather Information 10 (+12), Intimidate 10 (+12), Knowledge (local) 13 (+14), Perform (oratory) 13 (+15), Sense Motive 13 (+15), Swim 13 (+16, +13 armored)
Feats: Armor Training (Heavy, Light), Benefit, Connected^B, Contacts, Endurance, Great Fortitude, Shield Training, Skill Focus (Craft), Skill Focus (Craft), Skill Focus (Craft), Weapon Training, Wealthy, Well-Connected
Traits: Expertise
Combat: Attack +5 (+7 base, -2 Dex) (+6 with mwk warhammer), Damage +6 (mwk warhammer), Defense Dodge/Parry +4/+9 (+6 base, -2 Dex/+3 Str), Initiative -2; Conviction 7

Saving Throws: Toughness +5 (+2 Con, +3 chainmail), Fortitude +11 (+7 base, +2 Con, +2 Great Fortitude), Reflex +1 (+3 base, -2 Dex), Will +5 (+3 base, +2 Wis)

“The trouble with Liam is that he’s so concerned for the welfare of the common Freeporter, he refuses to see that some folks just can’t be helped.”

—Nathan Grymes

The self-proclaimed champion of the common man, Liam Blackhammer is a popular councilor. Unfortunately, his agenda is often at odds with his peers, more often than not making him the odd man out.

MARILISE MAEORGAN (REP +6)

Type: 8th Level Humanoid (Human Expert 8)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +3, Con +1, Int +3, Wis +2, Cha +3
Skills: Bluff 11 (+17), Craft (Forgery) 9 (+12), Diplomacy 11 (+14), Gather Information 11 (+14), Intimidate 9 (+12), Knowledge (local) 11 (+14), Knowledge (nobility) 11 (+14), Knowledge (streetwise) 11 (+14), Notice 9 (+14), Ride 10 (+13), Sense Motive 11 (+13), Swim 11 (+11)
Feats: Benefit, Contacts, Connected, Fascinate (Bluff), Mass Suggestion, Renown, Skill Focus (Bluff), Skill Focus (Notice), Suggestion, Wealthy^B, Weapon Training, Well-Informed
Traits: Expertise, *Reaverbane* (rank 14, item, save Difficulty 23, Purifying Light +12, Truth-Reading +12, Ward +23)
Combat: Attack +9 (+6 base, +3 Dex) (+13 with *Reaverbane*, +10 with mwk dagger), Damage +7 and +4 energy (*Reaverbane*, see page 49) or +1 (mwk dagger), Defense Dodge/Parry +9/+6 (+6 base, +3 Dex/+0 Str), Initiative +3; Conviction 6
Saving Throws: Toughness +1 (+1 Con), Fortitude +3 (+2 base, +1 Con), Reflex +5 (+2 base, +3 Dex), Will +8 (+6 base, +2 Wis)

“Somehow, I think she always knew she was going to be the Sea Lord.”

—Marshall Maeorgan

As the current Sea Lord of Freeport, the most powerful and influential position in the city, Marilise Maeorgan freed Freeport from the uncertainty following Milton Drac’s fall and has ushered in a new chapter of Freeport’s history. Beautiful as she is tempestuous, she brings to the office an unpredictability that makes many elite citizens nervous.

MARCUS ROBERTS (REP +3)

Type: 11th Level Humanoid (Human Expert 11)
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +3, Con +1, Int +3, Wis +2, Cha +3
Skills: Bluff 14 (+17), Craft (Forgery) 14 (+17), Diplomacy 14 (+17), Disable Device 12 (+15), Gather Information 14 (+17), Knowledge (geography) 14 (+17), Language 10 (Roberts is fluent in a slew of languages), Notice 12 (+14), Search 12 (+15), Sense Motive 14 (+16), Stealth 14 (+17), Swim 14 (+15)
Feats: Benefit, Connected, Contacts, Defensive Attack, Dodge Focus^B, Evasion, Move-By Attack, Sneak Attack (×5), Uncanny Dodge, Weapon Training, Well-Connected
Combat: Attack +11 (+8 base, +3 Dex) (+12 with mwk sword), Damage +4 (mwk sword), Defense Dodge/Parry +12/+9 (+8 base, +3 Dex, +1 feat or +1 Str), Initiative +3; Conviction 8
Saving Throws: Toughness +1 (+1 Con), Fortitude +4 (+3 base, +1 Con), Reflex +10 (+7 base, +3 Dex), Will +5 (+3 base, +2 Wis)

"I don't trust Roberts; he smiles too much."

—Liam Blackhammer

Marcus Roberts is very much the face of Freeport itself, being the city's preeminent ambassador and having contacts all over the continent. Marcus's natural charisma and good looks are useful for his lesser known duties, serving as Freeport's spymaster and principal of the Office of Dredging.

MASSON FRANCISCO (REP +6)

Type: 8th Level Humanoid (Human Warrior 8)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +2, Con +1, Int +0, Wis +0, Cha +2

Skills: Bluff 9 (+11), Diplomacy 9 (+11), Intimidate 10 (+12), Knowledge (nobility) 10 (+10), Profession (sailor) 10 (+10)

Feats: Armor Training (Light), Dodge Focus, Connected, Contacts, Improved Disarm, Renown, Tough (×2), Two-Weapon Defense, Two-Weapon Fighting, Uncanny Dodge^B, Weapon Training

Traits: Determination

Combat: Attack +10 (+8 base, +2 Dex), Damage +4 (sword) or +3 (small sword), Defense Dodge/Parry +11/+9 (+8 base, +2 Dex, +1 Dodge Focus/+1 Str), Initiative +2; Conviction 6

Saving Throws: Toughness +4 (+1 Con, +2 Tough, +2 studded leather), Fortitude +7 (+6 base, +1 Con), Reflex +4 (+2 base, +2 Dex), Will +2 (+2 base, +0 Wis)

"My husband believes everything that comes out of Masson's mouth. While I do share his vision of the future, I'm not so sure Masson believes what he says, which worries me a great deal."

—Petra Wallace

Masson Francisco is the speaker of Libertyville. A vocal opponent of the decadence in Freeport and societal injustices upheld by the ruling class, his opponents have branded him an agitator, revolutionary, and a fool. Those who have heard his stirring speeches see him as a visionary and see the future in his words.

MENDOR MAEORGAN (REP +3)

Type: 10th Level Humanoid (Human Expert 10)

Size: Medium

Speed: 30 ft.

Abilities: Str +6, Dex +2, Con +5, Int +0, Wis -1, Cha +3

Skills: Acrobatics 11 (+13, +11 armored), Bluff 11 (+14), Diplomacy 11 (+14), Gather Information 13 (+16), Intimidate 13 (+16), Knowledge (local) 11 (+11), Knowledge (nobility) 12 (+12), Knowledge (streetwise) 13 (+13), Knowledge (supernatural) 13 (+13)

Feats: Armor Training (Light), Connected, Contacts, Crippling Attack, Fascinate (Bluff), Improved Speed, Inspire (Fear), Leadership, Lucky, Power (×5)^B, Sneak Attack (×2), Uncanny Dodge, Weapon Training^B, Well-Informed

Traits: Expertise, Powers (rank 13, bonus +16, Cha, save Difficulty 18; Mind Probe, Mind Reading, Mind Touch, Second Sight, Suggestion)

Combat: Attack +8 (+6 base, +2 Dex) (+9 with mwk sword), Damage +9 (mwk sword), Defense Dodge/Parry +8/+12 (+6 base, +2 Dex/+6 Str), Initiative +2; Conviction 7

Saving Throws: Toughness +7 (+5 Con, +2 studded leather), Fortitude +11 (+3 base, +5 Con, +3 Cha), Reflex +12 (+7 base, +2 Dex, +3 Cha), Will +5 (+3 base, -1 Wis, +3 Cha)

"Some days it's best to forget I have any family."

—Marilise Maeorgan

Mendor Maeorgan is the Sea Lord's infamous cousin. Having long been involved in shady pursuits, Mendor's been associated with the now defunct Joy Boys and the now leads the notorious Rakeshames, a group of disaffected noble youths who create trouble out of boredom. Those who know him, though, recognize a profound change in his temperament and even appearance. He is larger, more sinister, and thoroughly mad.

MISTER WEDNESDAY (REP +7)

Type: 13th Level Humanoid (Human Expert 13)

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +4, Con +2, Int +3, Wis +1, Cha +2

Skills: Acrobatics 15 (+19, +18 armored), Bluff 15 (+17), Craft (forgery) 15 (+18), Diplomacy 15 (+17), Disguise 15 (+17), Gather Information 15 (+18), Knowledge (local) 15 (+18), Knowledge (streetwise) 15 (+18), Notice 15 (+19), Search 15 (+18), Sense Motive 15 (+16), Stealth 15 (+19, +18 armored)

Feats: Armor Training (Light), Defensive Roll (×2), Dodge Focus (×2), Evasion, Exotic Weapon Training (hand crossbow), Improved Initiative, Leadership, Renown, Skill Focus (Notice)^B, Sneak Attack (×4), Uncanny Dodge, Weapon Training

Traits: Expertise

Combat: Attack +13 (+9 base, +4 Dex) (+14 with mwk small sword or mwk hand crossbow), Damage +5 (small sword) or +1 (hand crossbow), Defense Dodge/Parry +15/+12 (+9 base, +4 Dex, +2 Dodge Focus/+3 Str), Initiative +8; Conviction 9

Saving Throws: Toughness +5 (+2 Con, +2 Defensive Roll, +1 leather), Fortitude +6 (+4 base, +2 Con), Reflex +12 (+8 base, +4 Dex), Will +5 (+4 base, +1 Wis)

"The Canting Crew is the only thing preventing the Syndicate from extending its influence throughout the city and become the dominant criminal organization in Freeport. It's no wonder that many on the Council are interested in seeing Mister Wednesday, the Canting Crew's boss, stay hale and healthy."

—Karl Wine, Owner of the Rusty Hook

Mister Wednesday leads the criminal organization known as the Canting Crew. Running the underworld in the Warehouse District, parts of the Docks, and the Merchant District, he's the Syndicate's biggest rival. Aggressive and edging into Finn's territory, many wonder if war between the crime lords is brewing.

MORGAN BAUMANN (REP +5)

Type: 12th Level Humanoid (Human Warrior 12)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +3, Con +2, Int +2, Wis +0, Cha +2

Skills: Acrobatics 13 (+16, +14 armored), Climb 13 (+15, +13 armored), Intimidate 14 (+16), Jump 13 (+15, +13 armored), Knowledge (geography) 14 (+16), Profession (sailor) 14 (+14), Swim 13 (+15, +11 armored)

Feats: All-out Attack, Armor Training (Light), Attack Focus (cutlass), Attack Specialization (cutlass), Benefit, Cleave, Dodge Focus^B, Firearms Training, Improved Disarm, Improved Initiative, Leadership, Renown, Tough, Two-Weapon Defense, Two-Weapon Fighting, Weapon Training

Traits: Determination

Combat: Attack +15 (+12 base, +3 Dex) (+17 with mwk cutlass), Damage +5 (cutlass) or +6 (Gorgon GG), Defense Dodge/Parry +16/+14 (+12 base, +3 Dex, +1 Dodge Focus/+2 Str), Initiative +7; Conviction 8

Saving Throws: Toughness +5 (+2 Con, +1 Tough, +2 studded leather), Fortitude +10 (+8 base, +2 Con), Reflex +7 (+4 base, +3 Dex), Will +4 (+4 base, +0 Wis)

"She's about as bad as they come. Keep yer distance."

—Pious Pete

Morgan Baumann is the captain of the *Kraken's Claw*, a notorious pirate ship with over twenty kills. Never having much use for Freeport's laws, she has no problem attacking Freeport vessels, though she finds the one on the Continent to be better prey.

MOTHER MIRREN (REP +0)

Type: 8th Level Humanoid (Human Ordinary 8)
Size: Medium
Speed: 30 ft.
Abilities: Str -2, Dex -1, Con -2, Int +2, Wis +3, Cha +2
Skills: Bluff 10 (+12), Diplomacy 10 (+12), Handle Animal 10 (+12), Intimidate 10 (+12), Knowledge (local) 10 (+12), Profession (matriarch) 10 (+13), Sense Motive 10 (+13)
Feats: Iron Will^B
Combat: Attack -1 (+0 base, -1 Dex), Damage -2 (unarmed), Defense Dodge/Parry -1/— (+0 base: -1 Dex), Initiative -1
Saving Throws: Toughness -2 (-2 Con), Fortitude -2 (+0 base, -2 Con), Reflex -1 (+0 base, -1 Dex), Will +5 (+0 base, +3 Wis, +2 Iron Will)

"I wish that old hag would just die already."

—Vikki Tarjay

As matriarch of her large and extended family, she oversees the affairs of literally scores of her descendants. While not the wealthiest of families in Freeport, their sheer numbers gives them weight they otherwise wouldn't have.

NATHAN GRYMES (REP +3)

Type: 8th Level Humanoid (Human Expert 8)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +1, Con +1, Int +1, Wis +1, Cha +3
Skills: Bluff 10 (+13), Gather Information 10 (+16), Intimidate 10 (+13), Knowledge (local) 10 (+11), Knowledge (nobility) 10 (+11), Knowledge (streetwise) 10 (+11), Notice 10 (+11), Profession (sailor) 11 (+12), Sense Motive 11 (+12), Swim 11 (+11)
Feats: Armor Training (Light), Benefit, Connected, Contacts, Defensive Roll, Firearms Training, Inspire (Fear), Leadership, Sneak Attack (x3), Weapon Training^B
Traits: Determination
Combat: Attack +7 (+6 base, +1 Dex), Damage +3 (sword) or +6 (Dragon FP), Defense Dodge/Parry +7/+6 (+6 base, +1 Dex/+0 Str), Initiative +1; Conviction 6
Saving Throws: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +7 (+6 base, +1 Con), Reflex +3 (+2 base, +1 Dex), Will +3 (+2 base, +1 Wis)

"I think what bothers me about Grymes the most are the rumors. He never does or says anything that would raise suspicion, but the stories I hear... they're enough to chill me to the bone."

—Jacob Lydon

Nathan Grymes recently gained a seat on the Captains' Council. Few know much about him or his past, but he seems to have connections in the Merchant District. Some claim he has ties to the slaver city of Mazin, but no one has proof.

NEVTALATHIEN (REP +2)

Type: 9th Level Humanoid (Half-Elf Warrior 6/Expert 3)
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +2, Con +2, Int +1, Wis +1, Cha +0
Skills: Climb 12 (+14, +13 armored), Craft (leatherworking) 12 (+13), Diplomacy 0 (+2), Gather Information 0 (+2), Handle Animal 9 (+9), Jump 9 (+11, +10 armored), Knowledge (streetwise) 6 (+7), Notice 6 (+9), Ride 9 (+11), Search 0 (+3), Sense Motive 6 (+7), Swim 3 (+5, +3 armored)
Feats: Armor Training (Light), Benefit, Contacts, Defensive Attack, Improved Initiative, Improved Strike, Light Sleeper, Night Vision^B, Quick Draw, Talented (Diplomacy and Gather Information)^B, Talented (Notice and Search)^B, Two-Weapon Defense, Two-Weapon Fighting, Uncanny Dodge, Weapon Training
Traits: Determination
Combat: Attack +10 (+8 base, +2 Dex) (+11 with mwk sword), Damage +6 (mwk sword) or +2 (shortbow), Defense Dodge/Parry +10/+10 (+8 base, +2 Dex/+2 Str), Initiative +6; Conviction 7
Saving Throws: Toughness +4 (+2 Con, +2 mwk studded leather), Fortitude +8 (+6 base, +2 Con), Reflex +5 (+3 base, +2 Dex), Will +4 (+3 base, +1 Wis)

"Can't say I can find a better price for leathers than at Nev's, not that I have need for such things."

—Pious Pete

Nevtalathien, or Nev to her friends, is a semi-retired adventurer who settled in Freeport to make an honest living. She finds it hard to resist the lure of danger and frequently disappears for weeks at a time, only to return with a fresh batch of scars. She runs a leatherworking shop in the Seaside Market.

NIFUR ROBERTS (REP +4)

Type: 3rd Level Humanoid (Human Warrior 3)
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +2, Con +0, Int +1, Wis -1, Cha +2
Skills: Climb 6 (+7), Handle Animal 6 (+7), Jump 6 (+7), Knowledge (streetwise) 6 (+7), Profession (merchant) 4 (+6), Ride 6 (+8)
Feats: Armor Training (Light), Attack Focus (rapier), Dodge Focus^B, Improved Initiative, Renown, Skill Focus (Profession: merchant), Weapon Training
Traits: Determination
Combat: Attack +5 (+3 base, +2 Dex) (+7 with mwk rapier), Damage +3 (rapier), Defense Dodge/Parry +6/+4 (+3 base, +2 Dex, +1 Dodge Focus/+1 Str), Initiative +6; Conviction 4
Saving Throws: Toughness +1 (+0 Con, +1 mwk leather), Fortitude +3 (+3 base, +0 Con), Reflex +3 (+1 base, +1 Dex), Will +0 (+1 base, -1 Wis)

"She may very well be the luckiest woman in Freeport. Blessed with good looks, wealth, status, and a successful business. I really hate her."

—Vikki Tarjay

Dismissed as a reckless and flighty young woman, who would masquerade at nights as a bravo, finding no shortage of trouble in the taverns of Drac's End and the Merchant District, Nifur abandoned her childish exploits after she and her sisters found themselves in a great deal of trouble. Now she runs her own business, importing and exporting weaponry. Her business savvy as well as her father's station on the Council makes her something of a celebrity in the city.

OMAR NKOTA (REP +3)

Type: 8th Level Humanoid (Human Warrior 4/Expert 4)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +2, Wis +1, Cha +2

Skills: Diplomacy 4 (+6), Handle Animal 11 (+16), Intimidate 11 (+13), Knowledge (nature) 10 (+12), Knowledge (supernatural) 4 (+6), Notice 10 (+14), Profession (merchant) 10 (+11), Ride 11 (+12), Search 4 (+6), Survival 11 (+15)

Feats: Armor Training (Light), Benefit, Critical Strike, Evasion, Favored Opponent (supernatural beasts), Skill Focus (Handle Animal)^B, Skill Focus (Notice), Skill Focus (Survival), Smite Opponent, Tough, Track, Weapon Training

Traits: Determination

Combat: Attack +8 (+7 base, +1 Dex), Damage +3 (sword) or +1 (dagger), Defense Dodge/Parry +8/+7 (+7 base, +1 Dex/+0 Str), Initiative +1; Conviction 6

Saving Throws: Toughness +1 (+0 Con, +1 Tough), Fortitude +5 (+5 base, +0 Con), Reflex +3 (+2 base, +1 Dex), Will +4 (+3 base, +1 Wis)

"It boggles the mind to think the Council allows his menagerie in our city! What if one of those land sharks gets loose? Just think of the horror! What a story!"

—C.Q. Calame

Omar Nkota is the only man with the stones to train the more exotic species found in the Serpent's Teeth. He runs a compound at the edge of Drac's End, where he stables all sorts of strange and terrifying monsters.

OTTO PARSAM (REP +4)

Type: 15th Level Humanoid (Human Warrior 12/Expert 3)

Size: Medium

Speed: 30 ft.

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

Skills: Acrobatics 15 (+15, +11 armored), Climb 8 (+11, +7 armored), Gather Information 15 (+16), Handle Animal 15 (+16), Jump 15 (+18, +14 armored), Knowledge (supernatural) 15 (+17), Notice 15 (+16), Profession (shopkeeper) 6 (+7), Ride 5 (+5), Search 15 (+17)

Feats: Armor Training (Heavy, Light), Attack Focus (bastard sword), Attack Specialization (bastard sword), Blind-Fight^B, Cleave, Contacts, Defensive Attack, Dodge Focus (×3), Exotic Weapon Training (bastard sword), Improved Critical (bastard sword), Improved Initiative, Point Blank Shot, Shield Training, Tough, Weapon Training

Traits: Determination

Combat: Attack +14 (+14 base, +0 Dex) (+15 with supernatural bastard sword), Damage +7 (supernatural bastard sword), Defense Dodge/Parry +17/+17 (+14 base, +0 Dex, +3 Dodge Focus/+3 Str), Initiative +0; Conviction 9

Saving Throws: Toughness +7 (+2 Con, +1 Tough, +4 breastplate), Fortitude +10 (+8 base, +2 Con), Reflex +5 (+5 base, +0 Dex), Will +5 (+4 base, +1 Wis)



"Otto talks tough, but he's got the skill to back it up. A piece of advice if yer planning on picking up a blade from him: Show respect."

—Dakarta Gringsson, Owner of the Broken Mug

An ex-adventurer, Otto Parsam retired in Freeport and opened a weapon shop to make ends meet. He's seen his fair share of action and knows the difference that a superior weapon can make in a fight. Although he lives in Scurvytown, no one's foolish enough to give him trouble as Otto has proved on more than one occasion that he knows his way around a combat.

