FREEPORT

PATHFINDER ROLEPLAYING GAME EDITION



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PATHFINDER ROLEPLAYING GAME EDITION

A SOURCEBOOK FOR THE FREEPORT GAMPAIGN SETTING

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Freeport. City of Adventure. Haven of pirates, home of desperate men and women, scourge of the seas. Freeport is the door to a whole

new world of adventure. It offers endless possibilities for fantasy gaming, whether you play the part of a dashing corsair sailing the high seas in search of plunder, or a grim hunter of cults, prowling the twisting streets of this corrupt city in search of blasphemous groups that worship dark and insane gods. You might be a thief, making

since it not only updates the Freeport setting, but provides extensive detail about the city, people, environs, and much more. If you already have Green Ronin's Freeport: The City of Adventure and other

"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

ends meet by nicking purses, playing the Syndicate and the Canting Crew against one another while you struggle to build a new criminal organization and claim a piece of Freeport's golden pie. Or you might be a brave explorer, seeking lost civilizations, scouring the island for some clue, some scrap of the past to uncover secrets no man was meant to know. Whatever you decide, the Freeport Companion: Pathfinder RPG Edition is an indispensable guide to running Freeport adventures and playing characters in this fabulous city-state.

Usíng thís Book

This Freeport Companion is your mechanics supplement for using The Pirate's Guide to Freeport with the Pathfinder Roleplaying Game. 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

with the Pathfinder Roleplaying Game, so you'll need a Pathfinder Core Rulebook and Pathfinder Bestiary.

Freeport sourcebooks, those

can serve too, but be aware

that some of the characters

and information in this book

reference events that have

occurred after the Succession

Crisis. For game rules, this

Companion is designed to work

While the 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 of the information provided in this sourcebook. New races in Chapter One may not fit with your campaign setting. The classes may contradict other classes you use in your games. Likewise, you may not want to take advantage of the insanity and madness rules, or the new monsters and so on. The rules are designed for you to take what you like and leave the rest. Above all, have fun! This sourcebook should spark new ideas, get your engine started, and help you create exciting adventures in this city and play compelling characters worthy of being denizens of the City of Adventure.

THE FREEPORT GOMPANIONS

The Freeport Companion: Pathfinder RPG Edition is just one of several companion volumes designed to work hand-in-hand with Green Ronin's The Pirate's Guide to Freeport. Each installment takes the exciting setting and offers a comprehensive volume of rules and mechanics for creating characters and running adventures set in this city. Keyed to a particular game system, the Freeport Companion volumes are intended to help realize the City of Adventure for a variety of game systems, so no matter what set of rules you use, Freeport is the perfect place for your fantasy games.



If Freeport has anything, it's diversity. Like flies to a pile of dung, people from all over the known world descend on this city looking for fortune, adventure, revenge, and countless other things. Freeport promises much for those with the grit and will to take it. Freeport is also a city that doesn't give a damn about the past or the future: It is a city of the now, and good or bad, ugly or beautiful, it welcomes all to its labyrinthine streets, devouring the weak and embracing the strong. This is the *City of Adventure*, and any who seek thrills and danger may just find what they're looking for in the depths of this lively community.

- GORE RACES -

Freeport is, in many respects, a human city. Humans founded it, the majority of its leaders have been human, and most influential citizens are part of this prolific race. While

humanity may be ubiquitous, Freeport is also home to numerous other humanoid races, and members of all the standard races can be found in varying numbers throughout. Freeport has its fair share of elves, dwarves, gnomes, halflings, to say nothing of orcs, hobgoblins, and dozens of

other races, ranging from the different shades of more common races to the downright strange and disturbing.

For the most part, these peoples get along, setting aside old grudges to profit in this bustling city. This said, there is a tension in the city, with various neighborhoods looking at others with envious eyes, lamenting when a filthy orc family moves next door, or looking suspiciously at a halfling holding up the wall at a nearby inn. From time to time, the pressure of so many people, with so many differing values and customs, flares up. The result is a brief explosion of violence and rioting until it seems anarchy will reign, only to lapse back to the normal simmering climate of this diverse city.

HUMANS

Humanity may be the dominant race in Freeport, but this fact does not create any sense of solidarity or give them a sense of entitlement or superiority. Sure, some bigoted humans may sneer at the riffraff in Bloodsalt, and nobody likes goblinoids, but Freeport humans don't make distinctions between themselves and most others who call the city home. The reason for this cosmopolitan outlook is human Freeporters often hail from many lands, with different languages, outlooks, customs, beliefs, and everything in between. It is the fusion of cultures that gives Freeport its character, and if the city is willing to turn a blind eye toward a person hailing from a violent and sinister city, surely they can accept dwarves, elves, and others, right? For the most part, yes they can.

It is important to note that Freeport's muddy heritage infuses the city, creating an often-unsettling fusion of architecture, cuisine, and dress. Matters of religion and philosophy are equally diverse, and Freeport embraces those of just about every theological stripe. This aspect of Freeport is comforting to visitors and immigrants, since it usually guarantees there's something or someone from home nearby.

DWARDES

Freeport dwarves are a curious lot. Since most dwarves have deep roots in their homelands, and given their famous dislike for the sea,

it takes something serious for a dwarf to pick up and start a new life in Freeport. Dwarves must come to terms with the large orc and goblinoid population allowed to walk the streets with impunity.

"Jes look around ye and take in all the different people from all over da world. Ya might call it a meltin pot, but it's more like a chamber pot if ye ask me."

-Rheumy Pete, Street Preacher

Though there are many reasons why dwarves would never come to Freeport, the amazing thing is that they do. Many are exiles, fleeing their homes for an accused or actual crime, while others may just be down-on-their-luck adventurers, winding up here with no way to get home. Of course,

some bold or mad dwarves might end up in Freeport for the promise of gold, wealth, or in pursuit of some ancient foe in need of killing. Regardless of how and why they come to the city, they're here and they fit in just like anyone else.

ELDES

As with dwarves, few elves have reason to settle in Freeport. Those elves that 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 the sea dogs of Freeport. Most elves that settle in Freeport are attracted to the sense of life, the loose societal structures, and the freedom Freeport offers to those who come here. While they may disagree with the ignorance and violence and terrible odors wafting up from the Docks, some find a way to set aside their misgivings and embrace the wild and raucous nature of the city.

GNOMES

Where dwarves and elves are unusual, gnomes are far more common, and one of their own is even 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

SUBRACES

The *Pathfinder Bestiary* and other sourcebooks, including Green Ronin's *Advanced Race Codex* PDF series, offer several racial variants called subraces. Such races offer additional options to distinguish a character from the base racial features presented in the *PH*. If your GM allows it, you can expect any of these subraces may live in or around Freeport too.



ALTERNATE RACES

The *Pathfinder Bestiary* and other sourcebooks, including Green Ronin's *Advanced Race Codex* PDF series, offer several racial variants, such as svirfneblin. Such races offer additional options to distinguish a character from the base racial features presented in the *Pathfinder Core Rulebook*. If your GM allows it, you can expect any of these alternate races may live in or around Freeport too.

be found causing trouble just about anywhere. One of the ongoing difficulties with gnomes in the city is the conflict between them and the small kobold and goblinoid population. There have been more than a few murders on both sides, keeping the Watch busy.

HALF-ELDES

Wherever human and elven societies intersect, there are bound to be half-elves, and Freeport is no exception. Indeed, half-elves are easily more common here than 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 that humans do, being pirates, tradesmen, mercenaries, and everything in between. Their natural adaptability and sharp wits help them carve out a place for themselves and many have become quite successful in business—both legitimately and otherwise.

Half-Orcs and Orcs

Orcs have had a presence in Freeport for generations. Previous Sea Lords, merchants, and others have used them as labor, bringing them into the city from far-flung places on the mainland to do the heavy lifting, farming, mining, and scut work no one else wants to do. As a result, Freeport's population of orcs and their half-breed spawn grew, until they were as prevalent in the city as any other humanoids short of humans. Eventually, their brutish and violent ways pushed some people too far and the orcs and their kin faced hostility from unexpected quarters. The people of Scurvytown used violence and intimidation to push these folks out of the city into the poisonous atmosphere of Bloodsalt, where they languish still. Not everyone in Freeport shares this hatred of the orcs, but the damage has been done and tensions between the orcs and the rest of Freeport have steadily grown in recent years.

HALFLÍNGS

Halflings infest Freeport. They're everywhere. To them, Freeport is a magnet. They seem helplessly drawn to the busy streets and alleys here and over the years, they have fast become one of the largest minority groups in the city. What puzzles many is that there aren't halfling vessels, and there's never been a mass-migration of halfling populations. They just seem to show up. This leads some to compare these diminutive people to rats, and it's commonly believed on the Docks that a ship is as likely to have halflings as it is to have other vermin. Of course, no one's foolish enough to say such nonsense around such folk, for everyone in Freeport knows that Finn, a crime lord of considerable power, doesn't tolerate abuse of his people. More than one foul-mouthed bastard has wound up face down in the harbor after crossing a halfling.

Monstrous Races

Just as Freeport is a haven for the more common fantasy races, it is also home to a number of monstrous races. Freeport has more than its fair share of orcs, and is home to large numbers of goblinoids and kobolds. Most of these more savage races lurk in the squalor of Bloodsalt, but you can bet there are orc stevedores shoving cargo alongside humans and hobgoblin mercenaries working the Warehouse District and elsewhere. Attitudes vary when dealing with monstrous races, ranging from indifference to downright hatred—especially in Scurvytown where bigotry and violence are on the menu every day. Regardless, these folks see Freeport as much as their home as do elves, halflings, and others, and they have no intention of leaving.

GRAG GNOMES

In the World of Freeport, most gnomes have none of the playful qualities attributed to gnomes of other settings. While they share the same hatred of goblinoids and kobolds embraced by others of their kin, their animosity led them to a very dark place, one that would leave them ever changed by their implacable hatred of their racial nemeses. Crag gnomes, as they are known, are dire fellows, grim and consumed by an unquenchable lust for magic, driven by their need to preserve themselves from the depredations of their perceived countless enemies.

In ages past, the gnomes and kobolds fought a terrible war, with each side escalating the conflict until the gnomes abandoned their love of caprice and freedom in favor of winning, regardless of the cost. They turned to the other creatures of their lands, the gargoyles in particular, and enslaved them to serve as their thrall soldiers. Forged anew by the fanatic Iovan, this cult of personality united his people under the banner of the Autocracy of Iovan. What love of humor and jest they once held died, burned away by the appalling losses at the hands of the kobolds and others. Even though they achieved much in their wars against their reptilian enemies, by the time the kobold host was eradicated, the gnomes were no longer content, and pushed to swallow more territory until their growth was checked by a devastating war with the dwarves of the continent, which ultimately saw the demise of their leader and their plans for expansion dashed.

Although broken and defeated by the implacable dwarves, the gnomes were not utterly destroyed. Iovan may be dead, but his heirs have continued his work in the form of the Arcane Conclave. Under the harsh commands of this brutal dictatorship, the crag gnomes, as they have come to be called, toil without end to construct terrible war machines in the effort to rebuild the Autocracy of Iovan and mount a new war against the hated dwarves. Those who disagree vanish—cast out, executed, or locked away in the bowels of their subterranean cities for the rest of their days.

GRAG GNOME RACIAL TRAITS

These traits are in addition to normal gnome traits, except where noted.

- Darkvision: Crag gnomes can see in the dark up to 60 feet. This ability replaces low-light vision.
- **Crag Gnome Magic:** Add +1 to the Difficulty Class for all saving throws against earth spells cast by crag gnomes. This ability replaces the +1 bonus to the DCs of illusion spells cast by gnomes.
- Hatred: +1 racial bonus on attack rolls against dwarves, kobolds, and goblinoids.
- Languages: Crags gnomes begin play speaking Common, Gnome, and Terran. Crags gnomes with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Giant, Goblin, and Orc.

Goblíns

To most Freeporters, goblins aren't much different from roaches and are accepted as just a byproduct of living in a city. While they are tolerated, they aren't welcome anywhere, especially not in the Eastern District or Merchant District. In fact, the goblins have been driven out from just about everywhere into their tiny neighborhood in Bloodsalt where they suffer abuse at the hands of the hobgoblins and the orcs. A few goblins may try to make an honest living, but the widespread racism of Scurvytown and the general disdain from the rest of the city means most fail and are forced to turn to crime to make ends meet.

Rules for playing goblin characters are described in the *Pathfinder Bestiary*.

()RCS

For many years, orcs were not much of a problem in Freeport. As a people, orcs seemed disinterested in sailing, and those that did take it up lacked the means or the cunning to pilot ships beyond sight of the Continent's coastline. However, Milton Drac's Lighthouse demanded a great deal of labor—cheap labor—and importing orcs to do the heavy lifting seemed the wisest course. Suddenly, orcs began to drift into the city, squatting in Scurvytown and creating a filthy borough just for themselves. Once entrenched, Freeport's orcs had little interest in moving on. They stayed in the city, offering their muscle at half the price of other workers.

As expected, their cheap rates, racial advantages, and natural wickedness bred resentment in the city. Riots and racially-motivated

attacks were fast becoming the norm in Scurvytown. Things took a turn for the worse after the Great Green Fire. In the aftermath of the devastation, the Wizards' Guild made it a point to hire only savage humanoids to reclaim the land. Even though the Wizards sought to protect the more desirable elements from the appalling destruction and poisonous chemicals, the folks of Scurvytown saw this as an attempt to do the work on the cheap, bypassing honest human men who needed the coin as badly as the orcs. Unable (rather unwilling) to confront the wizards on this, the agitators in Scurvytown played upon the bigotry and a rash of riots and attacks spread through the district. Savage humanoids were no longer welcome here and certainly no other district wanted them, so the orcs, goblins, and others drifted into Bloodsalt.

Certainly, orcs are generally a destructive and evil lot and so Freeporters were somewhat justified in pushing them out, but where they erred was in extending their wrath to anyone who even resembled an orc. This led to terrible acts of violence against half-orcs, goblinoids, and even ugly humans. Luckily, much of the violence has died down with the mass exodus, but few orcs are foolish enough to try their luck by walking through Scurvytown without numbers on their side.

Rules for playing orc characters are described in the *Pathfinder Bestiary*.

Hobgoblíns

Where orcs are naturally dimwitted and goblins too weak and foolish for most to think anything of them, Freeport's hobgoblins are cut from an entirely different cloth. They may be lumped in with the rest of the savage humanoids, and they certainly are warlike and violent, but they are a disciplined lot, and when they fight, they do so with an uncanny knack for tactics. Had they wanted to, they might have fought back against the Scurvytown hate groups and won, but Draegar Redblade, their community's most outspoken leader, advised them to go peacefully into Bloodsalt. There was grumbling, but few opposed Draegar's command, and soon after, Freeport's hobgoblin population had fully relocated.

The reasons behind Draegar's move didn't take long to reveal themselves. Bloodsalt was a disaster, lawless and dangerous, and the Watch had no interest in policing this ghetto, so when Draegar stepped forward to offer the services of his men to attend to Bloodsalt, the Captains' Council didn't have much of a choice. With one deft move, Draegar essentially took control over Bloodsalt and expanded his base of power through an entire section of the city. The hobgoblins are the law here and as such are widely feared (and hated) by others forced to live within the district's bounds.

Rules for creating hobgoblin characters are described in the *Pathfinder Bestiary*.

OTHER RACES

In addition to the standard Freeport races (and the monstrous ones), there are individuals here from all corners of the world. From the occasional aasimar paladin or tiefling assassin, to the lumbering halfgiants, Freeport sees all kinds. If a race exists in your world, you can bet there's at least one representative in Freeport.

NEW RACES

The Pirate's Guide to Freeport mentions a few other races unique to the World of Freeport. The nature of Freeport's unusual cosmology bridges the distances between many realms, enabling peoples from various planes and strange lands access to the mortal realms. As well, the continent is home to many more peoples, including the usual suspects of the fantasy genre, including a few subraces that express the cultural differences that resulted from its violent history. Even if you're not using the World of Freeport setting, you can still use the following race and those described in **Chapter Eight** to expand those of your personal campaign setting.

AZHAR

"Don't be so quick to dismiss the tales of the Azhar. Their fiery dispositions, ruthlessness in battle, and, hell, their damn appearance all support their claims of efreet blood."

-Adelmar Galden, Explorer

The azhar (singular azhari) are a race of native outsiders that ply the waters around Freeport. Traders, explorers, and pirates, they are among the finest sailors in the World of Freeport.

They claim descent from the efreet of the fabled City of Brass, though if true, it is a distant kinship. Despite their fiery heritage, they are a race of great seamen, famed for their sailing prowess. Azhari merchants (and no few pirates) are fast becoming a common sight in the World of Freeport.

To the unfamiliar, an azhari looks like any other human, albeit with swarthy skin and bronze hair. All azhar have the same gleaming red eyes reminiscent of the flames of their descent. Although it's often hard to tell from a distance, an azhari has an iris—often of a slightly darker color—and a pupil that is invisible without close inspection.

Azharí Racíal Traíts

+2 Dexterity, +2 Charisma, -2 Wisdom: Azhar are impulsive and reckless, but nimble and strong-willed.

Medium. As Medium creatures, azhar have no special benefits or penalties due to size.

Normal Speed: Azhari base land speed is 30 feet.

Fire Affinity: Azhar gain a +2 racial bonus to all saving throws against spells and spell-like effects with the fire descriptor.

Darkvision: Azhar can see in the dark out to 60 feet.

Might of the Efreet: The azhar carry the blood of the efreet in their veins. All azhar have a reserve of power from which they can draw in times of need. As an immediate action, an azhari can call upon his gift to gain a +4 inherent bonus to his Strength score for a number of rounds equal to his Charisma bonus (minimum 1 round). An azhari must wait 1 hour between each use of this ability.

Gifted Sailors: Azhar gain a +2 bonus to Acrobatics, Climb, and Profession (sailor) skill checks.

Vulnerability to Cold: Azhar take half again as much (+50%) damage as normal from spells and effects with the cold descriptor, regardless of whether a saving throw is allowed, or if the save is a success or failure.

Native Outsider: As outsiders, Azhar can't be targeted by spells or effects that specifically affect humanoids like *charm person* or *hold person*. However, as native outsiders, they may be raised, reincarnated, or resurrected as normal creatures.

Languages: Azhar characters begin play speaking Ahharan and Common. Azhari with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Gnome, and Ignan.

Azharí Characters

Producing skilled sailors and born explorers, the azhari race offers an interesting mix of abilities and resistances. This makes them a unique addition to any adventuring group exploring Freeport and beyond.

Appenturing Azhar

Exploration is the cornerstone of azhari society and all set sail as a rite of passage to prove their worth to their people. Those who return with grand tales and grander treasures gain greater standing in their communities and so most azhar embrace the adventurer's life, if only for a time.

CHARACTER NAMES

Azhar tend to follow naming conventions used by their distant geniekin, keeping alive their proud heritage in the names they pass along to their children. Azhari names also designate social class, with children of famous sailors or heroes gaining the name of a parent or another relative of equal standing. Such a name carries grave responsibility, for the child is responsible for not sullying the gift she was given. Those named for the greatest azhar heroes find themselves faced with the burden of not only living up to the standards of their people, but also upholding those of the dead from whom their name was taken.

Male Names: Amjad, Essam, Fath, Hamzah, Kameel, Ra'id, and Shihab

Female Names: Afya, Basilah, Durriyah, Fadilah, Hasibah, Mishael, and Nibras

GHAPTER ONE: RACES OF FREEPORT

AZHARÍ PHYSICAL GHARACTERÍSTICS

Starting Age and Aging Effects: As half-elf

		HEIGHT AN	IP WEIGHT	
Gender	Base Height	Modifier	Base Weight	Modifier
Male	4 ft. 8 in.	+2d10	115 lb.	Height Modifier × (2d4) lb.
Female	4 ft. 3 in.	+2d10	85 lb.	Height Modifier \times (2d4) lb.

ROLEPLAYING AN AZHARÍ

Just talking to an azhari reveals why no one denies they are scions of the efreet. They are a tempestuous people, boisterous, filled with courage and pride. They are quick to anger, quicker to laugh, and live a life of passion. They crave excitement and hate the quiet, seeking to fill the silence with conversation, song, music, or anything else to distract them from boredom. They are impulsive to the point of being reckless. They never back down from a fight, withdrawing only if there is no chance of victory. No mission is too dangerous, no voyage too fraught with peril for them to refuse the adventure. They are adventurers to the core, and the fiery souls burning within them drive them to daring acts of heroism and appalling deeds of villainy.

LANGUAGE

The azhar speak their own language, a lilting, sing-song tongue they speak rapidly—so fast non-native, though fluent, speakers have a hard time keeping up. Most azhar slow down their speech when dealing with non-azhars, but when angry or trying to conceal their conversation, they resume their normal cadence (-2 circumstance penalty to Perception checks). What makes this language so interesting is that it is clearly an evolution of Ignan, owing its sentence structure and its foundational vocabulary to this extraplanar tongue. It even uses the same alphabet.

The azhari people's dealings with other races have forced them to also learn the languages of their trading partners. Just about every azhari knows at least a smattering of Common, while the more learned people dabble in the languages of many other humanoid races. In all cases, whenever an azhari feels intense emotion, he's bound to slip into Azharan without even realizing it.

Ignan is a sacred tongue, reserved for special ceremonies and religious observances. It's of particular interest, to theologians at least, that azhari priests conduct their sermons entirely in this language.

AZHAR SOCIETY

All azhar hail from the Sultanate of Kizmir, a young country on the Continent. Just a century ago, the first Sultan led his people onto the continent, bringing savage war to the beleaguered kobolds. The gnomes of Iovan, sensing an opportunity, used the attack to finish their war against their ancestral enemies. Thus were the kobolds destroyed, scattered, and brought to ruin. The sudden appearance of this new nation plunged the continent into a new war, the Second War of the Southern Seas. The conflict seemed about to encompass more territory when Kizmir moved quickly and ended the war by sacking the Ivory City of Newtown.

With the tenuous peace bought by the ruination of Newtown, Kizmir was free to expand its territory and construct a massive fleet of warships and merchant vessels. They plied the seas and gave the Ivory Ports their first serious competitor. The azhar settled into their lands, rebuilt the cities taken from the kobolds, and constructed new port cities to protect their shipyards. As the fledging nation began to stabilize, the culture acclimated to its new home, and the azhar wrestled with competing values imported from their neighboring nations. The conservative members fiercely held onto the ideals of their past, worshipping their heroes and reinforcing the class dominance of the sailors. However, in stark contrast to the classical beliefs of the azhar, it was a growing trend of those who sought to make a new home on the land to build permanent structures, to welcome the social norms of the Ivory Ports and elsewhere, and essentially transform the entire culture of the azhar.

As one would expect, this has been a point of tension within the Sultanate and there has been no shortage of clashes between the entrenched prior generation and the newer rebellious generation. The former has come to see their conquest as a mistake, believing they as a people should pick up and set sail for new conquests, while those living in the Sultanate are quite content and would rather focus their resources on improving the lives of their people. On occasion, there are flare-ups, but most of the world is unaware of this widening division.

ALÍGNMENT

Azhar are free spirits, seeking danger and living the life of adventure. While most are committed to their people's way of life, they tend to have little use for rigid laws and societal structure. As a result, most azhar are chaotic. Morally, they have no predilections, with representatives of the very worst and the very best among their kind.





Freeport attracts all sorts of characters, from noble champions driven to purge the city of its evil to disturbed psychotics that crave the freedom to indulge their worst vices. It is the City of Adventure after all, and there are opportunities for excitement and thrilling escapades for those with the courage to undertake them. This chapter presents a number of new character classes particularly suited for adventures set in Freeport. By no means are these classes the only options; Freeport is home to all sorts of characters, from dashing rogues to vicious killers.

- Assassin -

"It's a good thing Freeport's nobles are all cowards. Otherwise, I'd be out of a job."

-Red Alice, Assassin

The assassin is a killer for hire, a ruthless and remorseless agent whose purpose is to rub out the opposition. The assassin's main strengths come from the element of surprise, because she has no interest in a fair fight. Such nonsense gives her prey the chance to react and poses a risk of the mission failing. The best assassins can set aside their misgivings and eliminate any target, no matter the age, the gender, or the status.

An assassin's life is no easy thing and many missions they undertake can take them to distant cities, into the bowels of the earth, and just about any place else "adventurers" might go. Rare is the assassin who pursues adventure for the standard reasons: gold, fame, or notoriety. Instead, they see such expeditions as a means to end, a mission to advance their training so they can get back to the business of killing for gold. Of course, an adventurer's life is often the perfect cover for the assassin: It gives her access to powerful people, a steady stream of revenue between jobs, and a means to slip out of town if a job goes sour.

GREATING AN ASSASSIN

The assassin is a master of surprise and stealth, of cunning and underhanded tactics. She does not have the strength of a barbarian or fighter, the versatility of a bard, or the breadth of skills of a rogue, but she combines a potent array of combat abilities and skills, augmented by special talents to give her the edge she needs to survive.

TABLE 2-1: THE ASSASSIN (HIT DIE: P8)

					I	
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Poison Save
1st	+0	+2	+2	+0	Ambush, contract	+1
2nd	+1	+3	+3	+0	Backstab +1d6	+1
3rd	+2	+3	+3	+1	Poison use, tools of the trade	+1
4th	+3	+4	+4	+1	Shadowspawn	+2
5th	+3	+4	+4	+1	Backstab +2d6, death attack, reputation	+2
6th	+4	+5	+5	+2	Uncanny dodge	+2
7th	+5	+5	+5	+2	Ruthless, tools of the trade	+3
8th	+6/+1	+6	+6	+2	Backstab +3d6	+3
9th	+6/+1	+6	+6	+3	Greater poison use, stalker	+3
10th	+7/+2	+7	+7	+3	Improved ambush, uncanny sniper	+4
11th	+8/+3	+7	+7	+3	Backstab +4d6, tools of the trade	+4
12th	+9/+4	+8	+8	+4	Improved uncanny dodge	+4
13th	+9/+4	+8	+8	+4	Hide in plain sight	+5
14th	+10/+5	+9	+9	+4	Backstab +5d6	+5
15th	+11/+6/+1	+9	+9	+5	Poison Use Mastery, tools of the trade	+5
16th	+12/+7/+2	+10	+10	+5	Crippling strike	+6
17th	+12/+7/+2	+10	+10	+5	Backstab +6d6	+6
18th	+13/+8/+3	+11	+11	+6	Blindsense 10 ft.	+6
19th	+14/+9/+4	+11	+11	+6	Shadow strike, tools of the trade	+7
20th	+15/+10/+5	+12	+12	+6	Backstab +7d6	+7

Class Skills: Acrobatics, Bluff, Climb, Craft, Disable Device, Disguise, Diplomacy, Escape Artist, Intimidate, Knowledge (local), Perception, Sense Motive, Sleight of Hand, Stealth, Swim. Skill Ranks per Level: 6 + Int modifier



€BÍLÍTÍES

An assassin does her job by using the element of surprise and as such she needs abilities to augment her stealthy skills. Dexterity is by far her most important ability, as it is vital to her combat capabilities as well as many of her subterfuge skills. Wisdom is also important since it reflects her ability to perceive her surrounding, spot hidden guards, and hear the sounds of approaching foes. Intelligence is another key ability as it aids the assassin in crafting poisons, sabotaging equipment and devices, and helping her learn more about the target she's after.

RACES

Any race with the capability to murder, to harness the inherent evil of the act, can become an assassin. Of the common races, humans and half-orcs are the most likely. Humans, for all their merits, are capable of great cruelty and thus produce some of the most infamous assassins in the world. Half-orcs, with their natural tendencies toward evil, find it easy to kill for money, a fact especially true for those who endured unhappy upbringings, enduring the scorn of humanity or the cruelty of orcs.

Other races are less likely to produce assassins, though when they do, they are exceptional. The natural stealth and cunning of elves make them ideal killers, but rare is the elf—excepting, of course, the drow—who can stomach the business of cold-blooded murder. Half-elves find it easier to follow this path, but even then, half-elf assassins are rare.

Dwarf, gnome, and halfling assassins have a number of advantages over their rivals. A dwarf's natural resilience to poison reduces the risk of accidentally poisoning himself, and his natural hardiness and combat capabilities make him especially effective in a fight. What gnomes lack in speed and strength, they make up for in magical talent and hardiness. They share the dwarf's inherent toughness, and also can spin illusions with incredible skill, masking their approach until they are ready to strike. Finally, halflings' natural athleticism and awareness give them a slew of advantages when taking down their opponents. In all cases though, none of these races are noted for the mercilessness required by this grim profession.

ALÍGNMENT

The assassin's objective, even when justified, is firmly rooted in evil. Murder, no matter what the reason, can never be construed otherwise, and so assassins are never good and nearly all are evil. In exceptionally rare cases, an assassin might be neutral, but such characters tend to employ different tactics and may confront their prey head on rather than skulking about and slipping a knife between the ribs. Chaotic assassins are paranoid loners, unable to keep their homicidal urges in check and often ruin their own cover by acting on impulse. Lawful assassins follow a strict code of who may be killed and when. They despise slaughter for its own sake, and kill only outside a contract when they or their immediate masters are threatened.

Starting Gold: 4d6× 10 gp (140 gp) Starting Age: As rogue

GLASS FEATURES

All of the following are class features of the assassin.

Weapon and Armor Proficiency

Assassins are proficient with all simple weapons, plus the hand crossbow, rapier, sap, shortbow, and short sword. They are proficient with light armor, but not with shields.

Ambush (Ex)

Assassins are particularly skilled at striking targets unawares. Whenever assassins attack a flat-footed opponent, they add their Intelligence bonus (if any) to their attack and damage rolls.

Gontract (Ex)

Assassins earn income by accepting commissions to kill a particular creature or creatures. Whenever they successfully complete a mission for which they were contracted, they earn an amount of money equal to their opponent's Challenge Rating minus their class level × 100 gp (minimum 100 gp or the max gold of the community). However, they must enter into a contract to gain this gold; simply butchering commoners will not earn them extra income. To get a contract, they must name a price and then make a special Diplomacy check adding their reputation (see following) to the roll. This check requires 2d10 days plus the community's size modifier. The DC depends on the size and alignment of the community, as shown on the following tables.

Community Size	DC	Max Gold per Job	Modifier
Thorp	50	10 gp	+1
Hamlet	45	25 gp	+0
Village	40	50 gp	-1
Small town	35	200 gp	-2
Large town	30	700 gp	-3
Small city	25	3,500 gp	-4
Large city	20	10,000 gp	-5
Metropolis	15	25,000 gp	-6

Alignment	DC Modifier
Lawful good	+15
Neutral good	+10
Chaotic good	+5
Lawful neutral	+10
Neutral	+5
Chaotic neutral	+0
Lawful evil	+5
Neutral evil	+0
Chaotic evil	-5

* Freeport is considered a neutral small city, while Libertyville counts as a chaotic neutral village.

Even on a successful check, a target worth the set price may not be available. The GM is the final arbiter of the possible marks, and it may take several days before the assassin can track down the target. Once they get a contract and eliminate the mark, they must wait 1d20 days minus the community's size modifier before they may seek out another.

Poison Save (Ex)

Extensive work with poisons and toxins lends assassins you some natural resilience to their effects. At 1st level, they gain a +1 competence bonus on Fortitude saves against poison. This bonus increases by one at 4th level and every three levels thereafter as indicated on **Table 2–1**.

Васкятав

The assassin can strike a vital spot when she catches an opponent when he is unable to defend himself effectively. Her attacks deal extra damage whenever her opponent is denied his Dexterity bonus to AC (but *not* when she flanks her opponent). This extra damage is 1d6 at 2nd level, and it increases by +1d6 every three levels thereafter. Should she score a critical hit with backstab, this extra damage is not multiplied. Ranged attacks can count as backstabs only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, the assassin can use backstab to deal nonlethal damage instead of lethal damage.

The assassin must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. Assassins cannot use backstab against a creature with concealment or when striking the limbs of a creature whose vitals are beyond reach.

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

Poison Use (Ex)

At 3rd level, assassins complete their training in a variety of poisons and are never at risk of accidentally poisoning themselves when applying poison to a weapon.

TOOLS OF THE TRAPE (EX)

On attaining 3rd level, and at every four levels thereafter, the assassin gains a special ability of her choice from among the following options. She may only gain each one once.

Bonus Languages: Assassins gain fluency in a number of languages equal to their Intelligence bonus (minimum 1 language). These languages are in addition to the extra languages gained for having a high Intelligence score.

Deep Cover: If the assassin spends at least one day preparing a disguise, she gains a +10 competence bonus on Disguise checks.

Empower Poison: When crafting a poison, an assassin may increase the poison's Craft DC by 10 to increase all variable numeric effects by one-half so that the poison deals half again as much initial and secondary damage as it normally would. This tool of the trade does not affect non-variable effects such as blindness, death, and paralysis.

Extend Poison: When crafting a poison, the assassin may increase the poison's Craft DC by 5 to delay the onset of the poison's initial effects by up to one hour after the target's initial exposure. The assassin decides the delay at the time of the poison's crafting. This tool of the trade has no effect on the poison's secondary damage, which occurs one minute later as usual.

Maximize Poison: When crafting a poison, the assassin may increase the poison's Craft DC by 20 to modify all of the poison's variable numeric effects so that the poison deals the maximum possible value. This tool of the trade does not affect non-variable effects such as blindness, death, and paralysis.

Poison Focus: Choose one type of poison from any of the following contact, ingested, inhaled, or injury. When using a poison of this type, the assassin increases the save DC to resist its initial effects by +1.

Preternatural Instincts: The assassin may add her Intelligence bonus (if any) as a competence bonus on all initiative checks.

Quick Change: The assassin may now make a Disguise check in 1d3 \times 10 rounds by taking a -5 penalty to the check or in 1 round by taking a -20 penalty to the check.

Quicken Poison: When crafting a poison, the assassin may increase the poison's Craft DC by 25 to force a target exposed to the poison to suffer both the initial and secondary effects at the same time. The target is still entitled to a separate saving throw to resist both effects.

Skill Savant: Select one of the assassin class skills. The assassin gains a +5 competence bonus on all checks made using that skill.

Assassing and Assassing

The assassin class presented in this chapter is intended to replace the assassin prestige class in the *Pathfinder Core Rulebook*, since both classes fill the same niche, achieve the same ends, and pursue the same goals. The differences, however, between the assassin prestige class and the base class in this sourcebook are enough that you could retain the prestige class in your games. If you intend to do so, it's recommended that you fit the assassin prestige class into a larger organization, an elite group of killers trained in sorcery to aid them in their missions.

Apjupicating Assassinations

Handling assassinations on the fly can be tricky, requiring you to whip up stat blocks, locations, and all the other minor details with little or no preparation. This may be more than you, as the GM, are willing or able to handle in the middle of a game session. If a player wishes to pick up a "job," feel free to put off resolving the scenario until the next session when you're ready to deal with the encounter. As well, you should be aware that the contract ability can give the player more spotlight than you may be comfortable with giving. If this becomes a problem, you can handle such assassination attempts "off-screen" for minor characters with a simple class level check against a DC 10 + the target's CR, consulting the following chart to see what happens.

Check Result	Outcome
Success by 10 or more	Target eliminated. Assassin gains +1 reputation for 1d6 months.
Success by 5 or more	Target eliminated. Assassin gains +1 reputation for 1d4 months.
Success	Target eliminated. Sloppy work.
Failure	Mission failed. Assassin can attempt again, but at a –2 penalty.
Failure by 5 or more	Mission botched. Assassin injured, reduced to 50% hit points. Assassin's reputation suffers a –2 penalty for 1d4 months. May not try again against same target until reputation improves.
Failure by 10 or more	Mission utter failure. Assassin captured and imprisoned. Reputation suffers –4 penalty for 1d6 months. May not try again against same target until reputation improves.
Natural 1	Assassin slain.

Talented Poisoner: When manufacturing drugs or poison, for every +5 the assassin adds to the Craft (alchemy) check DC, she may increase the save DC to resist the poison by 2.

Weapon Focus: The assassin gains Weapon Focus as a bonus feat.

