

THE FATE FREEPORT COMPANION



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FATE

THE CITY OF ADVENTURE SOURCEBOOK FOR THE FATE SYSTEM
BY BRIAN ENGARD AND CLARK VALENTINE

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SPECIAL THANKS

...to Fred Hicks, Chris Hanrahan, and the Evil Hat crew, and all the FATE Core Kickstarter backers, for making this book happen.





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Printed in the USA



Green Ronin Publishing 3815 S. Othello St. Suite 100, #304 Seattle, WA 98118

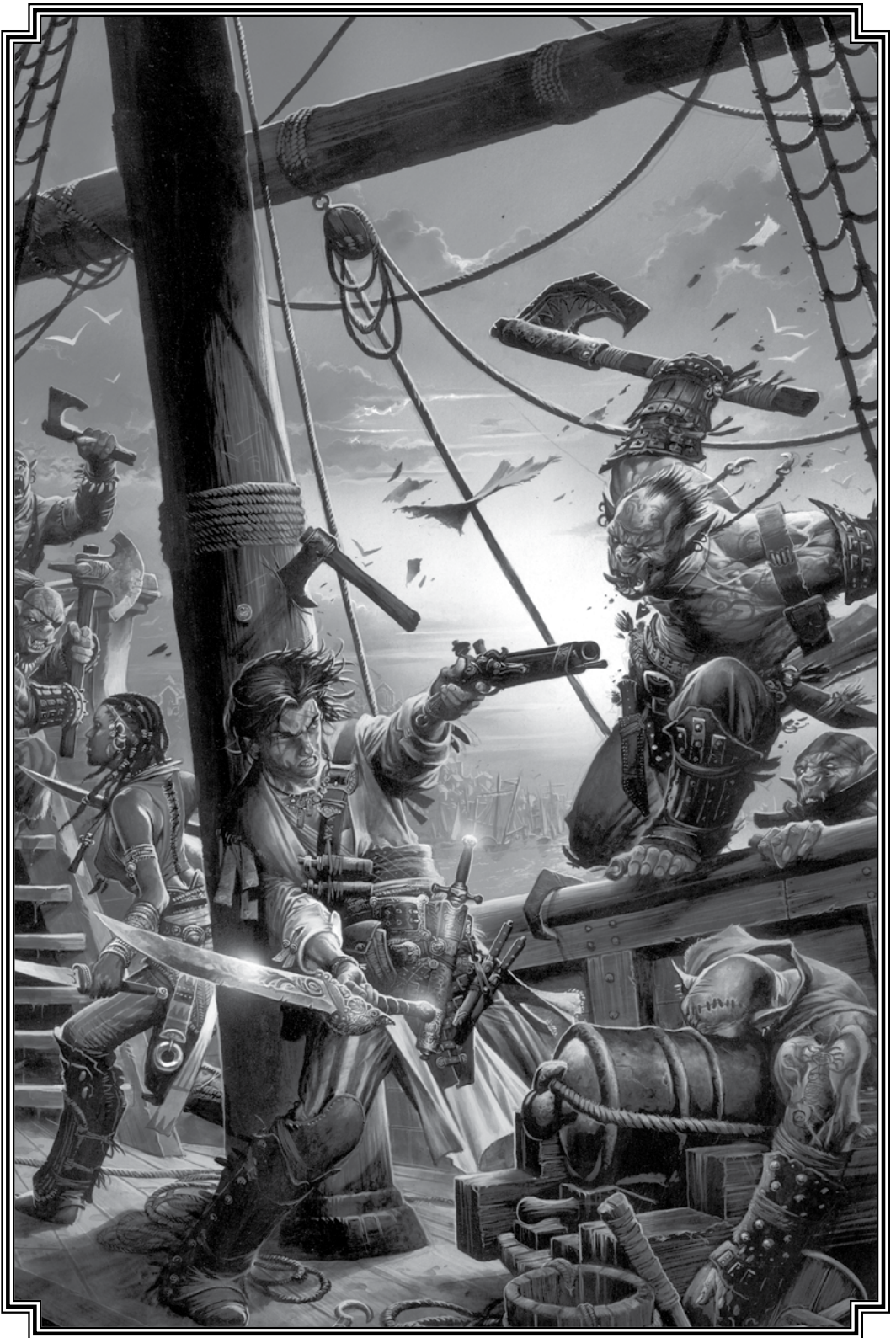
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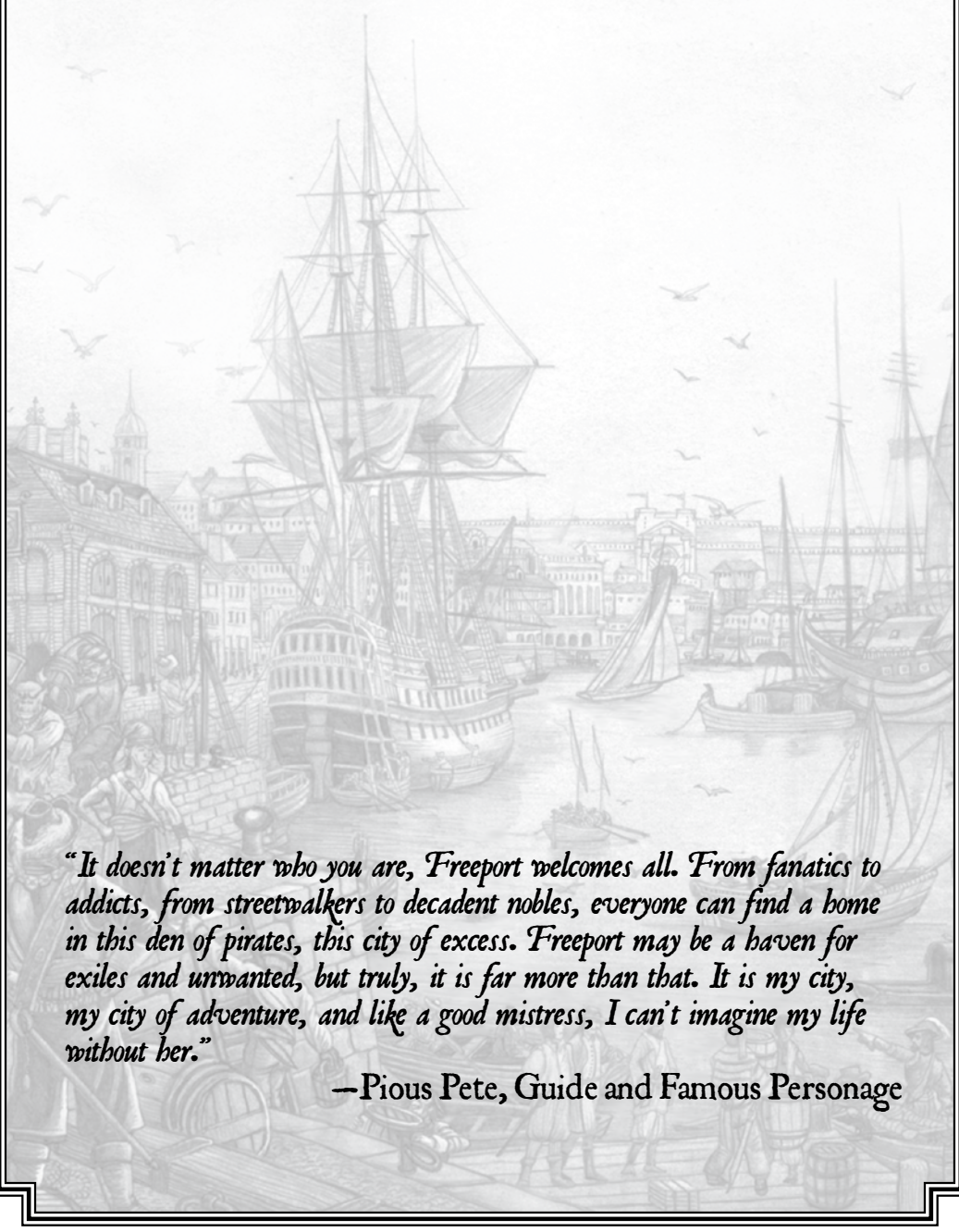
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INTRODUCTION



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

—Pious Pete, Guide and Famous Personage

WELCOME TO FREEPORT

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

USING THIS BOOK

The Fate Freeport Companion is your mechanics supplement for using the *Pirate's Guide to Freeport* with the *Fate Core System*. So to maximize this sourcebook's utility, you'll probably want to have a few other books. For setting information, the *Pirate's Guide to Freeport* is ideal since it not only updates the Freeport setting, but it provides extensive detail about the city, people, environs, and much more. If you already have the original *Freeport: The City of Adventure* (2003) and other Freeport sourcebooks, those can help too, but be aware that some of the characters and information in this book reference events that have occurred after the Succession Crisis, which hasn't yet been concluded in the older sourcebooks.

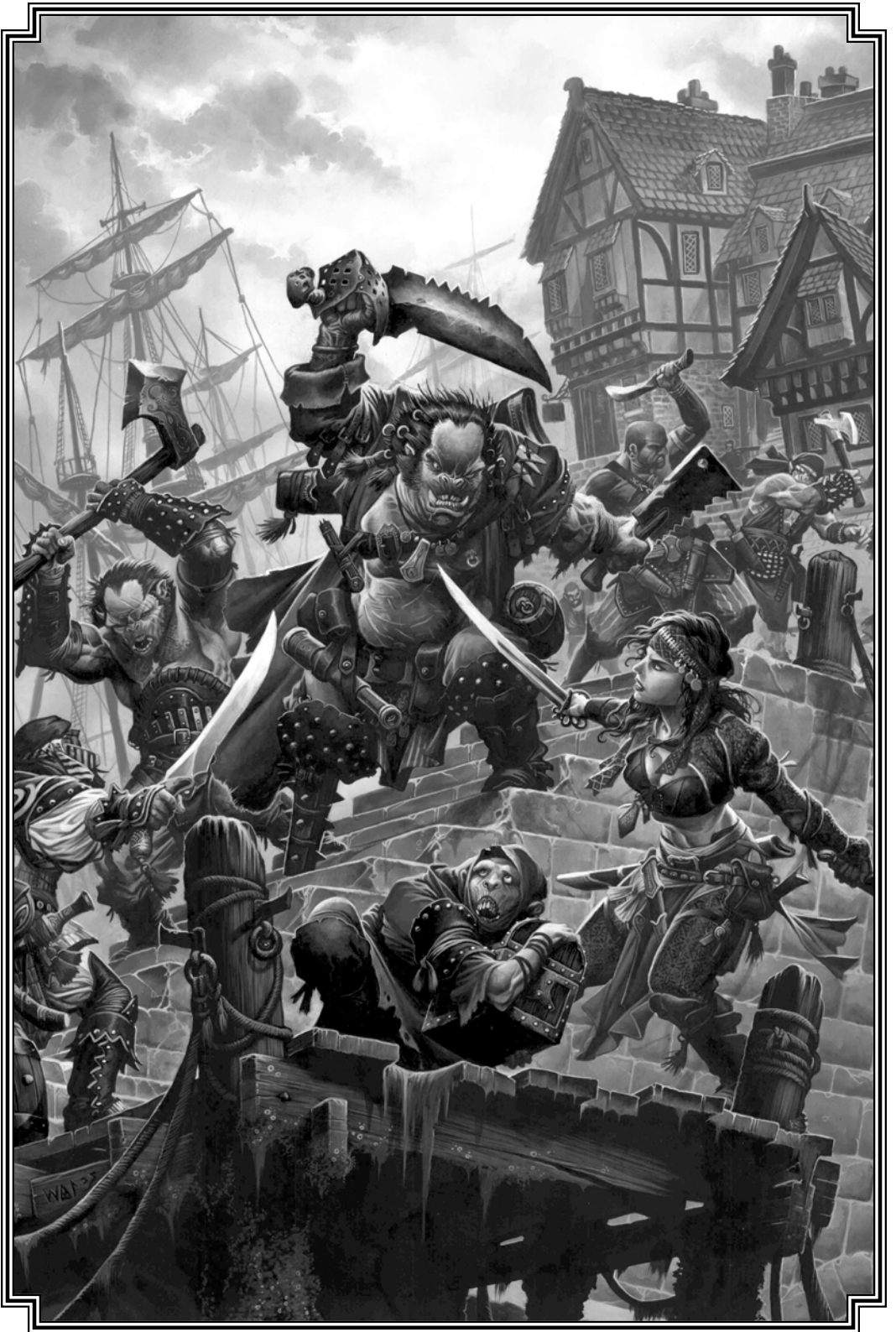
For rules, this Companion works with *Fate Core*, so you'll need a set of those rules. Other Fate rulebooks, such as the Fate System Toolkit, are useful but not necessary for play.

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

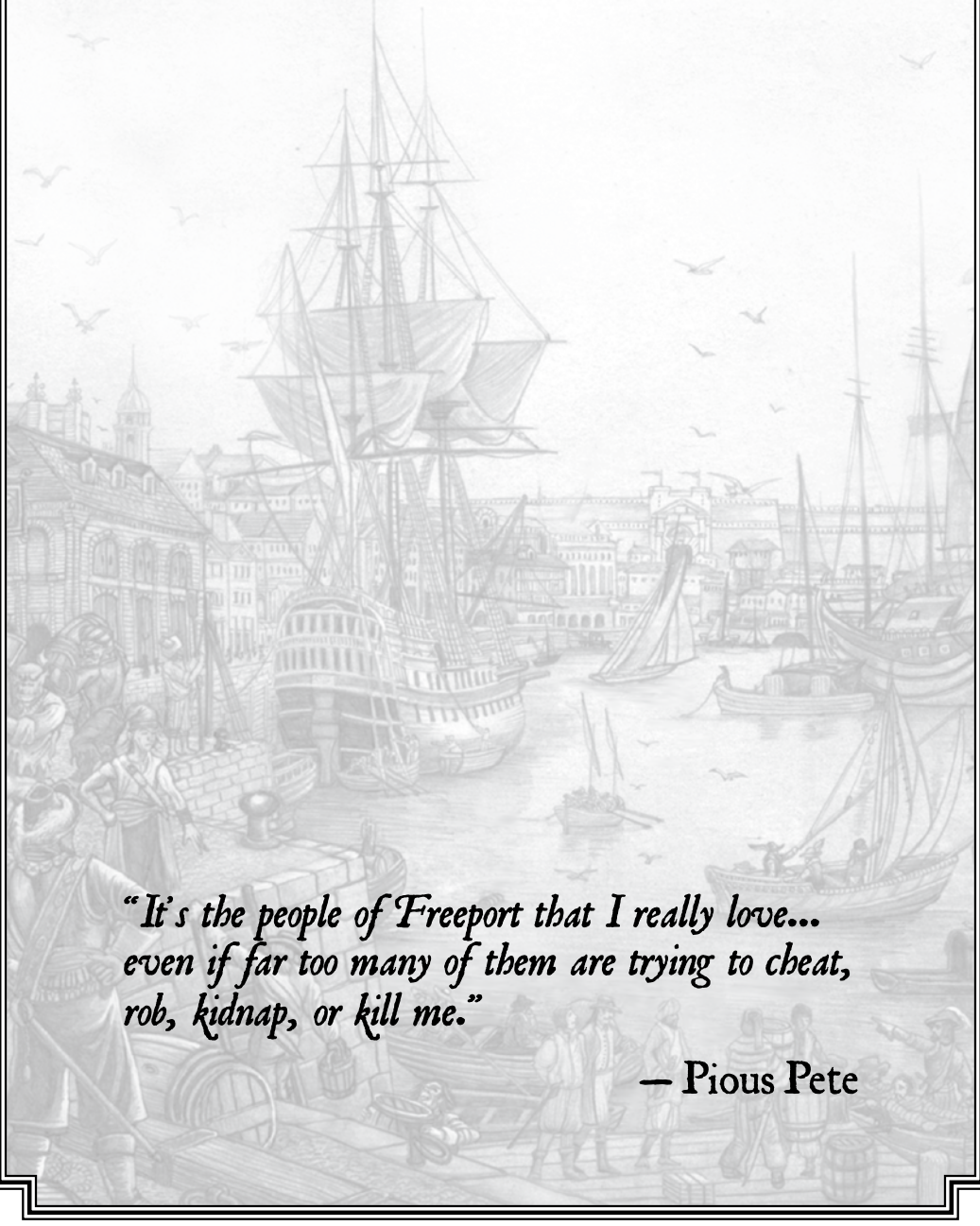
THE FREEPORT COMPANIONS

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





CHAPTER ONE: CHARACTERS



*"It's the people of Freeport that I really love...
even if far too many of them are trying to cheat,
rob, kidnap, or kill me."*

— Pious Pete

CHARACTER CREATION

“A good character is inseparable from the world she inhabits.” So said Rikard Burbage, Freeport’s foremost opera director. It’s no less true for a character on a stage than it is for a character in a roleplaying game. The campaign and the characters that will play through it work best when created together.

Before creating characters, your group should talk about what kind of campaign you’d like to play. Freeport is an amazingly versatile setting and supports campaigns of widely different scales and themes—swashbuckling pirates raiding Continental shipping and dodging naval ships, mercenary adventurers-for-hire working for whatever wealthy patron has work for them, or con artists looking to pull off a big score. Go through the game creation system (see *Fate Core*, **Chapter 2**) and suss out what scale and themes your group is interested in. Once the GM and players are on the same page for the campaign, you can discuss what types of characters would be successful and fun to play.

Once you have a handle on the character you’d like to play, follow the standard steps of *Fate Core* character creation (see *Fate Core*, **Chapter 3**). Those steps are reviewed here, with bits that are different for Fate Freeport called out.

Additionally, we call out the two big “dials” that *Fate Freeport* gives you access to. Dials are parts of the *Fate Core* system that you can easily adjust to change the feel of the game without changing the fundamentals of the system.

MODELING CHARACTER CONCEPTS IN FATE FREEPORT

Once you settle on the sort of character you’d like to play, you need to start thinking about how to use the Fate mechanics to model it. You can get most of the way there using standard *Fate Core* rules, but there are two big concepts in Freeport that aren’t found in the basic *Fate Core* system—race and spellcasting.

The way race works is intended to allow it to be only as important as the player wants it to be. At the minimalist end of the spectrum, you can simply declare your character’s race (write “Elf” or “Dwarf” or “Orc” on your character sheet) and leave it at that—your character’s race is defined but will have no impact in terms of rules. On the other hand, if you’d like race to be important to your character make sure one of your aspects specifies your character’s race. You can invoke this aspect (or have it compelled) when your character’s race becomes interesting and relevant. If you’d like your character’s race to play a big role, you can then take stunts that mimic racial abilities. We discuss this in a lot more detail later, but keep this in mind as you start to design your character.

Like race, magic and spellcasting also begins with aspects. To play a spellcaster, you use one of your aspects to establish that you have the ability to wield magic. If you want your magic to be a small part of your character, you can leave it at that, invoking (or having compelled) your spellcasting-related aspect when it’s relevant to the story. You can make it even more powerful by investing one or more stunts to define the types of magic that you’ve become proficient with. Again, we’ll discuss details later, but it’s worth knowing a bit about now.

CHARACTER CREATION REVIEW

Let’s review the *Fate Core* character creation system.

Compose high concept and trouble aspects. In Fate Freeport, aspects are used to establish your character’s race, whether you have the ability to cast spells, and whether you are significantly wealthy or poverty-stricken, so consider that when thinking about your character’s aspects.

Name your character.

First Phase: Describe your character's first adventure.

Second and Third Phases: Describe how you've crossed paths with two other characters.

Compose three aspects to reflect your character's experiences from the second and third phases.

Keep in mind the parts of your character that aspects are sometimes used to reflect: race, spellcasting, and wealth.

Allocate your skills. In Fate Freeport, there are only six skills (Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma). The ranking of these skills is the first of the two big dials you have here. We give you a default distribution, but if you want more powerful characters, you can bump this distribution up.

Stunts: Choose three stunts. In addition to their typical uses as discussed in *Fate Core*, stunts in Fate Freeport are used to represent racial abilities, supernatural powers, and spellcasting ability.

Refresh: Set your Refresh based on the number of stunts you've chosen. The number of free stunts is three by default, and the starting refresh is also three, but these are also part of the second big dial available to your campaign (see below).

Stress and Consequences: Based on your Constitution and Wisdom skills, compute your physical and mental stress tracks, and your consequence slots.

CAMPAIGN DIALS

Fate Core is designed to reward players who like to tinker, and as such it has some built-in "dials" that you can adjust. Turning the dials lets you adjust the scale and power level of your campaign without changing the fundamentals of the system. The two main dials are skill distributions, and stunts and refresh.

SKILL DISTRIBUTION

The first dial that allows you to adjust your skill bonus distribution. By default, the six skills are allocated rankings of +0, +1, +1, +2, +2 and +3. Bump these up to play a more powerful campaign; here are some suggested allocations.

- **Standard:** +0, +1, +1, +2, +2, +3
- **High Power:** +0, +1, +2, +3, +3, +4
- **Epic:** +0, +1, +3, +4, +4, +5

STUNTS AND REFRESH

The second dial is really a pair of sub-dials, both related to stunts and refresh. First, you can adjust the number of free stunts, increasing it from the default of three to four for a higher power game, or five for an epic game. The second sub-dial is to increase the total refresh from three to four or five. These may look like the same thing, but there is a subtle difference. Adjusting the total refresh upward will tend to put more Fate points in players' hands, thereby increasing emphasis on character aspects, relative to giving more free stunts, which will tend to reward characters who drive play toward the cases where those stunts are relevant.

ASPECTS

Aspects are hugely important in Fate Freeport. They're the primary means you use to declare what your character is capable of, what they're good at, and how they look at the world and solve problems they're confronted with. They define whether you're a warrior, a wizard, a criminal, or something else entirely.

- CHAPTER ONE: CHARACTERS -

Players choose five aspects: a high concept, a trouble, and three others. You don't have to assign all your aspects at character generation; it's OK to assign a few after play has begun, but make sure you at least create your high concept and trouble aspects.

Example high concept aspects for Freeport:

- TOUGHEST MUG ON THE DOCKS
- PRIESTESS OF THE SEA GOD
- ONE HONEST WATCH CAPTAIN

Example trouble aspects for Freeport:

- WANTED BY EVERY NAVY AFLOAT
- ONE TOO MANY DOSES OF ABYSS DUST
- LOST MY LEG CLIMBING THE TOPSAILS

Other Freeport-flavored aspects:

- A PIRATE'S LIFE FOR ME
- GOD OF THIEVES, BLESS MY BLADE!
- FLOGGED ONCE, NEVER AGAIN
- THE GALLOWS AWAIT

Of course, your aspects don't need to be Freeport-specific. Personality quirks, fears, tendencies, and relationships with NPCs or other PCs make excellent aspects, as can an important bit of personal gear.

- MY MOTHER'S CUTLASS
- SCHOONER *"ANDANTE"*
- AN INFORMANT IN EVERY TAVERN



Two uses of aspects particularly important to *Fate Core* Freeport are to provide narrative justification for taking stunts related to spellcasting, and to define your character's race. You don't *have* to spend an aspect on either one of these things, only if it's important for you to put into game mechanics. We'll talk more about this in sections in **Racial Backgrounds** below and **Chapter Two: Magic & Spellcasting**.

Example race aspects:

- DAUGHTER OF ELVEN NOBILITY
- MADMAN MATHIAS, HALFLING BUCCANEER
- JUST ANOTHER HUMAN MERCHANT

Example spellcasting aspects:

- APPRENTICE TO THE HIGH WIZARD
- MYSTICAL HEALER
- A SONG AND A SPELL

SKILLS

There are six skills available in *Fate Freeport*: Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. When you create your character, choose one skill at Good (+3), two at Fair (+2), two at Average (+1), and one at Mediocre (+0)—maintaining a pyramid structure of skills is not necessary in *Fate Freeport*. Player characters (and PC-race NPCs) can't raise their skills above level 5 in *Fate Freeport*, although some creatures may have higher skills, especially Strength and Constitution.

STRENGTH

Strength rates your raw muscle power. Athletic endeavors like climbing, jumping, and sprinting are usually governed by strength. Attacks made with melee weapons are often resolved with the Strength skill. Hired muscle, soldiers, athletes, laborers, and guards usually have high Strength.

Overcome Obstacle: Strength lets you overcome obstacles by applying straightforward force to them: bending bars, lifting gates, breaking free of ropes, etc. A stunt may let you use Strength to overcome obstacles through overt physical intimidation.

Create an Advantage: Use Strength to gain an advantage by applying aspects like PINNED or HELD CLOSED.

Attack: Roll Strength to attack when you attack with a melee weapon or a closed fist with intent to cause injury. Some melee weapons (finesse weapons, see **Chapter Three** for details) allow you to use the Dexterity skill instead.

Defend: Roll Strength to defend when you need to resist with brute force, such as in a grapple or holding the line in a shield wall.

DEXTERITY

Dexterity describes how quick, agile, and graceful you are. Sneaking through a quiet street in the dead of night, quick-drawing your sword and keeping your balance while on a rain-slick fourth story ledge are related to Dexterity. Shooting ranged weapons and dodging physical attacks are usually done using Dexterity. Pickpockets, sailors, acrobats, and many thieves have high Dexterity.

Overcome Obstacle: Use Dexterity to overcome obstacles that can be circumvented through movement and agility: running, jumping, climbing, swinging on a rope, etc.

Create an Advantage: When the advantage involves performing an acrobatic maneuver, like sneakily striking at a pursuer's feet, or performing some other precision feat, roll Dexterity



Attack: Dexterity is the skill used for making attacks with most ranged weapons.

Defend: Dexterity is the most commonly used skill when defending against physical attacks, whether melee, ranged, or magical.

CONSTITUTION

Constitution is all about your toughness and endurance. Swimming in rough seas, running a long distance, or fighting off the effects of a night spent in your cups are actions you'd resolve with Constitution. Your Constitution score determines the size of your Physical stress track. Soldiers, sailors, thugs, and explorers often have high Constitution.

Overcome Obstacle: Roll Constitution when the obstacle requires endurance and toughness to overcome.

Create an Advantage: Constitution isn't typically used to create an advantage.

Attack: Constitution isn't an attack skill.

Defend: Roll Constitution to defend against disease, to ward off the effects of bitter cold or intense heat, and make what is generally thought of as a "Constitution check".

INTELLIGENCE

Intelligence reflects your reasoning, logical ability, memory, and academic knowledge. Deciphering a secret code, scouring a library for information, and detecting a forged document are governed by Intelligence. Intelligence is usually the basis of defending against mental and social attacks. Scholars, mages, merchants, and skilled thieves frequently have high intelligence.

Overcome Obstacle: Use Intelligence to overcome obstacles related to knowledge, logic, or reasoning. Certain magical stunts may allow using Intelligence to overcome obstacles.

Create an Advantage: Clever planning, exploiting a loophole, or leveraging obscure information are all examples of creating advantages with Intelligence. Some magical abilities use Intelligence to create an advantage.

Attack: Intelligence is not generally an attack skill, but some stunts or spells may allow magical attacks using Intelligence.

Defend: Intelligence is often used to defend against magical mental attacks. Some magical abilities may allow you to use Intelligence to defend against physical attacks.

WISDOM

This is a measurement of your willpower, awareness, and basic common sense. Noticing an ambush before it springs, being able to tell when someone's lying to you, finding shelter in the wilderness are all tasks Wisdom will help you accomplish. Wisdom determines your mental stress. Ship navigators, priests, wilderness scouts, and trade masters often have high Wisdom.

Overcome Obstacle: Use Wisdom to notice things that are hard to notice. Wisdom is also used in Overcome actions related to magical healing abilities.

Create an Advantage: Wisdom can be used to get a feel for a situation or a person and make judgments about them, which can give you access to aspects about them.

Attack: Wisdom is not an attack skill.

Defend: Wisdom defends against attempts to be deceptive. It also defends against some magical attacks, such as illusions. The stunt describing the attack ability will call this out.

CHARISMA

Charisma measures your force of personality, your ability to impose your will upon the people and environment around you. Fast talking a merchant, rallying a frightened crew, and casting a spell are things Charisma will help you with; mental attacks, magical or mundane, are generally based on Charisma. Con artists, elected officials, powerful wizards, and ship captains often have high Charisma.

Overcome Obstacle: Persuasion and intimidation are both common uses of Charisma to overcome obstacles. Many magical abilities let you use Charisma for this purpose.

Create an Advantage: Deception and manipulation are great ways to use Charisma to create an advantage.

Attack: You can use Charisma to make mental attacks if your GM allows it, based on your relationship with the target and other circumstances (see the discussion of this in the context of the Provoke skill, in *Fate Core* **Chapter 5**). Magical abilities frequently allow you to use Charisma to make attacks.

Defend: Charisma is not generally used to defend.

STRESS TRACKS

Your stress tracks begin with 2 boxes each for physical and mental stress. They're expanded by your scores in Constitution and Wisdom.

STRESS TRACKS

CONSTITUTION OR WISDOM SCORE	CORRESPONDING STRESS TRACK SIZE
Mediocre (+0)	2
Average (+1) or Fair (+2)	3
Good (+3) or Great (+4)	4
Superb (+5)	4 + extra mild consequence
Fantastic (+6)	4 + extra mild & moderate consequence
Epic (+7) and up	4 + extra mild, moderate, & severe consequence

EXAMPLE SKILL PACKAGES

Different character backgrounds tend to have different distributions of skills. Here are some examples; grab one and use it for your new character, tweak one to fit your character concept, or use one for a quick NPC.

CULTIST

STRENGTH: Fair (+2)
 DEXTERITY: Average (+1)
 CONSTITUTION: Fair (+2)
 INTELLIGENCE: Average (+1)
 WISDOM: Mediocre (+0)
 CHARISMA: Good (+3)

WIZARD

STRENGTH: Mediocre (+0)
 DEXTERITY: Fair (+2)
 CONSTITUTION: Average (+1)
 INTELLIGENCE: Fair (+2)
 WISDOM: Average (+1)
 CHARISMA: Good (+3)

PRIEST

STRENGTH: Fair (+2)
 DEXTERITY: Mediocre (+0)
 CONSTITUTION: Fair (+2)
 INTELLIGENCE: Average (+1)
 WISDOM: Good (+3)
 CHARISMA: Average (+1)

MYSTIC

STRENGTH: Mediocre (+0)
 DEXTERITY: Fair (+2)
 CONSTITUTION: Average (+1)
 INTELLIGENCE: Average (+1)
 WISDOM: Good (+3)
 CHARISMA: Fair (+2)

MERCENARY SOLDIER

STRENGTH: Good (+3)
 DEXTERITY: Fair (+2)
 CONSTITUTION: Fair (+2)
 INTELLIGENCE: Average (+1)
 WISDOM: Average (+1)
 CHARISMA: Mediocre (+0)

ASSASSIN

STRENGTH: Average (+1)
 DEXTERITY: Good (+3)
 CONSTITUTION: Fair (+2)
 INTELLIGENCE: Average (+1)
 WISDOM: Fair (+2)
 CHARISMA: Mediocre (+0)

FENCE, GRIFTER

STRENGTH: Mediocre (+0)
 DEXTERITY: Average (+1)
 CONSTITUTION: Average (+1)
 INTELLIGENCE: Fair (+2)
 WISDOM: Fair (+2)
 CHARISMA: Good (+3)

MUMMER

STRENGTH: Mediocre (+0)
 DEXTERITY: Fair (+2)
 CONSTITUTION: Average (+1)
 INTELLIGENCE: Average (+1)
 WISDOM: Fair (+2)
 CHARISMA: Good (+3)

THIEF

STRENGTH: Average (+1)
 DEXTERITY: Good (+3)
 CONSTITUTION: Average (+1)
 INTELLIGENCE: Fair (+2)
 WISDOM: Fair (+2)
 CHARISMA: Mediocre (+0)

BARBARIAN

STRENGTH: Good (+3)
 DEXTERITY: Average (+1)
 CONSTITUTION: Fair (+2)
 INTELLIGENCE: Average (+1)
 WISDOM: Fair (+2)
 CHARISMA: Mediocre (+0)

DUELIST

STRENGTH: Average (+1)
 DEXTERITY: Fair (+2)
 CONSTITUTION: Average (+1)
 INTELLIGENCE: Mediocre (+0)
 WISDOM: Fair (+2)
 CHARISMA: Good (+3)

PIRATE, SOLDIER

STRENGTH: Good (+3)
 DEXTERITY: Fair (+2)
 CONSTITUTION: Fair (+2)
 INTELLIGENCE: Mediocre (+0)
 WISDOM: Average (+1)
 CHARISMA: Average (+1)

MUSKETEER

STRENGTH: Fair (+2)
 DEXTERITY: Good (+3)
 CONSTITUTION: Fair (+2)
 INTELLIGENCE: Mediocre (+0)
 WISDOM: Average (+1)
 CHARISMA: Average (+1)

TEMPLAR

STRENGTH: Good (+3)
 DEXTERITY: Average (+1)
 CONSTITUTION: Fair (+2)
 INTELLIGENCE: Mediocre (+0)
 WISDOM: Average (+1)
 CHARISMA: Fair (+2)

REFRESH & STUNTS

As in *Fate Core*, stunts are special traits that define how you use your skills in ways unique to you. They are what differentiates the sneaky thief with Good (+3) Dexterity and the eagle-eyed sharpshooter with Good (+3) Dexterity, for example. The same skill with the same rating manifests in very different ways for those characters due to the thief's **Sneak Attack** stunt and the sharpshooter's **Sniper** stunt. For more details about stunts (and refresh), see the **Skills and Stunts** chapter of *Fate Core*.

Like in *Fate Core*, your refresh begins at 3 by default, and you begin play with up to 3 free stunts. Stunts in *Fate Freeport* work exactly as they do in *Fate Core*. Examples of stunts relevant to *Freeport* include:

Flexible Honesty (Charisma): Gain a +2 to all Charisma-based Overcome actions used to bluff, lie, impersonate someone, and the like.

Back Alley Sneak (Dexterity): Gain a +2 to Dexterity-based Overcome rolls in urban environments to hide in the shadows, move stealthily, and otherwise remain unseen and unheard.



Menacing Growl (Strength): Gain a +2 when you use Strength to create an advantage to physically intimidate someone using your sheer physical presence.

Other stunts may help you in combat by allowing you to substitute one skill for the one usually used. For example:

Combat Panache (Charisma): When attacking with a precision melee weapon such as a rapier, foil, or dagger, you may use Charisma rather than Strength.

Brute Gunner (Strength): You may use your Strength score when you attack with large, imprecise firearms such as a large caliber blunderbuss, a matchlock musket, or even an unmounted swivel gun.

Stunts do a few things in Fate Freeport that they aren't explicitly used for in *Fate Core*.

First, stunts can represent racial abilities. Things like dwarven darkvision, a half-elf's diplomatic finesse, and halflings' size can all be represented as appropriately-named stunts. If you want your character's race to be a big deal, you can take one or more stunts to reflect those abilities. For example:

Dwarven Cavedweller (Wisdom): You can always ignore situation aspects related to darkness or to being confused and lost in caverns, tunnels, dungeons, or the like.

Elven Woodland Sniper (Dexterity): You gain +2 to Dexterity-based attacks with ranged weapons, when outdoors in a wilderness environment.

Mighty Orc (Strength): You gain a +2 to Strength-based attempts to overcome obstacles where brute force is essential: bending bars, lifting gates, bashing down doors, breaking free from manacles, etc.

There's nothing special about these stunts that make them unique to any particular race - there's no rule preventing a dwarf from composing a stunt called **Deerslayer** that grants her exactly the same benefit as **Elven Woodland Sniper**. That's by design. Make your character the way you envision them, with race as a narrative, encouraging framework rather than a restriction.

Second, stunts are used to represent supernatural and spellcasting abilities. If you have an aspect that establishes your ability to casting spells, you can to further define your casting ability with stunts. (We'll get into this more with the Magic section.)

RACIAL BACKGROUNDS

"All the flotsam washes up in Freeport," as they say, and the city's inhabitants have quite a range of backgrounds and personal histories. While humans are the most common people found there, just about every intelligent race in the world can be found in Freeport. You can find all kinds in this cosmopolitan city; from people for whom their race is a point of pride and importance, to people who just don't pay it much mind.

That difference in attitude is reflected in the way Fate Freeport mechanics support race. Racial backgrounds are represented at three different levels.

REPRESENTING RACE

The first way to represent race is a very minimalist handling of the issue, where you just declare your character's race, write it on your character sheet, and do nothing more. There are no aspects, skills, or stunts associated with it, so the race you've chosen has no mechanical impact on the game at all. Making this choice should signal to the GM that your character's race isn't something you find interesting.

The second level requires a character to have an aspect that refers to his or her race. They don't have to _only_ refer to race—they can establish other facts as well—but as long as it specifically calls out the character's race, it counts. Aspects like **MADMAN MATHIAS**, **HALFLING BUCCANEER** establishes several things, among them that the character is a halfling. **HUMAN DRUZH DIN RAIDER** establishes the character is human. **DAUGHTER OF LOST ELVEN NOBILITY** establishes the character as an elf.

That aspect can be invoked and compelled the same as any other. Establish what it means to your character to be a dwarf, or a halfling, or a human, so that you know what sort of situations will lead to invokes and compels. Don't feel constrained by typical racial tendencies, every race has outliers and individuals that don't conform to the typical. When would you invoke your racial aspect? When would you expect it to be compelled against you? Establish a few examples of each, and make sure everyone understands what you're getting at, especially if you intend for your character to subvert usual stereotypes of your race.

The third level of race mechanics in *Fate Freeport* is to create stunts reflecting your racial abilities. If you'd like to put particular emphasis on your character's race, compose a stunt (or several!) to reflect an ability specific to your character's race. As said before, things like dwarven darkvision, a half-elf's diplomatic finesse, and halflings' size can all be represented by stunts. Note that there's nothing special about these stunts that prevents a character of a different race from taking one that has the same mechanical effect. Remember: race is a narrative framework, not a restriction.

RACES IN FREEPORT

Different races have different tendencies and trends. Here we'll talk about what those tendencies are and how you might represent them mechanically in your *Fate Core* game in Freeport.

HUMANS

Freeport is in many ways a human city. Humans founded it and humans are the most numerous of people within the city. They occupy the highest levels of government, have the most seats on the Captains' Council, make up the majority of the Watch and are the dominant people in Freeport's militia—the Sea Lord's Guard. In Freeport's long history, only humans have ever held the post of Sea Lord. All the judges in the Old City are human, and most of the biggest businesses are human-held.

Despite apparent mastery of the city, human Freeporters are mostly tolerant of other races and cultures. They welcome travelers from all over the world, regardless of skin color, racial heritage, culture, or any other characteristic that might set the visitors apart from those around them. It is this welcoming (or perhaps indifferent) attitude that makes Freeport such an attractive place to live.

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

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

When invoking a racial stunt, most humans would invoke their famed versatility and adaptability, or when the commonality of humans in Freeport works to their advantage. The stunt might be compelled when their status as one of the most numerous races causes them to misunderstand other races, or make assumptions that aren't true.

EXAMPLE HUMAN STUNTS

Third Human From The Left (Charisma): As a human in Freeport, you're one of many thousands, and people (even other humans) tend to see you as nobody in particular. You gain a +2 to all Charisma-based overcome obstacle or gain an advantage attempts to blend into crowds or otherwise remain inconspicuous.

Multicultural Human (Intelligence): Your parents, though both human, came from wildly different cultural backgrounds, and you've learned to quickly adapt to new cultural environments. You gain a +2 to all Intelligence-based overcome obstacle or gain an advantage attempts when dealing with the etiquette and social norms of cultures or classes you don't usually interact with or that are new to you.

DWARVES

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

Invoke your dwarven racial aspect when your knowledge of stonework, your toughness and stubbornness, or your ability to see in the dark help you. Most dwarves would have it compelled when doing something requiring grace and athleticism.

EXAMPLE DWARVEN STUNTS

Darkvision (Wisdom): You can see in the darkest of caverns, without a source of artificial light. Opponents may not invoke darkness-related situation aspects against you.

Dwarven Toughness (Constitution): You gain an extra mild consequence slot, and you gain a +2 to Constitution-based rolls to resist the effects of poison.

Dwarven Stability (Strength): You gain a +2 to Strength-based defense actions against being grappled, knocked over, pushed back, etc

ELVES

Elves have few reasons to settle in Freeport and so there are few around. Those elves that do make the journey to Freeport may be merchants, adventurers, or diplomats from some other nation. Some elves are corsairs, sailing the seas and plundering Continental ships like other sea dogs of Freeport. Most elves living in Freeport are attracted to its liveliness, its loose societal structures, and the freedom that Freeport offers those who come here. While they may disagree with the ignorance and violence and terrible odors wafting up from the Docks, many find a way to set aside their misgivings and embrace the wild and raucous nature of the city.

Most elves would invoke their elven racial aspect when grace and nimbleness is important, when resistance to enchantments is helpful, and when sharp senses are a factor. They'd compel it when physical toughness is called into question.

EXAMPLE ELVEN STUNTS

Ancestral Dueling Blade (Dexterity): You carry the dueling rapier that your mother carried, and her mother before her; any elf in this part of the world would recognize this elegant weapon.

You gain +2 to Dexterity-based attacks when fighting a single opponent.

Elven Arcane Loremaster (Intelligence): You have access to the magical traditions of the ages, intensifying your magical might; your successful magical attack actions gain an additional 1 shift of severity.

What Do Your Elven Eyes See? (Wisdom): You gain a +2 bonus to Wisdom-based overcome obstacle or create an advantage actions related to seeing long distances or in low light (but not complete darkness).

HALF-ELVES

Wherever human and elven societies intersect, there are bound to be half-elves. Freeport is no exception. Half-elves are more common here than are their full-blooded elven kin. The city offers a great deal of tolerance and even a little envy toward these folks, welcoming them into the city and valuing them for their talents and skills. Half-elves fill the same roles as humans, being pirates, tradesmen, mercenaries, and everything in between. Their natural adaptability and good heads on their shoulders helps them carve out their niches and many have become quite successful in business—both legitimate and otherwise. Half-elven racial aspects are typically invoked and compelled in situations similar to both their human and elven heritage, with the added complexity of often being part of two worlds but truly accepted by neither. This leads to a rich set of situations where a racial aspect would be compelled and invoked—it's especially important for players of half-elves to discuss with the GM what being a half-elf in Freeport means to them.

EXAMPLE HALF-ELVEN STUNTS

Half-Elf Mummer (Charisma): You gain a +2 to overcome obstacle actions related to impersonating someone, creating disguises, etc.

Half-Elven Grace (Dexterity): You gain a +2 bonus to Dexterity-based Overcome Obstacle actions related to acrobatics, balance, or similar athleticism.

Half-Elven Targeteer (Dexterity): Your elven heritage enhances your archery. You may ignore any penalties due to long range when shooting your longbow.





GNOMES

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

Most gnomes would invoke their racial aspect when being deceitful and playing tricks on people or when your small size helps you out. It would usually be compelled when their tricky nature or small size works against them.

EXAMPLE GNOME STUNTS

Small Size (Dexterity): Gain +2 to create an advantage actions when your small size helps, such as when hiding, sneaking, etc.

Trick Shot (Dexterity): Gain +2 to create an advantage actions made with a ranged weapon

Keen Nose (Wisdom): Gain +2 to overcome obstacle or create an advantage actions made to notice something, when scent plays a role.

ORCS & HALF-ORCS

Orcs have had a presence in Freeport for generations. Those in power traditionally used them as labor, bringing them into the city from far-flung places on the Continent to do the heavy lifting, farming, mining, and scutwork no one else wants to do. As a result, Freeport's orc population blossomed until the orcs and their half-breed spawn were as numerous or even more numerous than just about any other humanoid in the city. Eventually, their brutish and violent ways pushed

the less-enlightened peoples too far and the orcs and their kin faced hostility from unexpected quarters. The people of Scurvytown used violence and intimidation to push these folks out of the city and into the poisonous atmosphere of Bloodsalt, where they work to reclaim the land from the magical catastrophe that nearly overwhelmed the city some years past. Not everyone in Freeport shares this short-sighted, bigoted view, but the damage has been done and tensions between the orcs and the rest of Freeport are on the rise.

Orcs & half-orcs most often invoke their racial aspect when making use of their famed toughness, muscle power, and ferocity as warriors, guards, or criminals. It might be compelled when they need to be accepted in peaceful context, when they need to control their temper, or if they need to squeeze into a tight space.

EXAMPLE ORC AND HALF-ORC STUNTS

Might Of The One-Eyed (Strength): Gain a +2 to strength-based overcome actions when moving heavy objects

Menacing Half-Orc (Strength): You may roll Strength rather than Charisma for create an advantage actions dealing with intimidation and causing fear.

Unbroken Will (Wisdom): You gain an extra mild consequence slot.

HALFLINGS

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

Racial aspects for halfling characters are usually invoked when taking advantage of your size, your ability to hide and remain inconspicuous, or when the strange luck that seems to follow you works in your favor. They're usually compelled when people don't give you the respect you deserve, when your size makes something difficult, or when that strange luck works against you.

EXAMPLE HALFLING STUNTS

Small Size (Dexterity): You gain +2 to Dexterity-based overcome actions when your small size helps, such as when hiding, sneaking, etc.

Halfling Tumbler (Dexterity): You gain a +2 bonus to Dexterity-based overcome obstacle actions related to climbing, swinging from ropes, jumping, and similar acrobatics.

Ears Of A Fox (Wisdom): You gain a +2 to overcome obstacle actions made to hear faint sounds.

GOBLINS

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

Goblin characters usually invoke their racial aspect when taking advantage of their small size and nimbleness, and when their excellent night vision works in their favor. It's compelled when their terrible social station is held against them, or their size puts them at a disadvantage.

EXAMPLE GOBLIN STUNTS

Small Size (Dexterity): You gain +2 to Dexterity-based overcome actions when your small size helps, such as when hiding, sneaking, etc.

Low-Light Vision (Wisdom): You may ignore any situation aspect invoked against you whose advantage comes from it being dark.

Goblin Backstabber (Strength): You gain a +2 to Dexterity-based melee attacks when your target is unaware of you.

HOBGOBLINS

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

Hobgoblin characters most often invoke their racial aspect when taking advantage of their size and toughness, their experience intimidating the people of Bloodsalt, or their good night vision. It’s usually compelled when their big bodies work against them, as when attempting something requiring grace or delicacy.

EXAMPLE HOBGOBLIN STUNTS

Hobgoblin Toughness (Constitution): You gain an extra mild consequence slot.

Bloodsalt Thug (Strength): You may roll Strength rather than Charisma for create an advantage actions dealing with intimidation and causing fear.

Low-Light Vision (Wisdom): You may ignore any situation aspect invoked against you where the advantage comes from it being dark.

AZHAR

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

Most azhar characters invoke their racial aspect when their aptitude for sailing, their striking appearance, or their ability to resist mental magic works in their favor. It’s usually compelled when they try to remain inconspicuous or need to control their fiery tempers.

EXAMPLE AZHAR STUNTS

Azhar Elementalist (Charisma): You gain +2 to Charisma-based create an advantage and overcome actions when using fire magic.

Darkvision (Wisdom): You may ignore any situation aspect invoked against you whose advantage comes from it being dark.

Psychic Shield (Intelligence): Once per round, you may ignore 2 shifts of effect of magical mental attacks that hit you.

KOBOLDS

After the devastating war against the crag gnomes on the continent, many kobolds fled their ancestral homelands to make new lives for themselves in less hostile climes. For a few, Freeport

became their new homes and though the gnome population is no more welcoming, there is a bit more tolerance from other quarters. Kobolds are small reptilian creatures with rusty-brown scales and bony heads. All kobolds have short tails and red gleaming eyes.

Kobold characters usually invoke their racial aspect when using their size to their advantage, when maneuvering in warrens, dungeons, below decks, or other tight spaces, or using their excellent night vision. They're usually compelled when trying to interact peacefully with gnomes, when acting in bright sunlight, or when their small size works against them.

EXAMPLE KOBOLD STUNTS

Kobold Claws (Strength): Your Strength-based unarmed attacks do an additional +2 damage.

Small Size (Dexterity): Gain +2 to Dexterity-based overcome actions when your small size helps, such as when hiding, sneaking, etc.

Warren Guide (Wisdom): You gain +2 to Wisdom-based overcome actions to find traps and detect ambushes while underground.

PLANETOUCHEP

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

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

Aasimar and Tiefling characters generally invoke their racial aspects to take advantage of their unusual lineage, such as their increased awareness or magnetic presence; tieflings tend to be talented at deceit and lies, while many aasimar can conjure light. The aspect is usually compelled when they need to be inconspicuous, or be accepted in some situation where they're acting against type.

EXAMPLE AASIMAR STUNTS

Striking Appearance (Charisma): You gain a +2 bonus to Charisma-based attempts to create an advantage when making an impression on someone you've just met.

Sword of the Heavens (Strength): You gain a +2 bonus to Strength-based attacks made with your one-of-a-kind blessed longsword.

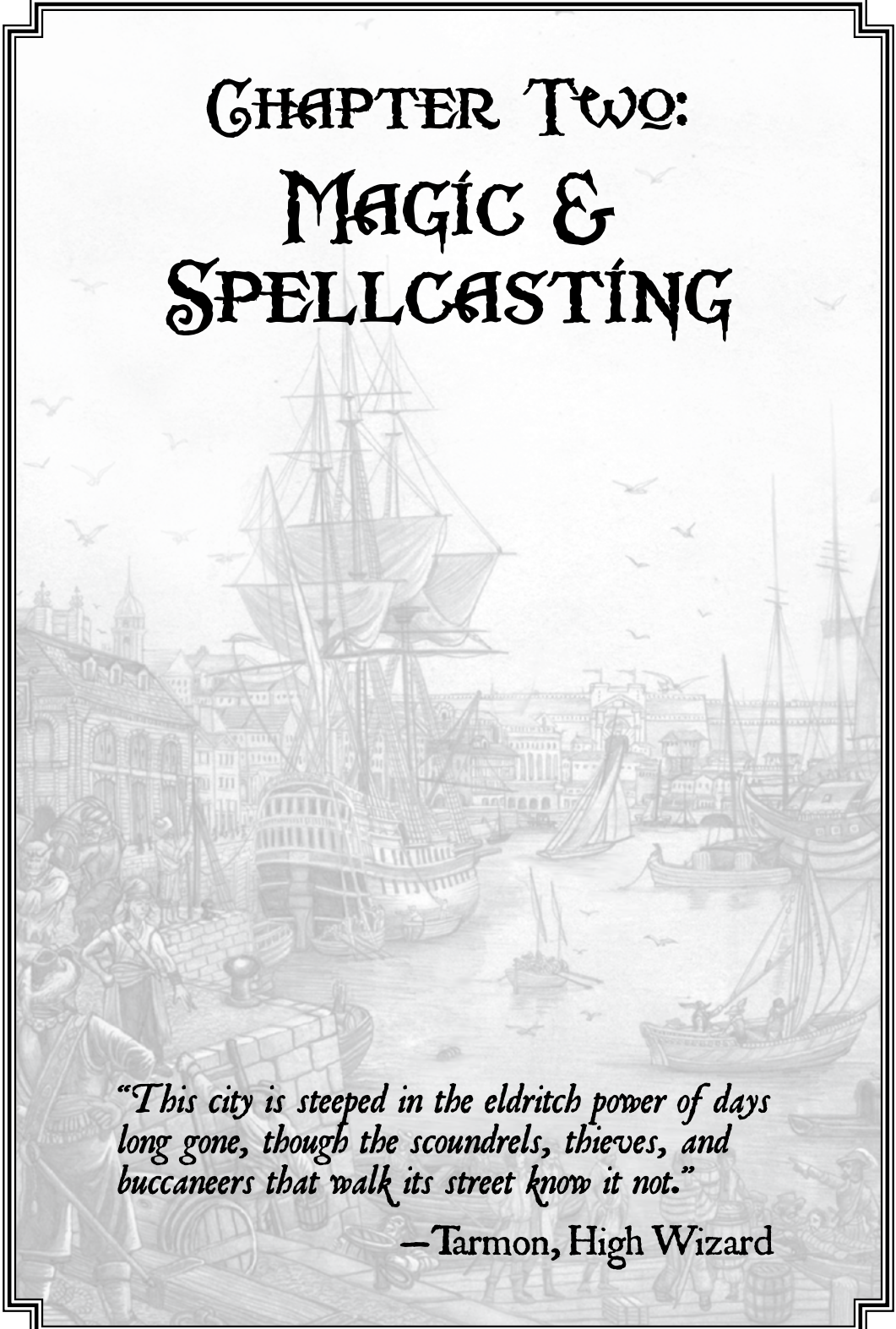
Preternatural Awareness (Wisdom): You gain a +2 bonus to Wisdom-based overcome attempts to notice things.

EXAMPLE TIEFLING STUNTS

Infernal Appearance (Charisma): You bear some visible artifact of your heritage—horns, piercing red eyes, etc. You gain a +2 to Charisma-based gain an advantage actions when intimidating or frightening people.