PATAMON (REP +4)

Type: 9th Level Humanoid (Human Expert 5/Adept 4)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +4, Con +1, Int +2, Wis +1, Cha +3

Skills: Bluff 12 (+15, +19 Attractive), Concentration 10 (+11), Diplomacy 8 (+11, +15 Attractive), Disable Device 8 (+10), Disguise 10 (+13), Knowledge (supernatural) 12 (+14), Notice 8 (+9), Perform (comedy) 12 (+15), Search 8 (+10), Sleight of Hand 12 (+16, +15 armored), Stealth 8 (+12, +11 armored)

Feats: Armor Training (Light), Attractive, Defensive Attack, Dodge Focus^B, Evasion, Familiar (Wink, Weasel), Inspire (Complacency), Power (×2), Run, Sneak Attack (×1), Uncanny Dodge

Traits: Expertise, Powers (rank 7, bonus +10, Cha, save Difficulty 15; Move Object, Second Sight)

Combat: Attack +9 (+5 base, +4 Dex), Damage +2 (light mace) or +3 (light crossbow), Defense Dodge/Parry +10/+5 (+5 base, +4 Dex, +1 Dodge Focus/+0 Str), Initiative +4; Conviction 7

Saving Throws: Toughness +2 (+1 Con, +1 leather), Fortitude +3 (+2 base, +1 Con), Reflex +9 (+5 base, +4 Dex), Will +4 (+3 base, +1 Wis)

“He’s positively delicious.”

—Alisson Vanderbuck, Merchant’s Daughter

Patamon is a flamboyant rogue and stealer of hearts. Rumor holds he once ran with one of Freeport’s gangs, and fled the city when something went wrong. Since he’s back in the city, the dust must have settled, yet those who know him note he spends a fair bit of time looking over his shoulder.

PETRA WALLACE (REP +3)

Type: 11th Level Humanoid (Human Expert 11)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +2, Con +0, Int +2, Wis +1, Cha +3
Skills: Bluff 13 (+16, +20 Attractive), Craft (sculpture) 13 (+18), Diplomacy 13 (+19, +23 Attractive), Gather Information 13 (+16), Knowledge (local) 13 (+16), Knowledge (streetwise) 14 (+16), Knowledge (tactics) 13 (+15), Notice 13 (+14), Perform (oratory) 13 (+16), Search 13 (+15), Sense Motive 13 (+14)
Feats: Attractive^B, Contacts, Dedicated, Defensive Attack, Great Fortitude, Endurance, Fascinate (Diplomacy), Inspire (Competence), Jack-of-all-Trades, Mass Suggestion, Master Plan, Skill Focus (Craft: sculpture), Skill Focus (Diplomacy), Suggestion, Well-Informed
Traits: Expertise
Combat: Attack +10 (+8 base, +2 Dex) (+11 with mwk quarterstaff), Damage +2 (mwk quarterstaff), Defense Dodge/Parry +10/+8 (+8 base, +2 Dex/+0 Str), Initiative +2; Conviction 8
Saving Throws: Toughness +0 (+0 Con), Fortitude +5 (+3 base, +0 Con, +2 Great Fortitude), Reflex +9 (+7 base, +2 Dex), Will +4 (+3 base, +1 Wis)

“My wife made me a believer. She left everything behind for Libertyville, status, wealth, and influence. I can only hope to live up to her ideals.”

—Buster Wallace

Petra Wallace (formerly Fricke) led the Guild of Craftsmen in Freeport and hoped to gain the vacant seat on the Captains’ Council as a means to do good for the city. Her idealism and earnestness, however, created more barriers than she could overcome and fed up, she left Freeport to work in Libertyville, making that community a place that would one day eclipse Freeport as the dominant city in the Serpent’s Teeth.

POPPY BRAGG (REP +0)

Type: 11th Level Ordinary (Human Ordinary 11)
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +0, Con +3, Int +1, Wis +1, Cha +2
Skills: Climb 13 (+16, +15 armored), Intimidate 13 (+15), Jump 13 (+16, +15 armored), Notice 13 (+14), Profession (longshoreman) 13 (+14), Swim 9 (+12, +10 armored)
Combat: Attack +0 (+0 base, +0 Dex), Damage +5 (club), Defense Dodge/Parry +0/+3 (+0 base, +0 Dex/+3 Str), Initiative +0
Saving Throws: Toughness +4 (+3 Con, +1 leather), Fortitude +3 (+0 base, +3 Con), Reflex +0 (+0 base, +0 Dex), Will +1 (+0 base, +1 Wis)

“Poppy Bragg is not someone to cross. He’s strong, smart, and he has all of the Longshoreman’s Union behind him.”

—Zach, Street Thief

Poppy Bragg is the leader of the Longshoreman’s Union. With the help of his equally fiery wife, he cleaned up the corruption in the Docks, strong-arming ship captains, the Council, and anyone else who got in his way. Now that the Union completely controls the labor on the Docks, Bragg has emerged as one Freeport’s most important citizens.

PRENDAG THE HIGH DEATH (REP +5)

Type: 13th Level Humanoid (Half-Orc Expert 8/Adept 5)
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +1, Con +1, Int +0, Wis +1, Cha +2
Skills: Bluff 11 (+13), Diplomacy 11 (+13), Gather Information 11 (+13), Intimidate 16 (+18), Knowledge (religion) 13 (+13), Knowledge (streetwise) 13 (+13), Notice 13 (+14), Sense Motive 11 (+12), Stealth 13 (+14, +13 armored)
Feats: All-out Attack, Armor Training (Light), Attack Focus (dagger), Defensive Roll (×2), Inspire (fear), Leadership, Lucky, Night Vision^B, Power (×4), Skill Focus (Bluff), Sneak Attack (×2), Supernatural Focus (Mind Touch), Weapon Training^B
Traits: Expertise, Powers (rank 8, bonus +10, Cha, save Difficulty 14; Dominate, Harm, Heart Shaping, Mind Touch +13)
Combat: Attack +9 (+8 base, +1 Dex) (+11 with mwk dagger), Damage +4, Defense Dodge/Parry +9/+11 (+8 base, +1 Dex/+3 Str), Initiative +1; Conviction 8
Saving Throws: Toughness +4 (+1 Con, +2 Defensive Roll, +1 leather), Fortitude +6 (+3 base, +1 Con, +2 Cha), Reflex +10 (+7 base, +1 Dex, +2 Cha), Will +7 (+4 base, +1 Wis, +2 Cha)

“You’d be a fool to think the orcs are just going to keep taking the hobgoblins’ crap. There’s word on the street that there’s a new fella in Bloodsalt and he aims to do something about Draegar and his boys.”

—Rat, Beggar

Prendag is the leader of a small, but dangerous cult called the Bleeding Fist. Founded on the purpose of spreading the Death God’s influence in Freeport, Prendag organizes this mob of killers and thugs, spreading fear throughout Scurvytown, Bloodsalt, and beyond. Rumors of his success has made him something of a hero to the orcs of Bloodsalt and many seek out the Bleeding Fist to gain the power which they felt was stolen from them by the hobgoblins of their ghetto.

RED ALICE (REP +2)

Type: 7th Level Humanoid (Half-Elf Expert 7)
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +4, Con +2, Int +3, Wis –1, Cha +2
Skills: Acrobatics 10 (+14), Bluff 10 (+12), Diplomacy 0 (+4), Disguise 10 (+12), Escape Artist 10 (+14), Gather Information 10 (+14), Intimidate 10 (+12), Jump 10 (+11), Knowledge (streetwise) 5 (+6), Notice 10 (+11), Profession (actor) 5 (+4), Search 10 (+13), Stealth 10 (+14)
Feats: Canny Dodge (Int), Defensive Roll, Elusive Target, Evasion, Hide in Plain Sight, Night Vision^B, Sneak Attack (×3), Talented (Diplomacy and Gather Information)^B, Talented (Notice and Search)^B, Uncanny Dodge, Weapon Training
Traits: Expertise
Combat: Attack +9 (+5 base, +4 Dex) (+10 with mwk small sword), Damage +4 (mwk small sword) or +4 (bow), Defense Dodge/Parry +12/+6 (+5 base, +4 Dex, +3 Dodge Focus/+1 Str), Initiative +4; Conviction 7
Saving Throws: Toughness +3 (+2 Con, +1 Tough), Fortitude +4 (+2 base, +2 Con), Reflex +9 (+5 base, +4 Dex), Will +1 (+2 base, –1 Wis)

"Aye, I saw 'er. She had fangs, flaming hair, and a necklace of man-parts. I ran for my life, but the sound of her cackling haunts me still."

—Rude Tom, Watchman

Once a promising actress, the woman who became Red Alice saw her dreams shattered one brutal night, after being assaulted by a cruel noble. Ever since, she's hunted young male nobles in the Merchant District, vowing to get her revenge. She murders any she thinks might have been the villain that attacked her.

RIKARD BURBAGE (REP +6)

Type: 9th Level Humanoid (Half-Elf Adept 3/Expert 6)
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +2, Con +1, Int +0, Wis +0, Cha +3
Skills: Acrobatics 6 (+8), Bluff 6 (+9), Climb 3 (+5), Diplomacy 6 (+11), Disguise 12 (+15), Gather Information 6 (+11), Jump 6 (+8), Notice 3 (+5), Perform (actor) 12 (+18), Perform (musician) 6 (+9), Stealth 6 (+10)
Feats: Attack Focus (rapier), Benefit, Connected, Defensive Roll, Fascinate (Perform: actor), Inspire (Awe), Night Vision^B, Power (×3), Renown, Skill Focus (Perform: actor), Suggestion, Talented (Diplomacy and Gather Information)^B, Talented (Notice and Stealth)^B
Traits: Powers (rank 6, bonus +9, Cha, save Difficulty 14; Heart Shaping, Mind Reading, Mind Touch), The Talent
Combat: Attack +7 (+5 base, +2 Dex) (+9 with mwk rapier), Damage +4 (mwk rapier), Defense Dodge/Parry +7/+7 (+5 base, +2 Dex/+2 Str), Initiative +2; Conviction 7
Saving Throws: Toughness +2 (+1 Con, +1 Defensive Roll), Fortitude +4 (+3 base, +1 Con), Reflex +6 (+4 base, +2 Dex), Will +5 (+5 base, +0 Wis)

"No, no, no! You must say it with feeling!"

—Rickard Burbage

Freeport's Opera House is the center of the city's culture and refinement, such as it is, and it falls to Rikard Burbage, the theatre's director, to keep it in business. A shrewd businessman and not a bad actor in his own right, he's equally loved and reviled in the city. The merchants adore him for his fabulous shows, while the actors detest him for his strictness and impossible demands.

RUDIMAR HARROW (REP +2)

Type: 6th Level Humanoid (Human Adept 6)
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +0, Con +2, Int +0, Wis +2, Cha +2
Skills: Concentration 8 (+10), Intimidate 8 (+10), Knowledge (religion) 8 (+8), Knowledge (supernatural) 8 (+11), Notice 8 (+10)
Feats: Armor Training (Light), Lucky, Power (×5), Skill Focus (Knowledge: the supernatural)^B, Startle, Weapon Training
Traits: Powers (rank 9, bonus +11, Wis, save Difficulty 15; Heart Shaping, Mind Touch, Second Sight, Suggestion, Truth Reading), The Talent
Combat: Attack +2 (+2 base, +0 Dex), Damage +4 (sword), Defense Dodge/Parry +2/+3 (+2 base, +0 Dex/+1 Str), Initiative +0; Conviction 5
Saving Throws: Toughness +4 (+2 Con, +2 studded leather), Fortitude +5 (+1 base, +2 Con, +2 Cha), Reflex +3 (+1 base, +0 Dex, +2 Cha), Will +8 (+4 base, +2 Wis, +2 Cha)



"All doom and gloom, that one."

—Janis Hawthorne

Rudimar Harrow's life changed the moment he died. He got better, but the experience left him with horrible visions of Hell, and a sense that if he didn't straighten up, he would go right back when he stayed dead. Rudimar walks the streets of Freeport, offering dire sermons to those who'll listen, hoping to frighten them back onto the straight and narrow.

CAPTAIN SCARBELLY (REP +2)

Type: 7th Level Humanoid (Orc Warrior 7)
Size: Medium
Speed: 30 ft.
Abilities: Str +4, Dex +1, Con +1, Int +1, Wis -1, Cha +0
Skills: Intimidate 10 (+10), Jump 10 (+14, +10 armored), Knowledge (geography) 10 (+11), Profession (sailor) 10 (+9), Notice 4 (+3), Swim 10 (+14, +6 armored)
Feats: All-out Attack, Armor Training (Heavy, Light), Cleave, Improved Critical (battleaxe), Improved Initiative, Iron Will, Night Vision^B, Shield Training, Tough (×2), Weapon Training^B
Traits: Determination
Combat: Attack +8 (+7 base, +1 Dex) (+9 with supernatural battleaxe), Damage +7 (supernatural battleaxe, crit 19–20/+4), Defense Dodge/Parry +9/+12 (+7 base, +1 Dex/+4 Str, +1 small shield), Initiative +5; Conviction 6
Saving Throws: Toughness +6 (+1 Con, +2 Tough, +3 chainmail), Fortitude +6 (+5 base, +1 Con), Reflex +3 (+2 base, +1 Dex), Will +3 (+2 base, -1 Wis, +2 Iron Will)

"An orc pirate? Now I've seen everything."

—Last words of Enus MacGee

Scarbelly is the infamous captain of the ship *Bloody Vengeance*, a rotting galleon crewed exclusively by orcs. He has little use for Freeport except for a place to wench, drink, and to off-load his ill-gotten gains. Locals give him and his boys a wide berth when they come to town.

TALBOUS MOG (REP +2)

Type: 5th Level Humanoid (Crag Gnome Adept 5)

Size: Small

Speed: 20 ft.

Abilities: Str +0, Dex +0, Con +2, Int +0, Wis +3, Cha +2

Skills: Concentration 8 (+10), Knowledge (religion) 8 (+8), Knowledge (streetwise) 8 (+8), Medicine 8 (+11)

Feats: Armor Training (Heavy, Light), Attack Focus (light mace), Iron Will^B, Night Vision^B, Power (×3), Shield Training, Supernatural Focus (Cure), Talented (Craft: chemical and Notice)^B

Traits: Powers (rank 8, bonus +11, Wis, save Difficulty 15; Cure +14, Cure Disease, Cure Poison), The Talent

Combat: Attack +2 (+2 base, +0 Dex) (+3 with light mace), Damage +2 (light mace), Defense Dodge/Parry +5/+5 (+2 base, +0 Dex/+0 Str, +3 large shield), Initiative +0; Conviction 5

Saving Throws: Toughness +8 (+2 Con, +6 full plate), Fortitude +3 (+1 base, +2 Con), Reflex +1 (+1 base, +0 Dex), Will +7 (+4 base, +3 Wis)

"He's a corrupt little bugger, and I aim to pay him back for his 'services.'"

—Karl the Kraken

When most people think priests, they conjure up visions of holy men working to spread the word of their deity by doing good (or not-so-good) works. Talbous Mog doesn't buy into that. He does good deeds for a price. A mercenary healer, he wore out his welcome in the Docks and now runs a small stall in the Fool's Market.



TANKO SANDEK (REP +3)

Type: 11th Level Humanoid (Human Expert 1/Warrior 10)

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +2, Con +1, Int +2, Wis +2, Cha +3

Skills: Acrobatics 5 (+7, +4 armored), Bluff 10 (+13), Climb 4 (+8, +5 armored), Diplomacy 4 (+7), Gather Information 10 (+13), Intimidate 10 (+13), Jump 4 (+8, +5 armored), Knowledge (local) 4 (+6), Knowledge (streetwise) 10 (+12), Notice 12 (+14), Search 10 (+12), Sense Motive 9 (+11), Stealth 12 (+14, +11 armored)

Feats: All-out Attack, Armor Training (Heavy, Light), Attack Focus (falchion), Blind-Fight, Cleave, Contacts, Dodge Focus (×2), Improved Critical (falchion), Improved Disarm, Tough^B, Weapon Break, Weapon Training

Traits: Expertise

Combat: Attack +12 (+10 base, +2 Dex) (+14 with mwk falchion), Damage +6 (mwk falchion, crit 15–20), Defense Dodge/Parry +14/+14 (+10 base, +2 Dex, +2 Dodge Focus/+4 Str), Initiative +2; Conviction 8

Saving Throws: Toughness +5 (+1 Con, +1 Tough, +3 chainmail), Fortitude +6 (+5 base, +1 Con), Reflex +7 (+5 base, +2 Dex), Will +5 (+3 base, +2 Wis)

"I fight for the memory of Commissioner Williams. Though tasked with this lowly job, I believe, I must believe, I can still do good for Freeport."

—Tanko Sandek

Tanko Sandek was once an up-and-coming sergeant in the Sea Lord's Guard, but fell from grace with the death of Commissioner Williams. Now assigned to manage the Sewer Watch, he struggles to find a better place in the city and return to the task of cleaning up Freeport.

TARMON, HIGH WIZARD (REP +4)

Type: 14th Level Humanoid (Human Adept 14)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +3, Con +1, Int +4, Wis +3, Cha +1

Skills: Craft (alchemy) 16 (+20), Concentration 16 (+19), Diplomacy 14 (+15), Knowledge (history) 16 (+20), Knowledge (supernatural) 16 (+20), Knowledge (local) 16 (+20), Notice 14 (+17), Search 16 (+20), Sense Motive 16 (+19)

Feats: Benefit, Contacts, Connected, Imbue Item, Improved Initiative^B, Leadership, Power (×8), Shield Penetration, Supernatural Focus (Fire Shaping), Supernatural Focus (Summon Elemental)

Traits: Powers (rank 17, bonus +21, Int, save Difficulty 21; Elemental Blast [Fire], Fire Shaping +24, Scrying, Second Sight, Summon Elemental +24, Teleport, True Vision, Ward), the Talent

Combat: Attack +10 (+7 base, +3 Dex) (+11 with supernatural staff), Damage +2 (supernatural staff), Defense Dodge/Parry +10/+8 (+7 base, +3 Dex/+1 Str), Initiative +4; Conviction 9

Saving Throws: Toughness +1 (+1 Con), Fortitude +5 (+4 base, +1 Con), Reflex +7 (+4 base, +3 Dex), Will +12 (+9 base, +3 Wis)

"I can't imagine what Blackhammer was thinking putting Tarmon forward. Really, I don't know what I was thinking when I agreed."

—Marcus Roberts

Tarmon is the high wizard of Freeport's Wizards' Guild, and until recently, he served as an advisor to the Captains' Council where he

would weigh in with advice whenever he was needed. He became a full-fledged member of the Council when Liam Blackhammer nominated him to fill a vacant seat. He is the first wizard to hold such power in the city.

TENCH PRESCOTT (REP +1)

Type: 6th Level Humanoid (Human Warrior 6)

Size: Medium

Speed: 40 ft.

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

Skills: Bluff 8 (+11), Diplomacy 8 (+11), Intimidate 8 (+11), Knowledge (geography) 8 (+8), Profession (sailor) 8 (+8)

Feats: Armor Training (Light)^B, Benefit, Connected, Defensive Attack, Dodge Focus, Endurance, Improved Speed, Quick Draw, Taunt, Weapon Training

Traits: Determination

Combat: Attack +8 (+6 base, +2 Dex), Damage +3 (rapier) or +3 (light crossbow), Defense Dodge/Parry +9/+7 (+6 base, +2 Dex, +1 Dodge Focus/+1 Str), Initiative +2; Conviction 5

Saving Throws: Toughness +2 (+1 Con, +1 leather), Fortitude +6 (+5 base, +1 Con), Reflex +4 (+2 base, +2 Dex), Will +2 (+2 base, +0 Wis)

"He spends more time oiling his sword at the Serenity House than he does doing his job on the Council. It's good these privateers are only around for a couple of years."

—Garth Varellion

The current holder of the Privateer's Seat is Tench Prescott, a man famous for his libido. According to those close to the Council, he took the job to keep his coffers full and slake his thirst for the ladies.

THORGRIM (REP +5)

Type: 16th Level Humanoid (Human Warrior 4/Adept 12)

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +3, Con +1, Int +4, Wis -1, Cha +1

Skills: Craft (alchemy) 11 (+15), Climb 7 (+11, +9 armored), Concentration 15 (+14), Craft (weaponsmith) 7 (+11), Gather Information 17 (+18), Intimidate 16 (+17), Jump 7 (+11, +9 armored), Knowledge (history) 17 (+21), Knowledge (local) 11 (+15), Knowledge (religion) 11 (+15), Knowledge (supernatural) 11 (+15), Ride 7 (+10), Search 12 (+16), Swim 7 (+11, +7 armored)

Feats: Armor Training (Light)^B, Attack Focus (greatsword), Attack Specialization (greatsword), Dodge Focus (×2), Empower, Imbue Item, Improved Critical (greatsword), Move-by Attack, Power (×8), Tough (×2), Weapon Training

Traits: Determination, Powers (rank 15, bonus +19, Int, save Difficulty 20; Body Control, Cold Shaping, Elemental Blast [Cold], Illusion, Mind Touch, Psychic Shield, Self-Shaping, Teleport)

Combat: Attack +12 (+9 base, +3 Dex) (+14 with supernatural greatsword), Damage +9 (supernatural greatsword, crit 17–20), Defense Dodge/Parry +14/+13 (+9 base, +3 Dex, +2 Dodge Focus/+4 Str), Initiative +3; Conviction 10

Saving Throws: Toughness +5 (+1 Con, +2 Tough, +2 studded leather), Fortitude +8 (+7 base, +1 Con), Reflex +7 (+4 base, +3 Dex), Will +5 (+6 base, -1 Wis)

"I heard that the Lord Defender spent a few centuries as a statue. That would explain his lack of personality."

