

TREASURES OF FREEPORT



*Requires the use of the
Dungeons & Dragons®
Player's Handbook*



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*Special thanks to Chris Pramas, Hal Mangold, and Nicole Lindroos
for letting us play in your sandbox!*

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Introduction

Almost four years ago I picked up an adventure for the *D20 System*. In fact, it was the very first thing I purchased after the *Player's Handbook*. That adventure, written by Chris Pramas, was *Death in Freeport*. On the drive home from the convention I read *Death in Freeport* and then proceeded to write a review of it (which can still be read at www.sjgames.com/pyramid). The adventure had just enough sense of dread and strangeness to interest me in the setting.

Several months later I was handed a copy of *Terror in Freeport* by Nicole Lindroos. Nicole had read my review of *Death in Freeport* and encouraged me to write a review of the new adventure. I still owe Nicole a review.


Years went by and then I found myself writing *D20 System* supplements and releasing them as PDFs. I had some success with PDFs and, while brainstorming one night, came up with an idea to do a *Freeport* supplement. A few e-mails to Chris Pramas and I had my permission. Hal Mangold even went so far as to put together a logo for me. I wrote treasure after treasure and then found a wall – time.

Around the time I hit the wall I was working with Michael Hammes on an adventure that was to be released by Ronin Arts. *An Evening's Entertainment* was well written and entertaining. As Michael and I talked it came out that he would like to work on the *Freeport* supplement. Since my time was so short I shipped Michael what I had written so far (only about 5,000 words) and returned to the trouble of the day job, home life, and computer crashes.

What you're reading now is the result of Michael's work. He has put together an excellent supplement that follows the base ideas of my *101 Mundane Treasures* PDF but with a *Freeport* twist. I hope you enjoy this PDF.

– Philip Reed





Unusual Materials

BLACK SEAWEED

Growing in underwater forests in the shallow waters all around the north reef, black seaweed is a relatively common type. When wet, black seaweed is inky black with slightly lighter veins. When dried, black seaweed looks almost like tobacco only darker and much more fibrous. Black seaweed is used as a rope substitute by the fish men, especially in their nets, due to its strength and resistance to seawater.

Value: 2 gp/pound

Hardness: 1

Hit Points: 3/inch

Uses: Underwater rope substitute.

Special Rules: Black seaweed must be kept moist at all times. The moment it is removed from salt water it begins to deteriorate and lose its strength. Removal from all water for more than 8 hours begins to dry it out (Hardness 0, 2 hp/inch) and causes it to lose its elasticity. Up until 8 hours have passed the seaweed can be brought back to its normal state by submersion for one hour in salt water. Once the 8 hours are past the deterioration is irreversible and at 24 hours out of water the black seaweed is dry and brittle (Hardness 0, 1 hp) and is easily broken apart like any other dried plant. Stowing black seaweed in any water or liquid other than seawater slows the process to one-fourth (32 hours to begin drying out, 96 hours to become brittle) but does not prevent it.

Freeport Rules: As the fish men do not trade items made of black seaweed the appearance of such an item in the hands of an outsider suggests theft and/or murder to their minds. This causes the attitude of fish men to shift one category toward less favorable (i.e. from indifferent to unfriendly) when dealing with outsiders in possession of such items.

BONE

Dried bone is as tough as wood and in many ways almost as versatile, being used for weapons as well as for the art of scrimshaw. In addition, bone can be sharpened much like certain stones, such as flint, can.

Value: 1 sp/pound

Hardness: 5

Hit Points: 10/inch

Uses: Decorative, weapons, and scrimshaw.

Special Rules: While bone is as tough as wood, it is not flexible and thus cannot be used to produce bows of any kind. Furthermore, finding large pieces of bone is difficult so most items made from bone are small.

Freeport Rules: None.

HUMANOID SKIN, THIN

Although the practice is repulsive to most, the skin of common humanoids such as dwarves, humans, elves, goblins, etc. can be tanned for use as a decorative or clothing item much like the skin of any animal or monster.

Value: 100 gp/pound

Hardness: 0

Hit Points: 2/inch

Uses: Decorative items, clothing items, and as a parchment substitute.

Special Rules: Thin humanoid skin is skin from any humanoid that does not have a natural armor bonus.

Freeport Rules: While technically not illegal in Freeport, obvious possession of such an item from a common race such as dwarf or elf is not a welcome thing and a known possessor will undoubtedly be shunned at best or receive even less favorable attention from members of that race.

Note: GMs should consider the nature of their campaigns and the maturity levels of their players before introducing items made of humanoid skin.

HUMANOID SKIN, THICK

Like thin humanoid skin except that this is the cured skin of tougher humanoids, such as ogres, and is equivalent to leather in terms of its effects, stiffness, etc.

Value: 100 gp/pound

Hardness: 2

Hit Points: 5/inch

Uses: Leather substitute.

Special Rules: Thick humanoid skin is skin from any humanoid that has a natural armor bonus.

Freeport Rules: None.

Note: GMs should consider the nature of their campaigns and the maturity levels of their players before introducing items made of humanoid skin.

SHARKSKIN

The properly cured hide of a shark is an excellent and more exotic substitute for leather. Because of its relative rarity, a result of the difficulty in obtaining it, sharkskin is used primarily as a decorative item in larger pieces, such as the grip of a weapon pommel, or to make smaller items such as purses. Of course, as leather substitute it can appear in any item made of leather including armor and saddles.

Value: 5 gp/pound

Hardness: 2

Hit Points: 5/inch

Uses: Leather and hide substitute.

Special Rules: Because of its gripping nature, an item made of sharkskin adds a +1 circumstance bonus to any attempts by a creature to hold on to the item, such as when fending off a disarm attempt (but not to make a disarm attempt). Items of sharkskin that can be worn, such as gloves, add this +1 circumstance bonus to any skill checks, such as Balance or Climb, involving the direct use of these items.

Freeport Rules: The Sea Devils revere sharks as holy and anyone found wearing or possessing a sharkskin item will almost assuredly receive “special” attention of a most unpleasant sort from these creatures.

Note: It is up to the GM to use common sense in determining when this bonus applies.

WATERWOOD

The dark brown wood of the cypress-like waterwood tree that grows in groves in saltwater pools and at the sea’s edge is a valuable commodity. Although no stronger than normal wood, its ability to withstand the corrosive effects of seawater make it a prized possession of the aquatic races.

Value: 50 gp/pound

Hardness: 5

Hit Points: 10/inch

Uses: Any wooden items for continuous underwater use.

Special Rules: Waterwood is not subject to the normal rotting effects of other wood when submerged in seawater. Out of seawater, however, waterwood begins to dry out, losing its elasticity and becoming more brittle. Unless placed into seawater for at least 1 hour every 24 hours, waterwood will dry out irreversibly (Hardness 2, Hit Points 5/inch).

Freeport Rules: All of the aquatic races in the Serpent’s Teeth make use of waterwood to some extent and claim groves as part of their lands. This, plus the fact that the wood must be submerged in water every 24 hours, has kept waterwood from being a more prized commodity. Although one would think it to be ideal for sea-going vessels, the extra expense and danger of obtaining the wood plus the fact that it is no more resistant to barnacles than ordinary wood has kept it from finding widespread use.

WHALE SINEW

Harvested from slain whales, whale sinew is used as a rope substitute. Whale sinew does deteriorate over time in water and thus is no better in that environment than ordinary rope.

Value: 2 gp/pound

Hardness: 1

Hit Points: 3/inch

Uses: Rope substitute.

Special Rules: None.

Freeport Rules: None.



Treasures of the Valossan Empire (True Gifts of Yig)

Though the empire is no more, remnants of its glory and horrible destruction still exist in its former lands. Some have been found during new construction in Freeport, intrepid adventurers bring back others, and yet others are lying in the hidden tunnels and caves of the islands letting eons pass as they await the sun once more.

CONSTRUCTOR GLOVES

Appearance: These gloves appear almost brand new and feature exquisite craftsmanship, with fine stitching holding the yellow and green snakeskin pieces together. A handful of scales, revealing the leathery skin underneath, are missing along each of the right glove's fingertips.

Appraise Information: DC 17. These are true Valossan items, crafted by the Serpent People before the fall of their empire and would be a prized addition to any collection.

Value: 1,612 gp (2 gp for the snakeskin, 10 gp for the craftsmanship, 2,500 gp for the item creation costs).

Special Rules: The *gloves* provide their wearer with unusual grip strength; they grant a +5 competence bonus to all actions involving grip strength such as Climb checks and preventing disarm attempts. They are especially effective in grappling situations, adding the +5 bonus to all grappling checks. In addition, while in a grapple, the wearer may lock his hands around his opponent's throat to cause lethal damage. Doing so requires a successful opposed grapple check and does unarmed strike +5 points of damage (i.e. a human non-monk would cause 1d3+5 points of lethal damage); the wearer does not suffer the standard -4 penalty to the grapple check for causing lethal damage while using *constrictor gloves*. **Caster Level:** 3rd; **Prerequisites:** Craft Wondrous Item, Crafter must be a cleric of Yig or *bull's strength*; **Market Price:** 2,500 gp; **Weight:** < 1 lb.

SCALE OF THE SNAKE

Appearance: This slightly curved bronze shield is equivalent to a large shield for a human. It is shaped like the scale of a snake with hammered indentations of scales on its surface to drive home its origins.

Appraise Information: DC 17. Once standing in the homes and temples of the nation, the scales of Yig were objects of veneration and protection. A number of them have been discovered in the Serpent's Teeth and most of those have found their way into private collections. Because they make an ideal wall decoration there are any number of copies available in Freeport with many sold as souvenirs each year to visitors from other lands.

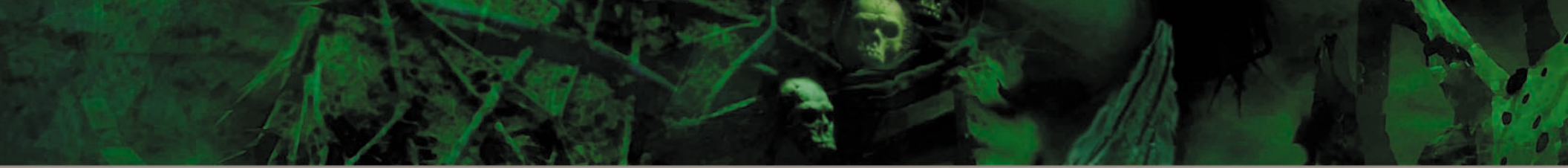
Value: 1,920 gp (20 gp for the bronze, 300 gp for workmanship, 1,600 gp for the item creation costs).

Special Rules: Once per day a person may call upon the *scale of the snake* to protect him. By placing his hand on the *scale* and calling on Yig the supplicant is granted a +2 deflection bonus for one minute as a translucent field of energy that looks like snakeskin encircles his body. The effect works only one time every 24 hours for any particular individual. **Caster Level:** 1st; **Prerequisites:** Craft Wondrous Item, crafter must be a cleric of Yig or *shield of faith*; **Market Price:** 1,600 gp; **Weight:** 20 lbs.

SNAKESKIN BOOTS

Appearance: These well-worn calf-high boots are made of dull green and brown snakeskin with a sole of leather. The outside of each heel has been worn away suggesting that they have seen quite some use.

Appraise Information: DC 12. True Valossan snakeskin boots are as rare as true Valossans and those few that are in existence are safely tucked away in private collections; these boots are modern copies.



Value: 25 gp (5 gp for the snakeskin, 10 gp for craftsmanship, and 10 gp for scarcity).

Special Rules: None. *Weight:* 1 lb.

SNAKE BRACELET

Appearance: This finely detailed gold bracelet is in the shape of a coiled snake, its body coiling twice about a human's wrist before the tip of its tail touches the snake's mouth. Closer examination reveals that the surface of the snake's body has been stenciled to give it a scale-like look and texture and that it has a tiny emerald sitting in one eye; the other eye is empty.

Appraise Information: DC 15. This is actually a true relic of Valossa, but it has been somewhat inexpertly reworked as the original probably fit a wrist of slightly smaller than human size. This fact, plus the missing emerald, decreases the value significantly.

Value: 1,920 gp (20 gp for the bronze, 300 gp for workmanship, 1,600 gp for the item creation costs).

Special Rules: The wearer of this *bracelet* gains a +4 resistance bonus to saving throws against snake venom of all kinds. Note that this bonus does not apply to any other kind of poison or venom. *Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item, *resistance*; *Market Price:* 1,600 gp; *Weight:* 1 lb.





Treasures of the Yellow Sign

Although many consider the cult to have been broken by its setback at Milton's Folly, the cult still remains. Its current members rely on the small amount of Gifts of the Unspeakable One that remain in their possession to keep their secrets and actively search for others. Mercifully their efforts have met with little success so far, but it is only a matter of time before a more powerful item is found.

COLLECTION OF TATTOOS

Appearance: This stack of human skins, carefully flayed and preserved, is a collection of tattoos. There are a total of 17 pieces of skin, ranging in size from a forearm to an entire back, holding various images.

UNSPEAKABLE WEAPONS

Although their resources are currently low, the cult knows it still has the favor of the Unspeakable One as they have recently discovered how to create forms of weapons never seen before in Freeport:

Confusion: Weapons with this enchantment are adorned with disturbing scenes of people committing acts of madness and insanity. The weapon automatically inflicts *confusion* at the 7th level of magic use on a critical hit unless the target succeeds at a Will save (DC 16). *Caster Level:* 7th; *Prerequisites:* Craft Magic Arms and Armor, must be a cultist of the Unspeakable One or *confusion*; *Market Price:* +1 bonus.

Insanity: Weapons with this enchantment are decorated with disturbing scenes of people afflicted by madness and dark, half-seen shapes reaching out from the shadows. The weapon automatically inflicts *insanity* (DC 20) at the 12th level of magic use on a successful critical hit unless the target succeeds at a Will save (DC 20). *Caster Level:* 12th; *Prerequisites:* Craft Magic Arms and Armor, must be a cultist of the Unspeakable One or *insanity*; *Market Price:* +2 bonus.

Appraise Information: DC 12. Obviously, few takers will be found for such items.

Value: 150 gp (150 gp for the entire bundle to a collector of that sort of thing; if the items are sold separately they might fetch a better price).

Special Rules: None, although it is quite possible that one of the tattoos is familiar to someone. *Weight:* 22 lbs.

KUKRI OF THE UNSPEAKABLE ONE

Appearance: This steel kukri replete with an ebon hilt appears to be covered with rust spots suggesting that it has not been well taken care of, but a gentle rub reveals that the rust spots come off quite easily; they are blood. Closer inspection of the hilt uncovers several jagged grooves in the pommel.

Appraise Information: DC 15. The kukri is the known symbol of the Yellow Sign. This particular weapon has obviously been used, although whether it has been to claim an innocent life or whether the blood on it is from a mad act of self-mutilation is anyone's guess.

Value: 8 gp (8 gp for the basic kukri but it is worth at least 100 gp to a collector studying the cult).


Special Rules: Given that the kukri is the acknowledged symbol of the cult, anyone wielding such a weapon is sure to gain unwelcome attention. *Weight:* 2 lbs.

YELLOW ROBE

Appearance: This tattered yellow velvet robe is filled with moth holes, burn marks, bloodstains, and speckled with small patches of mold; it is a foul thing in all aspects including sight, texture, and smell.

Appraise Information: DC 20. This robe is the symbol of the cult's true leader, a living representation of the Unspeakable One.

Value: Priceless.



Special Rules: Anyone not of the Brotherhood that attempts to don the *robe* must succeed at a Fortitude save (DC 14) in order to overcome the awful sensations emanating from it. If this is not enough warning, anyone donning the *robe* that is not a follower of the Unspeakable One must immediately succeed at a Will save (DC 20) or be afflicted by *insanity* as the Unspeakable One reaches out to him or her; this insanity cannot be reversed by any known mortal means. Even if the save succeeds the unfortunate creature loses 1d4 points of Wisdom permanently which are also not subject to restoration by mortal magic; not even *wish* or *miracle* can remove either the *insanity* or restore the lost points of Wisdom.