Shapowspawn (EX)

The assassin is adept at striking from the shadows, emerging unseen to deliver a deadly blow and then melting back into the darkness. Starting at 4th level, she increases the benefits of concealment derived from low or no illumination by 10%, so that her opponents' miss chance when attacking her while in an area of dim light is 30% and when in areas of darkness, the miss chance is 60%.

DEATH ATTACK (EX)

When the assassin reaches 5th level, she has learned how and where to strike opponents to kill or paralyze them with a single attack. To use this ability, the assassin must study her victim for 3 rounds and then make a backstab with a melee weapon. If the attack deals damage, the backstab has the additional effect of possibly either paralyzing or killing the target (the assassin's choice). While studying the victim, the assassin can undertake other actions so long as her attention stays focused on the target and the target does not detect her or recognize her as an enemy. If the victim of such an attack fails a Fortitude save (DC 10 + 1/2 the assassin's class level + his Int modifier) against the kill effect, he dies. If the saving throw fails against the paralysis effect, the victim is rendered helpless and unable to act for 1d6 rounds plus 1 round per two class levels. If the victim's saving throw succeeds, the attack is just a normal backstab. Once the assassin has completed the 3 rounds of study, she must make the death attack within the next 3 rounds.

If a death attack is attempted and fails (the victim makes her save) or if the assassin does not launch the attack within 3 rounds of completing the study, 3 new rounds of study are required before she can attempt another death attack.

REPUTATION (EX)

An assassin's reputation as a ruthless killer lends her a great deal of street credibility and helps her land the lucrative jobs. At 5th level, she gains a +1 bonus on Diplomacy checks to find "work." In addition, she may add this bonus as a competence bonus on all Intimidate checks. Every five levels thereafter, this bonus increases by +2 (+3 at 10th, +5 at 15th, and +7 at 20th level).

Uncanny Dodge (Ex)

Starting at 6th level, the assassin can react to danger before her senses would normally allow her to do so. She retains her Dexterity bonus to AC (if any) even if she is caught flat-footed or struck by an invisible attacker. However, she still loses her Dexterity bonus to AC if immobilized.

If the assassin already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

RUTHLESS (EX)

At 7th level, the assassin no longer provokes attacks of opportunity when making coup de grace attacks. She is quick and business-like when snuffing the life from a foe. In addition, as a 1 round action, the assassin can kill her opponent brutally. This functions exactly like a normal coup de grace attack, but the assassin provokes attacks of opportunity as normal and the DC to resist this attack increases by 5.

GREATER POISON USE (EX)

By 9th level, the assassin has learned to apply poison more quickly to her weapons. She may apply contact or injury poisons to a weapon as a move action. Alternatively, she may apply these poisons as a swift action, but the save DC to resist these toxins decreases by 5.

STALKER (EX)

Also at 9th level, when hiding and moving more than half but less than full speed, the assassin takes no penalty to Stealth checks. When running (but not when attacking or charging), the penalty to her Stealth checks drops to -10.

IMPRODED AMBUSH (EX)

Starting at 10th level, the assassin may add her Intelligence bonus (if any) to her attack and damage rolls whenever she flanks an opponent as well as when she is attacking a flat-footed opponent. In addition, when making a death attack, she may sacrifice 1d6 points of backstab damage to increase the save DC to resist the attack by 2.

Uncanny Sníper (Ex)

Whenever the assassin has successfully hidden from an opponent that is at least 10 feet away, she can make one ranged attack and then immediately make a Hide check to conceal her position. She takes a -10 penalty to this check instead of the normal -20.

IMPROVED UNCANNY DODGE (EX)

At 12th level, the assassin can no longer be flanked. This defense denies rogues the ability to use sneak attack (or similar extra damage effects) against the assassin when they flank her, unless they has at least four more rogue levels than she has assassin levels.

If the assassin already has uncanny dodge (see above) from a second class, she automatically gains improved uncanny dodge instead, and the levels from the classes that grant uncanny dodge stack to determine the minimum rogue level required to flank her.

HÍÞE ÍN PLAÍN SÍGHT (EX)

Beginning at 13th level, the assassin can use the Stealth skill even while being observed. As long as she is within 10 feet of some sort of

shadow, she may hide herself from view in the open without having anything to actually hide behind. She cannot, however, hide in her own shadow.

Poison Use Mastery (Ex)

At 15th level, the assassin may apply poison to a weapon as a swift action without reducing the poison's save DC. In addition, if she spends a standard action to apply poison to a weapon, the weapon retains its virulence for two successful hits or two touches.

Grípplíng Stríke (Ex)

Starting at 16th level, the assassin can backstab opponents with such precision that her blows weaken and hamper them. An opponent damaged by one of her backstabs also takes 2 points of Strength damage. Ability points lost to damage return on their own at the rate of 1 point per day for each damaged ability.

BLÍNDSENSE (EX)

Upon attaining 18th level, the assassin's senses have become so acute that she can now notice things she cannot see. She usually does not need to make Perception checks to pinpoint the location of a creature within range of her blindsense ability, provided she has line of effect to that creature. Any opponent she cannot see still has total concealment against her, and she still has the normal miss chance when attacking foes that have concealment. Visibility still affects her movement. The assassin is still denied her Dexterity bonus to Armor Class against attacks from creatures she cannot see.

SHAPOW STRÍKE (EX)

Finally, at 19th level, whenever the assassin successfully kills, disables, or reduces an opponent's hit points below 0, she may make a Hide check as a swift action and move up to 10 feet in any direction. To use this ability, the assassin must be within 10 feet of a shadow. As with hide in plain sight, she cannot hide in her own shadow.

- GORSAÍR ·

"The treasure's nice and all, but it's the thrill that keeps me coming back to kick in the teeth of my enemies."

-Bloody Lucille, Corsair

Pirate, buccaneer, adventurer—the corsair is all these things and more. The consummate adventurer, the corsair laughs in the face of danger, throws caution to the wind, and somehow escapes harm even in the most desperate of situations. Whether riding the waves on the deck of a swift schooner or swinging from a chandelier in a great hall, the corsair lives for the thrill of danger.

The corsair is, at heart, a combatant. Unlike other martial characters, she eschews heavier armors in favor of speed and mobility. To compensate for her lighter armor, she uses every trick she can to overcome her opponents. At first, she comes to rely on unfair fighting techniques to slip past defenses and land crippling wounds. As she grows in power, she becomes more comfortable in unstable environments, fighting with finesse anywhere, from the rigging of a ship to the rolling deck of a galleon in a storm-tossed sea.

GREATING A GORSAIR

The corsair is a fast, agile combatant, capable of delivering devastating damage under the right circumstances. Maneuverability is the corsair's

strength, slipping past the enemies' front lines to wreak havoc from behind, similar to how a rogue functions in combat. In addition, most corsairs are charismatic, having strong personalities that aid them in positions of leadership.

€BÍLÍTÍES

A high Dexterity is the corsair's most important ability, as she is restricted to light armor, and many of her class skills rely on this ability. Charisma is also important, for both skills and her reckless abandon class feature. As a combatant, though, no corsair should overlook her Strength and Constitution to see her through to the end of a fight.

RACES

Half-elves and humans are the most common corsairs as they find it easy to sever their ties to family and homeland. Halflings also make for great corsairs, being naturally athletic and prone to a nomadic existence. Likewise, elves have a natural gift of agility allowing them to navigate the ships and develop skills at swordplay that put their human and half-elven counterparts to shame. Dwarves and half-orcs generally lack the personality or wit to make good corsairs. Among the planetouched, both aasimars and tieflings do well in this class. Aasimars excel because they are naturally charismatic, while tieflings have the advantage of quick minds and incredible reflexes.

TABLE 2-2: THE GORSAIR (HIT DIE: PIO)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+2	+0	Bonus feat, dirty fighting +1d4
2nd	+2	+3	+3	+0	Corsair's luck 1/day
3rd	+3	+3	+3	+1	Sea Legs
4th	+4	+4	+4	+1	Canny defense
5th	+5	+4	+4	+1	Bonus feat, dirty fighting +2d4
6th	+6/+1	+5	+5	+2	Rope Monkey, uncanny dodge
7th	+7/+2	+5	+5	+2	Corsair's luck 2/day
8th	+8/+3	+6	+6	+2	Improvised weapon fighting
9th	+9/+4	+6	+6	+3	Fast on your feet
10th	+10/+5	+7	+7	+3	Bonus feat, dirty fighting +3d4
11th	+11/+6/+1	+7	+7	+3	Improved uncanny dodge
12th	+12/+7/+2	+8	+8	+4	Corsair's luck 3/day
13th	+13/+8/+3	+8	+8	+4	—
14th	+14/+9/+4	+9	+9	+4	Defensive roll
15th	+15/+10/+5	+9	+9	+5	Bonus feat, dirty fighting +4d4
16th	+16/+11/+6/+1	+10	+10	+5	Greater improvised weapon fighting
17th	+17/+12/+7/+2	+10	+10	+5	Corsair's luck 4/day
18th	+18/+13/+8/+3	+11	+11	+6	Uncanny tumbler
19th	+19/+14/+9/+4	+11	+11	+6	Uncanny balance
20th	+20/+15/+10/+5	+12	+12	+6	Bonus feat, dirty fighting +4d4

Class Skills: Acrobatics, Appraise, Bluff, Climb, Diplomacy, Escape Artist, Intimidate, Knowledge (geography), Perception, Profession (sailor), Sense Motive, and Swim

Skill Ranks per Level: 4 + Int modifier

ALÍGNMENT

Though corsairs may be of any alignment, chaotic corsairs are by far the most common. It takes a free spirit to leave everything behind and embrace a life of adventure. In ethical terms, corsairs are drawn neither toward good or evil, as this class attracts the best and worst of people.

Starting Gold: 4d6 × 10 gp (140 gp) Starting Age: As rogue

GLASS FEATURES

All of the following are class features of the corsair class.

Weapon and Armor Proficiency

Corsairs are proficient with all simple and martial weapons, light armor, and the buckler.

Bonus Feat

At 1st level, a corsair selects a bonus feat from the following list. She must meet all the prerequisites for that feat. At 5th level, and every five levels thereafter, she selects another bonus feat from the list for that level or any earlier levels at which she gains a bonus feat.

1st-Level Bonus Feat: Acrobatic, Agile Maneuvers, or Athletic.

5th-Level Bonus Feat: Combat Expertise, Improved Unarmed Strike, or Weapon Finesse.

10th-Level Bonus Feat: Improved Feint, Spring Attack, or Two-Weapon Fighting.

15th-Level Bonus Feat: Greater Two-Weapon Fighting, Improved Disarm, or Whirlwind Attack.

20th-Level Bonus Feat: Any fighter bonus feat.

DÍRTY FÍGHTÍNG

If a corsair can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage. Her attack deals extra damage any time her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not) or when she flanks her target. This extra damage is 1d4 at 1st level, and it increases by +1d4 at 5th level and again every five levels thereafter. Should she score a critical hit with dirty fighting, this extra damage is not multiplied. Ranged attacks can count as dirty fighting only if the target is within 30 feet.

With a sap (blackjack) or an unarmed strike, a corsair can use dirty fighting to deal nonlethal damage instead of lethal damage. Unlike the rogue's sneak attack, a corsair can use any weapon to deal nonlethal damage with dirty fighting by taking a -4 penalty to the attack roll.

A corsair must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. She cannot use dirty fighting while striking a creature with concealment or striking the limbs of a creature whose vitals are beyond reach.

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

Gorsair's Luck (Ex)

A corsair has an uncanny ability to escape danger unscathed. Starting at 2nd level, she can use corsair's luck to add one-half her class level (maximum +10) as an insight bonus to any attack roll, ability or skill



check, or saving throw. She need not declare the use of this ability prior to the roll, however, she must declare use before the GM announces the success or failure of the roll.

Sea Legs (Ex)

At 3rd level, a corsair gains Sea Legs as a bonus feat. She need not meet the prerequisites to gain this feat.

Ganny Defense (Ex)

Starting at 4th level, a corsair can add her Charisma bonus (if any) as a dodge bonus to her Armor Class. She retains this bonus even if caught flat-footed. She loses this bonus, however, if she wears medium or heavy armor or carries a heavy load.

Rope Monkey (EX)

At 6th level, a corsair gains Rope Monkey as a bonus feat. She need not meet the prerequisites to gain this feat.

Uncanny Dodge (Ex)

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

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

Improvised Weapon Fighting (Ex)

A corsair can use just about anything as a weapon. Beginning at 8th level, she takes only a -2 penalty on attack rolls when fighting with an

improvised weapon or a weapon with which she is not proficient. In addition, when fighting with a weapon inappropriately sized for her, the corsair takes only a -1 cumulative penalty per size difference.

FAST ON YOUR FEET (EX)

At 9th level, the corsair can maneuver more easily. In place of taking a 5-foot step, she can immediately exchange positions with an adjacent ally.

IMPROVED UNCANNY DODGE (EX)

Upon attaining 11th level, the corsair can no longer be flanked, denying opponents from dealing sneak attack damage (or similar extra damage effects) to her when flanking, unless the attacker has at least four more levels than she does. If the corsair already has improved uncanny dodge from a second class, the levels from the classes that grant uncanny dodge stack to determine the minimum level required to flank her.

Defensíve Roll (Ex)

Starting at 14th level, the corsair can roll with a potentially lethal blow to take less damage from it than she otherwise would. Once per day, when she would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other blow, not a spell or special ability), the corsair can attempt to roll with the damage. To use this ability, the corsair must attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, she takes only half damage from the blow; if it fails, she takes full damage. She must be aware of the attack and able to react to it in order to execute her defensive roll—if she is denied her Dexterity bonus to AC, she can't use this ability. If the corsair has evasion from another class, it does not apply to the defensive roll since this effect would not normally allow a character to make a Reflex save for half damage.

GREATER IMPROVISED WEAPON FIGHTING (EX)

The corsair can use just about anything as a weapon. At 16th level, she never takes a penalty to attack rolls made with an improvised weapon, nor does she take a penalty when fighting with a weapon one size larger than her. The corsair does, however, take a -1 penalty to attack rolls when using weapons more than one size larger or smaller, such as a Medium corsair fighting with a Tiny greatsword or Huge dagger. Finally, when fighting with a weapon with which she is not proficient, the corsair takes only a -1 penalty to attack rolls.

NCANNY TUMBLER (EX)

At 18th level, a corsair gains a +5 bonus on Acrobatics checks. When making an Acrobatics check to tumble, the corsair's movement is not

- MONSTER HUNTER -

"After they sacked my people's hold, slaughtered our women, enslaved our children, and desecrated our temples, I had no choice. My life would be spent hunting and killing goblins. Sure, along the way, I've learned to diversify a bit, but killing goblins is my specialty.

-Udren Swifthammer, Monster Hunter

It's a dangerous world, one filled with countless terrors, and horrid monsters lurking on the fringes of civilization with no goal beyond slaughter and rapine. Countless raids and endless warfare breed hatred and resentment in the victims, and on occasion one rises, committing his life to the ruination of his people's enemies. The monster hunter is this individual-a gritty warrior who uses cunning and a focused set of abilities to defeat these opponents and rid the world of the danger they present. Whether destroying demons, removing infestations of monstrous spiders, or hunting down ogres, there's a monster hunter for every horror.

A monster hunter develops a set of abilities tied to a particular inclination and character concept. You can focus your development to defeat one type of monster or develop a broad set of talents to take on several different types of monsters. Skilled with a variety of weapons, you are as capable in combat as other martial characters. While there are advantages to a focused approach, there are great benefits to developing skills to combat several different types of monsters. Being diversely trained lets you know what to look for and so you are less likely to be surprised when a creature attacks. However, such diversity prohibits you from developing the best abilities provided by this class.

GREATING A Monster Hunter

The monster hunter is a specialized warrior, one that develops a set of unique abilities to better combat the enemies he fights. A monster hunter has access to a broad range of specialties, letting him pick his class features to respond to the nature of his adventures and the character of his foes. Should the monster hunter train his focus on one type of creature, he develops powerful abilities quickly, but at the expense of other class features. Or, the monster hunter can diversify, delaying access to the most powerful abilities, but learning to apply their knowledge to survive a variety of situations.

penalized, so each square of movement she tumbles through costs only 1 square of movement. In addition, as an immediate action, she can substitute an Acrobatics check for a Reflex save and if she succeeds, she may move up to one-half her speed. She must wait 5 rounds between each substitution use of this ability.

Uncanny Balance (Ex)

At 19th level, the corsair may always take 10 on an Acrobatics checks to balance even if rushed or threatened. When making such Acrobatics checks, roll twice and take the better result. She never loses her Dexterity bonus to AC while being attacked when balancing, and she takes no penalty for accelerated movement while balancing. Finally, when opposing a combat maneuver to trip or bull rush, she may substitute an Acrobatics check for her Strength or Dexterity check. She must wait 5 rounds between each substitution use of this ability.

ABÍLÍTÍES

Intelligence is the key ability for many of the monster hunter's class features. As a combat character, monster hunters should never neglect Strength and Dexterity to improve their capabilities with weaponry, and Constitution to allow them to stay standing in long and deadly combats.

RACES

Monsters prey on all creatures, even evil ones. Thus monster hunters can be of any race from elf to troglodyte. Elves tend to crusade against drow and orcs, while dwarves and gnomes oppose giants and goblinoids. Humans, being the most ambitious, may take on fiends or dragons. Among the savage races, the drow are the most likely to become monster hunters, though not to kill, but rather to enslave.

ALÍGNMENT

Good monster hunters develop abilities to destroy noteworthy evil creatures like demons, many dragons, undead, and dangerous magical beasts. Evil monster hunters focus on good outsiders, humanoids, fey, and good dragons. Also, laws often interfere with a monster hunter's tactics, forcing him to circumvent them. Monster hunters are famous for discarding custom and laws, breaking into sealed vaults, churches, or castles to get at their prey. As a result, few monster hunters are lawful.

Starting Gold: 5d6 ' 10 (175 gp) Starting Age: As ranger

GLASS FEATURES

All of the following are class features of the monster hunter class.

WEAPON AND ARMOR PROFÍCÍENCY

Monster hunters are proficient with all simple and martial weapons, light and medium armors, and shields (but not tower shields).

MONSTER LORE

Having studied a number of subjects and creatures, monster hunters have become well-versed in the special attacks, defenses, and vulnerabilities of the foes he hunts. The monster hunter may

TABLE 2-3: THE MONSTER HUNTER (HIT DIE: PIO)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+2	Monster lore, expert tracker
2nd	+2	+3	+0	+3	Monster specialist
3rd	+3	+3	+1	+3	Monster sense
4th	+4	+4	+1	+4	Monster specialist
5th	+5	+4	+1	+4	Danger sense
6th	+6/+1	+5	+2	+5	Monster specialist
7th	+7/+2	+5	+2	+5	Hit 'em hard +1
8th	+8/+3	+6	+2	+6	Monster specialist
9th	+9/+4	+6	+3	+6	Cause pain +1
10th	+10/+5	+7	+3	+7	Monster specialist
11th	+11/+6/+1	+7	+3	+7	Strong defense +1
12th	+12/+7/+2	+8	+4	+8	Monster specialist
13th	+13/+8/+3	+8	+4	+8	Hit 'em hard +2
14th	+14/+9/+4	+9	+4	+9	Monster specialist
15th	+15/+10/+5	+9	+5	+9	Cause pain +2
16th	+16/+11/+6/+1	+10	+5	+10	Monster specialist
17th	+17/+12/+7/+2	+10	+5	+10	Strong defense +2
18th	+18/+13/+8/+3	+11	+6	+11	Monster specialist
19th	+19/+14/+9/+4	+11	+6	+11	Hit 'em hard +3
20th	+20/+15/+10/+5	+12	+6	+12	Monster specialist

Class Skills: Climb, Diplomacy, Disable Device, Handle Animal, Intimidate, Knowledge (all skills, taken individually), Linguistics, Perception, Ride, Sense Motive, Stealth, Survival, Swim, and Use Rope.

Skill Ranks per Level: 4 + Int modifier

add his class level to his Knowledge skill when making a check to learn some piece of relevant information, as long as he has at least one rank in that skill. For information on the Knowledge skill and the monsters related to particular categories, see the **Knowledge and Monsters** sidebar.

EXPERT TRACKER (EX)

A monster hunter possesses great skill at locating his quarry. At first level, he gains a +2 bonus to Survival checks made to track.

Monster Specialist

The monster hunter's training gives him a variety of techniques with which he can overcome just about any kind of monster. However, he develops specific talents that lend themselves to defeating monsters of a particular type. As the monster hunter advances, he can further specialize, increasing his skills against a monster type, or diversify, developing tools to help defeat several different types of foes.

KNOWLE	PGE & MONSTERS
Knowledge	Monsters
Arcana	Constructs, dragons, magical beasts
Dungeoneering	Aberrations, oozes
Local	Humanoids
Nature	Animals, fey, giants, monstrous humanoids, plants, vermin
Religion	Undead
The Planes	Elementals, outsiders

Starting at 2nd level, the monster hunter selects a specialization from any of the following: aberration hunter, animal hunter, construct hunter, dragon hunter, elemental hunter, fey hunter, humanoid hunter, magical beast hunter, monstrous humanoid hunter, ooze hunter, outsider hunter, plant hunter, undead hunter, or vermin hunter. He gains the apprentice ability of the specialization. Every other level thereafter, the monster hunter may select a new specialization or improve an existing one, gaining the journeyman ability or master ability. He retains all benefits of lower levels of specialization. Gaining mastery in a specialty confers additional benefits to all abilities as presented in each description.

ABERRATION HUNTER

"Aberrations, well... They just shouldn't exist. And it's my job to make that so."

Sense Aberrations (Apprentice) (Su): At will, as a standard action, the monster hunter can automatically sense the presence or absence of aberrations within a 30-foot radius. After a second round of concentration—another standard action—he can detect the number of aberrations and the strength of the strongest aberration present. If he concentrates for a third round, the monster hunter can detect the strength and location of each aberration. If an aberration is outside his line of sight, the monster hunter discerns its direction, but not its exact location.

HD	Strength
1 or less	Faint
2-4	Moderate
5-10	Strong
11 or higher	Overwhelming

Mastery: Once the monster hunter achieves mastery in this specialty, the range of this ability extends out to 60-feet.

Smite Aberration (Journeyman) (Su): Once per day, the monster hunter may make a special smite attack with a normal attack that applies only to aberrations. He adds his Intelligence bonus to the attack roll, and on a successful hit, the monster hunter deals extra damage equal to his class level.

Mastery: The monster hunter may make a number of smite attacks per day equal to his Intelligence bonus (minimum 1).

Thwart Aberration (Master) (Ex): Whenever targeted by an aberration's spell, spell-like, or supernatural ability, the monster hunter may add his Intelligence bonus (if any) to his saving throw. Furthermore, if the save has a reduced effect for a successful save, such as Will partial or Reflex half, and the monster hunter succeeds on the saving throw, he instead takes no damage and is unaffected by the ability.

ANIMAL HUNTER

"So there I was, creeping through the tall grasses... (losing on my prey, Kojimbo, a terrible lion of fierce mien. It proved the better of every other hunter who tried to take it down, but then it had never met me before..."

Detect Animals (Apprentice) (Sp): At will, as a standard action, the monster hunter can cast *detect animals or plants* (animals only) as a caster equal to his class level.

Mastery: The monster hunter may use this ability as a swift action.

Wilderness Lore (Journeyman) (Ex): When making Survival checks to get along in the wild, the monster hunter can move up to three-quarters of his overland speed while hunting and foraging. In addition, he can provide food and water for two people for every 2 points by which the check exceeded 10. Finally, the monster hunter may add his Intelligence bonus to all Perception and Survival checks when tracking an animal.

Mastery: Animals are considered one size smaller when grappling with the monster hunter.

Beastmaster (Master) (Sp): The monster hunter gains the ability to cast a small number of spells as spell-like abilities. He may cast *calm animals, hide from animals,* and *hold animal,* each once per day. His caster level equals his class level. The save DCs for these spells are Intelligence-based.

GONSTRUCT HUNTER

"The machine is but a tool. But when given life, or a semblance of life, it is a danger to all."

Agility (Apprentice) (Ex): The monster hunter gains a +2 dodge bonus to AC against attacks of opportunities caused when he moves out of or within a construct's threatened area. A condition that makes the monster hunter lose his Dexterity bonus to Armor Class (if any) also makes him lose his dodge bonus. Like all dodge bonuses, this ability stacks with the Mobility feat.

Mastery: The monster hunter's dodge bonus increases to +4.

Tough (Journeyman) (Ex): The monster hunter need never make a save against massive damage from attacks made by a construct. In addition, he gains a +2 insight bonus to saves against a construct's special attacks.

Mastery: The monster hunter's insight bonus to saving throws against a construct's special attacks increases to +4.

Rend Dweomer (Master) (Su): The monster hunter may make a special touch attack to scramble the magical energy that grants a

construct the semblance of life. On a successful attack, he deals 1d6 points of damage per class level (maximum 10d6). The monster hunter must wait 5 rounds between each use of this ability.

DRAGON HUNTER

"I kill dragons. You might call it foolish... Mebbe brave. I don't know. But I can tell you this. There ain't nothin' more scary than a ticked-off red blowing fire up your arse."

Grit (Apprentice) (Ex): The monster hunter may add his Intelligence bonus to all saving throws against fear.

Mastery: The monster hunter is immune to all fear effects.

Evasion (Journeyman) (Ex): Whenever the monster hunter makes a successful Reflex save against an attack that normally deals half damage on a successful save, he instead takes no damage. The monster hunter can only use this ability when wearing light or no armor. He cannot use evasion if helpless or somehow prevented from moving.

Mastery: The monster hunter gains improved evasion. This works like evasion, except that while the monster hunter still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless monster hunter does not gain the benefit of improved evasion.

True Strike (Master) (Sp): The monster hunter may cast *true strike* as a spell-like ability. He must wait 5 rounds between each use of this ability. The monster hunter's caster level equals his class level.

ELEMENTAL HUNTER

"We mortals have the Material Plane and elementals have the Elemental Planes. We don't belong in their world, and they most certainly do not belong in ours."

Resist Energy (Apprentice) (Sp): The monster hunter may cast the *resist energy* spell as an immediate action. This ability functions exactly as the spell, but he is limited to acid, cold, electricity, or fire, and the monster hunter may only use this ability when he would take damage of one of the aforementioned energy types. The benefits last for a number of rounds equal to his Intelligence bonus (minimum 1 round) or until discharged, whichever occurs first, and he must wait 5 rounds in between each use of this ability.

Mastery: The monster hunter may cast *protection from energy* instead of *resist energy*, subject to the same limitations as described above.

Elemental Weapon (Journeyman) (Su): As a standard action, the monster hunter can cause a melee weapon he is wielding to become wreathed with energy. He may select one energy type from any of the following: acid, cold, electricity, or fire. On a successful hit, the weapon deals 1d6 points of the appropriate energy damage. This effect lasts for a number of rounds equal to the monster hunter's Intelligence bonus (minimum 1 round). The monster hunter must wait 5 rounds between each use of this ability.

Mastery: An affected weapon deals an additional 3d6 points of damage of the appropriate type on a confirmed critical hit.

Anti-elemental Aura (Master) (Su): The monster hunter emits an aura uncomfortable to elementals. The aura emanates 10 feet per point of his Intelligence bonus (minimum 10 feet). All elementals within the area take a -2 penalty to attack and damage rolls, saves, and checks. They lose this penalty if they move out of the range of the monster hunter's aura.



Fey Hunter

"Pesky little bastards, I can't stand their jokes, pranks, and especially that hell-cursed singin'. Kill 'em all, I say."

Sharp Senses (Apprentice) (Ex): The monster hunter gains a +2 competence bonus on Perception checks. In addition, he gains a +2 bonus to Will saves against illusions.

Mastery: The bonus on Perception checks and saves against illusions increases to +4.

Spell Resistance (Journeyman) (Su): The monster hunter gains spell resistance equal to 5 + his class level (maximum 15).

Mastery: The monster hunter's spell resistance equals 5 + his class level (no maximum).

See Invisibility (Master) (Sp): The monster hunter is always under the effect of a *see invisibility* spell. This spell may be dispelled, but he can reactivate it as a swift action.

GIANT HUNTER

"The bigger they are ... "

Giant Slayer (Apprentice) (Ex): The monster hunter gains a +1 bonus on attack rolls made to hit giants. In addition, he gains a +2 dodge bonus to Armor Class against giants. Any time the monster hunter loses his Dexterity bonus (if any) to Armor Class, such as when caught flat-footed, he loses this dodge bonus too.

Mastery: The bonus to attack rolls increases to +2.

Diehard (Journeyman): The monster hunter gains the Diehard feat as a bonus feat. He need not meet the prerequisites for this feat.

Mastery: The monster hunter gains Toughness as a bonus feat.

Seize Opportunity (Master) (Ex): Whenever a giant attacks and misses the monster hunter, he may immediately move up to one-half his movement as an immediate action. Movement from this ability does not provoke attacks of opportunity.

HUMANOIP HUNTER

"Orcs. They're no better than rabid dogs, unfit for anything. They ravage the countryside, despoil our women, steal our crops, children, and whatever they want to take. It's time we took a stand. I won't stop until every last orc is dead."

The monster hunter may select this type of hunter multiple times. The effects do not stack. Each time, select a new humanoid subtype.

Favored Enemy (Apprentice) (Ex): Select one subtype of humanoid from any of the following: aquatic, dwarf, elf, goblinoid, gnoll, gnome, halfling, human, orc, or reptilian. Against this subtype, the monster humter gains a +2 bonus on Bluff, Perception, Sense Motive, and Survival checks. Likewise, the monster hunter gets a +2 bonus on weapon damage rolls against such creatures. This ability stacks with a ranger's favored enemy class feature.

Mastery: The monster hunter's favored enemy bonus increases by +2.

Smite Humanoid (Journeyman) (Su): Once per day, the monster hunter may make a smite attack against a humanoid with a subtype that he selected for his apprentice ability using one normal melee attack. The monster hunter adds his Intelligence bonus (if any) to his attack roll and he deals 1 extra point of damage per class level. If the monster hunter accidentally smites a creature that is not a humanoid of the appropriate subtype, the smite has no effect, but the ability is still used up for that day. Mastery: The monster hunter may use this ability twice per day.

Hold Humanoid (Master) (Sp): For a number of times per day equal to his Intelligence bonus (minimum 1/day), the monster hunter may cause a single humanoid creature of a subtype that he selected for his apprentice ability to become immobile unless that creature succeeds on a Will save (DC 13 + the monster hunter's Intelligence modifier). An affected creature functions as if under the effects of a *hold person* spell and is entitled to a new save each round to break free from the effect. The monster hunter's caster level equals his class level.

Magical Beast Hunter

"Sure, dragons are tough. So are giants, even demons and their ilk. But there's a slew of critters just as nasty. Ever hear of the dragonne? It flies, sucks the will to fight right out of you, and can rip a grown man into bloody chunks in mere seconds."

Hardy (Apprentice) (Ex): As an immediate action, the monster hunter may add his Intelligence bonus (if any) as an insight bonus to any one saving throw. He must wait 5 rounds between each use of this ability.

Mastery: The monster hunter gains a +1 insight bonus on all saves.

Evasion (Journeyman) (Ex): The monster hunter gains evasion. This ability functions exactly as described under the journeyman ability of the dragon hunter. If the monster hunter already has evasion, he gains improved evasion instead.

Mastery: The monster hunter gains improved evasion. This works like evasion, except that while the monster hunter still takes no damage on a successful Reflex saving throw against attacks, he henceforth takes only half damage on a failed save. A helpless monster hunter does not gain the benefit of improved evasion.

Dreadful Blow (Master) (Ex): As a full-round action, the monster hunter may make a single attack against a magical beast using his highest base attack bonus. If the attack hits, in addition to normal damage, the magical beast must succeed on a Fortitude save (DC 10 + one-half the monster hunter's class level + his Intelligence modifier) or lose access to all supernatural abilities for a number of rounds equal to the monster hunter's Intelligence bonus. The monster hunter must wait 5 rounds between each use of this ability.

MONSTROUS HUMANOID HUNTER

"I slay minotaurs. Abominations, every one, the gods did not intend for such an unholy union of man and beast."

Expert Tracker (Apprentice) (Ex): The monster hunter may add his Intelligence bonus (if any) as an insight bonus on all Survival checks. In addition, when fighting monstrous humanoids, he gains a +2 bonus on damage rolls.

Mastery: The damage bonus increases to +4.

Incredible Toughness (Journeyman) (Ex): The monster hunter gains +1 hit point per class level. This bonus is retroactive.

Mastery: The monster hunter gain Great Fortitude as a bonus feat. If he already has this feat, he instead gains Toughness.

Crippling Attack (Master) (Ex): As a full-round action, the monster hunter may make a single attack against a monstrous humanoid using his highest base attack bonus. If the attack hits, in addition to normal damage, the creature must succeed on a Fortitude save (DC 10 + one-half the monster hunter's class level + his Intelligence modifier) or take Constitution damage equal to 1 + the monster hunter's Intelligence bonus (minimum 2 points of damage). The monster hunter must wait 5 rounds between each use of this ability.

OOZE HUNTER

"I call myself a cleaner. When I see a spill, I'll wipe it up. An ooze is a lot like a spill, but uglier."

Resistance to Acid (Apprentice) (Ex): The monster hunter gains resistance to acid 5.

Mastery: The monster hunter's resistance to acid increases to 10 and he may add his Intelligence bonus (if any) to all saving throws against paralysis.

Turn Ooze (Journeyman) (Su): For a number of times per day equal to his Intelligence bonus (minimum 1/day), the monster hunter can turn oozes. This ability otherwise functions exactly as if the monster hunter were a cleric with the Turn Undead feat.

Mastery: The monster hunter gains 3 additional uses of this ability per day.

Expert Grappler (Master) (Ex): The monster hunter gains Improved Grapple as a bonus feat. If he already has this feat, he may instead add his Intelligence bonus on grapple checks.

OUTSIDER HUNTER

"We have our place, they have theirs. Get off my plane, demon!"

The monster hunter may select this type of hunter multiple times. The effects do not stack. Each time, select a new outsider subtype.

Align Weapon (Apprentice) (Sp): Select one of the following subtypes: chaotic, evil, good, or lawful. As an immediate action, the monster hunter may add the opposite subtype—good to fight evil, chaos to fight law—as a damage descriptor to his weapon for the purposes of overcoming damage reduction. The weapon remains aligned for a number of rounds equal to his Intelligence bonus (minimum 1).

Mastery: The monster hunter may cast the *align weapon* spell as a spell-like ability for a number of times per day equal to his Intelligence bonus (minimum 1/day).

Turn Outsider (Journeyman) (Su): For a number of times per day equal to his Intelligence bonus (minimum 1/day), the monster hunter can turn outsiders of the subtype he selected for his apprentice ability. Thus ability otherwise functions exactly as if the monster hunter were a cleric with the Turn Undead feat.

Mastery: The monster hunter gains 3 additional uses of this ability per day.

Dimensional Interference (Master) (Su): The monster hunter emits an aura out to a range of 10 feet per point of his Intelligence bonus (minimum 10 ft.). Outsiders of his selected type that attempt to cast conjuration spells or use conjuration spell-like abilities must first succeed on an opposed level check against him. If the monster hunter beats the outsider's check result, their spell or spell-like effect fails. This ability is always active, though the monster hunter can suppress it for a round as a standard action.

PLANT HUNTER

"I suppose you could call me a gardener. Make no mistake though; plants are nasty. I learned the hard way after cutting myself free out of the gullet of one of these bastards."

Detect Animals or Plants (Apprentice) (Sp): As a standard action, the monster hunter can cast *detect animals or plants* (plants only) as a caster equal to his class level.

Mastery: The monster hunter may cast this spell as a swift action.

Blight Touch (Journeyman) (Su):

As a standard action, the monster hunter may make a single melee touch attack against a plant creature. If he hits the creature, it takes 1d6 points of damage per point of his Intelligence bonus (minimum 1d6). The monster hunter must wait 5 rounds between each use of this ability.