—Marilise Macorgan

Thorgrim is the Lord Defender of the Wizards' Guild. According to legend, he's a man out of time, having lost centuries after a basilisk petrified him. His odd customs and a strange manner of speech seem to support these rumors. Regardless, he's a man of impeccable loyalty to the Guild and is one of Tarmon's staunchest supporters.

THULMIR QUENT (REP +2)

Type: 6th Level Humanoid (Human Expert 6)

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 9 (+11), Diplomacy 9 (+11), Gather Information 9 (+11), Knowledge (geography) 9 (+12), Knowledge (history) 9 (+12), Knowledge (local) 9 (+12), Knowledge (streetwise) 9 (+12), Knowledge (supernatural) 8 (+11), Notice 9 (+12), Profession (broker) 7 (+10), Sense Motive 9 (+12), Swim 7 (+7)

Feats: Connected, Inspire (Competence), Iron Will^B, Master Plan, Skill Focus (Gather Information), Skill Focus (Knowledge: history), Skill Focus (Notice), Skill Mastery (Bluff, Diplomacy, Gather Information, Sense Motive), Sneak Attack, Well-Informed

Traits: Expertise

Combat: Attack +3 (+4 base, -1 Dex), Damage +1 (dagger), Defense Dodge/Parry +3/+4 (+4 base, -1 Dex/+0 Str), Initiative -1; Conviction 5

Saving Throws: Toughness +1 (+1 Con), Fortitude +3 (+2 base, +1 Con), Reflex +4 (+5 base, -1 Dex), Will +7 (+2 base, +3 Wis, +2 Iron Will)

"I'm looking for a few good men... know any?"

—Thulmir Quent

For those who need money and don't mind a bit of danger, Thulmir Quent's their man. A broker of sorts for mercenaries, explorers, and adventurers, he keeps his ear to the ground, always listening for potential expeditions in need of a little muscle.

THURLOW RANKIN (REP +3)

Type: 10th Level Humanoid (Human Expert 6/Warrior 4)

Size: Medium

Speed: 30 ft.

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

Skills: Acrobatics 9 (+12), Bluff 9 (+12), Climb 4 (+4), Diplomacy 9 (+12), Gather Information 9 (+12), Knowledge (geography) 10 (+12), Knowledge (local) 9 (+11), Knowledge (nature) 9 (+11), Knowledge (tactics) 10 (+12), Notice 10 (+11), Profession (sailor) 13 (+14), Search 4 (+6), Survival 4 (+5), Swim 9 (+9)

Feats: Armor Training (Light), Attack Focus (rapier), Benefit, Contacts, Critical Strike, Defensive Attack, Improved Disarm, Favored Opponent (aquatic humanoids), Night Vision^B, Smite Opponent, Tough (×2), Track, Weapon Training

Traits: Expertise

Combat: Attack +11 (+8 base, +3 Dex) (+13 with mwk rapier), Damage +2 (mwk rapier), Defense Dodge/Parry +11/+8 (+8 base, +3 Dex/+0 Str), Initiative +3; Conviction 7

Saving Throws: Toughness +2 (+0 Con, +2 Tough), Fortitude +4 (+4 base, +0 Con), Reflex +5 (+2 base, +3 Dex), Will +6 (+5 base, +1 Wis)

"A loyal, if uninspired man."

—Garth Varellion

Admiral Thurlow Rankin is a stodgy old man whose job it's been to make sure Freeport's fleets stay in shape and in combat readiness. He's seen many masters over his years and doesn't waste time worrying about their virtues or their flaws. He takes orders well, which is why he's held onto this job for so long.



TIMOTHY (REP +1)

Type: 3rd Level Humanoid (Human Expert 3) [minion]

Size: Medium

Speed: 30 ft.

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

Skills: Acrobatics 6 (+8), Bluff 6 (+8), Climb 6 (+5), Disable Device 6 (+9), Escape Artist 6 (+8), Jump 6 (+5), Knowledge (local) 5 (+8), Knowledge (streetwise) 5 (+8), Notice 6 (+7), Search 6 (+9), Sleight of Hand 6 (+8), Stealth 6 (+8)

Feats: Dodge Focus, Evasion, Improved Initiative^B, Run, Skill Focus (Notice), Sneak Attack, Uncanny Dodge

Combat: Attack +4 (+2 base, +2 Dex), Damage +0 (dagger) or +0 (sling), Defense Dodge/Parry +5/+1 (+2 base, +2 Dex, +1 Dodge Focus/-1 Str), Initiative +6

Saving Throws: Toughness +0 (+0 Con), Fortitude +1 (+1 base, +0 Con), Reflex +5 (+3 base, +2 Dex), Will +2 (+1 base, +1 Wis)

"A good lad. He'll go far in the Syndicate."

—Trask

A child of Scurvytown's streets, Timothy survived with his wits and speed. He landed a job in the Syndicate when he tried to pick Dunbar's (see page 86) pocket and has served as a messenger and thief ever since.

TORYA IRONTOOTH (REP +0)

Type: 3rd Level Humanoid (Half-Orc Ordinary 3)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +0, Con +1, Int +1, Wis +0, Cha +3

Skills: Bluff 3 (+6), Diplomacy 5 (+8), Gather Information 3 (+6), Intimidate 6 (+9), Knowledge (geography) 3 (+4), Knowledge (history) 3 (+4), Knowledge (local) 5 (+6), Perform (dance) 3 (+6), Sense Motive 3 (+3)

Feats: Night Vision^B, Weapon Training^B

Combat: Attack +0 (+0 base, +0 Dex), Damage +4 (sword), Defense Dodge/Parry +0/+1 (+0 base, +0 Dex/+1 Str), Initiative +0

Saving Throws: Toughness +1 (+1 Con), Fortitude +1 (+0 base, +1 Con), Reflex +0 (+1 base, +1 Dex), Will +0 (+0 base, +0 Wis)

"I still feel Torya was handled poorly. It's not her fault she has orc blood in her veins."

—Nifur Roberts

Torya spent her youth as a novelty among Freeport's upper class. It wasn't until the racist attacks in Scurvytown that Torya realized she was nothing more than a curiosity to her "friends." She fled to Bloodsalt and helped found a compound for others of her kind.

TRASK (REP +4)

Type: 11th Level Humanoid (Gnome Adept 5/Expert 6) [minion]

Size: Gnome

Speed: 20 ft.

Abilities: Str +0, Dex +4, Con +2, Int +2, Wis +0, Cha +1

Skills: Acrobatics 6 (+10), Bluff 6 (+7), Concentration 8 (+10), Craft (alchemy) 8 (+10), Diplomacy 6 (+7), Escape Artist 6 (+10), Gather Information 6 (+7), Intimidate 6 (+7), Jump 6 (+6), Knowledge (local) 6 (+8), Knowledge (streetwise) 8 (+10), Knowledge (supernatural) 8 (+10), Notice 6 (+6), Stealth 6 (+14), Search 8 (+10), Sense Motive 8 (+8)

Feats: Dodge Focus, Evasion, Iron Will^B, Night Vision^B, Power (×5), Skill Focus (Notice), Sneak Attack (×3), Supernatural Focus (Illusion), Talented (Craft: alchemy and Notice)^B, Uncanny Dodge, Weapon Training

Traits: Powers (rank 8, bonus +10, Int, save Difficulty 14; Enhance Ability, Illusion +13, Light Shaping, Mind Reading, Mind Touch), the Talent

Combat: Attack +11 (+1 size, +6 base, +4 Dex), Damage +2 (small sword), Defense Dodge/Parry +11/+6 (+1 size, +6 base, +4 Dex/+0 Str), Initiative +4

Saving Throws: Toughness +1 (+2 Con), Fortitude +3 (+1 base, +2 Con), Reflex +8 (+4 base, +4 Dex), Will +4 (+4 base, +0 Wis)

"He's a right prig, that Trask. If it weren't for Finn and the HBA, someone would have taken that bastard down a notch. Don't tell anyone I said this, you hear?"

—Dill Mackey

Trask is the leader of Finn's enforcers and is second in command of the Syndicate even though he's a gnome. His constant support and dedicated service has begun to have an effect on Finn, extending his protection to gnomes as well as halflings. Trask surrounds himself with enforcers knowing he has more than a few enemies in the city.

VIKKI TARJAY (REP +1)

Type: 3rd Level Humanoid (Human Expert 3)

Size: Medium

Speed: 30 ft.

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

Skills: Acrobatics 6 (+9, +8 armored), Climb 6 (+6, +5 armored), Disable Device 6 (+8), Disguise 6 (+7), Escape Artist 6 (+9, +8 armored), Knowledge (local) 6 (+8), Knowledge (nobility) 6 (+8), Knowledge (streetwise) 6 (+8), Notice 5 (+6), Search 5 (+7), Stealth 6 (+9, +8 armored)

Feats: Armor Training (Light), Defensive Roll, Dodge Focus^B, Improved Initiative, Lightning Reflexes, Sneak Attack, Weapon Training

Traits: Expertise

Combat: Attack +5 (+2 base, +3 Dex), Damage +2 (rapier) or +1 (dagger) or +3 (light crossbow), Defense Dodge/Parry +6/+2 (+2 base, +3 Dex, +1 Dodge Focus/+0 Str), Initiative +7; Conviction 4

Saving Throws: Toughness +4 (+2 Con, +1 Defensive Roll, +1 leather), Fortitude +3 (+1 base, +2 Con), Reflex +8 (+3 base, +3 Dex, +2 Lightning Reflexes), Will +2 (+1 base, +1 Wis)

“Oh, she has her qualities, make no mistake, but what I like best about Vikki is her hunger. She’s hungry for wealth, prestige, and power. These are the qualities that carry a person far in Freeport.”

—Mendor Maeorgan

Vikki Tarjay is the daughter of the powerful Tarjay merchant family. Like Nifur Roberts, she chafed under the demands her station made and so she eagerly joined Nifur in her nocturnal exploits. Unlike the Roberts girl, Vikki was never quite content with just causing trouble and she found she had a taste for hurting people. When Nifur’s crew disbanded, Vikki joined up with Mendor Maeorgan and is one of the ranking members of his vile gang: the Rakeshames.

XAVIER GORDON (REP +3)

Type: 8th Level Humanoid (Human Expert 8)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +3, Con +2, Int +3, Wis +2, Cha +0

Skills: Acrobatics 11 (+14, +13 armored), Bluff 11 (+11), Climb 9 (+11, +10 armored), Diplomacy 11 (+11), Gather Information 10 (+10), Knowledge (geography) 11 (+14), Knowledge (tactics) 11 (+14), Notice 9 (+11), Profession (sailor) 11 (+13), Sense Motive 11 (+13), Survival 11 (+13), Swim 9 (+11, +10 armored)

Feats: Armor Training (Light), Attack Focus (Scimitar), Benefit, Contacts, Dodge Focus, Improved Initiative, Skill Focus (Gather Information), Skill Focus (Profession), Taunt, Weapon Training^B, Wealthy, Well-Connected

Traits: Expertise

Combat: Attack +9 (+6 base, +3 Dex) (+11 with mwk scimitar), Damage +4 (scimitar) or 3 (light crossbow), Defense Dodge/Parry +10/+8 (+6 base, +3 Dex, +1 Dodge Focus/+2 Str), Initiative +3; Conviction 6

Saving Throws: Toughness +3 (+2 Con, +1 leather), Fortitude +4 (+2 base, +2 Con), Reflex +9 (+6 base, +3 Dex), Will +4 (+2 base, +2 Wis)

“He must have done something right since he got a seat after his stint as the Privateer came to an end.”

—C.Q. Calame

Before becoming a full member of the Captains’ Council, Xavier Gordon held the Privateer’s Seat. During his time, he proved himself, placing the city before his own needs and became an ardent supporter of Lady Elise Grossette (see *Pirate’s Guide*). He almost lost his place on the Council when his term expired, but his allies ensured he remained with them by offering him one of the vacant seats.

XORT (REP +4)

Type: 8th Level Humanoid (Human Adept 8)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +3, Wis +3, Cha +0

Skills: Concentration 8 (+11), Intimidate 11 (+11), Knowledge (history) 10 (+15), Knowledge (religion) 10 (+15), Knowledge (supernatural) 10 (+15), Notice 10 (+13), Search 11 (+14), Sense Motive 11 (+14)

Feats: Bloodline (Planetouched)^B, Canny Dodge (Int), Divine Domain (Knowledge), Improved Initiative, Power (x7), Supernatural Focus (Second Sight)

Traits: +4 bonus to saving throws against cold, Powers (rank 11, bonus +14, Wis, save Difficulty 17; Body Control, Elemental Blast [Fire], Fire Shaping, Mind Touch, Object Reading, Plane Shift, Second Sight +17), the Talent

Combat: Attack +5 (+4 base, +1 Dex), Damage +2 (quarterstaff), Defense Dodge/Parry +8/+4 (+4 base, +1 Dex, +3 Int/+0 Str), Initiative +5; Conviction 6

Saving Throws: Toughness +0 (+0 Con), Fortitude +2 (+2 base, +0 Con), Reflex +3 (+2 base, +1 Dex), Will +8 (+5 base, +3 Wis)

“Forget what he’s talking about... what I want to know just what exactly he’s supposed to be.”

—Pious Pete

No one is quite sure where Xort came from or what he is, but he’s unlike any other Freeporter. Stooped, ugly beyond compare, and with bright green eyes, he has nothing but bile to say about the Wizards’ Guild, decrying them as cultists and fiends. It’s just a matter of time before someone silences this firebrand and for good.

ZACH (REP +0)

Type: 3rd Level Humanoid (Human Ordinary 3)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +0, Wis +2, Cha +2

Skills: Gather Information 5 (+7), Knowledge (geography) 6 (+6), Knowledge (local) 6 (+6), Knowledge (streetwise) 6 (+6), Notice 5 (+10)

Feats: Skill Focus (Notice)^B

Combat: Attack +1 (+0 base, +1 Dex), Damage +2 (club), Defense Dodge/Parry +1/+0 (+0 base, +1 Dex/+0 Str), Initiative +1

Saving Throws: Toughness +0 (+0 Con), Fortitude +0 (+0 base, +0 Con), Reflex +1 (+0 base, +1 Dex), Will +2 (+0 base, +2 Wis)

“Little Zach ain’t so little anymore, is he? I wonder what he’d look like in that old shirt he used to wear?”

—Slippery Sally, Prostitute

Zach is an up-and-coming guide who works the Docks offering to escort visitors into the city. Unlike others of his ilk, he actually doesn’t want to bilk his customers and has their best interests at heart. His generally good nature has made him the darling of the Dock’s whores, and if he wasn’t so embarrassed, he could have all the visits he could want.

APPENDIX: FURY IN FREEPORT

Now that you've read this sourcebook, you ought to be chomping at the bit to get your new *Freeport* campaign started. *Fury in Freeport* is just such an introduction, designed for a group of 1st-level characters. In the following pages is a multifarious scenario that involves mystery, investigation, deadly fights, the long-dead returned, and evil villains, all wrapped in one neat adventure. At heart, *Fury in Freeport* showcases the various elements of the city, and gives you and your players a taste of this city in action. However, it can also serve to launch a new *Freeport* campaign, offering a cast of interesting characters, plot seeds, and hooks to give you the foundation to create further scenarios set in the City of Adventure.

ADVENTURE BACKGROUND

A little more than a century ago, Freeport's Sea Lord Marquette, the first woman to hold that office, had had enough. Too long had the Thieves' Guild flaunted their power, too many times, they crossed the line, and they had to be stopped. At first, she tolerated the Guild, having no issues with the group provided it didn't overstep its bounds and cause too much trouble. Certainly, not everyone in Freeport was thrilled to be under the shadow of organized crime, but the thieves greased the right palms and made the right threats to keep the Council and Sea Lord in their pocket. At least, that was the plan. If Freeport values any one thing above all others it's freedom. Freeporters have long rejected tyranny and many came to the city to escape the harsh injustices of the Continent. It should come to no surprise, then, that Freeporters find slavery utterly distasteful and had never tolerated it within its walls.

So when word began to circulate that the Thieves' Guild not only dabbled in slavery, but facilitated the capture and transport of slaves within the city, the Sea Lord was understandably angry and as expected, warned the Thieves' Guild to stop lest they face her wrath. The greasy thieves plied her with promises and assurances, doing their best to soothe Marquette so they could get back to business. They had no intention of stopping; they merely needed to spend more coin to get the Sea Lord and Council to mind their own business.

The Sea Lord, though, was serious and after her diplomatic efforts failed, she led the Sea Lord's Guard in a campaign to destroy the Thieves' Guild, root and branch. The Back Alley War, as people remember it, lasted three years and led to the permanent extinction of nearly everyone affiliated with the Thieves' Guild. From then on, no crime syndicate has risen to the Thieves' Guild's power and influence.

The Back Alley War cemented Marquette's place in Freeport's history as one of the greatest individuals to hold the office of Sea Lord, but the conquerors have a way of smoothing the rough edges, overlooking the minor details that could color the particulars of this nearly disastrous war. While it is true the Thieves' Guild was involved in slavery and the Sea Lord was certainly justified in her crusade, what no one remembers are the casualties. The Sea Lord's Guard was not particularly choosy about whom they rounded up, butchered, or hanged, and many folks were disappeared just for being in the wrong place at the wrong time. The Thieves' Guild was worse, naturally, attacking families of Guardsmen, murdering the children of merchants, and making good on all the threats they had promised to keep the movers and shakers in their pockets. In short, it was bloody as hell and Freeport was very nearly torn apart before the last vestiges of the Thieves' Guild were erased.

No one really remembers who all the victims were; too many generations have passed over the years and those who lived and died in the war dead and gone, or at least, that's what most people thought.

THE TALE OF MELANIE CRUMP

Melanie Crump was a thief, a mother, and a member of the Guild. In life, Crump was a reluctant thief, turning to crime to survive. She wasn't pretty enough to be a whore, wasn't smart enough to attend the Institute, and lacked the gumption to pick up an honest trade. A widow and mother of two young boys, she was desperate and so she turned to petty theft to make ends meet. As with just about every two-bit hood and cutpurse in the city, the Thieves' Guild swallowed her and her life, bringing her into the fold and making sure she had a fair stab at filching purses and even letting her keep most of what she stole. Crump and other members had no idea about the Guild's association with Mazin, a distant slaver-city, and many might have withdrawn from the guild if they knew its shadowy benefactor. So in her ignorance, she worked for the Guild, working her part of the Eastern District and struggling to make sure her children didn't follow her example.

"Freeport's not always just about murder, cultists, monsters, or thievery...sometimes it's all of them together."

—Timothy, Syndicate Runner

One night, during a large and boisterous festival, Crump stole the wrong purse from the wrong man. Her victim was well-dressed, with bronze skin and dark eyes. His robes were soft black velvet and he was attractive in an intimidating sort of way. Thinking the man had money, she nicked the purse and vanished into the crowds. When she settled in an alley to examine what she had collected, she was surprised to find that the only thing inside the bag was a wavy-bladed dagger. The sparkling emerald serving as its pommel would fetch a fair price, but the blade itself seemed useless, pitted and corroded as it was. She tucked the weapon away and headed back to her house. That's when all hell broke loose.

The Sea Lord's Guard chose this night to begin their war and swept through the Eastern District, rounding up anyone they suspected of being affiliated with the Guild. As the sounds of screams and fighting broke out all around, Melanie fled to her home on the edge of Scurvytown, only to find her house in flames and her friends fighting for their lives against a band of Guardsmen. Fearing for her children, Melanie grabbed the knife from the pouch and threw herself into the combat desperate to get to her boys. She lashed out with the blade, unaware that it slew everyone it touched, her eyes fixed on the small, smoking shapes on her porch. She nearly reached the corpses of her children when a steel-tipped quarrel punched through her middle, piercing her heart. She fell within an arms reach of her children's bodies, and as she lay dying, she whispered she'd get her vengeance and would make these bastards pay.

A strange thing happened. The knife flared with sickly green light, growing brighter even as the light in her eyes faded. Melanie Crump's body died, but somehow her spirit lived on, trapped within the accursed knife, bound until she would get the revenge she swore she'd get.

A CENTURY LATER

In the chaos of the Back Alley War, Crump's knife vanished, not seen again for nearly a century. The blade found its way into the hands of a Guardsman and cultist named Rue and lay hidden in his house for decades until a foolish youth by the name of Aporcus Beedle just happened upon it. Aporcus Beedle's short life was a series of squandered opportunities. A young man, no older than 13, he was kicked out of the Freeport Institute for behavior unbecoming a student—and given how the faculty is quick to turn a blind eye to the more illicit activities of

their students, his transgression must have been severe. Having little family in Freeport, his aunt, Delinda Knorbartal—a famed wizard, adventurer, and talented alchemist—offered to take him in as her apprentice. Having few other options, Beedle agreed.

He might have turned a corner with his aunt, but he was lazy and a poor student, always looking for the quick fix for his troubles. He spent more time stealing money from his aunt and paying streetwalkers to entertain him in alleys than he did poring over the magical tomes that filled her library. While returning one night from one of his many trysts, he happened to pass by a ruined house, windows and door boarded up and painted with a red “X.” A bored Guardsman stood out front, picking his nose. Beedle asked him what was with the place. The Guard replied “it’s condemned. Cult activity, ya know?” Beedle knew a great deal about Freeport’s recent troubles, what with the Sea Lord a secret cultist and his failed attempt to plunge the city into madness. Beedle moved along, but the memory of the sagging building haunted him. He wondered what secrets it held, what powers lay hidden beyond those crude barriers. Before reaching his aunt’s house, he resolved himself to find out and crept back the way he had come.