Once donned, only death can remove the robe.

True members of the cult of the Unspeakable One that choose to don the *robe* are subject to the *insanity* effect, but if they succeed at their Will save they do not lose any Wisdom points (they are crazy enough as it is).

The *yellow robe* acts as a *major cloak of displacement* as well as a +5 *cloak of resistance*. In addition, the *robe* has the following powers:

Confusion (DC 16) 1/day

Insanity (DC 20) 1/week

Symbol of Insanity (DC 22) 1/month

Caster Level: 20th; *Weight:* 8 lbs.

Treasures of the Fish Men

Although they spend less than half the year within the waters of the Serpent's Teeth and prefer to avoid contact with surface dwellers, some contact between Freeporters and the fish men is inevitable. Because the fish men are nomadic barbarians they have few possessions of any value (to Freeporters anyway) and fewer still magic items. Nevertheless, there are some items of note to be found among the fish men.

CARRY NET

Appearance: This small black seaweed net of about one foot in diameter has two drawstrings at its edges. When the drawstrings are held the net folds into a purse-like bag. The net's holes are just small enough to prevent a coin from falling out but anything smaller will not stay in the net. This carry net has been out of seawater a long time and as a result is extremely brittle. This fact is obvious from looking at the edges of the net, which are already fraying.

Appraise Information: DC 12 (10 for Freeporters). An item more interesting than useful, as it is already dried out and beyond repair.

Value: 5 gp (2 gp for the seaweed, 3 gp for the craftsmanship).

Special Rules: Although a normal carry net has a ten-pound capacity, this net's brittle strands cannot hold anything weighing more than two pounds before they break. *Weight:* 1 lb.

ENGRAVED SHELL

Appearance: This large oyster shell's interior has been polished to a high luster and decorated with a roughly detailed carving of two fish men dragging a net into a school of fish.

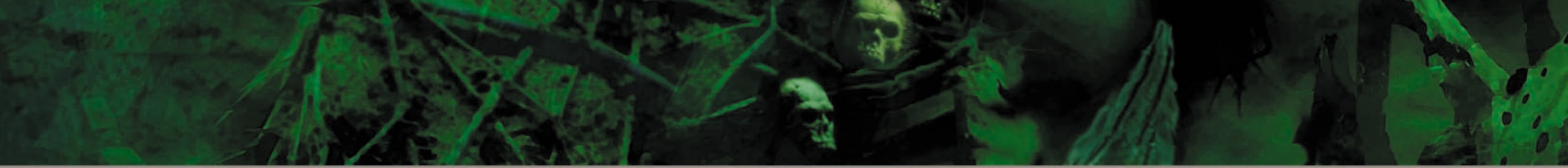
Appraise Information: DC 12 (10 for Freeporters). Uniquely representative of fish man art, the oyster shell itself has some value but it is the artwork that is the true prize as it represents a fine example of the primitive art of this aquatic race

Value: 1,005 gp (5 gp for the oyster shell, 1,000 gp for artistic value).

Special Rules: None. *Weight:* 1 lb.

FISH MAN CROSSBOW

Appearance: This rudimentary light crossbow is made of waterwood while the crossbow string is made of black seaweed. In order to fire the crossbow the drawstring must be drawn back by hand over the release lever. Unlike a normal crossbow, the lever is released without the benefit of a spring.



A submerged (non-dried) fish man crossbow has the following statistics:

Weapon	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight	Type
Fish Man Crossbow ^a	1d6	1d8	19-20/x2	20 ft. ^b	5 lbs.	Piercing

^aNon-fish man requires exotic weapon proficiency to use effectively; otherwise suffer a -4 penalty on attack rolls.

^bFigure represents underwater range; above water range is 40 ft.

Because of its construction a fish man crossbow is more awkward to use than its land-based counterpart. Acting in all respects as a normal heavy crossbow; loading a fish man crossbow is a full round action that provokes an attack of opportunity.

A submerged (non-dried) fish man longspear has the following statistics:

Weapon	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight	Type
Fish Man Longspear	1d6	1d8	x3	-	8 lbs.	Piercing

This is the preferred hunting tool and melee weapon of the fish men who try to use their usually superior underwater mobility (see below) and the weapon's reach to charge their foes.

A submerged (non-dried) fish man net has the following statistics:

Weapon	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight	Type
Fish Man Crossbow	-	-	-	15 ft. ^a	3 lbs.	-

^aAttempting to throw a net underwater is impossible due to the water resistance; the range is for out-of-water use.

A properly maintained fish man net increases the difficulty of breaking its strands with a Strength check (DC 28).

Appraise Information: DC 15 (12 for Freeporters). Readily identifiable as a crossbow, the unusual materials and rudimentary construction make it difficult to identify its origins unless one is familiar with the fish men.

Value: 35 gp (35 gp for rarity).

Special Rules: This crossbow is already dried out and any attempt to actually cock it will result in the string breaking. *Weight:* 3 lb.

FISH MAN LONGSPEAR

Appearance: This spear is made of dried waterwood and topped with a serrated piece of whalebone bound to the shaft by strips of dried and fraying black seaweed. Although the shaft of this longspear is about the same length as a normal longspear, the point is half again as long.


Appraise Information: DC 12 (10 for Freeporters). The shaft is decorated with numerous fish etchings while the entire whalebone spearhead is covered in scrimshawed fish scales.

Value: 265 gp (15 gp for the materials, 250 gp for its artistry).

Special Rules: This longspear has been out of seawater for a long time. Although it can still be used for combat, any successful hit immediately breaks the spearhead from the spear. *Weight:* 6 lbs.

FISH MAN NET

Appearance: This net and its trailing rope are constructed of dried and flaking strands of black seaweed. The net has torn



strands in several places creating holes larger than its creator intended.

Appraise Information: DC 12 (10 for Freeporters). As with other fish man items, this is a readily identifiable normal item that is easier to identify when one is familiar with the race. The net's large holes and dried strands make it useless as anything other than decoration.

Value: 20 gp (20 gp for rarity).

Special Rules: Given its brittle nature the net will not hold any item weighing more than 10 pounds. Anyone trapped in the net gains a +10 circumstance bonus to Strength or Escape Artist checks to escape as he or she can simply tear free. It is otherwise like a normal net. **Weight:** 2 lb.

EYE OF THE SEA

Appearance: This perfectly smooth and round piece of fist-sized volcanic rock glistens with iridescent flecks in the light.

Swim-By Attack [General]

You are skilled at making fast attacks while swimming.

Prerequisites: Aquatic subtype, swim speed of 30' or greater

Benefit: When you are using the charge action underwater you may move and attack as with a standard charge and then move again. All movement must be in a straight line and your total movement for the round cannot exceed double your swim speed. You do not provoke an attack of opportunity from the opponent that you attack.

Appraise Information: DC 15. The glistening flecks are tiny fragments of mother-of-pearl that have been fused to the rock. If it were not magical, it would be an interesting centerpiece or paperweight.

Value: 20,350 gp (50 gp for the flecked volcanic rock, 300 gp for artistry, 20,000 gp for the item creation costs).

Special Rules: Once per day the *eye of the sea* allows its possessor to cast a modified *commune with nature* spell as a 10th level caster at will. The *eye's* power may only be activated while it is in contact with seawater and the spell functions only in areas that are touched by seawater. Thus it can be used to gain information anywhere under or on the ocean's waves out to a range of 10 miles but cannot give information on even one inch of dry land. **Caster Level:** 10th; **Prerequisites:** Craft Wondrous Item, *commune with nature*; **Market Price:** 20,000 gp; **Weight:** 3 lbs.

Treasures of the Sea Devils

Freeporters tend to forget about the sea devils as their contact with Freeporters is mercifully rare. Unfortunately, when it does occur, such contact is inevitably of the unfriendly variety. Unlike the nomadic fish men, the sea devils apparently have achieved a high degree of civilization and the occasional ship has brought back some souvenir or other that shows there is more to life under the sea than most would suspect. But while the average Freeporter spends little time worrying about the sea devils, there are those who seek greater contact with them; one shudders to think what designs such an alliance would have.

BARONIAL STANDARD

Appearance: This ten-foot tall slightly curved bone staff is covered in its entirety with images of sharks and sea devils. Starting about three feet from the top, the staff is covered with shark's teeth beginning with small, thumb-sized teeth and getting ever larger until topped by a tooth that is almost two palms high.

Appraise Information: DC 15 (DC 12 for Freeporters). This is the battle standard of the local sea devil community and represents an important aspect of their culture. Because of the value to the sea devils of this item most



appraisers will be reluctant even to handle the item knowing that the sea devils will come looking for it. However someone ignorant of this fact just might be willing to put a price on it, believing it to be a piece of art.

Value: 750 gp (750 gp for artistry).

Special Rules: The sea devil standard is carried into battle at the baron's side by his most trusted lieutenant; its appearance on the battlefield grants every sea devil within view of it a morale boost equivalent to that bestowed by a *bless* spell (+1 morale bonus to attack rolls and saving throws against *fear* effects); this is a non-magical, extraordinary effect that stacks with any other morale bonuses. Should the enemy seize the standard all sea devils within view will immediately fly into blood frenzy, even if they have already done so previously, and will do their utmost to regain its possession, forgetting all else.

Because of its size and unbalanced nature, the standard is effectively useless as a weapon although it can be treated as a long spear with a -4 circumstance penalty to attack rolls if it comes to that. Anyone coming into possession of this item is advised to move far away from any body of seawater. *Weight:* 15 lb.

BLUE PEARL

Appearance: This small pearl, perhaps 1/6th of an inch in diameter, shines with a dark iridescence. Although you cannot see them, you can feel some small pits in its surface.

Appraise Information: DC 18. Such a pearl is easily mistaken for a black pearl unless held up to the proper light and even then its value is hard to assess.



While a black pearl is very valuable, it pales in comparison to the value of a blue pearl. This particular pearl is average in size and above average in quality.

Value: 2,900 gp (2,000 gp for rarity, 900 gp for quality).

Special Rules: Grown only by sea devil clerics in the underwater temples of their greatest cities, how such a pearl came to the surface is a mystery indeed. The Freeport Jewelers and Gemcutters Guild would pay handsomely for this particular pearl, and even more handsomely for a steady supply of them. Of course less scrupulous elements that hear of this pearl may not be willing to pay in order to gain its possession. Furthermore, should the sea devils ever hear of such a pearl being found on the surface they will stop at nothing to recover it. In general, a blue pearl is worth 10d4 x 100 gp. *Weight:* <1 lb.

WHITE CORAL WAND

Appearance: This baton-sized chunk of white coral has a thin band of bright blue coral symbols encircling the center of the baton.

Appraise Information: DC 15. The magic nature of the item can be guessed at from the use of white coral, which is a preferred material for enchanting wands, rods, and wondrous items.

Value: 5,500 gp (1,000 gp for the white coral and 4,500 gp for the enchantment costs).

Special Rules: This is the most common of wands carried by the sea devils. It functions exactly as a *wand of darkness* (caster level 3) and currently has 9 charges remaining. The bright band of coral is actually the activation word (GM determined) spelled out in the sea devil alphabet. *Caster Level:* 3rd; *Prerequisites:* Craft Wand, *darkness*; *Market Price:* 4,500 gp; *Weight:* 2 lbs.

PUFFERFISH POISON VIAL

Appearance: A spongy cork stoppers this vial-sized hollow piece of yellow and red coral. Carefully opening the vial reveals a lightly greenish looking liquid.

Appraise Information: DC 15. The coral vial is beautiful and highly unusual; the liquid is unknown. A successful Craft (Alchemy) check (DC 25) reveals the liquid to be pufferfish poison.

Value: 520 gp (20 gp for the vial, 500 gp for the poison).

Special Rules: Extremely lethal, pufferfish poison is a naturally occurring toxin. Normally the poison is ingested when someone eats a portion of the fish in question. A less employed mode of delivery is via contact. This occurs when the vial is opened underwater and allowed to either seep out or is purposefully mixed with water. One vial poisons a 5ft. x 5ft. x 5 ft. cube of water for 1d4 rounds. After this time the concentration is too low to do any harm. *Weight:* <1 lb.

Poison	Type	Initial Damage	Secondary Damage
Pufferfish Poison	Ingested DC 20	Paralysis ^a	3d6 Con
Pufferfish Poison	Contact DC 14	Stunned ^b	Paralysis ^a

^aParalysis lasts for 2d6 minutes; the victim is still able to breathe.

^bStunned condition lasts for 2d6 rounds

SEA DEVIL NET

Appearance: This heavy net and its trailing rope are constructed of whale sinew and the net is lined with small shark's teeth. The shark's teeth are embedded where the strands connect to form the loops, although in many places the teeth are missing.

Appraise Information: DC 12 (10 for Freeporters). While obviously a net, its construction makes it harder to guess the origins. Of course, if one has encountered the Sea Devils then one has encountered their nets and gains a +5 to any Appraise checks for such an item.

Value: 35 gp (35 gp for rarity).

Special Rules: Those caught by this net find it very difficult to get out as the shark's teeth snag on anything available including clothing, armor, and skin. This increases the difficulty of Concentration checks (DC 20) for casting spells while caught in the net as well as Escape Artist checks (DC 25) to escape; the Strength check to escape such a net is unaffected. It is otherwise like a normal net. *Weight:* 8 lbs.

A sea devil net has the following statistics:

Weapon	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight	Type
Sea Devil Net	-	-	-	5 ft. ^a	10 lbs.	-

^aAttempting to throw a net underwater is impossible due to the water resistance; the range is for out-of-water use..

A properly maintained sea devil net increases the difficulty of Concentration checks (DC 20) for casting spells and Escape Artist checks (DC 25) while trapped in it.

SHARK BRACELET

Appearance: Tinged with green flecks this broad gold bracelet is dented in one place and features crudely carved figures of outlined sharks chasing stick figures.

Appraise Information: DC 12. Although once a perfectly serviceable gold bracelet, this one has obviously seen rough times. The dent looks to have been created by a bladed weapon and the scrawls completely mar the gold. The tarnish can be cleaned off, but the only way to undo the damage is to melt the circlet down. A Knowledge (Local) check (DC 15) will reveal the markings to be typical for items captured by sea devils as war trophies.

Value: 17 gp (17 gp for the material; 0 gp for workmanship).

Special Rules: None. *Weight:* 1 lb.

SHARK ICON

Appearance: This almost life-like one-foot tall idol of a fearsome shark is enhanced by having black pearls for eyes, real sharks teeth in its mouth, and lots of gloriously detailed scales.

Appraise Information: DC 15. Shark idols representing their god are to be found in every sea devil household. Because of the rigid social hierarchy of their society, the value of the idol directly corresponds to the standing of that family within the sea devil community. While this idol is small, its exquisite craftsmanship and attention to detail mean that its owner was someone of importance within the community, a minor priest perhaps.

Value: 1,150 gp (750 for the artistry and 400 gp for the pearls).

Special Rules: None. *Weight:* 1 lb.

SHARK MEDALLION

Appearance: This open oyster shell is suspended from a whale sinew thong and features the scrimshawed profile of a shark with a tiny black pearl for an eye.

Appraise Information: DC 15. The most interesting thing about this item is the tiny black pearl. Although not of high quality, it nevertheless is rare and its use in such a piece suggests that the owner was a sea devil of some status.

Value: 97 gp (2 gp for the shell; 15 for artistic skill, and 80 gp for the pearl).

Special Rules: This is a sea devil version of a good luck charm and is carried by many warriors; it is supposed to inspire the wearer with the ferocity of a shark in combat. Display by a non-sea devil of such an item to sea devils marks that person as a warrior to be respected. Unfortunately, it also marks them as a warrior to be challenged. *Weight:* 1 lb.