Shadow Affinity (Dexterity): You gain +2 to Dexterity-based overcome actions when you can use shadows to your advantage when hiding, sneaking, etc.





CHAPTER TWO: MAGIC & SPELLCASTING

“This city is steeped in the eldritch power of days long gone, though the scoundrels, thieves, and buccaneers that walk its street know it not.”

—Tarmon, High Wizard

Those well educated in magical theory and the theology of miracles and prayer will tell you that magic is firmly divided between divine magic and arcane magic. The priests, mystics, and theologians rely on the power of worship, prayer, and contemplation. Arcanists use mysterious magical formulae, gestures, rituals, and ancient lore to gain power. And they will tell you that never the twain shall meet. However, some magical practitioners don't have much use for that sort of absolutism. Necromancers, occultists, shamans, and more open-minded priests know how blurry the line really is.

The game mechanics for spellcasting in Fate Freeport reflect that sort of blurriness; all magic works pretty much the same way, built on your character's aspects and stunts. To play a spellcasting character, you must have a character aspect that establishes the fact that your character is a spellcaster. But an aspect alone isn't enough to reflect power beyond that of an apprentice or a dabbler; to enhance your character's power, you need to take stunts that define your abilities and build upon the aspect.

CHARACTER ASPECTS FOR SPELLCASTERS

The first step to creating a spellcasting character is to think about what kind of spellcaster you'd like to play, then describing that in a character aspect. Here are some examples.

- ARCHMAGE OF THE FREEPORT INSTITUTE
- WIZARDS' GUILD NOVICE MEMBER
- ILLICIT HEDGE SORCERER
- A SONG AND A SPELL
- MY GOD HEARS MY PRAYERS
- SHAMAN OF THE ORCS
- MYSTIC HEALER

This is one of your character aspects; it can be invoked and compelled like any other. Particularly, invoke it when you can narrate how a bit of magic would help with the action you're performing. For example:

- Invoke ARCANEXPLORER to produce magical light, granting you +2 to search for a secret door.
- Invoke MY ART MOVES MOUNTAINS for your song to magically affect the crowd, giving you a +2 to your attempt to sway the crowd.
- Invoke PRIESTESS OF THE BATTLE GODS to gain a +2 to your attack against a vampire.

ILLEGAL MAGIC IN FREEPORT

Curses and necromancy are both highly illegal in Freeport; performing either one can get you an appointment with the hangman's noose, if you get caught. Most people will say this is because both sorts of magic are irredeemably vile and corrupting. But if you ask practitioners of those forms of magic, they'll tell you it's because they challenge theoretical orthodoxy of the Guild and the Churches.

Either way, if you animate the dead in front of the Freeport Watch, or give a powerful noblewoman the Evil Eye, you can expect to land in some legal hot water.

Similarly, it can be compelled like any other character aspect. For example:

- Compel **OUTLAW WIZARD** and maybe the Wizard's Guild shows up to put a stop to your unauthorized spellcasting.
- Compel **INSTRUMENT OF THE ONE-EYED GOD** when poverty-stricken orcs of the Bloodsalt beg you to heal their sick.

Characters with a magic-related aspect like these can perform thematically appropriate minor cantrips and prestidigitations that have no mechanical impact but plenty of narrative flavor.

Finally, it can justify thematically appropriate physical attack and defense actions made using magic. These are minor attack spells you can use as an ordinary attack or defend action to make and defend against physical attacks. Typically, attack spells use Charisma and defensive magic uses Intelligence, but your GM may allow you to change that if your aspect strongly suggests otherwise.

STUNTS

While your spellcasting aspect gives you access to magic, stunts are the key to really powering up your spellcasting. Base spellcasting stunts like **War Wizard** and **Seer** give you access to spells from certain schools, and allow you to select a certain number of spells with those keywords. You may take more than one base spellcasting stunt, if it fits the theme established by your spellcasting aspect. You can enhance your expertise in these spell schools with the stunt **Accomplished Spellcaster**. Dabblers can look at the **Magical Dabbler** stunt.

As you take spellcasting stunts, make sure you write down on your sheet what school(s) you have access to, what spells you've mastered, and what those spells do. You don't need to restrict yourself to the list of spells and stunts provided; both lists are meant to be extended by creative players and GMs using the guidelines provided.

WAR WIZARD

The War Wizard specializes in overt combat magic, both offensive and defensive. When war wizards throw down, the local architecture is never quite the same again. You gain access to the keywords "evocation" and "abjuration" schools, and you may select two spells from those schools.

MANIPULATOR

The Manipulator isn't satisfied with the world as it is, and has the means to change it. You gain access to the "transmutation" schools. Select three spells with that keyword.

SEER

Seers hold a respectable place in the Wizard's Guild, even if not everyone fully accepts the validity of the art. Seers gain access to the "divination" school; choose three spells from that school when you select this stunt.

TRICKSTER

From bards using spectacle to gain fame, to anonymous con men trying to stay that way, a wide variety of people benefit from the subtle magic of tricksters. You gain access to the "trickster" keyword, and may select three spells with that keyword.

ENCHANTER

Enchanters manipulate the mind, either affecting and altering its perceptions, or outright attacking and damaging it. You gain access to the "enchantment" school, and may select three enchantment spells.

ILLUSIONIST

Illusionists have a lot of overlap with tricksters, but focus entirely on illusion magic. You gain access to the “illusion” school, and may select three spells with that keyword.

NECROMANCER

Necromancers wield the power of death itself, and are rightly feared throughout Freeport and beyond. You gain access to the “necromancy” and “curse” schools, and may select two spells from them. (Warning: Practicing necromancy is a capital offense in Freeport!)

BATTLE PRIEST

Battle priests enforce the will of their gods with the sword. They generally use a mix of spells that enhance and heal themselves and their allies. You gain access to the “healing” and “prayer” schools, and may select two spells with those keywords.

BLESSED HEALER

Blessed healers bring the mercy of their gods to Freeport, providing protection and healing to those that need it. They gain access to the “healing” and “abjuration” schools, and may select two spells with those keywords.

SHAMAN

Shamans are intermediaries between this world and the natural, untamed world, and can use that power for knowledge and control. You gain access to the “nature” and “divination” schools, and may select two spells from those schools.

OCCULTIST

Occultists are rare in Freeport, but some manage to ply their art as fortune tellers and soothsayers. You gain access to the “curse” and “divination” schools, and may select two spells from those schools. Being convicted of cursing another person in Freeport will likely land you at the gallows, so tread carefully!

ACCOMPLISHED SPELLCASTER

Select three spells from any schools you have access to, provided you have the prerequisite spells.

MAGICAL DABBLER

Select one spell from any school, even if you do not explicitly have access to that school. You must still meet the spell prerequisite requirements.

MORE ANIMAL FORMS

The four forms presented with the Wild Shape spell are not the only forms available. It's pretty easy to re-skin any of the four forms by changing some of the aspects; a falcon becomes a bat by exchanging its KEEN EYESIGHT for ECHOLOCATION, for example.

You can also make your own forms if the ones presented don't quite fit. It's okay for them to be a little on the powerful side; after all, it costs a fate point to assume your wild shape, you can't use any of your gear or speak, and the powerful forms listed in the spell tend to have drawbacks. The bear is a combat monster, for example, but it's easy to overextend yourself and wind up hurting pretty bad when you assume your natural form again.

WILD SHAPE

While this isn't a spellcasting stunt per se, it acts a lot like one, so it's mentioned here. To take this stunt (or another similar stunt of your own devising), you need to justify it with an aspect that identifies you as the type of spellcaster that would be able to shapechange into a natural animal.

This stunt lets you assume the form of any natural animal. When you're in your wild shape, your weapons and armor meld into your new form meaning you can't use them. Your new form lasts for the rest of the scene, or until you dismiss it with a mental command.

Choose one of the forms below. When an entry tells you that your skills change, they change for the purposes of rolling them only; you don't gain extra stress boxes or consequences unless the form specifies that you do. No matter what form you assume, your INSTINCTS sometimes get in the way, though they can be helpful too.

- **Falcon:** Your Strength becomes Mediocre (+0), but your Dexterity becomes Superb (+5). You have WINGS that allow you to fly and CLAWS that you can snatch and rake with. You also have KEEN EYESIGHT and are SMALL.
- **Wolf:** Your Strength and Dexterity are both Good (+3). You have FANGS with which to rend and tear, and you can fight using PACK TACTICS. You have KEEN SENSES, which you can use to track with Wisdom.
- **Bear:** Your Strength is Superb (+5) and your Constitution is Great (+4). You get two extra physical stress boxes and an extra minor physical consequence; these go away (and might roll up) when you shed this form. You have CLAWS AND FANGS, but you are also LARGE AND CLUMSY.
- **Mouse:** Your Strength is Terrible (-2) but your Dexterity becomes Superb (+5). You are TINY enough to escape notice and fit through very small openings, and FAST enough to get away from trouble quickly.

SPELLS

Once a character has a spellcasting stunt, they gain access to specific spells, which we outline below. A spell is a bit like a mini-stunt, something that lets you use an action to gain a specific outcome. They're all subject to the following rules.

All spells require an action to cast. Some spell descriptions require that you make an overcome roll or an attack roll, and that's considered part of the action you spend to cast the spell.

All spells have keywords. These keywords give you a shorthand for what type of spell it is and how it works. The keywords are:

The spell school: evocation, abjuration, transmutation, divination, trickster, illusion, enchantment, necromancy, curse, healing, prayer, nature. Different spellcasting stunts grant you access to spells of different schools.

Cost: Casting this spell requires you pay a cost of some sort. There are four ways to pay the cost:

- Accept one shift of mental stress.
- Pay a fate point.
- Use a boost.
- Create an advantage on your spellcasting aspect in one round, cast the spell the next.

Summoning: The three summoning spells work more or less the same way. Each allows you to summon an ally (a natural animal, an undead servant, or an extraplanar creature) to aid you. A summoned ally remains for the duration of the scene or until it is taken out. You have to justify why that sort of creature might be available: natural animals must be present in the area, undead creatures require a suitable corpse to animate or ghost to summon, and

extraplanar creatures... well, more or less anything goes with extraplanars. Your ally is a nameless NPC of Fair (+2) quality. In addition, pick one of the following advantages. If you pick a disadvantage as well, you can take an additional advantage.

Advantages:

- **Durable:** Your ally can take a minor physical consequence.
- **Skilled:** Your ally is Good (+3) quality, not Fair (+2).
- **Natural Weapons:** Your ally gets a +2 bonus on Strength-based attacks.
- **Wings:** Your ally can fly.
- **Tracker (animal only):** When your ally helps you track a creature, it grants you a +2 bonus on any rolls you make to do so.
- **Incorporeal (undead only):** This creature gains a +2 to defense against physical attacks and magical attacks that cause physical damage.
- **Caster (extraplanar only):** The summoned creature is able to cast magic missile and burning hands (or equivalent spells).

Disadvantages:

- **Fragile:** If your ally takes a single hit, it's taken out. This supersedes any stress or consequences it might have.
- **Savage:** Your ally is UNRELENTINGLY SAVAGE; the GM can compel this aspect as though it were on your sheet.
- **Gentle:** Your ally is a non-combatant and it will not attack another creature.
- **Shambling:** Your ally is clumsy and slow, and takes a -2 penalty when defending against physical attacks.

Per Scene: You may only cast this spell once per scene.

Per Session: You may only cast this spell once per game session.

Per Scenario: You may only cast this spell once per scenario.

Persistent: This spell remains in effect for the remainder of the scene, unless the caster dismisses the spell (they can do this as a free action), or another spellcaster does something to counteract the spell. Usually they can do this if they are aware that the spell is in effect, and they perform an Overcome action against the original caster (Charisma vs. Charisma, generally). If a spell's caster is taken out, their spells are not necessarily dismissed (GM's discretion there), but dismissing spells can be part of the concession negotiations.

Permanent: This spell remains in effect forever, unless the caster dismisses it or another caster dispels it (see Persistent above).

Requires (list of spells): You can't select this spell unless you've already selected the listed prerequisite spell(s). You can take this spell and its prerequisites with the same stunt.

Corrupting: While any use of magic can be a corrupting infraction under the right (wrong?) circumstances, casting this spell always is. The text of the spell will provide details. See page 43 for more information about optional corruption and madness rules.

MAKING YOUR OWN SPELLS

Players are encouraged to make their own spells. When you make your own spell, it'll fall into one of these categories.

MINOR SPELLS

These spells have no cost to cast; you can cast them as often as you want. These spells should be a little less powerful than a stunt; many are equivalent to what you can do with a piece of gear. For example, magic missile is a lot like using a bow, except that you attack with Charisma.

COST SPELLS

These spells have a fate point cost; because of this, they can be roughly on par with a stunt, or maybe a little more powerful. Most spells are cost spells.

ONCE PER SCENE SPELLS

A spell that you can only use once per scene often also has a fate point cost. These spells are potent, probably the equivalent of two stunts or even a little more powerful than that. More importantly, their effects are so pronounced that you don't want them happening several times in a scene.

ONCE PER SESSION SPELLS

Combining a stunt or two with a once per scene spell and you've got a once per session spell. These are some of the most powerful spells around, capable of affecting huge areas or dealing massive amounts of damage. If someone cast one of these spells more than once per session, not only would it cause a lot of havoc but it would also rob the spell of much of its drama and impact.

ONCE PER SCENARIO SPELLS

These are the most powerful spells, period. There's little limit in terms of what one of these spells can do, and this is balanced by the fact that you can only use them once every few sessions.

In addition to the above limitations that you can place on spells, there are other things you can do to make limit how often they're cast or even taken by characters. Prerequisite spells are useful for making sure that potent spells aren't that common. If everyone's running around casting *meteor swarm*, then *meteor swarm* stops being special; add a few prerequisites to it and you ensure that only people who really want a meteor swarm will take it.

Similarly, you can add all sorts of additional costs to spells to offset really potent effects. Deal damage to the caster, add a negative aspect that stays as long as the spell is in effect (such as **DISTRACTED** or **WEARY**), or make it likely that the spellcaster causes collateral damage when hurling fireballs around.

When you're creating a spell, think about what you're trying to model. In many cases you'll be trying to model a classic spell from old-school fantasy games, so think about what that spell does in concept. If you want to make a wish spell, don't worry about what the original mechanics are in your edition of choice. Instead, think about what the spell accomplishes within the fiction, what limitations make sense for such a spell, and how those things can be represented within *Fate*. Use the four actions -- attack, defend, create an advantage, and overcome an obstacle -- to give you an idea of what the spell might do or make easier within the context of the game. Don't feel bound to those four actions if you want to do something really crazy though; that can be a lot of fun too!

Finally, think about whether or not you need a spell to model what you want to model. Some spells in common fantasy RPGs are best modeled as normal actions flavored with a little magic and the invocation of an appropriate aspect. Spells like light, faerie fire, and magic weapon are all things you can accomplish by invoking a magical aspect and performing an action, maybe with a non-standard skill. You don't need a spell for that; that's one of the benefits of being a magic-user.

ABJURATION

Arcane Shield (Abjuration, Cost, Persistent): Add your Intelligence to your Dexterity when defending against attacks that cause physical stress.

Arcane Armor (Abjuration, Cost, Persistent): Choose a target, either you or a willing ally in your zone. The spell reduces the effect of successful physical attacks against the target by 2.

Endure Elements (Abjuration, Cost, Persistent): Weather-related situation aspects may not be used against you or your allies in your zone.

Mass Arcane Shield (Abjuration, Cost, Persistent, Requires *Arcane Shield*): As *Arcane Shield*, but can also protect up to two willing allies who stand with you--they add your Intelligence to their Dexterity when defending against physical attacks. The effects of this spell do not stack with other castings of *Arcane Shield* or *Mass Arcane Shield*.

Sphere of Force (Abjuration, Cost, Persistent, Requires *Wall of Force* and *Mass Arcane Shield*): Create a spherical barrier of pure force large enough to encircle you and up to four nearby allies. No matter can penetrate the sphere (mental magic, light, heat, and such can), thus it protects you from physical attacks. Sound can penetrate, but is muffled and distorted. Be warned: It places the aspects LIMITED AIR and BUNCHED UP on you and your protected allies, which may be compelled or invoked against you.

Wall of Force (Abjuration, Cost, Persistent, Requires *Arcane Shield*): Create a barrier of pure force between adjacent zones. No ranged physical attacks can penetrate that barrier, but magical attacks might. In addition, any creature who tries to pass through the wall must overcome a Great (+4) obstacle as an action to do so, unless you choose to let them through. Creatures might find a way around the barrier; this is left to the discretion of the GM and players.

CURSES

Curse of Bound Fortunes (Curse, Cost, Per Scenario, Corrupting, Requires two other curses): You may bind another's fate to your own. Touch another person (which may require an attack, if they're actively avoiding you) and take a severe consequence representing the fact that their fate is bound to yours. The consequence never heals unless you allow it to, and as soon as you wish to recover from it, you do immediately. As long as you have that consequence, whenever you take stress, a consequence, are taken out, or are subject to a deleterious aspect placed upon you, your victim is subject to it in equal measure. For example, if somebody gives you a LEG WOUND or you are DISARMED, your victim suffers from the same condition. They may recover from such conditions on their own, but if this spell fills a consequence slot that is already full for your victim, that consequence slot rolls up to the next highest slot. This is a one-way affliction; if your victim suffers from an effect on their own, you do not suffer from the same effect. This spell is a major infraction.

Curse of Withering (Curse, Cost, Per Session, Corrupting, Requires two other curse spells): You may afflict a person with a magical wasting disease. Choose a target in your zone and make an Overcome action, your Charisma versus the target's Constitution. If you succeed with style, they take a severe consequence representing your wasting disease; if their severe consequence is already full, they must take an extreme consequence or be taken out. If you succeed, the consequence is moderate instead. If you tie, it is a mild consequence. If you fail, you *both* take a moderate consequence. This spell is a major infraction.

Evil Eye (Necromancy, Curse, Cost): You can affix a person with such a baleful glare that it prevents them from doing anything but cowering. You can use Charisma +2 to create an TERRIFIED advantage on a person (opposed by their Intelligence), provided you can see each other and you make eye contact with them. You can compel this aspect (using fate points or free invocations) to do one of the following, depending on what kind of character you're affecting:

- **Nameless NPC:** You may take the NPC out; they flee in abject terror.
- **Other NPC:** They must do nothing but cower (they can still defend themselves) unless they choose to take a 2-stress mental hit.
- **PC:** They can act as they wish, provided they obey the spirit of the compel. They can avoid this by taking a 2-stress mental hit.

Ill Fortune (Curse, Trickster, Persistent): You can affect the luck of another creature, causing it to suffer all manner of minor misfortunes. You can use Charisma (opposed by the target's

Wisdom) to create an ILL FORTUNE advantage against anyone in your zone or an adjacent zone, provided you can see them and they can see you.

Stroke of Misfortune (Curse, Corrupting, Requires *Ill Fortune*): You can arrange another person's fate such that something very bad happens to them. Choose a creature with one of your ILL FORTUNE aspects; you must be able to see them. Invoke the aspect (you must spend a fate point or use a free invocation) to make a Charisma attack against them with the normal +2 bonus you get with an aspect invocation; the attack is usually opposed by Dexterity, but Wisdom can be used if avoiding it depends on awareness rather than reflexes. This attack might come in the form of a falling tree, a floorboard giving way under them, a stray arrow, or any number of other, unfortunate happenings. The attack does physical damage. Remove the aspect after you make the attack. This spell is a minor infraction.

DIVINATION

Arcane Sight (Divination, Cost, Persistent, Per Scene, Requires *Detect Magic* or *Detect Impurity*): Arcane sight allows you to see through many illusions. You may ignore one situation aspect created by illusion spells.

Clairvoyance (Divination, Cost, Persistent, Requires *Arcane Sight* and two other divination spells): Choose a location you can see or is well known to you. For the rest of the scene, you can see or hear (not both) activity in that location as if you were there.

Detect Impurity (Divination): When you cast Detect Impurity, you can tell whether a quantity of food or drink in your presence is poisoned, tainted with disease, or contains some other dangerous substance, making it unfit to consume.

Detect Magic (Divination, Trickster): When you cast Detect Magic, you become aware of all magically-generated situation aspects in your zone.

Farseeing (Divination, Cost, Persistent, Requires *Clairvoyance*): Similar to clairvoyance, but rather instead of a location, you can spy on a particular creature or person well known to you, or for whom you have a physical token (a lock of hair, a drop of blood, etc.) Most casters using this spell require a crystal ball, a mirror, a silver bowl, or some similar scrying device.

Fortune (Divination, Cost, Per Session): You may perform a prediction ritual (describe yours - runecasting, reading tea leaves, crystal gazing, divination cards, etc.) You glean some insight into the future represented by three boosts you or allies may spend; these boosts persist until they are spent, or you cast this spell again. This spell requires several minutes to cast, usually an entire scene, rather than just one action.

Locate Object (Divination, Trickster, Cost, Persistent, Requires *Detect Magic* or *Detect Impurity*): This spell allows you to sense the direction to a well-known object. It can be general (find the nearest fresh water) or specific (find the treasure map those thieves stole from me).

Telepathy (Divination, Cost, Persistent, Requires *Clairvoyance*): This spell allows you to establish a telepathic link with another creature well known to you, allowing you to mentally communicate. The target must be a willing, intelligent creature.

True Sight (Divination, Cost, Persistent, Per Scene, Requires *Arcane Sight* and two other divination spells): You may ignore all situation aspects created by illusion spells.

ENCHANTMENT

Boost Mind (Enchantment, Cost, Persistent, Requires *Charm*): Cast this spell on a willing target in your zone. The target's mental skills (Intelligence, Wisdom, Charisma) are raised by 1. Multiple castings of this spell on a single target don't stack, but it does stack with the effects of Idiocy.

Charm (Enchantment, Trickster, Persistent): Choose a target in your zone. Make an Overcome action, your Charisma vs. target's Intelligence. If successful, this allows you to place one of the following aspects on another character: EASILY INFLUENCED, DROWSY, DISTRACTED. You can invoke this once for free, twice if your Overcome action succeeds with style. The same character may not be targeted by this spell more than once in a scene. Depending on its use, this spell might be an infraction.

Compulsion (Enchantment, Cost, Per Scene, Requires *Provoke Emotion*): Select a target in your zone, make an Overcome roll (caster's Charisma vs. target's Intelligence). If successful, choose one benefit from this list (choose two for success with style):

- The target must truthfully answer one question
- The target must drop what it's holding
- The target must speak a short sentence that you prescribe

Forget (Enchantment, Trickster, Cost, Per Scene, Requires *Provoke Emotion* and two other enchantment spells or trickster spells): Choose one target in your zone, make an Overcome action (caster's Charisma vs. target's Intelligence). If your overcome action succeeds, the target forgets everything that's happened in this scene up until the action after you cast the spell. Depending on its use, this spell might be an infraction.

Fortress of the Mind (Enchantment, Abjuration, Cost, Persistent, Requires *Mind Shield*): As with *Mind Shield*, but you may designate up to four willing creatures in your zone (may include yourself) that benefit. Multiple castings of this spell or combinations with *Mind Shield* do not stack.

Grant Emotion (Enchantment, Trickster, Cost, Persistent, Requires *Charm*): Cast this spell on a willing target in your zone. That target chooses one of the following benefits:

- **Courage**: May ignore aspects related to fear or despair.
- **Serenity**: May ignore aspects related to confusion or anger.

Idiocy (Enchantment, Persistent): Select a target in your zone. Make an Overcome action, your Charisma vs. the target's Intelligence. If successful, reduce the target's Intelligence, Wisdom, and Charisma skills by 1 for the remainder of the scene (or until the spell is dispelled). Success with Style reduces them by 2. The target's mental stress track is unaffected.

Ignore Pain (Enchantment, Cost, Persistent, Requires *Charm*): Cast this spell on a willing target in your zone. That target then chooses one of their consequence aspects; that consequence cannot be invoked or compelled during this scene.

Mind Blast (Enchantment, Cost, Requires *Compulsion*): Choose a target in a zone you can see. Make an attack, caster's Charisma +2 vs. target's Intelligence, the attack does mental stress.

Mind Shield (Enchantment, Abjuration, Cost, Persistent, Requires *Charm*): Spend an action to activate this spell. Once active, you gain a +2 to oppose enchantment and illusion spells this scene. Multiple castings of this spell do not stack with one another.

Provoke Emotion (Enchantment, Trickster, Persistent, Requires *Charm*): Select a target in your zone. Make an Overcome action, your Charisma vs. the target's Intelligence. If successful, choose an aspect from this list to the target: CRUSHING DESPAIR, CRIPPLING TERROR, BURNING RAGE, or devise your own based on a powerful emotion. The aspect may be invoked once for free, twice if you succeed with style. Depending on its use, this spell might be an infraction.

EVOCATION

Burning Hands (Evocation, Cost): Flames leap from your hands, engulfing your targets. When you cast, choose one option: 1. Target one or two creatures in your zone. 2. Target all creatures except you in your zone—including allies and bystanders. In either case, make one attack

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roll, each target defends individually. Attack action, caster's Charisma vs. target's Dexterity, attack does physical stress.

Chain Lightning (Evocation, Cost, Requires three other evocation spells): Cast a crackling lightning bolt at a target you can see in your zone or an adjacent zone. If this attack succeeds with style, you may choose to reduce the value of your hit by one and make another attack against a different target you can see; make a new attack roll vs. their defense. You may chain up to 4 total attacks this way. Attack action, caster's Charisma +2 vs. target's Dexterity, attack does physical stress.

Darkness (Evocation, Transmutation, Cost, Persistent): A supernatural darkness envelops a zone you can see, applying the situation aspect IMPENETRABLE DARKNESS to that zone. No light source can penetrate this darkness.

Delayed Blast (Evocation, Cost, Per Scene, Requires *Fireball* and three other evocation spells): Choose a zone you can see. Place an aspect DELAYED BLAST on that zone; then as a free action, resolve the attack at any point in the scene. Like *Fireball*, attack every creature in that scene. Also, add ON FIRE as a situation aspect in that zone. Attack action, caster's Charisma +2 vs. target's Dexterity, attack does physical stress.

Fireball (Evocation, Cost, Requires magic missile and burning hands): Conjure a mighty burst of white-hot fire, engulfing everything nearby. Once per scene, choose a zone you can see. Attack every creature in that scene. Also, add ON FIRE as a situation aspect in that zone. Attack action, caster's Charisma +2 vs. target's Dexterity, attack does physical stress.

Lightning Shield (Evocation, Abjuration, Persistent, Per Scene): Spend an action to activate this spell. Once per scene, if you defend against a melee attack and you succeed with style, you may forgo your boost and instead cause 2 shifts of physical stress against your attacker.



Magic Missile (Evocation): Launch a bolt of pure arcane energy at a single target in your current or an adjacent zone. You must be able to see the target. Attack action, caster's Charisma vs. target's Dexterity, attack does physical stress.

Meteor Swarm (Evocation, Cost, Per Session, Requires *Delayed Blast* and five other evocations): Choose two zones you can see. Attack every creature in both zones, friend or foe. Targets may not invoke any aspects related to having cover or wearing armor. This spell is devastatingly destructive; both zones now have the aspect ON FIRE, and likely additional aspects like DESTROYED BUILDINGS and RUBBLE, at the GM's discretion. Attack action, caster's Charisma +2 vs. target's Dexterity, attack does physical stress.

Scorching Ray (Evocation, Cost, Requires *Burning Hands* or *Magic Missile*): Cast a beam of blazing flame at a target you can see in your zone or an adjacent zone. Attack action, caster's Charisma +2 vs. target's Dexterity, attack does physical stress.

Shatter (Evocation, Cost): You have a chance to break a solid object in your zone using an Overcome action. The GM will set the target number, from Mediocre (+0) for a flimsy door to Fantastic (+6) for a cast iron cannon, or even higher for other objects. Living matter cannot be shattered. Overcome action, caster's Charisma vs. target number.

Wall of Fire (Evocation, Cost, Persistent, Requires *Burning Hands*): Conjure a wall of flames, creating a barrier between two zones. This barrier automatically makes an attack with a bonus equal to your Charisma against any creature that attempts to cross it.

HEALING

Cure Light Wounds (Healing, Cost): You can close minor cuts and bruises with a touch and promote faster healing. You may touch someone and allow them to clear all of their physical stress.

Cure Moderate Wounds (Healing, Cost, Requires *Cure Light Wounds*): You can treat more lasting injuries with your healing magic. Touch someone and choose a physical consequence; rename that consequence to indicate that it's healing and reduce its severity by one level (severe becomes moderate, moderate becomes minor, minor vanishes). A broken leg might become a bad limp, or a wounded arm might become aching muscles. The consequence remains, but it now heals normally from its new slot. In addition, clear all of the recipient's physical stress. You can't use this spell on an extreme consequence, and the recipient can't have two consequences of the same type after you cast this spell (unless they'd otherwise be able to).

Cure Serious Wounds (Healing, Cost, Per Scene, Requires *Cure Moderate Wounds*): You can make terrible wounds nearly vanish. Touch someone and choose a physical consequence; erase that consequence. In addition, clear all of the recipient's physical stress. You can't use this spell on an extreme consequence.

Heal (Healing, Cost, Per Session, Requires *Cure Serious Wounds*): You can make all but the worst wounds disappear without a trace. Touch someone; all physical stress and consequences on the recipient disappear. This doesn't affect extreme consequences.

Mass Cure (Healing, Cost (special), Requires three other healing spells): You can extend your healing magic to affect multiple people at once. Provided you are willing and able to pay the cost for each individual you affect, you may use any healing spell (but not any greater healing spell) on multiple targets as a single action. They must all be in the same zone as you, though you need not touch them all if the spell requires you to.

Purify (Healing, Cost): You can neutralize poisons and cure diseases. Touch a creature suffering from a disease or poison represented by a consequence or other aspect. Erase that aspect. This spell doesn't work on extreme consequences or permanent character aspects (though it does give justification for a player to change a permanent character aspect at the next milestone).

Regeneration (Healing, Cost, Per Scenario, Requires *Heal*): Your healing magic can restore lost limbs and other body parts and cure lasting conditions. Touch someone with an extreme consequence. That consequence is now a serious consequence instead, and you may rename it to denote healing. When you cast this spell, you also take a moderate mental consequence to represent the fatigue and strain of using healing magic this potent. Both you and the recipient must have the appropriate consequence slot free; otherwise the spell fails.

Resurrection (Healing, Cost, Per Scenario, Requires four other healing spells): You can bring the dead back to life. Touch a corpse that has been dead no more than a week and restore it to life. This spell takes several hours to cast, and if the corpse is missing any vital parts (like the heart or head), it will die again. The recipient can clear all physical stress, but any consequences remain. Death always takes a toll when he lets people out of his realm though. When you restore another being to life, the recipient must rename one of her aspects to represent the debt she now owes to Death. She can work with the GM to determine the particulars, but it must be a heavy price. The aspect remains until the price is paid, at which point the recipient can change the aspect at the next milestone. If you wish, you may pay the price (changing one of your own aspects) in the recipient's place.

Vigor (Healing, Cost): You can instill a creature with false health, allowing them to ignore the effects of their injuries for a short time. Doing so can be dangerous though. Touch a creature and choose a physical consequence. For the rest of the scene, the recipient may ignore that consequence entirely. However, at the end of the scene it increases in severity to the next highest consequence slot; rename it accordingly. You can't use this spell on an extreme consequence.

ILLUSION

Overcome actions for illusions are the caster's Charisma vs. target's Wisdom, unless otherwise specified.

Disguise (Illusion, Trickster, Persistent): You gain a +2 to any attempt to create an advantage related to disguising a person or item.

Illusory Decoy (Illusion, Persistent, Requires *Minor Illusion*): You may cast this spell once per scene. Once cast, an illusory "copy" of yourself appears a few feet away from you. If an opponent lands a successful physical attack against you, you may spend a fate point to negate the attack, as if it hit the decoy instead. Once used in this manner, the spell dissipates. Some divination spells may negate the effectiveness of this spell.

Impersonate (Illusion, Cost, Persistent, Requires *Disguise*): You can achieve a disguise that makes your physical appearance and voice (or that of a willing ally) match a particular person in almost every detail. The voice and appearance of the subject of your impersonation must be well known to you. If someone interacts with the impersonator who is also familiar with the subject, they get an opportunity to resist your attempt - that's when you must make an Overcome action, your Charisma +2 vs. the observer's Wisdom.

Invisibility (Illusion, Cost, Persistent, Requires *Minor Illusion*): You render yourself or a willing ally invisible (acquiring the aspect "Invisible"). The spell does nothing to mask any sounds you make.

Major Illusion (Illusion, Cost, Persistent, Requires *Minor Illusion* and one other illusion spell): Describe a phantom image and sound that you create. All creatures that can see or hear the illusion make a Wisdom roll vs. your Charisma +2 (you use the same roll for all). Choose an aspect that all creatures who fail their roll are affected by: SURPRISED, AFRAID, CONFUSED, DISTRACTED.

Minor Illusion (Illusion, Trickster, Persistent): You make an overcome roll: caster's Charisma +2 vs. observer's Wisdom. If you succeed, you create a phantom image or sound that one creature in your zone can sense. Choose one of the following aspects: DISTRACTED,

SURPRISED, CONFUSED. You can invoke this once for free, or twice if you overcome action succeeds with style.

Veil (Illusion, Cost, Persistent, Requires *Impersonate* and *Major Illusion*): Like *Impersonate*, but veils a group of up to four people.

NATURE

Lightning Storm (Nature, Cost, Per Session, Persistent, Requires two other nature spells): You call forth a storm of lightning. Once per session, create a LIGHTNING STORM that affects the entire scene. Wind, rain, darkness, and bolts of lightning plague the area at your direction. You can tell the storm to attack a particular target; doing so is a Wisdom attack at +2 vs. the target's Dexterity, causing physical damage. The target need not be in your zone. On any exchange in which you do not attack with the lightning storm, the GM is free to compel the aspect against you or one of your allies.

Nature's Aspect (Nature, Cost, Per Scene, Persistent): Whether you're granting someone a bull's strength or a fox's cunning, you can channel the essence of a creature into a person. Once per scene, you can touch a person and grant them nature's aspect. Talk about what creature they're getting the essence of and give them a new aspect based on that (such as BULL'S STRENGTH or OWL'S WISDOM). The recipient can invoke that aspect once for free. In addition, choose an appropriate skill that reflects that creature's essence. If the recipient's skill is not already higher, it becomes Good (+3). These effects last for the duration of the scene.

Summon Nature's Ally (Nature, Summoning, Cost, Per Scene, Persistent): When you call to the wild, it answers. Once per scene, you can summon a natural creature from the surrounding area to aid you and even fight alongside you.

Wall of Wind (Nature, Cost, Persistent): You can create a nearly solid wall of pure wind between two adjacent zones to protect you and your allies. The wall blocks most missile weapons, like arrows, bolts, gunfire, or sling stones, though very large missiles (swivel guns, cannonfire, etc.) or magical projectiles might still be able to make it through. In addition, anyone who tries to pass through the wind wall must overcome a Fair (+2) obstacle as an action to do so, unless you choose to let them through.

NECROMANCY

Overcome actions are the caster's Charisma vs. target's Constitution, unless otherwise specified. Attacks are caster's Charisma vs. target's Intelligence and cause physical stress.

Animate Dead (Necromancy, Summoning, Cost, Persistent, Corrupting, Requires 2 other necromancy spells): You animate a nearby corpse (even if buried) into an animated skeleton or a zombie, to act as your ally. See rules for the Summoning keyword above. This spell is a major infraction.

Cause Exhaustion (Necromancy, Cost, Persistent, Requires *Cause Fatigue*): Once per scene, choose a target in your current zone and make an Overcome roll, caster's Charisma +2 vs. target's Constitution. The target's lowest-rated empty consequence slot is rendered unusable for this scene.

Cause Fatigue (Necromancy, Persistent): Choose a target in your current zone. Make an Overcome action, caster's Charisma vs. target's Constitution. On a successful casting, the target must mark off their highest-rated empty physical stress box; if you succeed with style, you gain a boost. If they have no unchecked physical stress boxes, this spell has no effect.

Death's Chill (Necromancy, Cost, Corrupting, Requires *Ghoul's Touch*): An icy chill settles on the hearts of everyone in your zone. Make an attack, caster's Charisma vs. target's Constitution, against all creatures in your zone—friend or foe. This spell is a minor infraction.

Evil Eye: See description under Curses (page 34).

Ghoul's Touch (Necromancy, Corrupting): Attack a target in your zone, caster's Charisma +2 vs. target's Intelligence, physical damage. This spell is a minor infraction.

Grave's Reach (Necromancy, Cost, Corrupting, Requires *Ghoul's Touch*): Attack any target you can see, caster's Charisma +2 vs. target's Intelligence, physical damage. This spell is a minor infraction.

PRAYERS

Banish (Prayer, Cost, Per Scenario, Requires two other prayers): With a word, you can cast creatures back to their home planes. Choose an extraplanar target that's been summoned to your plane that's in your zone or an adjacent zone. You take an Overcome action (your Charisma vs. the target's Charisma). If you succeed with style, the creature is immediately banished to its home plane, and cannot return for a year and a day. Otherwise, resolve the action as an attack that causes mental stress.

Bless (Prayer, Cost): You can call upon your deity for aid and assistance. You may create an advantage with Wisdom against passive opposition (see below) representing the blessing of your deity. When you cast this spell, you may designate up to five other individuals to receive this blessing; they each get any free invocations you grant, but they're each subject to any negative effects should you fail. When you create a blessing, you roll against a passive opposition of Average (+1) if you're only affecting yourself and up to one other; add 1 to the opposition for each recipient beyond that.

Holy Water (Prayer, Per Session (special), Permanent): You start every session with a vial of Holy Water. This holy water is a boost that lasts until you use it or until the end of the session, whichever comes first. In addition to the normal ways you can use a boost, you may use your boost to make a Wisdom attack against an undead or demonic creature in your zone (or holy creature, if your own god isn't on the side of the angels), opposed by the target's Constitution. Any stress you deal is both mental and physical in equal measure. You can create additional bottles of holy water during a game session given sufficient down time; each bottle costs you a fate point. They only function in the hands of someone devoted to your deity.

Remove Curse (Prayer, Cost, Per Session): You can remove malign magics from a cursed person. Touch a willing ally carrying a curse. Either their curse is removed, or the GM will ask you to make an Overcome action (your Wisdom against an opposition of the GM's choice) to remove the curse.

Spiritual Weapon (Prayer, Cost, Persistent): You can create a weapon of spiritual force that fights for you. You create the weapon in your zone or an adjacent zone. You can move it and attack with it as if it were you, though it performs all actions with your Wisdom. It doesn't need to stand on solid ground, though it doesn't fly either; it can hover over water or cross a gap, but it can't fly straight up to a ledge above. It can't be attacked. While it exists, you are DISTRACTED.

Turn Undead (Prayer, Cost): The power of your god can repel or destroy undead beings. When you call upon the power of your deity to do so, choose one of the following:

- **Destroy Minor Undead:** Make a Charisma attack against all undead nameless NPCs in your zone. Roll your attack once; each nameless undead NPC gives passive opposition equal to its quality. If you succeed with style, they are all destroyed utterly, turning to ash. If you succeed, deal stress normally. If you tie, they have difficulty approaching you; in order to approach you during their next turn, they must each overcome passive opposition equal to the effort on your attack roll. If you fail, your mind touches theirs for the briefest of moments, causing you mental anguish; take 3 mental stress.
- **Repel Greater Undead:** Use Charisma to create an advantage against each named undead NPC in your zone; this advantage represents fear, awe, or some other emotion

your deity instills within them. Each undead creature resists you separately using its Wisdom as passive opposition, but you only roll once. You can use your free invocations (or fate points) to compel the creatures to be repelled on an individual basis, cowering in fear or moving away from you.

- **Command Undead:** Use Charisma to create an advantage against a single undead creature in your zone or an adjacent one. The undead creature resists with its Wisdom, and the advantage represents your hold over the creature. You can use your free invocations (or fate points) to compel the creature to act according to your desires. If you're playing with corruption rules, using this version of the spell is a corrupting action.

TRANSMUTATION

Overcome actions are the caster's Charisma vs. target's Intelligence, unless otherwise stated.

Alter Surface (Transmutation, Cost, Persistent): You change the surface of a solid object in your zone (such as the ground, a sword handle, etc.), applying a new aspect that you or your allies gain two free invocations on. Choose one of the following: SLIPPERY FOOTING, RAZOR SHARP CORNERS, WEAKENED BY DRY ROT, or invent your own. You can't apply this to objects being worn by an unwilling creature (such as armor).

Call Mist (Transmutation, Nature, Trickster, Cost): You fill the zone you're currently in with fog, applying the situation aspect THICK FOG to the zone. (Also, the temperature in the zone chills noticeably!) You & your allies gain two free invocations on the aspect.

Control Weather (Transmutation, Nature, Cost, Persistent, Requires *Call Mist* and four other transmutation or three other nature spells): Your current zone, and all zones in the vicinity, are affected by the same weather-related aspect of your choice; you and your allies gain two free invocations of this aspect.

Grace (Transmutation, Prayer, Cost, Persistent): You or a willing ally in your zone gains +1 to Dexterity. Multiple castings of Grace on the same target in the same scene do not stack.

Haste (Transmutation, Prayer, Cost, Persistent, Requires *Grace*): You or a willing ally in your zone is granted a +1 to their Dexterity score, and acquires the aspect SUPERNATURAL SPEED with two free invocations. The effects do not stack with additional castings of *Haste* or *Grace*.

Knock (Transmutation, Trickster, Cost): You can attempt to open a lock. The overcome roll is your charisma +2 vs. the standard difficulty to pick the lock, or the caster's charisma +2 roll if it's magically sealed (see spell "*Seal*" below).

Might (Transmutation, Prayer, Cost, Persistent, Requires *Power*): You or a willing ally in your zone is granted a +1 to their Strength score, and acquires the aspect SUPERNATURAL STRENGTH with two free invocations. The effects do not stack with additional castings of *Power* or *Might*.

Minor Telekinesis (Transmutation): You telekinetically move a small object (up to 5 pounds or so) that's in your zone. It's not strong enough effect to wrestle the object out of someone's conscious control.

Power (Transmutation, Prayer, Cost, Persistent): You or a willing ally in your zone gains +1 to Strength. Multiple castings of Power on the same target in the same scene do not stack.

Seal (Transmutation, Cost, Permanent): You magically lock a door, chest, safe, or similar lockable container in your zone. It stays locked until you release the lock, someone casts the *Knock* spell on the item, or a particularly skilled locksmith picks it (with a +2 to the standard difficulty).

Stone Shape (Transmutation, Cost, Persistent, Requires *Alter Surface* and two other transmutation spells): You can alter the shape of a substantial quantity of stone, brick, or similar inorganic substance in your zone. You can do things like raise a small wall, weaken masonry, or bridge a narrow gap. You apply a situation aspect (with two free invocations) such as: HANDHOLDS/FOOTHOLDS, CONVENIENT COVER, WEAK POINT.

TAINT: CORRUPTION & MADNESS

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

CORRUPTION

Corruption is a stain on a character's very mind or soul and measures the ill-effects of dealing with horror and defilement. The more corruption a character accumulates, the harder it becomes to control the vile and obscene impulses that seem to bubble up in the unconscious and in some cases, corruption can manifest in disturbing mental and physical maladies.

THE CORRUPTION STRESS TRACK

Corruption in Fate Freeport is represented by its own stress track. This track has four boxes, each a 1-stress box, and you don't get more corruption stress for having a high skill. When you take a corruption hit, mark the stress off from your corruption track just like you would for a mental or physical hit. Corruption hits are almost always 1-stress hits or, very rarely, 2-stress hits; mark off as many boxes as you need to in order to absorb the hit.

Corruption stress doesn't go away at the end of the scene; you'll have to **atone** to get rid of it (more on that later).

CORRUPTION CONSEQUENCES

If you don't have enough corruption stress boxes to absorb a hit, you'll have to use up one of your consequence slots. Corruption uses the same consequence slots as mental and physical stress; you don't have a separate set of corruption consequence slots. Corruption consequences can take the form of physical manifestations of your corruption, such as PUS-FILLED BOILS or an AURA OF UNEASE, or they can take the form of mental scars, predilections toward more corrupting behavior: MURDEROUS URGES or "POWER IS EVERYTHING!".

Corruption consequences work exactly like other types of consequences in all ways except one: they're harder to recover from. Like corruption stress, in order to recover from a corruption consequence you'll have to atone.

OPTIONAL RULES

Tracking madness and corruption is purely optional. Doing so tends to lend a campaign a decidedly darker tone, introducing an element of horror that might not be present in a purely swashbuckling adventure story. It also adds a bit of additional mechanical complexity to characters and to spellcasting. Before you decide to use these rules, make sure the whole group is on board and wants that type of game.

CORRUPTING ACTIONS

An action that corrupts you is called an **infraction**. There are three levels of infractions.

MINOR INFRACTIONS

Minor infractions involve using magic in small but cruel ways. Inflicting pain with a touch, subverting someone's will momentarily, and using an illusion to facilitate a malicious deception are all minor infractions. Mechanically speaking, you're committing a minor infraction when you perform a magical action (that *isn't* a specific spell, such as an invocation of your magical aspect) with malicious or profoundly selfish intent, at the expense of someone else. When you reach a milestone, ask the table whether or not you've committed any minor infractions. If the table agrees that you have, take a 1-stress corruption hit.

MAJOR INFRACTIONS

A **major infraction** is serious business, and usually involves using a specific spell. Most spells that constitute a major infraction call out the fact that they do in the text; these spells are corrupting in and of themselves. It's possible to use a spell that isn't inherently corrupting in such a way that it *becomes* corrupting though; intent matters. If you hurl a fireball into a group of gnolls who are attacking you, that's not an infraction. If you fireball those same gnolls from hiding, without knowing whether or not they are a threat to you first, that might be an infraction. If you fireball a group of gnolls who are attacking innocent townsfolk, indiscriminately consuming all in the blaze, that's *definitely* a major infraction. When you commit a major infraction, you take a 1-stress hit to your corruption stress track then and there. If it's a particularly egregious infraction, the GM is allowed to make it a 2-stress hit.

SEVERE INFRACTIONS

A **severe infraction** is a rare and terrible thing, usually involving dark and forbidden magics that wreak wholesale slaughter, summon demons, or otherwise bring ruin upon the world at large. When you commit a severe infraction, you immediately fill your highest available consequence slot with an appropriate corruption consequence.



RECOVERY AND ATONEMENT

In order to recover from any corruption at all, you must **atone**. You atone when you commit no corrupting actions between milestones and *also* do something to make the world a better place, even if it's only for one person. You needn't use magic, but simply abstaining from corrupting magic isn't enough; you have to help people.

When you reach a milestone, ask the table if you've atoned. If the consensus is yes, erase all of your corruption stress and choose one corruption consequence: erase it and rephrase it to denote recovery. You now recover from that consequence at the normal rate for a consequence of its type.

INSANITY

One of Freeport's most endearing qualities is the Lovecraftian mood this dynamic city evokes. The elements of cosmic horror pervade the setting, from the presence of despicable cults dedicated to mad and alien gods, to the influence of ancient civilizations that at their height eclipsed all things achieved by mankind, to the looming futility of mortal actions against forces far beyond their control. Though these elements are present in the setting, GMs may embrace them with varying degrees of enthusiasm. Any game that cleaves closest to cosmic horror ultimately dooms player characters, which creates a less-than-ideal environment for heroic and sometimes over-the-top adventure. For gaming groups that prefer the darker edge that Freeport offers, this chapter includes madness and insanity rules to reflect the strain that encounters with the horrific place on the mortal mind.

SUFFERING INSANITY

In Fate Freeport, insanity is just another form of mental attack. When you're at risk of losing your sanity, you defend (usually with Wisdom) against the attack and take mental stress if you fail. Consequences you gain from insanity attacks should reflect your more and more tenuous grasp on reality, but otherwise they function exactly like any other mental attack.

The opposition for an insanity attack varies by its trigger. GMs, when you're providing opposition, you can either roll it at the listed value or use that value to provide passive opposition.

MILD TRIGGERS

A **mild trigger** is something disturbing or horrifying: a mound of mutilated corpses, a horrific monster, and so forth. Mild triggers provide Average (+1) opposition.

MAJOR TRIGGERS

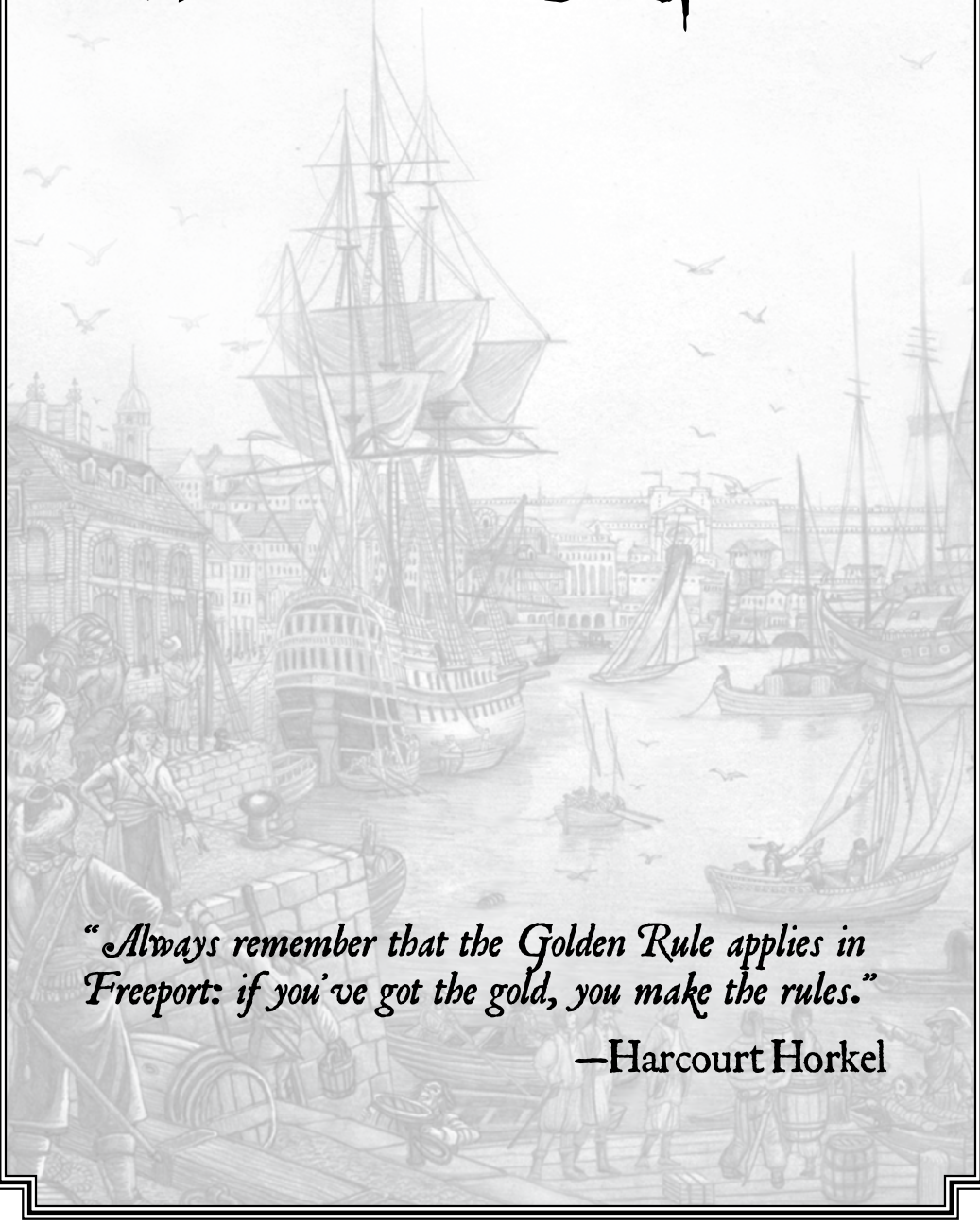
A **major trigger** is a lot like a mild trigger, but has some personal connection to you. If that mound of corpses consisted of your friends and family, or if that horrific monster looked like a twisted version of your mother, those triggers would be severe. Major triggers provide Fair (+2) opposition.

SEVERE TRIGGERS

A **severe trigger** arises when you come face to face with something that *should not be*, something that violates the laws of reality in a fundamental way. Beings from beyond time and space and their effects on the world are good examples of severe triggers; these are things the mind simply isn't built to handle. Severe triggers provide Good (+3) opposition.



CHAPTER THREE: WEALTH & GEAR



“Always remember that the Golden Rule applies in Freeport: if you’ve got the gold, you make the rules.”

—Harcourt Horkel

GEAR AND EQUIPMENT

Freeport is a city of vast wealth and grinding poverty, of filthy rich merchants and the just plain filthy pirates and thieves who steal from them. In any case, acquisition of wealth and the tools used to do it are pretty important to Freeporters. That said, in the sorts of adventures most PCs find themselves in, it's often more narratively important what gear and money the heroes *don't* have than what they do. Until that enchanted sword shows up, that is...