Mastery: Damage dealt by blight touch increases to 1d8 points of damage per point of the monster hunter's Intelligence bonus (minimum 1d8).

Repel Plants (Master) (Su): Plants sense danger from the monster hunter and will not willingly approach him. Any plant creature that's within the range of the monster hunter's presence (10-foot radius per point of his Intelligence bonus, minimum of 10 feet) takes a -4 penalty to attack and damage rolls, saves, and checks.

Unpead Hunter

"When I woke, everyone I knew was dead. That night, they rose from their shallow graves and tore apart the livestock. When my bloated mother came for me, I knew what I had to do."

Turn Undead (Apprentice) (Su): For a number of times per day equal to the monster hunter's Intelligence bonus (minimum 1/day), he can turn undead. This ability otherwise functions exactly as if the monster hunter were a cleric with the Turn Undead feat. If he can already turn undead, his monster hunter levels stack with his other levels for the purposes of determining the saving throw DC. The monster hunter gains no other benefits, such as the ability to channel energy or convert spells to healing.

Mastery: The monster hunter gains 3 additional uses of this ability per day.

Ghost Touch Weapon (Journeyman) (Su): For a number of rounds per day equal to his Intelligence bonus (minimum 1 round), the monster hunter may grant a magic weapon the *ghost touch* ability, allowing him to hit incorporeal creatures. Granting the weapon this property is a swift action. Granting this property to a ranged weapon confers the benefit onto its ammunition.

Mastery: Any weapon the monster hunter wields counts as having the *ghost touch* property.

Turn Vulnerability (Master) (Sp): Undead sense danger from the monster hunter and will not willingly approach him. Any undead creature that's within the range of his influence (10-foot radius per point of his Intelligence bonus, minimum of 10 feet) counts as having 2 Hit Dice fewer than it actually has for the purposes of resolving turn or rebuke undead attempts.

Dermín Hunter

"Im more than just an exterminator. I have the walnuts to take on the big ones. Problems with giant ants? Beetles? Maggots? Flies? Wasps? Im the man for the job." Poison Resistance (Apprentice) (Ex): The

monster hunter may add his Intelligence bonus (minimum +1) to all saves against poison. In addition, he may add his Intelligence bonus as an insight bonus on Escape Artist checks.

Mastery: The monster hunter become immune to poison that originates from vermin creatures.

Turn Vermin (Journeyman) (Su): For a number of times per day equal to his Intelligence bonus (minimum 1/day), the monster hunter can turn vermin. This ability otherwise functions as if the monster hunter were a cleric with the Turn Undead feat.

Mastery: The monster hunter gain 3 more uses of this ability per day.

Hide from Vermin (Master) (Sp): Vermin have a difficult time sensing the monster hunter's presence. He gains concealment (20% miss chance) against all attacks made by vermin.

Monster Sense (Ex)

At 3rd level, the monster hunter gains a +1 bonus per different specialized foe to Perception and Survival checks. Thus, a monster hunter with two specialized foes (*i.e.* humans and vermin) gains a +2 bonus to these checks, while a monster hunter with five gains a +5 bonus.

DANGER SENSE (EX)

At 5th level, the monster hunter gains a +1 bonus to initiative checks per specialized foe. Thus, a monster hunter with three different specialized foes (dragons, orcs, and undead for example) gains a +3 bonus to initiative checks.

HIT 'EM HARP (EX)

At 7th level, the monster hunter gains a +1 bonus to attack rolls made against any creatures types for which he has the monster specialist ability. This ability is retroactive, such that if he selects a new creature type at 8th level, the bonus applies. The bonus increases to +2 at 13th level and +3 at 19th level.

GAUSE PAIN (EX)

Beginning at 9th level, the monster hunter learns to inflict great pain upon his chosen foes. Whenever he inflicts damage with a melee or ranged weapon, the monster hunter inflicts an additional +1 point of damage to any creature whose type is one he has selected with the monster specialist ability. This ability is retroactive, such that if he selects a new creature type at 10th level, the bonus applies. The bonus increases to +2 at 15th level.

STRONG DEFENSE (EX)

At 11th level, the monster hunter has a better chance to shake off the special abilities and spells of his chosen enemies. He adds +1 to all his saving throws against any effect from a creature whose type he has selected with the monster specialist ability. This ability is retroactive, such that if he selects a new creature type at 12th level, the bonus applies. The bonus increases to +2 at 17th level.

~ NOBLE ~

"My words are my weapons, my wit my armor. You may have strength, speed, and talent with that steel bar of yours, but can you face my mind?"

-Elise Grosette, ex-Councilor

The noble is the king of interaction; he is the social elite, the commander of soldiers, the master of information, and the handler of political power, all rolled into one. In many fantasy campaigns, the noble is the member of the ruling class who, by birthright, has been tasked with governing the commoners under his influence. Similarly, nobles can be classified as anyone in a position of leadership who has received special training to perform in such a capacity. More than wealthy landowners, there are many heads of organizations, military commanders, and even natural-born leaders drawn from the lower classes who may function as nobles even though they lack social class or standing.

Most true nobles are members of a noble house, an organization based on the noble family that exerts great influence over the politics and the people around them. Some nobles, such as those who serve in the military, come from some type of officer-training background that instills the knowledge they need to be an effective leader. Other nobles, such as those who lead less regal (and legal) organizations, promote themselves through their own talents and leadership ability.

GREATING A NOBLE

The noble is an exceptional leader, blessed with natural social abilities. Whether manipulating others into doing his will or steeling the resolve of outnumbered troops, the noble is always in control of himself and his followers. A master of subtlety and social interaction, the noble reads emotions and actions like words on a page and uses that knowledge as a weapon or lure depending on the situation.

HBÍLÍTÍES

Charisma is the most important ability for the noble, as almost all social skills depend on it. Intelligence and Wisdom can both be of great benefit to a noble, as they expand his skills and enhance his perception. Nobles with an emphasis on combat need high physical skills, as with any martial-oriented character.

RACES

Humans are the most common race to choose the noble class as their political power structures lend themselves best to the leadership-bybirthright philosophy that the noble relies upon for power. Elves and dwarves are the second most likely races to be nobles, as each has its share of commanders and leaders who use their talents at interaction to succeed. Less likely nobles are half-elves and half-orcs—often outcast from society, they frequently have an uphill battle when trying to rise in station. However, members of these races could easily become mercenary leaders giving them an entry into the noble class. Halfling nobles are more likely to be mayors and community leaders than aristocracy, while gnomes follow a similar pattern, being guild leaders and family leaders.

ALIGNMENT

Since a noble prefers to be in control of himself and those around him, he tends towards law. A noble determines his motivations from

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Leadership Bonus
1st	+0	+0	+2	+2	Inspire, Leadership, material aid	+0
2nd	+1	+0	+3	+3	Breeding, organize +2	+1
3rd	+2	+1	+3	+3	Influence I	+1
4th	+3	+1	+4	+4	Inspire	+2
5th	+3	+1	+4	+4	Breeding	+2
6th	+4	+2	+5	+5	Influence II	+3
7th	+5	+2	+5	+5	Inspire, organize +4	+3
8th	+6/+1	+2	+6	+6	Breeding	+4
9th	+6/+1	+3	+6	+6	Influence III	+4
10th	+7/+2	+3	+7	+7	Inspire	+5
11th	+8/+3	+3	+7	+7	Breeding	+5
12th	+9/+4	+4	+8	+8	Influence IV, organize +6	+6
13th	+9/+4	+4	+8	+8	Inspire	+6
14th	+10/+5	+4	+9	+9	Breeding	+7
15th	+11/+6/+1	+5	+9	+9	Influence V	+7
16th	+12/+7/+2	+5	+10	+10	Inspire	+8
17th	+12/+7/+2	+5	+10	+10	Breeding, organize +8	+8
18th	+13/+8/+3	+6	+11	+11	Influence VI	+9
19th	+14/+9/+4	+6	+11	+11	Inspire	+9
20th	+15/+10/+5	+6	+12	+12	Breeding	+10

Class Skills: Appraise, Bluff, Craft, Diplomacy, Intimidate, Knowledge (all skills, taken individually), Linguistics, Perform, Perception, Profession, Ride, and Sense Motive.

Skill Ranks per Level: 6 + Int modifier.

the good-evil axis, such that benevolent leaders are typically good while despots, absorbed with themselves and their achievements, gravitate toward evil.

Starting Gold: 8d6 × 10 (280 gp) Starting Age: As rogue

GLASS FEATURES

All of the following are class features of the noble class.

Weapon and Armor Proficiency

The noble is proficient with all simple and martial weapons, and all armor and shields (except tower shields).

INSPÍRE (EX)

The noble has the ability to unlock the potential for greatness in those around him and overwhelm his enemies with feelings of inferiority and weakness. At 1st level and every three levels thereafter, the noble may select an inspire ability from any of those described here. His target must be within 60 feet and she must be able to hear the noble clearly. For most inspire abilities to take effect, the noble must succeed on a Leadership check (1d20 + the noble's Leadership score). If the check succeeds, the targets gain the benefits or drawbacks of the effect for a number of rounds equal to one-half the noble's class level (minimum 1 round). For each additional target beyond the first within range and he would affect, increase the DC by 2.

The noble may only have one inspire ability active at a time. If he activates a second ability, the first immediately ends. Using an inspire ability requires a standard action that does not provoke an attack of opportunity. He may use the ability as a swift action, but the DC increases by 10 and the effects last just 1 round. All inspire abilities are extraordinary, mind-affecting effects.

The noble may use inspire once per day per class level.

Awe: The noble's mere presence overcomes his target. The noble must make a Leadership check opposed by his target's modified level check (1d20 + its level + its Wisdom modifier + any bonuses against fear). Against multiple targets, just roll once. If the noble's check succeeds, the target is dazed. Each round the effect persists, the target is entitled to another modified level check to throw off the effects of awe. In addition, if at any time the noble attacks the target, the effect immediately ends.

Competence: The noble helps focus a target's attention on a particular task. If he succeeds on a DC 10 Leadership check, his target gains a +2 competence bonus on all skill checks.

Complacency: The noble causes a target to relax and let down his guard. If he succeeds on a DC 15 Leadership check, his target takes a –5 competence penalty on Perception checks and a –2 competence penalty on *sleep* spells and effects.

Courage: The noble bolsters his allies against fear. If he succeeds on a DC 15 Leadership check, his target receives a +1 morale bonus on saving throws against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.

Fear: The noble's presence disturbs his foes, filling them with fear. He must make a Leadership check opposed by his target's modified level check (1d20 + its level + its Wisdom modifier + any bonuses against fear). Against multiple targets, just roll once. If the check succeeds, the target is shaken. If the noble beats his target's check by 5 or more, the target is cowering instead.

Fury: The noble incites his target to acts of reckless violence. When used on a willing target, the noble must succeed on a DC 20 Leadership check. Against an unwilling target, the noble must make a Leadership check opposed by his target's modified level check (1d20 + its level + its Wisdom modifier + any bonuses against enchantment effects). Against multiple targets, just roll once. If the noble succeeds on the check, his target enters a screaming rage, as if under the effects of the *rage* spell.

Greatness: The noble may inspire greatness in an ally, encouraging her to greater fighting ability. If the noble succeeds on a DC 25 Leadership check, his target gains 10 temporary hit points, a +2 competence bonus on attack rolls and a +1 competence bonus on Fortitude saves.

Heroics: The noble fills his target with tremendous heroism. If he succeeds on a DC 30 Leadership check, his target gains a +4 morale bonus on saving throws and a +4 dodge bonus to AC.

LEADERSHÍP

At 1st level, the noble gains the Leadership feat, even if he does not meet the prerequisites. His cohort's level is still limited to two less than his character level, so the noble must be at least 3rd level to gain a 1st-level cohort. In addition to the normal benefits of the Leadership feat, the noble uses his Leadership score to utilize many of his other class features.

Material Aip (Ex)

A noble has certain expectations when it comes to dealing with his own kind and so he can exploit the standing obligations of hospitality maintained by local rulers and other nobles. As long as the noble travels in his homeland or a land friendly to his homeland, he need never pay for food or lodging, as the noble gains these things from the local aristocracy. This ability may extend to his adventuring party depending on the noble, his nature, and motivations as determined by the GM.

Breeding (Ex)

The noble's station creates more opportunities to learn and study under a variety of masters, giving him advanced training in a variety of areas. At 2nd level, he selects one area of expertise. He gains that expertise's novice ability. At 5th level and every three levels thereafter, he may improve an existing area of expertise, gaining the next level of master (student, master, and finally savant), or select a new area of expertise, gaining the novice ability of that discipline.

ARCANE TRAINING

The noble has spent time under the tutelage of a wizard, sorcerer, or some other practitioner of arcane magic. To select this type of training, he must have an Intelligence or Charisma score of 11 or higher.

Novice: The noble gains a +4 competence bonus divided as he chooses between, Knowledge (arcana), Knowledge (planes), Spellcraft, and Use Magic Device.

Student: The noble may cast *detect magic* and *read magic* each once per day as spell-like abilities. His caster level equals one-half his class level. If he also has the Student ability of Religious Training, he may cast each of these spells twice per day.

Master: If the noble has class levels in an arcane spellcasting class, he increases the caster level in that class by one. Otherwise, he selects one 0-level and one 1st-level sorcerer/wizard spell. He may cast each spell as a spell-like ability once per day. His caster level equals one-half his class level. The save DC, if any, is Intelligence- or Charisma-based.

Savant: If the noble has class levels in an arcane spellcasting class, he increases the caster level in that class by one. Otherwise, he selects one 0-level, one 1st-level, and one 2nd-level sorcerer/wizard spell. He may cast each spell as a spell-like ability once per day. The noble's caster level equals one-half his class level. The save DC, if any, is Intelligence- or Charisma-based.

Díplomatíc Training

The noble has been trained in the arts of diplomacy and negotiation. He must have a Charisma score of 11 or higher to select this area of expertise.

Novice: The noble gains fluency in an extra three languages (except secret languages such as Druidic).

Student: If the noble makes a DC 25 Sense Motive check as a swift action, he may add his Intelligence bonus as an insight bonus to a Bluff, Diplomacy, or Intimidate check against the target of his Sense Motive check. The noble may only use this ability when interacting with creatures of his type (humanoid, monstrous humanoid, and so on).

Master: The noble can urge a target to take a particular course of action. He must make a Leadership check opposed by the target's modified level check (1d20 + its level + its Wisdom modifier + any bonuses against mind-affecting effects). If the check succeeds, the noble affects his target as if he targeted her with the *suggestion* spell. This is an extraordinary ability.

Savant: The noble gains a +4 circumstance bonus to his Leadership score for the purpose of determining his cohort's and followers' levels.

Illicit Training

The noble gained an unconventional education from criminal and unsavory people likely far below his station. He must have Intelligence and Dexterity scores of 11 or higher to select this area of expertise.

Novice: The noble gains a +4 competence bonus divided as he chooses between Disable Device, Linguistics, Sleight of Hand, or Stealth.

Student: The noble gains sneak attack +1d6. This ability functions exactly as the rogue ability of the same name and stacks with all other sources of similar damage. See *Pathfinder Core Rulebook* for details.

Master: The noble gains underworld connections. He may extend material aid to criminal outfits in his home city.

Savant: The noble's sneak attack damage increases by +1d6.

Military Training

The noble received extensive military training, focused largely on strategy and tactics and leading men in battle.

Novice: The noble may use the aid another action in combat to assist any ally within 30 feet that can clearly see and hear him.

Student: The noble gains Mounted Combat as a bonus feat.

Master: The noble may issue a command to those beneath his station. This ability functions exactly like the *command* spell. Unwilling targets are entitled to a Will save (DC 10 + one-half the noble's class level + his Charisma bonus) to resist this effect. A target that successfully saves is immune to this ability for 24 hours. This is an extraordinary ability.

Savant: As the master ability, but the ability functions as the *greater command* spell.

SCHOLARLY TRAINING

The noble received an excellent education and are learned about a great many subjects. He must have an Intelligence score of 11 or higher to select this area of expertise.

Novice: The noble adds half his class level to all Knowledge skill.

Student: The noble gain a +4 competence bonus divided as he chooses between any Knowledge skills.

Master: The noble gains a +2 circumstance bonus to any Knowledge skill in which he has 5 ranks or more. If he later gains five ranks in a different Knowledge skill, he gains this bonus at that time.

Scholar: All Intelligence-based skills are trained skills for the noble.

Religious Training

The noble received extensive religious training, learning the intricacies of his faith.



NOBLES AND ARISTOCRATS

The relationship between the noble base class and the aristocrat NPC class described in the *Pathfinder Core Rulebook* is similar to the one between the fighter and the warrior. The noble occupies the same social strata as aristocrats but reflects advanced training, and a special knack for statecraft and intrigue over that of the common aristocrat. You can use both of these classes side-by-side, with NPCs possibly having levels in both aristocrat and noble, just aristocrat, or maybe all noble, depending on their skill and importance to the overall campaign.

Novice: The noble gains a +4 competence bonus divided as he chooses between Diplomacy, Heal, Knowledge (religion), and Knowledge (planes).

Student: The noble may cast *detect magic* and *read magic* each once per day as spell-like abilities. His caster level equals one-half his class level. If he also has the Student ability of Arcane Training, he may cast each of these spells twice per day.

Master: If the noble has class levels in a divine spellcasting class, he increases the caster level in that class by one. Otherwise, he selects one 0-level and one 1st-level cleric spell. The noble may cast each spell as a spell-like ability once per day. His caster level equals one-half his class level. The save DC, if any, is Intelligence- or Charisma-based.

Savant: If the noble has class levels in a divine spellcasting class, he increases the caster level in that class by one. Otherwise, he selects one 0-level, one 1st-level, and one 2nd-level cleric spell. The noble may cast each spell as a spell-like ability once per day. His caster level equals one-half his class level. The save DC, if any, is Intelligence- or Charisma-based.

ORGANÍZE (EX)

Starting at 2nd level, the noble can help allies complete a task by offering useful advice and words of encouragement. Whenever a group of characters uses the aid another action to enhance a skill check, attack roll, or Armor Class, the noble makes his own aid another check and then targets a number of characters equal to one-half his class level. If successful, all affected characters who are aiding add the indicated bonus to the bonus ordinarily conferred by the aid another action.

For example, a 5th-level noble uses organize on three characters who aid a fourth in attacking an ogre. The three characters must hit an Armor Class 10 in order to each grant a + 2 bonus to the attacker's attack roll. The noble makes an attack roll against an AC 10 and hits. So, the other characters now add a + 4 bonus each to the attacker's attack roll.

INFLUENCE (EX)

The noble has a certain sphere of influence and can coax others to perform tasks that benefit him and his companions. Examples include calling in favors, bullying a weak-willed thug, blackmailing another powerful noble, bribing a guard, or convincing an artisan to make something at a reduced price. Starting at 3rd level, select one of the following skills: Bluff, Diplomacy, Disguise, Handle Animal, Intimidate, or Perform. The noble gains a +1 bonus on all checks related to this skill. At 6th level and every three levels thereafter, he may select another skill to which he may apply this bonus. As well, the bonus to all previously selected skills increase by +1.

For example, a 3rd level noble selected Bluff and gains a + 1 bonus on all Bluff checks. At 6th level, the noble selects Diplomacy. His bonus to Bluff checks increases to +2 and he gains a + 1 bonus on all Diplomacy checks.

- SURDÍDOR

"They tried to kill me, once..."

-Tybren Swiftfoot

Armies sweep through villages, slaughtering indiscriminately. Dragons ravage the countryside, orcs rape and plunder, and horrors beyond imagination rise up from shallow graves to prey upon honest commoners. And yet, despite the attrition, the death, and destruction, life continues. This is a testament to the tenacity of life, but it's also the foundation for a breed of warrior called the survivor.

A survivor is a hardened combatant, a living weapon tempered by adversity. Having lived despite all the odds, the survivor takes the brutal experiences of his past and grows stronger for it. Like the monk, the survivor specializes in fighting with the weapons he's born with: his hands and feet. While he doesn't have the speed of his counterpart, he has incredible intuition that allows him to react to dangerous threats, allowing him to avoid harm and anticipate dangers before they appear.

GREATING A SURVIVOR

The survivor functions in many ways like a monk. Rather than being trained in the fighting arts of a combat monastery, the survivor learns through trial and error, discovering new combat techniques from the hard lessons of life. As a survivor, you have the benefit of high hit points and the best attack bonus. Add to this an Armor Class and initiative bonus, and damage reduction, you easily make up for your lack of armor and weapons.

In combat, you specialize in delivering powerful melee attacks, but instead of building on weapon training, all of your skills revolve around the improvement of your unarmed attacks. Since you are a melee specialist, you need to reach your enemies, which, thanks to your high Armor Class, you can do without fear of taking too many hits along the way. As you gain levels, you acquire special techniques to defeat your foe's defenses. The most important ability is shattering strike, which allows you to give up extra attacks to overcome your foes' damage reduction. At higher levels, you develop other techniques that allow you to sicken, and eventually stagger enemies, giving your allies the means to destroy your opponents.

€BÍLÍTÍES

Strength is easily the most important ability for you. Since you rely on melee attacks, it helps to compensate for your slightly smaller damage at low levels. Dexterity and Wisdom are also critical since they add to your Armor Class. Though you have a high Hit Die, a good Constitution ensures you keep your feet throughout the combat.

RACES

So long as there is war and hardship, any race can produce survivors. Humans are the most common, since they are numerous and widespread. As well, halflings are often survivors since many monsters prey on them. Interestingly, half-orcs make excellent survivors, being born from adversity.

ALÍGNMENT

Survivors embrace freedom, self-reliance, and independence, and eschew concepts of order, duty, and the rule of law. Survivors make their own laws, knowing in their hearts what is right and what is wrong. Most survivors are chaotic. However, the survivor class draws good, neutral, and evil characters in equal numbers, since survivors can appear after an attack by well-intentioned paladins, just as survivors can be born from a savage assault by ogres, giants, and other evil races.

Starting Gold: 3d6 × 10 (105 gp) Starting Age: As rogue

TABLE 2-5: THE SURVIVOR (HIT DIE: p12)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Unarmed Damage ¹	AC Bonus	Initiative Bonus
1st	+1	+2	+0	+0	Bonus feat, unarmed strike	1d4	+0	+0
2nd	+2	+3	+0	+0	Shattering strike	1d6	+0	+0
3rd	+3	+3	+1	+1	Evasion	1d6	+0	+0
4th	+4	+4	+1	+1	Bonus feat	1d8	+0	+1
5th	+5	+4	+1	+1	Burst, indomitable	1d8	+1	+1
6th	+6/+1	+5	+2	+2	Ignore condition	1d8	+1	+1
7th	+7/+2	+5	+2	+2	Damage reduction 1/	1d8	+1	+1
8th	+8/+3	+6	+2	+2	Bonus feat, sickening strike	1d10	+1	+2
9th	+9/+4	+6	+3	+3	Damage reduction 2/	1d10	+1	+2
10th	+10/+5	+7	+3	+3	Improved evasion	1d10	+2	+2
11th	+11/+6/+1	+7	+3	+3	Damage reduction 3/—, ignore condition	1d10	+2	+2
12th	+12/+7/+2	+8	+4	+4	Bonus feat	2d6	+2	+3
13th	+13/+8/+3	+8	+4	+4	Damage reduction 4/	2d6	+2	+3
14th	+14/+9/+4	+9	+4	+4	Staggering strike	2d6	+2	+3
15th	+15/+10/+5	+9	+5	+5	Damage reduction 5/	2d6	+3	+3
16th	+16/+11/+6/+1	+10	+5	+5	Bonus feat, ignore condition	2d8	+3	+4
17th	+17/+12/+7/+2	+10	+5	+5	Damage reduction 6/	2d8	+3	+4
18th	+18/+13/+8/+3	+11	+6	+6	Deny massive damage	2d8	+3	+4
19th	+19/+14/+9/+4	+11	+6	+6	Damage reduction 7/	2d8	+3	+4
20th	+20/+15/+10/+5	+12	+6	+6	Bonus feat, devastating strike	2d10	+4	+5

1 This value is for Medium survivors. See **Table 2–6: Small or Large Survivor Unarmed Damage** for survivors of other sizes. **Class Skills:** Acrobatics, Climb, Craft, Heal, Intimidate, Perception, Profession, Sense Motive, Survival, Swim, and Use Rope **Skill Ranks per Level:** 4 + Int modifier.

GLASS FEATURES

All of the following are class features of the survivor class.

Weapon & Armor Proficiency

The survivor is proficient with all simple weapons. He is not proficient with any kind of armor or shields, and when wearing armor, using a shield, or carrying a medium or heavy load, he loses his AC bonus, as well as his initiative bonus.

AG BONUS (EX)

The survivor has a keen ability to anticipate and avoid his opponent's attacks. When unarmored and unencumbered, the survivor adds his Wisdom bonus (if any) to his AC. In addition, he gains a +1 bonus to AC at 5th level. This bonus increases by 1 for every five survivor levels thereafter (+2 at 10th, +3 at 15th, and +4 at 20th).

These bonuses to AC apply even against touch attacks or when the survivor is caught flat-footed. He loses these bonuses when he is immobilized or helpless, when he wears any kind of armor, when using a shield, or when carrying a medium or heavy load.

Initiative Bonus (Ex)

Having endured all manner of hardships, the survivor has developed a preternatural instinct for anticipating danger. He may add his Wisdom bonus on initiative checks. In addition, the survivor gains a +1 bonus on initiative checks at 4th level. This bonus increases by 1 for every four survivor levels thereafter (+2 at 8th, +3 at 12th, +4 at 16th, and +5 at 20th).

Unarmep Stríke

At 1st level, the survivor gains Improved Unarmed Strike as a bonus feat. His attacks may be with either fist interchangeably or even from elbows, knees, and feet. This means that he may even make unarmed strikes with his hands full. There is no such thing as an off-hand attack for the survivor when striking unarmed. He may thus apply his full Strength bonus on damage rolls for all his unarmed strikes.

Usually the survivor's unarmed strikes deal lethal damage, but he can choose to deal nonlethal damage instead with no penalty on his attack roll. The survivor has the same choice to deal lethal or nonlethal damage while grappling.

His unarmed strike is treated both as a manufactured and natural weapon for the purpose of spells and effects that enhance or improve either manufactured weapons or natural weapons.

TABLE 2-6: SMALL OR LARGE SURVIVOR UNARMED DAMAGE

	- Damage -			
Level	Small Survivor	Large Survivor		
1st	1d3	1d6		
2nd-3rd	1d4	1d8		
4th–7th	1d6	2d6		
8th–11th	1d8	2d8		
12th-15th	1d10	3d6		
16th-19th	2d6	3d8		
20th	2d8	4d8		

The survivor also deals more damage with his unarmed strikes than a normal person would, as shown on **Table 2–5: The Survivor**. The unarmed damage on **Table 2–5** is only if he is Medium. If Small, the survivor deals less damage, and if Large, he deals more; see **Table 2–6: Small or Large Survivor Unarmed Damage**.

Bonus Feat

At 1st level, the survivor may select either Agile or Athletic as a bonus feat. At 4th level, he may select either Blind-Fight or Combat Reflexes as a bonus feat. At 8th level, he may select either Great Fortitude, Iron Will, or Lightning Reflexes as a bonus feat. At 12th level, the survivor may select either Diehard or Power Attack as a bonus feat. At 16th level, he may select either Improved Bull Rush or Improved Overrun as a bonus feat. And at 20th level, the survivor may select either Knock Down (see **Chapter Three: Supplemental Rules**) or Spring Attack as a bonus feat. He need not have any of the prerequisites normally required for these feats to select them. If the survivor already has all the listed feats for the level, he may select any other bonus feat offered at a lower level.

SHATTERING STRIKE (EX)

Starting at 2nd level, the survivor can take a full-round action to make a single powerful unarmed strike. The attack ignores 1 point of damage reduction or object hardness per two class levels (1 point at 2nd, 2 at 4th, 3 at 6th, and so on).

Edasíon (Ex)

Beginning at 3rd level, whenever the survivor makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, he instead takes no damage. The survivor can only use evasion if he is wearing light armor or no armor. The survivor does not get the benefit of evasion when he is helpless.

BURST (EX)

Starting at 5th level, the survivor may push himself to move faster than normal. As a swift action, he may gain a +20-foot enhancement bonus to his land speed for 1 round. On the following round, this bonus drops to +10 feet, and on the third round, it drops to +5 feet. The survivor must wait one minute in between each use of burst.

Inpomítable (Ex)

At 5th level, whenever the survivor fails a saving throw, he may immediately make a second saving throw at a -5 circumstance penalty

Masside Damage

One of the subtle changes in the *Pathfinder Core Rulebook* is to make the well-known (and well-despised) massive damage rules an optional rule. If your group isn't using the massive damage rules, substitute this ability for deny massive damage:

INTERNAL RESOLDE

At 18th level, whenever the survivor makes a save against a spell with a death effect (a "save–or–die" spell), he gains a +5 bonus on his saving throw. In addition, unlike most saving throws, rolling a one in this special instance is not an automatic failure. to resist the effects. Once he uses this ability, the survivor must wait 5 rounds before using it again.

Ignore Conpition (Ex)

At 6th level, the survivor gains immunity to a specific condition. Choose one from any of the following: checked, confused, dazed, dazzled, fascinated, fatigued, sickened, or stunned. If you use Green Ronin's *Advanced Gamemaster's Guide*, add the following conditions to this list: besotted, bewildered, enamored, groggy, and stupefied. Other conditions, drawn from other sources, may be available at the GM's discretion. At 11th and 16th level, the survivor gains immunity to an additional condition.

Damage Reduction (Ex)

Beginning at 7th level, the survivor gains damage reduction. Subtract 1 from the damage he takes each time he is dealt damage from a weapon or a natural attack. At 9th level, and every two survivor levels thereafter (11th, 13th, 15th, 17th, and 19th level), this damage reduction rises by 1 point. Damage reduction can reduce damage to 0 but not below 0.

Síckeníng Stríke (Ex)

Upon reaching 8th level, the survivor can take a full-round action to make a single unarmed strike to sicken his opponent. If he hits, the target must succeed on a Fortitude save (DC 10 + one-half his class level + his Strength bonus) or become sickened for 1 round. A sickened character takes a -2 penalty to attack and weapon damage rolls, skill checks, saving throws, and ability checks. Targets immune to critical hits are immune to sickening strike.

IMPRODED EDASION (EX)

At 10th level, the survivor's evasion ability improves. He still takes no damage on a successful Reflex saving throw against attacks, but henceforth he takes only half damage on a failed save. If the survivor is helpless, he does not gain the benefit of improved evasion.

Staggering Strike (Ex)

Beginning at 14th level, the survivor may take a full-round action to make a single unarmed strike to stagger his opponent. If he hits, for 1 round the target may only take a single move or standard action. This condition affects the target even though the staggered condition ordinarily occurs only when a target's nonlethal damage exactly equals its current hit point total. Targets immune to critical hits are immune to staggering strike.

Deny Massive Damage (Ex)

At 18th level, whenever the survivor takes 50 or more points of damage from a single attack, he need not make a Fortitude save to avoid death. Damage that reduces the survivor to -10 hit points or more still kills him.

Devastating Strike (Ex)

Finally, at 20th level, the survivor may take a full-round action to make a single unarmed strike to invoke fear in his opponent. If he hits, the target must succeed on a Fortitude save (DC 10 + one-half the survivor's class level + his Strength bonus) or cower for 1 round. A cowering character is frozen in fear and can take no actions. As well, it takes a -2 penalty to Armor Class and it loses its Dexterity bonus (if any). Targets immune to fear are immune to devastating strike. This is a mind-affecting fear effect.

~ NPG GLASS: THE GULTÍST ~

Cultists are members of proscribed religious sects lurking on the fringes of civilized society. Often city-based, cultists seem like ordinary folk, but unbeknownst to their friends and neighbors, they dedicate themselves to alien and usually evil gods. Some do it to get ahead, others to fulfill long-repressed desires, and others to relieve the tedium of everyday life. Dressing up in robes and visiting "forbidden temples" is quite exciting after all, at least it is at first. The thrill-seekers rarely last long. Once they realize the ultimate p0wer won't be theirs by cutting off the heads of a few chickens, they move on to pursue a new distraction. Those that remain dedicated are rewarded with magic, but the road is a long and arduous one. Cultists who persevere eventually assume a leadership role, either taking over the cult or leaving found one of their own.

As an NPC class, a cultist's Challenge Rating is equal to its level minus 1.

Using the Cultist

The cultist class is specifically designed for NPCs, though it is open to player characters. Most characters that enter this class are low- to mid-ranking members of a subversive organization. Cult leaders may begin as ordinary cultists, but to take command of a cult, they typically become clerics (see **Greater Cultists**).

Starting Gold: 3d4 × 10 gp (75 gp) Starting Age: As rogue

GLASS FEATURES

All of the following are class features of the cultist.

Weapon and Armor Proficiency

The noble is proficient with all simple weapons and light armor. In addition, she is also proficient with her deity's favored weapon.

AURA

If the cultist worships a chaotic, evil, good, or lawful deity, she has a particularly powerful aura corresponding to her deity's alignment (see the *detect evil* spell for details). If the cultist doesn't worship a specific deity but chooses the Chaotic, Evil, Good, or Lawful domain, she has a similarly powerful aura of the corresponding alignment.

Spellcasting

Starting at 4th level, the cultist may cast divine spells drawn from the cultist spell list (see following). Like a cleric, she must choose and prepare her spells in advance. Unlike a cleric, she cannot spontaneously cast *cure* or *inflict* spells.

To prepare or cast a spell, the cultist must have a Wisdom score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against her spell is 10 + the spell level + her Wisdom modifier.

The cultist does not acquire her spells from books or scrolls, nor does she prepare them through study. Instead, the cultist meditates or prays for her spells, receiving them as divine inspiration or through her own strength of faith. The cultist must choose a time each day at which

TABLE 2-7: THE GULTIST (HIT DIE: PG)

		Fort	Ref	Will			—Sp	ells per I	Day—	
Level	Base Attack Bonus	Save	Save	Save	Special	1st	2nd	3rd	4th	5th
1st	+0	+0	+0	+2	Fanatic, Skill Focus (Bluff)	_	_	_	_	_
2nd	+1	+0	+0	+3	_		_	_		_
3rd	+2	+1	+1	+3	Sneak attack +1d6		—			—
4th	+3	+1	+1	+4		0+d			—	—
5th	+3	+1	+1	+4	—	1+d				_
6th	+4	+2	+2	+5	_	1+d	0+d	_		_
7th	+5	+2	+2	+5	—	2+d	1+d			_
8th	+6/+1	+2	+2	+6	Sneak attack +2d6	2+d	1+d	0+d		_
9th	+6/+1	+3	+3	+6	—	2+d	2+d	1+d		_
10th	+7/+2	+3	+3	+7	_	3+d	2+d	1+d	0+d	_
11th	+8/+3	+3	+3	+7	—	3+d	2+d	2+d	1+d	—
12th	+9/+4	+4	+4	+8	_	3+d	3+d	2+d	1+d	0+d
13th	+9/+4	+4	+4	+8	Sneak attack +3d6	4+d	3+d	2+d	2+d	1+d
14th	+10/+5	+4	+4	+9	_	4+d	3+d	3+d	2+d	1+d
15th	+11/+6/+1	+5	+5	+9	_	4+d	4+d	3+d	2+d	2+d
16th	+12/+7/+2	+5	+5	+10		4+d	4+d	3+d	3+d	2+d
17th	+12/+7/+2	+5	+5	+10	—	4+d	4+d	4+d	3+d	2+d
18th	+13/+8/+3	+6	+6	+11	Sneak attack +4d6	4+d	4+d	4+d	3+d	3+d
19th	+14/+9/+4	+6	+6	+11	—	4+d	4+d	4+d	4+d	3+d
20th	+15/+10/+5	+6	+6	+12		4+d	4+d	4+d	4+d	4+d

Class Skills: Bluff, Craft, Disguise, Escape Artist, Intimidate, Knowledge (religion), Linguistics, Perception, Profession, Sense Motive, Sleight of Hand and Stealth.