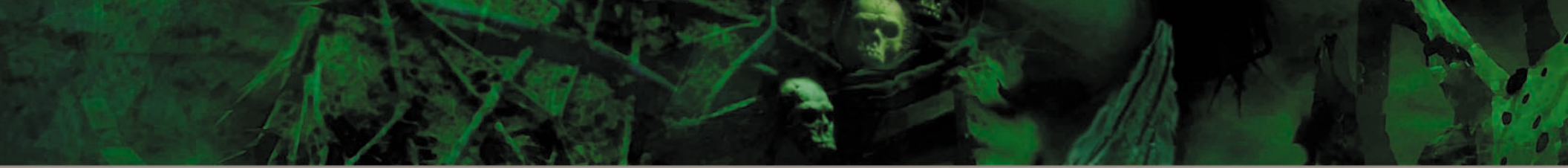
Appraise Information: DC 15. The most interesting thing about this item is the tiny black pearl. Although not of high quality, it nevertheless is rare and its use in such a piece suggests that the owner was a sea devil of some status.

SHARK SADDLE

Appearance: Looking almost like a standard saddle made of whale skin instead of leather, even a cursory glance reveals that this was never meant for the back of a horse. The saddle has a large notch at its front along with stirrups and a somewhat high curve at its back giving it a military saddle-like appearance. The saddle is decorated with images of sharks and is bordered by pearls.

Appraise Information: DC 15. This saddle is valuable not only for its material and craftsmanship, but also for the fact that it is made for the back of a shark. This one is of recent manufacture and doesn't appear to have seen much use.

Value: 3,950gp (200 gp for the saddle material, 2,500 for the pearls, 500 for artistry, 750 for rarity).



Special Rules: Although the sea devils have been known to ride sharks into combat, or to cling to their dorsal fins, this is a new development. Undoubtedly the sea devils came up with the idea after fighting foes on horseback. Riding a shark into combat is not an attempt to gain speed, as the sea devils swim as fast as the sharks, but rather an attempt to better control the sharks in combat as well as to make use of a shark's mass in a charge.

Trained sharks are used by the sea devils as the undersea equivalent of a horse and sea devils may gain underwater versions of the standard riding feats and skills, such as Ride and Mounted Combat, except that they apply only to sharks. The shark saddle functions as a military saddle. *Weight:* 30 lbs.

SHARK TEETH NECKLACE

Appearance: Seventeen shark's teeth of various sizes, from thumb-sized to one that is palm-sized, are strung together with a thong of whale sinew.

Appraise Information: DC 10. Shark's teeth necklaces are common decorative items of the sea devils, who consider the predators sacred. Shark's teeth necklaces are also worn by a number of sailors, although such necklaces do not feature quite such a variety of teeth.

Value: 25 gp (25 gp for the fact that it has seventeen unique teeth).

Special Rules: Sea devil shark teeth necklaces are the result of picking up the lost teeth of sharks while sailors' shark teeth necklaces tend to come from sharks that have been caught and killed; a sailor wearing a shark tooth necklace when he meets sea devils is often sorry for it. *Weight:* 1 lb.

Treasures of the Merfolk

Of all the sea folk that live in and around the Serpent's Teeth the merfolk are the most friendly with the citizens of Freeport, although the relationship is more of a business relationship than one of genuine friendship. Still, even this subdued state of affairs is a welcome change from the indifference or outright hostility the other denizens of the sea give to the people of Freeport. Because of this relationship merfolk items, although still relatively scarce, are the most common treasures from the sea peoples to be found in Freeport.

CONCH OF THE WINDS

Appearance: This very large conch shell features a detailed etching in the form of a cloud blowing a ship across the waves. A small piece has been broken off near the opening and you can see a hairline crack continuing down the length of the shell. A hole at the top of the shell suggests that it can be used as a signaling device.

Appraise Information: DC 15. As this shell suggests, conch shells are commonly used as signaling devices throughout the Serpent's Teeth the

aquatic races and Freeporters. This conch has obviously seen some heavy abuse and, although the artwork is superb and typical of merfolk quality, the missing piece and the crack cannot be ignored.

Value: 16,376 gp (1 gp for the cracked shell, 175 gp for the artistry, and 16,200 in enchantment costs).

Special Rules: A *conch of the winds* can be sounded like a horn, producing a rich, deep sound. Once per day, when the command word (a GM designated word of the Aquan language) is spoken prior to the *conch* being sounded, the possessor may affect winds as per the *control winds* spell cast by a 9th level caster. Unfortunately, every time the conch's power is used there is a 10% chance that the shell will shatter along the hairline crack and blow shards in a 15' long cone that cause 3d4 points of damage to all in the area. Those in the area who succeed at a Reflex save (DC 13) take only half damage. A *conch of the winds* has been used to keep ships from crashing into the merfolk's reefs. *Caster Level:* 9th; *Prerequisites:* Craft Wondrous Item, *control winds*; *Market Price:* 16,200 gp; *Weight:* 3 lbs.

CORAL FLUTE

Appearance: This small flute is hand-carved from a single piece of orange and blue coral. Although the flute still has a slightly rough feel to it, the mouthpiece has been sanded flat.

Appraise Information: DC 12. A decent example of merfolk craftsmanship, this instrument is not one of the higher quality ones that the merfolk keep but rather an item that is for sale at the merfolk stand in the Docks. It is the kind of item a sailor might carry out to sea, but true musicians ask Ichibando or Maralei for the masterwork items.

Value: 7 gp (3 gp for the material, 4 gp for the craftsmanship).

Special Rules: A coral flute is played like any other flute, although it operates in a slightly higher register. A coral flute falls under the Perform (wind instruments) skill and, like all wind instruments, cannot be played underwater. *Weight:* 1 lb.

INK BLADDER

Appearance: This hand-sized fishskin pouch features a thin bone nozzle at its top. If held upside down, black ink drips slowly from the nozzle.

Appraise Information: DC 12. A rather utilitarian object especially for merfolk, this throwaway item has not even been decorated by a race known for its art, a fact that makes it almost valueless.

Value: 5 gp (2 gp for the pouch and 3 gp for the squid ink).

Special Rules: When squeezed under water the ink shoots out to cover an area 10 feet high by 10 feet wide and 10 feet long, much the same as the ink jet of a fleeing small octopus does. Vision within the cloud of ink is completely obscured and provides total concealment.

The ink bladder can be used out of water as well. In this case the user must make a ranged touch attack against a single target. If the ink hits, the target must succeed at a Reflex save (DC equivalent to the successful attack roll) or be blinded. Even if the save is successful the target must spend a standard action wiping away the ink or be effectively dazzled for 1d4 rounds as the ink continues to drip into its eyes. *Weight:* 2 lbs.

MERFOLK HAIR TONIC

Appearance: Topped with a cork stopper, the sweet-and-salty smelling oily liquid that fills this bright red coral bottle is unlike anything you have smelled before.

Appraise Information: DC 12. Because of the expense, few people can afford this most excellent of hair care products. The tonic is made of various elements found only in the sea and it keeps merfolk hair from drying out on the surface. Much to the surprise of the merfolk representative Maralei, who was seen using the tonic by one of the local ladies, it has the same effect on surface-dweller hair. This makes it a must-have for many wealthy ladies, and some wealthy men.

Value: 15 gp (3 gp for the bottle and 12 gp for the tonic).

Special Rules: The bottle lasts the average person one month, but this will vary with the amount of hair the person has. Several merchants have tried to have the formula broken down, but this requires one month and an Alchemy check (DC 30) of extreme difficulty, as none of the ingredients are available above water. So far no one has been successful but with the profits to be had they are bound to keep trying. Furthermore, although the tonic is non-toxic to the merfolk, it is not so for surface dwellers. While it can be applied externally without harm by anyone, any surface-dweller who accidentally imbibes the tonic is in for a potentially deadly shock. To this date no one has yet taken a swig of the stuff, but one day someone undoubtedly will with potentially disastrous results. Finally, by substituting one crucial ingredient for another, the tonic can be made to cause a surface-dweller's hair to fall out; it has no such effect on the merfolk. *Weight:* 2 lbs.

Poison	Type	Initial Damage	Secondary Damage
Merfolk Hair Tonic	Ingested DC 15	2d6 Con	2d6 Con

MOTHER-OF-PEARL COMB

Appearance: A fine comb made from the shell of a giant oyster that is just large enough to fit comfortably into a pocket. The top of the comb has been carved into a wave pattern that is continued in fine etchings along its length. Closer inspection reveals a single tooth is missing.

Appraise Information: DC 12. This comb is a perfect example of the merfolk ability to take something mundane and turn it into a work of art.

Value: 17 gp (2 gp for the material, 15 gp for the artistry).

Special Rules: None. *Weight:* < 1 lb.

OCTOPUS NECKLACE

Appearance: This coral necklace, made from small pebble-sized coral pieces of every color imaginable, is strung together by a strand of fine silk and features a small blue coral octopus pendant. It looks to be relatively new.

Appraise Information: DC 12. The octopus pendant is of merfolk manufacture as are the coral pieces. Ichibando assembled the necklace as part of an attempt to increase the trade goods the merfolk can offer; he traded for the silk with one of the local merchants.

Value: 26 gp (5 gp for the coral, 20 gp for the artistry, 1 gp for the silk).

Special Rules: None. *Weight:* < 1 lb.

JET

Transmutation

Level: Brd 2, Sor/Wiz 2

Components: V, S

Casting Time: 1 standard action

Range: Personal

Target: You

Duration: 1 round/level (D)

You can jet headfirst, at a speed of 200 feet, once per round as a full round action. You must move in a straight line, but you do not provoke attacks of opportunity while jetting.

RING OF JETTING

Appearance: This delicate gold ring is in the shape of a finely detailed swimming octopus, its tentacles trailing the circle behind it until they meet the top of its head.

Appraise Information: DC 15. Another continuation of the octopus theme that is very popular with merfolk artists in the Serpent's Teeth.

Value: 2,790 gp (5 gp for the gold, 385 gp for the artistry, and 2,400 in enchantment costs).

Special Rules: Underwater this ring allows its wearer to jet like an octopus whenever she desires. The owner can jet headfirst like an octopus once per round as a full-round action with a speed of 200 feet. *Caster Level:* 3rd;

Prerequisites: Forge Ring, jet; *Market Price:* 2,400 gp; *Weight:* <1 lb.

Treasures of The Docks

The Docks is a crossroads of the world and all manner of peoples walk its planks. It is no surprise then that there are many unusual and interesting items to be found in its busy thoroughfares.

BLACK CAT O' NINE TAILS

Appearance: This black-dyed, leather whip features a foot-long braided handle from which protrude nine leather straps also about a foot long. Areas of smooth and darker coloration suggest that it has seen some use, although the straps still look remarkably new.

Appraise Information: DC 5. Anyone who has been to sea knows of this item. It is the unmistakable symbol of authority and punishment for all sailors, whether they are in the Admiralty or a privateer. A cat o' nine tails is

universally loathed by all who have felt its lash and resented by those who dislike authority. The origins of this particular one are unknown; perhaps the item belonged to one of the local Freeport cults since it is dyed an unusual color.

Value: 25,501 gp (301 gp for the masterwork quality of material and workmanship, 25,200 for enchantment costs).

Special Rules: A cat o' nine tails is in all respects equal to a whip except that it lacks the whip's reach and its abilities to aid in performing disarm or trip maneuvers; it is virtually useless as a combat weapon but very effective as a means of punishment. This particular *cat o' nine tails* is enchanted. Upon command the straps will thicken and shoot out to a length of ten feet, grasping and twining around any single target designated by the wielder that



is within reach. The *cat o' nine tails* tries to grapple with the target as per the *black tentacles* spell cast by a 7th level caster (+15 grapple bonus). The straps of the *cat o' nine tails* are in all respects equivalent to a tentacle produced by the *black tentacles* spell except that the straps can only grapple with one target at a time. Once it has successfully grappled a target, the *cat o' nine tails* continues to squeeze its target until the wielder commands it to cease. Note that once the *cat o' nine tails* has successfully started a grapple, the wielder can release it and move on or concentrate on other things (such as casting spells) and the *cat o' nine tails* will continue to grapple. If the wielder has relinquished control of the *cat o' nine tails* and the target manages to escape, the *cat o' nine tails* becomes dormant until put into action again by someone who knows the command word. *Caster Level:* 7th; *Prerequisites:* Craft Wondrous Item, *black tentacles*; *Market Price:* 25,200 gp; *Weight:* 1 lb.

BROKEN MUG

Appearance: This ceramic mug has had fully a third of its mass shattered. The jagged edges are covered with blood and upon closer inspection you discover that a lone tooth is wedged into its side.

Appraise Information: DC 5. This is a common mug to be found by the score in any inn or tavern. This one has obviously been put to good use.

Value: 0 gp (you can still drink from it, but it only holds half of what it used to).

Special Rules: None. *Weight:* 1 lb.

FREEPORT TURTLE AND DOCKS

Appearance: This objet d'art is just a little larger than a human hand. It is simple carving of a turtle made of driftwood. The turtle's eyes are closed in sleep and it sports a set of docks and houses sitting on its shell. On the turtle's shell, just below the pier pylons, the phrase "Greetings from Freeport" is engraved. On the turtle's underside the words "Salo Isoldi, Carver Street" are clearly visible.

Appraise Information: DC 8. Sold by the hundreds every year this little souvenir is a reminder of the fact that Freeport's docks sit on the back of a giant sea turtle. Although no self-respecting Freeporter would actually own one, they make handy gifts for foreigners. This particular one comes from the shop of Salo Isoldi who does indeed work out of a modest house on Carver Street in the Eastern District.

Value: 5 gp (5 gp for craftsmanship).

Special Rules: None. *Weight:* 4 lbs.

LETTER OF MARQUE

Appearance: Yellowed, torn at the lower left edge, and featuring a small bloodstain, this letter undoubtedly has an interesting story to tell. The name attached to this particular letter is Captain Jonas Thrimble. A privateer of some notoriety who captained the now lost *Trembling Gale*, Captain Thrimble was known chiefly for his ability to pick the winning side in a conflict. The letter is dated 27 years ago.

Appraise Information: DC 5. Letters of Marque are big business in Freeport and there are literally scores active at any given time. This one is outdated and serves as little more than a historical note. A Knowledge (Local) check (DC 15) reveals basic information about Captain Thrimble's history on the high seas including the fact that he sold out his crew to the enemy, an act for which his reward was being hanged as a traitor. A greater success in Knowledge (Local) (DC 25) reveals that Captain Thrimble actually did not die on the gallows and might still be alive today. A successful Gather Information

(DC 25) based on that information check reveals that Captain Thrimble, now under the assumed name of Percus McFlyne, is living the life of a semi-successful merchant in the Eastern District.

Value: 20 gp (20 gp for historical significance).

Special Rules: None. **Weight:** < 1 lb.

LOBSTER EGG

Appearance: A six-inch tall egg-shaped piece of red and white coral best describes this item, although it feels a little heavy to be simply coral.

Appraise Information: DC 18. Anyone who attempts to appraise this item realizes that this is quite an unusual object. In fact, it is coral that has been grown around an egg-shaped rock, although discovering this will ruin the item. A *lobster egg* is both warning device and trap. A Gather Information check (DC 22) results in meeting someone who has seen an item exactly like this one in the hands of a Lobsterman. The Society of Lobstermen uses *lobster eggs* to guard wrecks, their boats, and any other location that they have a special or prolonged, interest in. The egg is placed within the area to be guarded; if it is a wreck the area is closed off with nets to prevent fish from triggering the alarm.

Value: 21,726 gp (1 gp for the rock, 350 gp for the coral growth, and 21,375 in enchantment costs).