Using his meager powers, he distracted the Guardsman and crept inside. There wasn’t much there. Rubble filled the main room and the back bedrooms and kitchen were positively toxic, filthy with neglect. Still, Aporcus wouldn’t give up: He knew something powerful was here. He just had to find it. Find it he did. While examining a suspicious stretch of wall, he found a hidden compartment, and within it laid a small black case. It was heavy, but not too heavy. Fearing the Guardsman would return, Beedle fled, lugging the case with him.

He made it to his aunt’s house without trouble and snuck into his room as he did every night, cursing his aunt’s familiar who watched him with judgmental eyes. Safe and alone, he opened the box and found it contained a great many treasures, but of particular interest was a strange knife with an emerald pommel. Beedle believed he could sell the relic, but for now, he’d settle for the coins. He gathered the handful of lords, not caring or noticing they were inscribed in the language used by the Mazin slavers, and hid the trunk in a secret space beneath his bed.

Aporcus Beedle never got the chance to sell the knife, for he hatched another plot, a plot that would see his aunt poisoned and himself inheriting her house and her great fortune. As the knife sat in the trunk, forgotten, Beedle fed his aunt vile poisons until her familiar caught him in the act and revealed the whole plot to the sickened woman. Rather than killing him or having him arrested, she threw him out and, perhaps foolishly, gave him a bag of gold to get him started. Beedle squandered his money, fell in with bad types, found himself assaulted, abused, mistreated, and addicted to abyss dust, and so he remained for another five years.

BEEDLE’S LATEST SCHEME

Beedle has had a bad few years and any chance of him redeeming himself was purged after living on the streets. So deep did he fall into abyss dust he had no idea that his aunt had passed away in the Great Green Fire, had no idea that her recipes were being used by the Wizards’ Guild to reclaim the damaged terrain and transform it into fertile farmland. It wasn’t until he heard from a fellow thief (a piece of scum named Slick) that the Municipal Auction House was selling off the Knorbartal Estate. At first, Beedle laughed, thinking it a fitting end to the harridan who betrayed him—Beedle has a hard time admitting his own faults—but then he remembered the knife and its sparkling pommel. It was his after all and the city had no right to sell his stuff. He had to get to that case before they emptied the house and auctioned off his treasure!

Beedle returned to the Knorbartal house on the Street of Dreams and tried to slip inside, but to his horror, he found the place locked up tight and bound with potent wards to keep people such as himself from



trying to break in. He tried his magic, but he lacked the strength and knowledge to circumvent the defenses. He almost gave up, but saw a number of wagons waiting out front. It seemed the house was to be emptied on the following day! Beedle snuck inside a wagon where he planned to wait until his case was placed inside. He’d open it, snatch the knife and make a run for it.

Too bad it didn’t work. As he had hoped, the workers emptied the house the next morning and had even placed the old black case inside, but as Beedle worked the latch, trying to open it up, a member of the watch saw him and had the gall to try to arrest him. Beedle tried to flee with the case, but it was too heavy, so he dropped it in the street and ran for his life. The Watchman picked up the case, dropped it in the wagon, where it fell out again in the Warehouse District, straight into Slick’s arms.

Beedle wants his case and would do or kill just about anyone to get. He has no idea, at least to start with, that Slick has the case and so he thinks it’s somewhere inside the Auction House. Since he was spotted on the street, he doesn’t think he can get inside. What he needs are dupes, fools who are just hungry and crazy enough to try breaking into the Auction House and rob the place. There aren’t many folks with those kinds of stones in Freeport, so Beedle needs someone fresh off the boat.

ANOTHER INTERESTED PARTY

Beedle, however, is not alone in hunting for the bejeweled knife: O’takan Farastay wants it too. A slaver from Mazin, not that a person could tell by looking at him, O’takan has come to Freeport over the last few years looking for his great-great grandfather’s knife. This trip, he’s found the weapon. An old friend of Tarmon the High Wizard, who has no idea about O’takan’s real profession, Farastay accompanied the wizard to the Knorbartal house on their way to lunch at the Diving Fin, when O’takan sensed it hidden beneath the floorboards in one of the bedrooms. He would have claimed the weapon then, but Tarmon

DARN PLAYERS!

Sometimes the best laid plans go to waste and with the shadiness of their employer, clever players might think it's a good idea to double-cross Beedle, or worse, refuse to do the job at all! Should the players head down this road, don't worry. There are plenty of opportunities to get them back on track. Try one or both of the following hooks to corral the heroes.

HUNTED BY THE WATCH

A sergeant in the Watch learns of the break-in at the Municipal Auction House, and after some investigation, turns up the heroes' names. In his eyes, the characters are guilty and he plans to arrest them. Luckily, the characters catch wind the Watch is looking for them, which should be ample motivation for them to look for the case and clear their names. Should they still refuse, the Watch turns out in numbers when they get a tip the heroes are behind a new rash of murders (see **Part III**). In the later case, you may have to give the characters a bit more time to do the investigation described in **Part II**, so delay the Beedle's attempt at killing Uri for a day or so (see **The Last Heir** on page 118).

WIZARDLY PRESSURE

Tarmon has known something lay hidden in the Knorbortal house, something powerful and not at all healthy for Freeport. He would have just destroyed it, but it had to get to the house somehow, so he ordered the auction of the House's contents—after he picked them over of course—in the hopes of flushing out the owner and any other interested parties. When the case and the item went missing, right out from under his nose, he's a bit angry. To keep his hands clean, he hunts for some disposable characters to recover the case and find out just who exactly has it. If you use this approach, Tarmon finds the characters after the Auction (see **Encounter A** in **Part II**).

was with him. When he asked what was to happen to all the things in the place, Tarmon explained everything was to be auctioned. O'takan, who's not hurting for money and for once he thought to acquire the weapon by honest means and bid on the case when it came up for sale. If someone outbid him, he'd simply kill the person later and claim the weapon.

Farastay is cautious though and expects the person who claimed the knife would not willingly give it up. Expecting someone to steal the knife from the Auction House, he's decided to take a few precautions by sending one of his more unpleasant minions to make sure the lot's not disturbed.

ADVENTURE SYNOPSIS

Fury in Freeport begins simply enough, but grows quite complex as Beedle and Farastay's plans unravel. The player characters are hired by Aporcus Beedle to break into the Municipal Auction House and steal the case, but once inside, the heroes can't find the box anywhere and to make matters worse, there's something lurking in the warehouse! Fighting the demon, the characters should suspect there are more dangerous things afoot than a simple robbery.

With their mission in tatters, the characters may be inclined to do a bit of snooping on their own. With some inquiries, they find Beedle has vanished, the case never made it to the Auction House in the first place, and that they aren't the only ones looking for it. The deeper they dig, the more dangerous the game becomes until a rash of murders signals that the stakes have been raised. A few questions later, the characters should have all the clues they need to find the other interested party and Beedle.

The adventure concludes with a desperate battle on the deck of O'takan Farastay's ship, the *Narwhale* and the heroes must fight their way through his fearsome slave sailors and reach the slaver before he can complete the ritual to conjure a terrible fiend from the darkest hell and possibly save their treacherous employer from near certain death.

GETTING STARTED

Fury in Freeport assumes the player characters are rather new to the city, fresh off the boat, so to speak. Unaware of the Auction House's level of security or Beedle's duplicity, it makes them the perfect patsies for the theft. However, with a little adjustment, the characters could be natives of the city and if so, you should be prepared for possible advantages they may have as the adventure unfolds—namely a familiarity with the city and possible contacts.

APORCUS BEEDLE

He's young, about twenty, with pinched features and an irritating smirk. He has thin brown hair and a long nose. His eyes are beady and he has a foul swollen blister on his bottom lip. He wears a stained brown shirt, black breeches torn on one knee, and decaying shoes on his feet.

Aporcus Beedle, as described in the **Adventure Background**, is a thoroughly unpleasant man. Selfish and equipped with a dim cunning, he has a tendency not to think things through and it doesn't dawn on him that by recruiting others, he's creating future liabilities. Oh, it'll hit him eventually and when it does, his solution will consist of making sure the characters are dead. The big problem with Beedle is that he's flat broke and has nothing to offer the heroes to get their help. His solution is to pay them a percentage of what he gets for what's inside the case, not that he plans to tell them what's in there and he knows it's good and locked. *"I know a person who'll pay a premium price for what's inside... and no... I'm not telling you who it is or what's inside."* He starts by offering then characters 20% of what he gets, claiming *"I can get at least a thousand lords for that box... from the right buyer."* Shrewd characters can get him to go all the way up to 50% with a successful Difficulty 20 Diplomacy or Intimidate check. He doesn't say anything more.

Assuming the characters agree to his terms, he instructs them to meet him at the Chumhouse in Scurvytown when they've got the trunk. See **Encounter B** in **Part II**.

SNOOPING

Characters curious about Aporcus Beedle around about him by making a Gather Information check. Characters may use Knowledge (local) instead, but the Difficulties are 2 higher.

TABLE A-1: BEEDLE

Difficulty	Information
10	"Beedle, you say? Yeah, I know him. He haunts the back alleys of the Docks mostly, though I've heard he's been spending more time in Scurvytown."
15	"Oh, Aporcus, yep, I know him and if you see him, tell him he ain't welcome 'round here. Bastard owes me 2 lords!"
20	"He's a thief, as I hear it, and not a good one. Seventy-seven Hells, even the Canting Crew won't have anything to do with 'im."
25	"Beedle's a piece of work. They say he tried to kill his aunt, the gods bless her. To think, Knorbortal could be kin to him! You ought to steer clear of Beedle. He'd stick a knife in you if he thought you had two pennies to rub together."

The final clue could lead the characters to the Knorbortal House. See **Encounter E** in **Part II**.

PART I: BREAK IN

The characters have about 12 hours from the time they're hired to get in, get the case, and get out. After this time, the Auction House opens for business. Security is extremely tight and smart players will take time to scout the place before going forward.

MUNICIPAL AUCTION HOUSE

Squatting in the center of the Warehouse District is the Municipal Auction House. A 20-foot high stone wall capped in rusting spikes surrounds the compound, making the building look decidedly unwelcome. Inside the walls is a bunker-like building constructed of gray stone blocks mortared together.

DEFENSES

Seven members of the Watch stand guard at all times. Two guards patrol the yard between the building and the outer wall (**Area 1**), another guard stands in the gated entrance (**Area 2**), another guard and the sergeant sits inside the main room (**Area 3**), while two more guards stand watch over the storage room (**Area 6**). Crask Tolberg, the dwarf that runs the place, sits in his office (**Area 4**) throughout the night unless there's trouble—he hides under his desk if there's trouble. Furthermore, the sergeant carries an amulet that lets him transmit a message to the Wizards' Guild for back-up if needed. Whatever the characters decide, they need to be quick, quiet, and practically, if not literally, invisible.

For the regular watchmen and the sergeant, use statistics for the Watch found in **Chapter Seven: Denizens of Freeport**. Crask Tolberg's statistics follow.

CRASK TOLBERG

Type: 6th Level Humanoid (Dwarf Ordinary 6)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +0, Con +1, Int +0, Wis +1, Cha -1

Skills: Intimidate 9 (+8), Knowledge (local) 9 (+9), Notice 9 (+10), Profession (auctioneer) 9 (+10)

Feats: Great FortitudeB, Night VisionB, Talented (Craft and Search, stonework only)B

Combat: Attack +0 (+0 base, +0 Dex), Damage +2 (club) or +1 (knife), Defense Dodge/Parry +0/+0 (+0 base, +0 Dex/+0 Str), Initiative +0

Saving Throws: Toughness +1 (+1 Con), Fortitude +3 (+0 base, +1 Con, +2 Great Fortitude), Reflex +0 (+0 base, +0 Dex), Will +1 (+0 base, +1 Wis)

Mean-spirited and a skinflint, he's a vicious dwarf who profits from the sale of goods moving through the Municipal Auction House. Crask runs a tight ship, and by pulling strings with the Council, he gets a group of watchmen for security. If the heroes sneak in and corner him, his gruff façade crumbles and he breaks down into tears. He begs the heroes to let him live, and offers to do whatever they want.

GETTING INSIDE

The most obvious way into the Municipal Auction House is through the front doors. The outer doors, those set in the wall, are large, wooden and bound with rusting iron bands. The guard has a bar in place at sunset to ensure no one gets inside. Beyond the outer doors, a fenced in gauntlet leads to a pair of double doors leading to the House proper. The walls flanking the approach has a swinging gate on the eastern side to let the guards in to patrol the yard.

Locked Outer Doors: 4-in. thick; Toughness +7; Break Difficulty 27; Disable Device Difficulty 30.

Locked Inner Doors: 2-in. thick; Toughness +6; Break Difficulty 26; Disable Device Difficulty 30.

The guard sergeant carries the key and he's inside. The characters could climb over the walls. Climbing the wall has a base Difficulty of 25, but characters using a grappling hook and rope reduce the Difficulty to 10. Climbing characters must also make Stealth checks opposed by the guard's Notice checks. Don't forget to apply the -1 penalty per 10 feet of distance.

Once inside the yard area, the characters could climb the walls of the building, though hooking a grapple may draw attention. Guards need to succeed on a Difficulty 10 Notice check (with the normal penalties for distance). On the roof, there's access to **Area 6** through a ceiling vent. Removing the ceiling vent requires a Difficulty 10 Strength check and a Difficulty 5 Stealth check to prevent the guards in this room from hearing the scraping of the vent against the roof.

The guards change positions every hour to keep them fresh. Both guards in the **Area 2** move to the sole gate into **Area 1** effectively leaving the yard empty for about a minute.

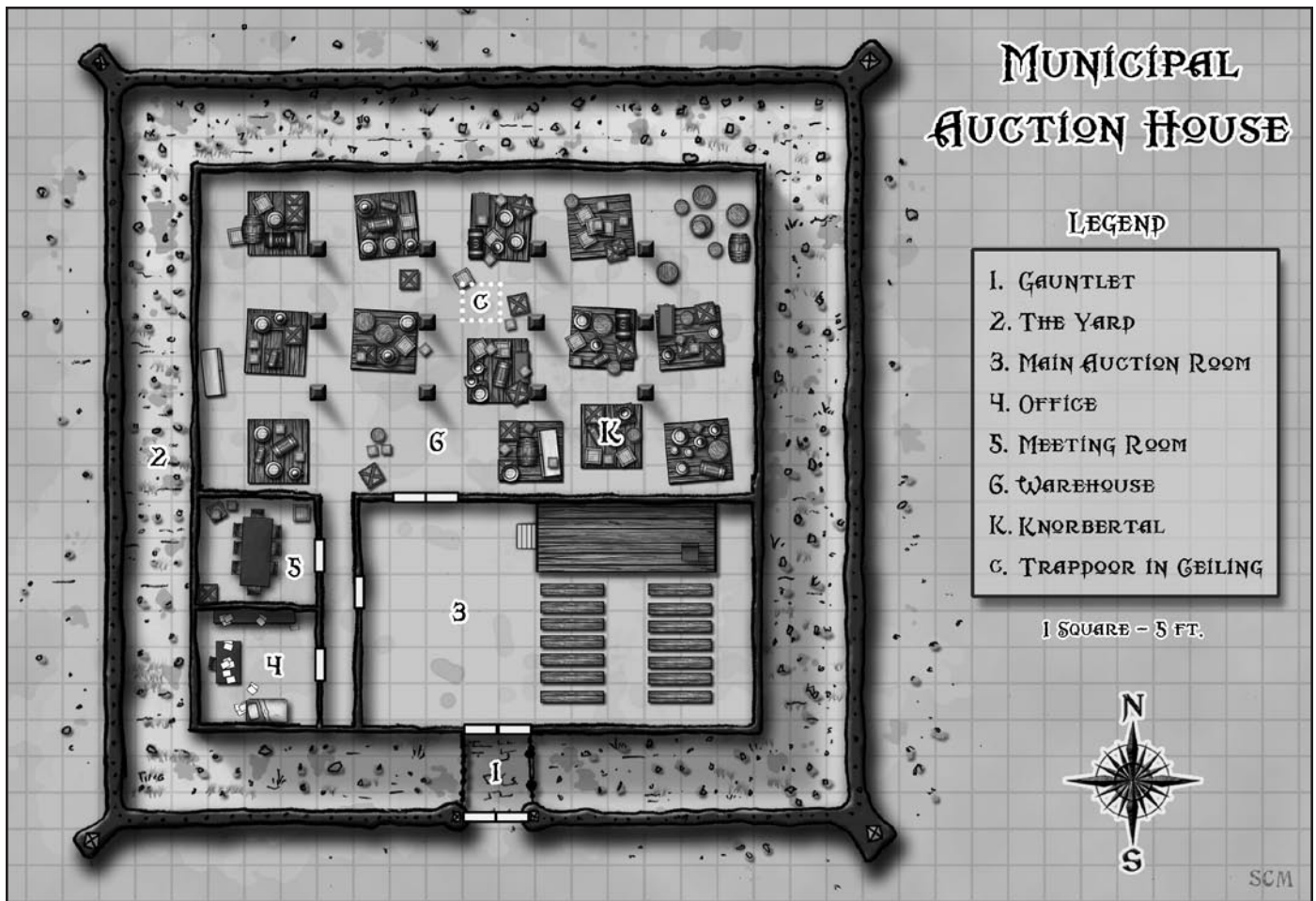
KEY LOCATIONS

The following locations can be found in the Municipal Auction House.

1. GAUNTLET

This fenced in approach restricts traffic from the outer doors to the inner doors. A 10-foot tall fence flanks the 10-foot wide path. Climbing the fence on either side requires a Difficulty 25 Climb check, though a grapple and rope reduces the Difficulty to 10. There's a hinged gate on the eastern fence. It's locked (Disable Device Difficulty 25 or Strength Difficulty 25).





2. THE YARD

The gap between the outer wall and the house proper forms a yard of sand, loose stone, and trash.

3. MAIN AUCTION ROOM

This large chamber holds seven rows of benches, a stage with a brown tarp to serve as a backdrop and a lectern on which there sits a gavel. A short set of steps leads up to the stage. A pair of double doors set in the north wall leads to the warehouse, while a single door on the west wall leads to offices.

4. OFFICE

This small office contains a foul cot, desk, lamp, and a sagging set of shelves that overflow with papers, junk, and old food. A successful Difficulty 12 Search check turns up 55 lords and a fist sized green gem worth another 25 lords. In addition, a manifest defines the labels marking the palettes. This makes finding the Knorbartal palette far easier. Note, Crask is always here.

5. MEETING ROOM

This room holds a large oak table and a dozen chairs. A few wooden crates sit in the corners, holding junk not even Crask could sell. Contents include such things as a broken wheel, an empty vial, an old moldy piece of bread, a ship in a bottle without the ship, darkly stained rags, a bag of spit, and other rubbish Crask hasn't gotten around to tossing into the sea.

6. WAREHOUSE

Easily the largest room in the building, it measures about 75-feet across and 45-feet deep. Inside and standing on palettes are all manner of boxes, barrels, crates, some covered with tarps, others with dust. Each palette is marked in chalk to describe the lot. Thick wooden beams hold up the ceiling some 20-feet overhead. The air is thick with dust and the stench of mildew and rot. A hallway to the south, leads to the offices.

The Knorbartal Lot is located on the palette marked "K" on the map and literally on the palette. Characters who don't think to look for a manifest may have to spend some time searching all the palettes, which could be frustrating and dangerous. A Difficulty 5 Notice check reveals each palette is marked with a letter. There's only one palette with a K. Searching the palette's contents thoroughly takes about 5 minutes and characters examining the contents must succeed on Difficulty 10 Stealth checks or draw the attention of the guards. Unfortunately, there's no sign of the case. Before the characters have a chance to turn the place upside down, they discover they have company.

LURKER IN THE DARKNESS

Not trusting the Auction House's defenses, Farastay dispatched one of his minions, a dretch, to keep an eye on the Knorbartal palette and deal with anyone snooping around and up to no good. A dretch is a demon. It has a rotund body covered in a sheen of grease and has spindly arms

STEALING FROM THE MUNICIPAL AUCTION HOUSE

Some players may conclude that since they are in the Auction House anyway, they should relieve it of various and sundry goods they deem as valuable. Much of the items here are simply too large to transport, being furniture, chests, and heaps of clothing. Other items have limited value, with some goods being only worth something to buyers who know an item's function or purpose. There are no gems, no coins, and only large bulky objects. Characters looking to fill their pockets are bound to be disappointed, though if they persist, a cursed item is a good way to teach them to keep their hands to themselves.

and legs ending in blackened claws. Its face is somewhat human-like, but twisted, droopy, and altogether hideous. The first time the heroes see the dretch, they must make Difficulty 11 Will saves or gain 1 point of madness.

DRETCH

Type: 2nd Level Outsider (Extraplanar, Vice)

Size: Small

Speed: 20 ft.

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

Skills: Intimidate 5 (+5), Notice 5 (+5), Stealth 5 (+9)

Feats: Double Strike, Improved StrikeB, PowerB

Traits: Damage Reduction /cold iron or virtue, Darkvision 60 ft., Immunity to Electricity and Poison, Powers (rank 5, bonus +5, Cha, save Difficulty 11; Mind Touch), Resistance to Acid 4, Cold 4, and Fire 4, Summon Fiend

Combat: Attack +3 (+1 size, +2 base, +0 Dex), Damage +3 (claws) or +2 (bite), Defense Dodge/Parry +3/— (+1 size, +2 base, +0 Dex), Initiative +0

Saving Throws: Toughness +3 (-1 size, +2 Con, +2 natural), Fortitude +5 (+3 base, +2 Con), Reflex +3 (+3 base, +0 Dex), Will +3 (+3 base, +0 Wis)

Summon Fiend: Once per day, on a 14 or better on a roll of a d20, a dretch can summon another dretch.