Most gear in Fate Freeport serves to provide narrative justification for using your skills in certain situations. That is, a given piece of gear doesn't always have game stats; instead it allows you to do a particular thing with your skills. For example, you can't just walk up to a lock and pick it with your fingers, even if Dexterity is your best skill. If you have a set of lockpicks, though, suddenly it becomes possible to pick that lock with Dexterity.

This rule is true for most gear that you'll come across in the game. The notable exceptions to this are weapons, armor, and magic items, each of which is covered later.

Because gear serves to allow you to use your skills to do things that would make sense for your character to do, you're assumed to have most anything you need at any given time, within reason. You might not always have an alchemical lab on you, but if you're an alchemist then you probably carry around some reagents and beakers most of the time, the better to ply your craft in the field when you need to. In general, use this as a guideline when deciding what gear your character walks around with.

WEAPONS

In Fate Freeport, weapons generally fall into one of four broad categories. You get to decide exactly what your weapon is and what it looks like.

WHAT GEAR DO I START WITH?

You have a primary weapon; figure out what it is and use the weapon rules later in this chapter to determine its game rules.

If it's appropriate to your character concept, you might have one or two backup weapons, like a dagger or a crossbow or, if you're wealthy, maybe a pistol.

If you're the type of character who wears armor or bears a shield, you have those things too. Use the armor rules later in this chapter to figure out how they work.

You have whatever kits, tools, spellcasting props, or other bits and bobs you need in order to do your thing. If you're a thief, you've got lock picks. If you're a wizard, you have a spellbook. And so forth.

At the GM's option, you may have one or two magic items. This is largely down to what kind of campaign you're playing in and what's appropriate for your character. Work with your GM if it's important, and refer to the magic item rules later in this chapter to figure out what you have and what it does.

You have serviceable clothing (maybe even a spare change of clothes), a place to sleep, and a few coins in your pocket. No need to track money to the penny. If you have an aspect that declares that you're particularly poor or wealthy, make appropriate adjustments to this guideline.

MARTIAL WEAPONS

Martial weapons are weapons that rely on main strength, training, or both. Longswords, battle axes, clubs, and warhammers are all martial weapons. Clubbing a guy upside the head with a pistol or rifle counts as a martial weapon, but it sure won't do its reliability any favors. When you successfully attack with a martial weapon, you deal one additional point of stress.

FINESSE WEAPONS

Finesse weapons, like rapiers, scimitars, nunchucku, daggers, and so forth, rely more on speed and precision than on strength. Naval cutlasses sometimes count as finesse weapons, depending on the style of swordplay the wielder's using. When you use a finesse weapon, you may use Dexterity instead of Strength for any rolls you make with it.

HEAVY WEAPONS

Heavy weapons are like martial weapons but bigger; they are weapons of brute force and overwhelming power. Greatswords, mauls, cabers, and other huge weapons are heavy weapons. When you attack with a heavy weapon, you deal two additional points of stress on a success. However, while you wield it, you can never act first in a conflict.

RANGED WEAPONS

Ranged weapons are meant to be used from a distance. Guns, bows, crossbows, throwing daggers, shuriken, and so forth are all ranged weapons. When you use a ranged weapon, you can target someone in any zone, not just the zone you're in.

These categories though are not straightjackets. It's possible for a weapon to fall into multiple categories based on how you use it. For example, you can use a dagger as a finesse weapon when you stab someone, or you can throw it and it becomes a ranged weapon. A longsword might be used as either a martial or a finesse weapon. A bastard sword might be a martial weapon when wielded one-handed or a heavy weapon when employed in two hands. You can switch back and forth between these categories as makes sense, as long as you only use one category per exchange.

BLACK POWDER WEAPONS

Black powder weapons are quickly becoming favored by Freeporters over things like bows and crossbows. They're simple to use and maintain and can be devastatingly effective. They're still a bit pricey, but that's changing as more smiths learn to build them.

They do have their drawbacks, though. All black powder weapons require an action to reload, which requires both hands free. They all have the aspect **LOUD AND UNRELIABLE**, which might get you in trouble. They hold a single shot and require an action to reload.



IMPROVISED WEAPONS

In a game with swashbuckling pirates, barroom brawls are going to be common. What happens when you pick up a chair and smash someone over the head with it? Improvised weapons are situation aspects. You can invoke an improvised weapon like any other aspect, or you can invoke it to turn it into a weapon of one of the categories above. For instance, you might pick up a chair and hit someone with it, invoking it for a simple +2, or you might invoke it to wield the chair as if it were a martial weapon.

Typically, armor is ineffective against black powder weapons, unless the armor is **PROOFED** - tested against gunfire and proven effective.

Most black powder weapons such as pistols and muskets clearly fall into one of these four categories. Some more specialized weapons (blunderbuss, horse pistol, long rifle, etc.) may justify modifying these guidelines a bit. Work with your GM to figure out how a particular gun works.

SIDEARMS

Sidearms are small black powder pistols, usually built with a flintlock or wheellock mechanism. You can use a sidearm to attack anyone in your zone or an adjacent zone. When you attack with a sidearm, you deal 1 shift of extra stress if you deal stress, and your attack completely ignores most armor. You must spend 1 action to reload a sidearm.

LONGARMS

Longarms are longer, two-handed black powder weapons such as muskets. They're a bit more powerful than sidearms and most have greater range, but it also takes a bit longer to bring them to bear. You can use longarms to attack anyone in any zone you can see except your own. When you attack with a longarm, you deal 2 shifts of extra stress if you deal stress, and your attack ignores most armor. If you're shooting a longarm, you can't go first in the exchange.

CANNONS

Cannons are large, stationary, mounted black powder weapons, usually used on ships or fortifications. They're hugely powerful but carry a number of disadvantages. You can use a cannon to attack anyone in any zone you can see except your own, and what you attack must be directly in front of you. When you attack with a cannon, you automatically take out any unnamed NPCs you hit; you deal 4 shifts of extra stress to anyone else you deal stress to, and your attack completely ignores armor. A cannon usually requires a four-person crew to use: a crew of three gunners to muscle the gun around and perform the reload actions, and the master gunner, who aims the gun and leads the crew. A well trained gun crew can reliably fire about three shots a minute, so assume they must spend at least two exchanges reloading and aiming between shots. A poorly trained crew is as dangerous to their own side as to the enemy, so watch for compels on that **LOUD AND UNRELIABLE** aspect.

Cannons can be loaded with special ammunition.

- **Grape shot** allows you to attack anyone in your zone who is in front of your cannon, and maybe anyone in the next zone in front of your cannon; beyond that distance it has no effect.
- **Explosive shells** allow you to attack an entire zone.
- **Incendiary shot** applies the aspect **ON FIRE** to the target zone.
- **Chain shot** applies the aspect **WRECKAGE** to the target zone, and can be used to cripple ships by destroying their masts.

MASTERTWORK GEAR

Masterwork gear doesn't have any game effect on its own. That doesn't mean it isn't important though. When you decide you want a piece of masterwork gear, decide what it means to you. Is it your father's shield? The cutlass you captured from a rival pirate captain? The finest set of lock picks you've ever owned? If it's important to your character in some way, devote an aspect or a stunt to it. By devoting an aspect to it, you're signaling that you want it to be part of the story, that you want to be able to draw on its fine craftsmanship and personal value when important, and that you want those things (and others) to complicate your life from time to time. If you'd rather your masterwork gear just be a mechanical benefit without a significant personal meaning, create a stunt that represents what it does. Maybe that cutlass is light and well-balanced, making it easier to create advantages with it.

SWIVEL GUNS

Swivel guns are essentially miniature cannons, mounted on a pivot on a ship's rail (incredibly strong people have been known to shoot them unmounted, but it's not advisable.) They require a crew of only two, a shooter and a loader. They're powerful and accurate, but have some disadvantages. The mounting limits your field of fire; you may not be able to shoot at people behind you. When you attack with a swivel gun, you deal 3 shifts of extra stress if you deal stress, and your attack completely ignores armor. Reloading the gun requires an action; if you're responsible for both firing and reloading, you must make a Fair (+2) Strength-based overcome action in order to reload; if you fail you still reload, but you've **LOST YOUR AIM**.

ARMOR

Though there are myriad different kinds of armor in Freeport, the rules only draw distinctions between four broad categories: light, medium, and heavy armor, and shields.

LIGHT ARMOR

Light armor provides little protection but doesn't restrict your movement or weigh you down overmuch. Padded suits and leathers are the most common sorts of light armor. When you wear light armor, it counts as an aspect. You get to invoke it once for free per session while you wear it. The GM can compel light armor when you're trying to hide it under your clothing, when it gets soaked through (and heavy), or when heat is a factor.

MEDIUM ARMOR

Medium armor includes things like chain mail or ring mail, or a simple breast plate. It provides a bit more protection than light armor does, but comes with more



REPAIRING ARMOR

So you've used your one free invocation on your leather armor; it's broken now, right? Not quite. It's an aspect, so you can still invoke it with a fate point. Furthermore, you can "repair" your armor by creating an advantage on it, thus getting another free invocation. As when creating any advantage, advantages that you place on armor has to make sense. If you've used up a free invocation on your armor, it makes perfect sense to use Intelligence to repair your armor (or Charisma to haggle an armorsmith into doing the same) and get a lost invocation back. But does it make sense for you to get additional free invocations the same way? Maybe, maybe not. Talk it over with the GM and the other players and come to a consensus that everyone can live with, then make it happen.

restriction on your movement, more noise, and less mobility. Medium armor is an aspect like light armor, but you can invoke it twice for free per session. The GM can compel it under the same situations as light armor, as well as when stealth is important, when you're trying to swim, or when you're running for a long time.

HEAVY ARMOR

Heavy armor provides the best protection, but is also the weightiest and most restrictive of armors. Plate mail is the quintessential example of heavy armor. Like light and medium armor, heavy armor is an aspect; you can invoke it three times per session for free. The GM can compel it in all the same situation is as light and medium armor, but she can also compel it whenever you have to move quickly or dodge, or when you have to go unnoticed in a crowd.

PROOFED ARMOR

Proofed armor has been shown to be effective against small firearms (sidearms and longarms). It's fantastically expensive and rare. Only medium and heavy armor can be proofed. Not even proofed armor can help you against cannonfire or swivel guns.

SHIELDS

Shields are big slabs of metal or wood that you hold in your off-hand and use to block attacks. Unless unusually thick and heavy, shields aren't typically effective against gunfire. A shield is an aspect, and you can invoke it once per scene for free. The GM can compel it whenever you have to do something with both hands, or with your off-hand.

WEALTH

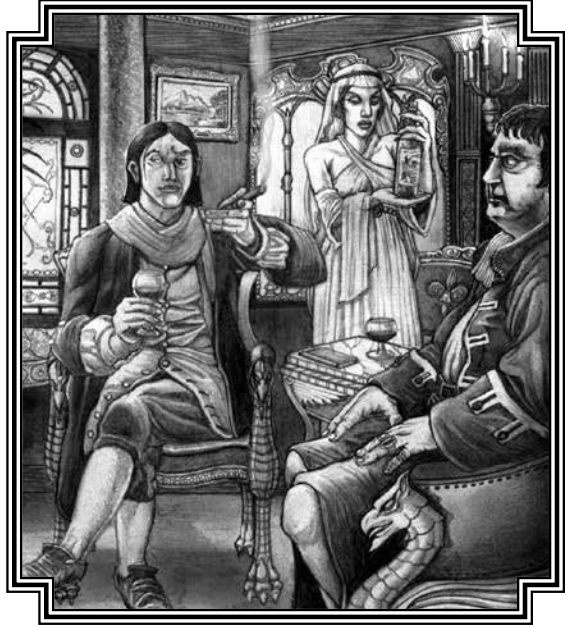
Sometimes you have to buy something; it's a fact of life in Freeport. Fate Freeport doesn't track individual coins or even an abstract wealth score or skill. By default, assume PCs have a few coins with them, enough to buy a basic meal and a night at a cheap inn; money isn't a moment-to-moment concern, but they can't go buy whatever they want, either. To reflect noteworthy wealth or poverty, Fate Freeport uses aspects.

If you think it's important for your character to be rich, devote an aspect to establishing your wealth. You can invoke such an aspect to buy pretty much anything, within reason. For example, someone who is a **WEALTHY ADVENTURER** could easily buy a sword or a horse or a night at an inn; the GM might not even require you to spend a fate point for some of these things. Buying a house, on the other hand, might be a bit out of your reach without some help. Work with your GM to determine what's reasonable and what's not.

Conversely, you could also devote an aspect to being poor. You might be **LIVING HAND TO MOUTH** or have a **GAMBLING PROBLEM**. Why would you want to do such a thing? Why, for the fate points of course! An aspect about being poor is going to complicate things a lot and, while you can't invoke it to buy things, you will get fate points when the GM compels it, and frequently.

WEALTH ASPECTS

A wealth aspect is a disposable, single-use aspect representing a windfall, loot from a dungeon, pillage from a ship, or the contents of a treasure chest. You can invoke a wealth aspect for free once, after which it disappears. Invoking a wealth aspect allows you to do what you'd normally do with an invocation, but you can also use it to buy things as above.



MAGIC ITEMS

What's a high fantasy world without magic items? Magic items exist in Freeport, and they come in many different forms. These myriad forms are broken down into four broad categories: minor items, major items, legendary items, and consumable items.

MINOR ITEMS

Minor items contain a faint dweomer that gives them properties beyond what they'd normally have. These items are often used for entertainment or convenience because of their limited power: a blanket that heats itself, a paper crane that can fly, a set of lock picks that seems to know where to probe. Minor items are aspects. You must spend a fate point or create an advantage in order to use them.

- The *bouyant boots* push the wearer upward, making her fleet of foot and able to jump higher and further.
- The *quiver of readiness* always has an arrow ready for its bearer.
- The *shimmering cloak* is a cloak of surpassing beauty. The wearer can alter its color, texture, and pattern with a word.

MAJOR ITEMS

Major items are a level of magnitude more powerful than minor, and are often used by adventurers. Unnaturally sharp swords, shields that reflect attacks back at the attacker, and cloaks that protect their wearers from harm are all major items. A major item is an aspect. In addition, it has an effect roughly equal in power to a stunt. If you spend a fate point, you can use this effect for the rest of the scene.

- The *bloodthirsty blade* seeks to spill the blood of its bearer's enemies. For a fate point, the wielder can make attacks with his highest skill for the rest of the scene.

- CHAPTER THREE: WEALTH & GEAR -

- The *chameleon's armor* can take on any color its wearer commands it to. For a fate point, the wearer can command it to actually transform into a different type of armor, or into normal clothing, for the duration of the scene.
- The *helm of forethought* allows the wearer to see with clarity. For a fate point, the wearer may ask the GM "What is about to transpire here?" The GM must answer the question truthfully.

CONSUMEABLE ITEMS

Consumable items come in both major and minor variations. They are single-use items, like potions, oils, scrolls, and the like. A minor consumable item has an effect equivalent to a stunt, while a major consumable item can be roughly twice as powerful. A minor consumable item is destroyed or rendered mundane after using it, but has no other cost. A major consumable item also costs a fate point to use.

- *Rejuvenating balm* is spread upon wounds or aching muscles, speeding recovery and numbing pain. When you use it, choose one physical consequence and rename it to indicate that it is recovering. You then recover from it normally.
- A *healing potion* magically closes wounds when you drink it. Drink it and spend a fate point. You may then clear all physical stress and reduce the severity of one consequence by a single level. If you reduce the severity of a minor consequence, it disappears.
- A *magic scroll* contains the arcane formulae required to cast a spell. When you read it aloud, you may use any one spell that you know for free, or you may use any one spell you do not know at normal cost, provided you meet its requirements.

LEGENDARY ITEMS

A legendary item is a rare and unique thing, the kind of item that often defines a character and is entwined with her reputation and destiny. Each legendary item is unique. A legendary item has one or more abilities, each equivalent to a stunt or two in power. If a legendary item has more than one passive ability, one is always active; you can switch between passive abilities at the cost of a fate point. If the item has abilities that must be activated, they must have a cost associated with them, such as fate point expenditure, stress, a limited number of uses, or some narrative cost. In order to use a legendary item, you must bond with it; doing so costs 1 refresh and requires you to devote one of your aspects to the item, rewriting it.

CAPTAIN HARVOW'S DAGGER

Captain Harvow was a notorious treasure hunter and scallywag, and was well known for being both ruthless and lucky. That is, until his first mate stabbed him in the back with his own dagger and threw him overboard. The dagger Harvow's first mate used to kill him was no ordinary dagger; legends say that Harvow bargained his soul away to some sea-demon for it, and that it was the source of his luck and good fortune -- until it took his life.

SUGGESTED ASPECTS

MY LUCKY DAGGER; HARVOW'S HEIRLOOM; I'LL PUSH MY LUCK UNTIL IT RUNS OUT

ABILITIES

Fortune and Glory: The dagger imparts uncanny luck upon its bearer, provided it gets what it wants. Whenever you roll to create an advantage with Dexterity or Charisma and succeed, you instead succeed with style. This only holds true as long as you're in pursuit of some storied treasure or fabled fortune, something that will bring you both riches and reputation.

It Doesn't Point North: Once per session, you can lay the dagger on the ground and ask it to point you toward what you're seeking. If the dagger deems the thing valuable, it will point in the direction that it believes will get you there the fastest. Of course "fastest" doesn't always mean "safest".

Luck Runs Out: The dagger hungers for riches and glory and, if you learn about such things, it will guide you toward them. This works the same as a compel; the GM will offer you a fate point to pursue a thing the dagger wants, and you can accept or refuse. If you refuse too many times, the dagger will make its way into the hands of a new bearer through treachery and betrayal.

REAVERBANE

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

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

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

SUGGESTED ASPECTS

BEHOLD AND TREMBLE, YE REAVERS; MIGHT OF THE SEA LORD

ABILITIES

- Razor Edge:** *Reaverbane* grants a +2 to all melee attacks made with it.
- Truth-Reading:** Gripping *Reaverbane's* handle grants a +2 to Wisdom-based overcome obstacle attempts to discern lies from truth.
- Ward:** Once per session, the wielder of *Reaverbane* may cast *Sphere of Force*.







CHAPTER FOUR: CREATURES OF FREEPORT

*“Abhh, c’mon now Lucius. There ain’t no way the thing
coulda been as big as you thought! Yer seein’ things. Now,
start pumpin’ the air, I’m goin’ in!”*

— Last words of Edgar M., Lobsterman

CREATING AND ADAPTING CREATURES

There are all kinds of horrifying creatures in Freeport. This chapter details quite a few of them, but you can make more for yourself or adapt your existing creatures from other game systems without too much effort.

When adapting existing creatures for Fate or adapting existing creatures, you don't have to sweat the details too much. Don't worry about getting things mechanically exact; worry more about getting the feel of a monster right.

ASPECTS

Start with aspects. Aspects describe what the creature does, what its motivations are, what its nature is, what its weaknesses and strengths are. For most monsters, you don't need more than three aspects: a high concept, a trouble, and one more. For really important monsters, beasts that are part of a set-piece encounter or whose demise represents the conclusion of a long story arc, you might add one or even two more aspects, but no more than that. Likewise, with mobs of unimportant monsters you can just use the rules for nameless NPCs, which means you only need a single aspect (a high concept).

SKILLS

Is your monster strong? Smart? Tough? That's what skills tell you. Skills for monsters don't need to obey the spread of values that PCs get; some can be higher, some might be lower. It's pretty easy to convert monsters from something like the d20 System, which uses ability scores of the same name. In general, use this chart as a guideline for doing so.

FATE FREEPORT SKILLS

FATE VALUE	D20 VALUE
Legendary (+8)	41+
Epic (+7)	31-40
Fantastic (+6)	26-30
Superb (+5)	21-25
Great (+4)	18-20
Good (+3)	16-17
Fair (+2)	14-15
Average (+1)	12-13
Mediocre (+0)	10-11
Poor (-1)	6-9
Terrible (-2)	5-

STUNTS

Stunts are a great way to emulate special abilities, feats, magical powers, and so forth. You can use them to represent spell-like abilities too, or you can give creatures actual spells from this book (or spells you made up yourself). For more on creating stunts, check out *Fate Core*, page 87.

STRESS AND CONSEQUENCES

Your creature's skills (Wisdom and Constitution in particular) will determine your creature's stress boxes and available consequences. Monsters get different benefits from high skills for two reasons.

First, monsters don't have the full array of consequences like PCs do (more on that in a bit). They get comparatively fewer consequences because they're designed to be fought and overcome by

the PCs. Adding consequences *can* make a monster more challenging and memorable, but it can also turn a great fight into a slog.

Second, monsters' skills can go quite a bit higher than PCs' skills can. The chart below accounts for this; use this chart to calculate a monster's stress boxes and consequences. As with PCs, Constitution increases physical stress and consequences, while Wisdom increases mental stress and consequences. All monsters start with 2 stress boxes and 1 moderate consequence slot.

MONSTER STRESS TRACK BENEFITS FOR SKILLS

SKILL RATING	BENEFIT
Legendary (+8)	+1 stress
Epic (+7)	-
Fantastic (+6)	+1 mild physical or mental consequence
Superb (+5)	-
Great (+4)	+1 stress
Good (+3)	+1 mild physical or mental consequence
Fair (+2)	+1 stress
Average (+1)	-
Mediocre (+0)	-
Poor (-1)	-1 stress
Terrible (-2)	Monster is taken out with one hit

CREATURES AND MADNESS

Not every creature is so horrible that it will provoke madness, and even horrible monsters won't provoke such a reaction every time a PC sees it. If a creature has an aspect that implies that it might drive a right-thinking person mad, you may compel that aspect against the PCs in order to force them to defend against madness, as described on page 45. A PC *can* resist this compel like any other compel; in this case, the PC is using hidden reserves of willpower to resist the maddening effect of the creature.

In general, only initiate a single madness attack per scene unless the situation is unusually dire; even then, two is probably the most you should use. Similarly, if a PC runs up against a given horrible creature over and over again, it stands to reason that that PC will build up a kind of mental armor against the mind-breaking effects of that creature. After the second or third time in quick succession that a PC encounters a given creature, simply stop compelling that aspect against them. This is more art than science; do whatever feels right for the story.

MONSTER CONSEQUENCES

Unless otherwise stated, all monsters have a single consequence slot: a moderate consequence slot that can be used for either a mental or physical consequence. Some particularly tough monsters might have additional mild consequence slots, but these are restricted to being used for only physical *or* mental consequences, as designated in the monster's stat block.

If a monster's stress line states that it is taken out with one hit, it has no consequence slots.

And now that we have all that business covered, let's get on with the real meat of this chapter: meeting the creatures of Freeport!

ARANEA (SPIDERKITH)

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

ASPECTS: SORCEROUS SHAPE-CHANGING SPIDER; WICKED AMBITION;
WEBS WITHIN WEBS

SKILLS: Good (+3) **Intelligence, Charisma**; Fair (+2) **Constitution, Dexterity**;
Average (+1) **Wisdom**; Mediocre (+0) **Strength**

STUNT: *Shapechanger*: The aranea can assume the form of a giant spider, a small or medium-sized humanoid, or a spider-humanoid hybrid. While disguised, the aranea gets a +2 to any rolls made to maintain its disguise.

MELEE ATTACK: Bite (+2, Dexterity), normal damage, plus victim is POISONED.

RANGED ATTACK: Web (+2, Dexterity), no damage, attacks an entire zone, all victims are WEBBED.

PHYSICAL DEFENSE: Dodge (+2, Dexterity)

PHYSICAL STRESS: □□□ **MENTAL STRESS:** □□□

BLEMMYÆ

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

ASPECTS: HEADLESS SAVAGE; UNTHINKINGLY VICIOUS;
REMOTE ISLAND-DWELLER

SKILLS: Superb (+5) **Strength**; Fair (+2) **Dexterity, Constitution**; Average (+1) **Wisdom**; Mediocre (+0) **Intelligence**; Poor (-1) **Charisma**

STUNTS: *Scream of Rage*: A blemmyæ can unleash a piercing scream. This is a Charisma attack versus Constitution against every non-blemmyæ in the same zone.

MELEE ATTACK: Club (+5, Strength), normal damage

DAMAGING CONDITIONS

Some monsters' attacks inflict aspects that represent damaging conditions, such as ON FIRE or POISONED. You can compel these aspects like any other aspect, but you can also compel them to make an attack with the effect. Such an attack is usually rated at Fair (+2) and is often against Constitution, but this could vary by creature. If a creature is particularly dangerous or has unusually virulent venom, increase the rating of the attack to Good (+3) or even Great (+4). If it's a mental effect, the target can defend with Wisdom instead. A character *can* resist an attack compel by spending a fate point, just like with any compel.

PHYSICAL DEFENSE: Dodge (+2, Dexterity)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐

BOAR

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

ASPECTS: DANGEROUS AND TERRITORIAL

SKILLS: Good (+3) **Strength, Constitution**; Average (+1) **Wisdom**; Mediocre (+0) **Dexterity**, Terrible (-2) **Intelligence, Charisma**

MELEE ATTACK: Gore (+3, Strength), +1 damage when the boar moves and attacks in the same exchange

PHYSICAL DEFENSE: Tough Hide (+3, Constitution)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐ +1 mild physical consequence

BURNLING

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

ASPECTS: ANIMATE BALL OF FIRE; COOL THE FLAME, KILL THE BURNLING;
WISPY FORM

SKILLS: Good (+3) **Dexterity**; Fair (+2) **Wisdom**; Mediocre (+0) **Constitution, Strength**; Poor (-1) **Charisma**; Terrible (-2) **Intelligence**

STUNTS: **Fiery Leap**: A burnling can leap from target to target, setting them all alight. The burnling can spend a fate point to use its melee attack against as many targets as it likes, provided they're all in the same zone.

Gaseous: Unless the attack being used can damage insubstantial or fiery creatures in some way, a burnling is immune to all physical attacks.

MELEE ATTACK: Ignite (+3, Dexterity), normal damage and the target is ON FIRE

PHYSICAL DEFENSE: Darting Movement (+3, Dexterity)

PHYSICAL STRESS: ☐☐

MENTAL STRESS: ☐☐☐

CHEMICAL GOLEM

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

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

ASPECTS: LIVING ACCIDENT OF ALCHEMY; DULL-WITTED; GOLEM RAMPAGE!

SKILLS: Fantastic (+6) **Strength**; Great (+4) **Constitution**; Mediocre (+0) **Wisdom**; Poor (-1) **Dexterity**; Terrible (-2) **Intelligence**, **Charisma**

STUNTS: **Rupture:** When the chemical golem takes a physical consequence, it ruptures. It may make an immediate Constitution attack against anyone within arm's reach of it; anyone hit by the attack takes normal damage and is SOAKED IN CHEMICALS. A golem that is taken out might also rupture, depending on the nature of its defeat.

Breath Weapon: The chemical golem can spend a fate point to spew chemicals on everyone in its zone. This is a Constitution attack versus Dexterity. Anyone hit takes normal damage and is SOAKED IN CHEMICALS.

MELEE ATTACK: Fist (+6, Strength), normal damage

PHYSICAL DEFENSE: Unfeeling Body (+4, Constitution)

PHYSICAL STRESS: □□□□

MENTAL STRESS: □□

+1 mild physical consequence

CORPSE FLOWERS

This Flowering Plante runs counter to the normal Practice of its Fellowes that put forth pleasing Smells and provide sweet Nectar to attract Bees and other Insectes. So Contrary is its

Nature that its Scent is deadly Poison, even to those who Breathe but a Little. In the Places where it is founde, the Plante is invariably surrounded by the Corpses of those Unfortunate Creatures it has poisoned, which in their turn attract Greate Cloudes of Flies and other Verminne, which seem themselves to be immune. The Stenche of Deathe that rises from these Victims is stronger even than the Deadly Scent of the Plante that killed them, and gives warning not to approach.

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



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

HAZARDS AND TRAPS

It's easy to make hazards and traps, like the corpse flower, in *Fate*. Start with a monster, then remove everything that doesn't apply. Because everything in *Fate* can be modeled as a character, you use the same building blocks to make a hazard or trap as you do a monster or even a PC, though you might not need them all.

by the carcasses of men, animals, and other creatures—victims of its deadly stench. Vermin are immune to the corpse flower's curious pollen.

ASPECTS: POISONOUS CARNIVOROUS FLOWER

STUNTS: ***Venomous Spores:*** Spend a fate point to make an attack at +3 vs. Constitution versus every living creature in its zone. Creatures take normal damage and are POISONED.

Death Burst: When destroyed, the corpse flower uses Venomous Spores for free with a +2 bonus (total bonus of +5).

PHYSICAL STRESS: ☐☐

No physical consequences

GHIAO

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

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

ASPECTS: TIGER-STRIPED SAVAGE; UNCONTROLLABLE FURY;
KILLS FOR THE PLEASURE

SKILLS: Good (+3) **Strength**; Fair (+2) **Dexterity**, **Constitution**;
Average (+1) **Wisdom**, **Charisma**; Mediocre (+0) **Intelligence**

STUNTS: ***Jungle Hunter:*** A Chiao gets a +2 to create an advantage with Dexterity when using heavy underbrush to hide or mask its presence.

MELEE ATTACK: Tiger Claws (+3, Strength)

RANGED ATTACK: Javelin (+2, Dexterity), can attack anyone in its zone or an adjacent zone

PHYSICAL DEFENSE: Dodge (+2, Dexterity)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐

CRAWLING CLAW

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

ASPECTS: UNDEAD SEVERED HAND; MINDLESS AND BODILESS; CHOKE THEM!

SKILLS: Mediocre (+0) **Strength, Dexterity**; Poor (-1) **Intelligence, Wisdom, Charisma**; Terrible (-2) **Constitution**

STUNTS: ***Necromantic Senses:*** The crawling claw doesn't rely on most senses to perceive its prey. It's immune to anything targeting sight, hearing, smell, or taste, but can still perceive creatures normally through a necromantically amplified sense of touch. It can be "blinded" by foiling its sense of touch.

Smite Fallen: When the crawling claw attacks a prone or helpless creature with Strength, it does so at a +2 bonus.

MELEE ATTACK: Choke (+0, Strength)

PHYSICAL DEFENSE: Scuttle (+0, Dexterity)

PHYSICAL STRESS: The crawling claw is taken out by a single hit

MENTAL STRESS: ☐

DEADWOOD TREE

Before the fall of the serpent people, spirit lizards (see page 79) inhabited the great trees of Valossa's jungles. When the cataclysm struck, the trees were slain along with most other living things. A few spirit lizards, however, were trapped inside their dead and dying trees, fusing with them by the warping influence of the Unspeakable One. These became the first of the deadwood trees.

Driven by an insane hatred of living things, they attack without warning and fight until they or their victims are destroyed.

ASPECTS: MURDEROUS INSANE TREE; HUGE AND CLUMSY; KILL THE LIVING

SKILLS: Fantastic (+6) **Strength**; Great (+4) **Intelligence, Constitution**; Good (+3) **Wisdom, Charisma**; Poor (-1) **Dexterity**

STUNTS: ***Enormous:*** A deadwood tree is really big. It can attack anything in its zone or an adjacent zone.

MELEE ATTACK: Massive Branch (+6, Strength), normal damage and the target is KNOCKED DOWN

PHYSICAL DEFENSE: Hardened Bark (+4, Constitution)



PHYSICAL STRESS: □□□□

MENTAL STRESS: □□□

+1 mild physical consequence; +1 mild mental consequence

DEVIL LIZARD

Ages ago, before the fall of the Valossan Empire, spirit lizards roamed the jungles of that ancient land. A sylvan race, they cared nothing for the machinations and wars of conquest committed by the serpent people and they did their best to avoid being drawn into their intrigues. Tragically, when the Unspeakable One destroyed the serpent people and their lands, the spirit lizards and the trees in which they lived were fused, becoming horrid abominations known as deadwood trees (see entry). Those that escaped this fate withdrew into the depths of the jungles where they were changed, twisted and transformed into devil lizards and infused with the hatred and madness spread by the Unspeakable One. As humans settled the Serpent's Teeth, they encroached upon the jungle homes of the surviving devil lizards. Conflicts blossomed wherever the two peoples met and the devil lizards grew to hate the humanoids, killing them whenever their paths crossed.

A devil lizard is a bipedal reptilian creature that stands about two-feet tall and weighs around 35 pounds. Its hands and feet sport sharp talons and a row of spines rises from the top of its head down to the middle of its back. Its mottled warty skin is dark gray with blotches of black, brown, and green.

ASPECTS: VICIOUS LIZARD-CREATURE; CONSUMED BY RAGE;
TWISTED BY THE UNSPEAKABLE ONE

SKILLS: Superb (+5) **Dexterity**; Good (+3) **Constitution**; Fair (+2) **Wisdom**;
Average (+1) **Strength**; Mediocre (+0) **Intelligence**, **Charisma**

STUNTS: ***Regeneration:*** You can spend a fate point in order to clear a devil lizard's physical stress track, or reduce the severity of one physical consequence by one step (a mild consequence heals entirely). If a consequence was caused by fire or supernatural weapons, you can't use this stunt on it.

MELEE ATTACK: Claw (+5, Dexterity), normal damage and the victim suffers from
ESSENCE DISRUPTION

RANGED ATTACK: Bite (+1, Strength), normal damage and the victim is POISONED

PHYSICAL DEFENSE: Dodge (+5, Dexterity)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□□

+1 mild physical consequence

DREAM CHILDREN

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

ASPECTS: SPAWN OF DEAD DREAMS; INSATIABLE APPETITE; HORRIFIC APPEARANCE

SKILLS: Epic (+7) **Strength**; Average (+1) **Constitution**, **Wisdom**, **Charisma**;
Mediocre (+0) **Dexterity**; Poor (-1) **Intelligence**

STUNTS: ***Plane Shift:*** A dream child can shift between planes, disappearing and reappearing somewhere else. The dream child can move from its zone to any visible zone as a free action.

Sleep: A dream child can use its psychic powers to render others unconscious, sending them into a dreamless sleep. Spend a fate point, then create a Charisma advantage versus Wisdom against all living creatures in a zone the dream child can see. If the dream child is successful, the targets are ASLEEP until disturbed in some way, or until the end of the scene (whichever comes first).

MELEE ATTACK: Bite (+7, Strength), normal damage

RANGED ATTACK: Psychic Attack (+1, Charisma, normal damage and the target is CONFUSED

PHYSICAL DEFENSE: Uncanny Movement (+0, Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □□

FIRE SPECTRE

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

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

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

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

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

ASPECTS: BLACK-HEARTED CREATURE OF FIRE; BURN THEM ALL; SCION OF KOTHAR

SKILLS: Good (+3) **Dexterity**; Fair (+2) **Strength, Constitution**;
Average (+1) **Wisdom**; Mediocre (+0) **Intelligence, Charisma**

STUNTS: **Flaming Death:** When someone attacks the fire spectre with a melee weapon, you may spend a fate point to deal 2 physical stress to them and make them ON FIRE.

MELEE ATTACK: Cutlass (+2, Strength), normal damage

PHYSICAL DEFENSE: Speed of the Dead (+3, Dexterity)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□

DEAD MAN'S BRAIN

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

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



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

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

ASPECTS: CARNIVOROUS PSYCHIC CORAL; ROOTED IN PLACE

STUNTS: *Siren Call:* When a creature draws near enough (20 feet or so), the dead man's brain projects a psychic beacon. It creates an advantage at Good (+3) versus the target's Wisdom; if it succeeds, the target is **BEGUILED**. It can compel this aspect to force the target to come to it.

Reproductive Spores: If a creature comes within the same zone of a dead man's brain, it injects its spores into the creature. It creates an advantage at Fair (+2) versus Dexterity or Constitution; if it succeeds, the target is **INFECTED**. An infected creature suffers headaches and disorientation for a few days, after which the aspect becomes a moderate physical consequence if not treated. If it continues to go untreated for a few days, the victim dies screaming as coral protrusions force their way free from the victim's flesh.

PHYSICAL STRESS: This creature is taken out with one hit

MENTAL STRESS: This creature is immune to mental attacks

FLESHRAKER

Flesherkers are terrible fiends conjured up from Hell to spread death and misery in the mortal world. Consumed by an unspeakable need to commit murder, these villains haunt the poor, crowded districts, where a few murdered victims might go unnoticed. It's believed at least one of the murder sprees that have plagued Freeport have rested on the razor wielded by one of these terrible fiends. A fleshraker stands just over six-feet tall and weighs 175 pounds. It has deep crimson skin and long black hair. Its flesh is marred with ritual scars and obscene tattoos. Their faces are long and twisted with an insane smile that spreads wide revealing black teeth when close to killing their prey. These creatures are quick to acquire clothing once they enter the mortal world and can often be seen wearing tall, wide-brimmed hats and long black robes to conceal their ghastly appearance.

ASPECTS: DEMON OF MURDER; DEATH HUNGER; MAKE THEM BLEED

SKILLS: Great (+4) **Dexterity**; Fair (+2) **Constitution, Intelligence**;
Average (+1) **Strength, Wisdom**; Mediocre (+0) **Charisma**

MELEE ATTACK: Knife (+4, Dexterity), +1 damage

PHYSICAL DEFENSE: Dodge (+4, Dexterity)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐

GHOST EATER

Ghost eaters are strange creatures that prowl the jungles of the Serpent's Teeth islands, always on the hunt for undead creatures. The unnatural essence that gives undead the semblance of life sustains these creatures. Ghost eaters are often found haunting the edges of humanoid settlements, particularly burial grounds. A ghost eater is about three feet tall, covered in gray hair that is thickest on its head and back. It has a long tail and round face with staring pale eyes.

ASPECTS: UNDEAD-EATING BEAST; SUSTAINED BY UNDEATH;
TAKE TO THE TREES

SKILLS: Fair (+2) **Dexterity, Wisdom**; Average (+1) **Constitution, Charisma**;
Mediocre (+0) **Strength**; Poor (-1) **Intelligence**

STUNTS: ***Predator's Power:*** A ghost eater can sense any undead creatures in its immediate area, can physically attack incorporeal undead creatures, and gainst a +2 bonus to defend against any powers used by undead creatures.

Eerie Howl: Spend a fate point and the ghost eater unleashes an eerie howl. The ghost eater creates an advantage using Charisma, which all creatures – living and undead – in its zone or an adjacent zone defend against using Wisdom. Any creatures that fail to defend are **TERRIFIED**.

MELEE ATTACK: Bite (+2, Dexterity), normal damage,
+1 damage against undead creatures

PHYSICAL DEFENSE: Dodge (+2, Dexterity)

PHYSICAL STRESS: ☐☐

MENTAL STRESS: ☐☐☐

LIFE LEECH

A life leech is a hideous creature that resembles a normal bat, but sized to that of a man. It has barbs on the end of its wings, and drooling fangs emerge from its slobbering mouth. Found in

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remote islets scattered south of the Serpent's Teeth, sailors whisper these things seem to exist only to feed on the souls of the living.

ASPECTS: SOUL-EATING BAT-THING; THE HUNGER; NIMBLE FLIER

SKILLS: Great (+4) **Dexterity**; Good (+3) **Strength**; Fair (+2) **Constitution**; Mediocre (+0) **Intelligence**, **Wisdom**, **Charisma**

STUNTS: ***Blindsight:*** The life leech doesn't rely on vision to perceive its prey. It's immune to anything targeting vision, but can still perceive creatures normally through echolocation. It can be "blinded" by foiling its sense of hearing.

Life Drain: When a life leech successfully attacks a creature with its bite, it can latch onto its victim. The victim is **PINNED**, and the life leech can start draining the creature's life force. Every exchange the life leech maintains the pin, it fills the creature's lowest available physical consequence slot with a consequence denoting the creature's drained vital essence. If the creature has no more consequence slots, it dies. The life leech resists any attempts to dislodge it with **Strength**.

MELEE ATTACK: Bite (+3, **Strength**), normal damage and **Life Drain**

MELEE ATTACK: Wing Barbs (+4, **Dexterity**), normal damage

PHYSICAL DEFENSE: Aerial Dodge (+4, **Dexterity**)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□

LIZARD, GIANT

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

ASPECTS: REALLY BIG LIZARD; COLD-BLOODED; VISE-LIKE JAWS

SKILLS: Fair (+2) **Strength**, **Dexterity**, **Constitution**; Average (+1) **Wisdom**; Terrible (-2) **Intelligence**, **Charisma**

MELEE ATTACK: Bite (+2, **Strength**), normal damage and the target is **POISONED**

PHYSICAL DEFENSE: Scales (+2, **Constitution**)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□

MALKIN

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

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

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ASPECTS: HYPER-INTELLIGENT CAT; FICKLE AND CAPRICIOUS;
POTENT PSYCHIC POWERS

SKILLS: Great (+4) **Dexterity**; Average (+1) **Constitution**, **Wisdom**, **Charisma**;
Mediocre (+0) **Strength**, **Intelligence**,

MELEE ATTACK: Claws (+0, Strength), normal damage

RANGED ATTACK: Psychic Bolt (+1, Charisma), normal damage

PHYSICAL DEFENSE: Dodge (+4, Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □□

MONSTROUS CLAM

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

ASPECTS: REALLY BIG CLAM; STILL JUST A CLAM; SNAP!

SKILLS: Great (+4) **Strength**; Fair (+2) **Constitution**; Terrible (-2) **Dexterity**,
Intelligence, **Wisdom**, **Charisma**

MELEE ATTACK: Clamp Shut (+4, Strength), normal damage and the victim is HELD FAST

PHYSICAL DEFENSE: Hard Shell (+2, Constitution)

PHYSICAL STRESS: □□□

MENTAL STRESS: This monster is immune to mental attacks

MONSTROUS CRAB

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

ASPECTS: REALLY BIG CRAB; FIERCELY TERRITORIAL; HUGE CLAWS

SKILLS: Great (+4) **Strength**; Fair (+2) **Constitution**; Mediocre (+0) **Dexterity**,
Wisdom; Terrible (-2) **Intelligence**, **Charisma**

MELEE ATTACK: Claw (+4, Strength), normal damage and the victim is GRAPPLED

PHYSICAL DEFENSE: Hard Shell (+2, Constitution)

PHYSICAL STRESS: □□□

MENTAL STRESS: This monster is immune to mental attacks

MAKING MONSTERS BIGGER AND SMALLER

Creatures like the giant lizard come in a variety of sizes. In this case, the stats presented are for a giant lizard that's about the size of a human. To make a creature bigger or smaller, give it an aspect representing its size (or change an existing aspect), and adjust its skills. Bigger creatures have higher Strength and Constitution but lower Dexterity; smaller creatures are the reverse.

By way of example, a really huge giant lizard might have the aspect HUGE LIZARD instead of REALLY BIG LIZARD, and would probably have Strength and Constitution at Good (+3) or Great (+4) but Dexterity at Mediocre (+0) or Average (+1).

MONSTROUS JELLYFISH

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

ASPECTS: REALLY BIG JELLYFISH;
MINDLESS;
LASHING TENTACLES

SKILLS: Fair (+2) **Constitution**;
Average (+1) **Strength**;
Mediocre (+0) **Wisdom**;
Terrible (-2) **Dexterity**,
Intelligence, **Charisma**

MELEE ATTACK: Tentacles (+1, Strength), normal damage and the victim is POISONED and ENTANGLED

PHYSICAL DEFENSE: Boneless Body (+2, Constitution)

PHYSICAL STRESS: □□□

MENTAL STRESS: This creature is immune to mental attacks



MONSTROUS LEECH

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

ASPECTS: REALLY BIG LEECH; HUNGER FOR BLOOD; LATCH ON

SKILLS: Good (+3) **Strength**, **Dexterity**, **Constitution**; Mediocre (+0) **Wisdom**;
Terrible (-2) **Intelligence**, **Charisma**

STUNTS: **Blood Drain:** When a monstrous leech successfully attacks a creature with its bite, it can latch onto its victim. The victim is PINNED, and the leech can start draining the creature's blood. Every exchange the leech maintains the pin, it fills the creature's lowest available physical consequence slot with a consequence denoting the creature's drained blood. If the creature has no more consequence slots, it dies. The leech resists any attempts to dislodge it with Strength.

MELEE ATTACK: Bite (+3, Strength), normal damage and Blood Drain

PHYSICAL DEFENSE: Aquatic Dodge (+3, Dexterity)

PHYSICAL STRESS: □□□

MENTAL STRESS: This creature is immune to mental attacks
+1 mild physical consequence slot

NEOTHELID

No one is quite certain where these creatures come from and indeed many deny they exist at all. Those students of the occult who dabble with theories of other dimensions suggest the neothelid in fact originates from another dimension and that it ever seeks to cross the barriers of space and time, punching through the fabric of reality in acts of incredible supernatural powers. It's whispered that some cults see these things as gods and they work to bridge their worlds to usher in a new era of horror with the neothelids as masters.

A neothelid is a great wormlike creature measuring over 50-feet long. Its head is a mass of writhing tentacles that surround a toothy maw. Although it has no eyes or other sensory organs, it unerringly senses its prey.

ASPECTS: MASSIVE EXTRA-DIMENSIONAL WORM; INSCRUTABLE AND UNKNOWNABLE; SHAPE HEARTS, READ MINDS

SKILLS: Legendary (+8) **Strength, Constitution**; Good (+3) **Intelligence**; Fair (+2) **Wisdom, Charisma**; Terrible (-2) **Dexterity**

STUNTS: ***Spew Acid:*** Spend a fate point to make the neothelid spew acid onto everything in an adjacent zone. The neothelid makes a Constitution attack versus Dexterity against all creatures in the zone, dealing normal damage.

MELEE ATTACK: Tentacle (+8, Strength), normal damage and the victim is **ENSNARED**

RANGED ATTACK: Mind Blast (+2, Charisma), normal damage and the victim is **CONFUSED**

PHYSICAL DEFENSE: Thick Hide (+8, Constitution)

PHYSICAL STRESS: ☐☐☐☐☐☐

MENTAL STRESS: ☐☐☐

+2 mild physical consequences



NEREID

Nereids are salt-water fey, kin to both dryads and nixies. They are human-sized with lightly scale blue-green skin and webbed fingers and toes. Females dress in long, flowing robes of woven seaweed and wear jewelry made of pearls and shells. Males wear knee-length kilts of seaweed. They commonly live in sea caves or coral reefs. The nereids are reclusive, avoiding land-dwellers when possible. With the recent troubles plaguing the waters of the Serpent's Teeth (in particular the sea devils), most of the nereids have withdrawn completely, hiding in their submerged homes and only emerging to drive off those who trespass in their territory.

ASPECTS: SEA-BORN FEY; THE SEA DEVILS DRAW NEAR; OCEAN BOND

SKILLS: Great (+4) **Dexterity, Charisma**; Fair (+2) **Wisdom**;
Average (+1) **Strength, Constitution, Intelligence**

STUNTS: ***Bonded to the Sea:*** A nereid can grant any land-dweller the ability to breathe underwater for as long as the nereid wills it to be so. However, for every day a nereid remains away from her bonded ocean, she takes a physical consequence in her lowest available consequence slot or dies.

MELEE ATTACK: Dagger (+4, Dexterity), normal damage

PHYSICAL DEFENSE: Aquatic Dodge (+4, Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □□□

OCEAN WYRM

An ocean wurm is an enormous aquatic serpent capable of crushing a small ship within its coils. It has a massive dragon-like head and a long, sinuous body with flattened tail. A spiny crest runs the length of its back, and on each side of its body is a ridge of flattened, projecting scales. It moves through the water with an undulating motion, moving with incredible speed. When it rises from the ocean, the water seems to cling to it, as if it was somehow part of the ocean itself.

Ocean wyrms are regarded as sacred by the locathah (True20 Bestiary page 120), who claim that the serpents are the children of a mighty sea god named Kolan—indeed, their name in the locathah tongue, Kolan'tathok, means "Children of Kolan." According to folklore, Kolan was the younger brother of the God of Locathah and Merfolk. Jealous of his elder's faithful following among the aquatic peoples, he turned himself into a great and terrible sea serpent to threaten them. The locathah placate the kolan'tathok—and through them their legendary father Kolan—with offerings of food and the occasional sacrifices, building shrines in front of their lairs which are attended by priests. A steady supply of offerings relieves the great serpents of the need to hunt, and many have not left their coral caves for centuries.

The ocean wurm is a distant threat to Freeporters since none of these terrifying creatures have ever been found in the waters of the Serpent's Teeth. The locathah communities that revered these creatures are far from Freeport and were legendary even among the local colonies of merfolk. With the recent upheaval and activity of the sea devils, though, the merfolk have vanished and the locathah are less inclined to visit the Serpent's Teeth. Those familiar with the depth have begun to worry that the outlying locathah villages are being abandoned as well, and if this is true, then there are none to placate these horrors—a fact that could prove disastrous for Freeport and beyond.

ASPECTS: GREAT SEA SERPENT; PLACATED BY THE LACOTHAH; WATER MASTERY

SKILLS: Legendary (+8) **Strength, Constitution**; Good (+3) **Wisdom**;
Mediocre (+0) **Dexterity, Intelligence, Charisma**

STUNTS: *Enormous:* The ocean wyrm is huge, possibly taking up multiple zones. It can attack anything in any of the zones it occupies, and anything in an adjacent zone.

MELEE ATTACK: Bite (+8, Strength), +2 damage and the creature is **SWALLOWED**

PHYSICAL DEFENSE: Impenetrable Scales (+8, Constitution)

PHYSICAL STRESS: □□□□□□

MENTAL STRESS: □□

+2 mild physical consequences

PARROT

The jungles of the Serpent's Teeth are filled with these colorful birds and as such, they are favored companions of local folk. Natural mimics, they are treasured for their ability to repeat words and phrases they've been taught.

ASPECTS: COLORFUL BIRD; NATURAL MIMICRY

SKILLS: Fair (+2) **Dexterity, Wisdom**; Mediocre (+0) **Constitution, Intelligence, Charisma**; Terrible (-2) **Strength**

MELEE ATTACK: Claw (-2, Strength), normal damage

PHYSICAL DEFENSE: Fair (+2), (Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □□□

PICACOUATL

A picacouatl is a small feathered and winged serpent, covered in bright scales with riotous-colored wings and glittering emerald eyes. Picacouatls are small predators found in the jungles of A'Val and rarely on the other islands of the Serpent's Teeth. It flies through the forest canopy, feeding on monkeys, birds, and other small game. It measures 6 feet long and with a 5-foot wingspan.

ASPECTS: SMALL FEATHERED SERPENT; RIOTOUS COLORS; SURGE OF VIRTUE

SKILLS: Great (+4) **Dexterity**; Fair (+2) **Wisdom**; Average (+1) **Constitution**; Mediocre (+0) **Strength, Charisma**; Poor (-1) **Intelligence**

MELEE ATTACK: Bite (+4, Dexterity), normal damage (+2 vs. evil creatures) and the target is **POISONED**

PHYSICAL DEFENSE: Aerial Dodge (+4, Dexterity)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□

PWALG

Pwalgs are the flicked off tumors plucked from the diseased flesh of the Unspeakable One. When of sufficient size, the dark god pinches off the flesh and casts it into the Material Plane, where it waddles about, spraying foul excretions from the many sphincters dimpling its fleshy body. A typical pwalg is a fat blob of quivering fatty tissue. From the many orifices weep streams of brown milk. Generally satisfied, it spends its time chuckling darkly to itself. However, when agitated, it tears free two arms and waddles forward, shifting its bulk to reveal its sucking lamprey mouth.

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ASPECTS: TUMOR GIVEN LIFE; FOUL STENCH; VIOLENT WHEN ROUSED

SKILLS: Good (+3) **Dexterity**, **Wisdom**; Fair (+2) **Constitution**;
Average (+1) **Strength**; Mediocre (+0) **Charisma**;
Poor (-1) **Intelligence**

STUNTS: *Coated in Acid:* Anyone who touches a pwalg is COVERED IN ACID.

MELEE ATTACK: Bite (+1, Strength), normal damage and the target is COVERED IN ACID.

RANGED ATTACK: Acid Squirt (+3, Dexterity), normal damage and the target is COVERED IN ACID.

PHYSICAL DEFENSE: Deceptive Grace (+3, Dexterity)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□□

+1 mild mental consequence

RAVENOUS ZOMBIE

Most zombies are mindless creatures, little more than automatons to be directed by their creators. Rarely, though, an animated carcass retains faint memories of its former life and is consumed by an overpowering need to fill the emptiness of its existence by consuming the fresh brains of living creatures. Ravenous zombies are hard to control and shuffle about in a feeble attempt to perform the normal tasks they did in life.