Special Rules: When activated, the *lobster egg* radiates an *attuned alarm* spell in a 20' radius. The *lobster egg* broadcasts a mental alert to anyone attuned to the *lobster egg*, as long as they are within a 1-mile radius, whenever a creature of tiny size or larger enters the area (underwater the lobster men often use nets to keep the area guarded by a *lobster egg* clear of inquisitive sea life). In addition to triggering the mental alarm, a creature entering the guarded area also triggers an area-effect *dispel magic* spell cast at the 5th level of magic use. Once triggered, the egg's alarm function automatically resets itself one minute later, but the *dispel magic* effect will not work again for a full 24 hours. **Caster Level:** 5th; **Prerequisites:** Craft Wondrous Item, *attuned alarm*; **Market Price:** 21,375 gp; **Weight:** 1 lb.

ATTUNED ALARM

Abjuration

Level: Brd 2, Rgr 2, Sor/Wiz 2

Components: V, S, F/DF

Casting Time: 1 standard action

Range: Close (25 ft. + 5 ft./2 levels)

Area: 20-ft.-radius emanation centered on a point in space

Duration: 2 hours/level (D)

Saving Throw: None

Spell Resistance: No

As *alarm* except that the spell can only broadcast a mental *alarm* not an audible one. The *alarm* may be attuned to yourself and/or a number of individuals other than yourself who are present at the time of the casting, up to a limit of one person per caster level. When the *alarm* sounds all of the attuned individuals perceive the *alarm* assuming they are within the 1-mile limit.



MAP OF THE SERPENT'S TEETH

Appearance: This large sheet of parchment, folded six times to compress it to manageable size, is relatively new. From the writing and navigational information scribbled along its edges and covering the reverse side of the map it can be determined that this map was used by a privateer vessel known as the *Swimming Skull* some three score years ago. One edge of the map is heavily worn and tattered making it difficult to read it but a successful Search check (DC 15) shows there to be a faint "X" marked on the northern edge of A'Val Island.

Appraise Information: DC 5. This is a common map of the area such as can be found in any ship on the harbor or for sale in any shop in the Docks. Whether the "X" has any meaning can only be determined by visiting the spot. The map is no more valuable than any of the newer ones and, due to dredging and the shifting topography of some of the locations, may actually be dangerous to use. Whether it actually is useful for navigation or not, selling the map as a true treasure map will certainly fetch more money, although it will probably also require a Bluff check. A Knowledge (Local) check (DC 15) reveals little about the *Swimming Skull* other than that it went missing on its last voyage and was presumed lost.

Value: 10 gp (10 gp for the map).

Special Rules: None. **Weight:** < 1 lb.

"X" MARKS THE SPOT

In a city such as Freeport treasure maps abound. This particular map might be an ordinary map, a hoax, or could very well indicate where a lost treasure or other interesting item is located. Here are some possibilities:

Temple Ruins: A long-lost temple of Yig stands at the point indicated on the map, hidden from casual view by the surrounding vegetation. What exactly the complex consists of and houses is entirely up to the GM.

Buried Treasure: There is indeed buried treasure to be found at the spot. Unfortunately, the treasure's guardians won't make it easy to recover, and even if it is, the curse that is on it may not make it worth it.

Pirate's Hideout: The islands are dotted with plenty of isolated coves and caves providing a handy place for people to hide. The hideout can be abandoned or currently active.

MESSAGE IN A BOTTLE

Appearance: This green rum bottle's cork is rotted and you can see a small amount of water in the bottle's bottom. Looking closer you can also see a note inside.

Appraise Information: DC 5. The bottle is of a very common variety and could be from anywhere.

Value: 1 sp (1 sp for the bottle).

Special Rules: None. **Weight:** 3 lbs.

WHAT DOES IT SAY?

The message in a bottle is an all-time sea-faring classic and has many possibilities:

Castaway: The message is from a castaway lost on a deserted island. He may be rich, he may be poor; he may even be dead.


Trick: This is somebody's idea of a sick joke. Although the message is from a castaway, there really is no such person and the whole thing is designed to get people on a wild goose chase; the message's author is probably watching even now.

Prisoner: Held against her will, a beautiful woman awaits her rescuers. Or is it an old man trapped in a whale?

MONOGRAMMED MONEY PURSE

Appearance: The once fine green silk of this coin purse is covered in sand and dried salt and a musty odor is readily apparent. The purse is turned half inside out and whatever contents it once had are long lost, replaced by small bits of sand. Unsurprisingly, its drawstrings have been cut. Looking closer you see the initials V.R.S. monogrammed in gold stitching on the outside of the purse.

Appraise Information: DC 10. Most people in Freeport, from sailors to the wealthiest merchants, carry coin purses. Those with personal guards may carry them on their belt while those without usually carry them under their shirts with the drawstrings hung over the neck (-10 DC to any Sleight of Hand



checks to steal the purse). This one is a fairly expensive example of a coin purse and undoubtedly belonged to at least a member of the middle class. A Gather Information check (DC 15) reveals that a foreign merchant named Vladimir Racibo Stepanov was found floating in the harbor two days ago; rumor has it he was killed by the serial killer that is stalking the docks.

Value: 10 gp (2 gp for the silk, 8 gp for the craftsmanship).

Special Rules: None. **Weight:** < 1 lb.

PORTABLE DISK

Appearance: This small, thin golden disk is about six inches in diameter and has no adornment other than numerous scratches on both sides.

Appraise Information: DC 10. This is a foreign item from a nearby land, which is just now making itself known to Freeporters. This particular disk is actually one of a batch of three, the first ever sold to a local; the merchant had become enamored with it during the previous hurricane season when he watched a wealthy traveler load his luggage on it. It is still a novelty at this moment, which accounts for its higher value, but the disk has already attracted the attentions of Poppy Bragg and the Longshoremen's Union as a potential threat.

Value: 9,510 gp (10 gp for the material, 500 gp for rarity, 9,000 for enchantment costs).

Special Rules: The *disk's* owner can activate the *disk* through a command word (GM determined). It acts exactly as a *floating disk* except that once activated it has no time limit and, on command, will revert back to its golden form instead of winking out. This particular disk has a 500-pound maximum weight limit, but stronger ones are available for a greater cost. **Caster Level:** 5th; **Prerequisites:** Craft Wondrous Item, *floating disk*; **Market Price:** 9,000 gp; **Weight:** 1 lb.

RING OF WATER BREATHING

Appearance: This fine gold ring is inlaid with a band of mother-of-pearl. Close examination shows little bits of green algae in the space between the mother-of-pearl inlay and gold band.

Appraise Information: DC 15. The ring is an interesting example of unknown manufacture; it no doubt comes from an area far from the Freeport isles.

Value: 21,953 gp (2 gp for the gold, 1 gp for the mother-of-pearl, 950 gp for artistry, 21,000 for enchantment costs).

Special Rules: The ring provides the wearer with continuous use of the spell *water breathing*. Unfortunately, this particular ring has a flaw that causes it to fail any time the character is more than 50 feet below the water surface. Once it has failed it takes one hour for the wearer of the *ring* to be able to reactivate it. **Caster Level:** 5th; **Prerequisites:** Forge Ring, *water breathing*; **Market Price:** 21,000 gp; **Weight:** <1 lb.

SAILOR'S FLUTE

Appearance: This pocket-sized ivory flute has yellowed with age and you can see a fine hairline crack at its end. The initials "V.R." are crudely carved on the flute's underside near the mouthpiece.

Appraise Information: DC 10. Many sailors carry some form of instrument with them on their long journeys, and flutes are some of the most popular. Sailor's flutes, as opposed to normal flutes, cannot play a full octave having five holes instead of eight. This flute could have belonged to any number of owners over the years. At the GM's option, an attempt to play the flute results in failure. Investigation reveals that a piece of paper, a map or scroll perhaps, is lodged inside the flute.

Value: 9 gp (7 gp for the ivory, 2 gp for the craftsmanship).

Special Rules: None. **Weight:** < 1 lb.

SAILOR'S MEDALLION

Appearance: This small, palm-sized gold medallion has clearly seen heavy use. It's front has been heavily worn to the point where the image upon it is no longer recognizable. Numerous nicks and even a small gouge deform its oval shape and suggest nothing so much as that something has chewed on it. The chain itself is also gold, however, although it appears complete at first glance, a section of differently shaped links has been inserted at one point.

Appraise Information: DC 10. This medallion is typical of the good luck charms carried by sailors of all nations. The image on it was probably of the God of the Sea or some other nautical deity. The heavy use evident on the medallion is also quite common, as sailors tend to finger them during times of crisis. Unless magic is used, the history of this particular item will be lost to time.

Value: 5 gp (4 gp for the material, 1 gp for what remains of the craftsmanship).

Special Rules: Worn as good luck charms, sailor's medallions provide a non-magical +1 morale bonus to Balance, Climb, Concentration, Jump, Profession (Sailor), Swim, and Use Rope checks made during times of crisis on the high seas. Conversely a sailor robbed or otherwise without his or her medallion suffers a non-magical -1 morale penalty to the same checks. In order to activate the bonus the sailor goes through some sort of brief ritual, such as kissing the medallion or rubbing it between thumb and forefinger; if the ritual is not enacted then there is no bonus. *Weight:* < 1 lb.

SANDMAN'S KISS

Appearance: This otherwise non-descript vial has a small "Z" carved into the top of its cork stopper. The liquid inside the vial is light amber in color.

Appraise Information: DC 12. This slightly bitter smelling, and tasting, liquid is a favorite of bar owners all over Freeport, but it finds most use in the Docks. They are a handy way to slow down very troublesome customers

before they cause problems. Of course they are subject to abuse and more than one fellow minding his own business has found himself awakening in the bowels of some ship out to sea after accepting one "on me".

Value: 26 gp (1 gp for the vial, 25 gp for the single dose of Sandman's Kiss).

Special Rules: Sandman's Kiss must be placed in a drink, preferably ale or another bitter concoction. This helps mask both the smell and odor of the kiss. Downing a mouthful of a drink spiked with Sandman's Kiss is enough to force a Fortitude saving throw (DC 13; increase the save DC to 18 if the person is already drunk). Failing the save means that the imbiber becomes unconscious (treat this as a non-magical *sleep* effect). The effects of Sandman's Kiss lasts for 60 minutes plus or minus 10 minutes for every point of Constitution modifier the imbiber has; i.e. a person with a 14 Constitution has a +2 modifier and would be incapacitated for 40 minutes while a person with a 7 Constitution has a -2 modifier and would be incapacitated for 80 minutes. Even a successful save leaves the imbiber staggered for 1d4 minutes. A Craft (Alchemy) check (DC 25) is required to concoct a dose of Sandman's Kiss. *Weight:* < 1 lb.

Treasures of Drac's End

Although one wouldn't think that Drac's End would possess many valuable items, one only has to look at the high concentration of scholars and students to realize that, while gold and weapons might be scarce, knowledge is not. And isn't knowledge power?

FLYER

Appearance: A cheap, slightly crumpled piece of paper espousing the next poetry reading of Lyria at the Indecipherable Scroll. It is dated three weeks ago.

Appraise Information: DC 5. This item has no actual value, but it may be an important clue in a larger adventure. Lyria is a locally known bard who is developing quite a reputation for originality.

Value: 0 gp (1 gp. if signed by Lyria).

Special Rules: None. *Weight:* < 1 lb.

WHAT'S GOING ON?

Flyers are a handy way to announce meetings, push causes, and advertise. Of course, since many people cannot read, flyers tend to target only the wealthy and/or educated. Flyers could be used to announce a number of events:

1. Public execution of a famous criminal.
2. The next performance of the Freeport Opera House.
3. The opening of a new, upscale shop.
4. A random political cause championed by idealistic students at the Institute.
5. A religious meeting.



LOUPE OF TRANSLATION

Appearance: Examining this small patina-covered bronze eyepiece reveals that it has a small eyelet (to hook a chain to) attached at its center and that both of its lenses have light scratches on them. Looking through the lenses it can be noted that, unlike other loupes, this one does not magnify what it is looking at.

Appraise Information: DC 15. The loop's craftsmanship suggests dwarven manufacture. Unless magic is detected for, the fact that the *loupe* does not actually function as one would expect reduces its value to the artistic. A Knowledge (Local) check (DC 20) might connect this item to a set of items stolen from the Freeport Institute about a month ago.

Value: 3,051 gp (1 gp for the material, 50 gp for the craftsmanship, 3,000 gp for enchantment costs).

Special Rules: When the wearer of the *loupe* looks at a piece of writing penned in a language he or she does not know how to read, the *loupe*

readily translates the literal meaning of the writing into the wearer's native tongue. Written words can be read at a rate of one-half page (125 words) per minute. The *loupe* can reveal magical writing to be such, but it cannot actually read it. Any spell that wards written words, such as *illusory script*, foils the *loupe's* ability. Note that the *loupe* can only translate the literal meaning of the writing for the wearer. Cultural and implied meanings cannot be deciphered, a fact that can lead to serious misunderstandings. In addition, the *loupe* is no help in translating codes or revealing otherwise hidden message within normal writing. **Caster Level:** 5th; **Prerequisites:** Forge Ring, *water breathing*; **Market Price:** 3,000 gp; **Weight:** <1 lb.

PAWN TICKET

Appearance: Although hard to read, those perusing this yellow palm-sized piece of square paper can just make out a three-digit number along with the address of the Pawn's Shop.

Appraise Information: DC 10. This is literally a grab-bag item as the item the ticket is for could represent anything. Presenting the ticket to Egil Horne will yield the content(s) associated with that ticket, assuming that the presenting party has the money to repay the loan plus interest.

Value: 1 gp to 100 gp (depending on the willingness of the buyer to gamble).

Special Rules: None. **Weight:** < 1 lb.

THE PAWN TICKET

Almost anything conceivable could be attached to this ticket. Some suggestions are:

Piece of Jewelry: Featuring the crest of one of the middle or upper class families, this is clearly a sign that someone has fallen on hard times.

Treasure Map: Yes, the ubiquitous Freeport fantasy.

Instrument: Some bards are more successful than others.

Minor Magic Item: Anything under 1,000 gp in value.

RHYMES OF THE SEA

Appearance: This simply bound volume features an illustration of a lone sailor gazing out over the railing of a ship across blue waters. On the inside cover you see that the publisher is one “Angus McClintoke” and that it was printed at “Morsby Presss of Print Avenue, Eastern District” about 7 years ago.

Appraise Information: DC 12. The book is one of a hundred that were commissioned by Angus McClintoke for sale in Freeport. Angus is an old sea dog who spent his time on the seas collecting the poetry of his fellow sailors, as well as writing a little of his own. Traveling as he did all over the world, the volume covers many themes and lands and puts paid to the notion that all sailors are simple-minded rope monkeys.

TALL TALES OR TRUE TALES?

Sailors the world over tell tall tales of their days out to sea and, while many of them are exaggerations or outright lies, some are grounded in reality. This book is a perfect way to introduce any number of adventure hooks. Here are some suggestions:

Jack’s Lament: The poem actually describes a journey to bury treasure. Although some of the locations are cryptic, a successful Knowledge (Local) check (DC 15) reveals that the poem is about one Captain Jacques “Jack” LeDuce, a pirate captain of Freeport’s past that was, like most, rumored to have buried a great treasure. Using Knowledge (Geography) (DC 20) or Profession (Sailor) (DC 17) the actual route described in the poem can be recreated.

From the Deep: A sailor’s harrowing account of his narrow escape from the tentacles of a giant monster with large eyes. The creature could be a Kraken or a new monstrosity of the deep. The location can be deciphered from the text using Knowledge (Geography) (DC 12) or Profession (Sailor) (DC 10).

A Fishy Tale: On the surface this poem is a tale of two fish competing for another fish. However, those versed in Knowledge (Local) can deduce (DC 25) that this is actually a different version of a scandal involving a sailor and the son of one of the wealthiest families in Freeport. If the poem is to be believed, instead of the sailor heading out to sea to never return he was murdered.

Value: 25 gp (10 gp for the book, 15 gp for the fact that it is a first edition, signed copy).

Special Rules: None. **Weight:** 1 lb.

SHIV

Appearance: Attach a long nail to a piece of wood with twine and you have this classic example of a makeshift weapon.

Appraise Information: DC 5. Many of those in Drac’s End are too poor to afford even a decent weapon and they make do with homemade items. A shiv, while not particularly dangerous, is easy to conceal.