Skill Ranks per Level: 4 + Int modifier

she must spend an hour in quiet contemplation or supplication to regain her daily allotment of spells. Time spent resting has no effect on whether she can prepare spells.

Like other spellcasters, the cultist can cast only a certain number of spells of each spell level per day. Her base daily spell allotment is given on **Table 2–7: The Cultist**. In addition, she receives bonus spells per day if she has a high Wisdom score.

When **Table 2–7: The Cultist** indicates that the cultist gets 0 spells per day of a given spell level, she gains only the bonus spells she would be entitled to based on her Wisdom score for that spell level.

Finally, in order to cast any cultist spells, the cultist must have a holy symbol or some other divine focus important to her chosen deity.

Through 3rd level, she has no caster level. At 4th level and higher, her caster level is one-half her cultist level.

GULTÍST SPELL LÍST

The following spells originate from the *Pathfinder Core Rulebook* and this book (marked with a †). Your GM may add additional spells from other sources at her discretion.



1st level: bane, bewilder[†], cause fear, cure light wounds, curse water, detect chaos/evil/good/law, detect magic, disguise self, doom, guidance, inflict light wounds, light, magic weapon, read magic, resistance, shield of faith, summon monster I, unhinge[†]

2nd level: alter self, augury, cure moderate wounds, darkness, death knell, desecrate, divine favor, enthrall, hold person, inflict moderate wounds, scare, shatter, silence, sound burst, suggestion, summon monster II, undetectable alignment

3rd level: animate dead, bestow curse, blindness/deafness, contagion, continual flame, cure serious wounds, deeper darkness, glyph of warding, inflict serious wounds, prayer, speak with dead, summon monster III

4th level: cure critical wounds, dimensional anchor, discern lies, dismissal, dispel magic, divination, freedom of movement, giant vermin, lesser planar ally, poison, sending, summon monster IV, tongues

5th level: contact other plane, dispel chaos/evil/good/law, insect plague, scrying, slay living, spell resistance, summon monster V, symbol of pain, symbol of sleep, true seeing, unhallow

DEITY, DOMAINS, AND DOMAIN SPELLS

The cultist's deity influences her alignment, what magic she can perform, her values, and how others see her. Choose one domain from among those belonging to the cultist's deity. She can select an alignment domain (Chaos, Evil, Good, or Law) only if her alignment matches that domain.

If the cultist isn't devoted to a particular deity, she still selects a domain to represent her spiritual inclinations and abilities. The restriction on alignment domains still applies.

The cultist's domain gives her access to a domain spell at each spell level she can cast, from 1st on up, as well as a granted power. Where a "d" is indicated on **Table 2–7**, she fills this spell with the domain spell that corresponds to its level or lower.

CHAIOTIC, EVIL, GOOP, AND LAWFUL SPELLS

The cultist can't cast spells of an alignment opposed to her own or her deity's (if she haa one). Spells associated with particular alignments are indicated by the chaos, evil, good, and law descriptors in their spell descriptions.

Fanatic (Ex)

As a servant of a strange and maddening god, the cultist is a bit unhinged and in times of stress, she may call upon her insanity to great effect. Once per encounter, the cultist may gain an insight bonus to a single attack roll, saving throw, or skill check equal to the number of Insanity Points she has accumulated. Using this ability is an immediate action.

SKILL FOCUS (BLUFF)

Since the cultist is a member of a subversive cult, she must be a skilled liar. At 1st level, she gains Skill Focus (Bluff) as a bonus feat.

SNEAK ATTACK

Starting at 3rd level, the cultist deals an extra 1d6 points of damage whenever she successfully attacks a target she flanks or a target that is denied its Dexterity bonus to AC. This ability functions exactly like the rogue ability of the same name (see the *Pathfinder Core Rulebook* for details). This extra damage increases by +1d6 at 8th level and every five levels thereafter and stacks with other instances of sneak attack.



The *Pathfinder Core Rulebook* gives you all the building blocks you need to create a compelling hero or villain for the City of Adventure, but there are elements within Freeport that require a bit more definition. This chapter provides a good mix of add-ons for your games, offering a few new subskills, a selection of feats, gods, and environment rules

to reflect the peculiar nature of fighting on board a ship, in the thick of a jungle, or in the narrow twisting streets of Freeport. In addition, this chapter presents rules for handling madness in your games. In all, this is a useful chapter of game options for you to add or ignore depending on your tastes and style of play.

- FREEPORT SKILLS -

All of the skills described in the *Pathfinder Core Rulebook* are available in the World of Freeport. In addition to their normal uses and functions, there are a few additions to help better reflect the themes of this setting. Furthermore, certain skills, Knowledge and Linguistics in particular, include additional "subskills" to inject a bit of flavor into campaigns and adventures taking place in the City of Adventure.

BLUFF (GHA)

In addition to the normal uses for the Bluff skill, characters can make Bluff checks when gambling.

GAMBLE

Whenever you would engage in a game of chance, you may make a Bluff check to determine how well you do. A Bluff check in this way can take anywhere from a few minutes to as long as an hour, depending on the game played. To join or start a game, you must first pay a stake (the stake cannot exceed the community's gold piece limit). If you're joining a game, the GM sets the amount. Otherwise, you set the amount if you're starting the game. The stake can range from a few pennies to many thousands of lords, but the higher the stake, the better your opposition.

When all the participants are ready and have matched the stated stake, everyone in the game makes a Bluff check. The character with the highest check result wins the stake. In the case of multiple NPCs with equal or nearly equal skill, the GM may roll once and add a +2 circumstance bonus to the NPCs' check result. In case of a tie, make additional checks until there is a clear winner.

Cheating: You can cheat while gambling to improve your chances. To do so, before the opposed Bluff check, you must make a Sleight of Hand check opposed by your opponents' Perception check or checks (as with the opposed Bluff check, the GM may roll once for multiple NPCs, using the character with the highest Perception check modifier and granting that character a +2 circumstance bonus). If the Sleight of Hand check succeeds, you gain a +2 circumstance bonus on your opposed Bluff check. If the Sleight of Hand check fails, you gain no benefit and if you fail by 5 or more, one or more fellow gamblers notice your botched attempt and react as appropriate.

KNOWLEPGE (FORBÍPPEN LORE) (INT; TRAÍNED ONLY; SPECÍAL)

You are familiar with That Which Should Not Be Known, having encountered the awful through various writings, meetings with madness-inducing abominations, and a general exploration of the forbidden in all its unspeakable forms. Since these revelations defy logic or commonly accepted fact, your acquisition of forbidden knowledge depends solely only how much exposure you have to these dark secrets you have experienced.

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

As with other Knowledge skills, you can use this skill to identify monsters and their special powers or vulnerabilities. In general, the DC of such a check equals 10 + the monster's Challenge Rating. A successful check allows you to remember a bit of useful information about that monster. For every 5 points by which your check exceeds the DC, the GM can give another piece of useful information. Such information is usually features common to all monsters of that type, with higher check results revealing more of the monster's capabilities. Monsters, for the purpose of these checks, include aberrations, oozes, undead, and any creature with the extraplanar subtype. At the GM's option, characters with high ranks (5 or more) in the Knowledge skills appropriate to these monster types may receive a +2 bonus to their Knowledge (forbidden lore) checks.

Knowledge (forbidden lore) checks are also used in conjunction with some spells (see **Chapter Five: Spells and Magic**).

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

Try Again: Usually no. If you are trying to identify a creature whose type is covered by another Knowledge skill, such as outsiders and Knowledge (planes), you must choose which skill to use when making this check.

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

Untrained: Unlike other Knowledge skills, you cannot make untrained Knowledge (forbidden lore) checks since there are no really easy questions when it comes to this discipline of knowledge.

Línguistics

In addition to the common languages summarized in the *Pathfinder Core Rulebook*, Freeport is home to a smattering of other languages as described on **Table 3–1: Freeport Languages**.

TABLE 3-1: FREEPORT LANGUAGES

Language	Typical Speakers	Alphabet
Assassin's Cant†	Assassins, cultists, killers	Common
Azharan	Azhar	Draconic
Mercenary Tongue	Fighters, warriors, mercenaries	Common
Naval Code*	Navigators, pirates, sailors	Common/Elven
Semaphore*	Sailors	Common
Thieves' Cant†	Thieves, criminals	Common
Valossan	Serpent people	Draconic
†Secret language		*See entries for special rules

NADAL CODE

SEMAPHORE

An ancient alphabet code with roots in the great elven navies that flourished before the sinking of Valossa, naval code has since been modified to the Common alphabet and is ubiquitous throughout the human kingdoms.

The naval code substitutes long and short pulses of light for letters, using a signal lantern or heliograph for transmission. A signal lantern can reliably communicate up to 3 miles during the day and 10 miles at night or in overcast conditions. A heliograph disk can transmit messages over the horizon by projecting light against the bottom of clouds. Its use is limited by weather conditions, but reliable communication at 20 or more miles is not uncommon. The semaphore flag code is an alphabet signaling system based on the waving of a pair of hand-held flags in a particular pattern. It can be used to communicate in any language based on the Common alphabet, though variants may exist for other alphabets. The range of this communication is limited to line of sight, but is relatively swift: a full sentence can be communicated with a full-round action.

Semaphore is in common use by merchant seamen, who frequently maintain a signal officer on longer voyages. The code is widely disparaged by pirates, whose idea of signaling with a flag is hoisting the skull and crossbones.

- FREEPORT FEATS -

The following feats emphasize Freeport's more unique elements, offering a wide range of abilities for all sorts of characters, from crusty sailors, to occultists, to sneaky thieves.

BACKGROUND FEATS

Many campaign settings for the *Pathfinder Roleplaying Game* present specific feats to demonstrate how a character's homeland can affect his capabilities. Generally, these feats are available at 1st level and are restricted to characters that hail from that city, region, or nation. If you're importing Freeport into such as setting, you can use the background feats in this chapter for characters originating from Freeport.

NEW FEATS

The following feats expand options for adventurers exploring Freeport and beyond.

ACROBATIC ATTACK

You can make a series of attacks against your opponents while jumping and tumbling past them.

Prerequisite: Dex 15, Dodge, Mobility, Skill Focus (Acrobatics), Spring Attack, base attack bonus +9.

Benefit: When using the Acrobatics skill to successfully move through a threatened square without provoking attacks of opportunity, and if you are wielding a one-handed or light weapon and have one hand free, you may make a full attack action while you move. You may not attack from any single 5-foot square more than once. You

take a -2 circumstance penalty on the first attack, and a cumulative -2 circumstance penalty for each additional attack (-4 for the second attack, -6 for the third attack, and -8 for the fourth attack).

AGILE RIPOSTE (COMBAT)

You know how to turn aside your opponent's attack to create an opening in his defenses.

Prerequisite: Dex 13, Int 13, Combat Expertise, Combat Reflexes, Counterstrike, Dodge, Improved Dodge, base attack bonus +5.

Benefit: On any round in which you use the Combat Expertise feat and use the Improved Dodge feat against an adjacent opponent, if that opponent misses you on its next attack, you may spend a use of Combat Reflexes to make a single attack of opportunity against that opponent. Each subsequent missed attack may provoke additional ripostes from you.

ALIGNED SUMMONING

Creatures you summon whose alignment matches yours are more powerful than their normal counterparts.

Prerequisites: Augment Summoning, Spell Focus (conjuration), any non-neutral alignment.

Benefit: Whenever you summon creatures whose alignment matches at least one component of your alignment, the creatures gain a +1 morale bonus on attack rolls, damage rolls, or saving throws (choose one). If the creatures' alignment exactly matches yours, choose two of the previous options. The bonus selected applies to all creatures summoned with the spell or spell-like ability.

TABLE 3-2: NEW FEATS

Feat	Prerequisites	Benefit
Acrobatic Attack	Dex 15, Dodge, Mobility, Skill Focus (Acrobatics), Spring Attack, base attack bonus +9	Make full attack while tumbling
Agile Riposte ¹	Dex 13, Int 13, Combat Expertise, Combat Reflexes, Counterstrike, Dodge, Improved Dodge, base attack bonus +5	Gain free attack against dodged opponent
Aligned Summoning	Augment Summoning, Spell Focus (conjuration), any non-neutral alignment	Summoned creatures gain additional bonuses
Armlock	Str 17, Improved Unarmed Strike	Prevent foe you damage from moving
Blasphemous Aura	Cha 13, strong aura of evil	Bolster undead against channel attempts
Blinding Strike ¹	Dex 13, Str 13, Power Attack, base attack bonus +6	Blind foe with single attack
Bloody Fists ¹	Str 15, Improved Unarmed Strike	Unarmed strikes deal +2 nonlethal damage
Body Shield ¹	Dex 15, Dodge	Bestow bonus to ally's AC from your AC
Born Marine ¹	Swim 2 ranks, Weapon Focus (cutlass), base attack bonus +1	Gain bonus on some skill checks and gain special disarm maneuver
Brilliant Tactician ¹	Int 13, Cha 13	Grant AC or attack bonus to ally
Burst of Activity	Con 15, Dex 13, Dodge, Improved Initiative, Mobility, Spring Attack, base attack bonus +4	Gain extra move action
Canny Charge ¹	Dex 13, Int 13, Combat Expertise, Dodge	No AC penalty for charging
Cheat Death	Heal 7 ranks	DC 25 Heal check to restore life to recently dead
Chill Hand	Caster level 3rd, ability to cast chill touch	Unarmed strikes deal cold damage, +1 CL on cold spells
Combat Surge	Improved Initiative	Act when it's not your turn
Combat Throw	Dex 13, Dodge, Improved Dodge, Improved Unarmed Strike	+2 bonus on bull rush checks and trips attempts
Greater Combat Throw	Combat Throw	Fling tripped opponent
Counterstrike ¹	Dex 13, Combat Reflexes, Dodge, Improved Dodge	Gain AoO against chosen dodged foe that misses you
Crab's Rush ¹	Dex 13, Dodge, Mobility	Gain additional benefits when fighting defensively
Crack Shot ¹	Weapon Focus (any firearm) , base attack bonus +6	Threaten adjacent squares with firearm
Armed to the Teeth ¹	Crack Shot	Gain Two-Weapon Fighting when armed with one handed melee and firearm
The Dark Lady's Kiss	Caster level 5th, Death domain, Magic domain	Resistance to negative energy attacks or use to empower bleeding touch ability
Dead-Eye Shot	Precise Shot, Far Shot	Sacrifice move action to gain +2 bonus on ranged attack
Desperate Lunge ¹	Lunge, base attack bonus +9	Take –5 penalty to AC to take additional 5-foot step
Dimension Drop	Abundant step or ability to cast <i>dimension door</i> , sneak attack +1d6	Teleport to threatened square and sneak attack
Dirty Spellcasting	Int 15, Combat Casting, Combat Expertise, Improved Feint	Feint to impose –2 penalty on opponent's save.
Disciplined Warrior	—	Second save against fear effects.
Formation Fighting ¹	Disciplined Warrior	Grant adjacent allies dodge bonus to AC
Divine Blessing	Cha 13	+2 caster level on one divine spellcasting class.
Domain Specialization	Wis 15	Spontaneously cast domain spells
Double Kick	Wis 19, Acrobatics 6 ranks, Eyes in the Back of Your Head, Improved Unarmed Strike, base attack bonus +6	One attack against two adjacent targets
Dreadful Blow	Sneak attack +2d6	Sacrifice 1d6 of sneak attack to slow for 1 round
Entangle Weapon ¹	Dex 15, Int 13, Combat Expertise, base attack bonus +4	Take attack penalty to impose the same to an opponent's attack rolls
Evasive Maneuvers	Dex 13, Wis 13, Combat Reflexes, Dodge	Move 5 feet and negate opponent's charge bonus
Eyes in the Back of Your Head	Wis 19, base attack bonus +3	Opponents cannot flank you
False Attack ¹	Int 13, Bluff 2 ranks, Combat Expertise, Improved Feint, base attack bonus +6	Single attack as a full-round action to deal +5 damage
Fearsome Glare	Caster level 5th, ability to cast scare	Gain +3 on Intimidate checks, increase fear DCs b +1, and cast fear spells and effects at +1 CL
Filthy	Any non-elf	Gain +4 bonus on saves against disease and poison and a –2 penalty on Diplomacy and Disguise check

 $1\ \mathrm{A}$ fighter may select this feat as a fighter bonus feat.

TABLE 3-2: NEW FEATS (CON'T)

Feat	Prerequisites	Benefit
Firearms Proficiency ¹	Base attack bonus +1	No penalties on attacks with firearms
Firearms Drill	Dex 15, Firearms Proficiency	Reduce reload time to 1 round
Flamboyant Display	Cha 13, Weapon Finesse, base attack bonus +6	Full round action to add Charisma bonus on a single attack
Swashbuckling	Cha 13, Dex 13, Flamboyant Display, Weapon Finesse, base attack bonus +6	Gain +2 on disarms and trips, special maneuver
Font of Life	Channel positive energy class feature, Healing domain	Increase healing during channeling attempts
Fortified Mind	Int 15	Immediate action to add Int bonus on Will saves
Furious Strike	Str 19, barbarian 8th level	Spend round of rage to add 1/2 level on attack rol
Greater Bond	Cha 15, animal companion	Companion gains additional benefits
Gut Shot ¹	Dex 15, Precise Shot, base attack bonus +5	Reduce ranged attack to deal extra damage
Hardy Stock	Toughness	Gain 2 hit points plus 1 hit point per HD
Harrowing Surge	Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +4, sneak attack +3d6	Gain +10 speed, sacrifice to deal +5 damage
Heroic Effort	Iron Will	Raise one ability by +2, fatigue
Horrific Summoning	Augment Summoning, Spell Focus (conjuration), Spell (necromancy)	Summoned monsters cause fear
Improved Dodge	Dex 13, Dodge	Gain +1 dodge bonus to AC against single chosen opponent
Improved Fleet	Fleet	Gain +5 ft. to speed in medium armor
Improved Spell Mastery	Spell Mastery	+1 CL with mastered spells.
Insane Casting	Insanity Points 1	Gain Insanity to bolster a spell.
Insightful Strike	Lay on hands or wholeness of body, base attack bonus +6	Sacrifice healing for combat bonuses
Inspire Terror	Cha 15, Intimidate 9 ranks	Gain bonus to Intimidate foes
Instinctive Rage	Con 15, rage class ability, base attack bonus +4	Enter a rage as immediate action
Frenzied Resilience	Con 15, rage class ability, Instinctive Rage, base attack bonus +4	Spend round of rage to add 1/2 level to one save
Fueled by Hate	Con 17, rage class ability, Instinctive Rage, Frenzied Resilience, barbarian level 8th	Spend round of rage to gain fast healing 5
Item Affinity	Arcane school specialist	+1 CL on related wands, staffs, and scrolls
Juggernaut Charge ¹	Str 19, Improved Overrun, Power Attack, base attack bonus +1	Treated as larger creature when overrunning foes
Knife Trick	Int 13, Combat Expertise, Improved Feint, Quick Draw, base attack bonus +1	Draw and feint as a swift action
Last Ditch Effort ¹	—	+4 attack and confirm crit, but –4 AC and staggere for 1 round
Life-Fueled Casting	Con 13, Spell Focus (necromancy)	Sacrifice 2 Con to gain +2 CL and +1 DC on a single necromancy spell you cast
Lightning Parry ¹	Two-Weapon Defense	+2 shield bonus against selected target
Lingering Enchantment	Cha 15, Greater Spell Focus (enchantment), Spell Focus (enchantment)	Enchanted targets find it hard to resist your spell
Necromantic Resonance	Int 17, Greater Spell Focus (necromancy), Spell Focus (necromancy), evil alignment	Necromancy spells cause fear
Overpowering Attack ¹	Str 15, Power Attack	+4 against opponents using Combat Expertise of fighting defensively
Pearl Diver	Swim 5 ranks	+2 bonus on Swim checks, +4 bonus on Con checks to hold breath, advantages when fighting underwater
Persistent Threat ¹	Step Up, base attack bonus +1	If opponent moves 5 feet, you move 5 feet, but retain 5-foot step
Press Ganger ¹	Profession (sailor) 1 rank, Weapon Focus (sap), base attack bonus +1	+2 on Intimidate checks, +2 nonlethal against flat footed targets
Shanghai ¹	Press Ganger	Deal nonlethal damage with lethal weapon with no penalty
Preternatural Instincts	Wis 13, Improved Initiative	Win initiative and gain +1 bonus to AC and Reflex saves

TABLE 3-2: NEW FEATS (CON'T)

Feat	Prerequisites	Benefit
Quick Study	Int 19, Spell Mastery	Spend one hour to select new spells.
Rallying Cry	Cha 17, Leadership, character level 7th	+1 leadership, bestow bonus to allies' saving throws
Razor Tongue	Cha 13, Intimidate 2 ranks	Intimidate check to stagger foe for 1 round
Read Soul	Spell Focus (divination)	Sacrifice divination spell to gain bonus on a Sense Motive check
Reckless Attack	Str 13, Power Attack, base attack bonus +1	Sacrifice AC to threaten critical
Resounding Strike	Str 13, Power Attack, ki strike, base attack bonus +6	Send foe flying with powerful unarmed strike.
Restless Mind	Con 13	You need no rest to regain spells.
Rope Monkey	Climb 1 rank	Retain Dex to AC while climbing, no higher ground bonus, special maneuver while climbing
Run 'im Through ¹	Weapon Finesse, base attack bonus +6	Deal +1d6 damage on confirmed critical with ligh piercing weapon
Scoundrel's Luck	Cha 13	Add Cha modifier on Reflex save
Sea Legs	Acrobatics 1 rank	Move at full speed, not flat-footed, and gain specia maneuver while using Acrobatics
Second Wind	Great Fortitude	Fort save to remove fatigue
Shadowcaster	Illusion School Specialization, Spell Focus (Illusion)	Spells with shadow descriptor are more potent.
Shrug it Off	DR 2/— or better	Reduce DR to gain AC bonus.
Skill Expertise	Skill Focus (any)	As swift action, add one-half level to skill check, impart bonus to others
Spontaneous Transmutation	Spellcraft 9 ranks, Greater Spell Focus (transmutation), Spell Focus (transmutation)	Swap prepared spell for a transmutation spell
Superior Expertise ¹	Int 13, Combat Expertise, base attack bonus +6	Increased bonus when using Combat Expertise
Uncanny Instincts	Int 15, Spell Focus (divination)	Sacrifice spell to gain bonus on initiative
Unhinged	Wis 13	Reduce the amount of Insanity Points gained
Weapon Display ¹	Dex 13, Cha 13, Intimidate 2 ranks, Weapon Focus (any melee weapon), base attack bonus +1	Full-round action to impose –2 penalty on opponents' attack and damage rolls
Words of Power	Knowledge (arcana) 6 ranks, Linguistics 6 ranks, Magical Aptitude, any one metamagic feat	Spontaneously apply metamagic feat to a spell

Feat	Prerequisites	Benefit
Blood of Pirates	Raised in Freeport	+2 bonus against disease and poison, +1 against mind-affecting effects
Drac Bloodline	_	Gain uncanny ability to deceive and intimidate others
Fool's Fortune	—	Gain +1d6 on a roll of 1d20 and subtract 1d6 on your next roll of 1d20
Francisco's Bloodline	_	Gain uncanny talents in seamanship
Merchant's Blood	—	Gain +1 bonus to Leadership score, +2 on Diplomacy checks
Troll Blood	—	Full-round action to heal damage equal to half your level

ARMED TO THE TEETH (COMBAT)

When properly armed you are a force to reckon with.

Prerequisite: Crack Shot.

Benefit: When armed with a one-handed melee weapon in your primary hand and a one-handed firearm in your off-hand, you only take a -2 penalty on attack rolls made with either weapon.

Special: Selecting this feat counts as selecting Two-Weapon Fighting for the purposes of qualifying for other feats that have Two-Weapon Fighting as a prerequisite.

ARMLOCK (COMBAT)

With a complex attack, you can prevent your opponent from slipping away.

Prerequisites: Str 17, Improved Unarmed Strike.

Benefit: During your action, designate a single opponent whom you threaten and have damaged with an unarmed strike on this turn. With a successful combat maneuver, you prevent that opponent from physically moving via non-magical means for 1 round. You may only use this feat on creatures that are no more than one size category larger or smaller than you. The effects of this feat immediately end if you move into a space that is not adjacent to the target.

BLASPHEMOUS AURA

Your mere presence diminishes other clerics' ability to channel positive energy to turn undead.

Prerequisite: Cha 13, strong aura of evil.

Benefit: All undead within 30 feet of you gain a bonus to Will saves equal to your Charisma bonus against channel energy effects to turn them.

Furthermore, if you have the Command Undead feat, you may channel negative energy as an immediate action to improve the channel resistance of all undead within 10 feet by +2. Undead that don't have channel resistance instead gain channel resistance +2. This bonus stacks with the bonus given to Will saves for undead within the blasphemous aura.

This feat is a supernatural ability.

BLINDING STRIKE (COMBAT)

You can deliver a terrible attack to steal your opponent's vision for a time.

Prerequisite: Dex 13, Str 13, Power Attack, base attack bonus +6.

Benefit: As a full-round action, make a single melee attack using your highest attack bonus at a -4 circumstance penalty. If this attack hits and deals damage, your opponent must succeed on a Reflex save (DC 10 + 1/2 your level + your Strength modifier) or become blinded for 1 round. If you scored a confirmed critical hit on this attack, you may forgo the extra damage to instead blind your opponent permanently (*remove blindness/deafness, regeneration*, or similar spells restore lost sight).

Creatures that do not rely on eyes to see as well as creatures that are immune to critical hits are immune to the effects of this feat.

BLOOD OF PIRATES (BACKGROUND)

Growing up in the City of Adventure has lent you a natural hardiness and resilience to various hazards of the body and the mind.

Prerequisite: You must have been born and raised in Freeport.

Benefit: You gain a +2 competence bonus on Fortitude saves to resist disease and poison and a +1 competence bonus on Will saves made to resist mind-affecting effects.

Special: You may only select this feat at 1st level, and it cannot be taken with any other Bloodline feat.

BLOODY FISTS

Your unarmed attacks are especially powerful.

Prerequisites: Str 15, Improved Unarmed Strike.

Benefit: Your unarmed strikes deal an extra 2 points of nonlethal damage. If you choose to deal lethal damage with your unarmed strike, the extra damage from this feat remains nonlethal damage.

BODY SHIELD (GOMBAT)

You can defend an ally by interposing your body between the attack and your ally.

Prerequisites: Dex 15, Dodge.

Benefit: On your turn as a free action, you can choose to take a -1 penalty to your Armor Class and CMD to grant a +1 shield bonus to an adjacent ally. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -1 and the shield bonus increases by +1. If your ally is missed by a margin equal to the AC bonus you granted, the same attack instead applies to you. Compare the modified attack roll to your AC (modified by this feat). If the roll equals or exceeds your AC, the attack successfully strikes you. The effects of this feat last until your next turn.

BORN MARÍNE (COMBAT)

Trained in the dirty fighting techniques of corsairs and pirates, you can deftly knock aside your foes' weapons to create opportunities where none existed before.

Prerequisite: Swim 2 ranks, Weapon Focus (cutlass), base attack bonus +1.

Benefit: You gain a +1 competence bonus on Acrobatics, Profession (sailor), and Swim checks. In addition, whenever you successfully disarm an opponent, you may spend one of your attacks of opportunity in the round to make a single attack against that foe using your highest attack bonus.

BRILLIANT TACTICIAN (GOMBAT)

When examining a battlefield, you are adept at finding tactical advantages.

Prerequisite: Int 13, Cha 13.

Benefit: As a full-round action, select one ally within 30 feet. That ally gains an insight bonus to his Armor Class or on his next attack roll equal to your Charisma bonus. This bonus lasts until the start of your next turn. Once you use this feat, you must wait 5 rounds before using it again.

BURST OF ACTIVITY

You can call upon hidden reserves of energy to make sudden flurries of activity.

Prerequisites: Con 15, Dex 13, Dodge, Improved Initiative, Mobility, Spring Attack, base attack bonus +4.

Benefit: On your turn, you may take an extra move action, either before or after your regular actions. Once you use this ability, you can safely use it again 10 rounds later. If you use this feat a second time before the 10 rounds have elapsed, you become fatigued for the remainder of the encounter. If you use it twice before the 10 rounds have elapsed, you become exhausted for the duration of the encounter and for 1 hour thereafter.

GANNY CHARGE (COMBAT)

You are less vulnerable when charging.

Prerequisites: Dex 13, Int 13, Combat Expertise, Dodge.

Benefit: You no longer take a penalty to AC when charging. You may, however, accept a -2 penalty on your AC to deal an extra 1d6 points of damage on a successful charge attack.

Normal: Charging characters take a -2 penalty to AC.

CHEAT DEATH

Your understanding of anatomy and healing is so great, you can drag souls back from beyond the brink of death.

Prerequisite: Heal 7 ranks.

Benefit: You can restore life to a dead creature so long as it has not been dead for more than 1 round. If you reach the target in time, you must spend a full-round action and succeed on a DC 25 Heal check. If you succeed, the target is immediately restored to -9 hit points and is now stable.

For every 5 ranks in Heal beyond 7, the target creature can be dead for 1 additional round before you attempt to use this feat to save them.

Special: You may not use this feat on constructs, oozes, plants, or undead creatures. Creatures whose bodies have been irrevocably

destroyed, such as with a *disintegrate* spell, cannot be restored to life using this feat.

<u>Ghíll Hand</u>

Your touch is as cold as the grave.

Prerequisites: Caster level 3rd, ability to cast chill touch.

Benefit: So long as you have a *chill touch* spell prepared or an available slot with which you may cast the *chill touch* spell, your unarmed strike attacks deal cold damage instead of nonlethal (or lethal) damage.

You also cast spells with the cold descriptor at +1 caster level.

<u>Combat Surge</u>

You can push yourself to act more quickly.

Prerequisite: Improved Initiative.

Benefit: At any point in the round but before your turn, you may take a standard or a move action. This counts as your action for the round. On the round following your use of Combat Surge, you gain the staggered condition.

GOMBAT THROW

You are adept at tripping and knocking down opponents in combat.

Prerequisite: Dex 13, Dodge, Improved Dodge, Improved Unarmed Strike.

Benefit: You gain a +2 bonus to your CMB any time you attempt a trip or bull rush attack, and a +2 to your CMD when you try to avoid a trip or bull rush attack made against you.

GOUNTERSTRÍKE (GOMBAT)

You take advantage of opportunities when they present themselves.

Prerequisite: Dex 13, Combat Reflexes, Dodge, Improved Dodge.

Benefit: Once per round, if the opponent you designated as the target of your Improved Dodge feat makes a melee attack against you and misses, you can make an attack of opportunity against that opponent. This attack counts against your normal limit of attacks of opportunity for the round.

GRAB'S RUSH (GOMBAT)

Your scuttling, side-to-side movement makes you hard to hit.

Prerequisite: Dex 13, Dodge, Mobility.

Benefit: Whenever you fight defensively, you only take a -2 penalty on your attack rolls to gain a +2 bonus to your Armor Class (or +3 if you have 5 or more ranks in Acrobatics).

Normal: When fighting defensively, you take a –4 penalty on your attack roll to gain a +2 bonus to your Armor Class.

GRACK SHOT (GOMBAT)

Your skill at firearms allows you to maximize the weapon's usefulness even in melee.

Prerequisite: Weapon Focus (any firearm), base attack bonus +6.

Benefit: When wielding a loaded firearm for which you have the Weapon Focus feat, you threaten adjacent squares. You no longer provoke attacks of opportunity when firing this weapon while in a threatened space.

THE DARK LADY'S KISS

You gain a special resilience to negative energy attacks and can convert these attacks into useful energy.

Prerequisite: Caster level 5th, Death domain, Magic domain.

Benefit: You gain a +4 insight bonus on Fortitude saves to resist gaining negative levels from spells and special attacks. If the effect doesn't normally grant a saving throw, you are entitled to a Fortitude save (without the insight bonus) to resist the effect as if it did have a saving throw (use the normal method for determining a spell's DC or, if a supernatural effect, the DC is 10 + 1/2 the creature's HD + its


Charisma modifier). If you succeed on the save, you instead convert this energy to improve your *bleeding touch* granted power from the Death domain. Each negative level you successfully convert can be spent to increase your *bleeding touch* dice by +1d6. Unspent converted negative energy levels vanish at dawn.

DEAD-EYE SHOT (COMBAT)

Whenever you take extra time with a shot, you are deadly accurate.

Prerequisite: Precise Shot, Far Shot.

Benefit: Before making a ranged attack, you may spend a move action to line up your shot to gain a +4 circumstance bonus on your next attack roll. Once you begin aiming, you cannot move, even to take a 5-foot step, until after you make the attack or the benefit of this feat is lost. Likewise, if your concentration is disrupted or you are attacked before your next action, you lose the benefit of this feat.

DESPERATE LUNGE (COMBAT)

You can extend your reach but at the expense of your defense.

Prerequisite: Lunge, base attack bonus +9.

Benefit: When using the Lunge feat, you may take an additional –5 penalty to your Armor Class to take an additional 5-foot step this round. This 5-foot step is in addition to any movement taken during the round, including any other 5-foot step. This additional 5-foot step provokes attacks of opportunity, and the penalty lasts until the start of your next turn. If you take this step, you cannot take a 5-foot step during your next turn. If you take a move action during your next turn, subtract 5 feet from your total movement.

DÍMENSÍON DROP

You can use your mobility to get the jump on your opponents.

Prerequisites: Abundant step or the ability to cast *dimension door*, sneak attack +1d6.

Benefit: Whenever you cast *dimension door* or any other conjuration (teleportation) spell to move to a square that threatens an opponent, you may immediately make a single attack at your highest attack bonus. The target loses its Dexterity bonus (if any) to AC for this attack.

DIRTY SPELLCASTING

By feinting while casting a spell, you can punch through your opponent's defenses.

Prerequisites: Int 15, Combat Casting, Combat Expertise, Improved Feint.

Benefit: When casting a spell on the defensive against an opponent that threatens you, you may make a Bluff check as an immediate action to feint in combat. If you succeed, not only is your target denied his Dexterity bonus to AC, but he also takes a -2 circumstance penalty to his saving throws against the spell you cast.

Normal: Feinting is only possible with melee attacks.

DISCIPLINED WARRIOR

You are trained to stand fast in the face of overwhelming numbers and against terrifying foes.

Benefit: Whenever you fail a Will save against a fear spell or effect, you may immediately make a second saving throw at a -5 penalty to negate the effect. If this second save fails, you are affected as normal.

<u>Dívíne Blessing</u>

You enjoy the favor of your god.

Prerequisite: Cha 13.

Benefit: Choose a divine spellcasting class. You may substitute your Charisma modifier for your Wisdom modifier for the purposes of determining your save DC and bonus spells. In addition, your caster level for the selected class increases by +2, up to your maximum Hit Dice. The increase to caster level does not affect your spells per day; it only increases your caster level as it applies to the effects of divine spells you cast and your caster level check to overcome spell resistance.

Domain Specialization

You can draw more strongly from your deity's spheres.

Prerequisite: Wis 15.

Benefit: Select one of your domains. You may sacrifice a prepared non-domain spell to cast a spell of the same level or lower of your selected domain.

Special: You may select this feat more than once. Each time, the benefits apply to a different domain.

<u>Double Kick</u>

When enemies seek to surround you, you can leap into the air to strike at adjacent foes.

Prerequisite: Wis 19, Acrobatics 6 ranks, Eyes in the Back of Your Head, Improved Unarmed Strike, base attack bonus +6.

Benefit: Whenever you are flanked, you may make a single unarmed attack against two opponents at once. Make the attack roll as normal, but compare the results of the one roll against the AC of both opponents separately. Each opponent you hit takes your unarmed strike damage plus 1-1/2 times your Strength bonus. As well, damaged opponents are knocked 5 feet away from you, unless prevented by an obstacle, such as another character, a wall, column, and so on.

DRAC BLOOPLINE (BACKGROUND)

You are a distant descendant of Captain Drac, one of Freeport's first Sea Lords. While the position of Sea Lord no longer requires a person to carry the Drac blood, there are those who would see this old bloodline extinguished (something your GM is sure to exploit).