TACTICS

Have the player make Notice checks opposed by the Dretch's Stealth check. If none of the heroes beat the dretch, it gains surprise. It lumbers forward and claws at the closest character, training its attacks against one hero at a time. Should the heroes wound it, it withdraws and attempts to summon help in the form of another dretch. Regardless of the success or failure, it flings itself against the heroes until they kill it or until it kills all of them and the guards.

DEVELOPMENT

Unless the characters dealt with the guards already, the sounds of fighting are sure to attract them (the Difficulty of the Notice check

DARN PLAYERS!

One likely outcome from this break-in is that the characters are captured while trying to relieve the Auction House of the case. Should this happen, the characters are hauled off to the Tombs where they await their trial the next morning. Describe this with as much detail as possible, being sure to pay extra special attention to the squalor and filth of Freeport's infamous dungeon. Have a few prisoners make suggestive offers to the heroes, a guard smile at them showing blackened teeth and threaten that they'll surely be hanged come morning, and be absolutely sure to mention the rats...

Let the players stew for a bit and maybe even try to find a way out. Before despair sets in but not before they've had a chance to savor their new digs, Tarmon himself comes for a visit. After interviewing each character and ascertaining none of them are cultists (or at least let's hope none of them are!), none of them have the item, and even, perhaps, the name of their employer, he makes them an offer. See, Tarmon learned after going to investigate the break-in that the object he was using as bait is gone. So in exchange for the heroes' freedom, he asks that they find Beedle and the knife and bring both to him at the Wizards' Guild. Should they refuse... well... it's best not to dwell on that.

to detect the sound of a battle is -10!). If the guards patrolling the warehouse are still active, they come to investigate the commotion on the second round. It takes 2 rounds per room for the rest of the guards to move toward the commotion until they all arrive. The first watchmen on the scene spend a round considering who to help: the fiend or the heroes. On the following round, they figure the characters triggered something dangerous and released the horror. Before they arrest the heroes, they pitch in to help them kill the fiend. The sergeant doesn't use the amulet unless half of his guards fall, at which point a journeyman wizard (see **Chapter Seven**) arrives in 1d20+5 rounds later to clean up the mess.

Once the watchmen join the fight, the heroes have their chance to flee. The men are in no position to stop them, their hands being full with a demonic menace.

PART II: THE MISSING CASE

The case wasn't in the Municipal Auction House because it never made it there. When the Watchman placed it back on the wagon after Beedle's botched theft, he didn't secure it and it eventually fell out of the wagon when it crossed over into the Warehouse District. A slimy fellow named Slick, a local thief and the same individual that informed Beedle about the auction, happened on the case and took it for himself. He picked the lock, snooped around inside and found the *emerald dagger*. He quickly sold the items inside, but found he could not part with the weapon. So, after a productive day, he made his way home until Beedle, who had heard about the thief's good fortune, set upon his former friend and ally and took the knife from him.

The outcome of **Part I** should guide the events in **Part II**. Ultimately, the characters need to learn that the case was never in the Auction House, and whether driven by loyalty to Beedle, desperation for payment, or out of a need for vengeance on an employer they may believe set them up, the heroes should gain a number of clues to help them fill in what's really going on.

This section can be challenging to run since it involves a number of characters and locations, requiring the heroes to travel throughout the Old City, Warehouse District, the Docks, and possibly Scurvytown. You should be familiar with these districts, being sure to review their respective chapters in the *Pirate's Guide to Freeport*. To help keep all the threads straight, you should reference **Table A-2**, which summarizes the Encounters and the Information the heroes ought to learn.

A-2: PART II SUMMARY

Encounter	Information Learned	Connections?
A. Auction House	Case wasn't present, items sold were standard, mention of "man in white"	Part I, B, F, H
B. Finding Beedle	Chumhouse, Blackened Knot, coming into money, possibly where Beedle lives	C
C. Beedle's Flat	Kergen's Kradle, coming into money, smell of snakeweed, Slick	D
D. Slick	Fate of the case, case's contents, Dimetrios	E, J
E. Buyers	Dead ends	—
F. Knorbortal House	Empty house, Uri Tasovar, man in white, Tarmon	G, H
G. Wizards' Guild	Dead end	—
H. Man in White	Identity of man in white, connections to Tarmon, <i>Narwhale</i>	F, G, I, J
I. Narwhale	Strange crew, Dimetrios, Mazin	J, Part IV
J. Dimetrios	Mazin connection, identity of man in white	I, Part III, Part IV

There are a number of ways for the investigation to turn south, with characters getting hung up on red herrings, coming to the wrong conclusions, or just simply giving up. As mentioned, none of these events are individually necessary to see the adventure to its end, so let the players explore as they like. When play slows and no new ideas are brimming up, you should move on to the next day and **Part III**.

A. THE AUCTION

Unless the heroes burned the Auction House down, the Knorbertain estate is sold off the day after the attempted robbery at eight o'clock sharp. Evidence of the break-in is quickly cleaned up, dead watchmen removed, and the veneer of normalcy restored before opening for business. The individual pieces go to a mix of merchants, a few wizards from the Guild, and a man named O'takan Farastay (see **Encounter H**). The heroes might attend the auction in the hopes of finding the case or who buys it, but if they were seen during **Part I**, they will have to disguise themselves. In any event, there's no sign of the case. A successful Sense Motive check opposed by Farastay's Bluff reveals the man seems disappointed.

Characters who opt not to attend the auction can find out much of the same information with a Difficulty 15 Gather Information check. A success gives them a good idea about what was sold and the conspicuous absence of the coveted case. Success by 5 or more gives the characters general descriptions of those in attendance—use various Narrator characters described in this book or make up a few others. The only one of import is Farastay. There's nothing here to suggest wrongdoing.

The characters can follow up on the names you supply, but unless you decide otherwise, they should be dead-ends. An investigation into Farastay, however, ought to lead the characters to **Encounter H**.

Finally, the heroes might conclude that Crask still has the case somewhere inside. If approached, he denies having it and a Difficulty

15 Sense Motive check confirms this. Persistent heroes might think to try breaking in again. Let them, but double the guards and add a journeyman wizard from **Chapter Seven**.

B. FINDING BEEDLE

According to the terms of the agreement, once the characters acquired the case, they were to give it to Beedle at the Chumhouse in Scurvytown. Heroes may wish to report their failure or confront Beedle if they suspect him of double-crossing them. A Difficulty 15 Knowledge (local) check identifies where the Chumhouse is located, while a Difficulty 15 Gather Information check gets the characters decent enough directions to find it. Characters who succeed by 5 or more on either check know or learn the dive has a nasty reputation and is frequented by hate groups. Success by 10 or more connects the Chumhouse with the Blackened Knot.

Scurvytown is not a nice place to live and less of a nice place to get lost. It's a district where anything goes and the law is something to hate. Here, gangs, crime lords, and scum rule, and they don't have much use for anyone not of their own kind. Generally, Scurvytown is passable by humans and other common Freeporters, but savage humanoids face hostile stares and possibly open violence if the characters stray into the depths of the neighborhood. In short, so long as the characters stick to the waterfront, no one will hassle them too much—a few jeers, thrown trash (at orcs), and foul name calling is the worst they have to face.

THE BLACKENED KNOT

The Blackened Knot is a violent group of bigots and racists founded to push orcs and goblinoids out of Freeport. While their task has largely been achieved, they still walk the streets, kidnapping innocent humanoids and making examples of them—lynching being the most common. See the *Pirate's Guide to Freeport* for more information on this nefarious group.

Should the characters slip off the main route to the Chumhouse, they are at risk of encountering the Blackened Knot if their party contains any orcs or goblinoids. Every 30 minutes of wandering has a 1 in 20 chance of an encounter, consisting of one Apprentice Thug plus one more for each hero (use **Apprentice Thug** statistics found in **Chapter Seven: Denizens of Freeport**). Half of their numbers come out of the street in front of the heroes with the rest emerging from behind. The gang members are cowards at heart and fight so long as at least half of them still stand.

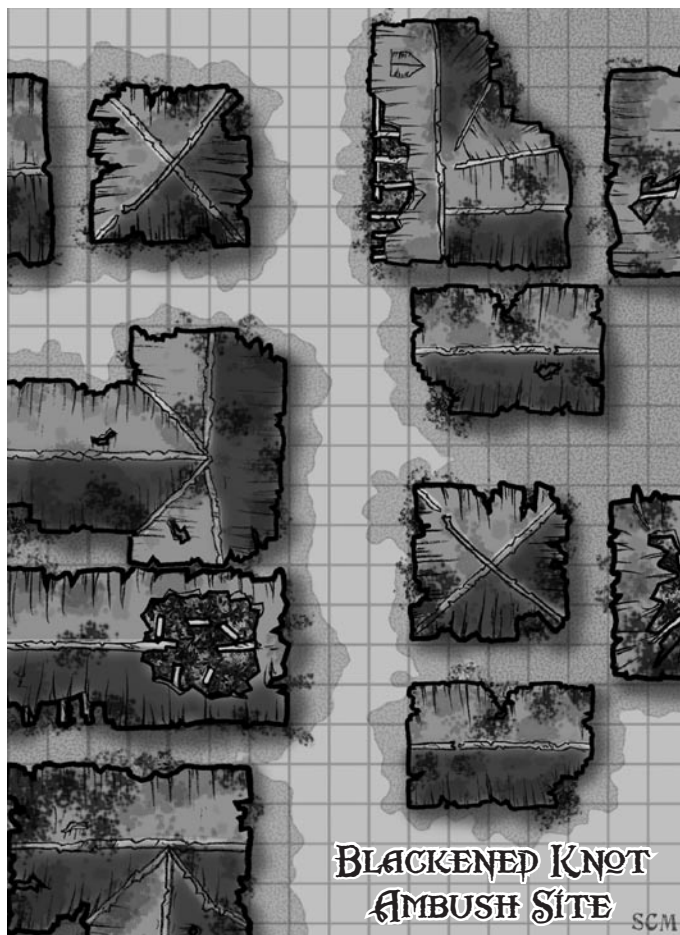
A fight here does not draw the attention of the authorities (what authorities?). Locals and onlookers vanish and don't look back as they try to get away from the fight. While the characters don't have to worry about legal repercussions for swapping blows on the streets, there's no help coming either.

If any of the gang members get away, the heroes make enemies of the Blackened Knot and are likely, at your discretion, to have a few more scrapes with them down the road. Taking any alive reveals little more than a torrent of anti-humanoid rhetoric, name-calling, and a variety of colorful curses. These particular gang members don't know about the case, Beedle, or anything useful about the adventure.

THE CHUMHOUSE

The Chumhouse is a rough tavern at the end of one of Scurvytown's short piers. Sagging, dilapidated and covered in gull droppings, the place is unsavory as it looks. The stench of the nearby fishery only adds to its ambience, filling the air with the tang of rotting fish guts and vomit. There's no sign over the door, nothing to indicate it's a business, made even more obscure by the slime clinging to the walls.

Aporcus Beedle chose this place because it's one of the few places he hasn't yet worn out his welcome. In exchange for his small skills at wizardry, Abel Wackets (male human Journeyman Thug), the current



owner, gives him drinks and a bit of gruel. Beedle doesn't have a particular grudge against orcs and goblinoids, but that's never stopped him from doing wrong before, which is good for him since this place is the unofficial headquarters of the Blackened Knot. Beedle intended to meet the heroes here, but his plans changed once he came across the dagger on his own. He's not considerate enough to let them know; he just decides to go along his way.

Business is at its slowest during the daylight hours, when customers are off working on the Docks or sleeping off the previous nights excesses. Wackets doesn't unlock his door until late afternoon on any given day, and until sunset, he's in a fouler and more disagreeable mood than he normally is. When the heroes arrive, the place is empty except for Wackets who sits on a stool behind the bar.

The Blackened Knot forms the core of the Chumhouse's clientele and so at night the place is full of their kind of scum. Every "customer" is human and very suspicious of anyone they don't know. All human parties can come and go from the place provided they haven't crossed the Knot before, they mind their manners, and can take a bit of off-color comments. Parties with dwarves, elves, gnomes, and the like get a wall of hostile glares and grumbling. Orcs and goblinoids stumbling inside get an ugly reception. Five Apprentice Thugs here plus one apprentice thug for each hero charge the characters who had the brass to step in their demesne.

CHATTING WITH THE LOCALS

Assuming the characters took the proper precautions and left any pet orcs and others somewhere safer, the heroes can snoop around here. Everyone inside is unfriendly and unless their attitudes are improved to friendly (Difficulty 25), the characters get nothing. Characters injecting a lot of anti-orc comments get a +5 bonus to their Bluff or Diplomacy checks. Saying they know Beedle doesn't help or hurt their chances. Friendly locals all know Beedle, but they haven't seen him for a few days. They don't have many nice things to say about him, frequently commenting on his loose loyalties and clear lack of commitment to their cause. Helpful locals reveal that Beedle sometimes stays at Kergen's Kradle in the Docks—possibly leading the characters to **Encounter C**.

Heroes speaking directly to Wackets may have a bit more luck. During the day, he's unfriendly, but at night, he's indifferent (owed to many nips off the bottle). He's not happy with Aporcus and would love to get his hands on him—a useful fact that might help the heroes in **Part IV**. Characters improving his attitude to friendly learn *"Aye, the right bastard double-crossed me. He was to be here tonight fer this job, ya'see. I vouched for the lad, and he pulls a no show. Serves me right, I guess. Never trust a wizard."* If helpful, he explains the nature of the job—Beedle was to accompany a few other members of the Blackened Knot to go string up an orc in Bloodsalt. They wanted Beedle's magic for insurance. Wackets also explains Beedle had been talking about coming into some money. *"Guess he did."* Wackets can also tell the characters all of the information gained from the other locals.

C. BEEDLE'S FLAT

Another likely place to find Aporcus Beedle is at his "house." Asking around the Docks (and succeeding on a Difficulty 20 Gather Information check) or by braving Scurvytown to check in at the Chumhouse turns up that Beedle sometimes stays at Kergen's Kradle.

KERGEN'S KRADLE

The Kradle is an unpleasant flophouse that lets rooms to sailors, vagabonds, or those looking for a few hours (or minutes) of privacy. Famed for flexible rental rates as well as its uncommonly filthy rooms, few folks *choose* to live at the Kradle and more often just wind up there. Finding Kergen's Kradle is easy: It's a big building surrounded by an



infestation of smaller hovels, pubs, and shops of suspicious character (Difficulty 10 Gather Information or Knowledge: local).

The Kradle is two stories tall with bars on all the windows. Entry is gained through a single door in the center of the building and just inside is a foyer, where Kergen himself sits inside of a fortified room with a barred window where he can safely talk to his guests. From inside his room, he can unlock the door leading to the rest of the place and access the various rooms, stairs and halls beyond.

Kergen is a disgusting man with an olive complexion, a sweep of pustules around his mouth and a greasy mop of black hair sticking to his sweating brow. He wears a sleeveless white shirt stained brown, revealing lewd tattoos of various faerie women in impossible poses along both arms. When the heroes enter, he quickly drops a pamphlet to his desk, looks up, and grins. *"My, large group. No questions, I always say. How long ya need?"* Characters correcting his assumption find his smile vanishes, *"Well what do you want then?"* Kergen is indifferent and generally unhelpful. An Intimidate check (against his Sense Motive +4) or a Difficulty 15 Bluff or Diplomacy check improves his attitude to friendly and changes his tone. Note each lord spent in bribes grants a +2 bonus to a Bluff or Diplomacy check.

Kergen sells out Beedle. *"Nope, he ain't here. Ha'ent seen him fer two days, I guess. And no, I haven't any idea where he's hiding either. If you see him, I don't care what kinda coin he's coming into, I'm selling his stuff."* Kergen has already emptied Beedle's room and keeps his pathetic possessions in a burlap sack behind the desk. Kergen offers to sell the bag for 20 lords, though a Difficulty 10 Diplomacy or Intimidate check gets him to part with it for 5.

BEEDLE'S BAG OF JUNK

The first thing the characters notice about the bag is that it reeks. A Difficulty 15 Craft (alchemy) or a Difficulty 10 Knowledge (streetwise) reveals the stench is snakeweed, a noxious and illegal drug still seeing

circulation despite the city's ban. There's not much of interest here. The contents include a blood-stained shirt, a pair of soiled underclothes, one weighted knucklebone die, a broken knife, a wooden token, and a silk bag embroidered with a stylized D and a K. The bag, which is worth 1 skull, was the bag of coins Beedle's aunt gave him when she threw him out of her house. The bag should point the characters toward the Knorbertain House if they haven't thought to explore the place yet, but the real clue is the odor. If asked about snakeweed, Kergen says, "Looking to score some, huh? Yeah, I know a guy." For a skull, he says, "Yeh need to check with old Slick. He's a thief, but he also deals. Friends with old Beedle, ya know." He doesn't know anything about the pouch. He gives the characters a description of Slick and says, "He's bound to swing by here at some point." Slick is described in **Encounter D**.

D. SLICK

Slick is a petty, no good, piece of street scum. A thief and a drug dealer, he spends most of his days nicking purses at the Seaside Market and his nights peddling drugs in the alleys next to the Docks' worst pubs. Slick doesn't have much to do with Canting Crew or Syndicate, except to stay out of their sight.

Slick does eventually show up at the Kradle to do business with a few regular customers who live there, but if the characters might find him if they spend some time at his regular haunts—he's spending much of this night at the Rusty Hook. Characters can learn more about Slick by making a Gather Information check while in the Docks district.

TABLE A-3: SLICK

Difficulty	Information
15	"Slick's not worth two pennies, if you ask me. He's one of those freelancers. I don't like the Canting Crew anymore than anyone else, but at least abide by rules. Slick and his kind just steal from whomever they want."
20	"Slick? The thief? He's more a pusher than a thief. Deals in snakeweed and abyss dust, or so they say. One of these days, the law's gonna catch up with him and do him in."
22	"You looking to buy? No, not drugs. Old Slick's come into some other goods, dark things, occult things. He's created quite a stir in the 'round here."

Whether the characters simply wait for Slick to show up or find him in the Seaside Market (by day) or at any of the taverns in the Docks (at night), the encounter unfolds the same. Once he spots the heroes, he suspects they want him for something, and so, being a coward, he flees. Depending on the set-up, the characters may be able to catch him by using supernatural powers or by beating his initiative and acting first. Otherwise, he runs, and if the characters want to talk to him, they're going to have to catch him.

SLICK

Type: 2nd Level Humanoid (Human Expert 2) [minion]

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +1, Int -1, Wis -1, Cha +0

Skills: Acrobatics 4 (+5), Bluff 5 (+5), Escape Artist 5 (+6), Knowledge (local) 5 (+4), Knowledge (streetwise) 5 (+4), Notice 5 (+4), Sleight of Hand 5 (+6), Stealth 5 (+6)

Feats: Connected, Dodge Focus, RunB, Sneak Attack, Taunt, Uncanny Dodge

Combat: Attack +2 (+1 base, +1 Dex), Damage +1 (knife) or +0 (unarmed), Defense Dodge/Parry +2/+1 (+1 base, +1 Dex/+0 Str), Initiative +1

Saving Throws: Toughness +1 (+1 Con), Fortitude +1 (+0 base, +1 Con), Reflex +4 (+3 base, +1 Dex), Will -1 (+0 base, -1 Wis)

THROUGH THE STREETS!

You can narrate the chase sequence, calling for a few Reflex saves to avoid or slip past obstacles, or you can use a more mechanical approach. In the case of the later, each round, Slick and the heroes make initiative checks against a Difficulty 15. Everyone that succeeds gets one chase point. Everyone that fails loses a chase point. Characters with negative chase points are out of the chase. If at anytime Slick gets four or more chase points than the heroes, he gets away. Conversely, if any hero gets four more chase points than Slick, they catch him.

If the heroes fail to catch Slick, they'll have to scour the Warehouse District for him. Each time takes 1d20/5 hours, at which point the chase begins again.

OBSTACLES

Every round, on a roll of 17 or higher on a d20, there's a chance for an obstacle. Characters must also make a Difficulty 15 Reflex save or lose another chase point as they're tangled up in the pursuit.

GOTCHA!

Once the heroes catch Slick, he breaks down weeping. He begs the characters to let him live, that he'll do whatever they want. Slick is a scrawny man, about twenty, and filthy. He has a mass of fresh burns on his face. Treat Slick as being friendly for the purposes of social interaction. Slick answers these likely questions as follows.

Where's Beedle?

I don't know. I haven't seen him since I told him about... I haven't seen him.

Told him about what?

The Knorbertain House. They were taking the stuff to auction. It was weird. As soon as I said it, Aporcus said something about a case and got all excited. He left soon after.

Where's the case now?

Gone.

Where?

I sold it. I sold what was in it.

How'd you get it?

It fell of a wagon. I thought the God of Thieves had favored me. I guess I was wrong, huh?

What was inside?

Ah, this and that. Junk really.

What in particular?

Alright, alright! There was this black bag full of teeth. A thimble-sized jar of paste. An old scroll with weird writing.