ASPECTS: THE HUNGRY DEAD; MEMORIES OF LIFE; STRENGTH OF DEATH

SKILLS: Good (+3) **Constitution**; Average (+1) **Strength**; Mediocre (+0) **Wisdom**; Poor (-1) **Dexterity**; Terrible (-2) **Intelligence**, **Charisma**

MELEE ATTACK: Grab and Bite (+1, Strength), normal damage and the target is GRABBED

PHYSICAL DEFENSE: Shuffling Gait (-1, Dexterity)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□

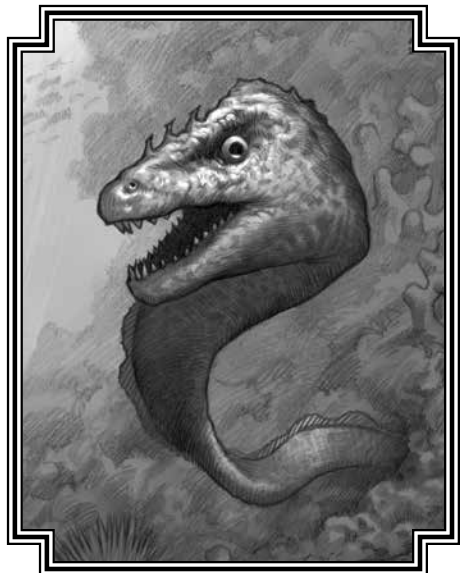
+1 mild physical consequence

REEF EEL

The reef eel is an aquatic predator, growing as large as seven feet long. It has a narrow, ribbonlike body and pointed head armed with a mouth full of vicious teeth. Reef eels hunt small fish at night and spend their days lurking in cracks and crevices in the reef. Their lairs are seldom wider than their bodies and they back into them, leaving their head facing outward. If disturbed or threatened, a reef eel can lunge forward and bite with great speed.

ASPECTS: PREDATORY EEL; VICIOUS

SKILLS: Good (+3) **Dexterity**;
Average (+1) **Strength**,
Wisdom; Mediocre (+0) **Constitution**; Terrible (-2) **Intelligence**, **Charisma**



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MELEE ATTACK: Bite (+1, Strength), +1 damage and the target is BLEEDING

PHYSICAL DEFENSE: Aquatic Dodge (+3, Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □□

SEA HAWK

The sea hawk is a large bird of prey, with long, pointed wings and a slim body. It soars over the seas, plucking fish from near the surface of the water and eating on the wing. Although sea hawks cannot swim like most other seabirds, their feathers are water-resistant, and if they land in the water for any reason, they can take off with no difficulty.

ASPECTS: SEA BIRD OF PREY; SHARP EYES

SKILLS: Good (+3) **Dexterity**; Fair (+2) **Strength**; Average (+1) **Constitution**, **Wisdom**; Terrible (-2) **Intelligence**, **Charisma**

MELEE ATTACK: Talons (+2, Strength), normal damage

PHYSICAL DEFENSE: Aerial Dodge (+3, Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □□

SEA TURTLE

Description Sea turtles are found throughout the waters of the Serpent's Teeth, spending their days browsing on sponges, corals, and other slow-moving prey. While a sea turtle spends almost its entire life in the ocean, it is not amphibious. It can hold its breath for up to two hours before returning to the surface for air.

ASPECTS: TURTLE OF THE SEA; PROTECTIVE SHELL

SKILLS: Fair (+2) **Constitution**; Average (+1) **Wisdom**; Mediocre (+0) **Strength**; Poor (-1) **Dexterity**; Terrible (-2) **Intelligence**, **Charisma**

MELEE ATTACK: Bite (+0, Strength), normal damage

PHYSICAL DEFENSE: Shell (+2, Constitution)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□

SERPENT PERSON

The serpent people once ruled a vast empire. Their advanced knowledge of sorcery and the planes could not help them when the Unspeakable One was summoned to the heart of Valossa. The dark god destroyed their lands, plunging them beneath the waves and killing millions. In spite of the devastation, some, a handful really, survived. Many fled to the distant reaches of the world, withdrawing into the caves or secluded vales, but a few fled below, deep beneath the earth to seek refuge from the hostile elements that would destroy them. Over the centuries that followed, these isolated groups of serpent people became distinct, adapting to their environments until in many cases they were nearly altogether new races.

The serpent person described here is, if possible, the most common strain of serpent person. These creatures are man-sized snakes equipped with arms and legs. Most have green scales, but a few sport brown, red, banded, or even yellow scales.

ASPECTS: SERPENT PERSON
MYSTIC; A SCATTERED
PEOPLE; SCION OF AN
ANCIENT EMPIRE

SKILLS: Good (+3) **Charisma**;
Fair (+2) **Wisdom**;
Average (+1) **Dexterity**,
Intelligence; Mediocre
(+0) **Strength**,
Constitution

STUNTS: ***Change Shape:*** The
serpent person can
assume the form of a
humanoid, so long as the
new shape's size does not
exceed its own. It gets a
+2 to Charisma checks
made to maintain the
disguise.

MELEE ATTACK: Falchion (+0, Strength),
normal damage

RANGED ATTACK: Mind Bolt (+3, Charisma),
normal damage

PHYSICAL DEFENSE: Magical Shield (+1,
Intelligence)

PHYSICAL STRESS: □□

MENTAL STRESS: □□□

SERPENT PERSON DEGENERATE

Of those serpent people who fled below the earth, they are mere shadows of their former might, being wretched terrible things that skulk in the darkness and feast on whatever they can catch. Little more than animals, they recall nothing of Valossa or of their fall, living mostly by their instincts and their terrible service to the Unspeakable One.

ASPECTS: WRETCHED SERPENT
CREATURE; SERVE THE
UNSPEAKABLE ONE;
VICIOUS

SKILLS: Average (+1) **Strength**,
Constitution;
Mediocre (+0)
Dexterity; Poor (-1)
Intelligence, **Wisdom**,
Charisma



MELEE ATTACK: Bite (+1, Strength), normal damage and the victim is POISONED

RANGED ATTACK: Spear (+0, Dexterity), normal damage

PHYSICAL DEFENSE: Dodge (+0, Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □

SHADOW SNAKE

The serpent god Yig transformed his priests into shadow serpents as a punishment for allowing the Valossan civilization to be consumed by the horrid will of the Unspeakable One. These vile abominations haunted the temple of Yig, but are thought to have been destroyed when the temple was recovered. Rumors, though, persist that these things still lurk in the Underside, snatching the feckless and unwary.

A shadow snake has an indistinct humanoid form and moves with a serpent's sinuous grace.

ASPECTS: SERPENT OF SHADOWS; FORMER PRIEST; IN SERVICE TO YIG

SKILLS: Fair (+2) **Dexterity, Constitution**; Average (+1) **Wisdom, Charisma**; Mediocre (+0) **Strength, Intelligence**

STUNTS: ***Drain Strength:*** The touch of a shadow snake drains a target's strength until it kills them. When a shadow snake succeeds on an attack, it does no damage; instead, the target must fill its lowest available physical consequence slot or be taken out. A target who is taken out dies.

MELEE ATTACK: Shadow Touch (+2, Dexterity), Drain Strength

PHYSICAL DEFENSE: Flow Like Shadow (+2, Dexterity), immune to physical attacks that can't target incorporeal creatures

PHYSICAL STRESS: □□□

MENTAL STRESS: □□



SPIRIT LIZARD

The spirit lizard looks something like a small, fine-featured lizard person, about two-feet tall, with long-fingered hands and large, sparkling eyes. A small crest rises from the top of its head. Spirit lizards live in the jungles of the Serpent's Teeth, predominately on Windward. Once, they lived in the jungles of Valossa, perhaps explaining why they are reptilian rather than humanoid in appearance. They are fiercely protective of the trees and wildlife of their home areas and protect them from harm.

Spirit lizards were the predominant fey species of Valossa, but when the summoning of the Unspeakable One destroyed the continent, many suffered a terrible fate. As the essence of the Unspeakable One permeated the living things of the continent, many spirit lizards became trapped in their home trees and warped by the maddening forces unleashed upon the

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land. Twisted and evil, these become the first deadwood trees. Others were apart from their trees when the cataclysm struck and were forced to endure both the destruction of their beloved forests and the warping effects of the Primal God's foul will, becoming transformed themselves into devil lizards. Thus only a few spirit lizards escaped the horrors of this ancient time.

In the centuries that followed, the spirit lizards continued to guard the jungle and its native creatures, just as dryads do in other parts of the world. They take action against deadwood trees when they encounter them, but do not have the devil lizard's burning hatred of them. They look on the devil lizards with compassion—for any of them could have suffered the same fate—but know they cannot help them.

ASPECTS: PROTECTOR OF THE TREES; NEARLY EXTINCT; TREE BOND

SKILLS: Good (+3) **Dexterity**, **Wisdom**; Fair (+2) **Constitution**;
Average (+1) **Intelligence**, **Charisma**; Mediocre (+0) **Strength**

STUNTS: **Tree Bond:** A spirit lizard can merge with any tree or plant, becoming a part of it. If it merges with the tree it is bonded to, it recovers all stress and consequences over the course of an hour. If its bonded tree is destroyed, it must fill its lowest available consequence slot each day or die.

MELEE ATTACK: Bite (+0, Strength), normal damage and the target is POISONED

PHYSICAL DEFENSE: Nimble Dodge (+3, Dexterity)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□□

+1 mild mental consequence

TAVI (MONGOOSE FOLK)

These small creatures are about the size of a halfling when standing upright and the size of a small dog when on all fours. They have grayish-brown fur with a pointed snout, rounded ears, and a long tail. Their black eyes gleam with intelligence and their front paws are particularly agile.

Tavi are the result of a magical experiment to create a bigger and more intelligent mongoose for dealing with larger snakes and snake-like races such as the serpent folk. They can stand upright and use their front paws to manipulate objects, but drop onto all fours for running.

Tavi have been introduced to various parts of the world where snakes and serpent races are a problem, but are most numerous in and around Freeport, where they were first introduced. While many remain in captivity (especially among the Wizards' Guild), over the years several have escaped and set up flourishing wild groups.

ASPECTS: SMALL MONGOOSE-PERSON; SERPENT-KILLER; GROUP HUNTER

SKILLS: Great (+4) **Dexterity**; Average (+1) **Wisdom**; Mediocre (+0) **Strength**,
Constitution, **Charisma**; Poor (-1) **Intelligence**

MELEE ATTACK: Bite (+4, Dexterity), +2 damage versus serpents and serpent-creatures

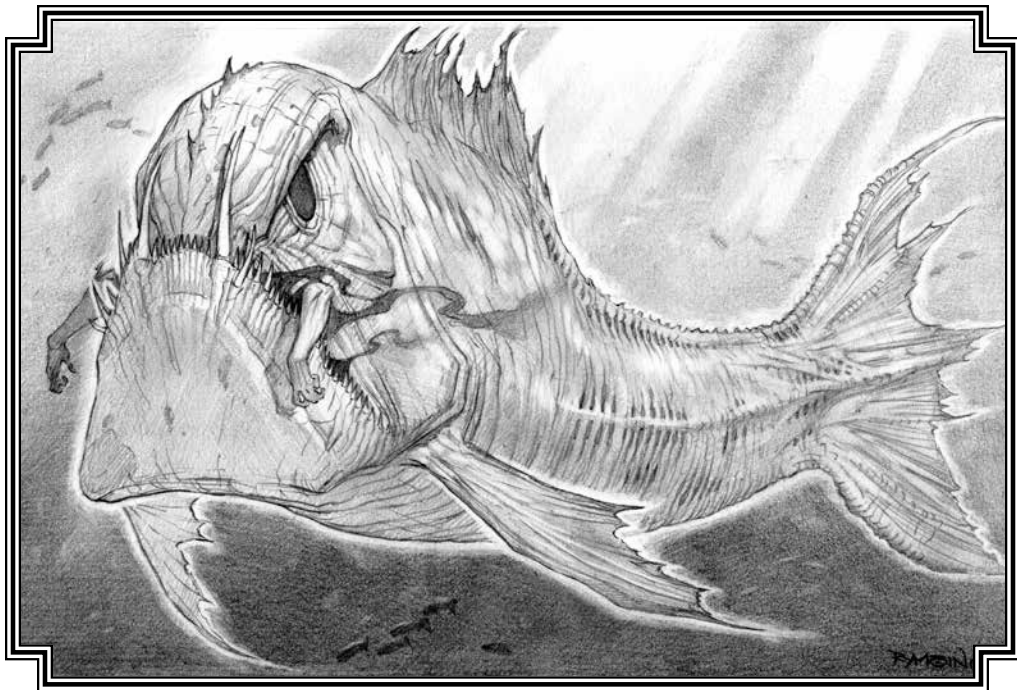
PHYSICAL DEFENSE: Lightning Dodge (+4, Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □□

THANATOS

A thanatos is a horrific abomination, being the undead remains of a great fish. Its bony head looks eerily like a monstrous skull and its eyes are white and blank. Great rents and tears in the scales of its sides show tattered flesh beneath. Its scales and flesh are translucent, revealing hints



of its skeleton here and there. It glows with an unnatural greenish-white light, and its mouth is full of long, jagged teeth.

Thanatos normally frequent the deepest, darkest depths of the ocean, feeding on the corpses of creatures that sink to the ocean bed. Occasionally, however, they may rise to shallower depths to raid the settlements of aquatic races in search of food. They have been known to attack ships.

ASPECTS: HUGE UNDEAD FISH; VILE LUMINESCENCE; THE HUNGER

SKILLS: Epic (+7) **Strength**; Superb (+5) **Constitution**; Good (+3) **Wisdom**; Mediocre (+0) **Charisma**; Poor (-1) **Dexterity**; Terrible (-2) **Intelligence**

MELEE ATTACK: Bite (+4, Dexterity), +2 damage versus serpents and serpent-creatures

STUNTS: ***Glow of Death:*** Undead that can see the thanatos are bolstered by its vile luminescence; they all have the aspect BOLSTERED, which they can invoke once for free.

MELEE ATTACK: Bite (+7, Strength), normal damage and the creature is SWALLOWED

PHYSICAL DEFENSE: Dead Body (+5, Constitution)

PHYSICAL STRESS: □□□□□

MENTAL STRESS: □□

+1 mild physical consequence

UNSPEAKABLE ICHOR

Unspeakable ichor is believed to be the ectoplasmic effluvia produced whenever a thing is drawn from the realm of the Unspeakable One into this world. Such substance might be dismissed as common slime, some profoundly foul fungus that corrodes iron, wood, or more fleshy substances, this particular patch if vileness houses a disturbing malevolence, a wicked cunning that hungers to spread discord and suffering by enveloping the mind with its maddening psyche and enslaving its victims.

- CHAPTER FOUR: CREATURES OF FREEPORT -

This strange creature is black and slippery, not unlike oil. It has no constant form, appearing instead as a shifting mass of fluid. When unspeakable ichor seizes control over a mortal victim, its thrall's eyes assume the same brown-black color.

ASPECTS: MIND-CONTROLLING OIL; AMORPHOUS; MALIGN INTENT

SKILLS: Great (+4) **Intelligence**, **Charisma**; Good (+3) **Strength**, **Wisdom**; Fair (+2) **Constitution**; Mediocre (+0) **Dexterity**

STUNTS: ***Vessel of Flesh:*** The unspeakable ichor can enter a living creature and assume control of it. First is hast to grab the creature; once it's done that, it can make a mental Charisma attack versus the target's Wisdom. If it inflicts a consequence, it enters the victim and starts to assume control (by compelling the consequence). It can continue to attack the target's Wisdom while it inhabits the target, though once it enters the target it can make only one attack per day. The only way to remove the unspeakable ichor is with a spell specifically designed to do so.

MELEE ATTACK: Engulf (+3, Strength), normal damage and the target is GRABBED; see Vessel of Flesh

PHYSICAL DEFENSE: Amorphous Form (+2, Constitution)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□□

+1 mild mental consequence

VULPINE

Vulpines are outsiders that combine elements of human and fox in their appearance. They can shift between humanoid, hybrid, and fox forms, but even in human form they have a fox tail which they must hide if they wish to conceal their true nature. Although they are skilled shapeshifters, the common belief that they are lycanthropes is not true.

Consummate tricksters and confidence artists, vulpines delight in all kinds of trickery and deception. Not only does this make a handsome living for many of the creatures who live undetected among other peoples, but it also creates a good deal of confusion in which their capricious natures revel. A vulpine is usually encountered in human form. They stand just over 5 feet tall and weigh 100–120 pounds. In its natural form, it appears to be a red-furred humanoid with a fox head and is about the same height and weight. When it assumes its fox form, it is virtually indistinguishable from other foxes. The main weakness of vulpines is their vanity and their love of luxury. Their pride in their abilities causes them to overreach, resulting in a hasty exit when their plans are discovered. They are also great materialists and have been led into trouble by their fondness for extravagant living.

ASPECTS: SHAPESHIFTING TRICKSTER; VANITY AND LUXURY; REVEL IN CHAOS

SKILLS: Great (+4) **Charisma**; Good (+3) **Dexterity**; Average (+1) **Intelligence**, **Wisdom**; Mediocre (+0) **Strength**, **Constitution**

STUNTS: ***Change Shape:*** The vulpine can assume the form of a humanoid with a fox tail or a fox. In either form, it gets a +2 bonus to Charisma rolls made to maintain its disguise.

MELEE ATTACK: Bite (+3, Dexterity), normal damage and the target is CONFUSED

PHYSICAL DEFENSE: Dodge (+3, Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □□

X'SVAL

An x'sval is a roiling red mist that shifts and changes shape constantly and from time to time, hideous, distorted faces form and dissolve in the clouds of its being. It moves slowly but purposefully, reaching out with pseudopods and flowing through the narrowest of openings.

From time to time, the Unspeakable One will send forth a tiny part of his essence to the mortal world, either to perform some task or answer an appeal by his cultist. Heralds of the Unspeakable One, as they are known, can be called by terrible rituals or by uses of the Summon Outsider supernatural power.

ASPECTS: HORRIFIC MIST; SERVANT OF THE UNSPEAKABLE; CONSUME

SKILLS: Epic (+7) **Strength**; Fantastic (+6) **Constitution**; Good (+3) **Dexterity**; Fair (+2) **Charisma**; Mediocre (+0) **Intelligence**, **Wisdom**

STUNTS: ***Confusion:*** Spend a fate point to make the x'sval send out a pulse of confusion. It creates a Charisma advantage against the Wisdom of every creature within its zone or an adjacent zone. Anyone who fails is **CONFUSED**.

Consume: Once a x'sval has someone grabbed, it can start to consume them. The victim must fill the lowest available physical consequence slot during each exchange the x'sval chooses to consume them, or cease to exist.

Possession: The x'sval can enter a living creature and assume control of it. First it has to grab the creature; once it's done that, it can make a mental Charisma attack versus the target's Wisdom. If it inflicts a consequence, it enters the victim and starts to assume control (by compelling the consequence). It can continue to attack the target's Wisdom while it inhabits the target, though once it enters the target it can make only one attack per day. The only way to remove x'sval is with a spell specifically designed to do so.

MELEE ATTACK: Mist Tendril (+7, Strength), normal damage and the target is both **DISRUPTED** and **GRABBED**

PHYSICAL DEFENSE: Roiling Mist (+6, Constitution)

PHYSICAL STRESS: ☐☐☐☐☐

MENTAL STRESS: ☐☐

+2 mild physical consequences

FLYING LIZARDS

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

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

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

BLACKWING

ASPECTS: FEROCEOUS FLYING
REPTILE; SCENT OF PREY;
HUGE AND POWERFUL

SKILLS: Legendary (+8)
Strength; Fantastic
(+6) **Constitution**;
Average (+1) **Wisdom**;
Mediocre (+0) **Dexterity**,
Charisma; Terrible (-2)
Intelligence

MELEE ATTACK: Bite (+8, Strength),
normal damage

MELEE ATTACK: Constrict (+8, Strength),
normal damage and the
victim is CONSTRICTED

PHYSICAL DEFENSE: Tough Scales (+6,
Constitution)

PHYSICAL STRESS: ☐☐☐☐☐

MENTAL STRESS: ☐☐

+2 mild physical
consequences

IRONTOOTH

ASPECTS: FEROCEOUS FLYING
REPTILE; SCENT OF PREY;
MAN-SIZED PREDATOR

SKILLS: Good (+3) **Strength**,
Constitution; Average
(+1) **Dexterity**, **Wisdom**;
Mediocre (+0) **Charisma**;
Terrible (-2) **Intelligence**

MELEE ATTACK: Bite (+3, Strength),
normal damage

MELEE ATTACK: Constrict (+3, Strength),
normal damage and the
victim is CONSTRICTED

PHYSICAL DEFENSE: Scales (+3, Constitution)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐

+1 mild physical
consequence



SCALEWING

ASPECTS: FEROCIOUS FLYING REPTILE; SCENT OF PREY; TINY BUT VICIOUS

SKILLS: Fair (+2) **Dexterity**; Average (+1) **Constitution, Wisdom**;
Mediocre (+0) **Charisma**; Terrible (-2) **Strength, Intelligence**

MELEE ATTACK: Talons (+2, Dexterity), normal damage

PHYSICAL DEFENSE: Aerial Dodge (+2, Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □□

SWARMS

Swarms of tiny creatures in Fate are nameless NPCs with a quality of Fair (+2), Good (+3), or Great (+4). This quality is used in place of all of their skills, and also determines how many stress boxes are on their stress track (see page 216 of *Fate Core* for more details).

Swarms have a special rule though: if an attack wouldn't be able to logically destroy a large portion of the swarm, it has no effect. This means that a sword does nothing to a swarm of ants, but dropping a wall on them might. Burning them certainly would.

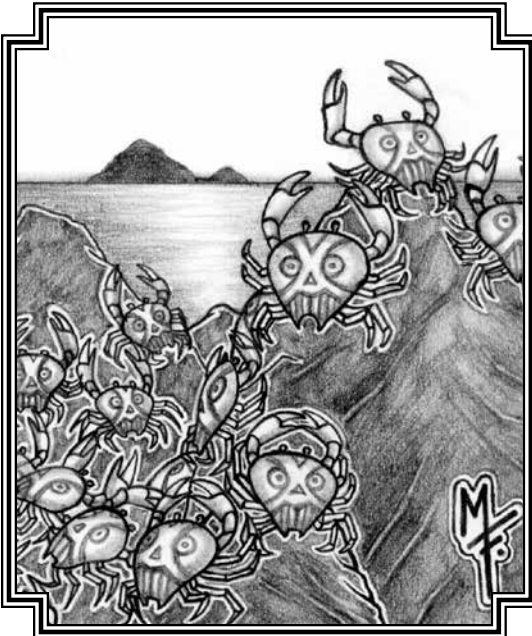
Swarms also have an aspect representing their primary mode of attack. Here are some example swarms specific to Freeport.

ANT SWARM

Ant swarms are commonly found the A'Val jungles, presenting a dire threat to unwary travelers unprepared for the crawling carpet of stinging vermin.

ASPECT: MILLIONS OF STINGING BITES

QUALITY: Fair (+2)



CRAB SWARM

It is unusual for crabs to come together in a swarm, but a few species in the waters around Freeport are prone to this behavior. Crab swarms are often found nesting in shipwrecks; anyone who comes to investigate the fallen vessel is quickly stripped to bones by hundreds of vicious claws.

ASPECT: PINCERS EVERYWHERE!

QUALITY: Fair (+2)

DEATH CRAB SWARM

Crab swarms live in the wreckage of sunken ships. As dangerous as these swarms can be, they pale in comparison to death crab swarms. It is said that death crabs are a solid manifestation of the spirits of long-dead pirates, and they commonly swarm around hidden caches of pirate treasure or the ruins

of ancient armadas, attacking any who come too near. The crabs suck the soul out of their victims, condemning the spirits of the slain to spend eternity as part of the swarm.

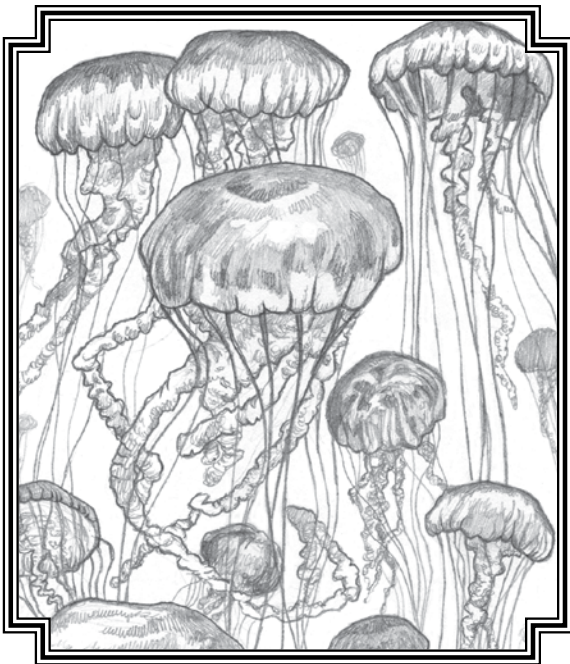
An individual death crab is a bone-white crustacean, its carapace warped and twisted into the form of a malevolent face.

ASPECT: SOUL-STEALING
PINCERS

QUALITY: Great (+4)

JELLYFISH SWARM

The jellyfish in a swarm vary in size from a thimble to a dinner plate, with trailing tentacles equal to four to eight times their body size. They drift with the current, making them easy to avoid unless the current is strong. The greatest danger comes from finding oneself unable to avoid a passing swarm.



ASPECT: PARALYZING TENTACLES

QUALITY: Good (+3)

RAZORSWARM

A razorswarm is a host of small, reptilian predators individually known as redblaze lizards. Typically, redblazes are harmless creatures that keep the rodent population in Freeport under control, but in the wild, they hunt in packs of dozens and are capable of bringing much larger prey.

ASPECT: FLESH-STRIPPING TEETH

QUALITY: Good (+3)

RIPPER FISH SWARM

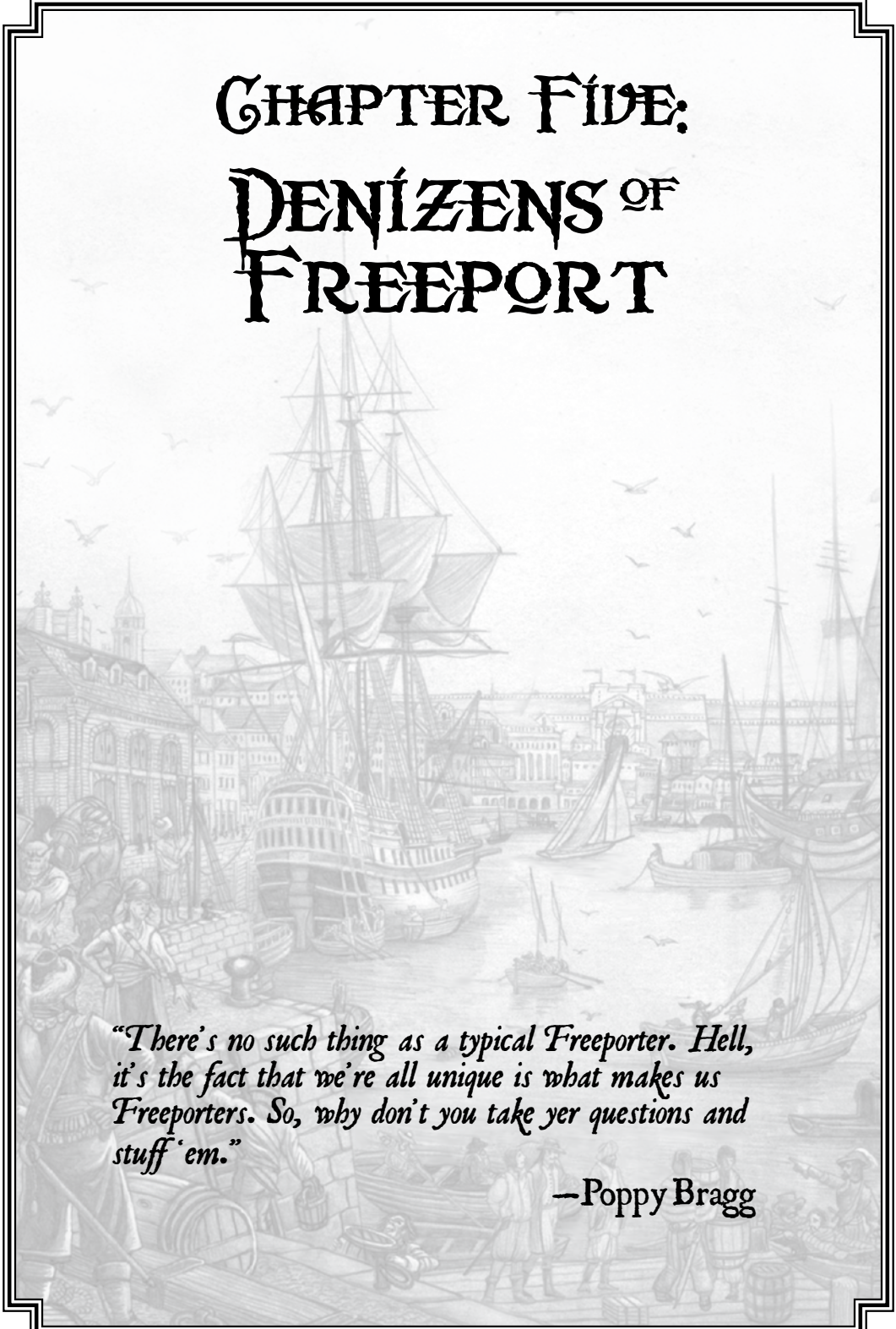
Ripper fish are small fish with narrow bodies. From the side, a specimen resembles the blade of a large cleaver. From the top or front, they are so narrow, they are difficult to see. While individually small, they have sharp teeth and voracious appetites—a school can strip a man to the bone in less than a minute. Schools of ripper fish are found in warm fresh waters. The pools they frequent are often murky with the stain of rotting vegetation, but they can detect potential prey by vibrations in the water.

ASPECT: FANG-FILLED MOUTHS

QUALITY: Great (+4)

FREEPORT
THE CITY OF ADVENTURE





CHAPTER FIVE: DENIZENS OF FREEPORT

"There's no such thing as a typical Freeporter. Hell, it's the fact that we're all unique is what makes us Freeporters. So, why don't you take yer questions and stuff 'em."

—Poppy Bragg

THE PEOPLE OF FREEPORT

Freeport is a thriving city filled with a colorful cast of characters. The *Pirate's Guide to Freeport* presents descriptions for most of the locals, offering information about motivations, outlooks, goals, and physical appearances, so this chapter describes everything you need to use these characters in your Fate games. This chapter opens with a catalog of common people one might find while exploring the City of Adventure. From watchmen to thieves, from assassins to merchants, this broad sample of characters gives you statistics for the ordinary sorts of people one is bound to encounter in this city

COMMON CHARACTERS

The following statistics blocks give you sample statistics for the most people living in or around Freeport, using the system outlined in *Fate Core* for Nameless NPCs. You can use these generic statistics for characters mentioned in the *Pirate's Guide* but that do not receive a full description later in this chapter or as the foundation for characters of your own invention.

ASSASSINS

No one in Freeport likes to admit the lucrative trade of assassination, but there's a great deal of money there if one has the stones to kill people for a living. Unsurprisingly, it's not an honest career and those who make their livings from killing tend to find themselves earning the same fate—floating face down in the harbor. As a result, there are few inexperienced assassins worthy of the name. Lesser assassins are enforcers or thugs.

JOURNEYMAN ASSASSIN

GOOD-QUALITY NAMELESS NPC

ASPECTS: SILENT DEATH

SKILLS: Good (+3) **Dexterity**; Fair (+2) **Strength**; Average (+1) **Constitution**, **Wisdom**

STUNTS: **Sneak Attack** (Dexterity): The assassin gains a +2 to Dexterity-based melee attacks when her target is unaware of her.

MELEE ATTACK: Sword Good (+3)

RANGED ATTACK: Crossbow Good (+3)

PHYSICAL DEFENSE: Good (+3)

STRESS: □□

BEGGARS

Freeport washes up the destitute and desperate like driftwood, and shiftless vagabonds fill its streets. Beggars include all sorts of people, from the urchins scampering along the streets of the Docks looking for a purse to lift or a rube to guide to the city's interiors, to the broken and shattered individuals infesting Drac's End and Scurvytown, looking for a hot meal, a swig of ale, or a dose of the dust to cut the pain of their living. Apprentice beggars are usually urchins, while journeymen beggars are more experienced individuals who have authentic ailments that prevents them from leading productive lives.

APPRENTICE BEGGAR

AVERAGE QUALITY NAMELESS NPC

ASPECTS: WRETCHED BEGGAR

SKILLS: Average (+1) **Constitution**, **Wisdom**

MELEE ATTACK: Club Mediocre (+0)

PHYSICAL DEFENSE: Mediocre (+0)

STRESS: None (any hit takes them out)

JOURNEYMAN BEGGAR

FAIR QUALITY NAMELESS NPC

ASPECTS: FREEPORT BEGGAR; FREEPORT EXPERT

SKILLS: Fair (+2) **Wisdom**; Average (+1) **Constitution**, **Charisma**

MELEE ATTACK: Club Mediocre (+0)

PHYSICAL DEFENSE: Mediocre (+0)

STRESS: ☐

COMMONERS

Most Freeporters fall in the “commoner” category. This includes the farmers of Cabbage Crack, the fishwives working the Docks and Scurvytown, the common prostitutes that walk the streets, and even the typical sailors coming in from sea. If you can't find a generic NPC to fit, the character is a commoner.

APPRENTICE COMMONER

AVERAGE QUALITY NAMELESS NPC

ASPECTS: COMMON FREEPORTER

SKILLS: Average (+1) **Dexterity**,
Constitution

MELEE ATTACK: Unarmed Mediocre (+0)

PHYSICAL DEFENSE: Mediocre (+0)

STRESS: None (any hit takes them out)

JOURNEYMAN COMMONER

FAIR QUALITY NAMELESS NPC

ASPECTS: COMMON FREEPORTER;
BEEN AROUND A WHILE

SKILLS: Fair (+2) **Constitution**;
Average (+1) **Dexterity**,
Wisdom

MELEE ATTACK: Unarmed Mediocre (+0)

PHYSICAL DEFENSE: Mediocre (+0)

STRESS: ☐



CULTISTS

Freeport is home to many illicit organizations sworn to advance the cause of some mad god or other. Gathering in secret basements, in the Underside, or in hidden rooms, they congregate to perform disturbing rites and rituals in the name of their foul masters. Particular cultists may vary in terms of motives and ultimate goals, which may be reflected in slight variations in their statistics.



APPRENTICE CULTIST

AVERAGE QUALITY NAMELESS NPC

ASPECTS: CULTIST

SKILLS: Average (+1) **Strength**, **Charisma**

MELEE ATTACK: Sword Average (+1), +1 dmg

PHYSICAL DEFENSE: Mediocre (+0)

STRESS: None
(any hit takes them out)

JOURNEYMAN CULTIST

FAIR QUALITY NAMELESS NPC

ASPECTS: CULTIST; MAD AS A HATTER

SKILLS: Fair (+2) **Wisdom**; Average (+1) **Strength**, **Charisma**

MELEE ATTACK: Sword Average (+1), +1 dmg

RANGED ATTACK: Crossbow Mediocre (+0)

PHYSICAL DEFENSE: Mediocre (+0)

STRESS: ☐

LOBSTERMEN

The Society of Lobstermen is a wealthy secret organization that made its fortunes recovering treasures from the bottom of the sea. Using expensive and equipment manufactured by and for them, they are the only game in town. Anyone who tries to nudge into their territory finds themselves in “deep” trouble.

APPRENTICE LOBSTERMAN

FAIR QUALITY NAMELESS NPC

ASPECTS: LOBSTERMAN

SKILLS: Fair (+2) **Strength**; Average (+1) **Constitution**, **Wisdom**

MELEE ATTACK: Trident Fair (+2), +1 dmg

RANGED ATTACK: Crossbow Mediocre (+0)

PHYSICAL DEFENSE: Mediocre (+0)

STRESS: ☐

JOURNEYMAN LOBSTERMAN

GOOD QUALITY NAMELESS NPC

ASPECTS: LOBSTERMAN; FEARLESS

SKILLS: Good (+3) **Strength**; Fair (+2) **Constitution**; Average (+1) **Dexterity**, **Wisdom**

MELEE ATTACK: Trident Good (+3), +1 dmg

RANGED ATTACK: Crossbow Average (+1)

PHYSICAL DEFENSE: Average (+1)

STRESS: ☐☐

LONGSHOREMEN

The Longshoremen's Union is a powerful force in the Docks and carries a lot of weight in local politics. Headed up by Poppy Bragg and Emaya Passos, it has transformed from the bed of corruption into a tough, and sometimes violent, organization.

APPRENTICE LONGSHOREMAN

FAIR QUALITY NAMELESS NPC

ASPECTS: LONGSHOREMAN

SKILLS: Fair (+2) **Strength**; Average (+1) **Constitution**, **Dexterity**

MELEE ATTACK: Club Fair (+2), +1 dmg

PHYSICAL DEFENSE: Average (+1)

STRESS: ☐

JOURNEYMAN LONGSHOREMAN

GOOD QUALITY NAMELESS NPC

ASPECTS: LONGSHOREMAN; TOUGH AS NAILS

SKILLS: Good (+3) **Strength**; Fair (+2) **Constitution**;
Average (+1) **Dexterity**, **Wisdom**

MELEE ATTACK: Club Good (+3), +1 dmg

PHYSICAL DEFENSE: Average (+1)

STRESS: ☐☐

MERCENARIES

For those with the will and training, Freeport can offer much to those with a good sword arm and a bit of courage. Merchant princes and other aristocrats rely on such men and women for protection, while cargo ships employ mercenary marines to safeguard the contents of their hold from pirates, sea devils, and worse. A mercenary's life is perilous, but one with commensurate reward

APPRENTICE MERCENARY

FAIR QUALITY NAMELESS NPC

ASPECTS: MERCENARY; LIGHT ARMOR

SKILLS: Fair (+2) **Strength**; Average (+1) **Dexterity**, **Constitution**



MELEE ATTACK: Boarding axe Fair (+2),
+1 dmg
RANGED ATTACK: Crossbow Average (+1)
PHYSICAL DEFENSE: Average (+1) (LIGHT
ARMOR)
STRESS: ☐

JOURNEYMAN MERCENARY

GOOD QUALITY NAMELESS NPC

ASPECTS: VETERAN MERCENARY;
HEAVY ARMOR

SKILLS: Good (+3) **Strength**; Fair
(+2) **Dexterity**; Average
(+1) **Constitution**,
Intelligence

MELEE ATTACK: Longsword Good (+3),
+1 dmg

RANGED ATTACK: Musket Fair (+2), +2 dmg

PHYSICAL DEFENSE: Fair (+2) (HEAVY ARMOR)

STRESS: ☐☐

MERCHANTS

Merchants are the life-blood of Freeport, bringing much needed supplies to what is in truth a remote city. Their importance and command over Freeport's economy makes them some of the most influential and power citizens in the city.

APPRENTICE MERCHANT

AVERAGE QUALITY NAMELESS NPC

ASPECTS: MERCHANT

SKILLS: Average (+1) **Intelligence**, **Charisma**

MELEE ATTACK: Dagger Mediocre (+0)

PHYSICAL DEFENSE: Rating (+X)

STRESS: None (any hit takes them out)

JOURNEYMAN MERCHANT

FAIR QUALITY NAMELESS NPC

ASPECTS: EXPERIENCED MERCHANT; YOU CAN'T FOOL ME

SKILLS: Fair (+2) **Intelligence**; Average (+1) **Wisdom**, **Charisma**

MELEE ATTACK: Dagger Mediocre (+0)

PHYSICAL DEFENSE: Rating (+X)

STRESS: ☐

PIRATES

One expects to find pirates in the City of Adventure. While all of Freeport's pirates are essentially sea bandits, their motivations, virtues, and vices vary with the individual. Such men and women can be heroic swashbucklers or vicious murderers, often with little way to predict one type from the other.

APPRENTICE PIRATE

AVERAGE QUALITY NAMELESS NPC

ASPECTS: GREEN SAILOR

SKILLS: Average (+1) **Dexterity**, **Constitution**

MELEE ATTACK: Cutlass Average (+1)

PHYSICAL DEFENSE: Average (+1)

STRESS: None (any hit takes them out)

JOURNEYMAN PIRATE

FAIR QUALITY NAMELESS NPC

ASPECTS: OLD SALT; HOLD FAST!

SKILLS: Fair (+2) **Dexterity**; Average (+1) **Constitution**, **Wisdom**

MELEE ATTACK: Cutlass Fair (+2)

RANGED ATTACK: Flintlock Pistol Fair (+2), +1 dmg

PHYSICAL DEFENSE: Fair (+2)

STRESS: ☐



PRIESTS

Freeporters are all a little superstitious, and they are quick to mutter a quick prayer to whatever god is on hand. Given Freeporters' cultural willingness to accept a broad range of gods, peddlers of religion come to Freeport to set up shop. Some of these holy folks have honest intentions and perform a good service to the city, others defraud and bilk the locals, being little more than well-dressed thieves.

APPRENTICE PRIEST

FAIR QUALITY NAMELESS NPC

ASPECTS: INITIATE PRIEST

SKILLS: Fair (+2) **Wisdom**; Average (+1) **Strength, Charisma**

MELEE ATTACK: Club Average (+1), +1 dmg

PHYSICAL DEFENSE: Mediocre (+0)

STRESS: ☐

JOURNEYMAN PRIEST

GOOD QUALITY NAMELESS NPC

ASPECTS: PRIEST; HEALER

SKILLS: Good (+3) **Wisdom**; Fair (+2) **Strength**;
Average (+1) **Constitution, Charisma**

STUNTS: **Blessed Healer** (*cure light wounds, cure moderate wounds*)

MELEE ATTACK: Club Fair (+2), +1 dmg

PHYSICAL DEFENSE: Mediocre (+0)

STRESS: ☐☐

SEA LORD'S GUARD

The Sea Lord transformed the Sea Lord's Guard, who had for long served as the city's watch, into a fighting force, trained to defend the city from attack. Since their change of role, the Sea Lord's Guard consists of a hardened lot of toughs that have a reputation for cracking heads whenever they are crossed.

GUARDSMAN

APPRENTICE, FAIR QUALITY NAMELESS NPC

ASPECTS: GUARD; HEAVY ARMOR; SHIELD

SKILLS: Fair (+2) **Strength**; Average (+1) **Dexterity, Constitution**

MELEE ATTACK: Spear Fair (+2), +1 dmg

RANGED ATTACK: Crossbow Average (+1)

PHYSICAL DEFENSE: Average (+1) (HEAVY ARMOR and SHIELD may be relevant)

STRESS: ☐

GUARDSMAN SERGEANT

JOURNEYMAN, GOOD QUALITY NAMELESS NPC

ASPECTS: VETERAN; HEAVY ARMOR

SKILLS: Good (+3) **Strength**; Fair (+2) **Dexterity**; Average (+1) **Constitution**, **Wisdom**

MELEE ATTACK: Longsword Good (+3), +1 dmg

RANGED ATTACK: Flintlock Pistol Fair (+2), +1 dmg

PHYSICAL DEFENSE: Fair (+2) (HEAVY ARMOR may be relevant)

STRESS: □□

THE SYNDICATE

Finn employs many Freeporters in his operations, from beggars and thieves to enforcers and toughs. Hellhounds are Finn's muscle and they patrol the Eastern District, seeing to their leader Dunbar's protection rackets, while making sure no one thinks too highly of themselves. The Syndicate Enforcers, led by Trask, are bravos and fighting men that do most of the fighting.

HELLHOUND

APPRENTICE, AVERAGE QUALITY NAMELESS NPC

ASPECTS: HELLHOUND

SKILLS: Average (+1) **Dexterity**, **Strength**

MELEE ATTACK: Rapier Average (+1)

PHYSICAL DEFENSE: Average (+1)

STRESS: None (any hit takes them out)

SYNDICATE ENFORCER

JOURNEYMAN, FAIR QUALITY NAMELESS NPC

ASPECTS: ENFORCER; BE A SHAME IF SOMETHING TRAGIC HAPPENED TO YOU; LIGHT ARMOR

SKILLS: Fair (+2) **Strength**; Average (+1) **Dexterity**, **Charisma**

MELEE ATTACK: Longsword Fair (+2), +1 dmg

RANGED ATTACK: Flintlock Pistol Average (+1), +1 dmg

PHYSICAL DEFENSE: Average (+1) (LIGHT ARMOR may be relevant)

STRESS: □

THIEVES

Freeport is infested with many things, but the most pernicious occupants are the thieves. Many criminals in the city are unaffiliated, freelancers that make ends meet by robbing those better off than they, but a few work for one



of the two main crime lords: Finn or Mister Wednesday. Such thieves are loyal to their masters and woe unto them if they betray their organization: Freeport's crime lords are unforgiving and are perfectly happy making examples of those who betray them.

APPRENTICE THIEF

AVERAGE QUALITY NAMELESS NPC

ASPECTS: THIEF

SKILLS: Average (+1) **Dexterity, Wisdom**

MELEE ATTACK: Dagger Average (+1)

PHYSICAL DEFENSE: Average (+1)

STRESS: None (any hit takes them out)

JOURNEYMAN THIEF

FAIR QUALITY NAMELESS NPC

ASPECTS: EXPERIENCED THIEF; CONTACTS

SKILLS: Fair (+2) **Dexterity**; Average (+1) **Wisdom, Charisma**

MELEE ATTACK: Dagger Fair (+2)

RANGED ATTACK: Hand Crossbow Fair (+2)

PHYSICAL DEFENSE: Fair (+2)

STRESS: ☐

THUGS

Thugs in Freeport include all the low-class brutes that rely on strength and intimidation to make their living. Such characters include bravos, enforcers, and raw muscle used for protection or to pad out units of professional mercenaries.

APPRENTICE THUG

AVERAGE QUALITY NAMELESS NPC

ASPECTS: WANNABE TOUGH GUY

SKILLS: Average (+1) **Strength, Dexterity**

MELEE ATTACK: Club Average (+1), +1 dmg

PHYSICAL DEFENSE: Average (+1)

STRESS: None (any hit takes them out)

JOURNEYMAN THUG

FAIR QUALITY NAMELESS NPC

ASPECTS: TOUGH THUG

SKILLS: Fair (+2) **Strength**; Average (+1) **Dexterity, Constitution**

MELEE ATTACK: Club Fair (+2), +1 dmg

PHYSICAL DEFENSE: Average (+1)

STRESS: ☐

WATCHMEN

Freeport's Watch, as an organization, is relatively new, although it finds its roots in the old Sea Lord's Guard. Overall, this group is little better than the criminals they fight, taking bribes to look the other way and selling their services to various criminal groups. They are quick to cover their tracks and aren't above smashing a few heads to make sure the semblance of law rules the streets.

APPRENTICE WATCHMAN

AVERAGE QUALITY NAMELESS NPC

ASPECTS: WATCHMAN

SKILLS: Average (+1) **Strength, Dexterity**

MELEE ATTACK: Club Average (+1), +1 dmg

PHYSICAL DEFENSE: Average (+1)

STRESS: None (any hit takes them out)

SERGEANT OF THE WATCH

JOURNEYMAN, FAIR QUALITY NAMELESS NPC

ASPECTS: VETERAN WATCHMAN; LIGHT ARMOR

SKILLS: Fair (+2) **Strength**; Average (+1) **Dexterity, Wisdom**

MELEE ATTACK: Longsword Fair (+2), +1 dmg

RANGED ATTACK: Crossbow Average (+1)

PHYSICAL DEFENSE: Average (+1) (LIGHT ARMOR may be relevant)

STRESS: ☐

WIZARDS

Freeport is famous for not delving too deeply into a person's personal affairs and so the city is often a preferred destination for those that dabble in the occult. Wizards of all types, including renegade necromancers from the continent, come to Freeport to escape persecution, to pursue their arts in a way of their choosing. For those seeking training, Freeport is also home to a potent Wizards' Guild that carries a lot of weight on the Captains' Council, though they are selective about whom they train.

APPRENTICE WIZARD

FAIR QUALITY NAMELESS NPC

ASPECTS: NOVICE OF THE WIZARDS' GUILD

SKILLS: Fair (+2) **Charisma**; Average (+1) **Intelligence, Wisdom**

STUNTS: *War Wizard* (*Magic Missile, Arcane Shield*)

MELEE ATTACK: Dagger, Mediocre (+0), spells

RANGED ATTACK: spells

PHYSICAL DEFENSE: Mediocre (+0)

STRESS: ☐



JOURNEYMAN WIZARD

GOOD QUALITY NAMELESS NPC

ASPECTS: INITIATE OF THE WIZARDS' GUILD

SKILLS: Good (+3) **Charisma**; Fair (+2) **Intelligence**; Average (+1) **Dexterity**, **Wisdom**

STUNTS: *War Wizard* (*Magic Missile*, *Arcane Shield*); *Enchanter* (*Charm*, *Provoke Emotion*, *Compulsion*)

MELEE ATTACK: Dagger, Average (+1)

RANGED ATTACK: spells

PHYSICAL DEFENSE: Average (+1)

STRESS: □□

NOTABLE CHARACTERS

Freeport is home to a cast of interesting characters, each with their own motivations, goals, and agendas. These characters are figures of import, having a great deal of influence in the city, either in legitimate circles, or illegitimate ones. The following entries expand on those presented in the *Pirate's Guide to Freeport*, offering brief descriptions and lore, as well as statistics for use in your *Fate* games. Not every character has a full complement of aspects and stunts; the most relevant are listed, feel free to add your own if that character becomes important enough within your game to warrant it.

MASTER ALCINDAR

"His suits are peerless. I would have no other tailor than Master Alcindar."

—Garth Varellion



Alcindar is a well-known tailor, famed for his fastidiousness and attention to detail, and preeminent clothier of the city's leaders and most influential citizens. He runs a small shop on the Street of Dreams called The Sharp Needle, where he measures and fits his clients. His proximity to power allows him to hear the most interesting things, and he might be willing to share his information for the right price.

ASPECTS

TAILOR TO THE POWERFUL; NOT ALL DWARVES ARE STONECUTTERS;
NO DETAIL ESCAPES MY NOTICE; A SPELL IN TIME SAVES NINE

SKILLS

Great (+4) **Dexterity**; Good (+3) **Charisma**; Fair (+2) **Wisdom**; Average (+1) **Strength**, **Intelligence**; Mediocre (+0) **Constitution**

STUNTS (REFRESH: 3)

Trickster

He Owes Me One Once per session, Alcindar may declare that he knows someone (Charisma): who owes him a favor.

Dwarven Darkvision Opponents may not invoke darkness-related situation aspects (Wisdom): against Alcindar.

SPELLS

Charm, Disguise, Knock

COMBAT

MELEE ATTACK: Dagger Great (+4) (Dexterity)

PHYSICAL DEFENSE: Great (+4) (Dexterity)

STRESS

PHYSICAL: □□

MENTAL: □□□

ALEKSANDER TOVAC

"There's not a finer mind in the city. Tovac has an uncanny eye for detail and if the watch wasn't so damn crooked, he'd never go hungry."

—Tanko Sondek, Captain of the Sewer Guard

Aleksander Tovac and his partner Tando Sondek did their part in cleaning up Freeport. A brilliant investigator, he was the pride of his precinct and landed the toughest cases. However, he outlived his usefulness when he started asking questions about his superiors once Holliver took over the Watch and lost his job. Now he works as a private investigator and he's fast becoming one of the most respected detectives in Freeport.

ASPECTS

FREEPORT'S ACE SLEUTH; THORN IN THEIR SIDES; MAGIC AND REASON;
FORMER MEMBER OF THE WATCH

SKILLS

Great (+4) **Intelligence**; Good (+3) **Wisdom**; Fair (+2) **Charisma**;
Average (+1) **Dexterity, Constitution**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 3)

Seer, Accomplished Spellcaster

Seasoned Investigator Tovac gains a +2 to Wisdom-based Overcome rolls to find (Wisdom): clues when examining a crime scene, searching a suspect's premises, or similar situations.

Network Of Informants Once per Session, Tovac may declare that he knows someone (Charisma): with information that he's looking for.

SPELLS

Detect Magic, Detect Impurity, Locate Object, Arcane Sight, True Sight, Clairvoyance

COMBAT

MELEE ATTACK: Rapier Average (+1) (Dexterity)



RANGED ATTACK: None

PHYSICAL DEFENSE: Average (+1) (Dexterity)

STRESS

PHYSICAL: □□□

MENTAL: □□□□

ALFHILD

"She's gorgeous all right, but I've heard she's got teeth--and not just in her mouth."

— Pious Pete, Guide

Alfchild is a reaver, hailing from the frozen Northlands. She fled an arranged marriage to another warrior named Ragnar and has lived the life of a pirate ever since. Her presence in the Serpent's Teeth causes no little worry for she's famous for flaunting the rules of piracy and strikes when and where she wants.