Benefit: You gain a +1 competence bonus on all Bluff, Intimidate, and Sense Motive checks. Furthermore, if ever you fail on one of these checks, you may immediately make a second skill check using this skill to try again, but at a –5 penalty.

Special: You may only take this feat at 1st level, and it cannot be taken with any other Bloodline feat.

DREADFUL BLOW

You can deliver a terrible attack to stagger your foe.

Prerequisite: Sneak attack +2d6.

Benefit: Whenever you make a successful sneak attack, you may sacrifice 2d6 points of sneak attack damage to restrict your opponent's actions. On your opponent's next turn, he may only take a single move or standard action.

Special: For the purpose of this feat, any extra damage, such as an assassin's backstab ability, qualifies as sneak attack.

ENTANGLE WEAPON (COMBAT)

By sacrificing your effectiveness in combat, you can compromise your opponent's ability to attack.

Prerequisite: Dex 15, Int 13, Combat Expertise, base attack bonus +4.

Benefit: Whenever you successfully hit an opponent in melee, you may voluntarily take a -1 penalty to your attack roll and apply this same penalty to your selected opponent's attack bonus. When your base attack bonus reaches +4, and every +4 thereafter, the penalty to both you and your opponent increases by -1. The effects of this feat last until your next turn.

Evasive Maneuver

You can slip underneath your opponents' defenses.

Prerequisite: Dex 13, Wis 13, Combat Reflexes, Dodge.

Benefit: Whenever an opponent makes a charge attack against you, you may move 5 feet as an immediate action. This movement does not provoke attacks of opportunity, and you forfeit any other 5-foot step this turn. Your opponent may still be able to attack you if you are within reach, but he loses the normal +2 bonus to the attack roll, though he still takes the -2 penalty to AC for making the charge. If you attack this opponent on your next turn, you gain a +4 circumstance bonus on your attack roll.

EYES IN THE BACK OF YOUR HEAD

Opponents derive no benefit from flanking you.

Prerequisite: Wis 19, base attack bonus +3.

Benefit: Attackers do not gain the usual +2 bonus to attack when flanking you. You lose the benefit of this feat whenever you would be denied your Dexterity bonus (if any) to AC. This feat does not prevent sneak attack damage from flanking opponents, only the bonus to attacks.

FALSE ATTACK (COMBAT)

You can make a feint to set your opponent up for a devastating attack.

Prerequisite: Int 13, Bluff 2 ranks, Combat Expertise, Improved Feint, base attack bonus +6.

Benefit: As a full-round action, you may make a single melee attack. If you hit, you deal 5 additional points of damage and gain a +4 circumstance bonus to confirm a critical if you threaten one. If you miss, you provoke an attack of opportunity from that opponent.

FEARSOME GLARE

Your imposing and terrifying presence intensifies your fear spells.

Prerequisite: Caster level 5th, ability to cast scare.

Benefit: So long as you have a *scare* spell prepared or an available slot with which you may cast the *scare* spell, you gain a +3 competence bonus on Intimidate checks and the save DC for any fear spell you cast increases by +1.You also cast spells with the fear descriptor at +1 caster level.

Filthy

Your diet and poor hygiene give you an almost unnatural resistance to poison and disease.

Prerequisite: Any non-elf race.

Benefit: You gain a +4 resistance bonus on Fortitude saves against disease and poison.

Special: As you are accustomed to filth and squalor, you take a -2 circumstance penalty on Diplomacy and Disguise checks. These penalties remain even if you bathe.



FÍREARMS DRÍLL

Spending long hours drilling with firearms makes reloading a snap.

Prerequisite: Dex 15, Firearms Proficiency, base attack bonus +1.

Benefit: You can reload a firearm in 1 round.

Normal: It takes 3 rounds to reload a firearm.

FIREARMS PROFICIENCY (GOMBAT)

You are skilled in the use of firearms.

Prerequisite: Base attack bonus +1.

Benefit: You may make attack rolls with firearms normally.

Normal: A character who uses a weapon with which he is not proficient takes a –4 penalty on attack rolls.

FLAMBOYANT DISPLAY

Your dazzling weapon-play grants you a tactical advantage in combat.

Prerequisite: Cha 13, Weapon Finesse, base attack bonus +6.

Benefit: When wielding a light weapon or a weapon with which you may apply the benefits of the Weapon Finesse feat, you may make a single attack as a full-round action. Add your Charisma bonus as a circumstance bonus on the attack roll.

<u>FOOL'S FORTUNE (BACKGROUND)</u>

Fortune is a fickle mistress. Sometimes she favors you and other times you get only her scorn.

Benefit: In combat, any time you make an attack roll, saving throw, ability check, or skill check, you may use this feat as an immediate action to add +1d6 to your roll. The next time you make an attack

roll, saving throw, or check of any kind in combat, you must spend an immediate action to subtract 1d6 from your roll.

Special: You may only take this feat at 1st level.

<u>Font of Life</u>

You are a wellspring of life.

Prerequisite: Channel positive energy class feature, Healing domain.

Benefit: Whenever you channel positive energy to heal living creatures, add 2 hit points to each die of damage healed.

FORMATION FIGHTING (COMBAT)

You are adept at fighting in strict formation and can lend your expertise to your allies.

Prerequisite: Disciplined Warrior.

Benefit: When fighting alongside two or more allies within 5 feet of you, you grant these allies a +1 dodge bonus to AC. If you successfully take an aid another action, you grant a +4 bonus to one adjacent ally's attack roll against a target you both threaten, or a +4 bonus to his AC against attacks from an opponent you both threaten.

Normal: The aid another action normally grants a +2 bonus to an attack or AC.

Fortified Mind

Your strong mind resists mental attacks.

Prerequisite: Int 15.

Benefit: As an immediate action, you may add your Intelligence bonus as an insight bonus on your Will saves. The bonus lasts for 1 round. You must wait 5 rounds between each use of this feat.



FRANCISCO BLOOPLINE (BACKGROUND)

You are a distant descendant of Captain Francisco, one of Freeport's first Sea Lords. You have plenty of reason to hate members of the equally old Drac family, since the blood of your ancestors stains their hands.

Benefit: You gain a +1 competence bonus on all Acrobatics, Diplomacy, and Survival checks. Furthermore, if ever you fail on one of these checks, you may immediately make a second skill check using this skill to try again, but at a –5 penalty.

Special: You may only take this feat at 1st-level.

Frenzied Resilience

You may draw upon your brimming ire to resist the attacks of your enemies.

Prerequisites: Con 15, rage class ability, Instinctive Rage, base attack bonus +4.

Benefit: As an immediate action, you may spend one round of your daily rage allotment to add a morale bonus to any saving throw equal to one-half your class level. If you succeed on the save, you regain the spent round of rage. The benefits of this feat last for 1 round.

FUELED BY HATE

You can channel your outrage to overcome your injuries.

Prerequisite: Con 17, rage class ability, Instinctive Rage, Frenzied Resilience, barbarian level 8th.

Benefit: As an immediate action, you may spend one round of you daily rage allotment to gain fast healing 5. This benefit lasts a number of rounds equal to your Constitution bonus.

Alternatively, you may use this feat to immediately recover four points of ability damage or two points of ability drain.

FURÍQUS STRÍKE

You can channel all of your hate and anger into a single devastating attack.

Prerequisite: Str 19, barbarian level 8th.

Benefit: While raging, you may make a single attack as a full-round action and add one-half your class level as a competence bonus on your attack and damage rolls. If the attack hits and threatens a critical, this bonus also applies to the confirmation roll as well. Each use of this feat costs one round of your daily rage allotment.

GREATER BOND

The bond you share with your animal companion grows stronger.

Prerequisite: Cha 15, animal companion.

Benefit: You count your class level as 2 levels higher than normal when determining the capabilities of your animal companion.

As well, your animal companion gains all the benefits of your favored enemy abilities (if any).

Finally, you gain a +4 circumstance bonus to Survival checks made to follow tracks if your animal companion is within 5 feet of you.

GREATER COMBAT THROW

You can manhandle your opponents, flinging them away from you.

Prerequisite: Combat Throw.

Benefit: In addition to the normal effects of a successful trip, you may also move your opponent a number of squares equal to your Strength bonus (if any) and deal additional damage equal to 1d6 plus 1-1/2 times your Strength modifier. You can use this feat on creatures up to one size larger than you.

<u>GUT SHOT (GOMBAT)</u>

You can place ranged attacks in a target's vitals.

Prerequisite: Dex 15, Precise Shot, base attack bonus +5.

Benefit: When making a ranged attacks, you may choose to take a -1 penalty on your attack rolls and combat maneuver checks to gain a +1 bonus on all ranged attacks against opponents within 30 feet. You deal additional damage equal to the amount by which you reduced your attack bonus. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by -1 and the bonus to damage increases by +1. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to ranged touch attacks or effects that do not deal hit point damage.

HARDY STOCK

You are tough as nails.

Prerequisite: Toughness.

Benefit: You gain +1 hit points per Hit Die you possess. Henceforth, you gain +1 hit point each time you gain a level or advance a Hit Die. These hit points are in addition to those gained through the Toughness feat.

HARROWING SURGE

You are capable of incredible bursts of speed.

Prerequisite: Dex 13, Dodge, Mobility, Spring Attack, base attack bonus +4, sneak attack +3d6.

Benefit: As a swift action, you gain a +10 enhancement bonus to your speed. This bonus lasts for a number of rounds equal to your Constitution bonus (minimum 1 round). While under the benefits of this feat, but so long as you have at least one round of duration remaining, you may sacrifice this bonus as an immediate action to deal an extra 5 points of damage on a successful melee attack.

You may use this feat once per encounter.

HEROIC EFFORT

You can push yourself beyond your normal limits.

Prerequisites: Iron Will.

Benefit: As an immediate action, you may temporarily raise any one of your ability scores by +2 for a number of rounds equal to one-half your level. At the end of this time, you are fatigued for 1 hour.

HORRIFIC SUMMONING

Your summoned creatures are twisted and malformed.

Prerequisites: Augment Summoning, Spell Focus (conjuration), Spell Focus (necromancy).

Benefit: Whenever you cast a summoning spell, all creatures with 4 Hit Dice or less within 30 feet of the summoned creatures must succeed on a Will save (DC 10 + the spell's level + your key ability modifier) or become shaken for 1 round. Creatures that successfully save are immune to further uses of Horrific Summoning for 24 hours.

This is a mind-affecting fear effect.

IMPROVED DODGE

You have a knack at avoiding injury.

Prerequisite: Dex 13, Dodge.

Benefit: During your action, you designate an opponent and receive an additional +1 dodge bonus to Armor Class against attacks from that opponent. You can select a new opponent on any action. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Special: Since dodge bonuses stack, the benefits of this feat stack with the Dodge feat.

IMPROVED FLEET

You are faster than most in heavier armor.

Prerequisite: Fleet.

Benefit: You retain the base speed increase of 5 feet granted by the Fleet feat when wearing medium armor or carrying a medium load. Normal movement restrictions for the armor type still apply.

IMPRODED SPELL MASTERY

You have mastered a handful of spells and can enhance their power in a number of ways.

Prerequisites: Spell Mastery.

Beneit: Whenever you cast a spell that you selected for the Spell Mastery feat, you cast that spell at +1 caster level.

Also, when applying metamagic feats to your mastered spells, you also gain one free spell level to offset the usual penalties. For example, you can add Silent Spell without changing the effective level of the spell. If the metamagic feat does not alter a spell's effective level, Improved Spell Mastery has no effect, and only one metamagic feat per spell may have its cost reduced in this manner.

Special: The secondary benefits of Improved Spell Mastery do not apply to the Heighten Spell metamagic feat.

INSANE GASTING

You can tax your mental stability to bolster your spells.

Prerequisites: Insanity Points 1.

Benefit: Gain 1 Insanity Point to increase the save DC of any spell you cast by +1.

In addition, you may apply the effects of any metamagic feat you know to a spell you are casting as a free action. You must still be able to cast that spell normally, such that the effective spell level must be one that you can cast. However, casting the spell in this way does not require a higher slot or prepared spell. Upon successfully casting the spell, you gain a number of Insanity Points equal to the spell's original level.

You must wait 5 rounds between each use of this feat.

For example, say you are a 7th level wizard with the Still Spell feat. You could apply the Still Spell feat to *fireball* by gaining 3 Insanity Points. You could not, however, apply the effects of the Quickened Spell to *fireball* since it would normally use up a 7th-level spell slot, which is beyond your casting ability.

INSIGHTFUL STRIKE

You can extend the applications of your keen insight and understanding of your own health as a powerful tool to defeat your enemies.

Prerequisites: Lay on hands or wholeness of body, base attack bonus +6.

Benefit: As a swift action, you may spend uses of lay on hands or wholeness of body (2 *ki* points per use) to gain combat bonuses. For every use sacrificed, you gain a +1 insight bonus on your attack roll. At the same time, you may also spend an additional use to deal an additional +1 point of damage on a successful hit. You must sacrifice these points separately, so to gain a +1 insight bonus on an attack roll and +1 damage, you would have to sacrifice 2 uses of lay on hands or wholeness of body.

INSPÍRE TERROR

Your sudden appearance fills your foes with dread.

Prerequisite: Cha 15, Intimidate 9 ranks.

Benefit: You receive a +4 bonus when using your Intimidate skill to demoralize opponents, and the duration your foes are shaken doubles.

INSTINCTIVE RAGE

You explode with violence at the slightest provocation.

Prerequisite: Con 15, rage class ability, base attack bonus +4.

Benefit: You may fly into a rage as an immediate action. You can rage for a number of rounds per day equal to 6 + your Constitution modifier. Finally, you only take a -1 penalty to AC from being in the rage.

Normal: A barbarian may enter a rage only on his turn. A barbarian's starting daily rage allotment is equal to 4 + his Constitution modifier, and while in a rage, the barbarian takes a -2 penalty to AC.

TEM AFFINITY

Your extensive knowledge about a particular school of magic allows you to coax more power out of certain types of related magic items.

Prerequisites: Arcane school specialist.

Benefit: When using scrolls, staffs, or wands that contain spells of your chosen school specialty, the spell's save DC and effective caster level increase by +1. If the spell stored in the item is the same as one you selected for the Spell Mastery feat, the DC and caster level instead increase by 2.

<u> JUGGERNAUT GHARGE (COMBAT)</u>

You may power through occupied squares as part of your charge or overrun.

Prerequisite: Str 19, Improved Overrun, Power Attack, base attack bonus +1.

Benefit: When overrunning opponents, you are treated as one size category larger for purposes of your Combat Maneuver Bonus, Combat Maneuver Defense, and the size of creatures you can overrun. Consequently, you receive a +1 bonus on checks made to overrun a foe, and a +1 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. The bonuses stack with those granted by Improved Overrun, and you may attempt to overrun a creature two sizes larger than your actual size.

KNÍFE TRÍCK

You can do surprising things with a knife.

Prerequisite: Int 13, Combat Expertise, Improved Feint, Quick Draw, base attack bonus +1.

[HREE: SUPPLEMENTAL RULES

Benefit: Whenever you draw a light weapon, you may feint your opponent as a swift action. You must wait 5 rounds between each use of this feat.

LAST DITCH EFFORT (COMBAT)

You can throw all caution to the wind and make a final desperate strike to defeat your enemy.

Benefit: As a full-round action, you may make a single attack at your highest attack bonus with a melee weapon with which you are currently armed. You gain a +4 circumstance bonus to the attack roll and if you threaten a critical, you automatically confirm it. Until the end of your next turn, you take a -4 circumstance penalty to your AC and you may only take a standard or move action on your next turn.

LIFE-FUELED GASTING

By drawing upon your inner reserves, you bolster your spells, making them harder to resist.

Prerequisites: Con 13, Spell Focus (necromancy).

Benefit: Whenever you cast a necromancy spell, as an immediate action, you may sacrifice your health to cast these spells at a greater effect. For every 2 points of Constitution damage you inflict upon yourself, you increase the spell's DC by +1 and your effective caster level by +2.

Special: Every 2 points of Constitution damage you take reduces your hit point total by 1 per class level or Hit Die. This feat cannot be used in conjunction with spells or abilities that make you immune to Constitution damage.

LIGHTNING PARRY (GOMBAT)

You can deflect incoming attacks with your off-hand weapon.

Prerequisite: Two-Weapon Defense.

Benefit: As an immediate action, you may sacrifice the +1 shield bonus gained from the Two-Weapon Defense feat to gain a +2 shield bonus to your AC against attacks made by a single target for 1 round.

LINGERING ENCHANTMENT

Subjects once affected by your enchantment spells find themselves craving the touch of your spells.

Prerequisites: Cha 15, Greater Spell Focus (enchantment), Spell Focus (enchantment).

Benefit: Any target that fails a saving throw against an enchantment spell you cast must immediately succeed on a second Will save against the spell's DC or take a penalty equal to one-half your caster level to all future Will saves against enchantment spells you cast.

Regardless of the success or failure of the save, the target cannot again be affected by this feat for 24 hours.

This is a supernatural ability.

MERCHANT'S BLOOD (BACKGROUND)

You descend from a powerful merchant's family.

Benefit: You gain a +2 competence bonus on Diplomacy checks and a +1 bonus to your Leadership score. Furthermore, you begin play with the maximum starting gold for your class.

Special: You may only select this feat at first level and it cannot be taken with any other Bloodline feat.



NECROMANTIC RESONANCE

Necromancy spells you successfully cast leave a lasting mark on your targets.

Prerequisites: Int 17, Greater Spell Focus (necromancy), Spell Focus (necromancy), evil alignment.

Benefit: Whenever a target fails its save against a necromancy spell you cast, it is overcome with feelings of shame and horror. The target must succeed on a Will save against the spell's DC or become shaken for a number of rounds equal to the spell's level. This is a mind-affecting fear effect. Subjects who succeed on the save cannot again be affected by Necromantic Resonance for 24 hours.

This feat is a supernatural ability.

OVERPOWERING ATTACK (COMBAT)

You can batter down your opponents' defenses.

Prerequisite: Str 15, Power Attack.

Benefit: Whenever you attack an opponent who used the Combat Expertise or Superior Expertise feats, who is fighting defensively, or who took the total defense action, you gain a +4 circumstance bonus on your attack roll.

PEARL DIVER

You are a practiced skin diver and are comfortable in underwater environments.

Prerequisite: Swim 5 ranks.

Benefit: You gain a +2 competence bonus on Swim checks and a +4 competence bonus on Constitution checks made to hold your breath. In addition, while underwater, you take no penalty on attack rolls

and you deal normal damage when using slashing weapons. Finally, you retain your Dexterity bonus to Armor Class when off balance underwater. For details on underwater combat, see **Aquatic Terrain** in the *Pathfinder Core Rulebook*.

PERSISTENT THREAT (GOMBAT)

You keep the pressure on your opponents to ensure they try no trickery and slip free from your grasp.

Prerequisite: Step Up, base attack bonus +1.

Benefit: When you use the Step Up feat, you retain the ability to take a 5-foot step during your next turn, and do not subtract 5 feet from your total movement. You may use this feat only once per round.

PRESS GANGER

You are adept at "helping" people volunteer for service on a ship.

Prerequisite: Profession (sailor) 1 rank, Weapon Focus (sap), base attack bonus +1.

Benefit: You gain a +2 competence bonus on Intimidate checks. When making a nonlethal attack against a flat-footed opponent, your attack deals +2 points of damage.

PRETERNATURAL INSTINCTS

You have amazing instincts, enabling you to react more quickly than most other foes.

Prerequisite: Wis 13, Improved Initiative.

Benefit: If your initiative check is the highest of all combatants engaged in the encounter, you gain a +1 dodge bonus to AC and a +1 insight bonus on Reflex saves on the first non-surprise round of combat.

QUICK STUDY

You can exchange prepared spells with a short period of intense study.

Prerequisites: Int 19, Spell Mastery.

Benefit: If you spend one hour studying your spellbook, you may swap a number of prepared spells equal to your Intelligence bonus for spells of the same level contained within your spellbook or known through Spell Mastery. Even if you intend to swap in spells known through Spell Mastery, you must still have access to your spellbook in order to make use of this feat. Using this feat requires intense concentration. You can ignore minor distractions—unexpected noises, for example—with a successful DC 15 concentration check. Physical injury or extended disruptions foil the attempt and you must start your study again.

RALLYING GRY

With an inspiring cry, you replenish your allies' inner resolve to keep fighting.

Prerequisite: Cha 17, Leadership, character level 7th.

Benefit: Gain a +1 bonus to your leadership score.

As an immediate action, you can loose a rallying cry to instill courage in your allies. All living allies within 30 feet gain a morale bonus on all saving throws equal to your Charisma bonus for 1 round. Once you use this feat, you must wait 5 rounds before using it again.

RAZOR TONGUE

You have a sharp tongue and scathing wit capable of bewildering your opponents.

Prerequisite: Cha 13, Intimidate 2 ranks.

Benefit: You can use Intimidate to bewilder a target as a standard action. Make an Intimidate check with a DC equal to 10 + the target's Hit Dice + the target's Wisdom modifier. If you win, your target may only take a single move action or standard action on its next turn. Regardless of the result of your Intimidate check, your target cannot be affected by this feat again for 24 hours.

This is a mind-affecting fear effect.

Special: If you have the Improved Feint feat, you may use Razor Tongue as a move action.

READ SOUL

You can apply your mastery of divination spells to derive uncanny insights into the nature of those you meet.

Prerequisites: Spell Focus (divination)

Benefit: As a swift action, you can sacrifice a prepared divination spell or a spell slot for which you can cast a known divination spell to gain an insight bonus to a Sense Motive check equal to the spell's level '2. Thus, a sacrificed 2nd-level spell would grant a +4 insight bonus. You can use this ability before or after the Sense Motive check is made.

RECKLESS ATTACK

You may leave yourself open to deliver a dreadful attack.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Benefit: As a full-round action, you can choose to take a -2 penalty to your Armor Class and make a single melee attack using your highest attack bonus. If this attack hits, it automatically threatens a critical hit. Roll again to confirm the critical hit as normal. This feat cannot be used in conjunction with spells, abilities or feats that allow you to automatically confirm critical hits. The penalty to AC lasts until your next turn.

Special: Using this feat provokes attacks of opportunity.

Resounding Strike

You may focus your ki to deliver a tremendous attack.

Prerequisite: Str 13, Power Attack, *ki* strike (or similar) ability, base attack bonus +6.

Benefit: If you are unarmed or using a monk weapon, you may make a single attack as a full-round action. You gain a +2 circumstance bonus on your attack roll, but take a -4 penalty to AC until the start of your next turn. If the attack hits, your target must succeed on a Fortitude save (DC 10 + the damage dealt) or fly straight back a number of squares equal to your base attack bonus. If a barrier or some other obstacle interrupts the target's path, the target and the obstacle each take 1d6 points of damage per 10 feet your target traveled.

RESTLESS MIND

You can prepare spells and recover spell slots without needing rest.

Prerequisites: Con 13.

Benefit: You do not require rest to prepare arcane spells or recover arcane spell slots. You may still only prepare spells once in a 24-hour period, and you still need to spend an hour studying or meditating to prepare the spells. This does not prevent the physical need for sleep, but it does allow you to ignore the effects of *nightmare* and other events that disrupt rest.

Normal: A spellcaster must get 8 hours of rest (or meditation) to prepare new spells.

ROPE MONKEY

As an experienced seaman, you can climb rigging and ropes with the speed and agility of a monkey.

Prerequisite: Climb 1 rank.

Benefit: You always retain your Dexterity bonus (if any) to Armor Class when climbing. Opponents gain no special benefit for attacking you while you are climbing, even if they have higher ground. Finally, if you take damage from an attacker while climbing and your Climb check exceeds the DC by 5, you gain a +1 circumstance bonus on your attack rolls against the target that attacked you until the end of your next turn.

Normal: While climbing, a character loses his Dexterity bonus (if any) to Armor Class. Opponents gain a +1 circumstance bonus on attack rolls against characters against whom they have the higher ground.

RUN 'IM THROUGH (GOMBAT)

You can slip through your enemy's defenses to impale him on your weapon.

Prerequisites: Weapon Finesse, base attack bonus +6.

Benefit: You deal +1d6 points of damage on a confirmed critical hit made with rapiers and light piercing or slashing weapons.

<u>Scounprel's Luck</u>

Your good fortune is exceeded only by your roguish charm.

Prerequisite: Cha 13.

Benefit: As an immediate action, you may add your Charisma bonus as an insight bonus on all Reflex saves. The bonus lasts for 1 round. You must wait 5 rounds between each use of this feat.

SEA LEGS

Your time at sea has taught you how to keep your feet in foul weather and dangerous seas.

Prerequisite: Acrobatics 1 rank.

Benefit: You are never considered flat-footed when using Acrobatics to move across narrow surfaces or uneven ground. In addition, whenever you succeed on an Acrobatics check to move across a precarious surface, you may move at full speed. Finally, if you take damage from an attacker during such movement and your Acrobatics check exceeds the DC by 5, you gain a +1 circumstance bonus on your attack rolls against the target that attacked you until the end of your next turn.

Normal: You are considered flat-footed while using Acrobatics to move on marrow surfaces and uneven ground without falling. A successful Acrobatics check lets you move half-speed over a precarious surface.

SECOND WIND

You can draw upon hidden reserves to throw off the effects of fatigue.

Prerequisite: Great Fortitude.

Benefit: As a full-round action you may attempt a DC 15 Fortitude save to remove the effects of fatigue. You may use this feat just once per encounter and this feat does not affect the exhausted condition.

SHADOWCASTER

Shadow spells you cast are especially intense.

Prerequisites: Illusion School Specialization, Spell Focus (illusion).

Benefit: Whenever you successfully cast an illusion spell with the shadow descriptor, the damage percentage increases by +5% per point of your Intelligence bonus (minimum +5%) to a maximum of 90%. For example, an illusionist with an 18 Intelligence (+4 bonus) who casts *greater shadow evocation* deals 80% real damage instead of the normal 60%.

SHANGHAÍ (COMBAT)

You are an expert at subduing landlubbers.

Prerequisite: Press Ganger.

Benefit: You may use a melee weapon that deals lethal damage to deal nonlethal damage at no penalty.

Normal: When using a melee weapon that deals lethal damage to deal nonlethal damage, a character takes a -4 circumstance penalty on the attack roll.

Shrug ít Off

You can shrug off injuries as if they did not happen.

Prerequisite: Damage reduction 2/--- or better.

Benefit: As an immediate action, you may temporarily lower your damage reduction by 1 to gain a +2 deflection bonus to Armor Class for 1 hour.

SKILL EXPERTISE

You have a special understanding with a particular skill that allows you to teach its use to others.

Prerequisite: Skill Focus (any skill).

Benefit: Choose one skill for which you have selected the Skill Focus feat. As a swift action, you may add one-half your class level as a competence bonus to a check using this skill.

Alternatively, as a full-round action, you may bestow a +4 insight bonus on any other character's skill check with this skill that is within 30 feet and who can both clearly see and hear you speak. If the target is untrained in this skill, you do not grant the +4 bonus, but you do allow the target to attempt the skill check at a -5 competence penalty.

SPONTANEOUS TRANSMUTATION

You can modify your prepared spells on the fly.

Prerequisites: Spellcraft 9 ranks, Greater Spell Focus (transmutation), Spell Focus (transmutation).

Benefit: For each spell level you can cast, select one transmutation spell you know. Henceforth, you may exchange a prepared spell for a selected transmutation of the selected spell's level or lower. As you gain new spell levels, you may select additional transmutation spells for those spell levels.

SUPERIOR EXPERTISE (GOMBAT)

You are master of using your combat training for defense.

Prerequisite: Int 13, Combat Expertise, base attack bonus +6.

Benefit: When you use the Combat Expertise feat to improve your Armor Class, the number you subtract from your attack and add to your AC increases by 1. The penalty and bonus stack with the Combat Expertise feat and the increases that occur when your base attack bonus reaches +4, and every +4 thereafter.

SWASHBUCKLÍNG

Your ingenuity and flair for combat makes you especially effective at disarming and tripping your foes. As well, you can make a special charge attack.

Prerequisite: Cha 13, Dex 13, Flamboyant Display, Weapon Finesse, base attack bonus +6.

Benefit: Gain a +2 competence bonus to your CMB for all disarm and trip attacks. Additionally, you may use a rope, tapestry, or similar object to make a swinging charge to gain an additional +2 bonus on your attack roll.

TROLL BLOOP (BACKGROUND)

You have troll blood in your veins and may even be a descendant of the infamous pirate Sigurd Trolldottir.

Benefit: Once per day, you can spend a full-round action to heal an amount of damage equal to one-half your character level (minimum 1 point).

Special: You may only select this feat at 1st level, and it cannot be taken with any other Bloodline feat.

<u>Uncanny Instincts</u>

You can expend magical energy to improve your reflexes.

Prerequisites: Int 15, Spell Focus (divination).

Benefit: As a free action, you may sacrifice a prepared spell or use a spell slot to gain an insight bonus to your initiative check equal to twice the spell's level. Thus, a sacrificed 2nd-level spell would grant a +4 insight bonus to your initiative check.

Unhínged

You are a little off in the head, making you less susceptible to encounters with the awful.

Prerequisite: Wis 13

Benefit: Whenever you would gain Insanity Points, you reduce the number of points you would gain by an amount equal to your Wisdom bonus.

WEAPON DISPLAY (COMBAT)

You can perform an impressive set of maneuvers to force your opponents to think twice about attacking you.

Prerequisite: Dex 13, Cha 13, Intimidate 2 ranks, Weapon Focus (any melee weapon), base attack bonus +1.

Benefit: As a full-round action, you can execute a bewildering display of flashing steel with a weapon for which you selected the Weapon Focus feat. All living creatures within 30 feet who also have Intelligence scores of 3 or higher must succeed on a Will save (DC 10 + 1/2 your level + your Charisma modifier) or take a -2 morale penalty on attack rolls made against you. An affected creature retains this penalty until the end of the encounter or until it successfully hits you.

WORDS OF POWER

You know fragments of a magical language and can incorporate them into your spells.

Prerequisites: Knowledge (arcana) 6 ranks, Linguistics 6 ranks, Magical Aptitude, any one metamagic feat.

Benefit: When casting a spell with a verbal component, you may apply the effects of any one metamagic feat you know as an immediate action without increasing the spell's effective level. To do so, you must succeed on a caster level check (DC 15 + the spell's level). If the check fails, the spell is wasted and you are stunned for 1 round.

For Words of Power to work, you must be able to cast the spell with the application of the metamagic feat normally. So, if the highest level spell you can cast is 3rd, you could not use Words of Power to apply the Still Spell feat to *fireball* since doing so would make the spell the equivalent of 4th level and therefore beyond your current capabilities.

You must wait 5 rounds between each use of this feat.

Special: You may not use this feat with the Quicken Spell or Silent Spell feats.

Spontaneous spellcasters (*i.e.* sorcerers) may use this feat to employ metamagic feats without increasing the spell's casting time.

OPTÍQNAL RULES: Insaníty and Madness

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-thetop 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.

Before you jump in with both feet to use these rules, though, you should be aware of their implications. Most characters have plenty of vulnerabilities without introducing another one. Furthermore, characters are more likely to accumulate Insanity Points than are the villains, putting them at a slight or more considerable disadvantage. One way to soften the impact of these rules is to ensure villains are equally saddled with madness (as appropriate) to make sure that the villain does not have an unbalancing advantage. Likewise, for characters that are plagued with multiple Insanity Points, adversaries that have special attacks or rely on spell-like abilities that target a character's Will should be treated as having a Challenge Rating of 1 or 2 higher than normal since insane characters are more vulnerable to Will saves.

Insaníty Poínts

Insanity Points quantify a character's derangement, expressing how unhinged he becomes after numerous encounters with the awful. Each time a character studies a forbidden text, endures a profoundly terrible supernatural experience, or encounters a shifting abomination

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hauled up from the underworld to wreak havoc in the mortal plane, that character is at risk of gaining one or more points of insanity. The more points a character accumulates, the more insane the character becomes, until he slips completely into the depths of madness.

Gonsequences of Insanity Points

Insanity Points might affect a number of different factors, but for the most part they affect a character's Wisdom score and most of its functions. For the purpose of skill checks, ability checks, and Will saves, a character's *effective* Wisdom is equal to their Wisdom score minus their Insanity Points. However, for the purpose of spellcasting or class abilities (determining bonus spells and save DCs, monk's Wisdom bonus to AC, save DCs versus stunning fist, etc), the character's Wisdom score equals his Insanity Points plus his Wisdom score.

A character cannot gain more Insanity Points than his Wisdom score. Should his Insanity Point score reduce his Wisdom to 0, the character immediately stops gaining Insanity Points and henceforth functions as if under the effects of the *insanity* spell. At any time, a character may sacrifice a number of Insanity Points to acquire a permanent madness (see **Madness**).

GETTING USED TO AWFULNESS

A character that accumulates Insanity Points gradually becomes inured to the sorts of things that would make another person run screaming. Whenever a character would gain additional Insanity Points, that character first reduces the number of Insanity Points gained by the number of Insanity Points he already has to a minimum of 0 points. For example, a character with 2 Insanity Points reduces the number of Insanity Points he would gain from any other source by 2 points.

Gaining Insanity Points

There are four basic methods for acquiring Insanity Points: Being targeted by mind-affecting spells and effects, encountering terrifying creatures, witnessing horrific acts of violence or other profoundly wrong acts, and researching forbidden texts. While the rules here assume groups will use all four methods of acquisition, you should feel free to ignore one or more triggers if you find it unbalances your game.

MIND-AFFECTING EFFECTS

Being the target of anything that affects the mind can risk lasting damage, especially when it targets an unprepared mind. Any time a character is the target of a mind-affecting spell or spell-like effect, or a supernatural effect, and fails the saving throw by 5 or more, that character gains a number of Insanity Points equal to the spell's level. For example, a character that's targeted by a *charm monster* spell (DC 18) and rolls a 5 would gain 4 Insanity Points.

MINP-RENDING ENCOUNTERS

Certain encounters and experiences are so profoundly awful that they can rend the mind. Seeing the shredded remains of a loved one, enduring extended torture sessions, being confined in a small space and buried alive, and so on, can all take their toll on a person's mind. Whether such experiences inflict Insanity Points is best adjudicated by the GM since some characters are less likely to be deeply affected by the horror while other characters may be more susceptible. **Table 3–3: Mind-Rending Encounters** provides a few benchmarks for GMs to gauge just how awful something is.

Forbíppen Texts

For every rank of Knowledge (forbidden lore) gained through researching forbidden or unnerving texts, you gain 1 Insanity Point. Insanity Points gained in this way cannot be removed through magical healing and may only be removed by gaining madness (see **Madness**).

GREATURES

While magical creatures are an accepted reality to most Freeporters, such knowledge doesn't make encountering them any easier. Truly, the average Freeporter is not likely to encounter dragons, shambling undead, and the like through ordinary experience and an encounter with these horrors can leave a person forever after changed. As a result, most creatures in the *Pathfinder Bestiary* and other sources can bestow Insanity Points regardless of the creature's motivations or alignment.



TABLE 3-3: Mind-Rending Encounters

Intensity	DC	Insanity Points	Example
Mild	10	1	Endure violent torture for a few minutes.
Moderate	15	1d3	Finding a severed body part in an unexpected place.
Severe	20	1d4	Being buried alive.
Extreme	25+	1d6+	Witness the extreme torture and brutal killing of a friend or loved one and

TABLE 3-4: GREATURES & INSANITY POINTS

being helpless to stop it.