Was that it?

Well, there was a dagger too.

Who did you sell this stuff to?

The bag of teeth, I sold to a witch in the Seaside Market. Cleita. The jar of paste I sold to some fella that just got off the boat. I told him it would keep off the flies. Let's see. Oh, the scroll. I sold it to one of them wizarding types. Don't know the name.

And the dagger?

Never got a chance to sell it. I was robbed! That's how I got this [pointing to his head].

Did you see the attacker?

No. I was walking along and then I got hit with this blast of fire. T'was sorcery, I'd bet my stones on it.

How'd you come upon the case?

It fell from a wagon, like a gift from the God of Thieves it was.

What did the dagger look like?

Like junk, at first. Wavy blade, pitted and rusty. The only thing of worth was the emerald in its pommel.

Anything else about the dagger?

Now that you mention it, I felt somewhat funny while I held it, like it wanted me to do something... something bad. For the whole day, I'd been seeing stuff out of the corner of my eye, like there was some woman that was following me.

Further questions reveal little else of interest. Slick doesn't know where Beedle is. He grudgingly accepts Beedle might have been the one to attack him. Getting him to reveal whom he sells drugs for requires an Intimidate check. If the characters succeed, he tells the heroes his supplier is a smuggler named Dimetrios (see **Encounter J**). Go to **Encounter E** if the group wants to follow up on the buyers.

E. THE BUYERS

Cleita is a hedge witch that sells love potions and herbal remedies in the Seaside Market. Old, filthy, and smelling faintly of ham, she's friendly enough and shows the character the bag of teeth if asked. She explains she bought it because she felt bad for Slick. She had sold him a cure for warts that didn't work and actually made them worse. She doesn't think the bag has any value—she's right.

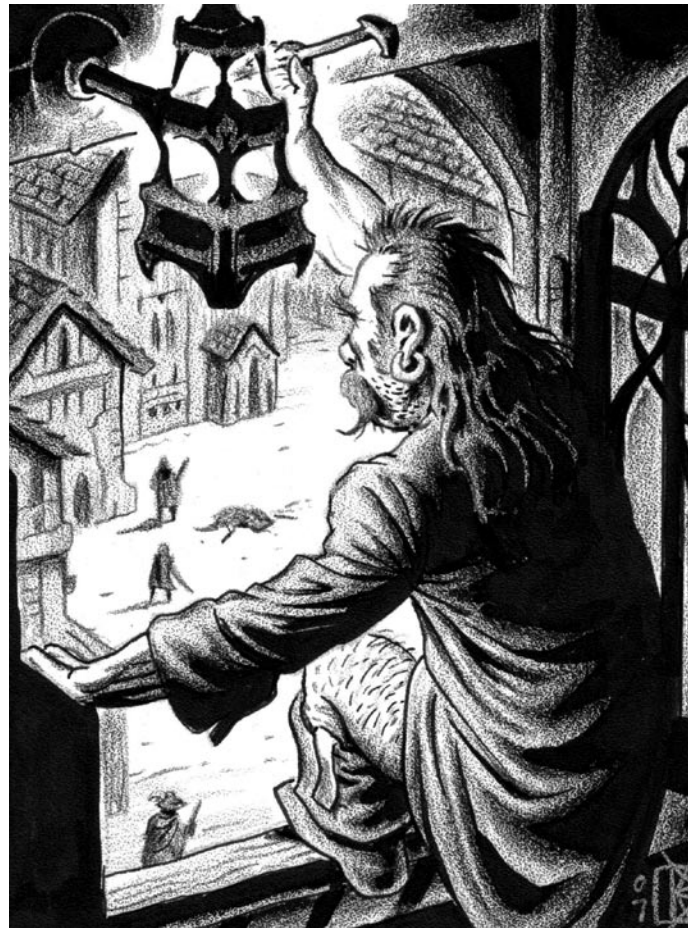
The man with the jar of grease could be anyone in the city and finding him is akin to finding an honest man in Scurvytown, which is to say, impossible. The scroll went to a member of the Wizards' Guild. Attempts to learn whom the man or woman provides the same results as described under **Encounter G**. What this scroll is and who purchased it is a perfect way to expand the adventure, but if you're not inclined, this should be another dead-end.

F. THE KNORBERTAL HOUSE

The Knorbartal House faces the Street of Dreams in the Old City. When Delinda Knorbartal was alive, she ran a successful business as an alchemist and hedge witch, offering cure-alls and remedies that actually worked as well as special formulae to erase one night of bad judgment. With her death, and lacking an heir—remember Beedle didn't know his aunt was dead else he would have claimed the house—the place stood empty until Tarmon decided to seize it and sell the building and its contents, the proceeds going to a good cause, less Tarmon's finder's fee of course.

During the day, the Old City is extremely busy, and if the characters have made names for themselves—and not in a good way, they risk being spotted as they make their way to the House. Night is a different matter entirely. Much of the Old City shuts down completely, and the few people still about are suspicious and quick to call the Sea Lord's Guard. There are, however, plenty of shadows for creeping and skulking, and characters who proceed with caution should reach the house unmolested.

Like many buildings on the Street of Dreams, the Knorbartal House is a two story structure with the shop on the ground floor and living quarters above. A sign proclaiming the place Knorbartal's Herbs still hangs over the door, though it's faded and peeling. The front door is



locked (Difficulty 20 Disable Device) and there is no other entrance from the street. Windows toward the front and the rear can be reached with a Difficulty 15 Climb check and they are unlocked and open easily.

The interior is empty. A scattering of rooms connected by short halls reveal nothing but dusty corners and empty closets. A staircase leads down to the shop. Empty shelves hang on the walls, a counter, several glass cases, and hook for drying herbs can still be found on the beams running across the ceiling. Toward the back, a door leads to a dark storeroom, and while the outline of crates, barrels, and other assorted goods are left in the dust, that's all there is here: dust.

The floor in one of the rooms is damaged, loose floorboards left in a pile to the side of a hole. Inspecting the opening reveals a shallow cavity—just large enough for a small case. There's nothing else of interest here.

If you need a map, the map for **The Last Heir** should work well.

NOSY NEIGHBORS

Once the characters are ready to give up and leave, have them make a Difficulty 10 Notice check. Those succeeding hear a knocking on the front door. Peering out from an upstairs window reveals it's a middle-aged man wearing a nightshirt and boots (if night) or attire that marks him a merchant of some sort (if day). The man's name is Uri Tasovar (use statistics on page 118) and he runs a small shop next door to the old Knorbartal shop. Nosy, he's come over to see who is inside. Uri has never been a wise man. Uri doesn't want any trouble and if the heroes make any threatening gestures, he flees back to his shop next door—he's a tailor—where he bolts the door and cowers in a closet.

Characters taking the time to talk with Uri find he's a terrible gossip and for every question he asks about what the characters are up to, he might cough up a bit of useful information about some of the other

characters involved in the plot as well as what's happened so far. "I should really be used to all this activity at the house; it's been a madhouse lately, what with all the comings and goings." Uri is friendly as long as he believes the characters are supposed to be in the house. If for any reason this changes, he immediately clams up and flees to his home or to the Sea Lord's Guard to report the suspicious activity. Uri knows the following clues and reveals as much or as little as you like based on the questions the characters ask.

"A rather severe man in long robes came to the house a few weeks ago. I've seen him around the Old City for as long as I've lived here. I think he was Tarmon, you know, the wizard on the Captains' Council? Anyhow, he came here in the middle of the week, disappeared inside and never came out that I saw. A few days later, he was back with a nice-dressed man, attractive, bronze skin, dark hair, white robes—he had hard eyes though. The two walked the building and then left."

"A few days later, there was a notice on the door that said the house and its contents were to be auctioned at the Municipal Auction House... yesterday or the day before—I'm never good with details. Anyway, the workers showed up a day or so ago and unloaded the house. The most curious thing happened, though. Curious indeed. Young Beedle, you know, Knorbetal's nephew...? The one that tried to poison her? Well, I swear it was him, snuck into one of the wagons and tried to make off with something inside. Before he could get away, I mentioned him to one of the guards, who promptly told the lad to sod off. The case, if I remember right, fell on the ground, but the guard put it back on the wagon. I seem to recall it wasn't very secure..."

While Uri is sure Tarmon entered the house, he has no idea about the identity of the man in white. If asked about Beedle, he adds the following.

"Oh yes, Beedle. I'm surprised you didn't know. I thought he was dead after his aunt threw him out. He certainly deserved it. From what I could tell, young Beedle was a lackluster apprentice—wizard's apprentice that is—and was tossed out of the Wizards' Guild too. To think that he would betray his aunt as he did, after she took him in and all. Well, Beedle didn't have much more success there either and eventually tried to kill her with poison to gain her business and fortune. No one knows how she found out, but she did, and she sent him on his way. Why she didn't turn him over to the Guard, I'll never know. That was over five years ago. How time flies..."

Uri eventually grows weary when the characters don't offer any juicy tidbits about what they're doing and what's going on, and so he goes on his way. Uri's story is not over yet, as is shown in **Part III**.

G. WIZARDS' GUILD

Attempts to investigate the Wizards' Guild ends should end at in disappointed. Lucky and charismatic heroes might get into the courtyard, but there, Thorgrim (see **Chapter Seven: Denizens of Freeport**), tells them Tarmon is unavailable and offers them nothing further. Pressing the issue gets them thrown out on the street. Breaking into the Guild building is beyond the scope of this adventure and if the heroes do, you are encouraged to expand the adventure in whatever ways you like, making certain to give such ambitious adventurers a brutal, bloody, and spectacular end in fortress's eldritch corridors.

H. THE MAN IN WHITE

The heroes may also follow up on the mysterious "man in white" described in **Encounter A** and **F** by doing a bit of snooping around. Characters need to make Gather Information checks. Each check takes 4 hours of work, unless they have the Contacts feat, and costs 1 penny

for each point of their check result. If they can't or choose not to match the check result, their check result equals how much they did in fact pay (up to a maximum of the check result). Characters making the check outside of the Old City or the Docks imposes a -5 penalty to the check. See **Table A-4: The Man in White** for details.

TABLE A-4: THE MAN IN WHITE

Difficulty	Result
15	"Aye, I know who yer talkin' about. I seen 'im around. Must be important, since he's almost always with one o' them damn 'izards."
17	"Oh him. I think 'is name is Fara... Fada... oh hell, it's something foreign. He ain't from around these waters, that's for sure."
20	"Farastay. Something Farastay. I hear he's an important person from the Continent. Merchant maybe. Spends time with the wizard Tarmon."
22	"It's O'takan Farastay and he's not from the Continent; you can tell by his accent... he's from somewheres else. He sails the Narwhale, a great galleon that flies no nation's colors."
25	"There's whispers about him, yasee? Whispers that he deals with them folks from Mazin. Slavers all. You don't wanna be caught on the wrong side of the likes of him."

I. THE NARWHALE

The heroes should eventually figure out that the man in white, O'takan Farastay, is somehow involved from **Encounters A, F** and particularly **H**. With persistent questioning or dumb luck (if you're feeling generous), the heroes may eventually find the *Narwhale*, his ship that's tied off on a pier in the Warehouse District. Finding the *Narwhale* isn't too hard and a Difficulty 15 Gather Information check or a handful of lords paid to any of the longshoremen can point the way.

The *Narwhale* is a sleek caravel in excellent repair. Measuring some 75 feet in length and 20 feet at the beam, it has three masts that fly white sails when unfurled. The bowsprit is carved to resemble a unicorn's horn and it extends some nine feet from the ship. "Narwhale" is painted in white on its hull.

The ship's crew doesn't stray far from the ship, and they are a sinister lot of men, with bronze skin, black hair, and unfriendly eyes. They wear nasty curved blades in sashes cinched around their waists and all keep their long hair pulled up in topknots. They shoo off any who come close to the ship but never speak. Any effort to talk to them meets with blank stares as if they don't understand the language and characters watching the crew from afar note that the men never speak and seem to communicate with hand gestures. The reason for their silence is that they are slaves and they have all had their tongues cut out.

There are 20 sailors in all and they don't think twice about cutting intruders up and tossing their remains to the fish. There's no time when there aren't a dozen sailors watching over the ship, so getting on board will take some maneuvering. Should a fight break out, the sailors fight to the death, coming in waves of five every two rounds until all are involved.

The *Narwhale* and its crew are described in detail in **Part IV**.

INVESTIGATING THE NARWHALE

While getting on board the *Narwhale* may seem like an insurmountable task, learning a bit about the ship isn't. Asking any of the old-timers around the wharves of the Warehouse District about the ship reveals the *Narwhale* may not be a regular sight in Freeport, but it does come to port about once a year. It almost always comes with foodstuffs. The Captain, O'takan Farastay negotiates with his contacts for a fair price, but he never haggles hard or for long. Once he's off-loaded his goods, he

MEETING O'TAKAN FARASTAY

While unlikely, it is possible for the heroes to run into Captain Farastay while in the city. Should this happen, don't panic. Farastay is a charming man and he's polite to the heroes, not revealing his sinister ambition. He sticks to his cover story, claiming that he's a humble merchant from distant Narajan and that he comes to Freeport to do some business, but most to spend time with his contacts. He responds to questions about his cargo by saying he deals mostly in dry goods. He denies any connection to Mazin, Dimetrios, or any interest in the Knorbertain Estate or the missing case. In general, Farastay should come off as what he seems—a successful businessman.

spends about a week in the city and then departs. Each time, his crew is the same—silent and spooky. None ever leave the ship.

Characters who do a bit more digging and succeed on a Difficulty 20 Gather Information check learn that Captain Farastay always deals with the same man—Dimetrios. A Difficulty 15 Knowledge (local) check reveals Dimetrios is a minor smuggler who stays out of trouble by lining the pockets of the Harbormaster. A success by 10 or more reveals Dimetrios is more successful than he lets on and is the person to see if one's interested in the goods of the Black Mark (see **Chapter Twelve: Underside** in the *Pirate's Guide to Freeport*).

STAKING OUT THE NARWHALE

Watching the *Narwhale* is fruitless for much of the adventure. Captain Farastay periodically returns to the ship to consult with his first mate, but such visits are rare. Instead, he's either at the Wizards' Guild with Tarmon or scouring the city for the *emerald dagger*. Aside from his infrequent visits, the heroes don't get much from watching the ship until Beedle, under the influence of the dagger, kills Uri Tasovar and Farastay's two pet demons retrieve the young man and bring him back to the ship. These events are described in **Parts III** and **IV**.

J. DIMETRIOS

A minor smuggler and popular knave in the Docks and Scurvytown, he has the benefit of knowing whom to pay to look the other way. One of the worst kept secrets in the Docks, however, is that Dimetrios is the “door” to the Black Mark, Freeport's nexus of smuggling activity. Through him, the Black Mark gets all sorts of illegal goods and contraband, ranging from dangerous supernatural items, drugs, forbidden texts, stolen goods, and so on. While the Watch has their suspicions, people like Finn, Mister Wednesday, and no few merchants encourage them to mind their own business.

Dimetrios haunts the Docks. He spends his time in various watering holes and brothels, picking a new location each time. So well-known is Dimetrios he has friends wherever he goes, so he has protection. Attempts to rough him up are foolhardy at best, fatal at worst.

Place Dimetrios wherever you want and have the characters explore several of the Docks locations as they're looking for him. A few Gather Information checks against a Difficulty 15 should eventually put them in touch with the smuggler.

Seated at a large table and surrounded by six scantily-clad women is a large, fat man with porcine features and a big grin. He has a mop of black hair and little black eyes. A thick moustache covers his lip, but does little to hide his big smile.

Dimetrios denies everything. He denies knowing Slick, denies dealing in drugs, and denies any connection to the Black Mark. Intimidation and threats don't work on him either since he only has to say the word and send the characters into a world of hurt. Hidden among the crowd are six Journeymen Thugs (see page 78 for statistics) and they are quick to come to their leader's defense. Characters showing respect and subtlety can get the man to talk by succeeding on a Difficulty 20 Diplomacy check. If they mention Slick and circumspectly tell the smuggler they know about his other enterprises, they get a +2 on

the check. If they mention their suspicions that O'takan Farastay is a slaver, they get a +2 bonus, +5 in the unlikely event they have proof.

Once they get on Dimetrios's good side, he sends the women away, leaning forward to whisper what he knows.

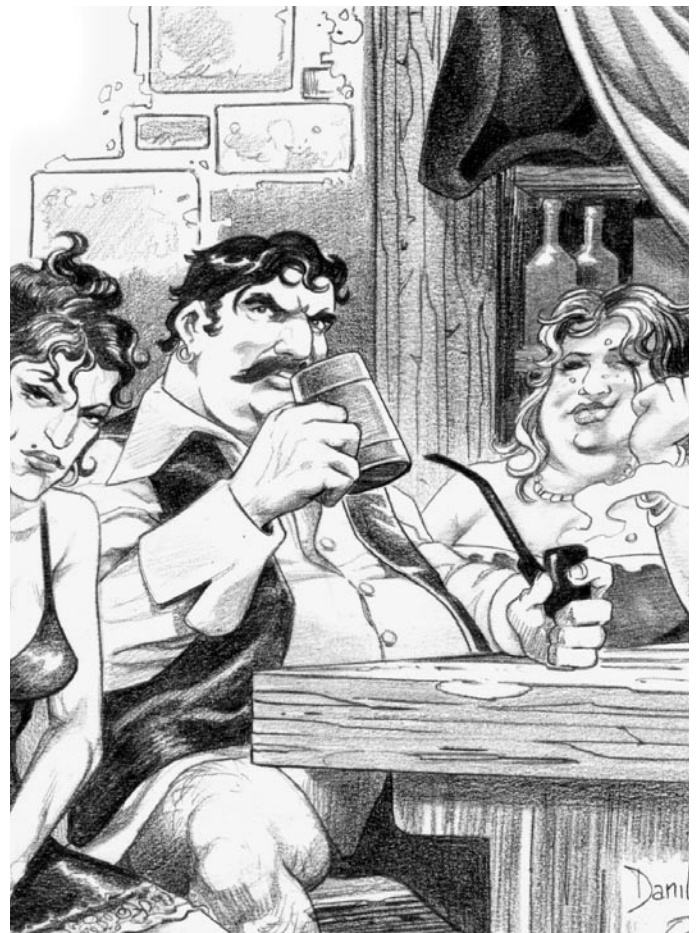
“I've suspected that bastard of being Mazin scum. Those sailors of his are giveaways. But I don't ask questions, see. Questions make a man dead....”

“Look, if what you say is true, I owe him nothing. He can go to hell. But realize, he has powerful friends. He and Tarmon, the high wizard, they're tight, see. So I wouldn't go messing with him.”

If the characters ask why he's in Freeport, Dimetrios adds,

“Can't say. He brings foodstuffs in the city and hidden inside are... well... none of your business. Anyway, he didn't bring anything this time. Made me mad. I was expecting a... ah... shipment, see? The only thing he says to me is that he's here to pick up something he lost. Can't say what it is, but my boys said he met with Tarmon that day, then went to the Knorbertain House, and then went to the Auction House. He's been laying low since.”

Dimetrios has nothing further to say, and further questions are met with, “Don't push yer luck.”



PART III: BLOODY DAWN

Once the characters have exhausted their leads, or at a time of your choosing, events take a turn for the worse. The events described in this section can occur at any time, preferably after the characters have a good idea that Beedle has the knife. When you're ready, one of the heroes' contacts or allies (or if none, the heroes see their likenesses on wanted posters) tells the characters they're wanted for murder. Being accused of murder is serious, but it's not the end of the adventure; murderers walk the streets of Freeport all the time. The heroes just need to be a bit more careful as they go about their business and stick to areas where the Watch has less influence.

While the characters spent the day before trying to find Beedle, their employer fell under the thrall of the knife and, possessed by the ghost lurking inside it, has become filled by her fury and seeks revenge by killing the children of the Guardsmen she blames for the death of her own children. Of the guards present at the time of her death, only four of them have any living descendants and within one night, Beedle has managed to take out three of them. To avoid being stopped or captured, he gave the Watch a tip, claiming he saw the heroes kill one of the victims.

WHAT NOW?

How the adventure proceeds from here is up to the characters. With the weight of the accusations around their necks, the heroes may very well want to get out of the city and fast, but the Watch are expecting this and have an eye on the wharfs. Furthermore, few honest ship captains have much interest in picking up a band of fugitives, even if they promise to work for cheap, but they might be convinced for a big pile of gold. This leaves the characters looking for less honest means to escape, such as stowing away on a ship or getting help from Karl Wine—the proprietor of the Rusty Hook (see entry in the *Pirate's Guide* for details). However, you ought to want the players to finish the adventure and not leave the city before a satisfying conclusion, so make escape very difficult, adding extra obstacles and perhaps even pulling in other factions who might have an interest in Beedle, the knife, and O'takan Farastay.

TARMON

It's also possible Tarmon has already approached the heroes and maybe even hired them—see the **Darn Players** sidebar. If so, he doesn't clear their names right away, believing this is extra motivation to complete their mission. He does meet with them once their names are circulated and tells them once Beedle is in his hands, he'll exonerate them. The heroes may also suspect Tarmon's involvement in the matter if they learned of the O'takan Farastay and his connection to the high wizard. Tarmon denies any involvement in the whole mess, but admits Farastay is an old friend. He says Farastay is indeed from Mazin, but has nothing to do with the traffic of human flesh. "He's an honest merchant, a rarity in this city." He refuses to listen to any

accusations about Farastay and grows angry if the heroes press the issue without evidence.