Value: 0 gp.

Special Rules: A shiv is any makeshift or improvised small bladed or pointed weapon. **Weight:** < 1 lb.

Weapon	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight	Type
Shiv	1d2	1d3	x2	-	< 1 lb.	P or S

UNFINISHED SONG

Appearance: This piece of parchment features several lines of writing and some musical notations as well as a couple of random scribbles in the margins. From what you can see, the song appears to be quite cleverly written.

Appraise Information: DC 15. This is clearly a work in progress and the author is also unknown.

Value: 0 gp (it’s not yet finished).

Special Rules: The song is about three-fourths completed. Anyone with the Perform (Sing) skill can attempt to finish the piece (DC 17) in one week and use it as his or her own work. Of course, the original author may not appreciate this fact. **Weight:** < 1 lb.

Treasures of The Eastern District

Is there any place in Freeport brimming with more vital energy than the Eastern District? Here, everyone works to get ahead, or to keep from falling behind, but no matter what, everyone works. You can sense the energy and excitement the moment you cross into the district and this energy is reflected in the items that can be found therein.

BLINDPOWDER POUCH

Appearance: This small gray flour sack is filled with a mixture of gray, white, and yellow powders.

Appraise Information: DC 13. There is no one blindpowder. Various substances are used to generate the same effect, from fine sand to salt to pepper.

Value: 10 gp (10 gp for the ingredients, 0 gp for the sack).

Special Rules: Blindpowder is thrown a handful at a time at a person's face; there is enough powder in the flour sack for ten handfuls. The attack is a ranged touch attack with a range of 5 feet. If the attack hits, the target must succeed at a Reflex save (DC equivalent to the successful attack roll) or be blinded for 1d4 rounds. Trask has developed a more potent version for Finn's Syndicate consisting of a rare red pepper (20 gp per batch) that increases the time the target is blinded to 1d4+3 rounds. *Weight:* 2 lbs.

HALFLING BENEVOLENT ASSOCIATION CONTRACT

Appearance: Neatly folded into quarters, this contract is printed on standard-quality parchment and bears the seal of the Halfling Benevolent Association. The writing is in thick legal jargon and all you can gather at the moment is that it is signed by Orm Redleaf as the authorized representative of the H.B.A. and Sendoval Tyvers, a merchant, and involves the sum of 1,000 gold pieces.

Appraise Information: DC Varies. The actual text of the document can be deciphered using a Knowledge (Local) check (DC 14) or Profession

(Lawyer) check (DC 10). The gist of the piece is that the H.B.A., through its authorized representative Mr. Orm Redleaf, has agreed to loan the sum of 1,000 pieces of gold to Mr. Sendoval Tyvers, a cloth merchant whose shop is located in Textile Way, Eastern District, at a monthly interest rate of 5%. In case of default, default being failure to make two monthly payments in a row, Mr. Tyvers pledges that the H.B.A. is authorized to obtain satisfaction of the total amount of the loan due, plus interest, plus a 10% penalty, out of the shop and goods owned by Mr. Tyvers.

Value: 1 gp (1gp for locating the contract to be paid by Orm Redleaf as a finder's fee).

Special Rules: This is a perfectly legal and ironclad contract that would indeed allow the H.B.A. to seek redress of the loan through the court system. Of course, anyone who knows of Finn's Syndicate knows that collection of the debt would never make it to a court. *Weight:* < 1 lb.

FLASH BEAD

Appearance: This marble-sized gray sphere has the texture of coal, although rubbing it does not cause one's hands to be covered in soot.

Appraise Information: DC 14. A handy item for quick getaways the cost of a flash bead makes it impractical for all but the better-organized groups, or more successful thieves, to employ them. Naturally, Finn's Syndicate has an ample supply since it was Finn's idea and Trask made it happen.

Value: 30 gp (30 gp per bead).

Special Rules: When a flash bead is thrown against a hard surface, such as the ground or metal armor, it explodes in a brilliant flash of light. Anyone within 10 feet of the impact spot must succeed at a Will save (DC 13) or be blinded for 1d4 rounds. Throwing a bead is considered a ranged touch attack with a range increment of ten feet. Note that the user must close his or her eyes if within the blast radius or suffer the same effects. A flash bead can be created with a successful Craft (Alchemy) check (DC 25). *Weight:* <1 lbs.

GILT CLUB KEY

Appearance: This large and sturdy iron key is showing signs of rust in spots. The handle of the key is shaped in the symbol of the Gilt Club (GM determined, Knowledge (Local) check DC 15 to identify).

Appraise Information: DC 12. A standard key for an average lock that, if it wasn't for the symbol on its handle, could fit almost any lock in the city.

Value: 1 gp (1 gp for the key).

Special Rules: This key does indeed open the doors to the Gilt Club and is one of the original keys to the building. The member who lost the key is using a duplicate he had made. The key only allows access to the front doors and nowhere else. **Weight:** 1 lb.

PRACTICE RAPIER

Appearance: This is a functional rapier without any ornamentation. The hilt shows sweat stains and other signs of heavy use while the blade has a number of nicks. Most interesting is the fact that the blade carries no edge and instead of the usual piercing point the blade ends in a metal ball. A symbol of crossed swords with an "S" underneath appears on the pommel.

Appraise Information: DC 12. This is obviously a very utilitarian practice rapier and has seen heavy use, although it has been well maintained. In fact, this particular rapier was used in the latest evening of dueling at the Field of Honor and was left behind when the Sea Lord's Guard broke it up. The symbol on the pommel identifies the rapier as the property of Svenson's Dueling School located in the Eastern District.

Value: 10 gp.

Special Rules: A practice rapier is in all ways identical to a regular rapier except that it cannot cause any damage. **Weight:** 2 lbs.

SNOOZEDUST BOX

Appearance: This small, metal tin has an intricate enamel mandala pattern with a single small ruby set at its center. The box holds a purple, crystalline powder with interspersed black flecks.

Appraise Information: DC 19. Another well-kept secret of the rakshasas, snoozedust can be easily mistaken for stundust except for the black flecks. It is a further refinement by Chaitanya of the work begun with stundust.

Value: 161 gp (11 gp for the tin, 100 gp for the ruby, 50 gp for the dust).

Special Rules: As *stundust*, *snoozedust* is blown into someone's face forcing the target to succeed at a Will save (DC 11) or fall asleep for one minute as per the *sleep* spell cast by a 1st level caster. Note that one dose of the *dust* affects a single creature of 4HD or less. The dust has an effective range of 5 feet and the attack is considered to be a ranged touch attack. As with *stundust*, *snoozedust* must be blown, as it is too fine to be thrown. **Caster Level:** 1st; **Prerequisites:** Craft Wondrous Item, *sleep*; **Market Price:** 50 gp; **Weight:** <1 lb.

STUNDUST BOX

Appearance: This small metal tin, about the size of a snuffbox, is covered in foreign symbols of flaking gold leaf. Inside is a small amount of purple, crystalline powder. You can notice the smell of lilac as you continue to study its contents.

Appraise Information: DC 18. This dust is a well-kept secret of the League of Freeman having recently been developed by Chaitanya, one of the junior rakshasas who currently has a fascination with mind-altering substances of all kinds. Each of the Rakshasas in the League of Freeman carries one of these boxes for emergencies.

Value: 27 gp (2 gp for the box, 25 gp for the powder).

Special Rules: When this *dust* is blown into someone's face the target must succeed at a Will save (DC 10) or take no action that round as per the *daze* spell. The target is not actually stunned in game terms (attackers do not get any special bonuses) but is nevertheless unable to act normally. The *dust* has an effective range of 5 feet and the attack is considered to be a ranged touch attack. Note that the *dust* must be blown, as it is too fine to be thrown. The box holds one dose. **Caster Level:** 1st; **Prerequisites:** Craft Wondrous Item, *daze*; **Market Price:** 25 gp; **Weight:** 1 lb.



STREET MAP

Appearance: This heavily worn, folded, and torn piece of low-grade parchment is a rough map of Freeport's major thoroughfares and districts along with the locations of major landmarks such as the Fountain of Fortune and the Fortress of Justice.

Appraise Information: DC 12. Although a handy map for someone new to the city, it is not terribly detailed and thus effectively useless for someone needing more specific information. In fact the map completely omits any details on Scurvytown or Drac's End, except the Freeport Institute, beyond noting where those districts are located. The Blink Dog Rickshaw Company uses these maps to train new rickshaw operators.

Value: 5 sp (2 sp for the parchment, 3 sp for the mapmaking).

Special Rules: None. *Weight:* < 1 lb.

TORN MASK

Appearance: This damp and dirty canvas mask fits over the head of a medium-sized creature. It has two rough holes cut out for eyes and one for the mouth with the mouth hole having a large tear that splits the canvas all the way to the mask's bottom.

Appraise Information: DC 6. It is a canvas sack that a member of the Sewer Rats used as a disguise. The mask was ruined when one of the "criminals" they condemned fought back.

Value: 0 gp.

Special Rules: None. *Weight:* < 1 lb.

WOOD DUCK

Appearance: This wooden toy duck on a platform with wheels has a string and can be pulled behind a child. The toy is far from new; it's paint faded, the front of the beak worn, and missing a wheel. The toy maker's name and address are branded on the bottom of the platform. More interestingly, or perhaps disturbingly, carved in rough letters are the words "Please Help Me".

Appraise Information: DC 10. This toy, a wealthy child's throwaway, was donated to the Golden Pillar Society for use in its orphanage. The toy maker who originally crafted this toy is no longer in business. The scrawling reduces the value of the piece significantly.

Value: 3 sp (1 gp if fully restored and repainted).

Special Rules: None. *Weight:* 1 lb.

Treasures of The Merchant District

Ah, to walk the streets of the merchant district is to mingle with the best and brightest, or at least the rich and fortunate. While the Merchant District may look like the only truly civilized area in Freeport, that appearance is only skin-deep. Peer beneath the trappings of respectability and refinement and you'll quickly discover the scheming and backstabbing that have placed, and continue to keep, the people of the Merchant District on top. After all, as the Freeport saying goes, wealth is built on the bodies of your enemies.

BROKEN STATUE

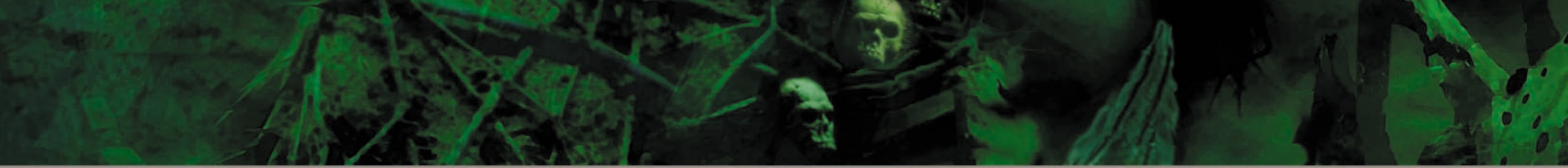
Appearance: This once fine foot-tall marble statue of a mermaid has

had its head and arms broken off, small pieces have been chipped off in various other places, and someone has used ink to draw eyes over the breasts.

Appraise Information: DC 12. This is one of the many art objects that were collected by Councilor Verlaine at his house. Unfortunately, the statue has been totally ruined by one of the Joy Boys.

Value: 3 gp (3 gp for what remains; the original was worth well over 2,000 gp).

Special Rules: None. *Weight:* 5 lbs.



If used as purely a melee weapon the jolt prod has the following statistics:

Weapon	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight	Type
Jolt Prod	1d3	1d4	x2	5 ft.	2 lbs.	Bludgeoning

A more advanced, and thus more expensive and prestigious, version of the *jolt prod* is also available. This version of the *prod* functions exactly as above except that through the use of a second command word (i.e. “shocken”) it can discharge all of its stored electrical energy at once in a manner akin to holding the charge. This requires a successful melee touch attack by the wielder, with the wielder gaining a +3 bonus if the target is wearing metal armor or otherwise carrying a lot of metal. This attack causes 5d6 worth of electrical damage with no saving throw. Once discharged in this manner, the *jolt prod* no longer has any magical functions, although it can still be used as a melee weapon. *Caster Level:* 5th; *Prerequisites:* Craft Wondrous Item, *shocking grasp*; *Market Price:* 1,875 gp; *Weight:* 2 lbs.

JOLT PROD

Appearance: A foot-long iron baton with a leather grip and topped with a steel ball adequately describes this jolt prod. Closer examination of the baton shows the word “blitzen” faintly etched into the baton below a familial crest.

Appraise Information: DC 15. A recent security innovation that is seeing more and more use among the personal guards of Freeport’s elite, a jolt prod is especially handy in clearing the way through the scum-crowded streets of Scurvytown for one’s employer.

Value: 754 gp (3 gp for the rod, 1 gp for the leather and craftsmanship, 750 gp for the enchantment costs).

Special Rules: When uttering the command word this *prod* buzzes with a low tone. Anyone touching, or touched by, the steel tip will receive a harmless yet painful shock. The shock does no real or subdual damage but it does get someone’s attention. The shock does not affect any area covered by an armor rating of +1 or better or a creature having a +3 or better natural armor bonus. The *prod* is able to produce

this kind of electrical shock indefinitely; a second use of the command word by the wielder turns the *prod* off. *Caster Level:* 1st; *Prerequisites:* Craft Wondrous Item, *shocking grasp*; *Market Price:* 750 gp; *Weight:* 2 lbs.

INVITATION

Appearance: A sheet of fine vellum rolled and tied with a red satin ribbon is a sign of an important invitation. Opening the vellum reveals an invitation to an event proudly headlined by the sponsoring party’s crest.

Appraise Information: DC 10. Most people living in Freeport will never receive such an invitation.

Value: 2 gp (2 gp for the vellum, although those seeking to “crash” such an event may be willing to part with quite a bit).

Special Rules: None. *Weight:* < 1 lb.

WELCOME TO THE PARTY

Such an invitation can be for an event that has already occurred or one that is yet to happen. Suggestions include:

Grand Lighthouse Ball: An invitation to the event of the year, the unveiling of the Lighthouse of Drac.

Debutante Ball: The wealthy families of the Merchant District are hosting their annual Debutante Ball to show off the eligible girls.

Private Hunt: One of the movers and shakers of Freeport is holding a private hunt on Windward.

Wedding: Nothing brings people closer together than a wedding.

Private Performance: A special, invitation-only performance is being given at the Freeport Opera House.

Dinner at Maurice’s: Someone is throwing a dinner party at the fanciest restaurant in town.

MERCHANT GUILD SERVICE PIN

Appearance: This small silver pin features the crest of the Merchant's Guild.

Appraise Information: DC 12. Most merchants that are members of the guild have such a pin and many also have other items with the Merchant Guild crest. Not only does this help separate the members from the non-members, but since the creation of such items can only occur through the approval of the Guild leadership, they effectively represent a bribe. Service pins, however, can only be earned through years of being in business successfully.

Value: 2 gp.

Special Rules: None. *Weight:* < 1 lb.



KNOW YOUR MERCHANT

Pins are awarded, or purchased, according to the following system:

Type	Years of Service	Purchase
Bronze	5	50 gp
Silver	10	100 gp
Gold	25	250 gp
Platinum	50	500 gp
Platinum with Diamond	75+	1,000 gp

The years of service represents the cumulative time the specific business has been in continuous existence. Thus it can be passed from generation to generation. The purchase cost listed represents the average cost of an item of that level that is purchased from the Guild (remember, service pins are earned and cannot be bought). Common items that are sold are rings, pendants, and non-service pins and feature the metals and gems appropriate to their purchase price.

MONOGRAMMED TOWEL

Appearance: This fine, thick, white cotton towel features a fluidly monogrammed “L.R.” in one of its corners. It is undoubtedly the fluffiest and softest towel you have ever had the chance to feel.