Hit Dice	Insanity Points
1–3	1
4–6	1d3
7–9	1d4
10-12	1d6
13–15	1d8
16-18	2d6
19+	3d6

TABLE 3-5: INSANITY & FEAR

Condition
Shaken
Frightened
Panicked

The default assumption is that all creatures outside of animals and humanoids can bestow Insanity Points. Whenever a character encounters a creature of any type other than the ones already mentioned, she must succeed on a Will save (DC equals 10 + one-half the creature's Hit Dice + the creature's Charisma modifier). If she succeeds on the save she gains no Insanity Points and is not at risk of gaining Insanity Points from creatures of that type for 24 hours. If she fails the save she gains Insanity Points as shown on **Table 3–4: Creatures and Insanity Points.**

INSANÍTY AND FEAR

In addition to the long-term effects of accumulated Insanity Points, characters that gain Insanity Points may also suffer from a fear effect (any fear effect gained from Insanity Points does not itself inflict more Insanity Points—that would be silly). The intensity of the fear is determined by the degree to which the character or characters failed the Will save as shown on **Table 3–5**: **Insanity and Fear.** A fear effect lasts for a number of rounds equal to the Insanity Points gained. Each round, a character is entitled to a new Will save (a free action) to get a grip on himself and reduce the fear effect's intensity by one-step (from panicked to frightened, frightened to shaken, and shaken to normal).

REMOVING INSANITY POINTS

Although Insanity Points do not go away on their own, there are a few ways to remove them, thus restoring the minds of the characters so that they can embark on new adventures and thwart the monstrous threats of all manner of terrifying cults and creatures.

Magic

The easiest way to remove Insanity Points is with spells. A *lesser restoration* spell removes 1d4 Insanity Points, while a *restoration* spell removes all Insanity Points. Finally, a *calm emotion* spell suppresses the effects of Insanity Points for the duration of the spell.

HEALÍNG

A character afflicted with Insanity Points can be helped with a use of the Heal skill. A character that spends a week (at least 4 hours each day) with an afflicted character and succeeds on a DC 25 Heal check may remove 1 Insanity Point from that character. The subject of this treatment cannot benefit from more than one Heal check in this way per week.

Mapness

Madness functions as a release valve for accumulated Insanity Points. As a character accumulates these points, he must endure the reduced Wisdom score, with a number of effects on the character as described under the **Consequences of Insanity Points**. To give characters a chance to eliminate Insanity Points without need of a spell or extensive healing, a character can spend Insanity Points to acquire a madness. Acquiring a madness is not required since player characters should eventually find ways to remove Insanity Points, but gaining a madness is a useful way to continue participating in an encounter when the hoard of Insanity Points becomes too much to bear. At any time, a player character may remove a number of Insanity Points to purchase madness. Doing so is a free action and the effects of the madness are immediate.

Short-Term Mapness

To acquire a short-term madness, a character must spend 2 Insanity Points. Roll on **Table 3–6: Short-Term Madness**. The effects last for 1d10+4 rounds. A *calm emotions* spell suppresses these effects for the duration of the spell.

Long-Term Mapness

To acquire a long-term madness, a character must spend 4 Insanity Points. Roll on **Table 3–7: Long-Term Madness.** The effects last for 1d10 × 10 rounds. A *calm emotions* spell suppresses these effects for the duration of the spell.

Indefinite Madness

To acquire an indefinite madness, a character must spend 8 Insanity Points. Roll on **Table 3–8: Indefinite Madness.** The effects are permanent. A *calm emotions* spell has no effect on this degree of madness.

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REMOVING MADNESS

Acquiring a madness is serious business, even though the effects of short- and long-term madness go away on their own after a time. With indefinite madness, though, a character is saddled with a nasty vulnerability that can interfere with a variety of tasks and can be frustrating if the effects persist overlong. Removing a madness is far more involving than removing Insanity Points, but the price is often worth it since multiple forms of madness can cripple a character beyond repair.

TABLE 3-6: SHORT-TERM MADNESS

d%	Effect
01–20	You faint. You can be awakened by vigorous action taking 1 round; thereafter, you are shaken until duration expires.
21-30	You have a screaming fit and must spend a standard action each round for the duration of the effect to continue screaming.
31-40	You become panicked for the duration.
41–50	You show physical hysterics or emotional outbursts (laughing, crying, and so on). You are shaken and must succeed on a DC 15 Concentration check to cast spells for the duration.
51–55	You babble in a torrent of incoherent speech. You are shaken and casting spells with verbal components is impossible for the duration.
56-60	You are gripped with an intense phobia and are shaken and cannot move from your square for the duration of the effect.
61–65	You become homicidal and attack the closest creature each round for the duration of the effect.
66–70	You suffer hallucinations and take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks for the duration.
71–75	You are gripped with echopraxia or echolalia (doing or saying whatever those nearby do or say; 50% chance of either). You can take no action unless you receive instructions. It requires a swift action to instruct you each round.
76–80	You are gripped with strange or deviant eating desire (dirt, slime, cannibalism, and so on). Each round, you must succeed on a DC 15 Concentration check (a free action) or spend the round indulging this hunger. If you succumb to your hunger, you become sickened for 1d10×10 minutes after this effect wears off.
81-90	You fall into a stupor, assume the fetal position, and can take no actions for the duration.
91–99	You become catatonic. You can stand, but have no will or interest; you may be led or forced to simple actions, but may take no independent actions.
00	Roll on Table 3–7: Long-Term Madness
	TABLE 3-7: LONG-TERM MADNESS
d%	TABLE 3-7: LONG-TERM MADNESS
d% 01–10	
	Effect You perform compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly checking to see if crossbow is loaded, and so on). For the duration, you take a -2 competence penalty on attack rolls, saving throws,
01–10	Effect You perform compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly checking to see if crossbow is loaded, and so on). For the duration, you take a -2 competence penalty on attack rolls, saving throws, and skill and ability checks. You have hallucinations or delusions and take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks
01–10 11–20	Effect You perform compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly checking to see if crossbow is loaded, and so on). For the duration, you take a -2 competence penalty on attack rolls, saving throws, and skill and ability checks. You have hallucinations or delusions and take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks for the duration.
01–10 11–20 21–30	Effect You perform compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly checking to see if crossbow is loaded, and so on). For the duration, you take a -2 competence penalty on attack rolls, saving throws, and skill and ability checks. You have hallucinations or delusions and take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks for the duration. You become paranoid and take a -6 competence penalty on all Charisma-based skill checks for the duration. You are gripped with severe phobia and refuse to approach the object of the phobia (either the cause of the madness or anything that
01–10 11–20 21–30 31–40	 Effect You perform compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly checking to see if crossbow is loaded, and so on). For the duration, you take a -2 competence penalty on attack rolls, saving throws, and skill and ability checks. You have hallucinations or delusions and take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks for the duration. You become paranoid and take a -6 competence penalty on all Charisma-based skill checks for the duration. You are gripped with severe phobia and refuse to approach the object of the phobia (either the cause of the madness or anything that reminds you of the cause) unless you succeed on a DC 20 Will save. You have aberrant sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, necrophilia, and so on). You take a -4
01-10 11-20 21-30 31-40 41-45	 Effect You perform compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly checking to see if crossbow is loaded, and so on). For the duration, you take a -2 competence penalty on attack rolls, saving throws, and skill and ability checks. You have hallucinations or delusions and take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks. You become paranoid and take a -6 competence penalty on all Charisma-based skill checks for the duration. You are gripped with severe phobia and refuse to approach the object of the phobia (either the cause of the madness or anything that reminds you of the cause) unless you succeed on a DC 20 Will save. You have aberrant sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, necrophilia, and so on). You take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks for the duration. You have aberrant sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, necrophilia, and so on). You take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks for the duration.
01–10 11–20 21–30 31–40 41–45 46–55	 Effect You perform compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly checking to see if crossbow is loaded, and so on). For the duration, you take a -2 competence penalty on attack rolls, saving throws, and skill and ability checks. You have hallucinations or delusions and take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks for the duration. You become paranoid and take a -6 competence penalty on all Charisma-based skill checks for the duration. You are gripped with severe phobia and refuse to approach the object of the phobia (either the cause of the madness or anything that reminds you of the cause) unless you succeed on a DC 20 Will save. You have aberrant sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, necrophilia, and so on). You take a -4 circumstance object, type of object, or person as a safety blanket; GM's decision) and cannot function without it—you are considered helpless without the charm.
01-10 11-20 21-30 31-40 41-45 46-55 56-65	 Effect You perform compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly, checking to see if crossbow is loaded, and so on). For the duration, you take a -2 competence penalty on attack rolls, saving throws, and skill and ability checks. You have hallucinations or delusions and take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks for the duration. You become paranoid and take a -6 competence penalty on all Charisma-based skill checks for the duration. You are gripped with severe phobia and refuse to approach the object of the phobia (either the cause of the madness or anything that reminds you of the cause) unless you succeed on a DC 20 Will save. You have aberrant sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, necrophilia, and so on). You take a -4 circumstance penalty checks for the duration. You develop an attachment to a "lucky charm" (embrace object, type of object, or person as a safety blanket; GM's decision) and cannot function without it—you are considered helpless without the charm. You develop psychosomatic blindness or deafness (50% chance of each). You have uncontrollable tics or tremors and take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks (except for purely mental ones) for the duration. As well, you must succeed on a DC 20 Concentration check in order to
01-10 11-20 21-30 31-40 41-45 46-55 56-65 66-75	 Effect You perform compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly, checking to see if crossbow is loaded, and so on). For the duration, you take a -2 competence penalty on attack rolls, saving throws, and skill and ability checks. You have hallucinations or delusions and take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks. You become paranoid and take a -6 competence penalty on all Charisma-based skill checks for the duration. You are gripped with severe phobia and refuse to approach the object of the phobia (either the cause of the madness or anything that reminds you of the cause) unless you succeed on a DC 20 Will save. You have aberrant sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, necrophilia, and so on). You take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks for the duration. You develop an attachment to a "lucky charm" (embrace object, type of object, or person as a safety blanket; GM's decision) and cannot function without it—you are considered helpless without the charm. You develop psychosomatic blindness or deafness (50% chance of each). You have uncontrollable tics or tremors and take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks (except for purely mental ones) for the duration. As well, you must succeed on a DC 20 Concentration check in order to cast spells with somatic components.
01-10 11-20 21-30 31-40 41-45 46-55 56-65 66-75 76-85	 Effect You perform compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly checking to see if crossbow is loaded, and so on). For the duration, you take a -2 competence penalty on attack rolls, saving throws, and skill and ability checks. You have hallucinations or delusions and take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks for the duration. You become paranoid and take a -6 competence penalty on all Charisma-based skill checks for the duration. You are gripped with severe phobia and refuse to approach the object of the phobia (either the cause of the madness or anything that reminds you of the cause) unless you succeed on a DC 20 Will save. You have aberrant sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, necrophilia, and so on). You take a -4 circumstance object, type of object, or person as a safety blanket; GM's decision) and cannot function without it—you are considered helpless without the charm. You develop psychosomatic blindness or deafness (50% chance of each). You have uncontrollable tics or tremors and take a -4 circumstance penalty to all attack rolls, saving throws, and skill and ability checks (except for purely mental ones) for the duration. As well, you must succeed on a DC 20 Concentration check in order to cast spells with somatic components. You have amnesia and lose all memories of intimates and for the duration count as having 0 ranks in any Knowledge skills.

96-00 You become catatonic. You can stand, but have no will or interest; you may be led or forced to simple actions, but may take no independent actions.

d%	TABLE 3-8: INPEFINITE MADNESS
01–15	Anxiety (including severe phobias): You take a –4 competence penalty on initiative checks. As well, you cannot approach the of your phobia unless you succeed on a DC 20 Will save.
16–20	Dissociative (amnesia, multiple personalities, 50% chance of either): If amnesia, you lose all memory of friends and loved multiple personalities, roll 1d6 to determine the number of personalities. Each personality has a separate alignment (roll o Random NPC Alignment in the <i>DMG</i>). A random personality emerges whenever you take damage unless you succeed 20 Will save. Work with your GM to define these personalities. Each personality has access to the same class features, feat and so on, and is generally not affected mechanically. However, if you have a code of conduct and violate that code whi control of another personality, that personality loses access to the class features that rely on adhering to the code.
21–25	Eating (anorexia, bulimia): Each month after gaining this madness, lose 10% of your current weight (to a minimum of I starting weight). Every two months (unless you are force fed and prevented from vomiting), you take a cumulative –2 enha penalty to your Constitution score. Should your Constitution fall to 0, you die.
26-30	Impulse control (compulsions): You take a -4 competence penalty on initiative checks. Anytime you are involved in a situation, you must succeed on a DC 20 Will save. On a failed save, you become confused for the duration of the encount
31–35	Mood (manic/depressive): Each day, roll 1d6. On an odd result, you become manic and gain a +2 competence bonus on all ability checks for the day. On an even result, you are depressed and take a -4 competence penalty on all ability and skill checks for
36-45	Personality (various neuroses): You take a -2 enhancement penalty to your Charisma score.
46–50	Psychosexual (sadism, nymphomania): You take a -4 competence penalty on all Charisma-based skill checks, except when int with other people with psychosexual disorders, in which case you gain a +4 competence bonus instead.
51-70	Schizophrenia/psychotic: Your alignment immediately changes to chaotic neutral and you take a -4 enhancement penalty. Wisdom score. In stressful situations (<i>i.e.</i> combat), you must succeed on a DC 20 Will save or enter into an uncontrolla. This rage functions exactly like a barbarian's rage except you must attack the closest creature (regardless of being an ally or for the duration of the rage.
71–80	Sleep (night terrors, sleepwalking): Whenever you would rest, you must succeed on a DC 20 Will save or be affected a <i>nightmare</i> spell.
81–85	Somatoform (psychosomatic conditions): At the start of each day, you must succeed on a DC 20 Will save. On a failed s become sickened for the remainder of the day.
86–95	Substance abuse: You gain an addiction to a particular substance (i.e. a drug, alcohol, or something similar). See Chapter Five and Gear for details on addiction.
96–00	Other: You suffer from a bizarre mental sickness. Take a –4 enhancement penalty to your Wisdom score. At the start of each must succeed on a DC 20 Will save or be confused for the remainder of the day.

A heal spell is required to remove a madness and each casting removes just one form of madness, though it also removes any remaining Insanity Points.

HEALÍNG

A character afflicted with a madness can also be helped with the Heal skill. Such treatment requires 1d6 months of confinement during which time the afflicted character is attended by a trained healer. At the end of the treatment period, the healer must succeed on a DC 25 Heal check. A Heal check that succeeds by 10 or more indicates the character makes a full recovery. A success by less than 10 indicates that the madness is suppressed for a while, but the madness could resurface at any time. Any time a character with a suppressed madness gains 1 or more Insanity Points, that character must succeed on a DC 20 Will save. If the save fails, the madness reasserts itself immediately.

Using Insanity & MADNESS

While Insanity Points and madness clearly have their drawbacks, they can also provide certain benefits. The clearest advantage of Insanity Points is the boost divine spellcasters enjoy. An increased effective Wisdom means more and more powerful spells, invaluable resources for such characters assuming they can live with a dreadful Will save and terrible Wisdom and Wisdom-based skill checks.

Certain forms of magic may also require Insanity Points. Chapter Five presents a number of spells and magic items that all require some amount of Insanity Points or even a madness to employ. In short, while Insanity Points provide certain liabilities, they can also be a great boon to those who dabble in the forbidden.





As an important maritime trade city, Freeport sees the comings and goings of all sorts of goods. From barges laden with trade goods freshly harvested from the continent to a variety of weaponry and armor, Freeport sees it all. This chapter expands Chapter: Equipment in the Pathfinder Core Rulebook by offering new weapons, armor, and general equipment, while also presenting new rules for drugs, alchemical items, and much more.

WEALTH AND MONEY

The most common coin is the lord, a gold coin of dubious quality (gp). A gold lord is worth 10 silver skulls (sp), with each skull worth 10 brass or copper pennies (cp). Though wealth is broken into these denominations, it's important to note that these are generalizations of

the many and various coins in circulation. A gold piece could be a gold crown from the Ivory Ports or an ancient rectangular gold coin from some long forgotten empire. Rather than bog the game down with complex exchange rates, Freeport

uses this simplified system to encompass the currency of all peoples and nations.

REEPORT WEAPONRY

The average salt in Freeport is just fine with a sharp sword at his side, but few are the folks that would qualify as "average" in Freeport. The following weapons are certainly not unique to Freeport, but what merits special mention is that they can *all* be found in Freeport.

Belaying Pin: Belaying pins are used to secure ropes on ships and can double as bludgeons when no other weapon is near at hand.

Boarding Axe: These are common weapons aboard ships, quickly grabbed up when combat is in the offing.

Cutlass: The cutlass is a heavy, short-bladed slashing sword with a basket hilt. You can use the Weapon Finesse feat to apply your Dexterity modifier instead of your Strength modifier to attack rolls with a cutlass sized for you, even though it isn't a light weapon. With a cutlass, you get a +2 circumstance bonus to Combat Maneuver checks to disarm an opponent, as well as to your CMD to all disarm checks made against you, and you cannot wield it in two hands.

Dragon FP: This is the biggest type of pistol found in Freeport. It's named for its huge, smoky discharge that's reminiscent of a dragon's breath.

Gaff: This is a metal hook with a crossbar at the base. It is used to hook fish and lift bales, and occasionally to tear the guts out of enemy sailors.

Gorgon GG: The Gorgon is a musket developed shortly after the Privateer FP.

Greatlance: The greatlance is a favorite of whalers and marines alike.

Harpy GG: This short-barreled weapon uses a simple charge to lob a crude grenade out to some distance. Not exceptionally accurate, it explodes in a 5-foot radius at the point of impact, dealing damage to the creature struck and half this damage to all adjacent targets (secondary targets are entitled to a DC 15 Reflex save to halve this damage).

Medusa GG: The Medusa has a shorter barrel than does the Gorgon due to its close-support role. Unlike other firearms, it is loaded with a bag of small lead pellets. This sprays out a hail of lead in front of the user, but has abysmal accuracy. A Medusa's shot fills a 30-foot cone, dealing damage to all targets in the area (DC 15 Reflex half).

Privateer FP: A classic firearm, it is one of the more reliable firearms found in Freeport, granting a +1 bonus on the misfire table.

Stinger FP: A small discrete weapon, the Stinger FP is lightweight

and easily concealed, granting a +2 bonus "Gold, lad. With it, a common sea dog can be a to Sleight of Hand checks to conceal the weapon on your person. prince. Without it, a king is no better than a beggar."

-Rheumy Pete, Street Preacher

Titan GG Swivel Gun: A Titan is too big for a person to wield and so it must be mounted. Like the Medusa, a Titan fires a

spray of lead pellets (or, in a pinch, nails or rocks). Ideal for boarding actions, a Titan GG can sweep a deck clear in seconds. Anyone caught in the area of effect takes damage (Reflex DC 18 half). A swivel gun is normally crewed by two men. It takes one man 3 rounds to reload this weapon, or two men working together 2 rounds.

Tulwar: A tulwar is a curved sword with a disk pommel, but its blade curves in a direction opposite to that of other such swords. These uncommon weapons hail from a distant chain of islands home to a people reputed for their psionic prowess.

IREARMS AND FREEPORT

In the last few years, a new type of weapon has appeared on the streets of Freeport: the firearm. These weapons are expensive, unreliable, and slow to reload. However, they are easier to master than a longbow and provide flash and bang to those without an aptitude for magic. And with their emergence, they are beginning to change the face of warfare.

The key to the creation of firearms was the discovery of black powder. Dwarves on the continent made this leap several hundred years ago, but they never used it outside of tunneling and demolition. They could see the big bang, but subtler applications eluded them. However, all it took was the innovative genius of a gnome named Kolter to envision a hand-held weapon powered by black powder. Believing himself onto something, he constructed a prototype and took them to the dwarves, only to be rebuffed. Soon after a powerful organization of wizards caught wind of Kolter's invention and they hounded him off the Continent entirely.

Kolter, like many renegades before him, settled in Freeport. He opened a small shop that sold clocks and toys and made a decent living. Late at night, in the privacy of his workroom, he continued his innovative work.



A decade ago, he completed his second prototype, the Kolter Clockwork FP. This was a large pistol with an elaborate clockwork triggering mechanism. The pistol worked after a fashion, but it was unwieldy and he had difficulty finding appropriate ammunition. He tried small darts at first, but the powder inevitably destroyed them. Later he experimented with steel and silver balls, and even diamond chips. Silver was the most successful of the lot, but its cost was prohibitive. Finally, he settled on lead projectiles. The softness of the metal made them easier to make, and they still packed quite a punch.

Eight years ago, Kolter produced his first salable weapon, the Kolter Privateer FP. This pistol featured a smaller triggering mechanism and lead ammunition. Kolter debuted the pistol at Swagfest that year, and impressed the crowds with its noisy discharge and destructive abilities. A number of pirate captains bought the pistols, and Kolter's star immediately began to ascend.

SUPPLY AND DEMAND

A new set of problems now beset the gnome inventor. Each pistol was hand crafted and the demand soon outstripped his production capacity. At this point Dirwin Arnig, the gnome representative on the Captains' Council, stepped in. Dirwin saw the potential profit of this new weapon. He convinced Kolter it would be in the best interest of Freeport's gnome community to keep production of firearms "in the family." Dirwin bankrolled an arms factory, while Kolter taught gnome craftspeople how to make the weapons. A monopoly was born.

With funding in place, a factory to craft the weapons, and a staff of employees, the Kolter Clockworks Factory went into full swing. Kolter followed up his popular pistol designs with a musket, a musketoon, and a weapon that proved very popular with pirates: the swivel gun. Kolter has experimented with larger and larger weapons, but he shied away from trying something like a cannon. His reasoning is simple. Black powder explodes with the application of naught but a spark. Cannons would require barrels of powder and thus be terribly vulnerable to spells such as *fireball* and *produce flame*.

KOLTER NOW

After just a few short years, production of the Kolter firearms was at its maximum capacity. Orders kept flowing in, and not just from Freeport. A demonstration of the firearms to the Moon King three years ago led to an order of 500 muskets, which were used to arm his infamous brigade of musketeers. Other kingdoms on the Continent followed suit and as the orders came in, Kolter quickly became one of Freeport's wealthier citizens.

The gold promised by this industry was certainly attractive to other entrepreneurs and it didn't take long before some enterprising engineer dismantled a Kolter firearm and figured out just how they worked. As a result, some in Freeport and elsewhere have begun to produce firearms of many different makes and models. However, the quality of these weapons is uneven and for now, they are generally all unreliable weapons. Some are downright dangerous to those who wield them.

RULES FOR FIREARMS

Although these weapons are fast becoming popular, they are still expensive and uncommon at best, thus using these weapons without penalty requires the Firearms Proficiency. Even with this feat, reloading these weapons is particularly slow. Powder must be poured down the barrel and the lead shot rammed home. It takes 3 rounds to reload a firearm, and the reloading provokes attacks of opportunity (the Firearms Drill feat reduces the reload time to just 1 round).

Firearms are still in their infancy, and are not always reliable. Whenever a 1 is rolled on an attack roll made using a firearm, roll another d20 and consult **Table 4–2: Firearms Misfire.**

If you have iterative attacks, you can only use them if you have several firearms ready to fire and in hand. In fact, unless you have the Quick Draw feat and a loaded pistol or pistols at the ready, you may still only make one attack per round. This limitation also applies if you have the Rapid Shot feat.

		Tae	3LE 4-1:	WEAP	QNS		
Simple Weapons	Cost	Dmg(S)	Dmg (M)	Critical	Range Increment	Weight ¹	Туре
Light Melee Weapons							
Belaying Pin	_	1d3	1d4	×2	10 ft.	1 lb.	В
Boarding Axe	6 gp	1d4	1d6	×2	—	2 lb.	D
Gaff	2 gp	1d3	1d4	×3	_	1 lb.	Р
Martial Weapons	Cost	Dmg(S)	Dmg (M)	Critical	Range Increment	Weight	Туре
One–Handed Melee Weapon.	s						
Cutlass [†]	20 gp	1d4	1d6	18-20/×2	_	6 lb.	S
Tulwar	20 gp	1d4	1d6	18-20/×2	—	4 lb.	S
Two-Handed Melee Weapon	s						
Greatlance	20 gp	1d8	1d10	×3	—	15 lb.	Р
Exotic Weapons	Cost	Dmg(S)	Dmg (M)	Critical	Range Increment	Weight	Туре
Firearms							
Dragon FP	500 gp	2d8	3d8	20/×3	20 ft.	4 lb.	Ballistic
Ammunition (10)	4 gp	—	—	—	—	2-1/2 lb.	—
Gorgon GG [‡]	400 gp	3d6	4d6	20/×3	50 ft.	10 lb.	Ballistic
Ammunition (10)	3 gp	—	—	—	—	2 lb.	—
Harpy GG ^{†‡}	650 gp	2d6	3d6	20/×2	30 ft.	7 lb.	Ballistic
Grenade (1)	25 gp	—	—	—	—	1 lb.	—
Medusa GG‡	750 gp	1d12	3d6	20/×2	Special	8 lb.	Ballistic
Ammunition (10)	6 gp	—	—	—	—	3 lb.	—
Privateer FP	400 gp	2d6	3d6	20/×3	30 ft.	3 lb.	Ballistic
Ammunition (10)	3 gp	—	—	—	—	2 lb.	
Stinger FP	100 gp	2d4	3d6	20/×3	10 ft.	1 lb.	Ballistic
Ammunition (10)	2 gp	—	—	—	—	1 lb.	
Titan GG [†]	1,500 gp	2d8	3d8	20/×3	Special	25 lb.	Ballistic
Ammunition (10)	15 gp	—	—	—	—	12 lb.	—

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much. † See entry for special rules ‡ Requires two hands to use.

TABLE 4-2: FIREARMS MISFIRE

Roll	Result
1–3	Kaboom! Weapon explodes and deals its normal damage to you.
4–8	Fouled. The barrel becomes fouled. Before you can use the weapon again, you must spend an hour and succeed on a DC 10 Craft (firearms) check to clean it out. If the check fails, you may make another 1 hour later.
9–12	Jammed. The clockwork firing mechanism jams. Clearing the jam requires 1d6 full-round actions and a successful DC 15 Craft (firearms) checks. If the check fails, you may make another after 1d6 full-round actions spent working on the jam. You may fire the weapon the round after clearing it.
13–16	Weak Charge. You used too little powder to prime the weapon, so the shot is fired with no effect. Reload as normal.
17–20	Failed Ignition. Either the firing mechanism fails to produce a spark or the powder simply fails to ignite. The weapon doesn't go off, but you may fire it again on the following round without having to reload.

Firearms can be magically enchanted like other ranged weapons, but the ammunition cannot. Firearms follow the standard rules for magical item creation and cost. However, they cannot be enchanted with the special abilities Speed or Brilliant Energy.

WET POWPER

One of the greatest limitations of firearms is the vulnerability of black powder to moisture. Not only does this make firearms useless underwater, but they might also misfire or refuse to work even if they are merely splashed by seawater or dampened by rain and humidity. Keeping one's powder dry is not always easy.

In response to this limitation, Johann Krupp, an alchemist living in Freeport, developed a "wet powder" that is resistant to moisture. Wet powder is a blend of conventional black powder with fine magnesium filings. It will burn when damp, and even underwater, but does not have the explosive force of conventional black powder in ideal conditions. Wet powder behaves similarly to conventional powder with the following exceptions:

- Out of the water, the weapon's damage is reduced by 2 (minimum 1 point of damage), and the weapon's range increment is halved (round down to the nearest 5-foot increment).
- In the water, the weapon's damage is reduced by 4 (minimum 1 point of damage) and the weapon's range increment is one-quarter its normal distance (round down to the nearest 5-foot increment).

Ammunition that includes wet powder costs three times the normal amount.

GLUBBING FIREARMS

The long reload time of firearms make them less than useful after the first round of combat, especially in close quarters. However, pirates, being such resourceful types, have learned to "club" a discharged

			Tabi	£4-3: €	IRMOR			
Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	—Sp (30 ft.)	eed— (20 ft.)	Weight
Heavy Armor								
Cockleshell Suit	800 gp	+5	+1	-6	35%	20 ft.	15 ft.	40 lb.

firearm—grasping it by the barrel and using the wooden stock as a simple bludgeoning weapon for melee combat.

Clubbed pistols deal 1d4 points of damage, while clubbed muskets and similar weapons deal 1d6 points of damage. You cannot use a swivel gun in this way. All clubbed firearms threaten a critical on a natural 20 and deal ×2 damage on a confirmed critical hit. Any attack roll that results in a natural 1 using a firearm in this way indicates the weapon is ruined and cannot be fired until repaired, requiring a DC 20 Craft (firearms) check and raw materials equal to one-quarter the firearm's list price.

FREEPORT ARMOR

All of the armors described in the *Pathfinder Core Rulebook* can be found in Freeport. This said, certain types of armor are less common than others, with heavy armor being the notable example. Freeport is a city of pirates and sailors, so donning a suit of full plate armor is a death wish for anyone with a sea trade. Since there is virtually no demand for these sorts of armor, most armories don't bother stocking them. Characters looking to acquire heavy armor in Freeport will likely have to wait for the armor to be made. A typical Freeport armorsmith has a Craft (armorsmithing) modifier of +7.

In addition to the normal sorts of armor described in the *Pathfinder Core Rulebook*, Freeport has a unique type of armor.

GOCKLESHELL SUIT

This suit is the Lobstermen's secret weapon. Attached to an air pump, it allows a diver to stay underwater for hours. The biggest liability of



the cockleshell suit is the exposed air hose, which can be severed. The hose has AC 5, hardness 2, and hit points 5.

ADDENTURING GEAR

The following items expand those available in the *Pathfinder Core Rulebook*.

AIMING STOCK

An aiming stock looks like a pitchfork or military fork, but anyone feeling the poor balance will quickly conclude it is not a weapon itself. Rather, it's an aid to help steady the recoil of some of the firearms and give them increased accuracy. As a move action, the aiming stock can be jammed into the ground and a musket laid into its V section.

As long as the firer doesn't move from that spot, all attacks made with the firearm gain a +1 circumstance bonus to hit. At the moment, the only weapon that benefits from the aiming stock is the Gorgon GG musket.

RUMMER MODIFICATION

Rummer weapons were first developed by rum-smugglers in the Serpent's Teeth, but they have since gained favor among adventurers. A rummer weapon has a hollow handle or shaft that can be filled with up to six ounces of liquid. The wielder can uncork the contained and drink one ounce of the contents (or apply one ounce of oil) as a move action that provokes an attack of opportunity. Rummer weapons must be able to contain a volume of liquid—spiked chains, nets, slings, and ammunition cannot benefit from this modification.

<u>Spring-loaded Bayonet</u>

A loaded weapon is a tremendous asset in a fight, but an empty firearm is actually a liability in melee combat. With that in mind, the springloaded bayonet is available to those looking for a bit more versatility. A quick flick of a release catch turns a longarm into a spear in an instant. The blade folds under the stock of a Gorgon or a Medusa and can be deployed as a swift action, turning the firearm into a shortspear. The weapons cannot shoot while the bayonet is extended.

SPECIAL SUBSTANCES AND ITEMS

Freeport is home to a number of unique substances and items.

ABYSS DUST

The specially treated and ground petals of the sunburst flower, this inhaled powder looks like rich black or deep gray ashes. Users who inhale this substance must succeed on a DC 13 Fortitude save or suffer the initial effects. Ten rounds later, the user must succeed on a second Fortitude save against the same DC or suffer the secondary effects.

Initial Effect: +2 competence bonus to Intelligence and Charisma for 1 hour.

Secondary Effect: 1d4 points of Wisdom damage.

Side Effects: Abyss dust causes hallucinations. Characters under its effects take a –4 competence penalty on all ability checks, skill checks, and attack rolls for 1d3 hours.

Overdose: If more than one dose is taken in an 8-hour period, the user takes an additional 1d4 points of automatic Wisdom drain in addition to the Wisdom damage taken from the application. Using this drug more than twice in a 24-hour period deals 2d4 points of automatic Wisdom drain and causes the user to become nauseated for 1d6 hours.

Addiction: Extreme

Manufacturing abyss dust requires 1 sp of snake weed and a successful DC 15 Craft (alchemy) check. A check requires 1 hour of work.

BODY PARTS

The price of body parts (arms, legs, torsos, heads) is a fraction of the cost of the creature's whole body. An arm or leg costs about 10%, heads about 20%, and torsos start at 20% and go nearly to the full body price, especially for hefty creatures. Humanoid body parts are generally available through the black market.

GADAVER

Human bodies are always available—from the Crematorium, floating in the Underside, or sold in the Black Mark. Generally a poor beggar's remains will cost about 100 gp, since it is a low-risk, non-specific request. Corpses of other races are a bit more costly, with most going

TABLE 4-4: Appenturing Gear

Item	Cost	Weight
Aiming Stock	4 gp	4 lb.
Rummer Modification	+500 gp	—
Spring-Loaded Bayonet	5 gp	1 lb.

TABLE 4-5: Special Substances & Items

Item	Cost	Weight
Abyss Dust	2 sp	
Body Parts	Varies	Varies
Cadaver	100 gp or more	100–200 lb.
Cask of Captain's Grog	2,000 gp	60 lb.
Devil Wicks	100 gp	
Marching Powder	50 gp	
Master Hovith's Tired Liver Tonic	140 gp	—
Salt Draughts	150 gp	—
Snake Weed	1 sp	
Tallowtack	50 gp	

DRUG APPICTIONS

Drug addictions function much like diseases as described in the *Pathfinder Core Rulebook*. The characteristics of certain forms of addiction are summarized on the table below. Upon initial exposure (any time a character imbibes or applies a drug with an addiction rating), the character must succeed on a Fortitude save or become addicted. Instead of having an incubation period as with diseases, a drug has a satiation period, which is the length of time a single dose remains effective in a character's system. Addiction, if not satisfied by further doses of the drug, proceeds like a disease—the character takes ability damage each day unless he succeeds on a Fortitude save.

Addiction Rating: Each drug is rated according to its addictive potential, from lowest (negligible) to highest (extreme). Sometimes, an individual's long-term addiction raises a drug's addiction rating for that individual. Drugs with a negligible rating are not subject to this change. Stronger drugs increase their addiction rating by one step for every two full months a character remains addicted to the drug. A character who recovers from an addiction and later becomes addicted again to the same drug does so at the addiction rating the drug had just prior to his earlier recovery.

Satiation: Each time a user takes a drug to which he is addicted, he is satiated and staves off withdrawal symptoms for the time indicated on the table. Whenever the satiation period expires before the user takes another dose, the DC of the Fortitude save to resist damage (see below) increases by 5. The dose that causes a character to become addicted counts for the purpose of tracking the satiation period.

Damage: An addicted user who is not satiated takes the indicated amount of ability damage each day unless the character succeeds on a Fortitude saving throw.

Recovery: If a character makes two successful saving throws in a row, he has fought off the addiction and recovered, and takes no more damage from withdrawal symptoms.

A *lesser restoration* or *restoration* spell might negate some or all of the ability damage caused by an addiction, but the next day the victim may take more ability damage if he continues to fail his Fortitude saves. *Remove disease* immediately causes a user to recover from an addiction, but does not heal ability damage. *Greater restoration* or *heal* causes recovery and restores all ability damage from the addiction.

Addiction Rating	Fort DC	Satiation Period	Damage
Negligible	4	1 day	1d3–2 (can be 0)
Low	6	10 days	1d3 Dex
Medium	10	5 days	1d4 Dex, 1d4 Wis
High	14	1 day	1d6 Dex, 1d6 Wis, 1d6 Con
Extreme	25	1 day	1d8 Dex, 1d8 Wis, 1d6 Con, 1d6 Str

for 200 gp and elves going for as much as 1,000 gp. For specific requests, the cost is 100 gp \times the corpse's Hit Dice or level. Specific requests such as a particular person can cost as much as double the normal price. A humanoid skeleton, on the other hand, costs half as much as an intact (or mostly intact corpse).

Gaptain's Grog

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

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

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

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

DEDÍL WICKS

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

These slow-burning fuses are tied to the user's hair and beard, and lit before a combat. They burn for 5 rounds, giving off a hellish light and a swirl of fumes. The eerie flames give the user a +2 bonus on Intimidate checks.

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

Marching Powder

This pale yellow powder is a powerful stimulant that helps users overcome fatigue. Users who inhale this substance must succeed on a DC 15 Fortitude save or suffer the initial effects. Ten rounds later, the user must succeed on a second Fortitude save against the same DC or suffer the secondary effects.