KEEPING THINGS STRAIGHT

If the characters still haven't exhausted their leads from **Part II**, let them spend as much time as they need in talking to the various characters and follow up on their leads—this pads the adventure with more time, giving Beedle a realistic amount of time to locate Uri Tasovar. With the Watch chasing after the heroes, Beedle, impelled by the spirit in the dagger, goes to murder his fourth and final victim, where he's ultimately captured by Mazin's pet demons and brought to their master's hidden stronghold (see **Part IV**).

MURDER VICTIMS

The murder side-plot distracts the heroes from approaching Dimetrios, but it also reveals the history of the *emerald dagger* and the dangers posed by the weapon. The basic information about the murders is simple to uncover since they are the talk of the city. A Gather Information check, requiring 1 penny per point of the check and 1 hour for every 5 points of the check result, turns up information as shown on **Table A-5: Murder Information**.

TABLE A-5: MURDER INFORMATION

Difficulty	Information
10	"The work of a madman, I reckon. The Watch says the killings were random. The way I hear it, each one was stabbed a dozen times with a knife. No, nobody thinks they were connected."
15	"The strangest things about the deaths was a bloody note left with the body. It says something like, 'for my children.' What's that all about?"
17	"The victims? A prostitute, a member of the Watch, and an adventurer."
20	"The prostitute would've been dead in a few months anyway. Old Sasha, she had the rot real bad. They found her in Rose Alley."
21	"It's a sorry thing, though, about Reinholt Proy, the guard? Yeah, he came from a long line of Guardsmen. He might have been a Guard too, but he was assigned to the Watch after the split. A right noble man he was. Sorry to see 'im go. The Watch found him floating in the harbor."
22	"No one knows much about Rene Montblanc. The way I hear it, her great grandpap lived in the city during the Back Alley War, but he left, family in tow, for the Continent. Evidently, she had just come to the city to seek her fortune. Guess she found it."
23	"Montblanc, oh she was killed in Kreble's Kradle. Can't say why she was there. Nasty place that one."
25	"Well, I can't say there's anything that links them... well except none of them had any heirs—each the last of their lines. Oh, and they were all killed in the Docks, if that matters any."

CRIME SCENES

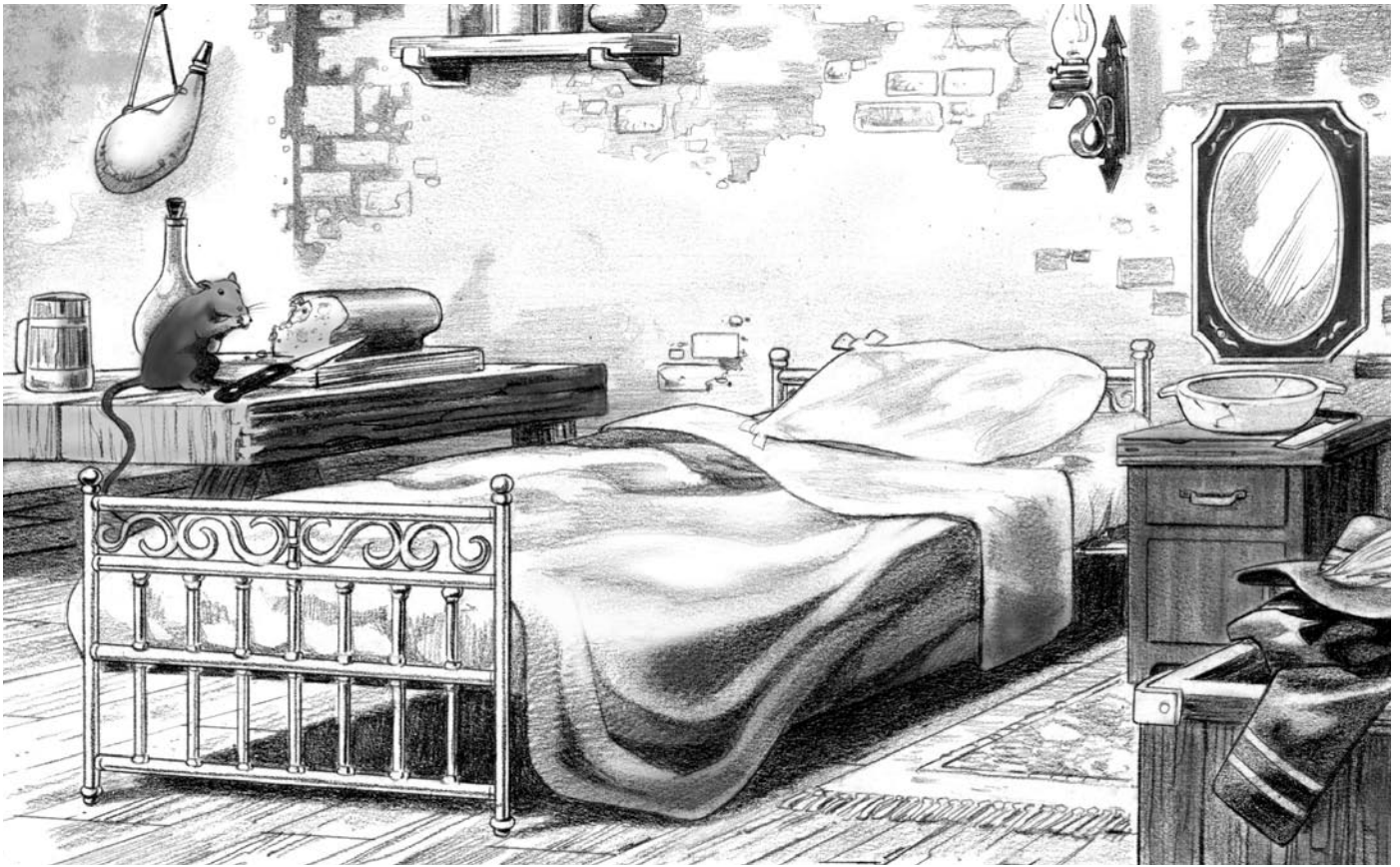
The Watch has the crime scenes covered up tight. The heroes will have to use Disguise, Bluff, supernatural powers, or some other subterfuge to get a look at these places.

ROSE ALLEY

This side-street is a noted place where cheap whores sell their services to randy sailors and desperate men. It's a filthy place, the walls covered with lewd graffiti and suspicious stains. A Difficulty 15 Diplomacy check (+5 per lord spent in bribes) gets the local prostitutes to reveal Sasha

HUNTED BY THE WATCH

For the rest of the adventure, until the heroes manage to find Beedle and the dagger, they have to avoid the Watch. It doesn't matter how often the characters have a brush with the city's law enforcement, just that they do and that they feel the pressure. Use the Watch encounters as a means of moving along the adventure, such as when the characters find themselves stuck or are paying too much attention to a useless detail. Whenever game play bogs down, throw a handful of watchmen (no more than 1 plus 1 watchman per hero, use Apprentice Watchman statistics on page 79) their way. After two or three of these, the heroes aren't likely to sit in one place for long.



had a John and took him deep inside the alley for privacy. She yelped a few times, but that wasn't unusual. No one saw his face.

THE HARBOR

There's no real evidence here. Nobody saw anything and if they did, they aren't talking. A Difficulty 15 Gather Information check turns up that the body was found floating next to the *Narwhale*.

KERGEN'S KRADLE

Kergen is in his office and is terrified. He's told the watchmen nothing, saying he didn't see a thing last night. The Watch has interviewed everyone living here, but the poor security and easy access to any of the rooms makes it unlikely that anyone living here did the deed. If the heroes can somehow get Kergen alone and succeed on a Difficulty 20 Intimidate check, he starts blubbing, saying he knows whom it was. After the characters left, Beedle showed up. He looked strange, his eyes flashing a bright green. He walked right passed Kergen and ignored the owner. He vanished up the stairwell and never came out. He's more saddened by the fact the Watch confiscated all of Montblanc's possessions before Kergen got a chance to pick out the expensive items to recoup the damage to his business. Characters who succeeded by 5 or more on the check also jog Kergen's memory and he adds, "She was real pretty. She says to me when she paid for the room that her great grandfather was a member of the Sea Lord's Guard... I guess she thought that meant something to me."

REINHOLT PROY'S HOUSE

The heroes might think to examine the dead watchman's apartment. Luckily, the Watch hasn't gotten there yet, so the heroes have a free hand to search the place. Locating Proy's apartment is tough, requiring a Difficulty 20 Gather Information check. Once they locate the building—a Docks tenement near the edge of the Warehouse District, they just need to ask around from some of locals. The apartment is at the top of a flight of stairs, facing the bay. The door is locked (Difficulty 20 Disable Device or Difficulty 25 Strength to open). Getting the manager

to give the heroes a key requires a Difficulty 15 Bluff check (give the heroes a +2 bonus if they come up with a good cover story).

The interiors is not too shabby, but not too nice either. The contents include a narrow bed, a table, water basin, mirror, shaving knife, and a chest filled with uniforms, clothes, and personal effects. A crusty loaf of bread, partly eaten, sits on a cutting board on the table next to a bag of wine. A Difficulty 20 Search check of the apartment turns up an old, battered journal. The pages are yellowed and the writing is cramped. The dates suggest it was written a hundred years ago. Flipping through the pages, it discusses the life of a Guard in service to the Sea Lord. The writer wasn't a particularly good man, and the text paints him as opportunistic, looking to get ahead and out of the city. Of note is the final entry, which follows:

I can't get the blood off my hands. They won't come clean no matter how hard I scrub. I agree with the Sea Lord's war, but the killings. Too many Freeporters are falling in her crusade to cleanse the city of the 'Thieves' Guild.' Far too many....

After tonight, I think I'm done. I can bust heads like anyone, but I'm not a child-killer. Or at least I wasn't. Marquetta passed down orders we were to hit them fast and hard. Our informants told us there was a Guild safehouse in the Freebooter's District. Me and my boys marched down there after sunset. We were going to smoke out the thieves and round them up when they came out. I gave the order. The boys tossed in the torches. The fire spread quickly, engulfing the house. But no one came out. Then, we were beset. Scum came from all directions attacking us. While fighting one of those bastards, I thought I saw someone in the house. It was a child. I tried to break free my opponent and help the kid, but he wouldn't let me go. I looked again. Two children. Screaming. I tried, damn it, I tried to help.

Then, this woman, their mother I guess, showed up. She went crazy. She started screaming and wailing slashing at my boys with a knife. It was weird. Time seemed to slow. Whenever her blade bit flesh, her victim fell, dead. Each time, the green stone of a pommel shone with

light, casting a ghastly glow. A minor nick was all it took—the man simply died. The sheer violence surprised my foe so I drove the blade into his gut and pulled by crossbow. She was still fighting, still killing. I raised the crossbow and fired. The bolt took her down. She crawled forward, toward the house, where she died. I did her a favor, I s'pose. Ain't no good watchin' yer children die.

The thieves ran off. Of our entire squad, only myself, Henry, Montblanc, and Rue still lived. Old Rue picked up the knife from the woman's corpse and tucked it away. What he wanted with it, I can't say. Anyway, I'm quitting in the morning. I've had enough.

The journal ends here and there's no more mention of this knife. The men the author mentions in the journal all had families, children, and then died. Their lines, however, were weak, and each has only one heir: Reinholt Proy was the descendant of the writer, Rene Montblanc of Montblanc, and Old Sasha of Henry, and these three are all dead. The only survivor is Rue's descendant, Uri Tasovar, though there's next to no way to make this connection without further inquiries.

The conflict the writer mentions describes the outbreak of the Back Alley War. Player characters who succeed on a Difficulty 15 Knowledge (history) check know the basics of this conflict—the Sea Lord Marquetta purged Freeport of the Thieves' Guild as they continually violated the city's ban on slavery. Success by 5 or more reveals the details of the war spelled out in the Adventure Background as well as any pertinent details from **Chapter One: A History of Freeport** in the *Pirate's Guide to Freeport*.

OFFICE OF PUBLIC RECORDS

Examining the journal should give the heroes some idea about the motivation behind the murders, but it doesn't help the heroes in finding the last heir. Characters succeeding on a Difficulty 15 Knowledge (local) check may think to check with the Office of Public Records. Otherwise,

the characters are unlikely to find out anything further without supernatural assistance—which can be resolved as you see fit.

The Office of Public Records is a two-story storehouse that sits in the Warehouse District. Old and filled to the rafters with a mess of documents, papers, and logbooks, sifting through the information could take a lifetime without the help of Old Reed, the Record Keeper and only person in the city who has an idea of what's what and where he's put things in this ramshackle building. Old Reed doesn't get out much, so he has no idea that the heroes are wanted for murder.

Unpleasant and cranky, acquiring Old Reed's help is a chore. He needs to be massaged, placated, and made to feel important, all of which entails fawning complements (or a Difficulty 15 Bluff or Diplomacy check). One the characters make him friendly, he's willing to assist them in finding whatever it is they're looking for. This is a good place to give characters clues they've missed so far but the best use of the Records Office is to learn more about the man named Rue. It turns out that Rue was believed to be a cultist of some foul god or other and when his family learned about his darker interests, they distanced themselves from him by changing their name to Tasovar, about 75 years ago. This information takes 6 hours of searching with Old Reed's help, double this without.

Should the Tasovar name fail to ring any alarms—such as the heroes didn't get the name of the nosy neighbor at the Knorbartal house, they might think to ask if there are any Tasovars left in Freeport. Four hours later, Old Reed comes up with a name, Uri Tasovar, and an address, the Street of Dreams, next to the old Knorbartal House.

THE LAST HEIR

No one in the city suspects Tasovar as being Beedle's next victim, so the heroes can approach him without too much fear of encountering the Watch, although the characters will need to find some way to get through the gates and back into the Old City. Characters who have met Tasovar already can find his house with little trouble (otherwise a Difficulty 15 Gather Information check in the Old City does the trick—he's a famous gossip after all).

Once there, though, they find Tasovar is not as willing to talk to them as he was previously (if, indeed, he has met them). He knows they are wanted by the Watch and he tells them to go or he'll call for the authorities. Calming the man requires a Difficulty 25 Diplomacy check or a successful Intimidate check (his statistics follow). The characters can use force to subdue the man, which may be the only course of action since he's their best chance at nabbing Beedle.

URI TASOVAR

Type: 2nd Level Humanoid (Human Ordinary 2)

Size: Medium

Speed: 30 ft.

Abilities: Str -1, Dex +0, Con +0, Int +0, Wis +1, Cha +1

Skills: Diplomacy 4 (+5), Gather Information 5 (+6), Knowledge (local) 5 (+5), Notice 5 (+9), Profession (tailor) 5 (+6)

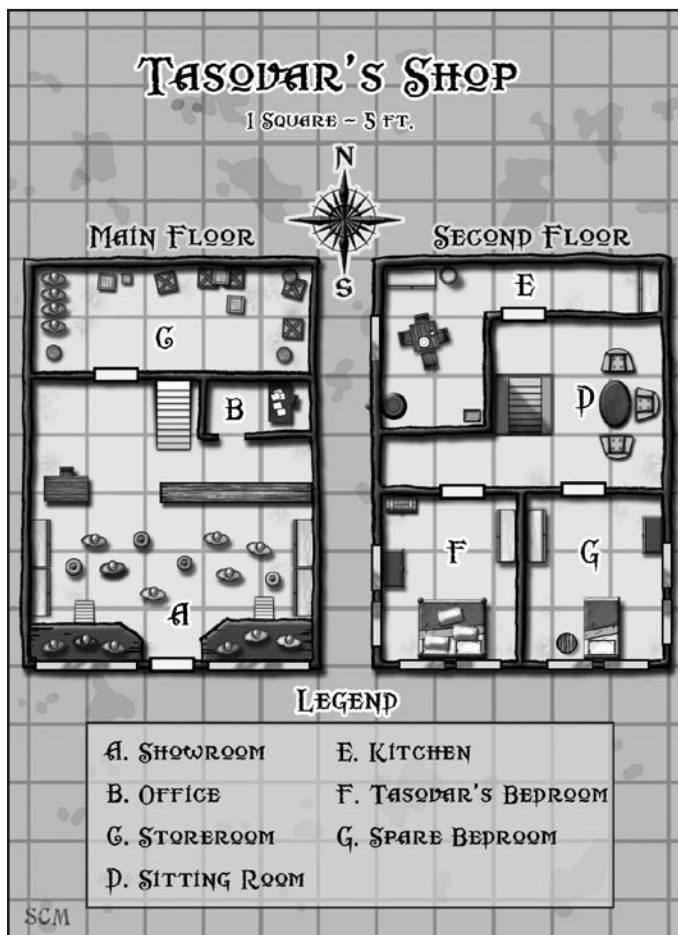
Feats: Skill Focus (Notice)B

Combat: Attack +0 (+0 base, +0 Dex), Damage -1 (unarmed), Defense Dodge/Parry +0/— (+0 base, +0 Dex), Initiative +0

Saving Throws: Toughness +0 (+0 Con), Fortitude +0 (+0 base, +0 Con), Reflex +0 (+0 base, +0 Dex), Will +1 (+0 base, +1 Wis)

TASOVAR'S SHOP

Tasovar runs a small, moderately successful tailor's shop on the Street of Dreams. It sits next to the Knorbartal shop and house, and has a similar layout (see **Tasovar's Shop Map**). During the day, Tasovar is busy, the shop filled with customers and a few helpers. Tasovar has no time for conversation—if his attitude is improved to friendly—and asks



the heroes to return at the end of the day. At night, the place is locked up tight (Difficulty 25 Disable Device to open the front door).

A. SHOWROOM

The showroom is a maze of manikins, bolts of cloth, stools, mirrors, and other accoutrements of dressmaking. Two displays for the windows can be reached by a short set of steps near the front of the area. A long table separates the customer area from where Tasovar does his work.

B. OFFICE

This small room serves as Tasovar's office. Sketches of dresses hang on the walls and the place is in utter disarray. A Difficulty 15 Search check uncovers 250 lords.

C. STOREROOM

Tasovar keeps his supplies in this room. Bolts of material, including silk, linen, cotton, wool, and more lay in neat piles. Ribbons, lace, and buckets of buttons along with bags of needles, spools of thread fill the room near to bursting.

D. SITTING ROOM

This hall doubles as a sitting room. A table, three comfortable chairs, and a painting of a sylvan scene with capering fairies in lewd positions fill this room.

E. KITCHEN

This is a small kitchen and dining area. The cupboards hold fine dishes, dried foods, and whatnot. A wood-burning stove stands against the far wall. A table and four chairs sit near the stove.

F. TASOVAR'S BEDROOM

This is a finely furnished bedchamber. Dominating the middle of the room is a large four-poster bed piled high with pillows. A wardrobe holds several smart suits and a dresser contains socks, smallclothes, and other personal effects.

G. SPARE BEDROOM

This is another bedroom, almost as fine as Tasovar's room. It holds a simple bed, table, empty dresser, and wardrobe.

BEEDLE'S RETURN

Under the influence of the *emerald dagger*, Beedle comes to Tasovar's Shop to kill the tailor, so unless the heroes are present to defend Tasovar or move the man to some other location, Uri dies. Once this is achieved, the spirit in the dagger feels suitably avenged and abandons the weapon, leaving a bloody and confused Aporcus Beedle. Not sure what's happened since he got the weapon, he flees to his old haunts where he's promptly intercepted and captured by O'takan's demons and taken to the *Narwhale* (see **Part IV**).

If the characters have uncovered the identity of Beedle's next victim and are laying a trap for him, they are likely to face him in Tasovar's shop. Even though confronted with a band of adventurers, being so close to her last victim drives Crump's ghost mad with frustration. She forces Beedle to attack the characters and fight them to the death. The only way to avoid this outcome is if the heroes address the ghost and mention that night where her children died. This causes Beedle to stop his attack. The heroes can press on by telling the ghost what really happened that night and the cause of the Back Alley War (see **Reinholt Proy's House**). A Difficulty 20 Diplomacy check in conjunction with this information is enough to cause Melanie to wail and flee back into the dagger, releasing Beedle. The failed wizard, however, is very confused and tries to flee to the best of his ability. If he gets away, O'takan's minions snatch him and drag him to their hideout as described above.



THE GHOST OF MELANIE CRUMP

Type: 3rd Level Undead (Human Expert 3) (Incorporeal)

Size: Medium

Speed: 30 ft., fly 30 ft. (perfect)

Abilities: Str +0 (ethereal or incorporeal), Dex +2, Con —, Int +0, Wis +1, Cha +2

Skills: Bluff 5 (+7), Disable Device 5 (+5), Disguise 5 (+7), Escape Artist 5 (+7), Gather Information 5 (+7), Intimidate 5 (+7), Notice 5 (+14), Search 2 (+13), Sleight of Hand 5 (+7), Stealth 5 (+15), Survival 5 (+6)

Feats: Canny Dodge (Wis)B, Dodge Focus, Evasion, Skill Focus (Search), Sneak Attack (x2)

Traits: Malevolence, Manifestation, Rejuvenation, Unnatural Aura

Combat: Attack +4 (+2 base, +2 Dex), Damage +0 (unarmed), Defense Dodge/Parry +6/— (+2 base, +2 Dex, +1 Wis, +1 Dodge Focus), Initiative +2; Conviction 4

Saving Throws: Toughness +1 (+1 Con), Fortitude +2 (+1 base, +1 Con), Reflex +5 (+3 base, +2 Dex), Will +2 (+1 base, +1 Wis)

Malevolence: Once per round, Melanie Crump can merge her incorporeal form with a living creature that's touching the *emerald dagger*. The target must succeed on a Difficulty 13 Will save to resist the effect and if it succeeds, it's immune to Melanie's malevolence for 24 hours. On a failed save, Melanie takes over her target's body and controls it as if using the Dominate supernatural power.