ASPECTS

REAVER OF THE SERPENT'S TEETH; DUCKED AN ARRANGED MARRIAGE; ICY RAGE; "FROSTBITE,"
BLADE OF THE NORTHLANDS; LIGHT ARMOR

SKILLS

Good (+3) **Strength, Constitution;**
Fair (+2) **Charisma;** Average (+1) **Intelligence;**
Mediocre (+0) **Wisdom**

STUNTS (REFRESH: 3)

Northlander's Toughness Alfchild gains an extra mild consequence slot.
(Constitution):

Fearsome Swordswoman Alfchild gains a +2 to attacks made with a one-handed sword.
(Strength):

Captain's Awareness While aboard ship, Alfchild may use her Charisma rather than Wisdom to make overcome rolls to notice things.
(Charisma):

A Friend In Every Port Once per session, Alfchild may declare that she knows a helpful person who can provide some assistance.
(Charisma):

Sea Dog Alfchild may roll Constitution rather than Wisdom when rolling overcome actions related to outdoor survival.
(Constitution):

COMBAT

Alfhild carries an arming sword she calls *Frostbite*, a minor magic item.

MELEE ATTACK: *Frostbite* Superb (+5), +1 dmg (Strength, includes Fearsome Swordsman)

RANGED ATTACK: Flintlock pistol Good (+3) (Dexterity)

PHYSICAL DEFENSE: Good (+3) (Dexterity, LIGHT ARMOR)

STRESS

PHYSICAL: □□□□

MENTAL: □□ One extra mild consequence slot

ANDREA BLAX

"We dodged an arrow with that one."

—Marcus Roberts

One of many claimants to become the next Sea Lord after Drac's death, Andrea Blax claimed she was the Sea Lord's heir and she had "proof" to back up her claim—proof in the form of forged documents. Before the authenticity of her bid could be determined, the Council repealed the Law of Succession, leaving Blax holding nothing but crumbling dream. Since the betrayal—as she sees it—she's set up camp in the ruins of Felix's place over on Windward and has established a small colony under her rule as Queen of Pirates.

ASPECTS

SELF-PROCLAIMED QUEEN OF THE PIRATES; LIES, DAMNED LIES, AND FORGED DOCUMENTS; NURSING A GRUDGE AGAINST THE COUNCIL

SKILLS

Good (+3) **Dexterity, Charisma**; Fair (+2) **Intelligence**;
Average (+1) **Strength, Constitution, Wisdom**

STUNTS (REFRESH: 3)

Amazing Agility (Dexterity): Andrea gains a +2 to Dexterity-based overcome rolls when balancing, swinging on ropes, or performing other feats of acrobatics.

Smooth Talker (Charisma): Andrea gains a +2 to Charisma-based attempts to create an advantage when bluffing or lying.

Defensive Fighter (Dexterity): When Andrea is fighting with a finesse weapon, she may choose to accept a -2 penalty to an attack roll; if she does, she gains +2 to defend actions until her next turn.

COMBAT

MELEE ATTACK: Cutlass Good (+3) (Dexterity)

RANGED ATTACK: Crossbow Good (+3) (Dexterity)

PHYSICAL DEFENSE: Good (+3) (Dexterity)

STRESS

PHYSICAL: □□□

MENTAL: □□□

ANGELO STAMPFEL

SUPPORTING NPC

"When I found him, he was a no good piece of trash. I made him. Without me, he'd be nothing."

—C.Q. Calame

Angelo began his career as an urchin, but found he had a knack for language and a nose for trouble. He somehow convinced Calame to give him a shot and he proved he had the chops for reporting. A slimy man with few if any morals, Angelo has a reputation for getting the story no matter the price.

ASPECTS: SLIMY JOURNALIST; NOSE FOR TROUBLE

SKILLS: Good (+3) **Charisma**; Fair (+2) **Dexterity**, **Intelligence**; Average (+1) **Wisdom**, **Strength**; Mediocre (+0) **Constitution**

STUNTS: *Get The Story* (Charisma): Stampfel gets a +2 to Charisma-based overcome rolls when trying to cover a story

MELEE ATTACK: Club Average (+1), +1 dmg (Strength)

PHYSICAL DEFENSE: Fair (+2), (Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □□□

APORCUS BEEPLE

SUPPORTING NPC

"Some folks are just born rotten. The boy has his uses, but one day, I fear I'll have to remove him... permanently."

—Mister Wednesday

Aporcus Beedle was the apprentice of his aunt, Delinda Knorbortal, a known transmuter and alchemist noted for her herbal simples and remedies. Aporcus was addicted to abyss dust and grew to resent Knorbortal, even going so far as to try to poison her. His botched effort backfired and she threw him out. Since, he's been a wretched thing, scuttling in the shadows and murdering folks for the coins in their purses.

ASPECTS: MAGICAL THUG; WRETCHED

SKILLS: Average (+1) **Intelligence**, **Strength**; Mediocre (+0) **Dexterity**, **Constitution**, **Wisdom**, **Charisma**

STUNTS: *Studied Evocator* (Intelligence): Beedle may cast evocations using intelligence; **War Wizard** (spells: *Magic Missile*, *Burning Hands*, *Scorching Ray*)

MELEE ATTACK: Club Average (+1), +1 dmg (Strength)

RANGED ATTACK: Magic

PHYSICAL DEFENSE: Mediocre (+0), (Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □□



ARENA QUEN

SUPPORTING NPC

"She's an odd one that Arena Quen. Claims to be a priestess, but she don't act like no priest I ever met."

—Aporcus Beedle

Arena Quen is a local priestess of nature who lives outside of the city, but regularly visits to sell vegetables, herbs, and the like to the locals of Drac's End. Considered an eccentric at best, a witch at worst, she doesn't help her image when she throws clods of dirt at those who offend her sensibilities.

ASPECTS: PRIESTESS OF NATURE

SKILLS: Fair (+2) **Wisdom, Constitution**; Average (+1) **Strength, Dexterity**; Mediocre (+0) **Charisma, Intelligence**

STUNTS: **Shaman** (spells: *Wall of Wind, Summon Nature's Ally*)

MELEE ATTACK: Staff Average (+1), +1 dmg (Strength), Magic Average (+1)

RANGED ATTACK: None

PHYSICAL DEFENSE: Average (+1), (Dexterity)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐☐

ARGYLE MCGILL

SUPPORTING NPC

"Nope, I have no use for a six-breasted ebony statue... you know... come here, up and close so I can whisper... you might check up at the Shop. Old McGill's got a taste for the strange."

—Wilford Vinely

Argyle McGill is an ex-pirate and collector of unusual artifacts and relics. He runs a small shop tucked away out of notice in the Old City. He has numerous items from all over the world, and locals whisper that he has a great deal more somewhere in his "Shop."

ASPECTS: MERCHANT OF THE OBSCURE

SKILLS: Good (+3) **Wisdom**; Fair (+2) **Constitution**; Average (+1) **Strength, Dexterity, Intelligence, Charisma**

STUNTS: **Jack of All Trades** (Wisdom): Once per session, McGill may roll Wisdom for any roll whatsoever, regardless of the skill that roll normally calls for.

MELEE ATTACK: Dagger Average (+1) (Dexterity)

RANGED ATTACK: None

PHYSICAL DEFENSE: Average (+1), (Dexterity)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐☐☐



ASHA SANTE

"There were all sorts of suspicious and, to be honest, illegal activities when Xander Williams ran the Guard. So I suppose I'm not surprised that she and her subversive group fell apart with their master's death."

—Finn

Asha Sante is a priestess of the Retribution God and when she came to Freeport, she helped Xander Williams and Elise Grossette build an organization of agents whose job it was to root out corruption in the city. When Williams died and Grossette vanished, Sante's group fell to pieces and she went underground.



ASPECTS

INSTRUMENT OF DIVINE RETRIBUTION; CAN TRUST NO ONE; CORRUPTION IS THE ENEMY

SKILLS

Great (+4) **Wisdom**; Fair (+2) **Charisma**, **Constitution**; Average (+1) **Dexterity**, **Intelligence**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 3)

Accomplished Spellcaster

Battle Priest: Gain access to healing and prayer spell schools

Physician (Wisdom): Sante gains +2 to Wisdom-based overcome rolls to justify healing.

SPELLS

Cure Light Wounds, Cure Moderate Wounds, Bless, Remove Curse, Spiritual Weapon

COMBAT

MELEE ATTACK: Dagger Average (+1) (Dexterity), spells

RANGED ATTACK: Spells

PHYSICAL DEFENSE: Average (+1), (Dexterity)

STRESS

PHYSICAL: ☐☐☐

MENTAL: ☐☐☐☐

BLANKA ALTANISH

"Since Altanish took over the Asylum, there have been strange reports of experiments, vivisection, and worse. I dunno if it's the rumors about the madhouse that's persisted for years or if it's her doing. Either way, I don't make enough lords to go and find out."

—Rude Tom, Watchman

- CHAPTER FIVE: DENIZENS OF FREEPORT -

The Altanish family was a middle-ranked merchant clan in the Merchant District, but Bianka wanted none of their wealth or status, being interested in anatomy instead. For a time, she worked in the Crematorium, where she could examine bodies to her heart's content, but eventually left to further her studies as the head of Freeport's asylum.

ASPECTS

HEAD OF THE ASYLUM; COMPULSIVE CURIOSITY; SECRET NECROMANCER

SKILLS

Great (+4) **Wisdom**; Fair (+2) **Intelligence, Constitution**;
Average (+1) **Dexterity, Charisma**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 3)

Necromancer, Accomplished Spellcaster

Intuitive Caster (Wisdom): Bianka may use Wisdom to cast Necromancy spells that call for her to use Charisma.

SPELLS

Cause Fatigue, Cause Exhaustion, Ghoul's Touch, Grave's Reach, Death's Chill, Evil Eye

COMBAT

MELEE ATTACK: Dagger Average (+1) (Dexterity), spells

RANGED ATTACK: spells

PHYSICAL DEFENSE: Average (+1), (Dexterity)

STRESS

PHYSICAL: ☐☐☐

MENTAL: ☐☐☐☐

BILL SANGAPULATELE

"I was tired of them pirates always kicking sand in my face, so I seen old Bill. He made me right."

—Tyler Crem, Tent Town Thug

A former pirate, Bill Sangapulatele settled in Freeport and started a bodyguard business. In the six years he's protected Freeport's finest, he's made quite a name for himself. His success stems not only from the services he provides, but for his willingness to teach others how to defend themselves.

ASPECTS

BODYGUARD OF THE WEALTHY; OLD DEBTS AND GRUDGES

SKILLS

Great (+4) **Strength**; Good (+3) **Dexterity**; Fair (+2) **Wisdom**; Average (+1) **Constitution, Charisma**; Mediocre (+0) **Intelligence**

STUNTS (REFRESH: 3)

Deadly Defender (Strength): Bill gains a +2 to Strength-based attacks when protecting someone in a fight.

Sacrificial Dive (Dexterity): Once per session, when an opponent lands a successful attack against an ally of Bill in Bill's zone, Bill may declare that the attack hits him instead.



Get Behind Cover! Once per session, Bill (Wisdom): may grant all allies (including himself) in his zone a bonus to their defense against ranged attacks equal to his Wisdom score. This bonus lasts for one complete exchange.

COMBAT

MELEE ATTACK: Falchion Great (+4), +1 dmg
(Strength, Deadly Defender might be relevant)

RANGED ATTACK: Hand crossbow Good (+3) (Dexterity)

PHYSICAL DEFENSE: Good (+3), (Dexterity, Get Behind Cover might be relevant)

STRESS

PHYSICAL: ☐☐☐

MENTAL: ☐☐☐

BUSTER WALLACE

SUPPORTING NPC

"Poor Buster ... he ran away from his responsibilities in the city only to find himself burdened with more in that wretched piss-hole of Libertyville. What a waste."

—The Sea Lord

Buster Wallace's father was a member of the Captains' Council, and though murdered and "replaced" by a serpent person agent loyal to Milton Drac, the younger Wallace was still favored to take his father's place. Fed up with politics and disgusted by the treachery on the Council, Buster picked up and left Freeport to help build Libertyville into a rival city-state. He's bought into the rhetoric of anarchy his new home embraces, though his history and family prevent him from gaining the full trust of the locals and in fact has him spending more time watching his back.

ASPECTS: LIBERTYVILLE RABBLE ROUSER

SKILLS: Good (+3) **Charisma**, Fair (+2) **Strength, Constitution**, Average (+1) **Wisdom**, Mediocre (+0) **Dexterity, Intelligence**

MELEE ATTACK: Scimitar Fair (+2), +1 dmg (Strength)

RANGED ATTACK: Light crossbow Mediocre (+0) (Dexterity)

PHYSICAL DEFENSE: Mediocre (+0), (Dexterity)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐☐

CELESTE D'ARRAN

"Celeste D'Arran is a strange bird. She came from money, could have had a comfortable marriage and all the trappings it would bring, but she set all that aside to be a diplomat of all things. Now she's too old to marry; no man would have her."

—Gossip at the Merchants' Guildhouse

Celeste D'Arran is a senior agent in the Office of Dredging and is the heir apparent for Marcus Roberts. Having cut her teeth as a diplomat and spy on the Continent, she's returned to Freeport to train new recruits and monitor developments in the city.

ASPECTS

SPYMASTER IN OFFICE OF DREDGING; BEST THAT MONEY CAN BUY; MINOR MAGICAL TALENT

SKILLS

Great (+4) **Charisma**; Good (+3) **Intelligence**; Fair (+2) **Dexterity**;
Average (+1) **Constitution**, **Wisdom**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 4)

Trickster

- Socialite's** Celeste may use her Charisma rather than Wisdom for overcome
Perception: actions to notice things in social situations
Quick Shot Once per session, Celeste may spend one attack action to make two
(Dexterity): attacks against the same target, or against two targets in the same zone.

SPELLS

Detect Magic, Locate Object, Arcane Sight

COMBAT

- MELEE ATTACK:** Dagger Fair (+2) (Dexterity)
RANGED ATTACK: Bow Fair (+2) (Dexterity, Quick Shot)
PHYSICAL DEFENSE: Fair (+2) (Dexterity)

STRESS

PHYSICAL: ☐☐☐

MENTAL: ☐☐☐

COUNTESS D'AMBERVILLE

"I couldn't say who's beneath the mask, though I must say it's fetching all the same. No, I don't know who she is. The last person that stole a glimpse vanished. You won't find me looking."

—A Man wearing a Rat Mask

The Countess, as she's known, hails from a distant land, though which and where she's never revealed. In fact, no one knows anything about her, except that she runs the Salon du Masque, and upscale club in the Merchant District. Extremely exclusive, the entry fee, 100 lords, is enough to keep out all but the wealthiest of Freeport's citizens.

ASPECTS

WEALTHY PROPRIETRESS OF SALON DU MASQUE; STUNNING BEAUTY;
DEADLY BLADE; DAGGER OF SHADOWS

SKILLS

Great (+4) **Charisma**; Good (+3) **Dexterity**; Fair (+2) **Wisdom**;
Average (+1) **Strength**, **Intelligence**; Mediocre (+0) **Constitution**

STUNTS (REFRESH: 3)

Sneak Attack (x2) The Countess gains a +4 to Dexterity-based melee attacks (Dexterity): when her target is unaware of her.

Well Connected Clientele Once per session, the Countess may declare that a member of (Charisma): the salon has useful information for her.

Out Of Sight, Out Of Mind The Countess gains a +2 to Dexterity-based overcome actions (Dexterity): to remain hidden.

COMBAT

The Countess carries a *bloodthirsty blade* (see page 53) called *Dagger of Shadows*

MELEE ATTACK: Dagger Good (+3) (Dexterity, **Sneak Attack** and may be relevant)

PHYSICAL DEFENSE: Good (+3), (Dexterity)

STRESS

PHYSICAL: □□

MENTAL: □□□

Cragwipe

SUPPORTING NPC

“Moving Krom’s Throat did nothing to help this place. It’s still a filthy hole, where orcs gather to suck on the ale-teats. It’s a vile place and one to be avoided.”

—Pious Pete, Guide

Cragwipe owns Krom’s Throat, a vile watering hole in Bloodsalt. Originally, he ran the place in Scurvytown, but racial tensions and violence drove him along with most other orcs out of that district to make new homes in the new humanoid ghetto. Cragwipe doesn’t care at all since business is the same as it ever was.

ASPECTS: NO-NONSENSE BARKEEPER; BLOODSALT ORC; LIGHT ARMOR

SKILLS: Good (+3) **Strength**; Fair (+2) **Dexterity**, **Constitution**; Average (+1) **Intelligence**; Mediocre (+0) **Wisdom**, **Charisma**

STUNTS: **Take It Outside** (Strength): Cragwipe gains a +2 to attacks with his mace when in his bar “Krom’s Throat.”

MELEE ATTACK: Mace Good (+3), +1 dmg (Strength, **Take It Outside**)

RANGED ATTACK: Wheellock Pistol Fair (+2), +1 dmg (Dexterity)

PHYSICAL DEFENSE: Fair (+2), (Dexterity)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□

G. Q. Calame

SUPPORTING NPC

“The truth is important, I won’t deny it. All I’m saying is that if we get a few details wrong, we can always fix them later.”

—C.Q. Calame

The Shipping News is Freeport's dominant newspaper. While many Freeporters can't read, it doesn't stop them from gathering around those who can and listening to the gossip found in this widely-circulated rag. C.Q. Calame is the consummate newsman and takes his job and his paper seriously.

ASPECTS: NEWSHOUND AT THE SHIPPING NEWS

SKILLS: Great (+4) **Charisma**; Good (+3) **Intelligence**; Fair (+2) **Wisdom**; Average (+1) **Dexterity**; Mediocre (+0) **Strength, Constitution**

STUNTS: ***Get The Story*** (Charisma): Calame gets a +2 to Charisma-based overcome rolls when trying to cover a story

MELEE ATTACK: Dagger Average (+1) (Dexterity)

PHYSICAL DEFENSE: Average (+1), (Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □□□

GYRIL BERRYHILL

SUPPORTING NPC

"I've had enough of those bastards. Trask, get me Cyril."

—Finn

By day, Cyril Berryhill acts as the HBA's accountant, but by night, he's Mouse, a vicious assassin that specializes in eliminating Finn's enemies. Small, quiet, and unassuming, Cyril is an unlikely killer, something that gives him an edge over his marks.

ASPECTS: ACCOUNTANT BY DAY,
THE MOUSE BY NIGHT;
NOBODY EVER SUSPECTS
THE HALFLING

SKILLS: Good (+3) **Dexterity**,
Charisma; Average (+1)
Wisdom, Constitution;
Mediocre (+0) **Strength**,
Intelligence

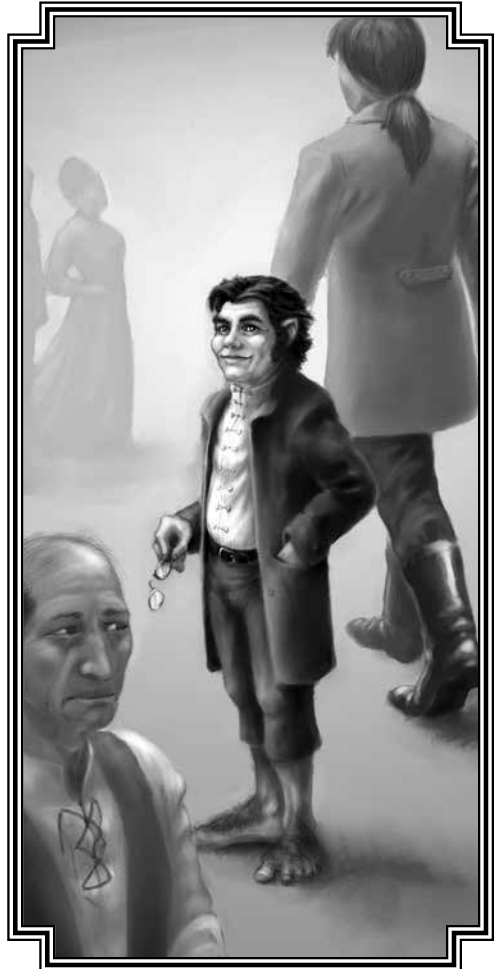
STUNTS: ***Sneak Attack*** (x2)
(Dexterity): Cyril gains
a +4 to Dexterity-based
melee attacks when his
target is unaware of him.

MELEE ATTACK: Dagger Good (+3)
(Dexterity, **Sneak Attack**
may be relevant)

PHYSICAL DEFENSE: Good (+3), (Dexterity)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□□



DARIUS DORIAN

SUPPORTING NPC

“Stop! Thief!”

—Yet Another Victim

Darius is living proof why one should always be suspicious of halflings. A gifted child impersonator, Darius haunts the Eastern District and the Old City, where he pretends to be a weeping child who's lost his mother. Before the rube is any wiser, he snatches their purse and darts off saying, “I found her!”

ASPECTS: OLD CITY CUTPURSE; JUST A “KID”

SKILLS: Good (+3) **Dexterity**; Fair (+2) **Charisma**; Average (+1) **Intelligence**; Mediocre (+0) **Strength, Constitution, Wisdom**

STUNTS: **Child Actor** (Charisma): Darius gains a +2 to Charisma-based overcome attempts to impersonate a human or elven child;

Urchin (Dexterity): Darius gains a +2 to Dexterity-based overcome attempts to hide in the urban maze of Freeport.

MELEE ATTACK: Dagger Rating (+X), +Y dmg (Skill, relevant stunts & aspects)

RANGED ATTACK: Weapon Rating (+X), +Y dmg (Skill, relevant stunts & aspects)

PHYSICAL DEFENSE: Rating (+X), (Skill, relevant stunts & aspects)

PHYSICAL STRESS: ☐☐

MENTAL STRESS: ☐☐

DIMETRÍOS

SUPPORTING NPC

“Look, I didn't tell you this, but if you're looking for... well... hard to get goods... Dimetrios is your man.”

—Someone Who Didn't Tell You This

Dimetrios is a known smuggler that jumps from bar to bar in the Docks. While the authorities are aware of his illicit activities, he's considered too small a fish for their attention. How wrong they are.

ASPECTS: A GUY WHO CAN GET THINGS

SKILLS: Great (+4) **Strength**; Fair (+2) **Constitution, Skill**; Average (+1) **Dexterity, Intelligence, Charisma**; Mediocre (+0) **Wisdom**

STUNTS: **Yeab, I Can Get One Of Those**: Once per session, Dimetrios may declare that he knows where to get a rare item that a customer is requesting.

MELEE ATTACK: Battleaxe Great (+4), +1 dmg (Strength)

RANGED ATTACK: Flintlock pistol Average (+1), +1 dmg (Dexterity)

PHYSICAL DEFENSE: Average (+1), (Dexterity)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐



DIRK HASLINGER

SUPPORTING NPC

"I used to live in a mansion!"

—Dirk Haslinger

Dirk Haslinger is a desperate man. A junkie and worthless squatter, he hasn't done an honest day of work in his life. The Great Green Fire burned down his "mansion" and left him destitute. He'll do anything for a fix. Anything.

ASPECTS: POVERTY-STRICKEN
JUNKIE; THE GREAT GREEN
FIRE BURNED DOWN MY
MANSION!

SKILLS: Good (+3) **Dexterity**;
Fair (+2) **Strength**,
Constitution; Average (+1)
Intelligence; Mediocre (+0)
Wisdom, **Charisma**

STUNTS: *Sneak Attack* (Dexterity):
Dirk gains a +2 to
Dexterity-based melee
attacks when his target is
unaware of him.



MELEE ATTACK: Smallsword Good (+3) (Dexterity, **Sneak Attack** may be relevant)

PHYSICAL DEFENSE: Good (+3), (Dexterity)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□

DIRWIN "NIMBLEFINGERS" ARNIG

"In the Council, everyone is looking out for their own interests first, the city second. Arnig is no different, and the gnomes, and his guild, have fared well during his tenure."

—Liam Blackhammer

Freeport's preeminent gnome, Dirwin Arnig divides his time between the Captains' Council and the Jewelers and Gemcutters Guild. Dirwin is about sick of life in politics and would like nothing better than to find a way to exit the Council gracefully. He realizes, though, that he fulfills an important role for his people, for as long as he holds his seat, gnomes have a voice in the city.

ASPECTS

FREEPORT'S PREEMINENT GNOME; IRONS IN THE FIRE; CAPTAINS' COUNCIL;
JEWELERS & GEMCUTTERS GUILD

SKILLS

Great (+4) **Dexterity**; Fair (+2) **Constitution**, **Wisdom**, **Charisma**;
Average (+1) **Intelligence**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 2)

- Persuasion** (Charisma): Arnig gains a +2 to Charisma-based overcome attempts to persuade a council, jury, board, or similar organization to see things his way.
- Ear To The Ground** (Charisma): Once per session, Arnig can declare that he has an informant who can get him certain information.
- Gemcutter's Touch** (Dexterity): Arnig may use his Dexterity to evaluate the value of a gemstone.
- Of Course He's Lying** (Wisdom): Arnig gains +2 to Wisdom-based attempts to discern people's honesty and motivations.

COMBAT

- MELEE ATTACK:** Dagger Great (+4) (Dexterity)
- PHYSICAL DEFENSE:** Great (+4) (Dexterity)

STRESS

PHYSICAL: □□□

MENTAL: □□□

DRAEGAR REDBLADE

"If Draegar wants Bloodsalt, I say let him have it."

—Garth Varellion

Draegar Redblade is the influential commander of Redblade's Militia, the police force that controls Bloodsalt. It's no secret Draegar wants more power, more control over the city and so the Captains' Council keeps a wary eye on this ambitious hobgoblin.

ASPECTS

COMMANDER OF BLOODSALT MILITIA; THE CAPTAIN'S COUNCIL IS WATCHING;
AMBITIOUS HOBGOBLIN; HEAVY ARMOR; SHIELD

SKILLS

Good (+3) **Strength**, **Dexterity**; Fair (+2) **Constitution**; Average (+1)
Wisdom, **Charisma**; Mediocre (+0) **Intelligence**

STUNTS (REFRESH: 3)

- Hulking Brute** (Strength): Draegar gains +2 when using his Strength to intimidate people
- Loyal Troops** (Charisma): Once per session, Draegar can spend a fate point to can call upon half a dozen heavily armed and loyal hobgoblin militia to fight with him for one scene.
- One Tough Hob** (Constitution): Draegar gains an extra mild consequence slot.

COMBAT

Draegar carries a longsword and SHIELD.

- MELEE ATTACK:** Longsword Good (+3), +1 dmg (Strength)
- RANGED ATTACK:** Light Crossbow Good (+3) (Dexterity)
- PHYSICAL DEFENSE:** Good (+3), (Dexterity, HEAVY ARMOR, SHIELD)

STRESS

PHYSICAL: ☐☐☐

MENTAL: ☐☐☐

DREIDEN SIMMERSWELL

SUPPORTING NPC

"Once I had a taste of that halfling's Sea God's Delight, I was hooked. I go back to the 'Fin' at least once a week."

—David Tarjay

Dreiden Simmerswell is the proprietor of the Diving Finn, a fabulous restaurant in the Docks district. A former adventurer, he came to Freeport thinking he'd find wealth and plenty and was sorely disappointed when he found neither. He opened a restaurant to fill the city's culinary void and has done quite well for himself ever since.

ASPECTS: PROPRIETOR OF DIVING FIN; TOO OLD FOR THIS STUFF;
FINEST DINING IN FREEPORT

SKILLS: Good (+3) **Dexterity**; Average (+1) **Strength**, **Intelligence**, **Wisdom**,
Charisma; Mediocre (+0) **Constitution**

STUNTS: **Sneak Attack** (Dexterity): Dreiden gains a +2 to Dexterity-based melee attacks when his target is unaware of him.

MELEE ATTACK: Dagger Good (+3) (Dexterity, **Sneak Attack** may be relevant)

PHYSICAL DEFENSE: Good (+3), (Dexterity)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐☐

DUNBAR

"Make no mistake, Dunbar and the Hellfire Social Club are firmly in Finn's pocket."

—Pious Pete

Dunbar was part of Finn's Syndicate and helped the halfling assume control over the Eastern District. As a reward for his help, Dunbar gained a sumptuous home that he promptly had renovated to serve as the headquarters for his own protection racket. Dunbar makes sure the Eastern District stays in line and uses violence and threats to make sure people listen.

ASPECTS

FINN'S EASTERN DISTRICT ENFORCER; MERCILESS DUELIST;
MADE MAN; LIGHT ARMOR

SKILLS

Great (+4) **Dexterity**; Good (+3) **Charisma**; Fair (+2) **Strength**;
Average (+1) **Constitution**, **Intelligence**; Mediocre (+0) **Wisdom**

STUNTS (REFRESH: 3)

Flourish (Charisma): When he is crossing blades with a single opponent and has an audience, Dunbar may create an advantage against a single opponent using his Charisma vs. his opponent's Charisma.

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Main Gauche (Dexterity): Dunbar gains a +2 to defense actions using an off-hand dagger when fighting outnumbered.

Loyal Thug (Charisma): Once per session, Dunbar may declare that a loyal thug is present to help him.

COMBAT

MELEE ATTACK: Rapier Great (+4) (Dexterity)

PHYSICAL DEFENSE: Great (+4),
(Dexterity, **Main Gauche** and **LIGHT ARMOR** may be relevant)

STRESS

PHYSICAL: ☐☐☐

MENTAL: ☐☐☐

EGIL

“He has many enemies, Egil does, and it’s a shame. Everything he has done has been out of loyalty—for his friends, his temple, and this very city. To paint him as some do is a travesty.”

—Lucius

The high priest of the Knowledge God’s temple in Freeport is one of Freeport’s celebrities. Having been involved in exposing the Drac scandal, and then enjoying a meteoric rise through the ranks of his temple under the guidance of the former high priest Thuron, he finally gained the rank of high priest when his predecessor stepped down. Egil is considered too young, too inexperienced and above all too ambitious for the position. His rivals work to discredit him and remove him from power.

ASPECTS

HIGH PRIEST OF THE KNOWLEDGE GOD; DOING GOOD MAKES ENEMIES;
KNOWLEDGE IS A GIFT TO BE SHARED

SKILLS

Great (+4) **Wisdom**; Good (+3) **Charisma**; Fair (+2) **Intelligence**;
Average (+1) **Constitution**, **Dexterity**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 3)

Seer, Accomplished Spellcaster

Wise Scholar (Wisdom): Egil may use Wisdom rather than Intelligence to determine whether he knows about a given topic.

SPELLS

Detect Magic, Locate Object, Arcane Sight, True Sight, Farseeing, Telepathy

COMBAT

MELEE ATTACK: Cudgel Mediocre (+0), +1 dmg (Strength)

PHYSICAL DEFENSE: Average (+1), (Dexterity)

STRESS

PHYSICAL: ☐☐☐

MENTAL: ☐☐☐☐

ENOCH HOLLIVER

"Everyone has their secrets and the Commissioner is no different. We've learned not to ask too many questions of him and in turn he doesn't ask many of us."

—Shent, Watchman

Enoch Holliver is the Commissioner of Freeport's Watch. An ex-mercenary lured to Freeport by the promise of gold and assurances of no questions about his suspicious past, he's a grizzled veteran capable of keeping the unruly Watch under some semblance of control. When not overseeing Freeport's security, he attends to the matters of governance, having a seat on the Captains' Council.

ASPECTS

COMMISSIONER OF THE WATCH;
QUESTIONABLE PAST; NO QUESTIONS ASKED;
HEAVY ARMOR

SKILLS

Great (+4) **Strength**; Good (+3) **Wisdom**; Fair (+2) **Dexterity**; Average (+1) **Constitution**, **Intelligence**; Mediocre (+0) **Charisma**

STUNTS (REFRESH: 3)

Cleave (Strength): When Enoch takes out an opponent with a melee attack, he may immediately make another attack against another opponent in the same zone

Grizzled Veteran (Skill): Enoch gains an extra mild consequence slot.

Disarm (Strength): Enoch gains a +2 to attempts to create an advantage by disarming an opponent.

COMBAT

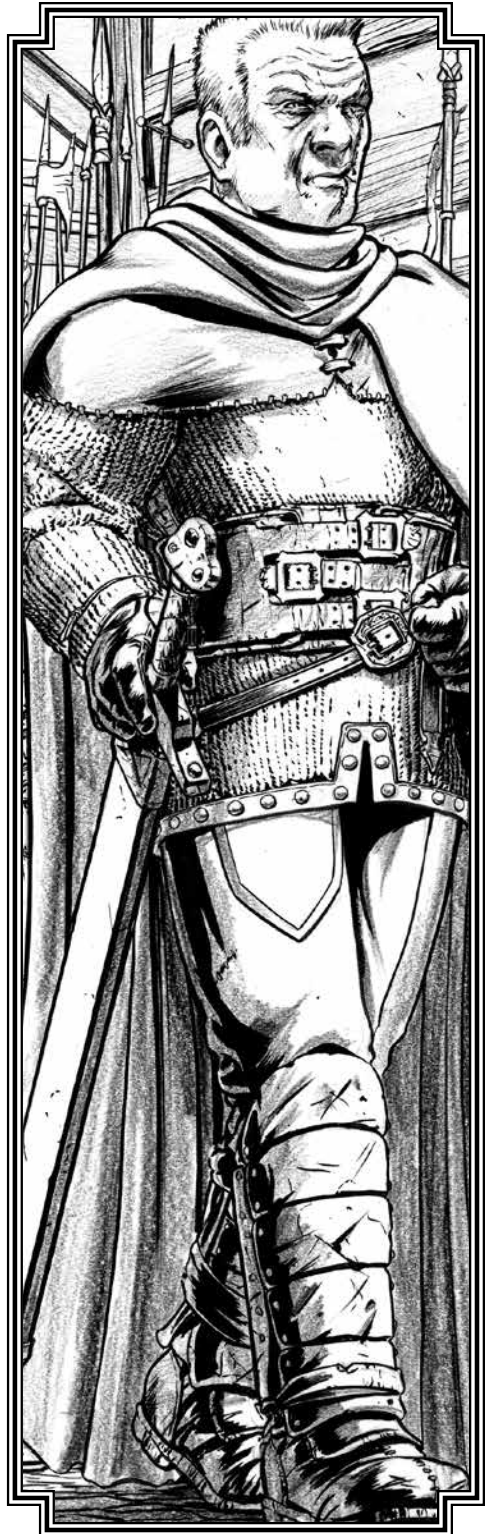
MELEE ATTACK: Longsword Great (+4), +1 dmg (Strength, Cleave may be relevant)

RANGED ATTACK: Flintlock pistol Fair (+2), +1 dmg (Dexterity)

PHYSICAL DEFENSE: Fair (+2), (Dexterity, HEAVY ARMOR)

STRESS

PHYSICAL: ☐☐☐ **MENTAL:** ☐☐☐



EUDOKIA KASOVAR

“All that twaddle about bloodlines, dragons, and other nonsense goes a great way toward masking the fact that she’s easily the most beddable woman in Freeport.”

—Marcus Roberts

Eudokia Kasovar leads an underground movement of people who believe they are inheritors of some draconic proto-being. While they haven’t gained much traction, they have gained the attention of the Wizards’ Guild who fears Kasovar might begin poaching students.

ASPECTS

DRAGON CULT LEADER; A NUISANCE TO THE WIZARDS’ GUILD;
KEEPER OF “DRAGON” ENCHANTMENTS

SKILLS

Great (+4) **Charisma**; Good (+3) **Wisdom**; Fair (+2) **Intelligence**;
Average (+1) **Dexterity, Constitution**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 3)

Enchanter, Accomplished Spellcaster (x2)

SPELLS

*Charm, Idiocy, Provoke Emotion, Ignore Pain, Forget, Compulsion, Mind Blast,
Mind Shield, Fortress of the Mind*

COMBAT

MELEE ATTACK: Dagger Average (+1) (Dexterity), spells

RANGED ATTACK: Spells

PHYSICAL DEFENSE: Average (+1), (Dexterity)

STRESS

PHYSICAL: ☐☐☐ MENTAL: ☐☐☐

FALTHAR

“After the barbarians attacked, Falthar was never the same.”

—Janis Hawthorne

Falthar ran a small shop called Falthar’s Curios. Noted for its unusual assortment of products, he did a steady business catering to wizards, sorcerers, and no few priests. A barbarian attack that struck the city and claimed Falthar’s companion, Nell, saw him close his shop and commit himself to some secret task. Romantics suggest he’s searching for Nell, while others whisper he’s chasing something dangerous to get revenge on the monsters that shattered his life.

ASPECTS

VENGEANCE SEEKING WIZARD; NOT MY BELOVED NELL; NEVER AGAIN

SKILLS

Great (+4) **Charisma**; Good (+3) **Intelligence**; Fair (+2) **Wisdom**;
Average (+1) **Dexterity, Constitution**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 3)

Enchanter, Seer, Accomplished Spellcaster

SPELLS

*Charm, Idiocy, Provoke Emotion, Compulsion, Mind Blast, Detect Magic,
Locate Object, Arcane Sight, True Sight*

COMBAT

MELEE ATTACK: Smallsword Average (+1) (Dexterity), spells

RANGED ATTACK: Spells

PHYSICAL DEFENSE: Average (+1), (Dexterity)

STRESS

PHYSICAL: □□□ **MENTAL:** □□□

FARGAS IRONFOOT

“Ironfoot makes Finn look like a gentle baby, not that I’m saying Finn’s gentle ... or a baby ... oh dear, I’m in trouble now aren’t I?”

—Dimetrios

The captain of the *Widowmaker* is an infamous halfling pirate named Fargas Ironfoot. Cruel and heartless, he thrives as a buccaneer, inspiring terror wherever he sails. Part of his nasty reputation stems from pitting his captives against one another, granting the victor a place in his crew and the loser a place with the sharks.

ASPECTS

HALFLING CAPTAIN OF THE *WIDOWMAKER*; WANTED BY
EVERY NAVY ON THE SEA; MERCY IS A VIRTUE BEST FOUND IN OTHERS;
ORCA’S TOOTH; LIGHT ARMOR

SKILLS

Superb (+5) **Dexterity**; Good (+3) **Charisma**; Fair (+2) **Strength**;
Average (+1) **Constitution**, **Wisdom**; Mediocre (+0) **Intelligence**

STUNTS (REFRESH: 3)

Athletics Fargas may use Dexterity for overcome actions testing athletic
(Dexterity): prowess such as climbing, running, leaping, and so on.

Sneak Attack (x2) Fargas gains a +4 to Dexterity-based melee attacks when his
(Dexterity): target is unaware of him.

Loyal Crew Once per session, Fargas may spend a fate point and declare
(Charisma): that a group of his crew arrives to help.

COMBAT

Fargas carries a cutlass called *Orca’s Tooth*, a minor magic weapon.

MELEE ATTACK: *Orca’s Tooth* Superb (+5) (Dexterity, *Orca’s Tooth* and **Sneak Attack** may be relevant)

RANGED ATTACK: Flintlock pistol Superb (+5), +1 dmg (Dexterity)

PHYSICAL DEFENSE: Superb (+5), (Dexterity)

STRESS

PHYSICAL: □□□ **MENTAL:** □□□

FINN

"Freeport may not have a Thieves' Guild, but Finn's Syndicate is damn close to the real thing."

—Asha Sante

Finn is the leader of the Halfling Benevolent Association, an organization said to protect Freeport's halflings and their interests. This is a front for an extensive and powerful criminal organization called the Syndicate. If it weren't for Mister Wednesday, Finn might well be the most significant kingpin in the city.

ASPECTS

HEAD OF THE HALFLING BENEVOLENT ASSOCIATION; HEAVY IS THE HEAD THAT WEARS THE CROWN; MASTER OF THE SYNDICATE; WEDNESDAY'S NEXT TARGET

SKILLS

Superb (+5) **Dexterity**; Great (+4) **Charisma**; Fair (+2) **Constitution**;
Average (+1) **Intelligence**, **Wisdom**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 2)

- He Owes Me One** (Charisma): Once per session, Finn may declare that he knows someone who owes him a favor.
- Evasion** (Dexterity): Finn gets a +2 to Dexterity-based defense actions when defending against attacks that affect an entire zone.
- Halfling's Stealth** (Dexterity): Finn gains a +2 to Dexterity-based overcome rolls to remain hidden and silent.
- Defensive Attack** (Dexterity): If Finn makes a defense roll against a melee attack and succeeds with style, he gains a +2 to attack his attacker the next round.
- Sneak Attack (x2)** (Dexterity): Finn gains a +4 to Dexterity-based melee attacks when his target is unaware of him.

COMBAT

- MELEE ATTACK:** Dagger Superb (+5) (Dexterity, **Sneak Attack** may be relevant)
- RANGED ATTACK:** Flintlock pistol Superb (+5), +1 dmg (Dexterity)
- PHYSICAL DEFENSE:** Superb (+5), (Dexterity, **Defensive Attack** may be relevant)

STRESS

PHYSICAL: ☐☐☐

MENTAL: ☐☐☐

GAREK

*"It's a bit strange how he coddles his casks, but I try to ignore his antics.
He does serve some of the best beer in Freeport."*

—Rude Tom, Watchman

Garek runs the Dented Helm, an unassuming tavern and brewery in the Docks. While the place isn't much to look at, the brew is quite fine and over the years, mad Garek has gained a stable of regular customers. He's noted for the dented helm on his head, the tale of which changes with each telling.

ASPECTS

PROPRIETOR OF THE DENTED HELM; MAD GAREK; DWARVEN BREWER;
LOYAL CLIENTELE; LIGHT ARMOR; SHIELD

SKILLS

Great (+4) **Constitution**; Good (+3) **Strength**; Fair (+2) **Charisma**;
Average (+1) **Intelligence**, **Wisdom**; Mediocre (+0) **Dexterity**

STUNTS (REFRESH: 3)

Master Brewer (Constitution): Garek's strong ale allows him to make gain advantage rolls to gain peoples' trust with his Constitution skill rather than Charisma, so long as they're in his bar and drinking his ale.

Tough As Stone (Constitution): Garek gains an extra mild consequence slot.

Storyteller (Charisma): Garek gains a +2 to attempts to gain an advantage when fascinating a crowd with his many tales.

COMBAT

Garek wears leather armor and sometimes carries a SHIELD.

MELEE ATTACK: Warhammer Good (+3), +1 dmg (Strength)

PHYSICAL DEFENSE: Mediocre (+0),
(Dexterity, SHIELD and LIGHT ARMOR may be relevant)

STRESS

PHYSICAL: □□□□

MENTAL: □□□

GARTH VARELLION

"He's a harmless twit."

—Marilise Macorgan

Reviled as a vain, arrogant fool, Garth Varellion is the least popular member of the Captains' Council. If there were not prohibitions about removing Councilors, he would have lost his seat years ago. In spite of his tarnished image, he still dreams of becoming the Sea Lord, a goal he has long pursued.

ASPECTS

USELESS COUNCILOR; REACH EXCEEDS GRASP; VAIN AND AMBITIOUS; HEAVY ARMOR

SKILLS

Good (+3) **Dexterity**, **Charisma**, **Strength**;
Average (+1) **Constitution**, **Intelligence**; Mediocre (+0) **Wisdom**

STUNTS (REFRESH: 3)

Sneak Attack (Dexterity): Garth gains a +2 to Dexterity-based melee attacks when his target is unaware of him.

Quick Draw (Dexterity): Garth gains a +2 to his Dexterity for purposes of initiative.

Perceptive (Wisdom): Garth gains a +2 bonus to Wisdom-based overcome attempts to notice things.

COMBAT

MELEE ATTACK: Saber Good (+3), +1 dmg (Strength, **Sneak Attack** may be relevant)

PHYSICAL DEFENSE: Good (+3), (Dexterity)

STRESS

PHYSICAL: ☐☐☐ MENTAL: ☐☐☐

GITCH

SUPPORTING NPC

"Gitch great! Gitch good! Gitch master wizard! All bow to Gitch!"

—Gunk, Goblin

Formerly serving as the city's "fire marshal," Gitch lost his wagon and job during the Great Green Fire. He retreated to Bloodsalt, where he lives in a rundown tower dubbed, by the locals, the Tower of High Sorcery. Whether he wants to be or not, he's the spokesperson for Freeport's goblin population.

ASPECTS: FREEPORT'S PREEMINENT GOBLIN;
MASTER OF THE "TOWER OF HIGH SORCERY"

SKILLS: Good (+3) **Intelligence**; Fair (+2) **Charisma**, **Dexterity**;
Mediocre (+0) **Strength**, **Constitution**, **Wisdom**

STUNTS: **War Wizard** (*Magic Missile*, *Burning Hands*, *Fireball*)

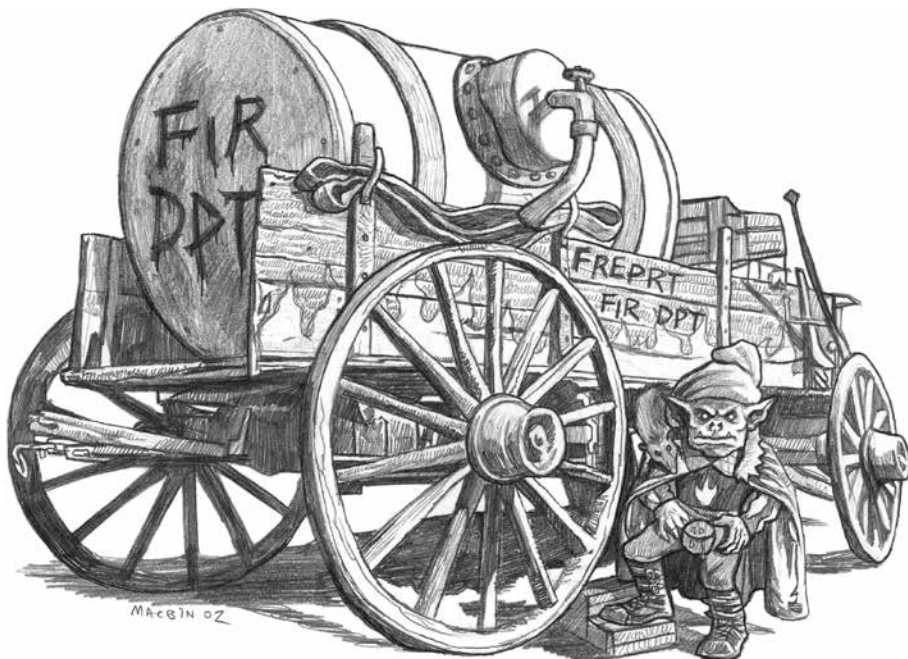
MELEE ATTACK: Club Mediocre (+0), +1 dmg (Strength); spells

RANGED ATTACK: Spells

PHYSICAL DEFENSE: Fair (+2), (Dexterity)

PHYSICAL STRESS: ☐☐

MENTAL STRESS: ☐☐



GRINGA

SUPPORTING NPC

"I don't know where I'd be without Gringa, I really don't."

—Dreiden Simmerswell

Gringa manages the front of the Diving Fin, seeing to it that the customers behave themselves and making sure the wait staff do their jobs quickly and efficiently. Most times, she works behind the bar, mixing drinks and keeping an eye on the place.

ASPECTS: MANAGER AT THE DIVING FIN; HEAVY ARMOR

SKILLS: Great (+4) **Strength**; Fair (+2) **Constitution**; Average (+1) **Dexterity**, **Wisdom**; Mediocre (+0) **Intelligence**, **Charisma**

STUNTS: **Cleave** (Strength): When Gringa takes out an opponent with a melee attack, she may immediately make another attack against another opponent in the same zone

MELEE ATTACK: Greataxe Great (+4), +2 dmg (Strength, **Cleave** may be relevant)

PHYSICAL DEFENSE: Average (+1), (Dexterity)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□□

SISTER GWENDOLYN

"I fear the good sister is more concerned with politics than she is with her own faith. I'd say we succeeded, wouldn't you?"

—Marcus Roberts

Sister Gwendolyn is the representative of the Temple of Sea God to the Captains' Council. For generations, there has always been such a figure, as the Sea God and respect owed to him are vital to the city's survival. Gwendolyn is more of a stand-out figure since she has invested a great deal of time and energy into making a place for herself in the city's government. Her ambition has led many to question her motives and the strengths of her convictions.

ASPECTS

FIERY REPRESENTATIVE OF THE SEA GOD; MORE POLITICIAN THAN PRIESTESS;
MEMBER OF CAPTAINS' COUNCIL

SKILLS

Great (+4) **Charisma**; Good (+3) **Wisdom**, Fair (+2) **Intelligence**;
Average (+1) **Dexterity**, **Constitution**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 3)

War Wizard, Seer, Accomplished Spellcaster

SPELLS

Magic Missile, Burning Hands, Wall of Fire, Detect Magic, Detect Impurity, Arcane Sight

COMBAT

MELEE ATTACK: Mace Mediocre (+0), +1 dmg (Strength), spells

RANGED ATTACK: Light crossbow Average (+1) (Dexterity), spells

PHYSICAL DEFENSE: Average (+1), (Dexterity)

STRESS

PHYSICAL: ☐☐☐

MENTAL: ☐☐☐

HALKOS TREMIIR

SUPPORTING NPC

"A meticulous barber that Halkos. He's the best in the city."

—Garth Varellion

Halkos runs a barber shop in the Seaside Market, little more than a tent really. Having lived in Scurvytown and the Eastern District, he's a good source of information about the lay of the city. This fact is not lost on some of the criminal elements in Freeport, and he's believed to sell information to shadowy figures that happen by his stall.

ASPECTS: ELVEN BARBER

SKILLS: Good (+3) **Intelligence, Charisma**; Fair (+2) **Wisdom, Dexterity**;
Mediocre (+0) **Strength, Constitution**

MELEE ATTACK: Rapier Fair (+2) (Dexterity)

PHYSICAL DEFENSE: Fair (+2) (Dexterity)

PHYSICAL STRESS: ☐☐

MENTAL STRESS: ☐☐☐

HARCOURT HORKEL



"He's a scoundrel, a no-good conman. He puts on a happy face and sure, he's great fun, but you watch your back. He wants one thing and one thing only: your money."

—Aleksander Tovac

The Docks are full confidence men, but few hold a candle to the sliminess of Harcourt Horkel. This hustler is a card-shark, charlatan, hustler, and everything in between, and to those who haven't been duped by him before, think he's the best thing that's ever happened to them... at least until he's ripped them off.

ASPECTS

SLIMY CON MAN; LOVE HIM UNTIL
HE RIPS YOU OFF

SKILLS

Great (+4) **Charisma**; Good (+3)
Dexterity; Fair (+2) **Intelligence**; Average
(+1) **Constitution, Strength**; Mediocre
(+0) **Wisdom**

STUNTS (REFRESH: N)

Trickster

Smooth Talker (Charisma): Harcourt gains a +2 to Charisma-based attempts to create an advantage when bluffing or lying.

Flashy Duelist (Charisma): When Harcourt successfully creates an advantage in melee combat, he may make his next attack action using Charisma.

SPELLS

Charm, Provoke Emotion, Forget

COMBAT

MELEE ATTACK: Rapier Good (+3), (Dexterity)

PHYSICAL DEFENSE: Good (+3), (Dexterity)

STRESS

PHYSICAL: ☐☐☐

MENTAL: ☐☐

HECTOR TORIAN

SUPPORTING NPC

"It's offensive that Torian has retained his seat when he has consistently supported the Drac family. He claims he does this out of loyalty to Freeport's ideals, but I suspect that he's just one of Drac's old cronies looking for a way to keep his seat."

—Buster Wallace

Hector Torian is a crusty old pirate and former captain of the *Sea Ghost*. He retired from the sea nearly a decade ago to become a politician. As he gained his seat from Milton Drac, he's been loyal to the Drac family even at his own detriment.

ASPECTS: OLD SEA CAPTAIN; DRAC FAMILY PAWN

SKILLS: Good (+3) **Dexterity**; Fair (+2) **Charisma**; Average (+1) **Intelligence**, **Wisdom**; Mediocre (+0) **Strength**, **Constitution**

STUNTS: **Awareness** (Wisdom): Hector gains +2 to Wisdom-based rolls to notice things

Sneak Attack (Dexterity): Hector gains a +2 to Dexterity-based melee attacks when his target is unaware of him.

MELEE ATTACK: Cutlass Dexterity (+3) (Dexterity, **Sneak Attack** may be relevant)

PHYSICAL DEFENSE: Dexterity (+3) (Dexterity)

PHYSICAL STRESS: ☐☐

MENTAL STRESS: ☐☐☐

ADMIRAL HROTHY

"Oh he's positively delightful. I'm sure to invite the good admiral to all my parties."

—Lucille Venport, Noblewoman

Before Hrothy settled in Freeport, he was an admiral in one of the continental nation's navies. He gained a name for his ruthlessness at sea and won more battles than he lost. He eventually retired and moved to Freeport to spend his golden years. Despite having crossed swords with

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many a Freeporter, he's become a socialite, rubbing elbows with the city's elite. Too bad none of his "friends" know he's really a spy.

ASPECTS

SECRET SPY FOR THE CONTINENT; FORMER ADMIRAL;
WON MORE BATTLES THAN I LOST; GUN AND CUTLASS

SKILLS

Great (+4) **Charisma**; Fair (+2) **Strength, Intelligence, Wisdom**;
Average (+1) **Constitution**; Mediocre (+0) **Dexterity**

STUNTS (REFRESH: 3)

- Smooth Talker*** (Charisma): The Admiral gains a +2 to Charisma-based attempts to create an advantage when bluffing or lying.
- Battlefield Courage*** (Wisdom): The Admiral may spend a Fate point to eliminate a situation aspect related to fear.
- Tactician*** (Charisma): Whenever the Admiral rolls a successful gain advantage action, an ally gains one additional free invocation.
- It's A Trap!*** (Intelligence): The Admiral's knowledge of maneuvers and strategies allows him to grant a +1 to anyone following his orders.