Appraise Information: DC 12. Although most Freeporters would not know this, as they’ll never get a chance to set foot in the place, the towel is actually from the Last Resort and is probably somebody’s souvenir of his or her stay there.

Value: 2 gp (2 gp for the towel).

Special Rules: None. *Weight:* 1 lb.

OPERA HOUSE PROGRAM

Appearance: Printed on thick cardstock, this yellowed piece of paper is folded in half and is a leftover from the Opera House’s most recent performance of one of Donadrien’s lesser works, “The Singing Privateer”.

Appraise Information: DC 8. Almost everyone in Freeport has at least heard of the opera and most have seen it, although it pales in comparison to her masterpiece.

Value: 1 cp (1 sp for the material).

WHAT’S PLAYING?

There are many different performances and programs to be enjoyed at the Opera House on a regular basis:

World Class Performer: A famous bard is giving a solo performance.

New Opera: A new opera is being performed; will Donadrien’s ghost attend?

Honoring Heroes: Heroes of Freeport are honored through a concert and ceremony, or perhaps even a play written about their adventure.

Milton’s Folly: A play about the construction of the Lighthouse of Drac and the fatal events that followed.

Special Rules: None, although performers who have consistent success (Perform check results of 20+) may see their name on the program in the future and have a chance to bring their success to a wider audience. *Weight:* < 1 lb.

POISONER’S RING

Appearance: This large, gaudy silver ring is set with five banded agates in a bezel style. One of these agates will pop out at the slightest vigorous movement (i.e. combat or somatic spell-casting) as its bezel is broken. The crown of the ring is an impressive 1” in diameter and sits on a slightly smaller base, but despite the ring’s massive size, it is surprisingly light. A Search check (DC 10) performed on the ring will reveal that the crown actually lifts from the base via a tiny hinge to reveal a small compartment; the compartment is empty.

Appraise Information: DC 12. Getting to the top and staying there can be two very different things and while such rings have made their way throughout Freeport, they got their start in the Merchant’s District, having been imported from one of the more intrigue-filled kingdoms. No one knows whether such a ring has actually been used for its intended purpose but they are out there and, if it hasn’t already happened, it is only a matter of time. Given the low value of this particular ring, largely due to the base craftsmanship, its origins are more likely to lie in the Eastern District than the Merchant’s District.

Value: 135 gp (60 gp for the agates, 75 gp for material and workmanship).

Special Rules: It is up to its owner what use to put the compartment to, although the most common choice is obvious; the ring is not waterproof. It is also up to the GM how much attention such a large and gaudy ring attracts. If the style in an area is to wear very expensive and well-crafted small pieces, such as among the elite, it will definitely stand out and likely be suspicious. But if the style is “the gaudier, the better”, such as on the Docks, then it would blend right in. *Weight:* < 1 lb.

STEVENSEN'S PORT

Appearance: Coming in a thick-bellied bottle with a thin neck, Stevensen's Port is an exotic wine that is worth more than its weight in gold. Depending on your view, the fact that it is still half-full is either good or bad.

Appraise Information: DC 15. Easily the wine of choice for those who have the means, Stevensen's is enjoyed by the wealthy not only because it has an excellent taste, but also because it is so expensive. The Last Port serves the wine for 20 gp per glass

Value: 47 gp (100 gp for a full bottle).

Special Rules: None. *Weight:* 2 lbs.

PURSE OF ALARM

Appearance: This fine blue silk purse, monogrammed with its owner's initials in gold, has unusually thick blue silk purse strings. Inside you find 3 gold pieces and 17 silver pieces.

Appraise Information: DC 15. This is a common item among the wealthy of Freeport and follows the trend of combining function, especially security function, with fashion.

Value: 153 gp (2 gp for the silk, 1 gp craftsmanship, 150 gp for the enchantment costs).

Special Rules: When either the purse strings or the purse itself is cut a shrill alarm sounds that can be heard clearly to a radius of 60 feet. *Caster Level:* 1st;

Prerequisites: Craft Wondrous Item, *alarm*; *Market Price:* 150 gp; *Weight:* < 1 lbs.

STALL PERMIT

Appearance: This official permit is printed on good-quality parchment and bears the seal of the Captains' Council. It allows one Thingul Drimhammer to sell metalwork items from a stall at the Plaza of Gold.

Appraise Information: DC 10. You can only sell merchandise in the Plaza of Gold with such a permit.

Value: 100 gp (100 gp fee for issuance of permit at the Fortress of Justice).

Special Rules: Attempting to sell goods in the Plaza of Gold without such a permit will result in the confiscation of all goods and, depending on the mood of those doing the confiscating, some time in the Tombs. *Weight:* < 1 lb.

SWORD CANE

Appearance: This fine walnut walking cane features an iron tip and an ivory handle. The ivory handle has been carved into the shape of a dolphin leaping from the waves; the dolphin carving has two deep-green spinels for eyes.

Appraise Information: DC 12. An excellent example of a gentleman's walking cane, it also doubles as a weapon of last resort. Of course, it is mostly an affectation in the merchant district where no one of means goes without private guards, but it just goes to show how you can't take the privateer out of some people.

The cane and blade of the sword cane have the following statistics:

Weapon	Dmg (S)	Dmg (M)	Critical	Range Inc.	Weight	Type
Blade	1d4	1d6	18-20/x2	-	2 lbs.	Piercing
Cane	1d2	1d3	x2	10 ft.	1 lb.	Bludgeoning

Value: 490 gp (95 gp for each spinel, 65 gp for the ivory carving, 10 gp for the cane, and 320 gp for the masterwork blade).

Special Rules: The blade contained within the sword cane is the equivalent of a rapier and can be used as such. Except for its lack of damage, the hollow cane is equivalent to a light mace; this makes both weapons eligible for the Weapon Finesse feat. Particularly skilled individuals can use the combo of sword and cane with the Two-Weapon Defense or Two-Weapon Fighting feats. *Weight:* 3 lbs.



Treasures of The Old City

The seat of government and bureaucracy, the cradle of Freeport, and the home of the Sea Lord, this is the Old City. Confined within its titanic walls are endless intrigue, secret, and history. It is the safest place in the city as long as one minds his or her business, for behind its stone façade sit the most powerful forces in the city.

ARCANE EYES

Appearance: Two red crystal lenses are mounted in a heavy, unadorned gold frame. Looking at them, you can tell that the lenses need cleaning but are otherwise in excellent condition.

Appraise Information: DC 15. This unique item is a product of the Esoteric Order of Starry Wisdom. They use the *arcane eyes* not only in their efforts to find the Azoth Stone, but also to keep an eye out on the overall level of magic in the city. The various criminal organizations of Freeport, as well as the cults, would do their best to obtain such an item if they knew it existed.

Value: 45,002 gp (2 gp for the frames and 45,000 gp for the lenses and enchantment costs).

Special Rules: When placed on the eyes these lenses turn blue and allow the wearer to see magical auras to a range of 120 feet. The lenses do not block ordinary vision; the auras are superimposed on top of the wearer's normal sight. Thus walking down a busy street the wearer would see all the people and buildings but also the auras given off by any magic items they might carry. Using the *eyes* does not require concentration on the wearer's part; they function continuously once they are placed over the eyes. The wearer can decipher any auras he sees as well as determine whether a creature has spellcasting or spell-like abilities as per the *arcane sight* spell. Wearing the *eyes* can be disorienting until one gets used to them. Every time the *arcane eyes* are put on the wearer is staggered for 1d10 minutes as he tries to cope with the visual difference. The *eyes* can be worn for up to one hour before the visual senses become overloaded. At this point, the wearer is staggered until he takes the *eyes* off and for 1d5 minutes thereafter. If the wearer persists in wearing the

eyes for another hour, his vision becomes so overloaded that he becomes blinded (no save) for 1d4 hours. **Caster Level:** 5th; **Prerequisites:** Craft Wondrous Item, *arcane sight*; **Market Price:** 45,000 gp; **Weight:** < 1 lb.

BROKEN SHACKLES

Appearance: These heavy iron shackles would appear to be able to hold anyone, yet something must have broken out of them for the pair, connected by an equally solid iron chain, has been clearly torn asunder.

Appraise Information: DC 10. Although most prisoners are allowed to move freely within their cells in the Tombs there are those that represent a particular danger or are very troublesome. These prisoners are constrained with

NOTORIOUS

The Sea Lord's Guard has several sets of special shackles available courtesy of the Wizard's Guild and the local temples for handling ultra-dangerous criminals:

Shackles of Weakness: These rune-covered *shackles* rob a creature of physical strength. Once placed on a creature's wrists they impose a -4 penalty to a creature's Strength score. **Caster Level:** 1st; **Prerequisites:** Craft Wondrous Item, *ray of enfeeblement*; **Market Price:** 1,000 gp; **Weight:** 2 lbs.

Shackles of Silence: These rune-covered *shackles* cause the creature to be constantly enveloped in magical *silence*. Having been strip-searched to remove material components and his hands shackled to prevent gestures, the troublesome spellcaster is now prevented from uttering a single sound. As an added bonus, the creature subjected to these *shackles* cannot hear anything; it is effectively deaf. **Caster Level:** 3rd; **Prerequisites:** Craft Wondrous Item, *silence*; **Market Price:** 6,000 gp; **Weight:** 2 lbs.

shackles to the stout iron rings that are found in some of the cells. The difference between manacles and shackles is that manacles tend to have locks that hold the iron loops in place while shackles have a bolt; the Sea Lord's Guard uses both.

Value: 2 gp (2 gp for the material; 15 gp when they are whole).

Special Rules: None; they are identical to manacles except they use a bolt instead of a lock. *Weight:* 2 lb.

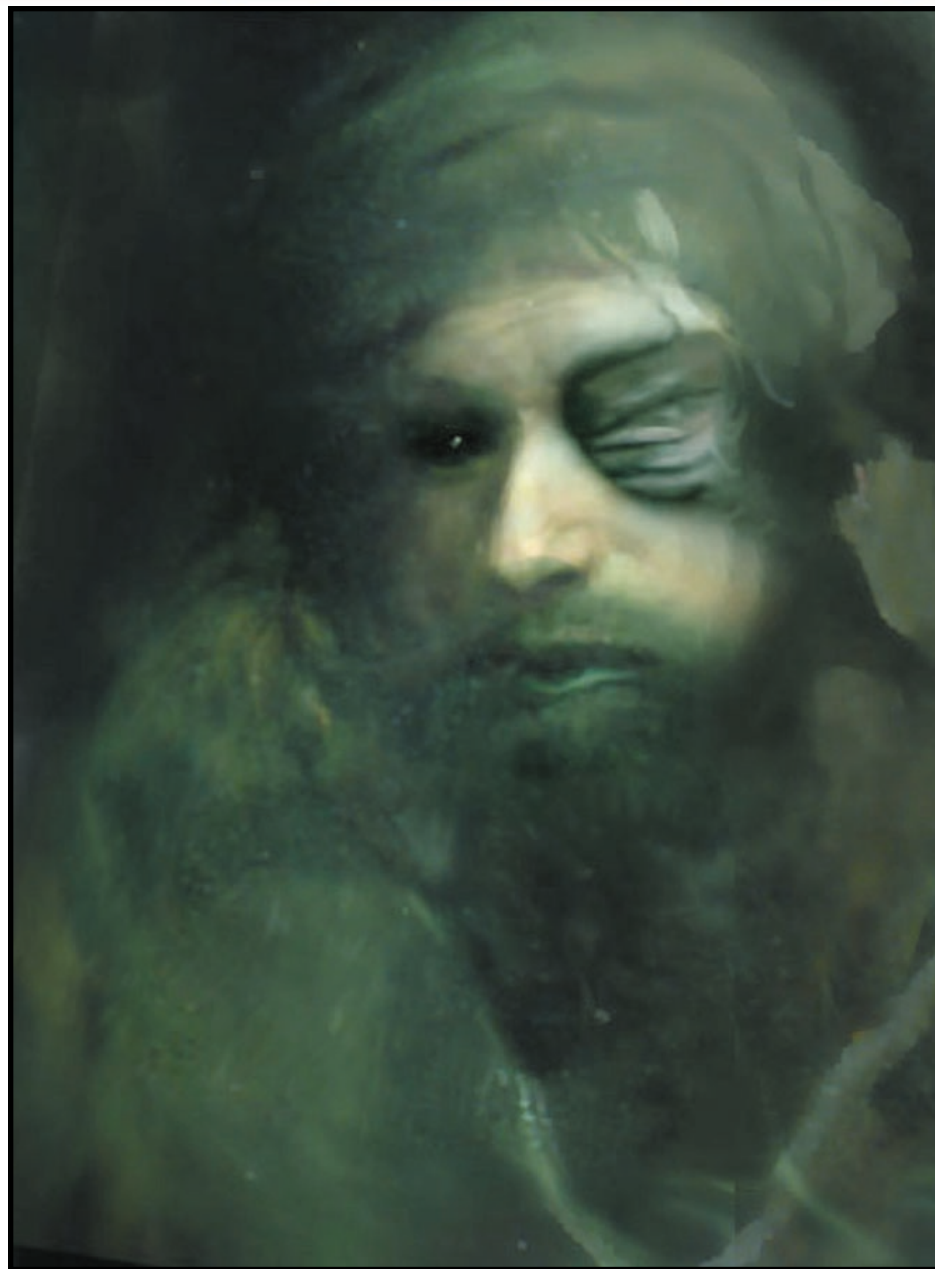
CERTIFIED LETTER OF CREDIT

Appearance: This folded sheet of parchment is held in a small leather case. The parchment is a letter of credit entitling the bearer to receive 500 gp, signed by Thoric Coinhammer and stamped with his seal. The letter of credit is dated 37 years ago and no specific individual is named as being the bearer.

Appraise Information: DC 10. Despite the age, this letter can be redeemed at the above address for the specified amount without any hassles. It was originally issued to a merchant who was traveling to a nearby land to conduct some business and now the letter has found its way back.

Value: 500 gp.

Special Rules: Given the propensity for cash to wander off in the streets of Freeport and the difficulty of transporting large sums, many merchants both foreign and domestic prefer to carry letters of credit in various denominations (at least 100 gp). Certified letters of credit are backed by actual cash issued by various organizations in return for a fee, usually between 2% and 5%. They can be generic (transferable), as this one is, or assigned to a specific individual (non-transferable), but all feature the signature of the issuer as well as the organization's, or individual's, stamp. This is actually a rudimentary form of banking wherein the organization backing the letter of credit keeps the funds in its safes until such time as the letter of credit is redeemed. Most letters are generic and function much like bank notes; those that have a specific bearer named can only be cashed by that individual (or someone impersonating them). Many letters have been circulating for years, changing hands multiple times without ever being cashed. *Weight:* < 1 lb.



BANKERS

These are some of the common issuers of letters of credit:

Merchant Houses: Well-known merchant houses issue the letters mostly for use by their in-house merchants although some will do so for merchants who are just getting started.

Finn's Syndicate: Orm Redleaf will gladly issue such letters for a nominal fee that is on par with what others in the Eastern District are charging; not only does it make sums available for the Syndicate's use but also adds to the veneer of legitimacy. The HBA is the largest issuer of such letters in the Eastern District as everyone knows that the money is safe there.

Captains' Council: The Council will often issue letters of credit in order to conduct business with foreign governments and merchants supplying the government.

Jeweler's and Gemcutter's Guild: The guild makes a nice sideline by parlaying its expertise with money, and security, into issuing letters of credit.

Wizard's Guild: Rarely seen, the Wizard's Guild uses these chiefly to purchase supplies from trusted sources, although it also issues them to members in good standing.

DEED OF OWNERSHIP

Appearance: This off-white sheet of vellum, carefully rolled and wrapped with a strand of black silk, appears to be a legal deed of ownership to an address in the Warehouse District.

Appraise Information: DC 12. This is an official document stating that the holder is the proper owner of a small one-story home in the Warehouse District of the City. Visiting the address uncovers the fact that it is inhabited by several men who work on the docks as longshoremen.