Initial Effect: User gains the benefits of the Endurance feat for 2 hours. If the user already has the Endurance feat, the bonus increases to +8.

Secondary Effect: 1d3 points of Dexterity and Charisma damage.

Side Effects: None

Overdose: For each dose taken beyond the first in a 24-hour period, the user must succeed on a DC 15 Fortitude save or take 1d10 points of damage as the marching powder ravages his system.

Manufacturing marching powder requires 25 gp of miscellaneous supplies and a successful DC 20 Craft (alchemy) check. A check requires 1 hour of work.

Addiction: Medium

MASTER HOVITH'S TIRED LIVER TONIC

A foul mixture of kaffee, cheap wine, poppy extract, and a few mysterious ingredients, the Liver Tonic is said to be the ultimate cure for just about any ailment. In truth, it is a potent mixture that leaves its users reeling. Users who drink this substance must succeed on a DC 15 Fortitude save or suffer the initial effects. Ten rounds later,

TABLE 4-G: NEW POISONS

Poison	Туре	Fort DC	Onset	Frequency	Effect	Cure	Price
Amanita Mushroom	Ingested	DC 11	2d12 hours	1/min for 4 min.	1d2 Con	1 save	180 gp
Black Widow Venom	Injury	DC 10	—	1/rd. For 6 rds.	1d4 Dex	1 save	100 gp
Botulin	Ingested	DC 16	1d6 hours	1/min for 6 min.	1d2 Con	1 save	300 gp
Cobra Venom	Injury	DC 14	_	1/rd. For 4 rds.	2d4 Str	1 save	200 gp
Curare	Injury	DC 17	_	1/rd. For 6 rds.	1d2 Dex	2 saves	1,500 gp
Cyanide	Ingested	DC 20	1d6 × 10 min	1/min for 4 min.	1d3 Con	2 saves	1,800 gp
	Inhaled	DC 22	_	1/rd. For 4 rds.	1d3 Con	2 saves	2,500 gp
	Injury	DC 21		1/rd. For 6 rds.	1d3 Con	2 saves	2,100 gp
Digitalis	Ingested	DC 18	1d6 × 10 min	1/min for 6 min.	1d4 Con	1 save	500 gp
Dumb Cane	Ingested	DC 12	1d6 × 10 min	1/min for 4 min.	1d2 Con	2 saves	150 gp
Fugu Toxin	Ingested	DC 24	1d6 × 10 min	1/min for 4 min.	1d8 Con	1 save	3,000 gp
	Injury	DC 19	—	1/rd. For 4 rds.	1d3 Str	1 save	750 gp
Poison Frog Toxin	Injury	DC 20	—	1/rd. For 6 rds.	1d3 Dex	2 saves	3,000 gp
Ricin	Ingested	DC 18	1d3 days	1/min for 4 min.	1d4 Str	1 save	650 gp
Salamander Toxin	Contact	DC 10	—	1/min for 6 min.	1d3 Str	1 save	100 gp
Shellfish Toxin	Injury	DC 22	_	1/rd. For 6 rds.	1d4 Str	1 save	1,000 gp
Stonefish	Injury	DC 15		1/rd. For 4 rds.	1D2 Con/1 Dex	2 saves	300 gp
Tarantula Venom	Injury	DC 10	_	1/rd. For 6 rds.	1d2 Dex	1 save	120 gp
Venom of the Serpent	Injury	DC 20	_	1/rd. For 6 rds.	3d6 hp/1d2 Con	2 saves	2,000 gp

GHAPTER FOUR: GOODS AND GEAR

the user must succeed on a second Fortitude save against the same DC or suffer the secondary effects.

Initial Effect: -4 competence penalty on all Dexterity checks and Dexterity-based skill checks for 1d6+3 hours. During this time, the target cannot run.

Secondary Effect: –2 competence penalty on all other ability and skill checks, all attack rolls, and saving throws for 1d6+3 hours.

Side Effects: The user gains damage reduction 2/— for the tonic's duration. In addition, he only takes half damage from nonlethal attacks.

Overdose: For each dose taken beyond the first in a 24-hour period, the user must succeed on a DC 12 Fortitude save or pass out in a drunken sleep lasting for 2d12+6 hours. Each dose after the second imposes a cumulative –4 circumstance penalty on the save.

Manufacturing the tonic requires 70 gp of miscellaneous supplies and a successful DC 20 Craft (alchemy) check. A check requires 1 hour of work.

Addiction: Low

SALT DRAUGHTS

A staple of sea voyages, salt draughts are often packed on board in firkins in case of bad weather or shipwrecks. A dose of this vile concoction allows the imbiber to drink liquids like seawater, vinegar, and even urine as if it were fresh water. The effects of one dose last for 24 hours. In addition, for the first minute after drinking salt draughts, the imbiber also gains a +4 bonus on Fortitude saves against poison.

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

SNAKE WEED

This drug is nothing more than the dried petals of a sunburst flower. Users who inhale this substance must succeed on a DC 11 Fortitude save or suffer the initial effects. Ten rounds later, the user must succeed on a second Fortitude save against the same DC or suffer the secondary effects.

Initial Effect: +1 competence bonus on Will saves for 1d3 hours.

Secondary Effect: 1 point of Wisdom damage.

Side Effects: Snake weed makes its users sluggish and lethargic. A character under the effects of snake weed takes a -2 competence penalty on initiative checks.

Overdose: If more than one dose is taken within an 8-hour period, the user becomes sickened for 1d3 hours. Using this drug more than twice in a 24-hour period causes the user to become nauseated for 1d3 hours.

Preparing snake weed requires 5 cp of raw materials and a successful DC 10 Craft (alchemy) check. A check requires 1 day of work.

Addiction: Low

TALLOWTACK

This alchemical mixture is highly prized by thieves, spies, and politicians. Those who manufacture it, and those who use it, closely guard its existence due to the nature of its use. Tallowtack has two functions. When applied to solid wax, tallowtack temporarily gives it the consistency of soft leather, making it easily removed from surfaces without breaking. Mixed with liquid wax, tallowtack forms a fast-setting adhesive. Spies and forgers use tallowtack to remove the seal from a document without breaking it and to reattach the seal when they are finished. Creating tallowtack requires a DC 30 Craft (alchemy) check.

TABLE 4-7: SERVICES

Service	Cost
Docking fees	Varies
Messenger	
Same district	2 ср
One district over	4 cp
Three or more districts away	1 sp
Through Scurvytown	extra 5 cp
Through Bloodsalt	extra 1 gp
Rickshaw Ride	
Same district	5 cp
One district over	1 sp
Three or more districts away	2 sp
Through Scurvytown	extra 5 cp
Through Bloodsalt	extra 5 gp
Portage fee	extra 1 cp per bag
Ship's passage	1 sp per league
Whore	
Poor	1 cp per hour
Average	1 sp per hour
Good	1 gp per hour
Excellent	10 gp per hour

Poíson

Poison is one of the most important weapons in an assassin's arsenal and since Freeport has its fair share of killers, there are plenty of poisons to be had in this city. To manufacture poison, you must have raw materials equal in value to one-half the list price and succeed on a Craft (alchemy) check. The DC to make a poison is equal to its Fortitude save DC. A check represents 1 day of work.

SERVÍCES

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

- **Docking Fees:** Freeport's Harbormaster charges each ship a fee for docking in the city. The amount varies depending on whether the ship docks in the Marina (the highest fees), the Warehouse District, the Docks, or Scurvytown. In addition, the fees may vary depending on the season. Typically, a ship's captain must pay 1 penny per yard of his vessel's length, per day.
- Hireling, Trained: The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.
- Hireling, Untrained: The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.
- **Messenger:** This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.
- Ship's Passage: Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures otherwise difficult to bring aboard a ship.



Freeport is very much a maritime city, typical in that it sees the comings and goings of travelers, it thrives on trade, and it can look the other way when it comes to making a profit. Freeporters' general unwillingness to ask too many questions allows all sorts of strange things to slip inside the city. Certainly, the harbormaster and his agents do their best—well, they try—to keep an eye on goods moving through the Docks, but there are many other ways into the city and even through legitimate means, a stiff bribe can get an official to pretend he never met the smuggler. In short, for as much as Freeporters vocally despise cultists, they have a very real and strong presence in the city and they, more than anyone, derive their power from the city's inability to control what comes inside.

BARD SPELLS

IST-LEVEL BARD SPELLS

Bewilder: Target becomes shaken and must delay. **Flash/Bang:** Create a small explosion to distract your enemies. **Serenity:** Suppress Insanity Points for all creatures in a 20-ft. radius. **Unhinge:** Target creature gains 1d4+1 Insanity Points.

2ND-LEVEL BARD SPELLS

Fortify Mind^M: Creatures gain resistance to Insanity Points.

3RD-LEDEL BARD SPELLS

Fast Escape: You gain a +30 bonus on Escape Artist checks.

GLERÍC SPELLS

IST-LEVEL GLERIC SPELLS

Serenity: Suppress Insanity Points for all creatures in a 20-ft. radius. Unhinge: Target creature gains 1d4+1 Insanity Points.

Vigilance: Recipients gain +1 bonus on Perception and Sense Motive, +2 against enchantment effects.

3RD-LEDEL GLERIC SPELLS

Fortify Mind^M: Creatures gain resistance to Insanity Points. Starvation: Creatures within 30 ft. become sickened.

4TH-LEDEL GLERIC SPELLS

Ray of Rot: Ray deals 3d6+1 per caster level to wooden creature or object.

GTH-LEDEL GLERIC SPELLS

Firebird^M: Create a quasi-real giant eagle made of fire.

7TH-LEDEL GLERIC SPELLS

Inscribe Yellow Sign^M: Draw maddening sigil of the Unspeakable One.

Pirate's BootyF: Safeguard the location of a single treasure chest.

Unspeakable Domain

Granted Power: You rejoice in your own insanity and seek to spread it to others.

Insanity's Blessing (Su): As an immediate action (but no more than once per round), you can add your Insanity Score as a circumstance bonus to the save DC of the next spell you cast, as long as that spell has the mind–affecting descriptor. You can use this ability a number of times per day equal to 1 plus your Charisma bonus.

Cloud the Mind (Su): At 8th level, you can cloud the mind of a creature you touch. As a melee touch attack , the target suffers a circumstance penalty to their Intelligence or Wisdom scores equal to your Insanity Score. You decide which to affect after the touch attack is resolved. This penalty lasts for a number of rounds equal to your Charisma modifier (minimum 1). You can use this ability a number of times per day equal to your Insanity Score.

GODS OF FREEPORT

In keeping with Freeport's ability to be dropped into any campaign setting, most of the gods mentioned in the *Pirate's Guide* are intentionally generic. You may substitute gods that most closely resemble the portfolios of the Freeport gods or use the game mechanics described in this sidebar as needed.

Deity	Alignment	Domains	Favored Weapons	
God of Knowledge Neutral good		Good, Knowledge, Protection, Travel	Quarterstaff	
God of Luck	Chaotic neutral	Chaos, Luck, Trickery	Dagger	
God of Murder	Chaotic evil	Chaos, Darkness, Death, Evil	Dagger	
God of Pirates	Chaotic neutral	Air, Travel, Water, War	Cutlass	
God of the Sea	Neutral	Destruction, Luck, Travel, Water	Trident	
God of Warriors	Neutral	Destruction, Protection, Strength, War	Greatsword	
Oona, the Cannibal Spirit	Neutral evil	Destruction, Evil, Trickery	Dagger	
Unspeakable One	Chaotic evil	Chaos, Death, Destruction, Evil, Unspeakable	Kukri	
Yig, Hitthkai Sect	Neutral	Animal, Knowledge, Magic	Quarterstaff	
Yig, Sskethvai Sect	Neutral evil	Evil, Strength, War	Scimitar	

Domain Spells: 1st—unbinge, 2nd—bewilder, 3rd—rage, 4th—confusion, 5th—secret form, 6th—phantasmal killer, 7th—inscribe yellow sign, 8th—insanity, 9th—insanity, mass.

Druíd Spells

2ND-LEVEL DRUID SPELLS

Cloud Shape: Modify a cloud's appearance to transmit messages.

3RD-LEDEL DRUID SPELLS

- **Body of Eyes:** Gain immunity to flanking and +10 bonus on visual Perception checks.
- Ray of Rot: Ray deals 3d6+1 per caster level to wooden creature or object.

4TH-LEDEL DRUID SPELLS

Dive: Target creature gains darkvision, bonus on Swim checks, and ability to breathe underwater.

GTH-LEDEL DRUID SPELLS

Firebird^M: Create a quasi-real giant eagle made of fire.

Paladín Spells

IST-LEVEL PALADIN SPELLS

Vigilance: Recipients gain +1 bonus on Perception and Sense Motive, +2 against enchantment effects.

RANGER SPELLS

IST-LEDEL RANGER SPELLS

Vigilance: Recipients gain +1 bonus on Perception and Sense Motive, +2 against enchantment effects.

SORCERER/WIZARD SPELLS

1ST-LEVEL SORCERER/WIZARD SPELLS

- Ench **Bewilder:** Target becomes shaken and must delay. **Unhinge:** Target creature gains 1d4+1 Insanity Points.
- Evoc Force Armor: Gain +8 armor bonus to AC for 1 round.
- Illus Flash/Bang: Create a small explosion to distract your enemies.
- Trans **Subvert Minion:** Take control of one summoned creature.

2ND-LEDEL SORCERER/WIZARD SPELLS

Conj **Saltburst:** Deals 2d4 damage (2d8 to plant and water creatures) within 10 ft.

Stunning Bolt: Ray deals 1d6 nonlethal/caster level (max. 10d6) Ench Part Crowd: Move through crowds at normal speed.

3RD-LEVEL SORCERER/WIZARD SPELLS

- Abjur Fortify Mind^M: Creatures gain resistance to Insanity Points.
- Ench **Body of Eyes:** Gain immunity to flanking and +10 bonus on Search and Spot checks.

Necro Starvation: Creatures within 30 ft. become sickened.

<u>4TH-LEVEL SORCERER WIZARD SPELLS</u>

- Illus Shadow Blade: Create a blade of semi-solid shadow.
- Trans **Dive:** Target creature gains darkvision, bonus on Swim checks, and ability to breathe underwater.

Ray of Rot: Ray deals 3d6+1 per caster level to wooden creature or object.

STH-LEVEL SORCERER/WIZARD SPELLS

Conj **Firebird^M**: Create a quasi-real giant eagle made of fire. Necro **Strangle**: 4d6 nonlethal or target suffocates.

7TH-LEVEL SORCERER/WIZARD SPELLS

- Conj Inscribe Yellow Sign^M: Draw maddening sigil of the Unspeakable One.
- Ench Pirate's $Booty^F$: Safeguard the location of a single treasure chest.

8TH-LEVEL SORCERER/WIZARD SPELLS

Evoc Vice of the Deep: 1d6/caster level and deafen all within 30 ft.

9TH-LEVEL SORCERER/WIZARD SPELLS

Ench Insanity, Mass: As insanity, but all within 30 ft.

NEW SPELLS

The following spells are presented in alphabetical order.

BEWILDER

School enchantment (Compulsion) [mind-affecting]; Level bard 1, sorcerer/wizard 2, unspeakable 2 Components V Casting Time 1 standard action Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round Saving Throw Will negates; Spell Resistance: yes You spit a filthy word that causes a target to gibber in fear for a

few moments.

The target of this spell becomes shaken for 1 round and must delay until the end of the round before it may act.

Body of Eyes

School divination; Level druid 3, sorcerer/wizard 3

Components V, S, M (preserved head or eye of a chameleon, spider, or insect)

Casting Time 1 round Range personal Target you

Duration 1 minute/level (D)

Eye-shaped spots emerge all over your skin and clothing.

Body of eyes grants you a +10 competence bonus on all Perception checks related to vision. As well, while under the effects of this spell, you cannot be flanked. Since you are peering out in all directions at once, you cannot avert or close your eyes to avoid gaze effects or any other effect that relies on sight.

GLOUP SHAPE

School transmutation; Level druid 2 Components V, S Casting Time 1 round Range 1 mile/level Target one cloud Duration 10 minutes/level (D) Saving Throw none; Spell Resistance no

As you invoke the spirits of the air, a cloud behaves strangely, bending and folding, assuming a shape that matches your artistic intent. You alter the appearance of a single cloud (or any other natural cloud or plume of non-magical gas, smoke, or mist) to take on any shape you desire. Generally, the affected cloud is visible from anywhere below it in a 5-mile radius (more or less depending on other conditions at the GM's discretions).

Cloud shape does not grant viewers any ability to understand written messages in the clouds if they don't know the language. Any attempt at cloud portraiture requires a DC 10 Craft (art) check to determine the accuracy of the portrayal.

Once the spell's duration expires, the cloud slowly (or rapidly) loses its shape over a period of 1d6 minutes. As the cloud unravels, witnesses can still determine the cloud's message or appearance by succeeding on a Wisdom check (DC 5 + 5 per minute that passes after the end of the spell).

While under the effects of this spell, the cloud is resistant to any nonmagical winds, holding its shape even in a gale. However, magical winds of strong or stronger force disperse the target cloud immediately.

DÍDE

School transmutation; Level druid 4, sorcerer/wizard 4 Components V, S, M/DF (tiny bronze bell) Casting Time 1 standard action Range touch Target living creature touched Duration 10 minutes/level Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

Salt water bubbles up between your fingers as you press your hands to the target of this spell.

Dive grants the recipient the ability to withstand the environmental perils of the murky depths. The recipient of this spell gains the ability to breathe underwater, a +8 enhancement bonus on Swim checks, and darkvision out to a range of 30 feet for the duration of the spell. In addition, while affected, the recipient can move and attack normally with melee weapons while underwater, even with slashing and bludgeoning weapons.

Dive does not make creatures unable to breathe air.

FAST ESCAPE

School transmutation; Level bard 3 Components V Casting Time 1 immediate action Range personal Target you Duration 1 round

A slippery substance coats your body, making easier to wriggle free from tight spots.

You gain a +30 competence bonus on Escape Artist checks.

FÍREBÍRD

School conjuration (creation) [fire]; Level cleric 6, druid 6, sorcerer/ wizard 5

Components V, S, M (A pound of volcanic ash used to draw a diagram on a flat surface and a bloodstone worth 50 gp.) Casting Time 10 minutes Range close (25 ft. + 5 ft./2 levels) Effect one firebird Duration 1 hour/level

Saving Throw none; Spell Resistance no

The complex diagram you inscribed with the rare ashes erupts in brilliant flames as a massive flaming bird rises out of the conflagration. It looses a strange cry sounding of crackling fire before turning to regard you with white-hot eyes.

You create a quasi-real birdlike creature composed of roaring flames. It resembles a giant eagle with red, orange, and white flames in place of feathers, and even has a saddle and bridle. It acts immediately when it appears on your turn. It responds to simple mental commands and can be ordered to attack your enemies or bear you as a rider or any other command listed under the Handle Animal skill in the Pathfinder Core Rulebook. You and you alone can ride the creature safely; any other creature mounted on the firebird takes 1d6 points of fire damage each round. For as long as you ride the firebird, you gain a +1 luck bonus on all saving throws and resistance to fire 10. A *firebird* has the following statistics.

FIREBIRD GR -XP — N Large magical beast (fire) Init +3; Senses darkvision 60 ft., low-light vision; Perception +15 Aura unnatural aura 30 ft. (DC 12) DEFENSE AC 15, touch 15, flat-footed 12 (+3 deflection, +3 Dex, -1 size) **hp** 26 +1/caster level (4d10+4) Fort +5, Ref +7, Will +3 Defensive Abilities evasion; DR 5/magic; Immune fire **OFFENSE** Speed 10 ft., fly 160 ft. (average) Melee 2 claws +7 (1d6+4 plus 1d6 fire) and bite +7 (1d8+4 plus 1d6 fire) Space 10 ft.; Reach 5 ft. Special Attacks Fiery attack STATISTICS Str 18, Dex 17, Con 12, Int 10, Wis 14, Cha 10 Base Atk +4; CMB +9; CMD 25 Feats Alertness, Flyby Attack Skills Fly +6, Perception +15, Sense Motive +6; Racial Modifiers +4 Perception Languages Common (cannot speak) SPECIAL ABILITIES Unnatural Aura (Su) Animals will not willing approach within 30 feet of a *firebird*, and if forced to do so, they must succeed on a DC 12

- Will save or become panicked for as long as they remain within 30 feet and for 4 rounds thereafter. The save DC is Charisma-based. Fiery Attack (Su) A firebird's natural attacks deal an extra 1d6 points
- of fire damage.

FLASH/BANG

School illusion (figment); Level bard 1, sorcerer/wizard 1 Components V Casting Time 1 swift action Range 10 ft. Area cone-shaped burst **Duration** instantaneous Saving Throw none; Spell Resistance no

With a quick verbal command, you create a bright flash of light, a thunderclap, and a puff of smoke.

Flash/bang creates a cone of thick smoke that grants you total concealment from creatures in the area. The smoke dissipates at the start of your next turn.

FORCE ARMOR

School evocation [force]; Level sorcerer/wizard 1 Components V Casting Time 1 immediate action Range personal Target you Duration 1 round

Opon speaking a short arcane phrase, a dimly visible field of power surrounds you.

Force armor grants you a +8 armor bonus to armor class for 1 round. Since this is a force effect, the armor bonus applies to attacks made by ethereal or incorporeal creatures.

Fortify Mind

School abjuration; Level bard 2, cleric 3, sorcerer/wizard 3 Components V, S, M/DF (A bag of snake weed (5 gp)) Casting Time 1 standard action Range close (25 ft. + 5 ft./2 levels) Target one living creature per level Duration 1 round/level (D) Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The snake weed in your hands ignites sending plumes of sweet smelling smoke into the air.

Whenever a creature warded by *fortify mind* would gain Insanity Points, that creature first reduces the number of Insanity Points by 1 point per five caster levels (2 points at 5th, 3 points at 10th, 4 points at 15th, and 5 points and 20th). Insanity Points gained can never be reduced below zero with this spell.

Insaníty, Mass

- School enchantment (compulsion) [mind-affecting]; Level sorcerer/ wizard 9
- Targets one creature/level, no two of which can be more than 30 ft. apart

This spell functions like *insanity*, except as noted above.

Inscríbe Yellow Sígn

- School conjuration (creation) [evil, mind-affecting]; Level cleric 7, sorcerer/wizard 7, unspeakable 7
- **Components** V, S, M (mercury and phosphorus, plus powdered lead, sulfur, and arsenic with a total value of 5,000 gp, Special (you must have 6 or more Insanity Points to cast this spell)

Casting Time 1 round

Range touch

Effect one yellow sign

Duration instantaneous

Saving Throw Will partial (see text); Spell Resistance no

Fust as soon as you smear the prepared materials onto a surface, they combine, twisting and writhing, issuing puffs of acrid smoke, until they finally coalesce into a disturbing sigil that glows with a malevolent saffron hue.

You inscribe a potent version of the Yellow Sign, the symbol of the Unspeakable One. Any living creature with an Intelligence of 3 or higher that gazes upon the sigil automatically gains 1 Insanity Point and must succeed on a Will saving throw against the spell's DC or gain 1d4+1 Insanity Points per two caster levels (maximum 1d4+10). Creatures that fail this save by 5 or more become shaken for 10 rounds,

while those that fail by 10 or more are panicked for 10 rounds and then shaken for 1d12 hours thereafter. Animals, while not subject to the Insanity Points effect, will not willingly approach within 30 feet of the *Yellow Sign* and if forced to do so, they become panicked for as long as they remain within 30 feet.

Finally, all evil spells cast within 30 feet of the Yellow Sign are cast at +1 caster level.

PIRATE'S BOOTY

- School enchantment (compulsion) [mind-affecting]; Level cleric 7, sorcerer/wizard 7
- **Components** V, S, M (the head of a sailor with sewn-up eyes and mouth, which is buried with the chest), F (one treasure chest and all its contents)

Casting Time 10 minutes Range 1 mile

Targets 100 HD of living creatures

Duration permanent Saving Throw Will negates; Spell Resistance yes

As you intone the final words of the ritual, you completely forget what it was that you were doing.

This spell is cast in conjunction with the burial of a chest of treasure. A successful casting of this spell immediately eliminates any recollection of the burial site as well as the contents of the treasure chest from up to 100 Hit Dice of living creatures within the spell's range. You may also choose to lose your memory of the site, but within a day of casting the spell, a tattooed map appears on your back. At your option, you may grant a single creature, which can be you, the ability to decode the map and thereby gain full memory of the location and the treasure chest's contents, even if the target was not present at the time of the original burial.

Nonmagical Yellow Signs

Inscribe Yellow Sign allows a spellcaster to create a powerful version of the more mundane sigil used by cultists of the Unspeakable One, and although this is the preferred method to honor the King in Yellow, few cultists have the power or means to cast this spell, let alone the mental resolve to gaze upon its uncanny form for long. Thus, many cultists make do by inscribing a mundane Yellow Sign, packing the carving with gold, sulfur, or some other yellow substance.

Generally, this symbol is no more powerful than any other religious symbol or image employed by divine spellcasters, however, the inscriber may attempt a DC 25 level check to call upon the Unspeakable One's attention while scribing. If this check succeeds, the Yellow Sign becomes imbued with malevolent power. Henceforth, all evil spells cast in a square adjacent to the sign are cast at +1 caster level. As well, anyone who looks upon the empowered sigil must succeed on a DC 15 Will save or gain 1 Insanity Point.

DESTROYING THE YELLOW SIGN

Once inscribed—mundane, empowered, or magical—the Yellow Sign can be destroyed as any other inscription, such as by tearing the parchment, shattering the stone, or burning the painting on which it has been described. The Yellow Sign has the hardness, hit points, and break DC of the material where it's found.

PART GROWP

School enchantment (compulsion) [mind–affecting]; Level sorcerer/wizard 2
Components V, S
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Target 1 crowd or swarm
Duration 1 round/level (D)

Saving Throw none; Spell Resistance yes

The crowd seems to flow around you as if you were not there.

A swarm or crowd (see the "City Streets" section in Chapter 13 of the Pathfinder Roleplaying Game) of creatures parts to make way for your passage and immediately closes ranks after you pass. While affected by this spell, a crowd or swarm does not hinder your movement and swarms deal no damage to you. However, you are still affected by the swarm's distraction ability.

RAY OF ROT

School transmutation; Level cleric 4, druid 3, sorcerer/wizard 4
Components V, S, M/DF (A shipworm or termite encased in amber)

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels) Effect ray

Duration instantaneous

Saving Throw Fortitude negates (object); Spell Resistance yes (object)

A sickening brown ray leaps from your outstretched fingertip. The stench of rotting plant matter fills the air.

You must succeed on a ranged touch attack to strike a target. The ray deals 3d6 points of damage +1 per caster level (maximum +15) to a wooden creature or object it strikes. This attack ignores hardness. If the object or creature is reduced to 0 hit points, it collapses into a pulpy mass of black goo.

SALTBURST

School conjuration (creation); Level sorcerer/wizard 2 Components V, S Casting Time 1 standard action Range long (400 ft. + 40 ft./level) Area 10-ft. radius burst Duration instantaneous Saving Throw Fortitude half; Spell Resistance yes

Barking the sharp words of creation, you cause a large jagged rock of salt to appear and shatter, sending razor-sharp shards of death in all directions.

All creatures in the area take 2d4 points of damage. Creatures of the plant type or with the water subtype instead take 2d8 points of damage.

Secret Form

School transmutation [evil]; Level unspeakable 5
Components V, S, M (fresh human brains), Special (you must have 6 or more Insanity Points to cast this spell)
Casting Time 1 standard action
Range medium (100 ft. + 10 ft./level)
Target one living creature
Duration 1 round/level
Saving Throw Will partial; Spell Resistance yes

You crush the bloody meat between your fingers, sending ropes of gore spraying in all directions. Your target erupts in a mass of glistening tentacles, slavering maws, and winking eyes.

Your target gains 1 Insanity Point and its type changes to aberration for the duration of the spell. If the target fails its Will save, its alignment changes to chaotic evil, it increases its natural armor bonus by your Wisdom modifier, and it gains 1 Insanity Point per round until the duration expires. When the spell ends, the target is fatigued. Do not recalculate any other statistics (hit points, base saves, base attack bonus, etc) during the duration of this spell.

SERENÍTY

School enchantment (compulsion) [mind-affecting]; Level: bard 1, cleric 1

Components V, S, DF

Casting Time 1 standard action

Range close (25 ft. + 5 ft./2 levels)

Area creatures in a 20-ft.-radius spread

Duration concentration, up to 1 round/level (D)

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The fires of madness gutter out in the eyes of your targets as you quietly intone peaceful words to quiet their delusions.

Serenity temporarily reduces the Insanity Point total of all creatures in the area to 0, and affected creatures cannot gain Insanity Points for the spell's duration. In addition, such creatures also gain a +4 morale bonus on Will saves against illusions.

SHAPOW BLAPE

School illusion (shadow); Level: sorcerer/wizard 4 Components V, S Casting Time 1 standard action Range personal Effect one shadow blade Duration 1 round/level (D) Saving Throw Will partial, see text; Spell Resistance yes; see text

A thin blade made of solid shadow springs forth from your hand.

You create a blade fashioned from solidified shadow. Each round, including the round in which you cast this spell, you may attack with the *shadow blade*. Resolve these attacks as a melee touch attack using your base attack bonus plus your Intelligence or Charisma modifier. If the blade hits, it deals 1d6 points of damage plus 1 point per caster level, and threatens a critical on a 19–20. Any creature struck by the shadow blade is entitled to a Will save to recognize its true nature. If the save succeeds, the creature only takes 1d6 points of damage on a successful attack.

STARDATION

School necromancy [evil]; Level cleric 3, sorcerer/wizard 3 Components V, S, M/DF (A piece of rotten fruit) Casting Time 1 standard action Range 30 ft. Targets all living creatures within 30 ft. Duration 1 round/level (D) Saving Throw Fortitude negates; Spell Resistance yes

The rotten fruit decays into black muck as living creatures bend and writhe in agony.

Starvation causes living creatures to become gripped with incredible

pangs of severe hunger as if they haven't eaten for days. Creatures affected by this spell are sickened for the duration. In addition, the targets must succeed on a Constitution check against the spell's DC each round or be prevented from taking any actions until their next turn.

STRANGLE

School necromancy; Level sorcerer/wizard 5 Components V, S Casting Time 1 standard action Range medium (100 ft. + 10 ft./level) Target one living creature Duration 1 minute/level Saving Throw Fortitude partial; Spell Resistance yes

As you utter the baleful words, you make a closing action with your bands as if strangling your target.

You drive out all of the air in a target's lungs, causing her to suffocate. If the target fails her save, she immediately falls unconscious (0 hit points). In the following round, the target is entitled to another save. On a failure, that target drops to -1 hit points and is dying. On the third round, the target is entitled to one last save, and if she fails, she dies. The spell immediately ends when the target makes her Fortitude save, though *strangle* deals 4d6 points of nonlethal damage on a successful saving throw.

STUNNING BOLT

School evocation [electricity]; Level sorcerer/wizard 2 Components V, S Casting Time 1 standard action Range medium (100 ft. + 10 ft./level) Effect ray Duration instantaneous Saving Throw none; Spell Resistance yes

A brilliant ray of crackling electricity streaks from your outstretched finger, leaving behind the smell of ozone.

You must succeed on a ranged touch attack to strike a target. The ray deals 1d6 points of nonlethal damage per caster level (maximum 10d6). Creatures immune to nonlethal damage or electricity damage are immune to this spell. Creatures with resistance to electricity apply twice their normal resistance to the damage dealt by this spell.

SUBDERT MINION

School transmutation; Level sorcerer/wizard 1 Components V, S Casting Time 1 standard action Range close (25 ft. + 5 ft./2 levels) Target one summoned creature Duration 1 round/level Saving Throw none (see text); Spell Resistance no

Bright red glyphs of fire flare from the body of the target summoned creature as you bend it to your will.

Subvert minion allows you take control of a single summoned creature within range. To exert your influence over the creature you must make a caster level check (DC equals 10 + 1/2 the spell effect's caster level + the level of the summon spell). If you beat the DC, the creature comes under your control as if you had cast the summon spell. Henceforth, the creature acts on your turn each round. The summoned creature remains until the end of the original spell's duration.

Special: If you add this spell to your spellbook or make it one of your

known spells, you gain a +2 competence bonus on all Knowledge (planes) checks.

Unhínge

School enchantment (compulsion) [evil, mind-affecting]; Level bard 1, cleric 1, sorcerer/wizard 1, unspeakable 1

Components V, S, DF **Casting Time** 1 standard action **Range** close (25 ft. + 5 ft./2 levels)

Target one living creature

Duration instantaneous

Saving Throw Will negates; Spell Resistance yes

Inhuman sounds tear free from your mouth and worm their way into the mind of your target.

The subject of *unhinge* gains 1d4+1 Insanity Points per two caster levels (maximum 1d4+5).

DICE OF THE DEEP

School evocation [force]; Level sorcerer/wizard 8 Components V, S Casting Time 1 standard action Range long (400 ft. + 40 ft./level) Targets one creature/level, no two of which can be more than 30 ft. apart Duration instantaneous Saving Throw Fortitude half; Spell Resistance yes

The air ripples as a wave of terrifying force bears down on your targets, crushing them to a pulp.

Vice of the deep subjects its victims to crushing pressure, as if they were hundreds of feet under the sea. All targets take 1d6 points of bludgeoning damage per caster level (maximum 20d6). In addition, victims that fail their save are permanently deafened. Creatures immune to critical hits as well as creatures with the aquatic subtype are immune to the effects of this spell.

DÍGÍLANCE

School abjuration; Level cleric 1, paladin 1, ranger 1
Components V, S
Casting Time 1 standard action
Range close (25 ft. + 5 ft./2 levels)
Targets one creature/level (max. 5 creatures), no two of which can be more than 30 ft. apart
Duration 4 hours
Saving Throw Will negates (harmless); Spell Resistance yes (harmless)
Opon completing the incantation, your target's eyes change color, acquiring an unsettling golden hue.

You imbue the recipients of this spell with extra awareness of their surroundings and firm resolve to stay alert. Targets affected by this spell gain a +1 competence bonus on all Perception and Sense Motive checks, and a +2 morale bonus on saving throws against enchantment spells and effects.

Note: This spell replaces vigilance found in Green Ronin's Advanced Player's Manual.

- Magic Armor -

Magic armor may be an important component for most landlubber adventurers, but those who've spent any time at sea know that a suit of armor can be a death sentence. Most magical armors found in Freeport take this fact into account and provide a number of subtle benefits to ensure the wearer is both protected and can use the armor even at sea.

Magíc Armor Propertíes

To receive an armor property, a shield or suit of armor must have at least a +1 enhancement bonus.

HUTHORÍTY

This suit of armor is emblazoned with symbols of civil, military, or religious authority, plucked from the minds of whoever beholds the suit of armor.

While wearing a suit of armor with this property, you gain a +5 competence bonus on Intimidate checks.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *scare*; Price + 3,750 gp.

- Magic WEAPONS -

Most magic weapons in Freeport wind up in the city as booty and plunder taken from the corpses of the city's enemies. This provides a startling variety of weapons that range from enchanted firearms to artifact-quality swords.

Magic Weapon Properties

To receive a weapon property, a weapon must have at least a +1 enhancement bonus.

APROÍT

This weapon is constructed from lightweight materials and features ingenious arches and honeycomb patterns in its construction.

An adroit weapon allows you to add your Dexterity modifier in place of your Strength modifier on attack rolls. Adroit weapons weigh 25% less than their non-magical counterparts. If you have the Weapon Finesse feat, you may also add one-half of your Dexterity modifier in place of your Strength modifier on weapon damage rolls made with this weapon.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *cat's grace*; Price +1 bonus

GRÍPPLÍNG

This weapon is snarled with cruel books and barbs and incorporates a motif of anguished torture and suffering.

When activated, a crippling weapon that hits forces the target to make a DC 17 Fortitude save or take a -4 penalty on attack rolls,

GUTPURSE

This suit of armor incorporates a number of hidden pouches, false pockets, and concealed blades.