COMBAT

- MELEE ATTACK:** Cutlass Fair (+2), +1 dmg (Strength)
- RANGED ATTACK:** Flintlock pistol Mediocre (+0), +1 dmg (Dexterity)
- PHYSICAL DEFENSE:** Mediocre (+0), (Dexterity)

STRESS

PHYSICAL: ☐☐☐ MENTAL: ☐☐☐

JACOB LYDON

SUPPORTING NPC



"He's a disgrace to the Council. If he doesn't straighten up, I promise, I'll do whatever, and I mean whatever, I can to see him removed."

—Liam Blackhammer

When Captain Lydon settled in Freeport, he wanted nothing more than to get into politics. He believed by doing so, he could earn enough to pay off his creditors and get them off his back. A fool with money, he's never managed his affairs well. He did manage to get a seat, but his behavior has simply distanced him from true power in the city.

ASPECTS: CAPTAINS' COUNCILOR; A FOOL AND HIS MONEY; LIGHT ARMOR

SKILLS: Good (+3) **Strength**; Fair (+2) **Wisdom, Skill**; Average (+1) **Dexterity, Constitution, Intelligence, Charisma**

STUNTS: *Sneak Attack* (x2) (Dexterity): Jacob gains a +2 to Dexterity-based melee attacks when her target is unaware of her.

MELEE ATTACK: Cutlass Good (+3), +1 dmg (Strength, **Sneak Attack** may be relevant)

RANGED ATTACK: Heavy crossbow Average (+1) (Dexterity)

PHYSICAL DEFENSE: Average (+1) (Dexterity, **LIGHT ARMOR** may be relevant)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□□

JANIS HAWTHORNE

SUPPORTING NPC

"She claims she's a simple fruit-seller, but that woman knows more than she lets on."

—Zach

To look at her, one would see just another vendor struggling to make a living. Janis is happy, pleasant, and perfectly friendly, but she's a hopeless gossip and seems to have a knack for picking up all sorts of information.

ASPECTS: HALF-ELF; HOPELESS GOSSIP

SKILLS: Good (+3) **Wisdom**; Fair (+2) **Strength, Intelligence**; Mediocre (+0) **Dexterity, Constitution**

MELEE ATTACK: Club Fair (+2), +1 dmg (Strength)

PHYSICAL DEFENSE: Mediocre (+0), (Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □□□

KARL THE KRAKEN

SUPPORTING NPC

"Me kill, yes?"

—Karl the Kraken

For many years, Karl was a professional thug, a hired brute noted for not asking questions and being capable muscle. He had a tendency, though, to kill when lethal force wasn't needed, a fact that tempered merchants' zeal for hiring him. Since the Great Green Fire, Karl has relocated to Bloodsalt along with most other orcs. He hasn't had the business he enjoyed in the good old days, and he sometimes takes out his frustrations on the occasional hobgoblin.

ASPECTS: ORC BRUTE; FISTS LIKE STONE; HEAVY ARMOR

SKILLS: Great (+4) **Strength**; Good (+3) **Constitution**; Fair (+2) **Dexterity**; Average (+1) **Wisdom, Charisma**; Mediocre (+0) **Intelligence**

STUNTS: *Cleave* (Strength): When Karl takes out an opponent with a melee attack, he may immediately make another attack against another opponent in the same zone

MELEE ATTACK: Morningstar Great (+4), +1 dmg (Strength, **Cleave** may be relevant)

PHYSICAL DEFENSE: Fair (+2), (Dexterity, **HEAVY ARMOR** may be relevant)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□□

KOTHAR THE ACCURSED

“Sometimes the damned slip free from the bonds of Hell”

—Asha Sante

In life, Captain Kothar was a vicious pirate noted for his bloodthirsty tactics and cruelty. After he and his crew and his crew attacked and murdered their rivals, claiming their vessel the Wind of Hell for themselves, they were captured, tried, and executed for their crimes. Kothar and his crew were burned alive while lashed to the deck of their stolen ship. So hot ran Kothar's hate, he refused to go to Hell and now haunts the waters of the Serpent's Teeth as a fire spectre.

ASPECTS

KOTHAR THE ACCURSED; UNDEAD FIRE SPECTRE; HELL CAN'T HAVE ME YET; HEAVY ARMOR

SKILLS

Great (+4) **Dexterity**; Good (+3) **Wisdom**;
Fair (+2) **Strength, Intelligence, Charisma**; Average (+1) **Constitution**

STUNTS (REFRESH: 5)

- Kothar's Cutlass:** This major magic item grants +2 to all attacks.
- Kothar's Armor:** This major magic item grants 2 free invocations of the “HEAVY ARMOR” aspect per day.
- Orb of Swarms:** This major magic item grants the ability to use the spells call mist and control weather twice each per day.
- Flaming Death:** When someone attacks Kothar with a melee weapon, you may spend a fate point to deal 2 physical stress to them and make them ON FIRE.

COMBAT

MELEE ATTACK: Cutlass Fantastic (+6), +1 dmg (Dexterity, Kothar's Cutlass)

PHYSICAL DEFENSE: Great (+4), (Dexterity, Kothar's Armor may be relevant)

STRESS

PHYSICAL: □□□

MENTAL: □□□

K'STALLO

“A brilliant scholar and loyal friend. I rue the day I met him.”

—Egil, High Priest of the Knowledge God

Until recently, K'Stallo had been impersonating the High Priest Thuron of the Knowledge God. His secret safe with Brother Egil, he used his guise to learn what he could of the secrets beneath Freeport and to liberate the degenerate serpent people from their barbarism. K'Stallo aided Egil and his adventurer companions in thwarting Milton Drac's plans, but once they had achieved this, the serpent person turned his full attentions on his lost kin, leaving the temple for Egil to run as he saw fit.

ASPECTS

SECRET SNAKE PERSON ADEPT; MY PEOPLE NEED ME; SCHOLAR;
REDEMPTION BLESSED MACE; LIGHT ARMOR

SKILLS

Great (+4) **Wisdom**; Fair (+2) **Intelligence, Charisma**;
Average (+1) **Strength, Dexterity**; Mediocre (+0) **Constitution**

STUNTS (REFRESH: 3)

Blessed Healer, Seer, Accomplished Spellcaster

SPELLS

Cure Light Wounds, Cure Moderate Wounds, Arcane Shield, Mass Arcane Shield, Wall of Force, Detect Magic, Locate Object, Arcane Sight

COMBAT

K'Stallo carries a mace called *Redemption*, a minor magic item

MELEE *Redemption* Average (+1), +1 dmg
ATTACK: (Strength, *Redemption*)
PHYSICAL Average (+1), (Dexterity, **LIGHT**)
DEFENSE: **ARMOR** may be relevant)

STRESS

PHYSICAL: □□□

MENTAL: □□□□



KYRGA STONEFOOT

SUPPORTING NPC

"The Stonefoot Rickshaw Company is the best of its kind in Freeport. Accept no substitutes, I say."

—Marcus Roberts

Kyrga came to Freeport after being exiled from her homeland. Finding the city distasteful, but lacking few other options, she put her talents—her strength, speed, and knack with languages—to good use and opened a successful rickshaw company.

ASPECTS: DWARVEN BUSINESSWOMAN; I KNOW THIS TOWN LIKE FEW OTHERS

SKILLS: Good (+3) **Strength, Constitution**; Average (+1) **Dexterity, Intelligence**; Mediocre (+0) **Wisdom, Charisma**

STUNTS: *Natural Linguist* (Intelligence): Kyrga may ignore language barriers between herself and any speaking creature. It may take a moment or two, but she can manage to communicate with almost anyone.

MELEE ATTACK: Mace Good (+3), +1 dmg (Strength)

PHYSICAL DEFENSE: Average (+1), (Dexterity)

PHYSICAL STRESS: □□□□

MENTAL STRESS: □□



LARIA SYRTIS

“Aye, she’s proved her mettle a dozen times since taking the Sunrunner. She’s definitely her pap’s girl.”

—Buster Wallace

Laria Syrtis the captain of the *Sunrunner*, a sleek elven warship she inherited from her father Arel. She’s secured a place as a captain in the Admiralty and now lends her ship and crew in the defense of Freeport.

ASPECTS

HALF-ELF SEA CAPTAIN; DEFENDER OF FREEPORT; ELVEN WARSHIP SUNRUNNER

SKILLS

Great (+4) **Charisma**; Good (+3) **Dexterity**; Fair (+2) **Wisdom**;
Average (+1) **Constitution**, **Intelligence**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 3)

Sea Legs Laria gains +2 to all Dexterity-based Overcome attempts
(Dexterity): while aboard a ship.

Gunslinger Laria gains +2 to Dexterity-based attacks made with black
(Dexterity): powder sidearms against targets in the her zone.

Battlefield Courage Laria may spend a fate point to eliminate a situation aspect
(Charisma): related to fear.

COMBAT

MELEE ATTACK: Rapier Good (+3) (Dexterity)

RANGED ATTACK: Flintlock pistol Good (+3), +1 dmg
(Dexterity, **Gunslinger** may be relevant)

PHYSICAL DEFENSE: Good (+3), (Dexterity)

STRESS

PHYSICAL: ☐☐☐

MENTAL: ☐☐☐

LEXI

SUPPORTING NPC

“Is Lexi available? Oh, no? Okay, I guess I’ll take you then.”

—A Customer at the Serenity House

Lexi is a popular courtesan at the Serenity House. Part of her success stems from her ability to anticipate her customer’s fantasies. She hides a dark secret and a troubled past, things only those closest to her know about.

ASPECTS: BEAUTIFUL COURTESAN; A BIT OF MAGIC

SKILLS: Good (+3) **Charisma**; Average (+1) **Dexterity**, **Intelligence**;
Mediocre (+0) **Strength**, **Constitution**, **Wisdom**

STUNTS: **Trickster** (*Charm*, *Provoke Emotion*, *Minor Illusion*)

MELEE ATTACK: Dagger Average (+1) (Dexterity)

PHYSICAL DEFENSE: Average (+1) (Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □□

LIAM BLACKHAMMER

SUPPORTING NPC

"The trouble with Liam is that he's so concerned for the welfare of the common Freeporter, he refuses to see that some folks just can't be helped."

—Nathan Grymes

The self-proclaimed champion of the common man, Liam Blackhammer is a popular councilor. Unfortunately, his agenda is often at odds with his peers, more often than not making him the odd man out.

ASPECTS: CAPTAINS' COUNCILOR; CHAMPION OF THE COMMON MAN; LIGHT ARMOR

SKILLS: Good (+3) **Strength**; Fair (+2) **Constitution, Wisdom, Charisma**; Average (+1) **Intelligence**; Mediocre (+0) **Dexterity**

MELEE ATTACK: Warhammer Strength (+3), +1 dmg (Strength)

PHYSICAL DEFENSE: Mediocre (+0), (Dexterity, LIGHT ARMOR may be relevant)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□□

MARILISE MAEORGAN

"Somehow, I think she always knew she was going to be the Sea Lord."

—Marshall Maeorgan

As the current Sea Lord of Freeport, the most powerful and influential position in the city, Marilise Maeorgan freed Freeport from the uncertainty following Milton Drac's fall and has ushered in a new chapter of Freeport's history. Beautiful as she is tempestuous, she brings to the office an unpredictability that makes many elite citizens nervous.

ASPECTS

THE SEA LORD; SHORT TEMPERED AND IMPULSIVE; TRADES IN FAVORS; REAVERBANE; LIGHT ARMOR

SKILLS

Good (+3) **Charisma, Intelligence**; Fair (+2) **Wisdom**; Average (+1) **Dexterity, Constitution**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 3)

Marilise wields *Reaverbane* (see page 55).



- CHAPTER FIVE: DENIZENS OF FREEPORT -

Smooth Talker (Charisma): Marilise gains a +2 to Charisma-based attempts to create an advantage when bluffing or lying.

Contacts (Charisma): Marilise has contacts throughout Freeport; once per session she may declare that she knows exactly the right person to gain some information.

COMBAT

MELEE ATTACK: *Reaverbane* Good (+3), +Y dmg (Dexterity, *Reaverbane's* abilities)

RANGED ATTACK: Flintlock pistol Average (+1), +1 dmg (Dexterity)

PHYSICAL DEFENSE: Average (+1), (Dexterity, **Light Armor** may be relevant)

STRESS

PHYSICAL: □□□

MENTAL: □□□

MARCUS ROBERTS

"I don't trust Roberts; he smiles too much."

—Liam Blackhammer

Marcus Roberts is very much the face of Freeport itself, being the city's preeminent ambassador and having contacts all over the continent. Marcus's natural charisma and good looks are useful for his lesser known duties, serving as Freeport's spymaster and principal of the Office of Dredging.

ASPECTS

AMBASSADOR OF FREEPORT; CONTACTS EVERYWHERE; SPYMASTER

SKILLS

Good (+3) **Charisma, Intelligence, Dexterity**;
Average (+1) **Constitution, Wisdom**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 3)

Contacts (Charisma): Once per session, Marcus may declare that he knows just the right person to get a certain bit of information.

Studied Linguist: Marcus may spend a Fate point to declare that he speaks a particular language.

Persuasion (Charisma): Marcus gains a +2 to Charisma-based overcome attempts to persuade an individual to see things his way.

COMBAT

MELEE ATTACK: Smallsword Good (+3) (Dexterity)

PHYSICAL DEFENSE: Good (+3) (Dexterity)

STRESS

PHYSICAL: □□□

MENTAL: □□□



MASSON FRANCISCO

"My husband believes everything that comes out of Masson's mouth. While I do share his vision of the future, I'm not so sure Masson believes what he says, which worries me a great deal."

—Petra Wallace

Masson Francisco is the speaker of Libertyville. A vocal opponent of the decadence in Freeport and societal injustices upheld by the ruling class, his opponents have branded him an agitator, revolutionary, and a fool. Those who have heard his stirring speeches see him as a visionary and see the future in his words.

ASPECTS

SPEAKER OF LIBERTYVILLE; THE UNJUST WILL GET THEIRS; AGILE SWORDSMAN; LIGHT ARMOR

SKILLS

Great (+4) **Dexterity**; Fair (+2) **Strength, Charisma**;
Average (+1) **Constitution, Intelligence**; Mediocre (+0) **Wisdom**

STUNTS (REFRESH: 3)

- Stirring Orator** Masson gains a +2 to Charisma-based attempts to create an (Charisma): advantage by influencing a crowd.
- Two Weapon Fighting** Masson gains a +2 to melee attack rolls when wielding two (Dexterity): swords when outnumbered.
- Two Weapon Defense** Masson gains a +2 to defense actions when wielding two (Dexterity): swords when outnumbered.

COMBAT

- MELEE ATTACK:** Paired smallswords Great (+4) (Dexterity, **Two Weapon Fighting** may be relevant)
- PHYSICAL DEFENSE:** Great (+4), (Dexterity, **Two Weapon Defense** and **LIGHT ARMOR** may be relevant)

STRESS

PHYSICAL: ☐☐☐ MENTAL: ☐☐☐

MENDOR MAEORGAN

SUPPORTING NPC

"Some days it's best to forget I have any family."

—Marilise Maeorgan

Mendor Maeorgan is the Sea Lord's infamous cousin. Having long been involved in shady pursuits, Mendor's been associated with the now defunct Joy Boys and the now leads the notorious Rakeshames, a group of disaffected noble youths who create trouble out of boredom. Those who know him, though, recognize a profound change in his temperament and even appearance. He is larger, more sinister, and thoroughly mad.

ASPECTS: FAMILY EMBARRASSMENT; UNREPENTANT TROUBLEMAKER; LIGHT ARMOR

SKILLS: Fantastic (+6) **Strength**; Superb (+5) **Constitution**; Good (+3) **Charisma**; Fair (+2) **Dexterity**; Mediocre (+0) **Intelligence, Wisdom**

MELEE ATTACK: Longsword Fantastic (+6), +1dmg (Strength)

PHYSICAL DEFENSE: Fair (+2), (Dexterity)

PHYSICAL STRESS: □□□□ (Extra mild consequence slot)

MENTAL STRESS: □□

MISTER WEDNESDAY

"The Canting Crew is the only thing preventing the Syndicate from extending its influence throughout the city and become the dominant criminal organization in Freeport. It's no wonder that many on the Council are interested in seeing Mister Wednesday, the Canting Crew's boss, stay hale and healthy."

—Karl Wine, Owner of the Rusty Hook

Mister Wednesday leads the criminal organization known as the Canting Crew. Running the underworld in the Warehouse District, parts of the Docks, and the Merchant District, he's the Syndicate's biggest rival. Aggressive and edging into Finn's territory, many wonder if war between the crime lords is brewing.

ASPECTS

MASTER OF THE CANTING CREW; GUNNING FOR FINN; RUTHLESS; FINGERS IN EVERY PIE; LIGHT ARMOR

SKILLS

Great (+4) **Dexterity**; Good (+3) **Intelligence**; Fair (+2) **Strength**, **Charisma**; Average (+1) **Constitution**; Mediocre (+0) **Wisdom**

STUNTS (REFRESH: 3)

Sneak Attack (x2) Wednesday gains a +4 to Dexterity-based melee attacks when his target is unaware of him.

Contacts Once per session, Wednesday may (Charisma): declare that he's calling in a favor.

Reasoned Awareness Wednesday may use Intelligence (Intelligence): rather than Wisdom for overcome rolls to notice things

COMBAT

MELEE ATTACK: Smallsword Great (+4) (Dexterity, **Sneak Attack** may be relevant)

RANGED ATTACK: Hand crossbow Great (+4) (Dexterity)

PHYSICAL DEFENSE: Great (+4) (Dexterity, **LIGHT ARMOR** may be relevant)

STRESS

PHYSICAL: □□□

MENTAL: □□



MORGAN BAUMANN

"She's about as bad as they come. Keep yer distance."

—Pious Pete

Morgan Baumann is the captain of the *Kraken's Claw*, a notorious pirate ship with over twenty kills. Never having much use for Freeport's laws, she has no problem attacking Freeport vessels, though she finds the one on the Continent to be better prey.

ASPECTS

CAPTAIN OF *KRAKEN'S CLAW*; ALL ARE TARGETS; FEW DARE STAND AGAINST HER

SKILLS

Good (+3) **Strength, Dexterity**; Fair (+2) **Constitution, Charisma**;
Average (+1) **Intelligence**; Mediocre (+0) **Wisdom**

STUNTS (REFRESH: N)

Reckless Attack (Strength): Morgan may choose to gain a +2 to any melee attack roll, but must then accept a -2 to her next defense action.

Cleave (Strength): When Morgan takes out an opponent with a strength-based melee attack, she may immediately make another attack against another opponent in the same zone

Evasion (Dexterity): Morgan gets a +2 to Dexterity-based defense actions when defending against attacks that affect an entire zone.

COMBAT

MELEE ATTACK: Cutlass Good (+3), +1 dmg (Strength, **Reckless Attack** and **Cleave** may be relevant)

RANGED ATTACK: Flintlock Pistol Good (+3), +1 dmg (Dexterity)

PHYSICAL DEFENSE: Good (+3), (Dexterity, **Evasion** may be relevant)

STRESS

PHYSICAL: ☐☐☐ MENTAL: ☐☐

MOTHER MÜRREN

SUPPORTING NPC

"I wish that old hag would just die already."

—Vikki Tarjay

As matriarch of her large and extended family, she oversees the affairs of literally scores of her descendants. While not the wealthiest of families in Freeport, their sheer numbers gives them weight they otherwise wouldn't have.

ASPECTS: MATRIARCH OF MULTITUDES

SKILLS: Good (+3) **Wisdom**; Fair (+2) **Intelligence, Charisma**;
Mediocre (+0) **Strength, Dexterity, Constitution**

MELEE ATTACK: Unarmed Mediocre (+0) (Strength, but she has no business fighting)

PHYSICAL DEFENSE: Mediocre (+1), (Dexterity)

PHYSICAL STRESS: ☐☐

MENTAL STRESS: ☐☐☐☐

NATHAN GRYMES

SUPPORTING NPC

"I think what bothers me about Grymes the most are the rumors. He never does or says anything that would raise suspicion, but the stories I hear... they chill me to the bone."

—Jacob Lydon

Nathan Grymes recently gained a seat on the Captains' Council. Few know much about him or his past, but he seems to have connections in the Merchant District. Some claim he has ties to the slaver city of Mazin, but no one has proof.

ASPECTS: CAPTAINS' COUNCILOR; UNSAVORY CONNECTIONS

SKILLS: Good (+3) **Charisma**; Average (+1) **Dexterity, Constitution, Intelligence, Wisdom**; Mediocre (+0) **Strength**

STUNTS: *Smooth Talker* (Charisma): Nathan gains a +2 to Charisma-based attempts to create an advantage when bluffing or lying.

MELEE ATTACK: Smallsword Average (+1) (Dexterity)

PHYSICAL DEFENSE: Average (+1) (Dexterity)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐☐

NEVTALATHIEN

SUPPORTING NPC

"Can't say I can find a better price for leathers than at Nev's, not that I have need for such things."

—Pious Pete

Nevtalathien, or Nev to her friends, is a semi-retired adventurer who settled in Freeport to make an honest living. She finds it hard to resist the lure of danger and frequently disappears for weeks at a time, only to return with a fresh batch of scars. She runs a leatherworking shop in the Seaside Market.

ASPECTS: RETIRED ADVENTURER; LEATHERWORKER; LIGHT ARMOR

SKILLS: Fair (+2) **Strength, Dexterity, Constitution**; Average (+1) **Intelligence, Wisdom**; Mediocre (+0) **Charisma**

STUNTS: *Two Weapon Fighting* (Dexterity): Nev gains a +2 to melee attack rolls when wielding two swords when outnumbered.

MELEE ATTACK: Longsword & Dagger Fair (+2), +1 dmg
(Strength, **Two Weapon Fighting** may be relevant)

RANGED ATTACK: Bow Fair (+2) (Dexterity)

PHYSICAL DEFENSE: Fair (+2) (Dexterity, LIGHT ARMOR may be relevant)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐☐



NIFUR ROBERTS

SUPPORTING NPC

"She may very well be the luckiest woman in Freeport. Blessed with good looks, wealth, status, and a successful business. I really hate her."

—Vikki Tarjay

Dismissed as a reckless and flighty young woman, who would masquerade at nights as a bravo, finding no shortage of trouble in the taverns of Drac's End and the Merchant District, Nifur abandoned her childish exploits after she and her sisters found themselves in a great deal of trouble. Now she runs her own business, importing and exporting weaponry. Her business savvy as well as her father's station on the Council makes her something of a celebrity in the city.

ASPECTS: CELEBRITY MERCHANT; LIGHT ARMOR

SKILLS: Fair (+2) **Dexterity, Charisma**; Average (+1) **Strength, Intelligence**; Mediocre (+0) **Constitution, Wisdom**

MELEE ATTACK: Rapier Fair (+2) (Dexterity)

PHYSICAL DEFENSE: Fair (+2) (Dexterity, LIGHT ARMOR may be relevant)

PHYSICAL STRESS: ☐☐

MENTAL STRESS: ☐☐

OMAR NKOTA

SUPPORTING NPC

"It boggles the mind to think the Council allows his menagerie in our city! What if one of those land sharks gets loose? Just think of the horror! What a story!"

—C.Q. Calame

Omar Nkota is the only man with the stones to train the more exotic species found in the Serpent's Teeth. He runs a compound at the edge of Drac's End, where he stables all sorts of strange and terrifying monsters.

ASPECTS: TRAINER OF EXOTIC CREATURES

SKILLS: Fair (+2) **Intelligence, Charisma**; Average (+1) **Dexterity, Wisdom**; Mediocre (+0) **Strength, Constitution**

STUNTS: *Animal Trainer* (Charisma): Omar gains a +2 to Charisma-based overcome and create advantage actions when attempting to affect the attitude of an animal or animal-like creature.

MELEE ATTACK: Dagger Average (+1) (Dexterity)

PHYSICAL DEFENSE: Average (+1) (Dexterity)

PHYSICAL STRESS: ☐☐

MENTAL STRESS: ☐☐☐



OTTO PARSAM

"Otto talks tough, but he's got the skill to back it up. A piece of advice if yer planning on picking up a blade from him: Show respect."

—Dakarta Gringsson, Owner of the Broken Mug

An ex-adventurer, Otto Parsam retired in Freeport and opened a weapon shop to make ends meet. He's seen his fair share of action and knows the difference that a superior weapon can make in a fight. Although he lives in Scurvytown, no one's foolish enough to give him trouble as Otto has proved on more than one occasion that he knows his way around a combat.

ASPECTS

VETERAN WARRIOR; SWORD LOREMASTER; HEAVY ARMOR

SKILLS

Great(+4) **Strength, Constitution**; Fair (+2) **Intelligence**;
Average (+1) **Wisdom, Charisma**; Mediocre (+0) **Dexterity**

STUNTS (REFRESH: 4)

Defensive Stance While wielding a sword two-handed, Otto may defend against melee (Strength): attacks using Strength.

Cleave When Otto takes out an opponent with a melee attack, he may (Strength): immediately make another attack against another opponent in the same zone

Masterwork Sword: Otto's personal bastard sword grants an extra boost when an attack succeeds with style.

COMBAT

MELEE ATTACK: Bastard sword Great (+4), +2 dmg
(Strength, **Cleave** and **Masterwork Sword** may be relevant)

PHYSICAL DEFENSE: Great (+4), (Strength, while using **Defensive Stance**;
HEAVY ARMOR may be relevant)

STRESS

PHYSICAL: ☐☐☐☐ MENTAL: ☐☐☐

PATAMON

"He's positively delicious."

—Alisson Vanderbuck, Merchant's Daughter

Patamon is a flamboyant rogue and stealer of hearts. Rumor holds he once ran with one of Freeport's gangs, and fled the city when something went wrong. Since he's back in the city, the dust must have settled, yet those who know him note he spends a fair bit of time looking over his shoulder.

ASPECTS

SMALL-TIME CRIMINAL; IRRESISTIBLE GRIN; A RAKE AND A SCOUNDREL;
MAGIC TRICKS; LIGHT ARMOR

SKILLS

Great (+4) **Dexterity**; Good (+3) **Charisma**; Fair (+2) **Intelligence**;
Average (+1) **Constitution, Wisdom**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 3)

Trickster

Sneak Attack (Dexterity): Patamon gains a +4 to Dexterity-based melee attacks when his target is unaware of him.

Shameless Flirt (Charisma): Patamon gains a +2 to Charisma-based attempts to gain an advantage with someone attracted to him.

SPELLS

Charm, Provoke Emotion, Knock

COMBAT

MELEE ATTACK: Rapier Great (+4), (Dexterity, **Sneak Attack** may be relevant)

RANGED ATTACK: Crossbow Great (+4) (Dexterity)

PHYSICAL DEFENSE: Great (+4) (Dexterity, **LIGHT ARMOR** may be relevant)

STRESS

PHYSICAL: □□□ **MENTAL:** □□□

PETRA WALLACE

"My wife made me a believer. She left everything behind for Libertyville, status, wealth, and influence. I can only hope to live up to her ideals."

—Buster Wallace

Petra Wallace (formerly Fricke) led the Guild of Craftsmen in Freeport and hoped to gain the vacant seat on the Captains' Council as a means to do good for the city. Her idealism and earnestness, however, created more barriers than she could overcome and fed up, she left Freeport to work in Libertyville, making that community a place that would one day eclipse Freeport as the dominant city in the Serpent's Teeth.

ASPECTS

LIBERTYVILLE IDEALIST; ENEMIES ON THE COUNCIL; ARTISTS'S EYE

SKILLS

Good (+3) **Charisma**, **Dexterity**; Fair (+2) **Intelligence**, **Wisdom**;

Average (+1) **Strength**; Mediocre (+0) **Constitution**

STUNTS (REFRESH: 3)

Jill of All Trades (Charisma): Once per session, Petra may roll Charisma for any roll whatsoever, regardless of the skill that roll normally calls for.

Contacts (Charisma): Petra has contacts throughout Freeport; once per session she may declare that she knows exactly the right person to gain some information.

Personal Persuasion (Charisma): Petra gains a +2 to Charisma-based overcome attempts to persuade an individual to see things her way.

COMBAT

MELEE ATTACK: Quarterstaff Average (+1), +1 dmg (Strength)

PHYSICAL DEFENSE: Good (+3), (Dexterity)

STRESS

PHYSICAL: □□□ **MENTAL:** □□□

POPPY BRAGG

SUPPORTING NPC

"Poppy Bragg is not someone to cross. He's strong, smart, and he has all of the Longshoreman's Union behind him."

—Zach, Street Thief

Poppy Bragg is the leader of the Longshoreman's Union. With the help of his equally fiery wife, he cleaned up the corruption in the Docks, strong-arming ship captains, the Council, and anyone else who got in his way. Now that the Union completely controls the labor on the Docks, Bragg has emerged as one Freeport's most important citizens.

ASPECTS: HEAD OF THE LONGSHOREMAN'S UNION; LIGHT ARMOR

SKILLS: Good (+3) **Strength, Constitution**; Fair (+2) **Charisma**;
Average (+1) **Intelligence, Wisdom**; Mediocre (+0) **Dexterity**

STUNTS: *Loyal Longshoremen* (Charisma): Once per session, Poppy may have a crew of a half dozen longshoremen with him to back him up.

MELEE ATTACK: Club Good (+3), +1 dmg (Strength)

PHYSICAL DEFENSE: Mediocre (+0), (Dexterity; LIGHT ARMOR may be relevant)

PHYSICAL STRESS: □□□□

MENTAL STRESS: □□□

PRENDAG THE HIGH DEATH



"You'd be a fool to think the orcs are just going to keep taking the hobgoblins' crap. There's word on the street that there's a new fella in Bloodsalt and he aims to do something about Draegar and his boys."

—Rat, Beggar

Prendag is the leader of a small, but dangerous cult called the Bleeding Fist. Founded on the purpose of spreading the Death God's influence in Freeport, Prendag organizes this mob of killers and thugs, spreading fear throughout Scurvytown, Bloodsalt, and beyond. Rumors of his success made him something of a hero to the orcs of Bloodsalt and many seek out the Bleeding Fist to gain the power which they felt was stolen from them by the hobgoblins of their ghetto.

ASPECTS

HIGH PRIEST OF THE BLEEDING FIST;
HALF-ORC RABBLE-ROUSER;
THE ONLY GOOD HOBGOBLIN IS A
DEAD HOBGOBLIN; LIGHT ARMOR

SKILLS

Good (+3) **Strength**; Fair (+2) **Charisma, Wisdom**;
Average (+1) **Dexterity, Constitution**; Mediocre (+0) **Intelligence**

STUNTS (REFRESH: 3)

Enchanter, Accomplished, Spellcaster

Stealth (Dexterity): Prendag gains a +2 to Dexterity-based attempts to remain hidden and silent.

Power Attack (Strength): Prendag may accept a -1 to Strength-based melee attack; if he does, he gains +4 to damage if the attack is successful.

SPELLS

Charm, Idiocy, Provoke Emotion, Compulsion, Mind Blast, Ignore Pain

COMBAT

MELEE ATTACK: Battleaxe Good (+3), +1 dmg
(Strength, **Power Attack** may be relevant); spells

RANGED ATTACK: Spells

PHYSICAL DEFENSE: Average (+1), (Dexterity, **LIGHT ARMOR** may be relevant)

STRESS

PHYSICAL: ☐☐☐

MENTAL: ☐☐☐

RIKARD BURBAGE

“No, no, no! You must say it with feeling!”

—Rickard Burbage

Freeport’s Opera House is the center of the city’s culture and refinement, such as it is, and it falls to Rikard Burbage, the theatre’s director, to keep it in business. A shrewd businessman and not a bad actor in his own right, he’s equally loved and reviled in the city. The merchants adore him for his fabulous shows, while the actors detest him for his strictness and impossible demands.

ASPECTS

HALF-ELF OPERA DIRECTOR; I DEMAND PERFECTION; THEATRE MAGIC

SKILLS

Good (+3) **Charisma**; Fair (+2) **Strength, Dexterity**;
Average (+1) **Constitution, Intelligence**; Mediocre (+0) **Wisdom**

STUNTS (REFRESH: 3)

Trickster

Flourish (Charisma): When he is crossing blades with a single opponent and has an audience, Rikard may create an advantage against a single opponent using his Charisma vs. his opponent’s Charisma.

Stirring Orator (Charisma): Rikard gains a +2 to Charisma-based attempts to create an advantage by influencing a crowd.

SPELLS

Charm, Provoke Emotion, Disguise

COMBAT

MELEE ATTACK: Rapier Fair (+2) (Dexterity)

PHYSICAL DEFENSE: Fair (+2) (Dexterity)

STRESS

PHYSICAL: ☐☐☐

MENTAL: ☐☐

RUDIMAR HARROW

SUPPORTING NPC

"All doom and gloom, that one."

—Janis Hawthorne

Rudimar Harrow's life changed the moment he died. He got better, but the experience left him with horrible visions of Hell, and a sense that if he didn't straighten up, he would go right back when he stayed dead. Rudimar walks the streets of Freeport, offering dire sermons to those who'll listen, hoping to frighten them back onto the straight and narrow.

ASPECTS: DESPERATE PREACHER; HELL IS WORSE THAN YOU THINK

SKILLS: Fair (+2) **Constitution, Wisdom, Charisma**; Average (+1) **Strength**; Mediocre (+0) **Dexterity, Intelligence**

STUNT: **Fire And Brimstone** (Charisma): Rudimar gains a +2 to Charisma-based attempts to gain an advantage by frightening people with dire sermons.

MELEE ATTACK: Cudgel Average (+1), +1 dmg (Strength)

PHYSICAL DEFENSE: Mediocre (+0), (Dexterity)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐☐

CAPTAIN SCARBELLY

"An orc pirate? Now I've seen everything."

—Last words of Enus MacGee

Scarbelly is the infamous captain of the ship *Bloody Vengeance*, a rotting galleon crewed exclusively by orcs. He has little use for Freeport except for a place to wench, drink, and to off-load his ill-gotten gains. Locals give him and his boys a wide berth when they come to town.

ASPECTS

ORC PIRATE CAPTAIN; *BLOODY VENGEANCE*; INTIMIDATING AS HELL; LIGHT ARMOR; SHIELD; BLOODLETTER

SKILLS

Great (+4) **Strength**; Fair (+2) **Constitution, Dexterity**; Average (+1) **Intelligence, Charisma**; Mediocre (+0) **Wisdom**

STUNTS (REFRESH: 3)

Cleave (Strength): When Scarbelly takes out an opponent with a strength-based melee attack, she may immediately make another attack against another opponent in the same zone

Battleaxe When wielding his battleaxe, Scarbelly can roll attempts
Persuasion to gain an advantage dealing
 (Strength): with fear or intimidation using Strength rather than Charisma.

Power Attack Scarbelly may accept a -1
 (Strength): to Strength-based melee attack; if he does, he gains +4 to damage if the attack is successful.

COMBAT

Scarbelly carries a magical battleaxe he calls *Bloodletter*, a minor magic item.

He wears chainmail and carries a SHIELD.

MELEE ATTACK: *Bloodletter* Great (+4), +1 dmg (Strength, **Cleave** and **Power Attack** may be relevant)

PHYSICAL DEFENSE: Fair (+2), (Dexterity, LIGHT ARMOR and SHIELD may be relevant)

STRESS

Physical: □□□

Mental: □□



TALBOUS MOG

SUPPORTING NPC

"He's a corrupt little bugger, and I aim to pay him back for his 'services.'"

—Karl the Kraken

When most people think priests, they conjure up visions of holy men working to spread the word of their deity by doing good (or not-so-good) works. Talbous Mog doesn't buy into that. He does good deeds for a price. A mercenary healer, he wore out his welcome in the Docks and now runs a small stall in the Fool's Market.

ASPECTS: GNOME HEALER; SERVING THOSE WHO HAVE THE COIN TO PAY; HEAVY ARMOR; SHIELD

SKILLS: Good (+3) **Wisdom**; Fair (+2) **Constitution**, **Charisma**; Mediocre (+0) **Strength**, **Dexterity**, **Intelligence**

STUNTS: *Not-So-Blessed Healer*

Accomplished Spellcaster (*Cure Light Wounds*, *Cure Moderate Wounds*, *Cure Serious Wounds*, *Arcane Shield*, *Arcane Armor*)

MELEE ATTACK: Mace Mediocre (+0), +1 dmg (Strength)

PHYSICAL DEFENSE: Mediocre (+0), (Dexterity, HEAVY ARMOR and SHIELD may be relevant)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□□□

TANKO SANDEK

SUPPORTING NPC

"I fight for the memory of Commissioner Williams. Though tasked with this lousy job, I believe, I must believe, I can still do good for Freeport."

—Tanko Sandek

Tanko Sandek was once an up-and-coming sergeant in the Sea Lord's Guard, but fell from grace upon the death of Commissioner Williams. Now assigned to manage the Sewer Watch, he struggles to find a better place in the city and return to the task of cleaning up Freeport.

ASPECTS: MANAGER OF THE SEWER WATCH; I'LL GET MY OLD JOB BACK;
HEAVY ARMOR

SKILLS: Great(+4) **Strength**; Good (+3) **Charisma**; Fair (+2) **Dexterity**,
Intelligence, **Wisdom**; Average (+1) **Constitution**

STUNTS: **Cleave** (Strength): When Tanko takes out an opponent with a melee attack, he may immediately make another attack against another opponent in the same zone

MELEE ATTACK: Falchion Great (+4), +1 dmg (Strength, **Cleave** may be relevant)

PHYSICAL DEFENSE: Fair (+2), (Dexterity, HEAVY ARMOR may be relevant)

PHYSICAL STRESS: □□

MENTAL STRESS: □□□

TARMON, HIGH WIZARD

"I can't imagine what Blackhammer was thinking putting Tarmon forward. Really, I don't know what I was thinking when I agreed."

—Marcus Roberts

Tarmon is the high wizard of Freeport's Wizards' Guild, and until recently, he served as an advisor to the Captains' Council where he would weigh in with advice whenever he was needed. He became a full-fledged member of the Council when Liam Blackhammer nominated him to fill a vacant seat. He is the first wizard to hold such power in the city.

ASPECTS

HIGH WIZARD OF THE WIZARD'S GUILD;
NOBODY THINKS I SHOULD BE ON THE COUNCIL; MY MAGIC PROTECTS ME

SKILLS

Superb (+5) **Charisma**; Great (+4) **Intelligence**; Fair (+2) **Wisdom**;
Average (+1) **Strength**, **Dexterity**; Mediocre (+0) **Constitution**

STUNTS (REFRESH: 2)

War Wizard, Seer, Enchanter, Accomplished Spellcaster (x2)

SPELLS

Magic Missile, Burning Hands, Scorching Ray, Fireball, Chain Lightning, Meteor Swarm, Detect Magic, Locate Object, Arcane Sight, True Sight, Clairvoyance, Charm, Provoke Emotion, Compulsion

COMBAT

MELEE ATTACK: Staff Average (+1), +1 dmg (Strength), spells

RANGED ATTACK: Spells

PHYSICAL DEFENSE: Average (+1), (Dexterity)

STRESS

PHYSICAL: ☐☐ MENTAL: ☐☐☐

TENCH PRESCOTT

SUPPORTING NPC

"He spends more time oiling his sword at the Serenity House than he does doing his job on the Council. It's good these privateers are only around for a couple of years."

—Garth Varellion

The current holder of the Privateer's Seat is Tench Prescott, a man famous for his libido. According to those close to the Council, he took the job to keep his coffers full and slake his thirst for the ladies.

ASPECTS: PERFUNCTORY PRIVATEER COUNCILOR; WINE, WOMEN, AND SONG

SKILLS: Good (+3) **Charisma**; Fair (+2) **Dexterity**; Average (+1) **Strength**, **Constitution**; Mediocre (+0) **Intelligence**, **Wisdom**

MELEE ATTACK: Rapier Fair (+2) (Dexterity)

PHYSICAL DEFENSE: Fair (+2) (Dexterity)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐

THORGRIM

"I heard that the Lord Defender spent a few centuries as a statue. That would explain his lack of personality."

—Marilise Maeorgan

Thorgrim is the Lord Defender of the Wizards' Guild. According to legend, he's a man out of time, having lost centuries after a basilisk petrified him. His odd customs and a strange manner of speech seem to support these rumors. Regardless, he's a man of impeccable loyalty to the Guild and is one of Tarmon's staunchest supporters.

ASPECTS

DEFENDER OF THE WIZARDS' GUILD;
UNDYING LOYALTY; ATTACK NOW,
QUESTIONS LATER; LIGHT ARMOR

SKILLS

Great (+4) **Charisma**; Good (+3) **Strength**, **Intelligence**; Average (+1) **Dexterity**, **Constitution**; Mediocre (+0) **Wisdom**



STUNTS (REFRESH: 3)

War Wizard, Illusionist, Accomplished Spellcaster

Cleave (Strength): When Thorgrim takes out an opponent with a melee attack, he may immediately make another attack against another opponent in the same zone

SPELLS

Magic Missile, Scorching Ray, Arcane Shield, Lightning Shield, Minor Illusion, Invisibility, Major Illusion, Illusory Decoy

COMBAT

MELEE ATTACK: Greatsword Good (+3), +2 dmg
(Strength, **Cleave** may be relevant), spells

RANGED ATTACK: Spells

PHYSICAL DEFENSE: Average (+1), (Dexterity, LIGHT ARMOR may be relevant)

STRESS

PHYSICAL: ☐☐☐

MENTAL: ☐☐

THULMIR QUENT

SUPPORTING NPC



"I'm looking for a few good men... know any?"

—Thulmir Quent

For those who need money and don't mind a bit of danger, Thulmir Quent's their man. A broker of sorts for mercenaries, explorers, and adventurers, he keeps his ear to the ground, always listening for potential expeditions in need of a little muscle.

ASPECTS: MERCENARY BROKER

SKILLS: Good (+3) **Intelligence**, **Wisdom**; Fair (+2) **Charisma**; Average (+1) **Constitution**; Mediocre (+0) **Strength**, **Dexterity**

STUNTS: *Persuasion* (Charisma): Thulmir gains a +2 to Charisma-based overcome attempts to persuade an individual to see things his way.

MELEE ATTACK: Dagger Mediocre (+0) (Dexterity)

PHYSICAL DEFENSE: Mediocre (+0) (Dexterity)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐☐☐

THURLOW RANKIN

SUPPORTING NPC

"A loyal, if uninspired man."

—Garth Varellion

Admiral Thurlow Rankin is a stodgy old man whose job it's been to make sure Freeport's fleets stay in shape and in combat readiness. He's seen many masters over his years and doesn't waste time worrying about their virtues or their flaws. He takes orders well, which is how he's held onto this job for so long.

ASPECTS: MASTER OF THE FLEET; ORDERS ARE ORDERS

SKILLS: Good (+3) **Dexterity, Charisma**; Fair (+2) **Intelligence**;
Average (+1) **Wisdom**; Mediocre (+0) **Strength, Constitution**

MELEE ATTACK: Rapier Good (+3) (Dexterity)

PHYSICAL DEFENSE: Good (+3) (Dexterity)

PHYSICAL STRESS: □□

MENTAL STRESS: □□□

TIMOTHY

SUPPORTING NPC

"A good lad. He'll go far in the Syndicate."

—Trask

A child of Scurvytown's streets, Timothy survived with his wits and speed. He landed a job in the Syndicate when he tried to pick Dunbar's (see page 86) pocket and has served as a messenger and thief ever since.

ASPECTS: URCHIN IN THE
SYNDICATE

SKILLS: Good (+3) **Intelligence**;
Fair (+2) **Dexterity**,
Charisma;
Average (+1) **Wisdom**;
Mediocre (+0) **Strength**,
Constitution

STUNTS: **Evasion** (Dexterity):
Timothy gets a +2 to
Dexterity-based defense
actions when defending
against attacks that affect
an entire zone.

RANGED ATTACK: Dagger Fair (+2)

PHYSICAL DEFENSE: Fair (+2)

PHYSICAL STRESS: □□

MENTAL STRESS: □□□



TORYA IRONTTOOTH

SUPPORTING NPC



"I still feel Torya was handled poorly. It's not her fault she has orc blood in her veins."

—Nifur Roberts

Torya spent her youth as a novelty among Freeport's upper class. It wasn't until the racist attacks in Scurvytown that Torya realized she was nothing more than a curiosity to her "friends." She fled to Bloodsalt and helped found a compound for others of her kind.

ASPECTS: HALF-ORC OUTCAST

SKILLS: Good (+3) **Charisma**;
Average (+1) **Strength**,
Constitution,
Intelligence; Mediocre
(+0) **Dexterity**, **Wisdom**

MELEE ATTACK: Longsword Average (+1),
+1 dmg (Strength)

PHYSICAL DEFENSE: Mediocre (+0),
(Dexterity)

PHYSICAL STRESS: ☐☐☐

MENTAL STRESS: ☐☐

TRASK

"He's a right prig, that Trask. If it weren't for Finn and the HB&A, someone would have taken that bastard down a notch. Don't tell anyone I said this, you hear?"

—Dill Mackey

Trask is the leader of Finn's enforcers and is second in command of the Syndicate even though he's a gnome. His constant support and dedicated service has begun to have an effect on Finn, extending his protection to gnomes as well as halflings. Trask surrounds himself with enforcers knowing he has more than a few enemies in the city.

ASPECTS

FINN'S RIGHT HAND; CAPTAIN OF THE ENFORCERS; GNOME ILLUSIONIST; LIGHT ARMOR

SKILLS

Great (+4) **Dexterity**, Fair (+2) **Constitution**, **Charisma**;
Average (+1) **Intelligence**, **Wisdom**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 2)

Illusionist

Sneak Attack (Dexterity): Trask gains a +2 to Dexterity-based melee attacks when his target is unaware of him.

Gnome Stealth (Dexterity): Trask gains a +2 to Dexterity-based overcome actions to hide and remain silent.

Loyal Thugs (Charisma): Once per session, Trask can call upon a half dozen enforcers to arrive and lend a hand.

SPELLS

Disguise, Impersonate, Minor Illusion

COMBAT

MELEE ATTACK: Smallsword Great (+4)
(Dexterity, **Sneak Attack** may be relevant)

PHYSICAL DEFENSE: Great (+4), (Dexterity)

STRESS

PHYSICAL STRESS: □□□

MENTAL STRESS: □□

VIKKI TARJAY

SUPPORTING NPC

"Oh, she has her qualities, make no mistake, but what I like best about Vikki is her hunger. She's hungry for wealth, prestige, and power. These are the qualities that carry a person far in Freeport."

—Mendor Maeorgan

Vikki Tarjay is the daughter of the powerful Tarjay merchant family. Like Nifur Roberts, she chafed under the demands her station made and so she eagerly joined Nifur in her nocturnal exploits. Unlike the Roberts girl, Vikki was never quite content with just causing trouble and she found she had a taste for hurting people. When Nifur's crew disbanded, Vikki joined up with Mendor Maeorgan and is one of the ranking members of his vile gang: the Rakeshames.

ASPECTS: RUNS WITH MENDOR MAEORGAN; SADIST

SKILLS: Good (+3) **Dexterity**; Fair (+2) **Constitution, Intelligence**;
Average (+1) **Wisdom, Charisma**; Mediocre (+0) **Strength**

STUNTS: **Sneak Attack** (Dexterity): Vikki gains a +2 to Dexterity-based melee attacks when her target is unaware of her.

MELEE ATTACK: Rapier Good (+3) (Dexterity, **Sneak Attack** may be relevant)

PHYSICAL DEFENSE: Good (+3), (Dexterity)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□

XAVIER GORDON

"He must have done something right since he got a seat after his stint as the Privateer came to an end."

—C.Q. Calame

Before becoming a full member of the Captains' Council, Xavier Gordon held the Privateer's Seat. During his time, he proved himself, placing the city before his own needs and became an ardent supporter of Lady Elise Grossette (see the *Pirate's Guide to Freeport*). He almost lost

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his place on the Council when his term expired, but his allies ensured he remained with them by offering him one of the vacant seats.

ASPECTS	
CAPTAINS' COUNCILOR; OWE PLENTY OF FAVORS; PRIVATEER GONE LEGIT; LIGHT ARMOR	
SKILLS	
Good (+3) Dexterity, Intelligence ; Fair (+2) Strength ; Average (+1) Constitution, Wisdom ; Mediocre (+0) Charisma	
STUNTS (REFRESH: 3)	
<i>Smooth Talker</i> (Charisma):	Xavier gains a +2 to Charisma-based attempts to create an advantage when bluffing or lying.
<i>Sea Lore</i> (Intelligence):	As an experienced captain, Xavier gains a +2 bonus to Intelligence-based Overcome actions to know sea stories, nautical details, and other sea lore.
<i>Quick Draw</i> (Dexterity):	Xavier's Dexterity is considered to be 2 higher than it really is for purposes of initiative.
COMBAT	
MELEE ATTACK:	Scimitar Good (+3) (Dexterity)
RANGED ATTACK:	Flintlock Pistol Good (+3), +1 dmg (Dexterity)
PHYSICAL DEFENSE:	Good (+3), (Dexterity, LIGHT ARMOR may be relevant)
STRESS	
PHYSICAL:	□□□
MENTAL:	□□□

XORT

"Forget what he's talking about... what I want to know just what exactly he's supposed to be."

—Pious Pete

No one is quite sure where Xort came from or what he is, but he's unlike any other Freeporter. Stooped, ugly beyond compare, and with bright green eyes, he has nothing but bile to say about the Wizards' Guild, decrying them as cultists and fiends. It's just a matter of time before someone silences this firebrand and for good.

ASPECTS	
WEIRD MAGIC; THEY'LL ALL GET THEIRS; HIDEOUS TO LOOK UPON	
SKILLS	
Good (+3) Intelligence, Wisdom ; Fair (+2) Dexterity ; Average (+1) Strength, Constitution ; Mediocre (+0) Charisma	
STUNTS (REFRESH: 3)	
<i>Occultist, Accomplished Spellcaster</i>	
<i>Profane Wisdom</i> (Wisdom):	Xort may use Wisdom to cast curses rather than Charisma.
SPELLS	
<i>Ill Fortune, Stroke of Misfortune, Evil Eye, Fortune, Curse of Withering</i>	

COMBAT

MELEE ATTACK: Dagger Fair (+2) (Dexterity)

RANGED ATTACK: Spells

PHYSICAL DEFENSE: Fair (+2) (Dexterity)

STRESS

PHYSICAL: □□□

MENTAL: □□□□

ZACH

SUPPORTING NPC

"Little Zach ain't so little anymore, is he? I wonder what he'd look like in that old shirt he used to wear?"

—Slippery Sally, Prostitute

Zach is an up-and-coming guide who works the Docks offering to escort visitors into the city. Unlike others of his ilk, he actually doesn't want to bilk his customers and has their best interests at heart. His generally good nature has made him the darling of the Dock's whores, and if he wasn't so embarrassed, he could have all the visits he could want.

ASPECTS: GOOD HEARTED YOUNG MAN;
THE LADIES OF THE DOCKS HAVE MY BACK

SKILLS: Fair (+2) **Wisdom, Charisma**; Average (+1) **Dexterity**;
Mediocre (+0) **Strength, Constitution, Intelligence**

STUNTS: **Freeport Expert** (Wisdom): Zach gains a +2 to any Wisdom-based attempt to create an advantage related to his knowledge of Freeport people and geography.