Manifestation: Melanie exists in the Ethereal Plane, though tethered to the emerald dagger. While lurking on this plane, she cannot affect or be affected by anything in the material world. If somehow freed from the dagger—unlikely as it is—she can manifest and partly enter the Material Plane. While manifested, she can only be harmed by other incorporeal creatures, supernatural weapons, or powers, with a 50% chance (11 or better on a d20) to ignore any damage from a corporeal source. She can pass through solid objects at will and her own attacks pass through armor. She always moves silently.

THE EMERALD DAGGER

The *emerald dagger* is a supernatural weapon that grants a +2 bonus on attacks and damage to its wielder. In addition, up to three times per day, whenever it strikes a living creature, the victim must succeed on a Difficulty 20 Fortitude save or else take damage as if he had failed a Toughness save against a damaging attack. Thus, a failed save results in a hurt condition, failure by 5 or more indicates the target is wounded, and so on. Armor and other bonuses to Toughness have no effect against this power. This “damage” is in addition to damage dealt by the weapon.

The *emerald dagger* is also a useful ingredient for the Conjure Demon ritual, doubling the bonus gained by sacrificing a living creature.

This weapon is wicked, spawned from the dark sorceries of the Mazin fiend-binders. Each day the weapon remains in the character’s possession, he must succeed on a Difficulty 15 Will save or be forced to commit a loathsome or vile act as determined by the Narrator. This is what prompted Beedle to try to poison his aunt.

Rejuvenation: If Melanie is somehow destroyed, her spirit restores itself within eight days, once more possessing the dagger. To do so, she must succeed on a level check against a Difficulty 16. She is put to rest by either killing the last heir, Uri Tasovar, or by convincing her that the true culprits are the Mazin slavers.

Unnatural Aura: Animals can sense Melanie’s unnatural presence at a distance of 30 feet. They do not willingly approach nearer than that and become panicked if forced to do so, remaining in this state as long as they remain within this range.

POSSESSED BEEDLE

Type: 3rd Level Humanoid (Human Adept 1/Expert 2)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex –1, Con +0, Int +0, Wis +1, Cha +2

Skills: Bluff 5 (+7), Concentration 4 (+5), Craft (alchemy) 4 (+4), Disable Device 5 (+5), Disguise 5 (+7), Escape Artist 5 (+7), Gather Information 5 (+7), Intimidate 5 (+7), Knowledge (local) 2 (+2), Knowledge (streetwise) 2 (+2), Knowledge (supernatural) 4 (+4), Medicine 4 (+5), Notice 5 (+14), Search 2 (+13), Sense Motive 2 (+3), Sleight of Hand 2 (+1), Stealth 2 (+1), Survival 5 (+6)

Feats: Defensive Roll, FamiliarB, Imbue Item, Power (×3), Run

Traits: Powers (rank 4, bonus +4, Int, save Difficulty 11; Elemental Blast [Fire], Fire Shaping, Mind Touch, Summon Beasts)

Combat: Attack +0 (+1 base, –1 Dex), Damage +3 (club), Defense Dodge/Parry +0/+2 (+1 base: –1 Dex/+1 Str), Initiative –1; Conviction 4

Saving Throws: Toughness +1 (+0 Con, +1 Defensive Roll), Fortitude +0 (+0 base, +0 Con), Reflex +0 (+1 base, –1 Dex), Will +2 (+1 base, +1 Wis)

AFTERMATH

If, however, the heroes laid a trap for Beedle at Tasovar’s house and defeat him, the heroes have to deal with the *emerald dagger*. It’s clear the weapon is filled with great evil (a Difficulty 10 Second Sight check) and so the heroes may want to destroy it. This is easier said than done. Although the knife may look old and in poor condition, it is resistant to nearly any effort to destroy it, immune to fire, acid, cold, and just about anything else.

Characters may just toss the weapon into the ocean, and if so, it’s lost... for now. Farastay comes to the characters with a pair of dretches, however, to find out what they did with it. You can find Farastay’s statistics on page 122.

PART IV: THE NARWHALE

The final scene of this adventure takes place on the *Narwhale*, O’takan Farastay’s ship. The heroes may come to explore this ship through a variety of means. They may get here early on in the adventure, if they did a bit of snooping about the man in white, or they may go there after talking to Dimetrios, or they may go there after Beedle vanishes. This is a tough encounter and one that should test the limits of the characters’ capabilities.

FOLLOWING BEEDLE

If Beedle has thus far escaped the heroes, O’takan’s demons eventually catch up with the thief and take him back to the ship. Beedle, however, doesn’t go quietly. A few blasts of eldritch fire is enough to get the attention of several witnesses who see Beedle being dragged through the streets by a pair of squat creatures with spindly limbs. Learning about this confrontation requires a Difficulty 10 Gather Information check. Following the path from here is easy, as there are several frightened onlookers who can keep the characters on the path until they eventually come upon the *Narwhale*.

GETTING HERE EARLY

It’s entirely possible the characters come across the ship while following other leads. Getting on board is tough, since there are 20 sailors on board who are quick to deal with intruders. Still, if the heroes are doing well,

putting the pieces of the adventure quickly, you may let them take a stab at Farastay before he gets the *emerald dagger*.

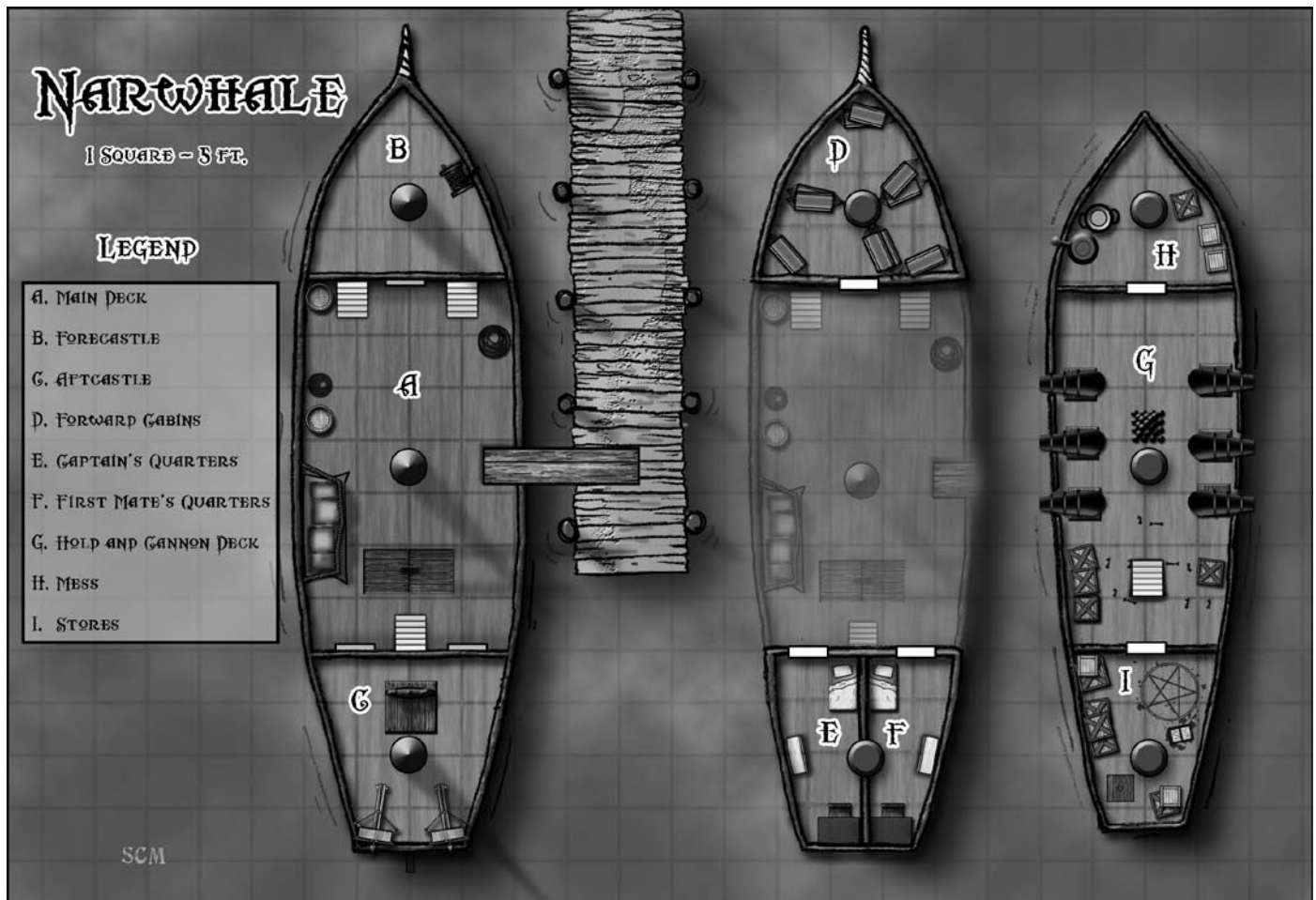
GETTING HELP

Attacking the ship is quite a challenge, what with the sailors and the officers. If everything goes as planned, the Watch should be interested in the ship as well, having heard the reports of the demons. The presence of the Watch enables the heroes to get on board the ship, attend to the named villains, and finally confront Farastay in the hold.

However, things have a way of spinning out of control and if the heroes get here early or have really botched things with the Watch, they may have to turn to others for help. Their best bets are the Blackened Knot or Dimetrios. The heroes can enlist the aid of a dozen thugs from the Chumhouse if they had a fair bit of success there in **Part II** and succeed on a Difficulty 15 Bluff or Diplomacy check (claiming there are orcs on board grants a +2 bonus on the check). Alternatively, Dimetrios might help the heroes if they have proof that Farastay is a slaver and threaten to turn him over to the authorities. Dimetrios sends a dozen Apprentice Thugs, but ever after, he’s an enemy.

THE EMERALD DAGGER?

Defeating Farastay early stops the slaver from getting the knife, but it doesn’t bring the heroes any closer to finding Beedle. Unless stopped,



Beedle, still in the thrall of Melanie Crump, commits the murders until he gets to Uri. With the victims dead, Melanie is free to go to hell. Beedle, however, doesn't part with the knife and each day, he's driven to commit more and more unspeakable acts. If the heroes don't find him and get rid of the knife, Freeport's people may be in serious trouble.

KEY LOCATIONS

All of the following locations can be found in the *Narwhale*.

A. MAIN DECK

The main deck of the *Narwhale* is surprisingly clean with a few coils of rope, barrels to catch rainwater, and neatly stacked wooden crates tied down beneath a tarp as the only items on the deck. A trap door leads down to the hold. Two ladders lead up to the forecastle while another ladder leads up to the aftcastle. At the top of the mainmast, which stands at about the center of the deck, there's a crow's nest.

B. FORECASTLE

The forecastle is spartan with a mast and chain leading to the dropped anchor. A crank allows the crew to wind up the anchor.

C. AFTCASTLE

The aftcastle holds the helm and wheel as well as a pair of ballista pointing aft.

D. FORWARD CABINS

This area serves as the cabin quarters for the crew. Hammocks hang stretched across the area, crisscrossing the room and creating a veritable maze. There are accommodations here for a dozen men. The crew works in rotations, getting sleep between shifts.

E. CAPTAIN'S QUARTERS

This room serves as O'takan Farastay's personal chambers. It contains a bed, small writing desk, and a wardrobe for spare clothes. A Difficulty 15 Search check turns up the Captain's Log. This book is small and filled with tight, neat writing. Notes indicate the *Narwhale* calls Mazin home and mention of chattel suggests the ship has and often transports slaves. Presenting this log to Tarmon is enough to convince the wizard of his friend's duplicity.

F. FIRST MATE'S QUARTERS

This room is similar to the Captain's Quarters and houses the first mate, a foul sorcerer of the blackest arts. He knows little of sailing, but he keeps the crew in line through fear of his terrible gifts.

G. HOLD AND CANNON DECK

This large area is where the sailors man the cannons as well as keeping extra cargo. Manacles set in the floor suggest the typical types of cargo carried by the ship. A pile of cannonballs stands in a pyramid near the mainmast.

H. MESS

This room holds the ship's kitchens and supplies. The cook creates bland though nourishing meals. There's enough food and potable water for a month at sea. Heaped in a pile in the corner of this room are six bloated bodies crawling with vermin. A quick inspection reveals the bodies have been cut up and used for food. These victims were used as sacrifices by Farastay to summon the demons. Characters seeing the pile must succeed on Difficulty 10 Will saves or gain 1 point of madness.

I. STORES

This room holds spare sails, an extra anchor, length of chain, tar, and all the other accoutrements one would expect to find on a ship. A trap

door in the floor leads to the bilge (not pictured), which is sometimes used to transport the hardier slaves.

All of the supplies have been shoved against the walls to accommodate a pentagram painted in blood. Farastay and his sorcerer use the summoning circle to conjure demons. The stench of blood and death hang heavy in the air. Black candles still sit arranged in a circle around the circle.

A copy of the *Liber Demonica*, the blasphemous tome Farastay and the sorcerer use to perform the ritual to summon their demonic servants, lies on the floor in a pool of blood.

CREW

The ship has a crew of 20 mute slave sailors, a cook, the first mate, and Captain O'takan Farastay.

SLAVE SAILORS

Type: 2nd Level Humanoids (Human Ordinary 2)
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +2, Con +1, Int -1, Wis +0, Cha -1
Skills: Acrobatics 4 (+6), Climb 5 (+6), Profession (sailor) 5 (+5), Swim 5 (+6)
Feats: Weapon TrainingB
Traits: Mute
Combat: Attack +2 (+0 base, +2 Dex), Damage +2 (kukri), Defense Dodge/Parry +2/+1 (+0 base, +2 Dex/+1 Str), Initiative +2
Saving Throws: Toughness +1 (+1 Con), Fortitude +1 (+0 base, +1 Con), Reflex +2 (+0 base, +2 Dex), Will +0 (+0 base, +0 Wis)

The slave sailors wear the same black breeches and red sashes around their waists. They have long black hair they wear up in topknots. Ritual scars and flesh rings adorn their chests.

THE COOK

Type: 2nd Level Humanoid (Human Warrior 2) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +0, Con +2, Int -2, Wis -1, Cha -2
Skills: Intimidate 5 (+3), Profession (sailor) 5 (+4), Swim 4 (+6, +0 armored)
Feats: All-out Attack, Armor Training (Heavy, Light), Endurance, ToughB, Weapon Training
Combat: Attack +2 (+2 base, +0 Dex), Damage +4 (hatchet), Defense Dodge/Parry +2/+4 (+2 base, +0 Dex/+2 Str), Initiative +0
Saving Throws: Toughness +6 (+2 Con, +1 Tough, +3 chainmail apron), Fortitude +5 (+3 base, +2 Con), Reflex +0 (+0 base, +0 Dex), Will -1 (+0 base, -1 Wis)

Hulking and hideous, the Cook wears a chainmail apron and hefts a rusty hatchet. He's an idiot and a string of drool hangs from his chin. When he attacks, he screams "Meat!"

FIRST MATE

Type: 3rd Level Humanoid (Human Adept 3) [minion]
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +1, Con +1, Int +1, Wis +0, Cha +3
Skills: Concentration 6 (+6), Intimidate 6 (+9), Knowledge (forbidden lore) 6 (+10), Knowledge (supernatural) 6 (+7), Notice 5 (+5), Stealth 5 (+6)
Feats: Dodge FocusB, Power (x5), Skill Focus (Knowledge: forbidden lore)

Traits: Powers (rank 6, bonus +9, Cha, save Difficulty 14; Apport, Drain Vitality, Harm, Ward, Wind Shaping)
Combat: Attack +2 (+1 base, +1 Dex) (+3 with mwk dagger), Damage +1 (mwk dagger), Defense Dodge/Parry +2/+1 (+1 base, +1 Dex/+0 Str), Initiative +1
Saving Throws: Toughness +1 (+1 Con), Fortitude +2 (+1 base, +1 Con), Reflex +2 (+1 base, +1 Dex), Will +3 (+3 base, +0 Wis)

The first mate is pale and wiry, painted in blood and excrement. His appalling appearance keeps him hidden on the *Narwhale*. During combat, he spits at his foes and hisses dreadful curses.

O'TAKAN FARASTAY (REP +2)

Type: 4th Level Humanoid (Human Adept 4)
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +2, Con +1, Int +3, Wis +1, Cha +2
Skills: Bluff 6 (+11), Concentration 6 (+7), Diplomacy 6 (+8), Intimidate 6 (+8), Knowledge (forbidden lore) 5 (+8), Knowledge (geography) 6 (+9), Knowledge (supernatural) 6 (+9), Notice 6 (+7), Swim 6 (+7)
Feats: Connected, Erase Signature, Power (x4), Skill Focus (Bluff) B, Weapon Training
Traits: Madness 2, Powers (rank 7, bonus +10, Int, save Difficulty 15; Illusion, Mind Touch, Pain, Second Sight), the Talent
Combat: Attack +4 (+2 base, +2 Dex) (+5 with mwk rapier, +6 with the *emerald dagger*), Damage +3 (mwk rapier) or +4 (*emerald dagger*), Defense Dodge/Parry +4/+3 (+2 base, +2 Dex/+1 Str), Initiative +2; Conviction 4
Saving Throws: Toughness +1 (+1 Con), Fortitude +2 (+1 base, +1 Con), Reflex +3 (+1 base, +2 Dex), Will +3 (+4 base, +1 Wis, -2 madness)

The "man in white" dresses in fine white robes. He is attractive, with quick smile, and muscular frame. He keeps his black hair cut short.

USING THE NARWHALE

The twenty slave sailors are all on top of the ship, with 8 on the main deck (**Area A**), 5 more on the forecastle (**Area B**), 3 more on the aftcastle (**Area C**), and the last 4 in the forward cabins (**Area D**). They attack any intruders coming on board the ship, squaring off in pairs against the heroes with the leftovers taking on any warriors. Should four sailors fall, two move to the aftcastle and swing the ballista around to fire at the heroes. The sailors take a -4 penalty to their attack rolls and it take two full-round actions to reload these weapons. Ballistae deal +9 damage (critical range 19-20) on a successful hit.

Meanwhile, the cook emerges from the mess (**Area H**), joining the fight after 4 rounds. The first mate, who's in his quarters, throws open his door and lays about with his powers each round until he becomes fatigued. He attempts to use Drain Vitality and Ward on enemy adepts to reduce their effectiveness, and uses Apport to disarm those wielding weapons. See page 122 for statistics.

If Farastay is on board, he may fight alongside his crew, joining the fight in 2 rounds, but only if he doesn't yet have the knife and/or Beedle. If he has the knife and the failed wizard, he's in the Stores (**Area I**) finishing the ritual to summon a fleshraker (see **Chapter Six: Creatures of Freeport**) to hunt down and slaughter the heroes. The ritual takes one hour to perform, so how far along Farastay is depends on how soon the heroes show up after he's snatched Beedle. Note, the *emerald knife* grants a +10 bonus to performing the ritual. Farastay sacrifices Beedle to gain another +10 bonus. If Farastay fails, a trio of dretches appears instead and attacks Farastay and the rest of the crew until they themselves are destroyed.

AFTERMATH

The best possible ending for *Fury in Freeport* is for the heroes to defeat Farastay, recover the dagger, possibly save Aporcus Beedle, and present proof of Farastay's wickedness to the Watch or the high wizard Tarmon. This is a tall order since it requires the heroes to recover all of the clues, follow the leads to their conclusions, and deduce what's going on correctly. Regardless of how well the heroes do, the adventure is pretty much over whenever Farastay is killed or escapes.

Should the unthinkable happen and Farastay gets the *emerald dagger*, sacrifices Beedle, the Mazin slaver concludes the Conjure Demon ritual and sends the fleshraker to destroy the heroes. Whether it succeeds or not is up to the heroes. Farastay then slips away. He might become an interesting recurring villain or a looming threat whose existence portends some future horror to befall the City of Adventure.

Aporcus Beedle, if he lives, slinks off and disappears into Scurvytown. Vigilant heroes may turn him over to the Watch, in which case he gets tried and then sentenced to the Hulks. This is likely not the last the heroes will see of young master Beedle.

If Tarmon has been a factor in the adventure, he thanks the heroes for their help, clears their names of any wrongdoing, and rewards them for their efforts, giving them 300 lords a piece (100 lords if they failed or lost the *emerald dagger*).

Finally, characters who participated in this adventure from start to finish should gain 1 level at the adventure's conclusion.

Undoubtedly, the heroes have made many contacts in their adventures in Freeport and have likely made a few enemies too. Will Dimetrios try to rub out the heroes to keep his secret safe? Will Tarmon take steps to remove the characters to avoid implicating himself by his friendship with Mazin? What about Melanie Crump? If she managed to kill Uri, she's thought to have gone on to whatever hell that awaited her, but it's possible she's not content and may seek more victims to quench her unholy thirst for vengeance. With these adventure seeds, *Fury in Freeport* can be more than just a single adventure, it can be the start of your new campaign in the City of Adventure!



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