Value: 1,200 gp (1,200 gp is the assessed value of the home; if the squatters cannot be evicted, however, it is worthless).

Special Rules: The owners of the deed could attempt their own eviction, but that is problematic on a couple of levels not the least of which is the fact that the men are Union members in good standing. The better option is to go

to the Fortress of Justice and have the deed authenticated and ask for help in evicting the squatters. This requires a successful Diplomacy check (DC 18) in order to set the bureaucratic machinery into motion; bribes are welcome and every 100 gp reduces the DC by 1. If successful, a squad of the Guard's finest descends on the house and breaks some heads. Astute individuals might want to limit the eager actions of the guards with some Diplomacy (DC 16) as the squatters are perfectly willing to move when faced with the official force and will be much less likely to nurse a grudge if they aren't also nursing broken skulls. *Weight:* < 1 lb.

DOCUMENTS BOUND WITH A GREEN RIBBON

Appearance: An almost foot-high stack of parchment sheets is wrapped with a stained and frayed green ribbon. Many of these documents bear the stamp of the Captains' Council and appear to be official in nature. There are a total of 73 different sheets of parchment in the bundle, many of which are notes of various meetings, city planning documents, and similar documents.

Appraise Information: DC 15. A successful Knowledge (Local or Nobility and Royalty) or Profession (Lawyer) check (DC 14) reveals the single useful document in the bundle: a general order signed by Commissioner Xander Williams and bearing the Commissioner's Stamp. The order clearly states that the bearer of this document is to have the utmost cooperation from any members of the Sea Lord's Guard while in the execution of his duties.

Value: 146 sp (2 sp per sheet of parchment; returning the bundle to the Fortress of Justice nets a 10 gp finder's fee; the general order is easily worth 100 gp or more to certain criminal elements).

Special Rules: Since they bear official stamps these documents can be sold to illiterate individuals, the user making up any story he wishes about the nature of the document. Using the documents in this way requires a successful Bluff check with the presence of the seal granting a +2 circumstance bonus. Being in possession of the general order grants a +5 circumstance bonus to any Diplomacy checks involving members of the Sea Lord's Guard. Note that there is a 75% chance each time the order is used that news of its use will reach the ears of the Commissioner who will quickly investigate. This chance is reduced 3% for each rank in Diplomacy the user has. *Weight:* < 1 lb.



OFFICIAL STAMP

Appearance: This large stamp crafted from a single piece of mahogany features a highly detailed carved crest of the City of Freeport with the words “Captains’ Council” prominent underneath it.

Appraise Information: DC 12. An official stamp such as this one must accompany all official government correspondence circulating in Freeport. Of course, the Captains’ Council is not the only one that has an official stamp. The Merchant’s Guild has a stamp, as do all major merchant houses, the various temples, and the courts. Even the HBA has a stamp.

Value: 501 gp (1 gp for the material and 500 gp for the craftsmanship, although in terms of what can be done with it the stamp is virtually priceless).

DOCUMENT SECURITY

Keeping government documents secure, and being able to tell the real from the fake, is an important concern for all governments. The official stamp shown above reflects the most effective mundane means of going about this; by making the stamp extremely difficult to copy it gains an extra measure of security (kind of like modern bank notes).

The security of such a stamp can be further enhanced through the use of a special ink formula, one based on a secret recipe that creates a particular color such as green or perhaps even changes color when held up to direct light.

Special Rules: It takes a high degree of craftsmanship, such as a Craft (Woodcarving) check (DC 25) to make such an intricate stamp as the Captains’ Council stamp, a fact that makes it difficult to copy. Stamps of lesser organizations tend to be easier to make. Note that an official stamp is not enough to make a document legal, as any official correspondence must also be accompanied by the signature of the authorized person; lacking either one a document is not official and thus carries no legal authority. **Weight:** 1 lb.

SECURE STAMP

Appearance: This stamp appears exactly as an official stamp does.

Appraise Information: DC 15. See the Official Stamp entry.

Value: 1,401 gp (1 gp for the material and 500 gp for the craftsmanship, 900 for the enchantment costs).

Special Rules: This type of magical *stamp* takes security to the next level. A *secure stamp* etches an invisible image on a piece of paper or other non-living surface without harming the material. The mark radiates a faint amount of magic whenever a *detect magic* spell is used to view it. Note that the *stamp* can also be used to make an *invisible* mark. The decision on whether it will be a visible or invisible mark must be made at the time the *secure stamp* is created; once made the stamp can only make that type of mark. An *invisible* mark can be detected as per the methods given in the *arcane mark* spell. **Caster Level:** 1st; **Prerequisites:** Craft Wondrous Item, *arcane mark*; **Market Price:** 900 gp; **Weight:** 1 lb.

STAMP READER

Appearance: This small glass eyepiece hangs from a fine silver chain bearing the Seal of Freeport.


Appraise Information: DC 15. This reader is used to read a *secure stamp*; it is not necessary for an official stamp.

Value: 1,401 gp (1 gp for the material and 500 gp for the craftsmanship, 900 for the enchantment costs).

Special Rules: This eyepiece allows someone to locate invisible *arcane marks* and *secure stamps* and read magical writings of every other sort as per the spell *read magic*. **Caster Level:** 1st; **Prerequisites:** Craft Wondrous Item, *read magic*; **Market Price:** 900 gp; **Weight:** ? lb.

THAT WHICH CANNOT BE CONCEIVED

Appearance: This tome is truly hideous for its covers are made of the skins of two human faces contorted to madness. Each page is crafted from human skin, the occasional tattoo still barely visible underneath the disturbing rust-red scribbling that fills its pages.



Appraise Information: DC 25. A curious and rather macabre item that is virtually incomprehensible makes it a less-than-attractive purchase and thus almost impossible to appraise; this is just the sort of thing to be found in Argyle McGill's Curio Shop. If the Freeport Institute ever heard of it, they would surely lock it away or destroy it.

Value: 200 gp (200 gp in curiosity value; the actual value depends on who wants the tome).

Special Rules: GMs should treat the *That Which Cannot Be Conceived* book as a minor artifact. This 127-page tome represents the life's work of a long-forgotten member of the Esoteric Order of Starry Wisdom; he finished the work prior to his descent into the underwater cave in search of the Azoth Stone. It is virtually indecipherable requiring a Speak Language (Draconic) check (DC 27) to even make out the words as they are an ancient form of Draconic that has not been in use for centuries; any attempt to employ the *comprehend languages* spell or other magical means to read the text ends in failure. Once the words are deciphered the text is still cryptic and appears rambling, requiring two months of constant study and a successful Knowledge (Arcana) check (DC 22) to understand. If the check is failed, the text must be studied for another two months before another check can be made. **Weight:** 7 lbs.

DIARY OF A MADMAN

The book starts out as a philosophical discussion on aspects of the Crawling Chaos and touching on the Order's history and slowly begins to get more and more esoteric. The exact information present in the tome is up to the GM, but if the Intelligence check is successful the reader can decipher a ritual for arcane spellcasters within the pages.

The ritual requires the use of the living bodies of at least five different kinds of intelligent humanoids (human, elf, orc, etc.), the casting of the spells *arcane sight*, *contact other plane*, and *true seeing* and a successful Spellcraft check (DC 22). Failure of the Spellcraft check means that the caster suffers the temporary loss of 2d4 points of Wisdom and 2d4 points of Intelligence for 24 hours. At the end of those 24 hours the caster must succeed at a Will save (DC 20) or permanently lose 1 point of Intelligence and Wisdom. These lost points cannot be restored by any means short of divine intervention; not even a *wish* spell will restore them. Success means that the caster has managed to briefly commune with the Crawling Chaos and gains the *Touch of Azoth* special ability. The ritual works only once for any individual and further attempts to commune with the Crawling Chaos through the ritual end in failure.

Touch of Azoth (Su): At will you may become a conduit for a small portion of the Crawling Chaos. Any creature you touch must succeed at a Will save (DC 17 + the caster's relevant ability bonus) or become insane as per the *insanity* spell. Because this is a supernatural ability it is not subject to Spell Resistance. You can use this ability as many times as you wish per day subject to the following restrictions:

Each use of the *touch of Azoth* removes a total of 5 spell levels from your available spells for that day (equivalent to casting a 5th level spell). These spell levels can come in any combination; i.e. one 2nd level spell and one 3rd level spell or one 1st level spell and one 4th level spell. If you cast spells as a sorcerer, you simply lose the appropriate slots for the remainder of the day. If you cast spells as a wizard you determine which spell levels to lose but the exact spells you lose is randomly determined from those you have memorized for the day.

If the target creature saves successfully you suffer 2d4 points of temporary appropriate ability damage (Charisma for a sorcerer, Intelligence for a wizard) and cannot use the *Touch of Azoth* for 24 hours.



Treasures of Scurvytown

One man's trash is another man's treasure, and another man's treasure is just waiting to become yours. The slum of Scurvytown represent the bottom rung of society and morality where you either take, or you get taken. It is because of this intriguing combination of vice and crime that Scurvytown is home to any number of interesting items.

BLOODY SACK

Appearance: This lumpy, and heavy, burlap sack is covered with large patches of dried blood that have seeped through from the inside. A smell of decay wafts from it, unchecked by the burlap, and flies are buzzing about eager to get at whatever contents it may contain. Opening the sack you discover dismembered arms, legs, and head of an orc (the GM can change this to any other intelligent humanoid), the serenity of his features clearly at odds with the severed state of his head.

Appraise Information: DC 5. It's a body. It's in pieces. What more do you need to know? A successful Knowledge (Local) check (DC 15) might reveal information on who it was and where he was last seen.

BRING OUT YOUR DEAD

There is actually a surprisingly brisk trade in body parts and corpses with a number of parties having an interest in such an item:

Wizard's Guild: For experimental purposes.

Freeport Institute: For anatomy lectures.

Cannibal Cult of Oona: Delicious.

Dreaming Street: A customer with a very peculiar fetish indeed.

Another Cult: Ritualistic purposes.

Unscrupulous Businesses: Just what is in those sausages?

The Crematorium: Always glad to have a hand in bringing bodies in, although they do not pay for obvious reasons.

Value: 0 gp (officially, unofficially there are a number of potential customers).

Special Rules: None. **Weight:** 97 lbs.

BLOOD GROG

Appearance: This rough clay gallon jar emits a powerful odor that mixes alcohol and iron. Sloshing it around carefully it sounds like it is still half-full.

Appraise Information: DC 10. This is an especially vile vintage of blood grog brought from one of the recently arrived vessels and somehow separated from its owner who is no doubt anxious to get it back.

Value: 2 sp (only to an orc).

Special Rules: A non-orc imbibor of this concoction must succeed at a Fortitude save (DC 14) or immediately vomit as it tastes kind of like liquid bloody meat. With time it becomes an acquired taste and, although no one but an orc and such humanoids will ever like it, each evening of drinking blood grog reduces the save DC by 1 to a minimum of 5. **Weight:** 97 lbs.

CLIPPED COINS

Appearance: A selection of loose coins in a small canvas sack. The coins are from many different lands and are mostly copper and silver, although the occasional gold coin can be seen here and there. Taking anything more than a cursory glance at any coin shows that it has had its edges filed or cut away; all the coins are about three-fourths their original size.

Appraise Information: DC 10. Coin clipping involves either cutting or filing off the edges of coins and melting the remnants down into blocks of gold, silver, or copper that are effectively worth their weight in the appropriate metal; most merchants in Freeport will be glad to take a hunk of silver or other precious metal.

Value: 47 gp (6 gp, 217 sp, 1,930 cp in currency).

Special Rules: Coin clipping requires some basic tools including a way to melt the metal down, time, and a supply of coins; about 30 coins per hour

can be clipped. A coin cannot be clipped to less than three-quarters of its size before merchants will refuse to take it. For every four coins that are clipped, an amount of metal equal to one coin is gained in this manner. Thus someone clipping 80 coins would be able to gain about enough metal to equal 20 additional coins.

Passing clipped coins is a matter of succeeding at either a Bluff or Diplomacy check against the person accepting the coins. If you win the check the coins are accepted, if you lose the check, the coins are rejected. You gain a bonus to the check if you mix in the clipped coins with regular coins; the bonus is +1 every increase of the ratio starting with +1 for a 1:1 ratio. For instance, if you try to pass 10 clipped coins along with 20 normal coins then you have a 2:1 ratio and gain a +2 on the check. *Weight:* 22 lbs.

COIN STRING

Appearance: A string of coins that have been punched in the center adorn this piece of twine. At a glance you can tell that there is far more copper than silver and counting the coins proves you correct as you tally 57 copper pieces and 6 silver pieces.

Appraise Information: DC 10. Even if the people in Scurvytown could afford purses, they would be foolish to carry them. A coin string is a way of carrying money concealed on your person and making it more difficult to swipe it from you.

Value: 6 sp and 57 cp (the total value of the coins on the string; the string itself is worthless).

Special Rules: None. *Weight:* < 1 lb.

HAND OVER YOUR MONEY

Although people almost everywhere do it, the residents of Scurvytown are especially clever in hiding their coins and valuables on their person:

Shoe: Walking on your money means that you can be sure it's still there with every step.

Hat: Not really used for coins but rather for important paper messages.

Jacket: Open a seam, put in some coins, and close the seam.

Mouth: Nope, not gold teeth, but rather a high denomination coin or two.

Where the Sun Don't Shine: No need to elaborate; most coins will also survive in the stomach although this can make an impulse purchase difficult.

DECK OF CARDS

Appearance: Contained in a small tin case almost black with tarnish this heavily marked deck of playing cards is illustrated with fading pirates, sea monsters, ships, and gold pieces. The case is engraved with a florid V.M.

Appraise Information: DC 10. Every single card has had its back broken and almost all have one or several corners bent from heavy use. Anyone who succeeds at a Knowledge (Local) check (DC 17) can guess that the initials stand for Vincente Malphaelosa, a known and notorious gambler who left Freeport in a hurry some years ago.

Value: 2 gp (1 gp for the cards and 1 gp for the case).

Special Rules: The bent corners may appear to have been the result of a heavy play but are actually a means of marking the identity of each card. Anyone with the Profession (Gambler) skill can guess this just by looking at the deck (DC 10). Once the system is learned the gambler knows immediately which cards his opponents hold and can act accordingly gaining a +5 knowledge bonus on any Profession (Gambler) checks to make a living with this deck in play. *Weight:* < 1 lb.

FUZZY MANACLES

Appearance: The insides of these standard manacles are covered in soft, matted white fur that has become stained to a dull gray with sweat and grime. Although rather silly looking, they appear to be in excellent working order and have recently been oiled.

Appraise Information: DC 10. Except for having fur glued to their insides, these manacles are just like any other ordinary pair of manacles.

Value: 17 gp (15 gp for the manacles and 2 gp for the glued-on fur).

Special Rules: None. *Weight:* 2 lbs.

MEAT PIE

Appearance: This half-eaten meat pie is covered in dust and dirt from where someone has dropped it in a hurry. Strangely, you catch a glimpse of something metallic in the pie that, when you dig it out, turns out to be a small brass ring, about the size to fit a halfling, or child.

Appraise Information: DC 10. While it is possible that someone could have lost the ring while baking the pies, the fact is that this little item slipped past the staff of the Dead Pelican.

Value: 1 cp (standard price for a meat pie in Scurvytown).

Special Rules: As with any such item, actually consuming a meat pie from the Dead Pelican renders you more vulnerable to the cult of Oona's activities by bestowing a -1 circumstance penalty to saves of any kind against cultist actions for one week. **Weight:** < 1 lb.

SEVERED EAR

Appearance: A relatively fresh human ear that appears to have been ripped from its owner as dried blood hangs from jagged pink flesh and torn cartilage. A lone gold earring hangs in the lobe.

Appraise Information: DC 12. Anyone who has lived in Freeport for some time or has at least 2 ranks in Profession (sailor) recognizes the earring as of the type belonging to the priests of the God of Pirates; a successful Knowledge (Religion) check (DC 15) will tell a foreigner this as well.