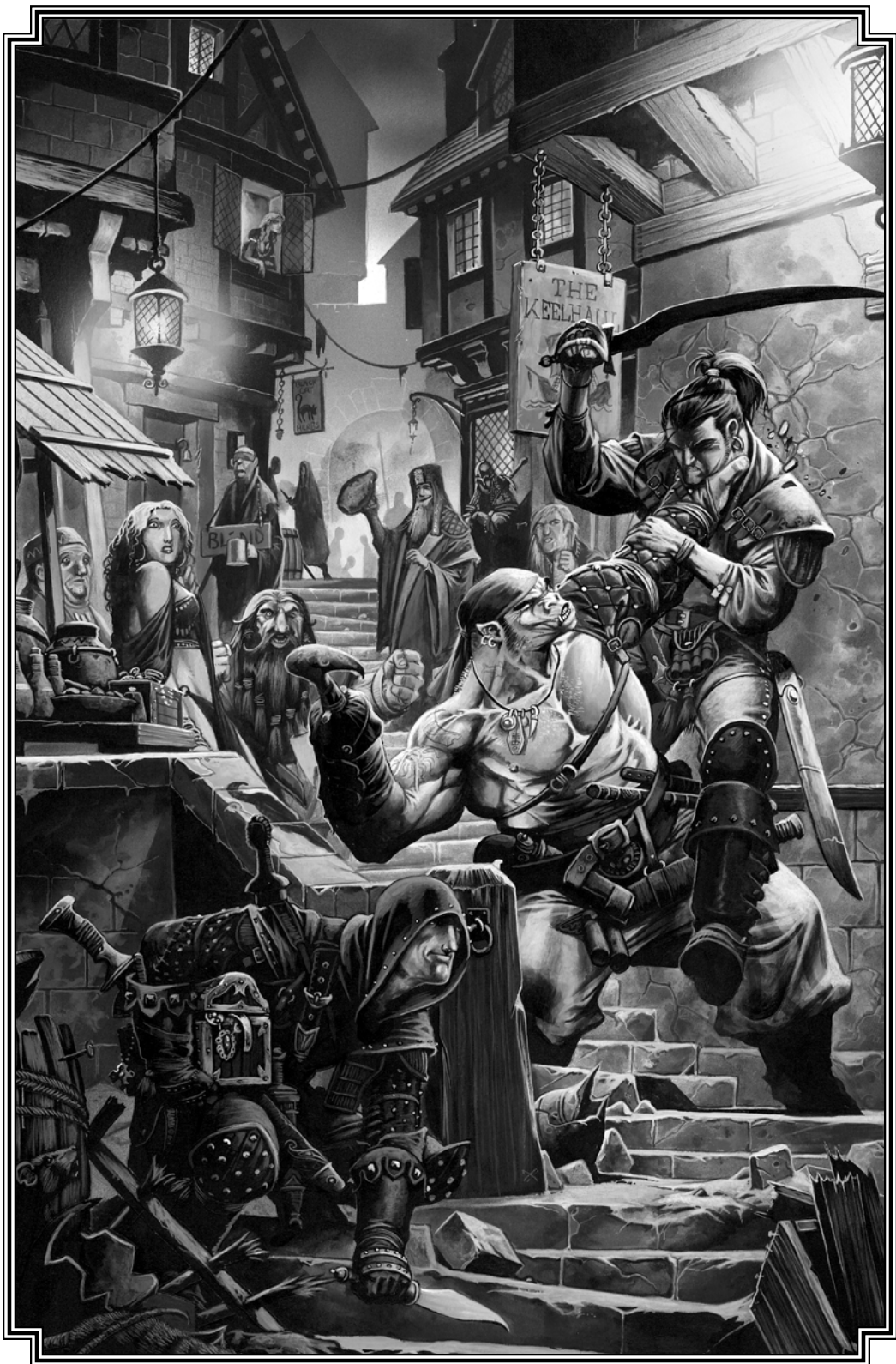
MELEE ATTACK: Club Mediocre (+0), +1 dmg (Strength)

PHYSICAL DEFENSE: Average (+1) (Dexterity)

PHYSICAL STRESS: □□

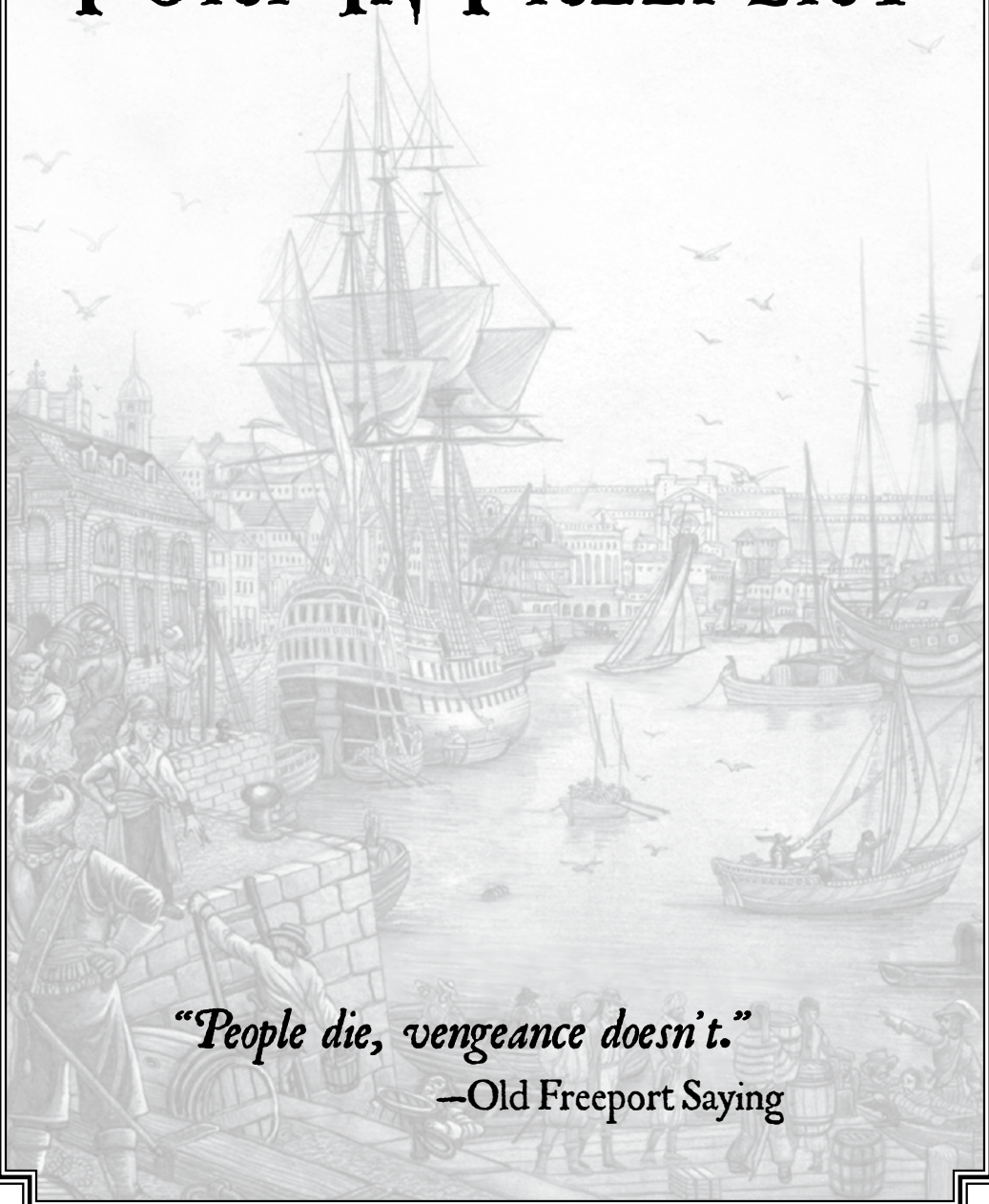
MENTAL STRESS: □□□





A FATE FREEPORT ADVENTURE

FURY IN FREEPORT



“People die, vengeance doesn’t.”

—Old Freeport Saying

Now that you've read this sourcebook, you ought to be chomping at the bit to get your new *Freeport* campaign started. *Fury in Freeport* is just such an introduction, designed for a group of newly made characters. In the following pages is a multifarious scenario that involves mystery, investigation, deadly fights, the long-dead returned, and evil villains, all wrapped up into one neat adventure. At its heart, *Fury in Freeport* showcases the various elements of the city, and gives you and your players a taste of this city in action. It can also serve to launch a new *Freeport* campaign, offering a cast of interesting characters, plot seeds, and hooks giving you the foundation to create further scenarios set in the City of Adventure.

ADVENTURE BACKGROUND

"Freeport's not always just about murder, cultists, monsters, or thievery...sometimes it's all of them together."

—Timothy, Syndicate Runner

A little more than a century ago, Freeport's Sea Lord Marquetta, the first woman to hold that office, had had enough. For too long the Thieves' Guild flaunted their power, too many times, and they crossed the line, now they had to be stopped. At first, she tolerated the Guild, having no issues with the group provided it didn't overstep its bounds and cause too much trouble. Certainly, not everyone in Freeport was thrilled to be under the shadow of organized crime, but the thieves greased the right palms and made the right threats to keep the Council and Sea Lord in their pocket. At least, that was the plan. If Freeport values any one thing above all others, it's freedom. Freeporters have long rejected tyranny and many came to the city to escape the harsh injustices of the Continent. It should come to no surprise, then, that Freeporters find slavery utterly distasteful and never tolerated it within its walls.

So when word began to circulate that the Thieves' Guild not only dabbled in slavery, but facilitated the capture and transport of slaves within the city, the Sea Lord was understandably angry and as expected, warned the Thieves' Guild to stop lest they face her wrath. The greasy thieves plied her with promises and assurances, doing their best to soothe Marquetta so they could get back to business. They had no intention of stopping; they merely needed to spend more coin to get the Sea Lord and Council to mind their own business.

The Sea Lord, though, was serious and after diplomatic efforts failed, she led the Sea Lord's Guard in a campaign to destroy the Thieves' Guild, root and branch. The Back Alley War, as people remember it, lasted three years and led to the permanent extinction of nearly everyone affiliated with the Thieves' Guild. From then on, no crime syndicate has risen to the Thieves' Guild's power and influence.

The Back Alley War cemented Marquetta's place in Freeport's history as one of the greatest individuals to hold the office of Sea Lord, but the conquerors have a way of smoothing the rough edges, leading people to overlook the minor details that could color the particulars of this nearly disastrous war. While it is true the Thieves' Guild was involved in slavery and the Sea Lord was certainly justified in her crusade, what no one remembers are the casualties. The Sea Lord's Guard was not particularly choosy about whom they rounded up, butchered, or hanged, and many folks were disappeared just for being in the wrong place at the wrong time. The Thieves' Guild was worse, naturally, attacking families of Guardsmen, murdering the children of merchants, and making good on all the threats they had promised to keep the movers and shakers in their pockets. In short, it was bloody as hell and Freeport was very nearly torn apart before the last vestiges of the Thieves' Guild were erased.

No one really remembers who all the victims were; too many generations have passed over the years and those who lived and died in the war dead and gone, or at least, that's what most people thought.

THE TALE OF MELANIE CRUMP

Melanie Crump was a thief, a mother, and a member of the Guild. In life, Crump was a reluctant thief, turning to crime to survive. She wasn't pretty enough to be a whore, wasn't smart enough to attend the Institute, and lacked the gumption to pick up an honest trade. A widowed mother of two young boys, she was desperate and turned to petty theft to make ends meet. As with just about every two-bit hood and cutpurse in the city, the Thieves' Guild swallowed her and her life, bringing her into the fold and making sure she had a fair stab at filching purses and even letting her keep most of what she stole. Crump and other members had no idea about the Guild's association with Mazin, a distant slaver-city, and many might have withdrawn from the guild if they knew its shadowy benefactor. So in her ignorance, she worked for the Guild, working her part of the Eastern District and struggling to make sure her children didn't follow her example.

One night, during a large and boisterous festival, Crump stole the wrong purse from the wrong man. Her victim was well-dressed, with bronze skin and dark eyes. His robes were soft black velvet and he was attractive in an intimidating sort of way. Thinking the man had money; she nicked the purse and vanished into the crowds. When she settled in an alley to examine what she had collected, she was surprised to find that the only thing inside the bag was a wavy-bladed dagger. The sparkling emerald serving as its pommel would fetch a fair price, but the blade itself seemed useless, pitted and corroded as it was. She tucked the weapon away and headed back to her house. That's when all hell broke loose.

The Sea Lord's Guard chose this night to begin their war and swept through the Eastern District, rounding up anyone they suspected of being affiliated with the Guild. As the sounds of screams and fighting broke out all around, Melanie fled to her home on the edge of Scurvytown, only to find her house in flames and her friends fighting for their lives against a band of Guardsmen. Fearing for her children, Melanie grabbed the knife from the pouch and threw herself into the combat desperate to get to her boys. She lashed out with the blade, unaware that it slew everyone it touched, her eyes fixed on the small, smoking shapes on her porch. She nearly reached the corpses of her children when a steel-tipped quarrel punched through her middle, piercing her heart. She fell within an arm's reach of her children's bodies, and as she lay dying, she whispered she'd get her vengeance and would make these bastards pay.

A strange thing happened. The knife flared with sickly green light, growing brighter even as the light in her eyes faded. Melanie Crump's body died, but somehow her spirit lived on, trapped within the accursed knife, bound until she would get the revenge she swore she'd get.

A CENTURY LATER

In the chaos of the Back Alley War, Crump's knife vanished, not seen again for nearly a century. The blade found its way into the hands of a Guardsman and cultist named Rue and lay hidden in his house for decades until a foolish youth by the name of Aporcus Beedle just happened upon it. Aporcus Beedle's short life was a series of squandered opportunities. A young man, no older than 13, he was kicked out of the Freeport Institute for behavior unbecoming a student—and given how the faculty is quick to turn a blind eye to the more illicit activities of their students, his transgression must have been severe. Having little family in Freeport, his aunt, Delinda Knorbetal—a famed wizard, adventurer, and talented alchemist—offered to take him in as her apprentice. Having few other options, Beedle agreed.

He might have turned a corner with his aunt, but he was lazy and a poor student, always looking for the quick fix for his troubles. He spent more time stealing money from his aunt and paying streetwalkers to entertain him in alleys than he did with the magical tomes that filled her library. While returning one night from one of his many trysts, he happened to pass by a ruined house, windows and door boarded up and painted with a red "X." A bored Guardsman stood out front,

picking his nose. Beedle asked him what was with the place. The Guard replied “it’s condemned. Cult activity, ya know?” Beedle knew a great deal about Freeport’s recent troubles, what with the Sea Lord a secret cultist and his failed attempt to plunge the city into madness. Beedle moved along, but the memory of the sagging building haunted him. He wondered what secrets it held, what powers lay hidden beyond those crude barriers. Before reaching his aunt’s house, he resolved himself to find out and crept back the way he had come.

Using his meager powers, he distracted the Guardsman and crept inside. There wasn’t much there. Rubble filled the main room and the back bedrooms and kitchen were positively toxic, filthy with neglect. Still, Aporcus wouldn’t give up: He knew something powerful was close. He just had to find it, and find it he did. While examining a suspicious stretch of wall, he found a hidden compartment, and within it laid a small black case. It was heavy, but not too heavy. Fearing the Guardsman would return, Beedle fled, lugging the case with him.

He made it to his aunt’s house without trouble and snuck into his room as he did every night, cursing his aunt’s familiar who watched him with judgmental eyes. Safe and alone, he opened the box and found it contained a great many treasures, but of particular interest was a strange knife with an emerald pommel. Beedle believed he could sell the relic, but for now, he’d settle for the coins. He gathered the handful of lords, not caring or noticing they were inscribed in the language used by the Mazin slavers, and hid the trunk in a secret space beneath his bed.

Aporcus Beedle never got the chance to sell the knife, for he hatched another plot, a plot that would see his aunt poisoned and himself inheriting her house and her great fortune. As the knife sat in the trunk, forgotten, Beedle fed his aunt vile poisons until her familiar caught him in the act and revealed the whole plot to the sickened woman. Rather than killing him or having him arrested, she threw him out and, perhaps foolishly, gave him a bag of gold to get him started. Beedle squandered his money, fell in with bad types, found himself assaulted, abused, mistreated, and addicted to abyss dust, and so he remained for another five years.

BEEDELE’S LATEST SCHEME

Beedle has had a bad few years and any chance of him redeeming himself was purged after living on the streets. So deep did he fall into abyss dust he had no idea that his aunt had passed away in the Great Green Fire, had no idea that her recipes were being used by the Wizards’ Guild to reclaim the damaged terrain and transform it into fertile farmland. It wasn’t until he heard from a fellow thief (a piece of scum named Slick) that the Municipal Auction House was selling off the Knorbortal Estate. At first, Beedle laughed, thinking it a fitting end to the harridan who betrayed him—Beedle has a hard time admitting his own faults—but then he remembered the knife and its sparkling pommel. It was his after all and the city had no right to sell his stuff. He had to get to that case before they emptied the house and auctioned off his treasure!

Beedle returned to the Knorbortal house on the Street of Dreams and tried to slip inside, but to his horror, he found the place locked up tight and bound with potent wards to keep people such as himself from trying to break in. He tried his magic, but he lacked the strength and knowledge to circumvent the defenses. He almost gave up, but saw a number of wagons waiting out front. It seemed the house was to be emptied on the following day! Beedle snuck inside a wagon where he planned to wait until his case was placed inside. He’d open it, snatch the knife and make a run for it.

Too bad it didn’t work. As he had hoped, the workers emptied the house the next morning and had even placed the old black case inside, but as Beedle worked the latch, trying to open it up, a member of the watch saw him and had the gall to try to arrest him. Beedle tried to flee with the case, but it was too heavy, so he dropped it in the street and ran for his life. The Watchman picked up the case, dropped it in the wagon, where it fell out again in the Warehouse District, straight into Slick’s arms.

DARN PLAYERS!

Sometimes the best laid plans go to waste and with the shadiness of their employer, clever players might think it's a good idea to double-cross Beedle, or worse, refuse to do the job at all! Should the players head down this road, don't worry. There are plenty of opportunities to get them back on track. Try one or both of the following hooks to corral the heroes.

Hunted by the Watch: A sergeant in the Watch learns of the break-in at the Municipal Auction House, and after some investigation, turns up the heroes' names. In his eyes, the characters are guilty and he plans to arrest them. Luckily, the characters catch wind the Watch is looking for them, which should be ample motivation for them to look for the case and clear their names. Should they still refuse, the Watch turns out in numbers when they get a tip the heroes are behind a new rash of murders (see **Part III**). In the latter case, you may have to give the characters a bit more time to do the investigation described in **Part II**, so delay the Beedle's attempt at killing Uri for a day or so (see **The Last Heir** on page @@).

Wizardly Pressure: Tarmon has known something lay hidden in the Knorbortal house, something powerful and not at all healthy for Freeport. He would have just destroyed it, but it had to get to the house somehow, so he ordered the auction of the House's contents—after he picked them over of course—in the hopes of flushing out the owner and any other interested parties. When the case and the item went missing, right out from under his nose, he's a bit angry. To keep his hands clean, he hunts for some disposable characters to recover the case and find out just who exactly has it. If you use this approach, Tarmon finds the characters after the Auction (see **Encounter A** in **Part II**).

Beedle wants his case and would do or kill just about anyone to get. He has no idea, at least to start with, that Slick has the case and so he thinks its somewhere inside the Auction House. Since he was spotted on the street, he doesn't think he can get inside. What he needs are dupes, fools who are just hungry and crazy enough to try breaking into the Auction House and rob the place. There aren't many folks with those kinds of stones in Freeport, so Beedle needs someone fresh off the boat.

ANOTHER INTERESTED PARTY

Beedle, however, is not alone in hunting for the bejeweled knife: O'takan Farastay wants it too. A slaver from Mazin, not that a person could tell by looking at him, O'takan has come to Freeport over the last few years looking for his great-great grandfather's knife. This trip, he's found the weapon. An old friend of Tarmon the High Wizard, who has no idea about O'takan's real profession, Farastay accompanied the wizard to the Knorbortal house on their way to lunch at the Diving Fin, when O'takan sensed it hidden beneath the floorboards in one of the bedrooms. He would have claimed the weapon then, but Tarmon was with him. When he asked what was to happen to all the things in the place, Tarmon explained everything was to be auctioned. O'takan, isn't hurting for money and he thought to acquire the weapon by honest means bidding on the case when it came up for sale. If someone outbid him, he'd simply kill the person later and claim the weapon.

Farastay is cautious though and expects the person who claimed the knife would not willingly give it up. Expecting someone to steal the knife from the Auction House, he's decided to take a few precautions by sending one of his more unpleasant minions to make sure the lot's not disturbed.

ADVENTURE SYNOPSIS

Fury in Freeport begins simply enough, but grows quite complex as Beedle and Farastay's plans unravel. The player characters are hired by Aporcus Beedle to break into the Municipal Auction

House and steal the case, but once inside, the heroes can't find the box anywhere and to make matters worse, there's something lurking in the warehouse! Fighting the demon, the characters should suspect there are more dangerous things afoot than a simple robbery.

With their mission in tatters, the characters may be inclined to do a bit of snooping on their own. With some inquiries, they find Beedle has vanished, the case never made it to the Auction House in the first place, and that they aren't the only ones looking for it. The deeper they dig, the more dangerous the game becomes until a rash of murders signals that the stakes have been raised. A few questions later, the characters should have all the clues they need to find the other interested party and Beedle.

The adventure concludes with a desperate battle on the deck of O'takan Farastay's ship, the *Narwhale*, and the heroes must fight their way through his fearsome slave sailors and reach the slaver before he can complete the ritual to conjure a terrible fiend from the darkest hell and possibly save their treacherous employer from near certain death.

GETTING STARTED

Fury in Freeport assumes the player characters are rather new to the city, fresh off the boat, so to speak. Unaware of the Auction House's level of security or Beedle's duplicity, it makes them the perfect patsies for the theft. However, with a little adjustment, the characters could be natives of the city and if so, you should be prepared for possible advantages they may have as the adventure unfolds—namely a familiarity with the city and possible contacts.

APORCUS BEEDLE

He's young, about twenty, with pinched features and an irritating smirk. He has thin brown hair and a long nose. His eyes are beady and he has a foul swollen blister on his bottom lip. He wears a stained brown shirt, black breeches torn on one knee, and decaying shoes on his feet.



Aporcus Beedle, as described in the **Adventure Background**, is a thoroughly unpleasant man. Selfish and equipped with a dim cunning, he has a tendency not to think things through and it doesn't dawn on him that by recruiting others, he's creating future liabilities. Oh, it'll hit him eventually and when it does; his solution will consist of making sure the characters are dead. The big problem with Beedle is that he's flat broke and has nothing to offer the heroes to get their help. His solution is to pay them a percentage of what he gets for what's inside the case, not that he plans to tell them what's in there and he knows it's good and locked.

"I know a person who'll pay a premium price for what's inside... and no... I'm not telling you who it is or what's inside."

He starts by offering then characters

20% of what he gets, claiming:

"I can get at least a thousand lords for that box... from the right buyer."

Shrewd characters can get him to go all the way up to 50% with Good (+3) social overcome actions. He doesn't say anything more.

Assuming the characters agree to his terms, he instructs them to meet him at the Chumhouse in Scurvytown when they've got the trunk. See **Encounter B** in **Part II**.

SNOOPING

Characters curious about Aporcus Beedle can do some nosing around a bit, making appropriate Charisma-based overcome actions to get locals to open up.

TABLE A-1: BEEPLE

STATIC DIFFICULTY	RESULT
Average (+1)	<i>"Beedle, you say? Yeah, I know him. He haunts the back alleys of the Docks mostly, though I've heard he's been spending more time in Scurvytown."</i>
Good (+3)	<i>"Oh, Aporcus, yep, I know him and if you see him, tell him he ain't welcome 'round here. Bastard owes me 2 lords!"</i>
Great (+4)	<i>"He's a thief, as I hear it, and not a good one. Seventy-seven Hells, even the Canting Crew won't have anything to do with 'im."</i>
Superb (+5)	<i>"Beedle's a piece of work. They say he tried to kill his aunt, the gods bless her. To think, Knorbortal could be kin to him! You ought to steer clear of Beedle. He'd stick a knife in you if he thought you had two pennies to rub together."</i>

The final clue could lead the characters to the Knorbortal House. See **Encounter E** in **Part II**.

PART I: BREAK IN

The characters have about 12 hours from the time they're hired to get in, get the case, and get out. After this time, the Auction House opens for business. Security is extremely tight and smart players will take time to scout the place before going forward.

MUNICIPAL AUCTION HOUSE

Squatting in the center of the Warehouse District is the Municipal Auction House. A 20-foot high stone wall capped in rusting spikes surrounds the compound, making the building look decidedly unwelcome. Inside the walls is a bunker-like building constructed of gray stone blocks mortared together.

DEFENSES

Seven members of the Watch stand guard at all times. Two guards patrol the yard between the building and the outer wall (**Area 1**), another guard stands in the gated entrance (**Area 2**), another guard and the sergeant sits inside the main room (**Area 3**), while two more guards stand watch over the storage room (**Area 6**). Crask Tolberg, the dwarf that runs the place, sits in his office (**Area 4**) throughout the night unless there's trouble—he hides under his desk if there's trouble. Furthermore, the sergeant carries an amulet that lets him transmit a message to the Wizards' Guild for back-up if needed. Whatever the characters decide, they need to be quick, quiet, and practically, if not literally, invisible.

For the regular watchmen and the sergeant, use statistics for the Watch found in **Chapter Five: Denizens of Freeport**. Crask Tolberg's statistics follow.

CRASK TOLBERG

SUPPORTING NPC

ASPECTS: DWARVEN MERCHANT; VICIOUS; RUNS A TIGHT SHIP

SKILLS: Fair (+2) **Wisdom**; Average (+1) **Constitution**;
Mediocre (+0) **Strength, Dexterity, Intelligence, Charisma**

MELEE ATTACK: Club Mediocre (+0), +1 dmg

PHYSICAL DEFENSE: Mediocre (+0)

PHYSICAL STRESS: □□□

MENTAL STRESS: □□□

Mean-spirited and a skinflint, he's a vicious dwarf who profits from the sale of goods moving through the Municipal Auction House. Crask runs a tight ship, and by pulling strings with the Council, he gets a group of watchmen for security. If the heroes sneak in and corner him, his gruff façade crumbles and he breaks down into tears. He begs the heroes to let him live, and offers to do whatever they want.

GETTING INSIDE

The most obvious way into the Municipal Auction House is through the front doors. The outer doors, those set in the wall, are large, wooden and bound with rusting iron bands. The guard has a bar in place at sunset to ensure no one gets inside. Beyond the outer doors, a fenced in gauntlet leads to a pair of double doors leading to the House proper. The walls flanking the approach has a swinging gate on the eastern side to let the guards in to patrol the yard.

Locked Outer Doors: STURDY OAKEN DOORS with a Great (+4) lock.

Locked Inner Doors: Locked with a Great (+4) lock.

The guard sergeant carries the key and he's inside. The characters could climb over the walls. Climbing the wall has a base difficulty of Great (+4).

Once inside the yard area, the characters could climb the walls of the building, though hooking a grapple may draw attention. On the roof, there's access to **Area 6** through a ceiling vent. Removing the ceiling vent requires an action against Difficulty Good(+3).

Remember that **GUARDS ARE ON THE LOOKOUT**; have them make overcome actions to see if they hear the heroes when appropriate. The guards change positions every hour to keep them fresh. Both guards in the **Area 2** move to the sole gate into **Area 1** effectively leaving the yard empty for about a minute.

1. GAUNTLET

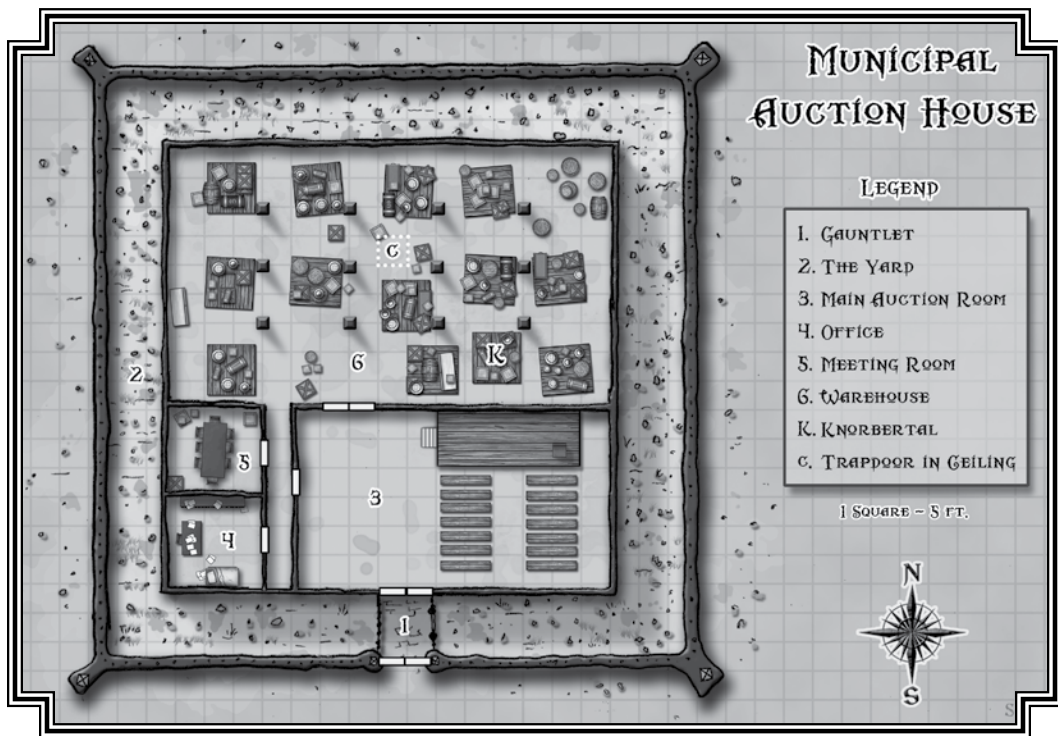
This fenced in approach restricts traffic from the outer doors to the inner doors. A 10-foot tall fence flanks the 10-foot wide path. Climbing the fence on either side requires a Great (+4) overcome action. There's a hinged gate on the eastern fence with a Great (+4) lock.

2. THE YARD

The gap between the outer wall and the house proper forms a yard of sand, loose stone, and trash.

3. MAIN AUCTION ROOM

This large chamber holds seven rows of benches, a stage with a brown tarp serving as a backdrop and a lectern on which there sits a gavel. A short set of steps leads up to the stage. A pair of



double doors set in the north wall leads to the warehouse, while a single door on the west wall leads to offices.

4. OFFICE

This small office contains a foul cot, desk, lamp, and a sagging set of shelves that overflow with papers, junk, and old food. A search turns up 55 lords and a fist-sized green gem worth another 25 lords. In addition, a manifest defines the labels marking the palettes. This makes finding the Knorbortal palette far easier. Note, Crask is always here.

5. MEETING ROOM

This room holds a large oak table and a dozen chairs. A few wooden crates sit in the corners, holding junk not even Crask could sell. Contents include such things as a broken wheel, an empty vial, an old moldy piece of bread, a ship in a bottle without the ship, darkly stained rags, a bag of spit, and other rubbish Crask hasn't gotten around to tossing into the sea.

STEALING FROM THE MUNICIPAL AUCTION HOUSE

Some players may conclude that since they are in the Auction House anyway, they should relieve it of various and sundry goods they deem as valuable. Much of the items here are simply too large to transport, being furniture, chests, and heaps of clothing. Other items have limited value, with some goods being only worth something to buyers who know an item's function or purpose. There are no gems, no coins, and only large bulky objects. Characters looking to fill their pockets are bound to be disappointed, though if they persist, a cursed item is a good way to teach them to keep their hands to themselves.

6. WAREHOUSE

Easily the largest room in the building, it measures about 75-feet across and 45-feet deep. Inside and standing on palettes are all manner of boxes, barrels, crates, some covered with tarps, others with dust. Each palette is marked in chalk to describe the lot. Thick wooden beams hold up the ceiling some 20-feet overhead. The air is thick with dust and the stench of mildew and rot. A hallway to the south, leads to the offices.

The Knorbortal Lot is located on the palette marked “K” on the map and literally on the palette. Characters who don’t think to look for a manifest may have to spend some time searching all the palettes, which could be frustrating and dangerous. A PC will probably notice that each palette is marked with a letter. There’s only one palette with a K. Searching the palette’s contents thoroughly takes about 5 minutes; remember that GUARDS ARE ON THE LOOKOUT. Unfortunately, there’s no sign of the case. Before the characters have a chance to turn the place upside down, they discover they have company.

LURKER IN THE DARKNESS

Not trusting the Auction House’s defenses, Farastay dispatched one of his minions, a dretch, to keep an eye on the Knorbortal palette and deal with anyone snooping around and up to no good. A dretch is a demon. It has a rotund body covered in a sheen of grease and has spindly arms and legs ending in blackened claws. Its face is somewhat human-like, but twisted, droopy, and altogether hideous. Catching sight of a dretch for the first time is a Fair (+2) mental attack vs. Intelligence.

DRETCH

SUPPORTING NPC

ASPECTS: HIDEOUS DEMON; NATURAL HEAVY ARMOR;
RESISTS MENTAL MAGIC

SKILLS: Fair (+2) **Strength, Constitution**; Average (+1) **Charisma**

STUNTS: **Summon Dretch:** Once per scene, the dretch may attempt a Good (+3) Charisma-based overcome action to summon another dretch.

Outsider’s Toughness: The dretch gains an extra mild consequence slot.

MELEE ATTACK: Claws Fair (+2), +2 dmg

PHYSICAL DEFENSE: Mediocre (+0), NATURAL HEAVY ARMOR

PHYSICAL STRESS: □□□

MENTAL STRESS: □□

+1 mild consequence slot

TACTICS

The dretch will attempt to surprise the heroes. It lumbers forward and claws at the closest character, training its attacks against one hero at a time. Should the heroes wound it, it withdraws and attempts to summon help in the form of another dretch. Regardless of the success or failure, it flings itself against the heroes until they kill it or until it kills all of them and the guards.

DEVELOPMENT

Unless the characters dealt with the guards already, the sounds of fighting are sure to attract them. If the guards patrolling the warehouse are still active, they come to investigate the commotion on the second round. It takes 2 rounds per room for the rest of the guards to move toward the commotion

DARN PLAYERS!

One likely outcome from this break-in is that the characters are captured while trying to relieve the Auction House of the case. Should this happen, the characters are hauled off to the Tombs where they await their trial the next morning. Describe this with as much detail as possible, being sure to pay extra special attention to the squalor and filth of Freeport's infamous dungeon. Have a few prisoners make suggestive offers to the heroes, a guard smile at them showing blackened teeth and threaten that they'll surely be hanged come morning, and be absolutely sure to mention the rats...

Let the players stew for a bit and maybe even try to find a way out. Before despair sets in but not before they've had a chance to savor their new digs, Tarmon himself comes for a visit. After interviewing each character and ascertaining none of them are cultists (or at least let's hope none of them are!), none of them have the item, and even, perhaps, the name of their employer, he makes them an offer. See, Tarmon learned after going to investigate the break-in that the object he was using as bait is gone. So in exchange for the heroes' freedom, he asks that they find Beedle and the knife and bring both to him at the Wizards' Guild. Should they refuse ... well ... it's best not to dwell on that.

until they all arrive. The first watchmen on the scene spend a round considering who to help: the fiend or the heroes. On the following round, they figure the characters triggered something dangerous and released the horror. Before they arrest the heroes, they pitch in to help them kill the fiend. The sergeant doesn't use the amulet unless half of his guards fall, at which point a journeyman wizard (see **Chapter Five: Denizens of Freeport**) arrives a few rounds later to clean up the mess.

Once the watchmen join the fight, the heroes have their chance to flee. The men are in no position to stop them, their hands being full with a demonic menace.

PART II: THE MISSING CASE

The case wasn't in the Municipal Auction House because it never made it there. When the Watchman placed it back on the wagon after Beedle's botched theft, he didn't secure it and it eventually fell out of the wagon when it crossed over into the Warehouse District. A slimy fellow named Slick, a local thief and the same individual that informed Beedle about the auction, happened on the case and took it for himself. He picked the lock, snooped around inside and found the *Emerald Dagger*. He quickly sold the items inside, but found he could not part with the weapon. So, after a productive day, he made his way home until Beedle, who had heard about the thief's good fortune, set upon his former friend and ally and took the knife from him.

The outcome of **Part I** should guide the events in **Part II**. Ultimately, the characters need to learn that the case was never in the Auction House, and whether driven by loyalty to Beedle, desperation for payment, or out of a need for vengeance on an employer they may believe set them up, the heroes should gain a number of clues to help them fill in what's really going on.

This section can be challenging to run since it involves a number of characters and locations, requiring the heroes to travel throughout the Old City, Warehouse District, the Docks, and possibly Scurvytown. You should be familiar with these districts, being sure to review their respective chapters in the *Pirate's Guide to Freeport*. To help keep all the threads straight, you should reference **Table A-2**, which summarizes the Encounters and the Information the heroes ought to learn.

There are a number of ways for the investigation to turn south, with characters getting hung up on red herrings, coming to the wrong conclusions, or just simply giving up. As mentioned, none of these events are individually necessary to see the adventure to its end, so let the players explore as they like. When play slows and no new ideas are brimming up, you should move on to the next day and **Part III**.

TABLE A-2: PART II SUMMARY

ENCOUNTER	INFORMATION LEARNED	CONNECTIONS?
A. Auction House	Case wasn't present, items sold were standard, mention of "man in white"	Part I, B, F, H
B. Finding Beedle	Chumhouse, Blackened Knot, coming into money, possibly where Beedle lives	C
C. Beedle's Flat	Kergen's Kradle, coming into money, smell of snakeweed, Slick	D
D. Slick	Fate of the case, case's contents, Dimetrios	E, J
E. Buyers	Dead ends	—
F. Knorbartal House	Empty house, Uri Tasovar, man in white, Tarmon	G, H
G. Wizards' Guild	Dead end	—
H. Man in White	Identity of man in white, connections to Tarmon, Narwhale	F, G, I, J
I. Narwhale	Strange crew, Dimetrios, Mazin	J, Part IV
J. Dimetrios	Mazin connection, identity of man in white	I, Part III, Part IV

A. THE AUCTION

Unless the heroes burned the Auction House down, the Knorbartal estate is sold off the day after the attempted robbery at eight o'clock sharp. Evidence of the break-in is quickly cleaned up, dead watchmen removed, and the veneer of normalcy restored before opening for business. The individual pieces go to a mix of merchants, a few wizards from the Guild, and a man named O'takan Farastay (see **Encounter H**). The heroes might attend the auction in the hopes of finding the case or who buys it, but if they were seen during **Part I**, they will have to disguise themselves. In any event, there's no sign of the case. Farastay is disappointed, but tries to hide it.

Characters who opt not to attend the auction can find out much of the same information with appropriate Fair (+2) overcome actions while nosing around. A success gives them a good idea about what was sold and the conspicuous absence of the coveted case. Success with style gives the characters general descriptions of those in attendance—use various Narrator characters described in this book or make up a few others. The only one of import is Farastay. There's nothing here to suggest wrongdoing.

The characters can follow up on the names you supply, but unless you decide otherwise, they should be dead-ends. An investigation into Farastay, however, ought to lead the characters to **Encounter H**.

Finally, the heroes might conclude that Crask still has the case somewhere inside. If approached, he truthfully denies having it. Persistent heroes might think to try breaking in again. Let them, but double the guards and add a journeyman wizard from **Chapter Five**.

B. FINDING BEEDLE

According to the terms of the agreement, once the characters acquired the case, they were to give it to Beedle at the Chumhouse in Scurvytown. Heroes may wish to report their failure or confront Beedle if they suspect him of double-crossing them. They'll need to figure out where the Chumhouse is and how to get there, both Fair (+2) difficulties. Characters succeeding with

style know or learn the dive has a nasty reputation and is frequented by hate groups, specifically the Blackened Knot.

Scurvytown is not a nice place to live and even less of a nice place to get lost. It's a district where anything goes and the law is something to hate. Here, gangs, crime lords, and scum rule, and they don't have much use for anyone not of their own kind. Generally, Scurvytown is passable by humans and other common Freeporters, but savage humanoids face hostile stares and possibly open violence if the characters stray into the depths of the neighborhood. In short, so long as the characters stick to the waterfront, no one will hassle them too much—a few jeers, thrown trash (at orcs), and foul name calling is the worst they have to face.

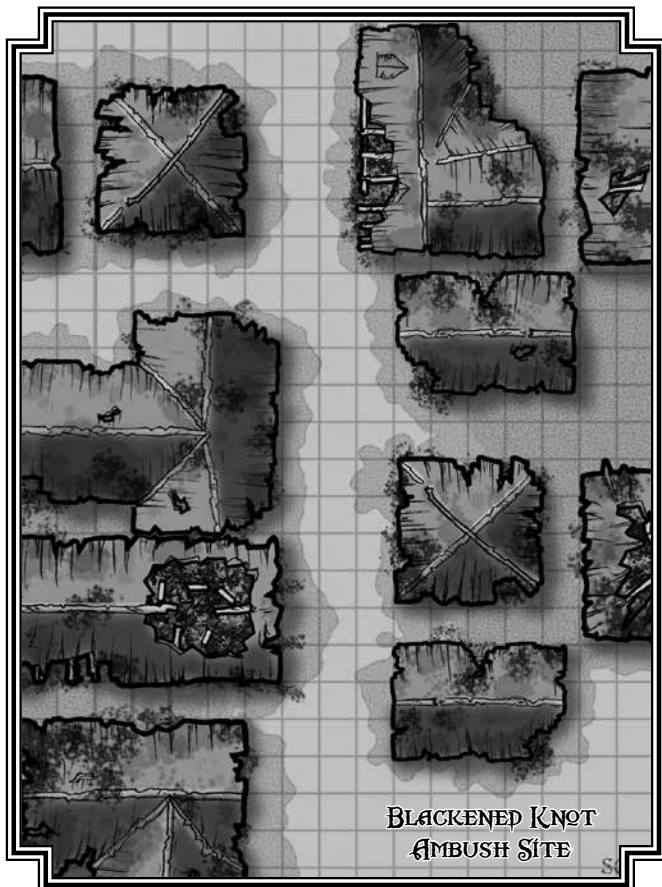
THE BLACKENED KNOT

The Blackened Knot is a violent group of bigots and racists founded to push orcs and goblinoids out of Freeport. While their task has largely been achieved, they still walk the streets, kidnapping innocent humanoids and making examples of them—lynching being the most common. See the *Pirate's Guide to Freeport* for more information on this nefarious group.

Should the characters slip off the main route to the Chumhouse, they are at risk of encountering the Blackened Knot if their party contains any orcs or goblinoids—if you wish, compel a situation aspect of **THE BLACKENED KNOT DOESN'T LIKE YOU**, resulting in an encounter with a gang consisting of one Apprentice Thug plus one more for each hero (use **Apprentice Thug** statistics found in **Chapter Five: Denizens of Freeport**). Half of their numbers come out of the street in front of the heroes with the rest emerging from behind. The gang members are cowards at heart and fight so long as at least half of them still stand.

A fight here does not draw the attention of the authorities (what authorities?). Locals and onlookers vanish and don't look back as they try to get away from the fight. While the characters don't have to worry about legal repercussions for swapping blows on the streets, there's no help coming either.

If any of the gang members get away, the heroes make enemies of the Blackened Knot and are likely, at your discretion, to have a few more scrapes with them down the road. Taking any alive reveals little more than a torrent of anti-humanoid rhetoric, name-calling, and a variety of colorful curses. These particular gang members don't know about the case, Beedle, or anything useful about the adventure.



THE CHUMHOUSE

The Chumhouse is a rough tavern at the end of one of Scurvytown's short piers. Sagging, dilapidated and covered in gull droppings, the place is as unsavory as it looks. The stench of the nearby fishery only adds to its ambience, filling the air with the tang of rotting fish guts and vomit. There's no sign over the door, nothing to indicate it's a business, made even more obscure by the slime clinging to the walls.

Aporcus Beedle chose this place because it's one of the few places he hasn't yet worn out his welcome. In exchange for his small skills at wizardry, Abel Wackets (male human Journeyman Thug), the current owner, gives him drinks and a bit of gruel. Beedle doesn't have a particular grudge against orcs and goblinoids, but that's never stopped him from doing wrong before, which is good for him since this place is the unofficial headquarters of the Blackened Knot. Beedle intended to meet the heroes here, but his plans changed once he came across the dagger on his own. He's not considerate enough to let them know; he just decides to go along his way.

Business is at its slowest during the daylight hours, when customers are off working on the Docks or sleeping off the previous night's excesses. Wackets doesn't unlock his door until late afternoon on any given day, and until sunset, he's in a fouler and more disagreeable mood than he normally is. When the heroes arrive, the place is empty except for Wackets who sits on a stool behind the bar.

The Blackened Knot forms the core of the Chumhouse's clientele and so at night the place is full of their kind of scum. Every "customer" is human and very suspicious of anyone they don't know. All human parties can come and go from the place provided they haven't crossed the Knot before, they mind their manners, and can handle a few off-color comments. Parties with dwarves, elves, gnomes, and the like get a wall of hostile glares and grumbling. Orcs and goblinoids stumbling inside get an ugly reception. Five Apprentice Thugs and one additional Apprentice Thug for each hero charge the characters who had the brass to step in their demesne.

CHATTING WITH THE LOCALS

Assuming the characters took the proper precautions and left any pet orcs and others somewhere safer, the heroes can snoop around here. Everyone inside is unfriendly and unless their attitudes can be adjusted, Great (+4) Difficulty, the characters get nothing. The whole area has the aspect **ORCS AREN'T WELCOME HERE**, which a clever PC might use to her advantage. Saying they know Beedle doesn't help or hurt their chances. Friendly locals all know Beedle, but they haven't seen him for a few days. They don't have many nice things to say about him, frequently commenting on his loose loyalties and clear lack of commitment to their cause. Helpful locals reveal that Beedle sometimes stays at Kergen's Kradle in the Docks—possibly leading the characters to **Encounter C**.

Heroes speaking directly to Wackets (who's a **FRIENDLY DRUNK**) may have a bit more luck if he's been nipping off the bottle. He's not happy with Aporcus and would love to get his hands on him—a useful fact that might help the heroes in **Part IV**. Characters improving his attitude to friendly learn

"Aye, the right bastard double-crossed me. He was to be here tonight fer this job, ya'see. I vouched for the lad, and he pulls a no show. Serves me right, I guess. Never trust a wizard."

If helpful, he explains the nature of the job—Beedle was to accompany a few other members of the Blackened Knot to go string up an orc in Bloodsalt. They wanted Beedle's magic for insurance. Wackets also explains Beedle had been talking about coming into some money. *"Guess he did."* Wackets can also tell the characters all of the information gained from the other locals.

G. BEEDLE'S FLAT

Another likely place to find Aporcus Beedle is at his "house." Asking around the Docks (a Good (+3) action) or by braving Scurvytown to check in at the Chumhouse turns up that Beedle sometimes stays at Kergen's Kradle.

KERGEN'S KRADLE

The Kradle is an unpleasant flophouse that lets rooms to sailors, vagabonds, or those looking for a few hours (or minutes) of privacy. Famed for flexible rental rates as well as its uncommonly filthy rooms, few folks *choose* to live at the Kradle and more often just wind up there. Finding Kergen's Kradle is easy: It's a big building surrounded by an infestation of smaller hovels, pubs, and shops of suspicious character.

The Kradle is two stories tall with bars on all the windows. Entry is gained through a single door in the center of the building and just inside is a foyer, where Kergen himself sits inside of a fortified room with a barred window where he can safely talk to his guests. From inside his room, he can unlock the door leading to the rest of the place and access the various rooms, stairs and halls beyond.

Kergen is a disgusting man with an olive complexion, a sweep of pustules around his mouth and a greasy mop of black hair sticking to his sweating brow. He wears a sleeveless white shirt stained brown, revealing lewd tattoos of various faerie women in impossible poses along both arms. When the heroes enter, he quickly drops a pamphlet to his desk, looks up, and grins.

"My, large group. No questions, I always say. How long ya need?" Characters correcting his assumption find his smile vanishes, *"Well what do you want then?"*

Kergen is indifferent and generally unhelpful, but the heroes can improve his attitude through friendly rapport, bribery, intimidation, or the like.

Kergen sells out Beedle.

"Nope, he ain't here. Ha'ent seen him fer two days, I guess. And no, I haven't any idea where he's hiding either. If you see him, I don't care what kinda coin he's coming into, I'm selling his stuff."

Kergen has already emptied Beedle's room and keeps his pathetic possessions in a burlap sack behind the desk. Kergen offers to sell the bag for 20 lords, but he'll go as low as 5 with some hard-nosed negotiation.

BEEDELE'S BAG OF JUNK

The first thing the characters notice about the bag is that it reeks. Heroes with knowledge of alchemy or of the seedier side of Freeport recognize the stench as snakeweed, a noxious and illegal drug still seeing circulation despite the city's ban. There's not much of interest here. The contents include a blood-stained shirt, a pair of soiled underclothes, one weighted knucklebone die, a broken knife, a wooden token, and a silk bag embroidered with a stylized D and a K. The bag, which is worth 1 skull, was the bag of coins Beedle's aunt gave him when she threw him out of her house. The bag should point the characters toward the Knorbortal House if they haven't thought to explore the place yet, but the real clue is the odor.

If asked about snakeweed, Kergen says, *"Looking to score some, huh? Yeah, I know a guy."* For a skull, he says, *"Yeh need to check with old Slick. He's a thief, but he also deals. Friends with old Beedle, ya know."*

He doesn't know anything about the pouch. He gives the characters a description of Slick and says, *"He's bound to swing by here at some point."*

Slick is described in **Encounter D**.

D. SLICK

Slick is a petty, no good, piece of street scum. A thief and a drug dealer, he spends most of his days nicking purses at the Seaside Market and his nights peddling drugs in the alleys next to the Docks' worst pubs. Slick doesn't have much to do with Canting Crew or Syndicate, except to stay out of their sight.

Slick does eventually show up at the Kradle to do business with a few regular customers who live there, but if the characters might find him if they spend some time at his regular haunts—he's spending much of this night at the Rusty Hook. Characters can learn more about Slick by asking around in the Docks district, an overcome action (see Table A-3).

TABLE A-3: SLICK

DIFFICULTY INFORMATION

Fair (+2) *"Slick's not worth two pennies, if you ask me. He's one of those freelancers. I don't like the Canting Crew any more than anyone else, but at least abide by rules. Slick and his kind just steal from whomever they want."*

Good (+3) *"Slick? The thief? He's more a pusher than a thief. Deals in snakeweed and abyss dust, or so they say. One of these days, the law's gonna catch up with him and do him in."*

Great (+4) *"You looking to buy? No, not drugs. Old Slick's come into some other goods, dark things, occult things. He's created quite a stir in the 'round here."*

Whether the characters simply wait for Slick to show up or find him in the Seaside Market (by day) or at any of the taverns in the Docks (at night), the encounter unfolds the same. Once he spots the heroes, he suspects they want him for something, and so, being a coward, he flees. Depending on the set-up, the characters may be able to catch him by using supernatural powers or by beating his initiative and acting first. Otherwise, he runs, and if the characters want to talk to him, they're going to have to catch him.

SLICK

Aspects: SCUMBAG DRUGDEALER

Skills: Average (+1) **Dexterity, Constitution**

Stunt: **Sneak Attack** (Dexterity): Slick gains a +2 to Dexterity-based melee attacks when the target is unaware of him.

Melee Attack: Dagger Average (+1)

Physical Defense: Average (+1)

Physical Stress: □□□

Mental Stress: □□

THROUGH THE STREETS!

Run the chase sequence as a Contest (see page 150 of *Fate Core*). If the heroes fail to catch Slick, they'll have to scour the Warehouse District for him, which will take a day or two, at which point the chase begins again.

GOTCHA!

Once the heroes catch Slick, he breaks down weeping. He begs the characters to let him live, that he'll do whatever they want. Slick is a scrawny man, about twenty, and filthy. He has a mass of fresh burns on his face. Slick answers these likely questions as follows.

Where's Beedle?

I don't know. I haven't seen him since I told him about... I haven't seen him.

Told him about what?

The Knorbortal House. They were taking the stuff to auction. It was weird. As soon as I said it, Aporcus said something about a case and got all excited. He left soon after.

Where's the case now?

Gone. I sold it. I sold what was in it.

How'd you get it?

It fell off a wagon. I thought the God of Thieves had favored me. I guess I was wrong, huh?

What was inside?

Ab, this and that. Junk really.

What in particular?

Alright, alright! There was this black bag full of teeth. A thimble-sized jar of paste. An old scroll with weird writing.

Was that it?

Well, there was a dagger too.

Who did you sell this stuff to?

The bag of teeth, I sold to a witch in the Seaside Market. Cleita. The jar of paste I sold to some fella that just got off the boat. I told him it would keep off the flies. Let's see. Oh, the scroll. I sold it to one of them wizarding types. Don't know the name.

And the dagger?

Never got a chance to sell it. I was robbed! That's how I got this [pointing to his head].

Did you see the attacker?

No. I was walking along and then I got hit with this blast of fire. T'was sorcery, I'd bet my stones on it.

How'd you come upon the case?

It fell from a wagon, like a gift from the God of Thieves it was.

What did the dagger look like?

Like junk, at first. Wavy blade, pitted and rusty. The only thing of worth was the emerald in its pommel.

Anything else about the dagger?

Now that you mention it, I felt somewhat funny while I held it, like it wanted me to do something ... something bad. The whole day, I been seeing stuff out of the corner of my eye, like there was some woman that was following me.

Further questions reveal little else of interest. Slick doesn't know where Beedle is. He grudgingly accepts Beedle might have been the one to attack him. Getting him to reveal whom he sells drugs for requires some threats, intimidation, or fancy smooth talking. If the characters succeed, he tells the heroes his supplier is a smuggler named Dimetrios (see **Encounter J**). Go to **Encounter E** if the group wants to follow up on the buyers.

E. THE BUYERS

Cleita is a hedge witch that sells love potions and herbal remedies in the Seaside Market. Old, filthy, and smelling faintly of ham, she's friendly enough and shows the character the bag of teeth if asked. She explains she bought it because she felt bad for Slick. She had sold him a cure for warts that didn't work and actually made them worse. She doesn't think the bag has any value—she's right.

The man with the jar of grease could be anyone in the city and finding him is akin to finding an honest man in Scurvytown, which is to say, impossible. The scroll went to a member of the Wizards' Guild. Attempts to learn whom the man or woman provides the same results as described under **Encounter G**. What this scroll is and who purchased it is a perfect way to expand the adventure, but if you're not inclined, this should be another dead-end.

F. THE KNORBERTAL HOUSE

The Knorbertal House faces the Street of Dreams in the Old City. When Delinda Knorbertal was alive, she ran a successful business as an alchemist and hedge witch, offering cure-alls and remedies that actually worked as well as special formulae to erase one night of bad judgment. With her death, and lacking an heir—remember Beedle didn't know his aunt was dead else he would have claimed the house—the place stood empty until Tarmon decided to seize it and sell the building and its contents, the proceeds going to a good cause, less Tarmon's finder's fee of course.

During the day, the Old City is extremely busy, and if the characters made names for themselves—and not in a good way, they risk being spotted as they make their way to the House. Night is a different matter entirely. Much of the Old City shuts down completely, and the few people still about are suspicious and quick to call the Sea Lord's Guard. There are, however, plenty of shadows for creeping and skulking, and characters who proceed with caution should reach the house unmolested.

Like many buildings on the Street of Dreams, the Knorbertal House is a two story structure with the shop on the ground floor and living quarters above. A sign proclaiming the place Knorbertal's Herbs still hangs over the door, though it's faded and peeling. The front door is locked with a Good (+3) lock and there is no other entrance from the street. Windows toward the front and the rear can be reached with a Fair (+2) roll to climb up, and they are unlocked and open easily.

The interior is empty. A scattering of rooms connected by short halls reveal nothing but dusty corners and empty closets. A staircase leads down to the shop. Empty shelves hang on the walls, a counter, several glass cases, and hook for drying herbs can still be found on the beams running across the ceiling. Toward the back, a door leads to a dark storeroom, and while the outline of crates, barrels, and other assorted goods are left in the dust, that's all there is here: dust.

The floor in one of the rooms is damaged, loose floorboards left in a pile to the side of a hole. Inspecting the opening reveals a shallow cavity—just large enough for a small case. There's nothing else of interest here.

If you need a map, the map for **The Last Heir** should work well.

NOSY NEIGHBORS

Once the characters are ready to give up and leave, they hear a knock at the front door. Peering out from an upstairs window reveals it's a middle-aged man wearing a nightshirt and boots (if night) or attire that marks him a merchant of some sort (if day). The man's name is Uri Tasovar (use statistics on page 178) and he runs a small shop next door to the old Knorbertal shop. Nosy, he's come over to see who is inside. Uri has never been a wise man. Uri doesn't want any trouble and if the heroes make any threatening gestures, he flees back to his shop next door—he's a tailor—where he bolts the door and cowers in a closet.

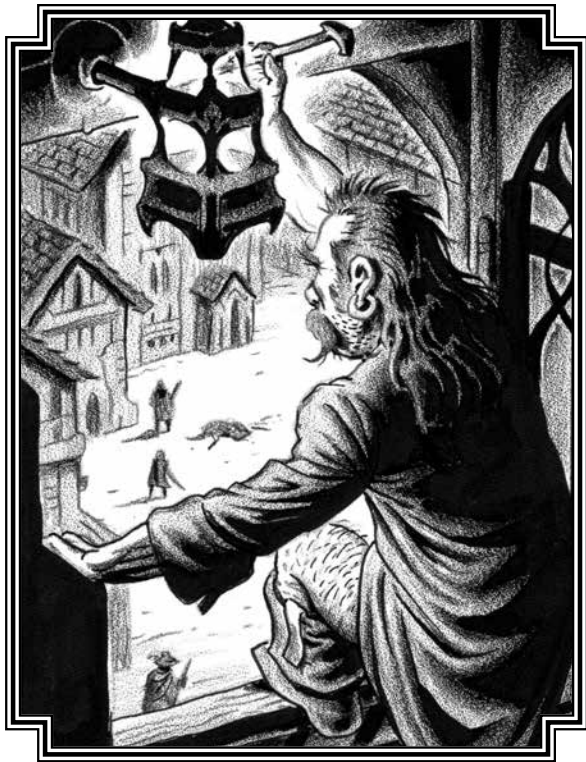
Characters taking the time to talk with Uri find he's a terrible gossip and for every question he asks about what the characters are up to, he might cough up a bit of useful information about some of the other characters involved in the plot as well as what's happened so far.

"I should really be used to

all this activity at the house; it's been a madhouse lately, what with all the comings and goings."

Uri is friendly as long as he believes the characters are supposed to be in the house. If for any reason this changes, he immediately clams up and flees to his home or to the Sea Lord's Guard to report the suspicious activity. Uri knows the following clues and reveals as much or as little as you like based on the questions the characters ask.

"A rather severe man in long robes came to the house a few weeks ago. I've seen him around the Old City for as long as I've lived here. I think he was Tarmon, you know, the wizard on the Captains' Council? Anyhow, he came here in the middle of the week, disappeared inside and never came out that I saw. A few days later, he was back with a nice-dressed man, attractive, bronze skin, dark hair, white robes—he had hard eyes though. The two walked the building and then left.



"A few days later, there was a notice on the door that said the house and its contents were to be auctioned at the Municipal Auction House... yesterday or the day before—I'm never good with details. Anyway, the workers showed up a day or so ago and unloaded the house. The most curious thing happened, though. Curious indeed. Young Beedle, you know, Knorbartal's nephew...? The one that tried to poison her? Well, I swear it was him, snuck into one of the wagons and tried to make off with something inside. Before he could get away, I mentioned him to one of the guards, who promptly told the lad to sod off. The case, if I remember right, fell on the ground, but the guard put it back on the wagon. I seem to recall it wasn't very secure..."

While Uri is sure Tarmon entered the house, he has no idea about the identity of the man in white. If asked about Beedle, he adds the following.

"Oh yes, Beedle. I'm surprised you didn't know. I thought he was dead after his aunt threw him out. He certainly deserved it. From what I could tell, young Beedle was a lackluster apprentice—wizard's apprentice that is—and was tossed out of the Wizards' Guild too. To think that he would betray his aunt as he did, after she took him in and all. Well, Beedle didn't have much more success there either and eventually tried to kill her with poison to gain her business and fortune. No one knows how she found out, but she did, and she sent him on his way. Why she didn't turn him over to the Guard, I'll never know. That was over five years ago. How time flies..."

Uri eventually grows weary when the characters don't offer any juicy tidbits about what they're doing and what's going on, and so he goes on his way. Uri's story is not over yet, as is shown in **Part III**.

G. WIZARDS' GUILD

Attempts to investigate the Wizards' Guild should end in disappointment. Lucky and charismatic heroes might get into the courtyard, but there, Thorgrim (see **Chapter Five: Denizens of Freeport**), tells them Tarmon is unavailable and offers them nothing further. Pressing the issue gets them thrown out on the street. Breaking into the Guild building is beyond the scope of this adventure and if the heroes do, you are encouraged to expand the adventure in whatever ways you like, making certain to give such ambitious adventurers a brutal, bloody, and spectacular end in fortress's eldritch corridors.

H. THE MAN IN WHITE

The heroes may also follow up on the mysterious "man in white" described in **Encounter A** and **F** by doing a bit of snooping around. Characters will need to get their investigation boots on and start asking around again (Charisma-based overcome actions). Characters investigating outside the Old City take a -2 to their roll. Remind players that they can gain advantages before their overcome roll by buying drinks, spreading a bit of coin around, etc. See **Table A-4: The Man in White** for results.

TABLE A-4: THE MAN IN WHITE

DIFFICULTY	RESULT
Average (+1)	<i>"Aye, I know who yer talkin' about. I seen 'im around. Must be important, since he's almost always with one o' them damn 'izards."</i>
Fair (+2)	<i>"Oh him. I think 'is name is Fara... Fada... oh hell, it's something foreign. He ain't from around these waters, that's for sure."</i>
Good (+3)	<i>"Farastay. Something Farastay. I hear he's an important person from the Continent. Merchant maybe. Spends time with the wizard Tarmon."</i>
Great (+4)	<i>"It's O'takan Farastay and he's not from the Continent; you can tell by his accent... he's from somewheres else. He sails the Narwhale, a great galleon that flies no nation's colors."</i>
Superb (+5)	<i>"There's whispers about him, yasee? Whispers that he deals with them folks from Mazin. Slavers all. You don't wanna be caught on the wrong side of the likes of him."</i>

I. THE NARWHALE

The heroes should eventually figure out that the man in white, O'takan Farastay, is somehow involved from **Encounters A, F** and particularly **H**. With persistent questioning or dumb luck (if you're feeling generous), the heroes may eventually find the *Narwhale*, his ship that's tied off on a pier in the Warehouse District. Finding the *Narwhale* isn't too hard (Fair (+2)).

The *Narwhale* is a sleek caravel in excellent repair. Measuring some 75 feet in length and 20 feet at the beam, it has three masts that fly white sails when unfurled. The bowsprit is carved to resemble a unicorn's horn and it extends some nine feet from the ship. "Narwhale" is painted in white on its hull.

The ship's crew doesn't stray far from the ship, and they are a sinister lot of men, with bronze skin, black hair, and unfriendly eyes. They wear nasty curved blades in sashes cinched around their waists and all keep their long hair pulled up in topknots. They shoo away any who come close to the ship but never speak. Any effort to talk to them meets with blank stares as if they don't understand the language and characters watching the crew from afar note that the men never speak and seem to communicate with hand gestures. The reason for their silence is that they are slaves and they have all had their tongues cut out.

There are 20 sailors in all and they don't think twice about carving intruders up and tossing their remains to the fish. There's no time when there aren't a dozen sailors watching over the ship, so getting on board will take some maneuvering. Should a fight break out, the sailors fight to the death, coming in waves of five every two rounds until all are involved.

The *Narwhale* and its crew are described in detail in **Part IV**.

INVESTIGATING THE NARWHALE

While getting on board the *Narwhale* may seem like an insurmountable task, learning a bit about the ship isn't. Asking any of the old-timers around the wharves of the Warehouse District about the ship reveals the *Narwhale* may not be a regular sight in Freeport, but it does come to port about once a year. It almost always comes with foodstuffs. The Captain, O'takan Farastay negotiates with his contacts for a fair price, but he never haggles hard or for long. Once he's off-loaded his goods, he spends about a week in the city and then departs. Each time, his crew is the same—silent and spooky. None ever leave the ship.

Characters who do a bit more digging (Good (+3)) learn that Captain Farastay always deals with the same man—Dimetrios, a minor smuggler who stays out of trouble by lining the pockets of the Harbormaster. Success with style reveals Dimetrios is more successful than he lets on and is the person to see if one's interested in the goods of the Black Mark (see **Chapter Twelve: Underside** in the *Pirate's Guide to Freeport*).

STAKING OUT THE NARWHALE

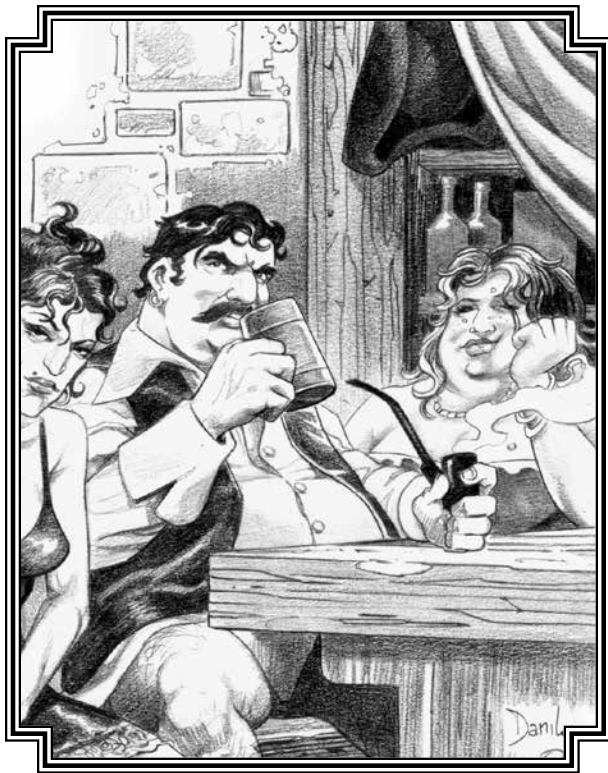
Watching the *Narwhale* is fruitless for much of the adventure. Captain Farastay periodically returns to the ship to consult with his first mate, but such visits are rare. Instead, he's either at the Wizards' Guild with Tarmon or scouring the city for the *Emerald Dagger*. Aside from his infrequent visits, the heroes don't get much from watching the ship until Beedle, under the influence of the dagger, kills Uri Tasovar and Farastay's two pet demons retrieve the young man and bring him back to the ship. These events are described in **Parts III** and **IV**.

J. DIMETRÍOS

A minor smuggler and popular knave in the Docks and Scurvytown, he has the benefit of knowing whom to pay to look the other way. One of the worst kept secrets in the Docks, however, is that Dimetrios is the “door” to the Black Mark, Freeport's nexus of smuggling activity. Through him, the Black Mark gets all sorts of illegal goods and contraband, ranging from dangerous supernatural items, drugs, forbidden texts, stolen goods, and so on. While the Watch has their suspicions, people like Finn, Mister Wednesday, and no few merchants encourage them to mind their own business.

MEETING O'TAKAN FARASTAY

While unlikely, it is possible for the heroes to run into Captain Farastay while in the city. Should this happen, don't panic. Farastay is a charming man and he's polite to the heroes, not revealing his sinister ambition. He sticks to his cover story, claiming that he's a humble merchant from distant Narajan and that he comes to Freeport to do some business, but most to spend time with his contacts. He responds to questions about his cargo by saying he deals mostly in dry goods. He denies any connection to Mazin, Dimetrios, or any interest in the Knorbertain Estate or the missing case. In general, Farastay should come off as what he seems—a successful businessman.



Dimetrios haunts the Docks. He spends his time in various watering holes and brothels, picking a new location each time. So well-known is Dimetrios he has friends wherever he goes, so he has protection. Attempts to rough him up are foolhardy at best, fatal at worst.

Place Dimetrios wherever you want and have the characters explore several of the Docks locations as they're looking for him. A successful Challenge (see page 147 of *Fate Core*) should eventually put them in touch with the smuggler.

Seated at a large table and surrounded by six scantily-clad women is a large, fat man with porcine features and a big grin. He has a mop of black hair and little black eyes. A thick moustache covers his lip, but does little to hide his big smile.

Dimetrios denies everything. He denies knowing Slick, denies dealing in drugs, and denies any connection to the Black Mark. Intimidation and

threats are unlikely to work on him either since he only has to say the word and send the characters into a world of hurt (situation aspect: I'M IN CONTROL HERE). Hidden among the crowd are six Journeymen Thugs (see page 96 for statistics) and they are quick to come to their leader's defense. Characters showing respect and subtlety can get the man to talk with some Great (+4) smooth talk. They can gain advantages with WE KNOW ABOUT SLICK'S OTHER ENTERPRISES and WE KNOW O'TAKAN FARASTAY IS A SLAVER.

Once they get on Dimetrios's good side, he sends the women away, leaning forward to whisper what he knows.

"I've suspected that bastard of being Mazin scum. Those sailors of his are giveaways. But I don't ask questions, see. Questions make a man dead...."

"Look, if what you say is true, I owe him nothing. He can go to hell. But realize, he has powerful friends. He and Tarmon, the high wizard, they're tight, see. So I wouldn't go messing with him."

If the characters ask why he's in Freeport, Dimetrios adds,

"Can't say. He brings foodstuffs in the city and hidden inside are... well... none of your business. Anyway, he didn't bring anything this time. Made me mad. I was expecting a... ah... shipment, see? The only thing he says to me is that he's here to pick up something he lost. Can't say what it is, but my boys said he met with Tarmon that day, then went to the Knorbortal House, and then went to the Auction House. He's been laying low since."

Dimetrios has nothing further to say, and further questions are met with, *"Don't push yer luck."*

PART III: BLOODY PAWN

Once the characters have exhausted their leads, or at a time of your choosing, events take a turn for the worse. The events described in this section can occur at any time, preferably after the characters have a good idea that Beedle has the knife. When you're ready, one of the heroes' contacts or allies (or if none, the heroes see their likenesses on wanted posters) tells the characters they're **WANTED FOR MURDER**. Being accused of murder is serious, but it's not the end of the adventure; murderers walk the streets of Freeport all the time. The heroes just need to be a bit more careful as they go about their business and stick to areas where the Watch has less influence.

While the characters spent the day before trying to find Beedle, their employer fell under the thrall of the knife and, possessed by the ghost lurking inside it, has become filled by her fury and seeks revenge by killing the children of the Guardsmen she blames for the death of her own children. Of the guards present at the time of her death, only four of them have any living descendants and within one night, Beedle has managed to take out three of them. To avoid being stopped or captured, he gave the Watch a tip, claiming he saw the heroes kill one of the victims.

WHAT NOW?

How the adventure proceeds from here is up to the characters. With the weight of the accusations around their necks, the heroes may very well want to get out of the city and fast, but the Watch are expecting this and have an eye on the wharfs. Furthermore, few honest ship captains have much interest in picking up a band of fugitives, even if they promise to work for cheap, but they might be convinced for a big pile of gold. This leaves the characters looking for less honest means to escape, such as stowing away on a ship or getting help from Karl Wine—the proprietor of the Rusty Hook (see entry in the *Pirate's Guide* for details). However, you ought to want the players to finish the adventure and not leave the city before a satisfying conclusion, so make escape very difficult, adding extra obstacles and perhaps even pulling in other factions who might have an interest in Beedle, the knife, and O'takan Farastay.

TARMON

It's also possible Tarmon has already approached the heroes and maybe even hired them—see the **Darn Players** sidebar. If so, he doesn't clear their names right away, believing this is extra motivation to complete their mission. He does meet with them once their names are circulated and tells them once Beedle is in his hands, he'll exonerate them. The heroes may also suspect Tarmon's involvement in the matter if they learned of the O'takan Farastay and his connection to the high wizard. Tarmon denies any involvement in the whole mess, but admits Farastay is an old friend. He says Farastay is indeed from Mazin, but has nothing to do with the traffic of human flesh.

"He's an honest merchant, a rarity in this city."

He refuses to listen to any accusations about Farastay and grows angry if the heroes press the issue without evidence.

KEEPING THINGS STRAIGHT

If the characters still haven't exhausted their leads from **Part II**, let them spend as much time as they need in talking to the various characters and follow up on their leads—this pads the adventure with more time, giving Beedle a realistic amount of time to locate Uri Tasovar. With the Watch chasing after the heroes, Beedle, impelled by the spirit in the dagger, goes to murder his fourth and final victim, where he's ultimately captured by Mazin's pet demons and brought to their master's hidden stronghold (see **Part IV**).

MURDER VICTIMS

The murder side-plot distracts the heroes from approaching Dimetrios, but it also reveals the history of the *Emerald Dagger* and the dangers posed by the weapon. The basic information about the murders is simple to uncover since they are the talk of the city. If the heroes start investigating, have them make some overcome actions that turn up information as shown on **Table A-5: Murder Information**.

CRIME SCENES

The Watch has the crime scenes covered up tight. The heroes will have to use some sort of subterfuge to get a look at these places: disguise or bluff their way in, use supernatural powers, or call in a favor if someone owes them one.

ROSE ALLEY

This side-street is a noted place where cheap whores sell their services to randy sailors and desperate men. It's a filthy place, the walls covered with lewd graffiti and suspicious stains. A hero might convince the local prostitutes to reveal Sasha had a john and took him deep inside the alley for privacy. She yelled a few times, but that wasn't unusual. No one saw his face.

THE HARBOR

There's no real evidence here. Nobody saw anything and if they did, they aren't talking. With a Fair (+2) overcome roll, the heroes might learn that the body was found floating next to the *Narwhale*.

KERGEN'S KRAPLE

Kergen is in his office and is terrified. He's told the watchmen nothing, saying he didn't see a thing last night. The Watch has interviewed everyone living here, but the poor security and easy access to any of the rooms makes it unlikely that anyone living here did the deed. If the heroes can somehow get Kergen alone and convince him to talk, he starts blubbing, saying he knows who it was. After the characters left, Beedle showed up. He looked strange, his eyes flashing a bright green. He walked right passed Kergen and ignored the owner. He vanished up the stairwell and never came out. He's more saddened by the fact the Watch confiscated all of Montblanc's possessions before Kergen got a chance to pick out the expensive items to recoup the damage to his business. Success with style in persuading Kergen to talk jogs his memory and he adds,

"She was real pretty. She says to me when she paid for the room that her great grandfather was a member of the Sea Lord's Guard... I guess she thought that meant something to me."

HUNTED BY THE WATCH

For the rest of the adventure, until the heroes manage to find Beedle and the dagger, they're still **WANTED FOR MURDER** and have to avoid the Watch. It doesn't matter how often the characters have a brush with the city's law enforcement, just that they do and feel the pressure. Use the Watch encounters as a means of moving along the adventure, such as when the characters find themselves stuck or are paying too much attention to a useless detail. Compelling that aspect is also a great way to feed fate points to the players if they need them. Whenever game play bogs down, throw a handful of watchmen (no more than 1 plus 1 watchman per hero, use Apprentice Watchman statistics on page @@) their way. After two or three of these, the heroes aren't likely to sit in one place for long.

TABLE A-5: MURDER INFORMATION

DIFFICULTY	INFORMATION
Mediocre (+0)	<i>"The work of a madman, I reckon. The Watch says the killings were random. The way I hear it, each one was stabbed a dozen times with a knife. No, nobody thinks they were connected."</i>
Average (+1)	<i>"The strangest things about the deaths was a bloody note left with the body. It says something like, 'for my children.' What's that all about?"</i>
Average (+1)	<i>"The victims? A prostitute, a member of the Watch, and an adventurer."</i>
Fair (+2)	<i>"The prostitute would've been dead in a few months anyway. Old Sasha, she had the rot real bad. They found her in Rose Alley."</i>
Fair (+2)	<i>"It's a sorry thing, though, about Reinhold Proy, the guard? Yeah, he came from a long line of Guardsmen. He might have been a Guard too, but he was assigned to the Watch after the split. A right noble man he was. Sorry to see 'im go. The Watch found him floating in the harbor."</i>
Good (+3)	<i>"No one knows much about Rene Montblanc. The way I hear it, her great grandpap lived in the city during the Back Alley War, but he left, family in tow, for the Continent. Evidently, she had just come to the city to seek her fortune. Guess she found it."</i>
Great (+4)	<i>"Montblanc, oh she was killed in Kreble's Kradle. Can't say why she was there. Nasty place that one."</i>
Superb (+5)	<i>"Well, I can't say there's anything that links them... well except none of them had any heirs—each the last of their lines. Oh, and they were all killed in the Docks, if that matters any."</i>

REINHOLD PROY'S HOUSE

The heroes might think to examine the dead watchman's apartment. Luckily, the Watch hasn't gotten there yet, so the heroes have a free hand to search the place. Locating Proy's apartment is tough, requiring a Good (+3) attempt to obtain the information. Once they locate the building—a Docks tenement near the edge of the Warehouse District, they just need to ask around from some of locals. The apartment is at the top of a flight of stairs, facing the bay. The door is locked with a Good (+3) lock. Getting the manager to give the heroes a key is a Fair (+2) challenge.

The interiors is not too shabby, but not too nice either. The contents include a narrow bed, a table, water basin, mirror, shaving knife, and a chest filled with uniforms, clothes, and personal effects. A crusty loaf of bread, partly eaten, sits on a cutting board on the table next to a bag of wine. A thorough search turns up an old, battered journal. The pages are yellowed and the writing is cramped. The dates suggest it was written a hundred years ago. Flipping through the pages, it discusses the life of a Guard in service to the Sea Lord. The writer wasn't a particularly good man, and the text paints him as opportunistic, looking to get ahead and out of the city. Of note is the final entry, which follows:

I can't get the blood off my hands. They won't come clean no matter how hard I scrub. I agree with the Sea Lord's war, but the killings. Too many Freeporters are falling in her crusade to cleanse the city of the 'Thieves' Guild.' Too many...

After tonight, I think I'm done. I can bust heads like anyone, but I'm not a child-killer. Or at least I wasn't. Marquette passed down orders we were to hit them fast and hard. Our informants told us there was a Guild safehouse in the Freebooter's District. Me and my boys marched down there after sunset. We were going to smoke out the thieves and round them up when they came out. I gave the order. The boys tossed in the torches. The fire spread

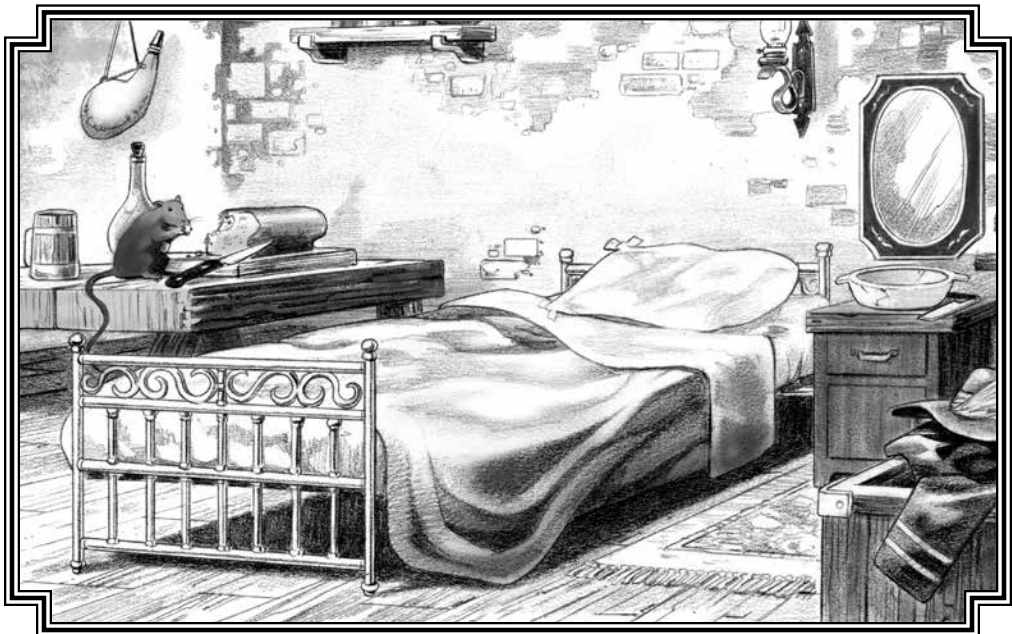
quickly, engulfing the house. But no one came out. Then, we were beset. Scum came from all directions attacking us. While fighting one of those bastards, I thought I saw someone in the house. It was a child. I tried to break free and help the kid, but he wouldn't let me go. I looked again. Two children. Screaming. I tried, damn it, I tried to help.

Then, this woman, their mother I guess, showed up. She went crazy. She started screaming and wailing slashing at my boys with a knife. It was weird. Time seemed to slow. Whenever her blade bit flesh, her victim fell, dead. Each time, the green stone of a pommel shone with a flash of light and whoever she stabbed simply died, even if she didn't cut 'em deep. The sheer violence surprised my foe so I drove the blade into his gut and pulled by crossbow. She was still fighting, still killing. I raised the crossbow and fired. The bolt took her down. She crawled forward, toward the house, where she died. I did her a favor, I s'pose. Ain't no good watchin' yer children die.

The thieves ran off. Of our entire squad, only myself, Henry, Montblanc, and Rue still lived. Old Rue picked up the knife from the woman's corpse and tucked it away. What he wanted with it, I can't say. Anyway, I'm quitting in the morning. I've had enough.

The journal ends here and there's no more mention of the knife. The men the author mentions in the journal all had families, children, and then died. Their lines, however, were weak, and each has only one heir: Reinholt Proy was the descendant of the writer, Rene Montblanc of Montblanc, and Old Sasha of Henry, and these three are all dead. The only survivor is Rue's descendant, Uri Tasovar, though there's next to no way to make this connection without further inquiries.

The conflict the writer mentions describes the outbreak of the Back Alley War. Player characters with some knowledge of history probably know the basics of this conflict—the Sea Lord Marquetta purged Freeport of the Thieves' Guild as they continually violated the city's ban on slavery. If they do, or if the heroes do a little research on the matter, encourage interested players to read over the details of the war spelled out in the Adventure Background as well as any pertinent details from **Chapter One: A History of Freeport** in the *Pirate's Guide to Freeport*.



OFFICE OF PUBLIC RECORDS

Examining the journal should give the heroes some idea about the motivation behind the murders, but it doesn't help the heroes in finding the last heir. Characters with some experience with Freeport's government may think to check with the Office of Public Records. Otherwise, the characters are unlikely to find out anything further without supernatural assistance—which can be resolved as you see fit.

The Office of Public Records is a two-story storehouse that sits in the Warehouse District. Old and filled to the rafters with a mess of documents, papers, and logbooks, sifting through the information could take a lifetime without the help of Old Reed, the Record Keeper and only person in the city who has an idea of what's what and where he's put things in this ramshackle building. Old Reed doesn't get out much, so he has no idea that the heroes are wanted for murder.

Unpleasant and cranky, acquiring Old Reed's help is a chore. He needs to be massaged, placated, and made to feel important, all of which entails fawning complements (run it as a Challenge, if you wish, or just require a Great (+4) social overcome roll, aided by a few advantageous aspects). Once the characters make him friendly, he's willing to assist them in finding whatever it is they're looking for. This is a good place to give characters clues they've missed so far but the best use of the Records Office is to learn more about the man named Rue. It turns out that Rue was believed to be a cultist of some foul god or other and when his family learned about his darker interests, they distanced themselves from him by changing their name to Tasovar, about 75 years ago. This information takes 6 hours of searching with Old Reed's help, double this without.

Should the Tasovar name fail to ring any alarms—such as the heroes didn't get the name of the nosy neighbor at the Knorbartal house, they might think to ask if there are any Tasovars left in Freeport. Four hours later, Old Reed comes up with a name, Uri Tasovar, and an address, the Street of Dreams, next to the old Knorbartal House.

THE LAST HEIR

No one in the city suspects Tasovar as being Beedle's next victim, so the heroes can approach him without too much fear of encountering the Watch, although the characters will need to find some way to get through the gates and back into the Old City. Characters who have met Tasovar already can find his house with little trouble (otherwise a Fair (+2) overcome roll to gather information in the Old City does the trick—he's a famous gossip after all).

Once there, though, they find Tasovar is not as willing to talk to them as he was previously (if, indeed, he has met them). He's nearly overcome with PANIC; he knows the heroes are wanted by the Watch and he tells them to go or he'll call for the authorities. Calming the man down is no mean feat (his statistics follow). The characters can use force to subdue him, which may be the only course of action since he's their best chance at nabbing Beedle.

URI TASOVAR

ASPECTS: TAILOR; RELENTLESS GOSSIP; currently PANICKED

SKILLS: Fair (+2) **Dexterity**; Average (+1) **Intelligence**, **Wisdom**, **Charisma**

MELEE ATTACK: Unarmed Medoicre (+0) (Uri has no business fighting)

PHYSICAL DEFENSE: Fair (+2)

PHYSICAL STRESS: □□

MENTAL STRESS: □□□

TASOVAR'S SHOP

Tasovar runs a small, moderately successful tailor's shop on the Street of Dreams. It sits next to the Knorbortal shop and house, and has a similar layout (see **Tasovar's Shop Map**). During the day, Tasovar is busy, the shop filled with customers and a few helpers. Tasovar has no time for conversation—if his attitude is improved to friendly—and asks the heroes to return at the end of the day. At night, the place is locked up tight with a Great (+4) lock.

A. SHOWROOM

The showroom is a maze of manikins, bolts of cloth, stools, mirrors, and other accoutrements of dressmaking. Two displays for the windows can be reached by a short set of steps near the front of the area. A long table separates the customer area from where Tasovar does his work.

B. OFFICE

This small room serves as Tasovar's office. Sketches of dresses hang on the walls and the place is in utter disarray. A thorough search uncovers 250 lords.

C. STOREROOM

Tasovar keeps his supplies in this room. Bolts of material, including silk, linen, cotton, wool, and more lay in neat piles. Ribbons, lace, and buckets of buttons along with bags of needles, spools of thread fill the room near to bursting.

D. SITTING ROOM

This hall doubles as a sitting room. A table, three comfortable chairs, and a painting of a sylvan scene with capering fairies in lewd positions fill this room.

E. KITCHEN

This is a small kitchen and dining area. The cupboards hold fine dishes, dried foods, and whatnot. A wood-burning stove stands against the far wall. A table and four chairs sit near the stove.

F. TASOVAR'S BEDROOM

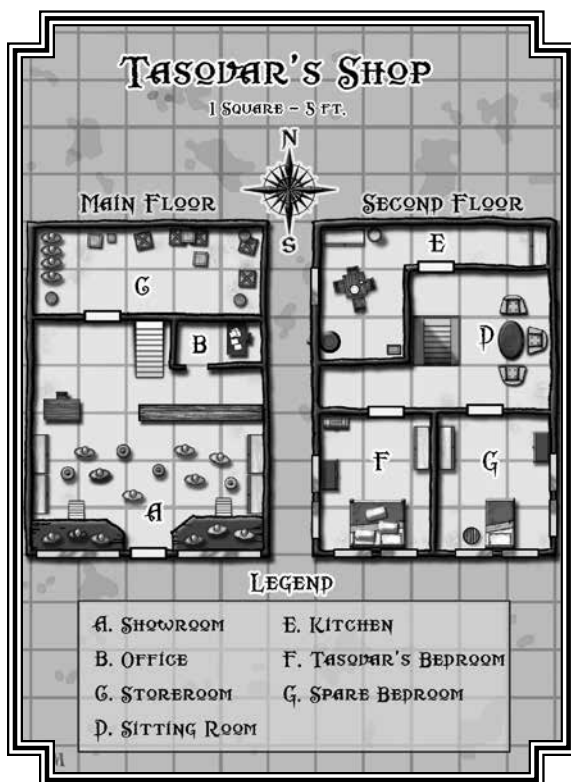
This is a finely furnished bedchamber. Dominating the middle of the room is a large four-poster bed piled high with pillows. A wardrobe holds several smart suits and a dresser contains socks, smallclothes, and other personal effects.

G. SPARE BEDROOM

This is another bedroom, almost as fine as Tasovar's room. It holds a simple bed, table, empty dresser, and wardrobe.

BEEPLE'S RETURN

Under the influence of the *Emerald Dagger*, Beedle comes to Tasovar's Shop to kill the tailor, so unless the heroes are present to



defend Tasovar or move the man to some other location, Uri dies. Once this is achieved, the spirit in the dagger feels suitably avenged and abandons the weapon, leaving a bloody and confused Aporcus Beedle. Not sure what's happened since he got the weapon, he flees to his old haunts where he's promptly intercepted and captured by O'takan's demons and taken to the *Narwhale* (see **Part IV**).

If the characters have uncovered the identity of Beedle's next victim and are laying a trap for him, they are likely to face him in Tasovar's shop. Even though confronted with a band of adventurers, being so close to her last victim drives Crump's ghost mad with frustration. She forces Beedle to attack the characters and fight them to the death. The only way to avoid this outcome is if the heroes address the ghost and mention that night where her children died. This causes Beedle to stop his attack. The heroes can press on by telling the ghost what really happened that night and the cause of the Back Alley War (see **Reinholt Proy's House**). If they confront her with this information, the heroes may be able to get Melanie to wail and flee back into the dagger, releasing Beedle. The failed wizard, however, is very confused and tries to flee to the best of his ability. If he gets away, O'takan's minions snatch him and drag him to their hideout as described above.

THE GHOST OF MELANIE CRUMP

ASPECTS

VENGEANCE WILL BE MINE IN THIS WORLD OR THE NEXT;
INCORPOREAL GHOST; TETHERED TO THE EMERALD DAGGER

SKILLS

Good (+3) **Charisma**; Fair (+2) **Intelligence**, **Wisdom**, **Dexterity**

STUNTS (REFRESH: 3)

MALEVOLENCE: Once per round, Melanie Crump can merge her incorporeal form with a living creature that's touching the *Emerald Dagger*. She attempts to create the aspect **DOMINATED BY MELANIE CRUMP** on that creature (Melanie's Charisma +2 vs. target's Intelligence); if successful, she controls their actions for the next round. The domination must be renewed each round.

MANIFESTATION: Melanie exists in the Ethereal Plane, though tethered to the *Emerald Dagger*. While lurking on this plane, she cannot affect or be affected by anything in the material world. If somehow freed from the dagger—unlikely as it is—she can manifest and partly enter the Material Plane. While manifested, she can only be harmed by other incorporeal creatures, supernatural weapons, or powers, with a Fantastic (+6) defense against any attacks from a corporeal source. She can pass through solid objects at will and her own attacks pass through armor. She always moves silently.



- FURY IN FREEPORT: A FATE FREEPORT ADVENTURE -

REJUVINATION: If Melanie is somehow destroyed, her spirit restores itself within eight days, once more possessing the dagger. She is put to final rest by either killing the last heir, Uri Tasovar, or by convincing her that the true culprits are the Mazin slavers.

UNNATURAL AURA: Animals can sense Melanie's unnatural presence in the same zone. They do not willingly approach near to her and become panicked if forced to do so, remaining in this state as long as they remain.

COMBAT

MELEE ATTACK: Special

PHYSICAL DEFENSE: Fair (+2), (Incorporeal)

STRESS

PHYSICAL: N/A (Incorporeal)

MENTAL: □□□

POSSESSED BEEBLE

ASPECTS

POSSESSED BY MELANIE CRUMP; EMERALD DAGGER

SKILLS

Good (+3) **Charisma**; Fair (+2) **Dexterity**, **Wisdom**; Average (+1) **Constitution**, **Intelligence**; Mediocre (+0) **Strength**

STUNTS (REFRESH: 3)

Beedle wields the *Emerald Dagger* (see above).

War Wizard

SPELLS

Burning Hands, *Scorching Ray*

COMBAT

Melee Attack: *Emerald Dagger* Good (+3) (Dexterity, *Emerald Dagger* qualities)

Physical Defense: Fair (+2)

STRESS

Physical: □□□

Mental: □□□

EMERALD DAGGER

The *Emerald Dagger* isn't all that remarkable to look at, a wavy-bladed knife that's rusty and corroded; it looks like it's been used to pry open a lock, or maybe a rum bottle, once too many times. Only the emerald in its pommel hints at its more exotic qualities.

SUGGESTED ASPECTS

I THIRST FOR BLOOD; VILE SEDUCTION

ABILITIES

DEFT BLADE: The *Emerald Dagger* grants a +1 to all Dexterity-based melee attacks made with it.

- LIFE DRINKER:** Up to three times per day, whenever it strikes a living creature, it causes the effects of *cause exhaustion* as the necromancy spell (see page 41). This “damage” is in addition to damage dealt by the weapon.
- DEMON CALLER:** The *Emerald Dagger* is a necessary implement for a particular demon summoning ritual, spilling the blood of the innocent as part of a bargain with infernal entities.
- SEDUCTIVE EVIL:** The weapon is wicked, spawned from the dark sorceries of the Mazin fiend-binders. Each day the weapon remains in the character’s possession, he must succeed on a Good (+3) Wisdom-based overcome action or be forced to commit a loathsome or vile act as determined by the Narrator. This is what prompted Beedle to try to poison his aunt.

AFTERMATH

If, however, the heroes laid a trap for Beedle at Tasovar’s house and defeat him, the heroes have to deal with the *Emerald Dagger*. Characters casting *Arcane Sight* or *True Sight* immediately realize it’s an artifact of great evil, and so the heroes may want to destroy it. This is easier said than done. Although the knife may look old and in poor condition, it is resistant to nearly any effort to destroy it, immune to fire, acid, cold, and just about anything else.

Characters may just toss the weapon into the ocean, and if so, it’s lost... for now. Farastay comes to the characters with a pair of dretches, however, to find out what they did with it. You can find Farastay’s statistics on page 122.

PART IV: THE NARWHALE

The final scene of this adventure takes place on the *Narwhale*, O’takan Farastay’s ship. The heroes may come to explore this ship through a variety of means. They may get here early on in the adventure, if they did a bit of snooping about the man in white, or they may go there after talking to Dimetrios, or they may go there after Beedle vanishes. This is a tough encounter and one that should test the limits of the characters’ capabilities.

FOLLOWING BEEDLE

If Beedle has thus far escaped the heroes, O’takan’s demons eventually catch up with the thief and take him back to the ship. Beedle, however, doesn’t go quietly. A few blasts of eldritch fire is enough to get the attention of several witnesses who see Beedle being dragged through the streets by a pair of squat creatures with spindly limbs. Following the path from here is easy, as there are several frightened onlookers who can keep the characters on the path until they eventually come upon the *Narwhale*.

GETTING HERE EARLY

It’s entirely possible the characters come across the ship while following other leads. Getting on board is tough, since there are 20 sailors on board who are quick to deal with intruders. Still, if the heroes are doing well, putting the pieces of the adventure quickly, you may let them take a stab at Farastay before he gets the *Emerald Dagger*.

GETTING HELP

Attacking the ship is quite a challenge, what with the sailors and the officers. If everything goes as planned, the Watch should be interested in the ship as well, having heard the reports of demons.

The presence of the Watch enables the heroes to get on board the ship, attend to the named villains, and finally confront Farastay in the hold.

However, things have a way of spinning out of control and if the heroes get here early or have really botched things with the Watch, they may have to turn to others for help. Their best bets are the Blackened Knot or Dimetrios. The heroes can try to enlist the aid of a dozen thugs from the Chumhouse if they had a fair bit of success there in **Part II**; cajoling, bribery, buying alcohol, and claiming there are orcs aboard may all be helpful. Alternatively, Dimetrios might help the heroes if they have proof that Farastay is a slaver and threaten to turn him over to the authorities. Dimetrios sends a dozen Apprentice Thugs, but ever after, he's an enemy.

THE EMERALD DAGGER?

Defeating Farastay early stops the slaver from getting the knife, but it doesn't bring the heroes any closer to finding Beedle. Unless stopped, Beedle, still in the thrall of Melanie Crump, commits the murders until he gets to Uri. With the victims dead, Melanie is free to go to hell. Beedle, however, doesn't part with the knife and each day, he's driven to commit more and more unspeakable acts. If the heroes don't find him and get rid of the knife, Freeport's people may be in serious trouble.

KEY LOCATIONS

All of the following locations can be found in the *Narwhale*.

A. MAIN DECK

The main deck of the *Narwhale* is surprisingly clean with a few coils of rope, barrels to catch rainwater, and neatly stacked wooden crates tied down beneath a tarp as the only items on the deck. A trap door leads down to the hold. Two ladders lead up to the forecabin while another ladder leads up to the aftercabin. At the top of the mainmast, which stands at about the center of the deck, there's a crow's nest.

B. FORECASTLE

The forecabin is spartan with a mast and chain leading to the dropped anchor. A crank allows the crew to wind up the anchor.

C. AFTCASTLE

The aftercabin holds the helm and wheel as well as a pair of ballista pointing aft.

D. FORWARD CABINS

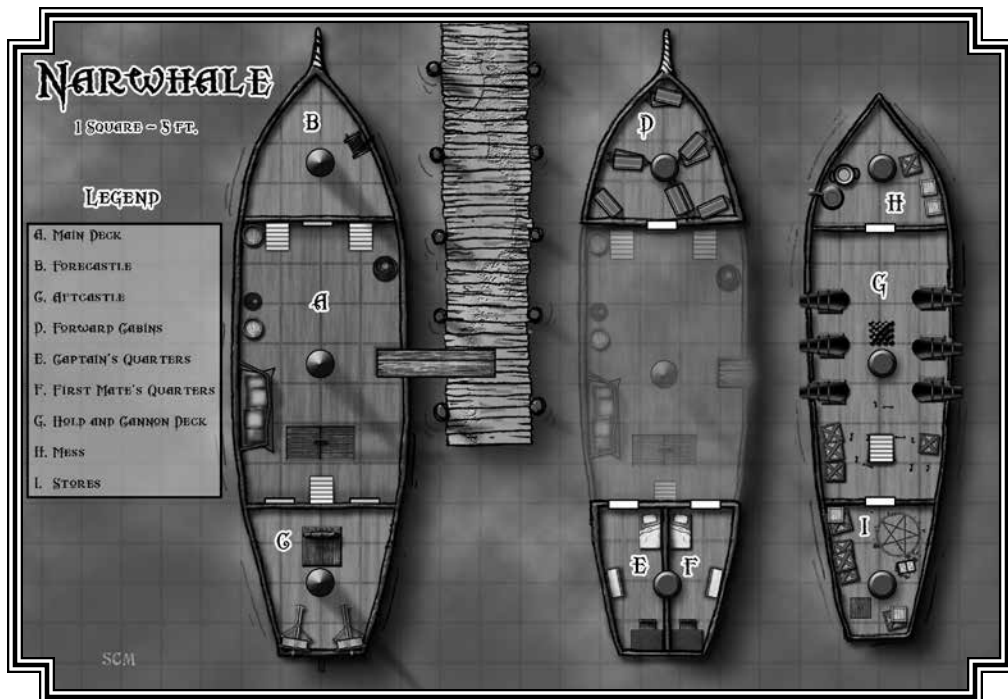
This area serves as the cabin quarters for the crew. Hammocks hang stretched across the area, crisscrossing the room and creating a veritable maze. There are accommodations here for a dozen men. The crew works in rotations, getting sleep between shifts.

E. CAPTAIN'S QUARTERS

This room serves as O'takan Farastay's personal chambers. It contains a bed, small writing desk, and a wardrobe for spare clothes. A search turns up the Captain's Log. This book is small and filled with tight, neat writing. Notes indicate the *Narwhale* calls Mazin home and mention of chattel suggests the ship has and often transports slaves. Presenting this log to Tarmon is enough to convince the wizard of his friend's duplicity.

F. FIRST MATE'S QUARTERS

This room is similar to the Captain's Quarters and houses the first mate, a foul sorcerer of the blackest arts. He knows little of sailing, but he keeps the crew in line through fear of his terrible gifts.



G. HOLD AND CANNON DECK

This large area is where the sailors man the cannons as well as keeping extra cargo. Manacles set in the floor suggest the typical types of cargo carried by the ship. A pile of cannonballs stands in a pyramid near the mainmast.

H. MESS

This room holds the ship's kitchens and supplies. The cook creates bland though nourishing meals. There's enough food and potable water for a month at sea. Heaped in a pile in the corner of this room are six bloated bodies crawling with vermin. A quick inspection reveals the bodies have been cut up and used for food. These victims were used as sacrifices by Farastay to summon the demons. Characters seeing the pile must defend against a Fair (+2) mental attack.

I. STORES

This room holds spare sails, an extra anchor, length of chain, tar, and all the other accoutrements one would expect to find on a ship. A trap door in the floor leads to the bilge (not pictured), which is sometimes used to transport the hardier slaves.

All of the supplies have been shoved against the walls to accommodate a pentagram painted in blood. Farastay and his sorcerer use the summoning circle to conjure demons. The stench of blood and death hang heavy in the air. Black candles still sit arranged in a circle around the circle.

A copy of the *Liber Demonica*, the blasphemous tome Farastay and the sorcerer use to perform the ritual to summon their demonic servants, lies on the floor in a pool of blood.

CREW

The ship has a crew of 20 mute slave sailors, a cook, the first mate, and Captain O'takan Farastay.

SLAVE SAILORS

Use Apprentice Thugs (page 93). The slave sailors wear the same black breeches and red sashes around their waists. They have long black hair they wear up in topknots. Ritual scars and flesh rings adorn their chests.

THE COOK

Use Journeyman Thug (page 94). Hulking and hideous, the Cook wears a chainmail apron and hefts a rusty hatchet. He's an idiot and a string of drool hangs from his chin. When he attacks, he screams "Meat!"

FIRST MATE

ASPECTS: ARCANESAILOR

SKILLS: Good (+3) **Charisma**; Fair (+2) **Dexterity**; Average (+1) **Intelligence**

STUNT: Necromancy (*Ghoul's Touch*, *Grave's Reach*)

MELEE ATTACK: Dagger Fair (+2)

RANGED ATTACK: Spells

PHYSICAL DEFENSE: Fair (+2)

PHYSICAL STRESS: □□

MENTAL STRESS: □□

The first mate is pale and wiry, painted in blood and excrement. His appalling appearance keeps him hidden on the *Narwhale*. During combat, he spits at his foes and hisses dreadful curses.

O'TAKAN FARASTAY

ASPECTS

MAD CONJURER; CAPTAIN OF THE *NARWHALE*

SKILLS

Good (+3) **Charisma**; Fair (+2) **Dexterity**, **Intelligence**; Average (+1) **Strength**, **Constitution**, **Wisdom**

STUNTS (REFRESH: 3)

Necromancy, **Illusionist**

Sneak Attack Farastay gains a +2 to Dexterity-based melee attacks when the (Dexterity): target is unaware of him.

SPELLS

Cause Fatigue, *Cause Exhaustion*, *Minor Illusion*, *Illusory Decoy*, *Major Illusion*

COMBAT

Melee Attack: Rapier Fair (+2)

Physical Defense: Fair (+2)

STRESS

Physical: □□□

Mental: □□□

The "man in white" dresses in fine white robes. He is attractive, with quick smile, and muscular frame. He keeps his black hair cut short.

USING THE NARWHALE

The twenty slave sailors are all on top of the ship, with 8 on the main deck (**Area A**), 5 more on the forecastle (**Area B**), 3 more on the aftcastle (**Area C**), and the last 4 in the forward cabins (**Area D**). They attack any intruders coming on board the ship, squaring off in pairs against the heroes with the leftovers taking on any warriors. Should four sailors fall, two move to the aftcastle and swing the ballista around to fire at the heroes. The sailors take a -2 penalty to their attack rolls and it take two full-round actions to reload these weapons, but they deal +4 effect on a successful hit.

Meanwhile, the cook emerges from the mess (**Area H**), joining the fight after 4 rounds. The first mate, who's in his quarters, throws open his door and lays about with his powers each round until he becomes fatigued. He attempts to use *Ghoul's Touch* and *Grave's Reach* on enemy adepts to reduce their effectiveness.

If Farastay is on board, he may fight alongside his crew, joining the fight in 2 rounds, but only if he doesn't yet have the knife and/or Beedle. If he has the knife and the failed wizard, he's in the Stores (**Area I**) finishing the ritual to summon a fleshraker (see **Chapter Four: Creatures of Freeport**) to hunt down and slaughter the heroes. The ritual takes one hour to perform, so how far along Farastay is depends on how soon the heroes show up after he's snatched Beedle. Farastay must use the *Emerald Dagger* to sacrifice Beedle to complete the ritual. If the heroes manage to interrupt the ritual prior to the sacrifice, a trio of dretches appears instead and attacks Farastay and the rest of the crew until they themselves are destroyed.

AFTERMATH

The best possible ending for *Fury in Freeport* is for the heroes to defeat Farastay, recover the dagger, possibly save Aporcus Beedle, and present proof of Farastay's wickedness to the Watch or the high wizard Tarmon. This is a tall order since it requires the heroes to recover all of the clues, follow the leads to their conclusions, and deduce what's going on correctly. Regardless of how well the heroes do, the adventure is pretty much over whenever Farastay is killed or escapes.

Should the unthinkable happen and Farastay gets the *Emerald Dagger*, sacrifices Beedle, the Mazin slaver concludes the ritual and sends the fleshraker to destroy the heroes. Whether it succeeds or not is up to the heroes. Farastay then slips away. He might become an interesting recurring villain or a looming threat whose existence portends some future horror to befall the City of Adventure.

Aporcus Beedle, if he lives, slinks off and disappears into Scurvytown. Vigilant heroes may turn him over to the Watch, in which case he gets tried and then sentenced to the Hulks. This is likely not the last the heroes will see of young master Beedle.

If Tarmon has been a factor in the adventure, he thanks the heroes for their help, clears their names of any wrongdoing, and rewards them for their efforts, giving them enough for two wealth aspects (only one if they failed to recover the *Emerald Dagger*).

Finally, characters who participated in this adventure from start to finish complete a significant milestone.

Undoubtedly, the heroes have made many contacts in their adventures in Freeport and have likely made a few enemies too. Will Dimetrios try to rub out the heroes to keep his secret safe? Will Tarmon take steps to remove the characters to avoid implicating himself by his friendship with Mazin? What about Melanie Crump? If she managed to kill Uri, she's thought to have gone on to whatever hell that awaited her, but it's possible she's not content and may seek more victims to quench her unholy thirst for vengeance. With these adventure seeds, *Fury in Freeport* can be more than just a single adventure, it can be the start of your new campaign in the City of Adventure!

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