Value: 50 gp (10 gp for the ring if sold to a fence; if the ring is returned with the missing body to the temple of the God of Pirates then both the earring and a blessing await as reward).

Special Rules: None. **Weight:** < 1 lb.

SHRUNKEN HEAD

Appearance: The race of this shrunk, ebon humanoid head is almost impossible to identify as it dangles by its hair from a piece of twine.

Appraise Information: DC 12. A popular item with the less civilized humanoids, a fetish such as this is considered a good luck charm as well as the mark of a warrior. Shrinking heads is



WHOSE EAR IS IT ANYWAY?

The severed ear of a priest should certainly pique someone's interest. Some possible developments:

Oops: The priest is still alive; his ear was torn off as a result of a bar fight.

Oona: In an effort to enhance the ritual, the cultists of Oona at the Dead Pelican kidnapped the priest (he may be already have been sacrificed or is waiting) but ripped off the ear to discard the earring because of its affiliation with another god.

Stranger: All the local priests' ears are accounted for; the ear belongs to a priest visiting from another temple.

False Trail: One of the priest's has recanted his new faith and, as both a grim joke and an attempt to confuse anyone looking for him, has placed his earring onto the ear of his first victim.

a special skill that is an offshoot of alchemy and is practiced mostly by the less civilized humanoid shaman and adepts, although some Freeport citizens have picked up the knowledge on their various travels.

Value: 10 gp (10 gp for the head; there are actually people in Freeport who collect such items).

Special Rules: A shrunk head used as a good-luck charm provides its owner with the non-magical equivalent of a bless spell (+1 to attack rolls and saves against *fear* effects) provided that the head is worn and the wearer is able to indulge in a brief (1 round) pre-combat ritual. If the fetish is lost the owner suffers a -1 to attack rolls and saves against *fear* effects until such time as he either recovers it or can gain a new one. **Weight:** 1 lb.

SHRINKING HEADS

Creating a shrunken head requires one week and a successful Craft (Head-Shrinker or Alchemist) check (DC 10 or 15 respectively). The cost is 10 gp of material for each head to be shrunken up to medium size; larger heads increase the cost by a factor of 5, so the head of a large creature would cost 50 gp to shrink. Shrinking the head reduces the head to one third of its original size (i.e. a human head would fit into a human's palm).

Treasures of the Temple District

You name the deity and he, or she, or it, is probably worshipped here. Along with their prayers, the followers of the gods bring with them a number of treasures and items unique to their faith.

AMULET OF SANCTUARY

Appearance: This small golden amulet hangs from a fine gold chain. The face of the medallion shows a book crossed with a quarterstaff and the inscription “Seek Ye Knowledge” is etched on the backside.

Appraise Information: DC 15. Anyone familiar with the religions of Freeport can readily identify the symbols as belonging to the God of Knowledge; those from outside the city can do so on a successful Knowledge (Religion) check (DC 15).

Value: 8,232 gp (32 gp for the material, 200 gp for artistic value, and 8,000 gp for the enchantment costs).

Special Rules: Anyone attempting to directly attack the owner of this *amulet* must succeed at a Will save (DC 11) or be unable to follow through with the attack and that action is lost. If the attacker succeeds at its Will save then the attack can be followed through normally. Note that unlike the *sanctuary* spell, only the immediate attack action is lost and there is no carry-over effect that prevents further attacks or actions; each direct attack requires a separate saving throw. *Caster Level:* 1st; *Prerequisites:* Craft Wondrous Item, *sanctuary*; *Market Price:* 8,000 gp; *Weight:* 1 lb.





PRAYER BOAT

Appearance: This hand-sized wooden boat is carved from a single block of untreated wood that is damp and stained from a recent watery journey. It features a small mast with a white cloth sail. A groove has been cut out in the center of the boat and a piece of parchment is wedged therein. Unfortunately, the message on the paper is illegible as it has been soaked in water and the ink has run.

Appraise Information: DC 10. The Temple of the Sea God sells these items to those wishing to ask the god for favors; they can be bought at the temple for a donation every day from sunup to sundown. The suggested donation is a single copper piece, although you can give more if you wish. The purchaser is also given a slip of paper and access to writing utensils to write down their message or prayer; the priest or priestess on duty will gladly write down the words for those who are illiterate. Once completed, the boats are collected by the priests and sent out to sea at high tide; on a busy day a small flotilla of several hundred tiny wooden sailboats can be seen heading out of Freeport harbor.

Value: 1 cp (1 cp for the boat and slip of paper; supplicants may donate more if they wish).

Special Rules: It is up to the GM to decide whether prayers or requests sent in this manner reach the god's ears and what effect, if any, comes from them. **Weight:** 1 lb.

WARRIOR'S BELT

Appearance: This broad leather belt features a large, rune-covered brass buckle. The leather belt itself is stamped with objects and animals of strength such as a sword, an anvil, a bear, a bull, a tiger, etc.

Appraise Information: DC 15. A creation of the priests of the God of Warriors, it is awarded to those who have shown themselves worthy in the god's eyes.

Value: 8,232 gp (32 gp for the material, 200 gp for artistic value, and 8,000 gp for the enchantment costs).

Special Rules: Wearing this *belt* provides a +5 circumstance bonus to any Diplomacy checks involving worshippers and clergy of the God of Warriors. It also grants the wearer a +2 enhancement bonus to both Strength and Constitution. **Caster Level:** 3rd; **Prerequisites:** Craft Wondrous Item, *bear's endurance*, *bull's strength*; **Market Price:** 7,000 gp; **Weight:** 2 lbs.

UTILITY ITEMS

Although the clerics of the God of Warriors were the first to do so, combination items are appearing among other organizations:

Headband of Discourse: Created by the priests of the God of Knowledge and featuring symbols such as books and quills, this *headband* grants a +5 circumstance bonus to all Diplomacy checks involving worshippers and clergy of the God of Knowledge as well as a +2 enhancement bonus to both Intelligence and Wisdom. **Caster Level:** 3rd; **Prerequisites:** Craft Wondrous Item, *eagle's splendor*, *owl's wisdom*; **Market Price:** 7,000 gp; **Weight:** 1 lbs.

Bodysuit of Enhancement: Started as an experiment, the Order of Starry Wisdom has recently successfully crafted such a *suit* as it prepares to once again take up exploration for the Azoth Stone. Made of fine blue-black silk, the suit must be custom-tailored and covers the entire body, including hands and feet, except for the face of the wearer. It bestows a +2 enhancement bonus on Strength, Intelligence, Dexterity, Constitution, Wisdom, and Charisma and counts as wearing a hat, robe, gloves, and shoes in terms of magic item allocation. **Caster Level:** 3rd; **Prerequisites:** Craft Wondrous Item, *bear's endurance*, *bull's strength*, *cat's grace*, *eagle's splendor*, *fox's cunning*, *owl's wisdom*; **Market Price:** 15,000 gp; **Weight:** 1 lbs.



Treasures of the Warehouse District

What better place to look for interesting items of all kinds than the place where so much is stored? From foodstuffs to exotic materials to finished goods of all kinds, if it can be transported and sold, it is in a warehouse somewhere in this district.

ALARM TOKEN

Appearance: This small golden disk, about 3 inches in diameter, has a hole in its center and is inlaid with iron sigils in the shape of unblinking eyes.

Appraise Information: DC 15. A favorite of those who can afford them, alarm tokens are the ideal portable intruder detection system. They are portable, relatively easy to conceal, and the hole in the center allows them to be mounted on a wall using a nail, slipped over a stick, placed onto a necklace, or even worn on a finger.

Value: 1,054 gp (4 gp for the material, 50 gp for the craftsmanship, and 1,000 gp in enchantment costs).

Special Rules: When activated with the command word the *token* radiates an *alarm* effect in a 20' radius. The *token* broadcasts an audible alert capable of being clearly heard out to a distance of 60 feet as per the *alarm* spell whenever a creature of tiny size or larger enters the warded area. A further mention of the command word will shut it off. *Caster Level:* 1st; *Prerequisites:* Craft Wondrous Item, *alarm*; *Market Price:* 1,000 gp; *Weight:* < 1 lb.

BLOCK OF CHOCOLATE

Appearance: Wrapped in a yellowing copy of *The Shipping News* this large brick of semi-sweet chocolate is undoubtedly worth its weight in gold.

Appraise Information: DC 6. Everyone knows of chocolate, although few but the wealthy ever get to sample it frequently as it is a rare, and thus expensive, treat in Freeport. Only the more exclusive restaurants, such as Maurice's, can afford to use it in their deserts and serving someone even a small piece of chocolate is considered to be quite an honor.

Value: 40 gp (10 gp per pound).

Special Rules: None. *Weight:* 4 lbs.

WHAT'S IN THE BOX?

Besides chocolate, a number of other food items are quite valuable:

Coffee Beans: A novel item recently introduced from the Far West, it goes for 2 gp/lb; comes in sacks of 40 pounds each.

Fruit: Currently one of the ambitious locals is trying to start a fruit plantation some half-mile into the jungle from Drac's End, but for now, all fruit except bananas is still imported. Prices range from 1 gp/lb for apples to 10 gp/lb for cherries; most fruit comes in crates of 20 pounds.

Tea: More established than coffee, the drink is still rare and draws an appropriate price of 1 gp/lb.

INSURANCE POLICY

Appearance: This pale yellow sheet of vellum, rolled and wrapped with packing string, features the stamp of Rhodes of Freeport. A quick perusal confirms that this is indeed an insurance policy.

Appraise Information: DC 12. It is quite readily apparent that the policy covers a ship, the *Galloping Seahorse*, that just recently left on a cargo run to the nearby coast. A Profession (Lawyer) check (DC 13) is required to get to the gist of the document, which states that the ship and its cargo are insured for 25,000 gp. A Gather Information check (DC 15) in the Docks reveals the fact that the ship is almost a month overdue.

Value: 2 gp (2 gp finder's fee from the original owner).

Special Rules: This insurance policy, which is but a copy of the original, covers the *Galloping Seahorse* for this particular cargo run only. *Weight:* < 1 lb.

MISSING THE BOAT

The boat is indeed missing and the Rhodes sisters are eager to find out what happened lest they have to pay. There are a number of possibilities:

Sea Monster: The boat has fallen prey to one of the denizens of the deep; members of the crew may be alive or dead.

Scam: The owner of the ship, or the cargo's backers, are keeping the ship hidden or sank it on purpose in order to collect on the money.

Piracy: The boat is currently in the hands of a notorious pirate.

Shipwrecked: A freak storm caught the ship and deposited it and the crew on a deserted island.

PORTABLE ARCANES LOCK

Appearance: At a glance this lock is indistinguishable from other masterwork locks except that its keyhole is merely an indentation; it has no key mechanism. Holding it up to the light you can also see that small gold flecks are embedded in the iron.

Appraise Information: DC 15. Another handy item for the very wealthy with something truly worth guarding, this lock is the standard in security devices.

Value: 2,720 gp (5 gp for the material, 15 gp to manufacture the shape, and 2,700 gp in enchantment costs).

Special Rules: A *portable arcane lock* has the same functions as an ordinary lock except that it has no key; it can only be locked and unlocked by the person(s) designated at the time of its creation. *Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item, *arcane lock*; *Market Price:* 2,700 gp; *Weight:* 1 lb.

SEA CHART

Appearance: A large brown leather tube holds this tabletop chart of Freeport and the surrounding sea-lanes.

Appraise Information: DC 10. This chart is actually several years old, but only a Profession (Sailor) check (DC 14) or Knowledge (Local) check (DC 18) will reveal this.

Value: 100 gp (as long as you can convince someone it is still current).

Special Rules: None. *Weight:* 2 lbs.

SET OF KEYS

Appearance: This is an iron key ring with seven keys.

Appraise Information: DC 10. These keys could be to almost anywhere, but a successful Profession (Locksmith) check (DC 15) can sort the keys into those typical for such things as houses and warehouses thereby making it easier to try them out. A better success reveals that one of the keys belongs to the Vault.

Value: 5 gp (Until it is discovered what they open, the value of the keys is unknown, but someone might be willing to part with 5 gp to take a chance).

Special Rules: It is up to the GM whether whoever owned the key has paid up their bill at the Vault and what might be, or have been, in the unit. If the bill hasn't been paid but the new owner is lucky, maybe they can still bid on the contents at the Municipal Auction House; the contents are left to the GM. *Weight:* 5 lbs.



Treasures of the Underside

While the streets of Freeport are teeming with all manner of activity and intrigue, much happens below the city as well. There, hidden from the prying eyes of the surface dwellers lie the treasures of the Serpent People and those who would make the dank and dark passageways their home.

MANHOLE PULLER

Appearance: Looking much like a crowbar, this thick metal rod is about a foot long. A longer crosspiece sits at one end while a smaller crosspiece sits at the other.

Appraise Information: DC 10. This handy tool is carried by at least one member of any sewer worker team. The longer crosspiece serves as the handle while the lower crosspiece is inserted into a slit in the center of the manhole cover, turned ninety degrees, and then used to lift the cover up.

Value: 2 gp (1 gp for the material and 1 gp for the workmanship)

Special Rules: In a pinch, a manhole puller may be used like a light mace with a -1 circumstance modifier to attack rolls due to its awkwardness.

Weight: 4 lbs.



MILDEWED DUMMY

Appearance: This dummy is created out of several sacks stuffed with sand and bits of refuse. There is one sack each for the head, torso, arms, and legs, and they have been sewn together with all manner of string. The entire thing has been clothed in various garments, from a pair of raggedy trousers to a moth-eaten vest; it smells of mildew and is damp to the touch.

Appraise Information: DC 8. Essentially a collection of junk, in dim light it is easy to mistake the dummy for a real person and that is exactly what the degenerate serpent people intend it for, hoping it will draw potential victims' into an ambush.

Value: 0 gp (not even a Scurvytown beggar would want these clothes)

Special Rules: It is up to the GM to determine how real the dummy looks, but in the sewers it takes a keen eye to tell the difference (Spot check DC 20).
Weight: 70 lbs.

RAT TRAP

Appearance: This wooden box is seems poorly built indeed. Appearing to be made of several kinds of wood, likely sources include crates and driftwood, it has a one-way hinged flap. You can faintly catch the smell of rotting meat coming from the inside.

Appraise Information: DC 8. Unlike normal rattraps, this particular one is designed to catch the animals alive rather than kill them outright and is used by the degenerate serpent people to catch their main course.

Value: 2 cp (someone might just want such a trap)

Special Rules: None. *Weight:* 2 lbs.

STRETCHED HUMAN SKIN

Appearance: Staked out on an "X" made of slightly rotten poles, the stretched, naked skin of a human fills your vision.

Appraise Information: DC 8. Left as a warning for those who delve too far into the Underside, this unfortunate met his end at the hands of the serpent people and now serves as a warning for those who would go where they are not welcome.

Value: 0 gp

Special Rules: None. *Weight:* 2 lbs.

WHO IS THAT MAN?

While the victim is probably one of the many nameless and faceless people who meet their end in the city every year, it could be someone more important, someone people are looking for:

Sewer Rat: This is a member of the vigilante group that recently went missing.

Criminal: A member of one of the organizations, perhaps the Cutthroats or Buccaneers, who was making his way through the tunnels on some errand.

Fugitive: A well-known fugitive from the law who met his proper fate.

Sewer Worker: Construction is a hazardous business indeed.

Citizen: An ordinary person whose family has enough funds to have people search for him.

WATER JUG

Appearance: This rough-shaped ceramic jug can hold about a quart of liquid and features a stick-figure image of a snake carved into its misshapen body. It is empty.

Appraise Information: DC 8. The degenerate serpent people use these jugs as canteens, carrying them on their travels to the upper levels of the Underside.

Value: 1 cp (although a collector of such things might pay up to 10 gp)

Special Rules: This jug has a crack on its underside from where it was dropped. Any liquid contents will slowly drip out over a 24-hour period.
Weight: 1 lb.

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