While wearing a suit of armor with this property, you gain a +5 competence bonus on Sleight of Hand checks (the armor's armor check penalty applies normally).

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *cat's grace*; Price +3,750 gp

EMULATION

Engraved arcane runes cover this suit of armor. Bits and scraps of parchment are pinned to it as well, each containing a variety of mystical diagrams, words, and other esoteric information.

While wearing a suit of armor with this property, you gain a +5 competence bonus on Use Magic Device checks.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *eagle's splendor*; Price +3,750 gp

skill checks, and ability checks for 7 rounds. A crippling weapon functions three times per day. Projectile weapons bestow this property

on their ammunition.

Moderate necromancy; CL 9th; Craft Magic Arms and Armor, *symbol of pain*; Price +2 bonus

SEA LEGS

This weapon is decorated with nautical scenes and features a brass grommet that allows it to be lashed to a ship's deck.

A sea legs weapon grants you a +1 circumstance bonus on attack and damage rolls when both you and your opponent stand on the deck of a ship. In addition, the weapon grants you a +2 competence bonus on Swim checks.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, *freedom* of movement; Price +1 bonus

SEPTÍC

This weapon stinks of rot and crawls with flies and maggots.

A septic weapon forces a victim struck to succeed on a DC 16 Fortitude save or become infected with filth fever (see Diseases in the *Pathfinder Core Rulebook*). A septic weapon functions three times per day and is activated as a swift action. Projectile weapons bestow this property on their ammunition.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *contagion*; Price +1 bonus

Tanglíng

This weapon is sticky to the touch and sweats thick resinous goo.

GHAPTER FIDE: SPELLS AND MAGIC

As a swift action, Large or smaller creature damaged by a tangling weapon gain the entangled condition as they are wrapped with ropelike strands of glue for 5 rounds. In addition, the creature must succeed on a DC 15 Reflex save each round or be unable to move that round. A flying creature struck is not glued to the ground, but must succeed on a DC 15 Reflex save or become unable to fly and fall to the ground.

A creature glued to the floor may break free by succeeding on a DC 17 Strength or Escape Artist check or by dealing 15 points of damage to the strands with a slashing weapon. Once free, a creature can move at half speed. A spellcasting creature bound by the sticky strands must succeed on a concentration check (DC 15 + spell level) or lose the spell. Finally, an application of universal solvent instantly dissolves the glue.

A tangling weapon functions once per day. Projectile weapons bestow this property on their ammunition.

Moderate conjuration; CL 8th; Craft Magic Arms and Armor, *web*; Price +2 bonus

SPECIFIC MAGIC WEAPONS

Most specific weapons found in Freeport have a colorful story and place in Freeport's long and checkered history.

BALLÍSTA OF PÍERCÍNG

This otherwise ordinary ballista is strung with a thick metal cord and its arms are forged from spring-steel.

Aura Strong transmutation; CL 12th Slot none; Price 4,800 gp; Weight 300 lbs. DESCRIPTION

- These dread weapons trace their origins back to the first Sea Lords, who used them in the defense of their young city against sahuagin and hostile merfolk. A *ballista of piercing* functions as a +1 *ballista*. In addition, it has two special functions, each useable once per day.
- *Volley:* The *ballista* can be fired to deal 3d8 points of piercing damage to all creatures in a 30-foot cone (Reflex DC 15 half).
- *Lance:* The *ballista* can fire a powerful lance, sending it unimpeded through a number of foes at once. Draw a line from the ballista out to a range of 120 feet. Every creature in line must succeed on a DC 15 Reflex save or take 3d8 points of damage.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *keen edge*; Cost 2,800 gp

BEAMSPLÍTTER

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

Aura Moderate transmutation; CL 11th Slot none; Price 24,306 gp; Weight 2 lbs. DESCRIPTION

Beamsplitter functions as a +*3 boarding axe*, but deals triple damage against wooden objects and creatures (quadruple damage if the creature is vulnerable to critical hits). When used against a ship's hull, the weapon ignores the ship's hardness.

LEGENDS

Beamsplitter was commissioned years ago by one of the Continental navies for use in scuttling the ships of pirates and raiders (DC 20 Knowledge (history)). It was lost in the sinking of the



Continental warship *Invincible* (sent to the bottom, ironically enough, by pirates) (**DC 25**), but rumors occasionally surface of it in the hands of sahuagin, merrow, and even local pirates (**DC 20** Knowledge (local)).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *ray of rot;* Cost 12,306 gp

GATAPULT OF ACCURACY

This catapult is equipped with a difference engine, a type of counting machine that streamlines the calculation of range, wind speed, and trajectory.

Aura Strong divination; CL 16th

Slot none; Price 5,350 gp (light catapult) or 5,600 gp (heavy catapult); Weight 1 or 2 tons

DESCRIPTION

A *catapult of accuracy* functions as a +1 *light* or *heavy catapult* and grants a +5 competence bonus on Profession (siege engineer) checks made to fire it. However, on a natural roll of 3 or less on the check, the *catapult of accuracy* imposes a -5 competence penalty instead. To repair the catapult, you must succeed on a DC 10 Knowledge (engineering).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *discern location*; **Cost** 3,100 gp (light catapult) or 3,350 gp (heavy catapult)

DNULPER

SO. TUUH

The shaft of this wicked looking guisarme is blackened as if scorched and the blade is a dull gray color.

Aura Strong evocation and necromancy; CL 17th

Slot none; Price 45,309 gp; Weight 12 lbs. DESCRIPTION

Dnulper functions as a +2 unboly guisarme. In addition, any living, corporeal creature slain by Dnulper rises on the following round as a zombie under your control. These creations remain animated until the next sunrise or sunset, whichever comes first. Zombies created by this weapon must remain within 50 feet of the wielder or revert to inanimate corpses. There is no limit to the number or total Hit Dice of zombies that may be created in this manner.

LEGENDS

Dnulper is said to be the creation of Friar Ingiltere, a mad monk and necromancer of Freeport's distant past (DC 25 Knowledge history), and named for the villain's wicked patron, a demon of unsurpassed power (DC 30). The weapon's shaft is carved from a lightning-struck trunk of a hangman's tree, and the head is forged from the grave-sword of an ancient chieftain (DC 25).

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *animate dead*, *unholy blight*, creator must be evil; Cost 22,809 gp

Rapier of Revenge

This tarnished blade in the old style seems held together with pins and leather wraps.

Aura Moderate enchantment and transmutation; CL 9th Slot none; Price 7,320 gp; Weight 2 lbs.

DESCRIPTION

- When first discovered, this weapon functions as a cursed -2 rapier. However, when you are first struck in combat, the penalty is replaced by a +1 enhancement bonus on attack and damage rolls against the target that struck you. Each time you are hit by the same opponent in melee, you gain any one of the following effects:
 - +1 bonus on attack rolls
 - +1 bonus on damage rolls
 - +1 bonus to AC
 - +1 bonus to the weapon's threat range

These benefits only apply to the opponent that injured you. If multiple opponents strike you in the same round, the bonuses apply to each opponent. The weapon reverts to its normal characteristics whenever you drop your attacker.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *keen edge, magic vestment, magic weapon, rage;* **Cost** 3,820 gp

Shapow Dagger

The blade of this slender dagger is black and it seems to fade when shadows fall upon it.

Aura Moderate illusion; CL 7th Slot none; Price 4,302 gp; Weight 1 lb. DESCRIPTION

A shadow dagger functions as a +1 dagger that requires a free action to draw or sheathe it. If you have the death attack ability, using this weapon in conjunction with the attack increases the attack's save DC by +2.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *shadow blade*; Cost 2,3,02 gp

WHALER'S GREATLANCE

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

Aura Strong evocation; CL 15th

Slot none; Price 50,320 gp; Weight 15 lb. DESCRIPTION

When this +2 greatlance of wounding is used against a creature with the aquatic subtype, its enhancement bonus increases to +4 and it deals an extra 2d6 points of damage.

CONSTRUCTION

Requirements Craft Magic Arms and Armor, *mage's sword;* Cost 25,3,20 gp

- RÍNGS -

Magical rings are especially useful items in Freeport since they can easily be disguised as ordinary jewelry.

RING OF THE BOAR

This ring is a simple ivory band marked with strange glyphs and sigils.

Aura Moderate necromancy and transmutation; CL 11th Slot ring; Price 9,000 gp; Weight —

DESCRIPTION

- While wearing this ring, you do not lose consciousness when dying and may continue fighting as if disabled. If you have the Diehard feat, you may continue fighting as if you were disabled until reduced to an amount of negative hit point equal to double your Constitution score. At the end of the encounter, if your hit points are reduced to an amount of negative hit points equal to your Constitution score of less, you die normally.
- In addition, once per day, you may activate the ring as an immediate action to gain 10 temporary hit points. These hit points fade after 1 hour.

CONSTRUCTION

Requirements Forge Ring, bear's endurance, false life; Cost 4,500 gp

RING OF BRADADO

This is a simple and plain bronze ring.

Aura Faint abjuration; CL 11th Slot ring; Price: 4,000 gp; Weight —

DESCRIPTION

While wearing the *ring of bravado*, any time you would take nonlethal damage, you reduce the damage by 2 (minimum 0).

CONSTRUCTION

Requirements Forge Ring, bear's endurance; Cost 2,000 gp

RING OF THE MONKEY

This curious ring is fashioned from coarse hair.

Aura Faint transmutation; CL 5th Slot ring; Price 1,500 gp; Weight — DESCRIPTION

- The *ring of the monkey* allows you to add your Dexterity bonus as a competence bonus on all Climb checks. As well, once per day, you may activate the ring as a swift action to gain a climb speed equal to your land speed until the start of your next round.
- If you have the Athletics feat, the ring's properties improve. You continuously gain a climb speed equal to your land speed for as long as you wear the ring, and you gain a +8 enhancement bonus on Climb checks. You may also choose to take 10 on Climb checks even if rushed or threatened.

CONSTRUCTION

Requirements Forge Ring, bull's strength; Cost 750 gp

RING OF THE OSPREY

This translucent bone ring fits snugly over the finger, and once in place, dark images of flying birds appear on its surface.

Aura Strong transmutation; CL 11th

Slot ring; Price 2,500 gp; Weight -

DESCRIPTION

- Once per day as a swift action, the *ring of the osprey* grants you a 30-foot fly speed with perfect maneuverability for 5 rounds. While activated, you also gain the benefits of the Flyby Attack feat. When the duration expires, you gently float to the ground, as if under the effects of a *feather fall* spell.
- While wearing the *ring of the osprey*, you may cast known or prepared *fly* or *overland flight* spells as a swift action, so long as the ring's daily use has not been expended.

CONSTRUCTION

Requirements Forge Ring, Quicken Spell, fly; Cost 1,250 gp

RÍNG OF THE OWL

This odd ring appears to be fashion from several tiny and delicate bones.

Aura Faint transmutation; CL 5th Slot ring; Price 2,500 gp; Weight –

DESCRIPTION

You gain a +5 competence bonus on all Perception checks made at dusk or in shadowy lighting. However, you also become sensitive to light, taking a –1 competence penalty on attack rolls when exposed to bright sunlight or in the area of a *daylight* spell.

CONSTRUCTION

Requirements Forge Ring, vigilance; Cost 1,250 gp

RING OF THE WOLF

Fashioned from a strip of wolf's pelt, this ring completely covers your finger.

Aura Faint evocation; CL 5th

Slot ring; Price 3,000 gp; Weight ----

DESCRIPTION

You gain a +2 competence bonus on all CMB checks made to trip your opponent. If you have the Improved Trip feat, you gain a +1 circumstance bonus on attack rolls made against prone targets as well.

CONSTRUCTION

Requirements Forge Ring, gust of wind; Cost 1,500 gp

- KOD

Rods can come in a variety of shapes and sizes, with a staggering number of functions and uses.

ROD OF THE BUCCANEER

This heavy, elaborate spyglass is ornamented with dials, levers, and switches all along its length.

Aura Strong conjuration, evocation, and transmutation; CL 18th Slot none; Price 60,000 gp; Weight 10 lbs. DESCRIPTION

Something of a status symbol to the most powerful pirate lords, the rod of the buccaneer is a highly coveted item for its surprising array of useful functions. The rod normally functions as a +2 light mace, but by turning its dials and throwing its switches, it can transform into various weapons and devices.

- Switch 1: The rod becomes a +2 keen cutlass.
- *Switch 2:* The *rod* becomes a +3 greatlance.
- Switch 3: The rod becomes a +4 punching dagger.
- Switch 4: The rod becomes a masterwork spyglass (×3 magnification)
- Switch 5: The rod separates into two parts, with one acting as an astrolabe and the other as a sextant.
- Switch 6: The rod becomes a bilge pump capable of removing 10 gallons of water per minute.
- In addition to its normal uses, the rod of the buccaneers grants access to the following spell-like abilities, each usable once per day: fog cloud and gust of wind.

CONSTRUCTION

Requirements Craft Rod, Craft Magic Arms and Armor, control water, fog cloud, gust of wind, keen edge, polymorph any object; Cost 30,000 gp

- Staffs

Staffs are spell storage devices that contain a specific array of spells.

STAFF OF TEMPESTS

Carved from the trunk of a lightning-struck ash, this blackened staff is inscribed with invocations to the spirits of storms and rain, and corkscrewed with copper wire.

Aura Strong evocation and transmutation; CL 13th Slot none; Price 32,000 gp; Weight 4 lbs.

DESCRIPTION

The *staff of tempests* allows the use of the following spells:

- *Call lightning* (1 charge)
- *Control weather* (3 charges)
- *Control winds* (2 charges)
- In addition, wielding this item grants you resistance to electricity 20.

CONSTRUCTION

Requirements Craft Staff, call lightning, control weather, control winds, protection from energy [electricity]; Cost 16,000 gp

- WONDROUS ITEMS -

When it comes to magical tools, Freeport's artificers are among some of the greatest in the world. Some of these wondrous items enhance or augment a ship's capabilities. A ship can only benefit from one of each type of ship device at a time-one figurehead, one crow's nest, and so on. Installing or removing these items requires a DC 25 Craft (shipbuilding) check. This check takes 8 hours of work.

ABACUS OF RAPÍD GALCULATÍON

This counting device is a rectangular wooden frame that holds a series of parallel brass wires, each of which is strung with beads carved from semiprecious gemstones.

Aura moderate transmutation (DC 16); CL 3rd Slot Held; Price 2,500 gp; Weight 1 lb. DESCRIPTION You gain a +5 competence bonus on Appraise checks. CONSTRUCTION

Requirements Craft Wondrous Item, fox's cunning; Cost 1,250 gp

AMULET OF THE SERPENT

This amulet is crafted to look like a knot of writhing snakes. It glows faintly, giving off a green light.

Aura faint abjuration (DC 17); CL 5th Slot Throat; Price 10,000 gp; Weight 1 lb.

DESCRIPTION

Wearing this amulet gives you a +2 enhancement bonus to your natural armor and a +4 luck bonus to Fortitude saves against poison.

CONSTRUCTION

Requirements Craft Wondrous Item, barkskin, neutralize poison; Cost 5,000 gp

ARMÍLLARY SPHERE

This masterpiece of engineering stands just 30 inches in height and is formed from a number of interlocking rings to signify the rotation of the heavenly bodies as well as the movements of the planes.

Aura strong conjuration (DC 21); CL 12th

Slot —; Price 6,000 gp; Weight 60 lb.

DESCRIPTION

- Maps of the heavens have been circulated since man first looked to the stars, but not until the invention of the armillary sphere were the intricacies of planetary and planar movement laid bare. When used in conjunction with conjuration (teleportation) spells that have chances for mishaps, such as the *teleport* spell, the armillary sphere reduces the chance for mishap by 20% (reduce the d% roll by 20).
- As well, when used to navigate the path of a *plane shift* spell, the armillary sphere improves the spell's accuracy by transporting the

user only 5d4 miles from the destination rather than the normal 5d100 miles.

To utilize the armillary sphere, you must spend at least two hours studying the device and at the end of this time succeed on a DC 20 Knowledge (planes) check. Each hour spent studying the sphere beyond the two required grants you a +1 circumstance bonus (maximum +5) on your Knowledge check.

CONSTRUCTION

Requirements Craft Wondrous Item, find the path, creator must have 10 ranks in Knowledge (planes); Cost 3,000 gp

Assassín's Quíll

A coarse black feather that abrades the skin when touched ends at an ink-stained nib.

Aura strong necromancy (DC 21); CL 13th Slot held; Price 22,500 gp; Weight -

DESCRIPTION

- Once per day, you can use the assassin's quill while making a Linguistics check to forge a document. The next creature to read the forged document must succeed on a DC 16 Fortitude save or take 3d6 points of Constitution damage. Ten rounds later, the reader must succeed on a second Fortitude save against the same DC or take an additional 3d6 points of Constitution damage.
- In addition, possessing the assassin's quill grants you a +5 competence bonus on Linguistics checks.

CONSTRUCTION

Requirements Craft Wondrous Item, poison, sepia snake sigil; Cost 11,250 gp

LEGENDS

These quills are crafted from the feathers of achaierai, vrocks, and other foul, feathered creatures of the lower planes (Knowledge-arcana **DC 20)**. The nibs are typically stamped from poisonous metals such as cobalt or vanadium (DC 25). In an uncharacteristically authoritarian move, the Captains' Council banned possession of the quills two decades ago, under penalty of death (Knowledgehistory DC 20). Only a handful of these items are known to exist, and they all rest in the hands of professional assassins, evil rogues, and fiends (Knowledge-local DC 30).

ATOMIZER OF LAPY DROOS

This elegant item is a lady's perfume atomizer with platinum cap and tip, and a ball decorated with tiny freshwater pearls. Its crystal reservoir holds one ounce of liquid.

Aura moderate necromancy (DC 18); CL 3rd Slot held; Price 3,000 gp; Weight -DESCRIPTION

You may pour a potion, oil, or poison into the reservoir as a full-round action that provokes an attack of opportunity. Once filled, you may spray the contents, covering a 5-foot square with mist. The potion, oil, poison (contact, ingested, or inhaled only) takes effect as normal and can even affect gaseous or incorporeal creatures, provided the substance's effects can normally affect them. Both corporeal and incorporeal creatures can pick up and manipulate the *atomizer*. The atomizer can hold enough fluid for one spray before needing to be refilled.

LEGENDS

Although many versions of this item can be found in Freeport and beyond, the first atomizer was commissioned almost a century ago by Lady Droos, a wealthy woman of Freeport haunted by the spirits of her dead family (Knowledge-history DC 25).

CONSTRUCTION

Requirements Craft Wondrous Item, ethereal jaunt; Cost 1,500 gp

BOOTS OF ROPEWALKING

These comfortable sailor's boots are finely and lightly built, featuring a split toe to help the wearer grasp rigging with his feet.

Aura moderate enchantment (DC 18); CL 7th Slot feet; Price 2,000 gp; Weight ----

DESCRIPTION

These boots grant a +5 competence bonus on Acrobatics checks made to balance. If you have 5 or more ranks in Acrobatics, you can move your full speed while balancing at no penalty.

CONSTRUCTION

Requirements Craft Wondrous Item, cat's grace; Cost 1,000 gp

BOS'N'S WHISTLE OF PIPING

This is a fine, silver boatsmain's whistle.

Aura moderate enchantment (DC 18); CL 7th Slot held; Price 3,000 gp; Weight ----

DESCRIPTION

- This magical instrument grants you a +2 competence bonus on Perform (wind instruments) checks. If you have at least 4 ranks of Perform, all living creatures within 60 feet that can hear you whistle gain a +4 competence bonus on all Profession (sailor) checks for 10 minutes.
- Finally, if you have the bardic music ability, you may spend a daily use to play a tune to grant a +2 enhancement bonus to Strength and Dexterity to a single living creature within 30 feet. The bonuses last for a number of rounds equal to your Charisma bonus.

CONSTRUCTION

Requirements Craft Wondrous Item, good hope; Cost 1,500 gp

GAPTAIN'S GHEST

Although this item appears to be an ordinary and weathered sea chest, it has an unusual locking mechanism on its face. It's carved to resemble a twisted pirates face with the keyhole as its mouth.

Aura moderate conjuration (DC 19); CL 9th Slot —; Price 2,500 gp; Weight 50 lb.

DESCRIPTION

A cursory examination of a *captain's chest* reveals the usual sundries and personal effects one expects to find in sea chest. However, when you speak the command word, the lid splits in the middle and pushes out to the sides before folding down. From the gap created, a full-sized wardrobe rises up from an extradimensional space, standing eight feet tall, four feet wide, and three feet deep. Opening the wardrobe requires a second command word. The wardrobe has hardness 5, 30 hit points, and a break DC of 25. The wardrobe holds up to 96 cubic feet of supplies and also contains a locked steel chest (Disable Device DC 40) mounted in the floor (hardness 10, 60 hit points, break DC 28), which can hold up to 1 cubic foot.

CONSTRUCTION

Requirements Craft Wondrous Item, secret chest; Cost 1,250 gp

GARTOGRAPHER'S TABLE

The many drawers in this magnificent wooden drafting table contain an army of mapping tools, including rules and levels, magnifying lenses, compasses, and templates, along with pens, brushes, and inks of a rainbow of colors. It's even equipped with a pair of fine oil lamps.

Aura faint conjuration (DC 17); CL 5th Slot —; Price 6,500 gp; Weight 300 lb. DESCRIPTION

- The cartographer's table grants you a +10 competence bonus on Craft (cartography) checks.
- In addition, once per week, you may speak the command to conjure a spectral draftsman to faithfully record landmarks, currents, winds, and any other geographical or oceanographic data that's noticeable without magical means. The spectral draftsman has a Craft (cartography) check modifier of +15 and works for 8 hours before dissipating. The spectral draftsman also has all of the functions and abilities as that created by the *unseen servant* spell.

CONSTRUCTION

Prerequisites: Craft Wondrous Item, unseen servant; Cost 3,250 gp

COMPASS OF TRUE SEEKING

This fine ship's compass is housed in a tall wooden cabinet, its needle suspended in alcohol to stay liquid when sailing at colder latitudes.

Aura moderate divination (DC 19); CL 8th Slot —; Price 8,500 gp; Weight 50 lb.

DESCRIPTION

Once per day, you may command the needle to locate the nearest source of fresh (non-salt) water, nearest dry land, or nearest ship. The needle functions with perfect accuracy and points unerringly in the direction of the target for 8 hours, after which it reverts to a normal masterwork compass. The item's maximum range is 100 leagues. The needle does not distinguish between clean or brackish water, a tiny island or full continent, or a friendly ship or pirate's galleon.

CONSTRUCTION

Prerequisites: Craft Wondrous Item, locate object; Cost 4,250 gp

GROW'S NEST OF THE STORMWATCH

This enclosed crow's nest fits on the mainmast of a full sailing ship, allowing a sailor to sit in comfort out of the elements while keeping watch for whales, bad weather, or approaching ships. It includes a spyglass mounted to its banister and meteorological instruments to measure rainfall, barometric pressure, and temperature.

Aura moderate abjuration (DC 19); CL 8th Slot -; Price 6,000 gp; Weight 400 lb. DESCRIPTION

Any sailor that takes his watch here gains a +10 competence bonus on Perception checks.

CONSTRUCTION

Requirements Craft Wondrous Item, vigilance; Cost 2,500 gp (plus 1,000 gp for the spyglass)

ELÍXÍR OF THREE-PART POISON

Inside a tiny container is a colorless, odorless fluid.

Aura moderate necromancy (DC 18); CL 7th Slot -; Price 2,000 gp; Weight -DESCRIPTION

Elixir of three-part poison is a special magical additive that divides a contact, inhalation, or ingested poison into three component parts that, individually, are harmless, but regain their potency when a target is exposed to all three. The parts all retain their normal

delivery methods, so the component parts of a contact poison all require contact to affect the victim. All three parts must be introduced to the victim within a one-hour span or the poison has no effect. The victim only makes the saving throw as normal when exposed to the third ingredient. The separate parts do not register as poison to alchemical tests or *detect poison* spells.

CONSTRUCTION

Requirements Craft Wondrous Item, Craft (alchemy) 9 ranks, poison; Cost 1,000 gp

FEATHER TOKEN (FLASH)

Aura faint evocation (DC 17); CL 5th

Slot —; Price 300 gp; Weight –

DESCRIPTION

This scarlet feather feels warm to the touch.

- Upon speaking the command word, the feather token rockets up 200 feet into the sky and bursts into a fountain of scarlet light, illuminating a 500 foot diameter area in bright light and 500 feet further in shadowy light. The light remains for 5 rounds before winking out.
- CONSTRUCTION

Requirements Craft Wondrous Item, daylight; Cost 150 gp

FEATHER TOKEN (FOG)

This downy gray feather feels damp.

- Aura faint conjuration (DC 17); CL 5th
- Slot —; Price: 300 gp; Weight: —

DESCRIPTION

- Upon speaking the command word, the feather token creates a 100foot radius spread of thick fog granting concealment (20% miss chance) to all creatures in the area. The fog remains for 5 rounds before dispersing.
- Note a moderate wind (11+ mph) disperses the fog in 4 rounds, while a strong wind disperses the fog in 1 round.

CONSTRUCTION

Requirements Craft Wondrous Item, fog cloud; Cost 150 gp

FIGUREHEAD OF BLUE WATER

This figurehead is carved in the likeness of a beautiful mermaid.

Aura moderate transmutation (DC 20); CL 10th Slot —; Price 40,000 gp; Weight 150 lb.

DESCRIPTION

When installed on the prow of a sailing vessel, the figurehead of blue water grants everyone on board the ship a +4 luck bonus on all Profession (sailor) checks. Three times per day, any member of the crew who speaks the command word while touching the *figurehead* benefits from a +4 competence bonus on Swim checks and the benefits of water breathing. Finally, once per week, a crewman who speaks a different command word while touching the *figurehead* may cast control winds.

CONSTRUCTION

Requirements Craft Wondrous Item, control winds, water breathing; Cost 20,000 gp

FIGUREHEAD OF PORTAGE

This wooden figurehead is carved in the likeness of a red-skinned bull, its horned head traisting in rage, and froth painted on its lips.

Aura moderate transmutation (DC 20); CL 11th Slot -; Price 30,000 gp; Weight 250 lb. DESCRIPTION

On command, once per day, the *figurehead* leaps free from the ship, trailing behind it a stout metal chain. The *figurehead* then pulls the ship across smooth ground at a rate of 1 mile per day. It follows the commands (stop, start, and heading) of the ship's commanding officer. An animated *figurehead of portage* has AC 10, hardness 5, hp 90, and a break DC of 30. It cannot attack even to defend itself. Once activated, the *figurehead* operates for up to 48 hours, and after this time, it must wait 24 hours before it can activate again.

CONSTRUCTION

Requirements Craft Wondrous Item, animate objects, bull's strength; Cost 15,000 gp

FIGUREHEAD OF DIGILANCE

Aura moderate abjuration and divination (DC 19); CL 8th Slot —; Price 30,000 gp; Weight 125 lb.

DESCRIPTION

- This wooden figurehead resembles a great eagle, its wings outstretched to either side of the ship.
- While this item is installed on the ship, every member of the crew gains a +2 luck bonus on Perception checks, and on all initiative checks.
- In addition, the commanding officer may speak the command word to cast any of the following spells, each once per day: *detect animals or plants, detect evil, detect good, detect magic,* and *detect scrying*. These spells all function as normal except their range extends to anywhere on the ship and 60 feet beyond in every direction.

CONSTRUCTION

Requirements Craft Wondrous Item, detect animals or plants, detect evil, detect good, detect magic, detect scrying, vigilance; Cost 15,000 gp

FIGUREHEAD OF WAR

This impressive golden figurehead is wrought to resemble a rampant lion, long fangs bared and claws extended.

Aura moderate abjuration and divination (DC 21); CL 13th Slot —; Price 45,000 gp; Weight 125 lb.

DESCRIPTION

Once per day, the ship's commanding officer may activate this figurehead, causing it to come to life and attack the closest enemy as directed by the ship's captain. If the figurehead is reduced to 0 hit points, it is destroyed. A *figurehead of war* remains animated for 8 rounds before it disappears and reappears inanimate and attached to the ship's prow. An animated *figurehead of war* uses the statistics below.

CONSTRUCTION

Requirements Craft Wondrous Item, animate objects, summon monster VII; Cost 22,500 gp

FIGUREHEAD OF WAR GR -
XP —
N Large construct
Init +2; Senses darkvision 60 ft., low-light vision; Perception +0
DEFENSE
AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)
hp 74 (8d10+30)
Fort +2, Ref +4, Will +2
Defensive Abilities hardness 10; Immune construct traits
OFFENSE
Speed 40 ft., swim 30 ft.
Melee 2 claws +14 (1d6+7) and
bite +14 (1d8+7)
Space 10 ft.; Reach 5 ft.
Special Attacks pounce, rake (2 claws +14, 1d6+7)
STATISTICS



Str 25, Dex 15, Con -, Int -, Wis 11, Cha 1

SCRÍMSHAW RELICS

The craft of scrimshaw is one of the truly nautical arts, practiced almost exclusively by sailors on long ocean voyages. Sailors in the Serpent's Teeth do not restrict themselves to whale and walrus ivory; the teeth of sea monsters are also fair game, and some enterprising few even have scrimshawed scenes on the beaks of krakens and giant squids.

When enchanted by a spellcaster, a *scrimshaw relic* has power over an entire crew, and even the seas and winds. In all cases, the bonuses apply only to the sailors and mates who serve on a ship; they do not apply to passengers, captives, or attackers who are on the decks of the ship. To gain the benefits of these items, the *scrimshaw* must be mounted or affixed to the ship's structure—the wall of the wheelhouse is a favorite post. A ship may benefit from just one *scrimshaw relic* at a time. If two are affixed, the *relic* with the higher caster level drowns out the lesser *relic*.

Base Atk +8; CMB +16; CMD 28 SPECIAL ABILITIES

- **Grab** (Ex) To use this ability, a figurehead of war must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.
- **Pounce (Ex)** If a figurehead of war charges, it can make a full attack including two rake attacks.

Rake (Ex) Attack bonus +12, damage 1d6+3.

Gold Bug

This diminutive clockwork beetle is wrought from gold and features a tiny onyx death's head set onto its back. A small key installed on its underside turns easily.

Aura moderate divination and transmutation (DC 21); CL 12th Slot —; Price 5,000 gp; Weight 1 lb.

DESCRIPTION

- A *gold bug* is a strange magical device designed to root out hidden treasure. When its key is wound, the *gold bug's* antennae sample the air for 2 rounds and then it marches unerringly in the direction of the nearest quantity of gold, from a single coin to a dragon's hoard. When the *gold bug* is within 10 feet of any quantity of gold, it stops and the death's head on its back pulses dull red for one minute. During this time, any secret doors, snares, pits, or deadfalls within 60 feet of the device glow with the same color. A *gold bug* can operate for one hour before it must be oiled and wound—a process that takes about 10 minutes. Once a *gold bug* has located a cache of gold, it becomes inoperative for one week.
- A *gold bug* has hardness 2, 1 hp, and a break DC of 20. If reduced to 0 hit points, the device is destroyed.

CONSTRUCTION

Requirements Craft Wondrous Item, animate objects, detect secret doors, detect snares and pits, locate object; Cost 2,500 gp

GORGET OF THE GRENADIER

Carved with what at first seem to be flowers, closer inspection of this ceremonial gorget reveals that the etchings are in fact explosions.

Aura faint transmutation (DC 17); CL 5th Slot throat; Price 4,500 gp Weight 1 lb. DESCRIPTION

For as long as you wear the *gorget of the grenadier*, you get a +1 enhancement bonus on all attack rolls made with thrown weapons. In addition, you may double the range increment of any grenadelike weapon you throw.

CONSTRUCTION

Requirements Craft Wondrous Item, bull's strength; Cost 2,250 gp

LANTERN OF SIGNALING

This exceptional bullseye lantern features a spring-loaded sbutter than can be opened and closed with a finger's tap.

Aura faint transmutation (DC 17); CL 5th Slot held; Price 500 gp; Weight 1 lb.

DESCRIPTION

A *lantern of signaling* grants literacy in naval code (see **Chapter Three**) to the sender and anyone who sees the message.

CONSTRUCTION

Requirements Craft Wondrous Item, tongues; Cost 250 gp

Loaded Dice

Inside a small filthy pouch is a pair of shiny new dice.

Aura faint necromancy and universal (DC 17); CL 3rd

Slot —; Price 1,500 gp Weight —

Description

Loaded dice grant you a +5 luck bonus on Bluff checks made to gamble (see **Chapter Three**). In addition, if you violently throw a loaded die at a hard surface, it functions as a thunderstone, though doing so destroys the die. You must have both dice to gain the luck bonus.

Construction

Requirements Craft Wondrous Item, bull's strength; Cost 750 gp

MUNDANE ROBE

This long robe is well-tailored and stylish, but is otherwise unremarkable.

Aura moderate illusion (DC 20); CL 10th

Slot body; Price 4,250 gp; Weight -

DESCRIPTION

The *mundane robe* automatically masks all magical auras when worn, including its own. In addition, while wearing the robe, you may cast *disguise self* three times per day. Finally, the robe confers a +5 competence bonus on all Stealth checks.

CONSTRUCTION

Requirements Craft Wondrous Item, *disguise self, magic aura*; Cost 2,125 gp

SCRÍMSHAW OF BATTLE

This large tooth of some aquatic beast bears scrimshars battle scenes.

Aura moderate enchantment (DC 20); CL 10th Slot —; Price 15,000 gp; Weight — DESCRIPTION

SHÍP'S GLQCKS

Carried by ships at sea ever since their introduction from a distant land, a ship's clock in its most common form is a simple mantle-piece that displays the hour, the month, and the phase of the moon, though accuracy is very poor. On some ships, a mainspring fully five feet across is laid under the aft castle and the ships' clock is rigged to this enormous contrivance. These clocks are accurate to the second, and because only a fraction of the mainspring's power is tapped, some captains rig toothed gears to the spring and so leach work from the passing of time itself. The price of the modification and clock is 2,000 gp.

All crewmen gain a +1 morale bonus on attack and damage rolls while on board their ship.

CONSTRUCTION

Requirements Craft Wondrous Item, prayer; Cost 7,500 gp

SCRÍMSHAW OF HUNTING

These large teeth are inscribed with scrimshaw hunting scenes.

Aura moderate abjuration (DC 20); CL 10th Slot —; Price 15,000 gp; Weight —

DESCRIPTION

All crewmen gain a +4 morale bonus on saving throws against fear effects while on board their ship.

CONSTRUCTION

Requirements Craft Wondrous Item, remove fear; Cost 7,500 gp

SCRÍMSHAW OF SAILING

Scrimshawed all across this massive beak are images of sailing vessels.

Aura moderate transmutation (DC 20); CL 10th

Slot —; Price 9,000 gp; Weight —

DESCRIPTION

All crewmen gain a +6 competence bonus on Profession (sailor) checks on board their ship.

CONSTRUCTION

Requirements Craft Wondrous Item, creator must have 10 ranks of Profession (sailor); **Cost** 4,500 gp

SHÍP ÍN A BOTTLE

Inside this clear glass bottle is a meticulously-crafted model ship.

Aura strong transmutation (DC 24); CL 18th

Slot —; Price 15,000 gp (keelboat), 30,000 gp (sailing ship), 75,000 gp (warship), 90,000 gp (galley); Weight: 1 lb.

DESCRIPTION

When you lay a *ship in a bottle* upon the water and speak the command word, the bottle becomes filmy and pliable, eventually vanishing as the ship inside grows into a full-sized craft after 1 minute. There are four known varieties: the keelboat, sailing ship, warship, and galley. When the command word is again spoken, the vessel shrinks and returns to its sealed bottle form. Any creature on board the ship is shunted aside as the vessel shrinks. Cargo and nonliving matter on board are shrunk along with the vessel, and the entirety of the bottled ship is held in stasis—food does not spoil, wood does not rot, and even the brass stays polished.

CONSTRUCTION

Requirements Craft Wondrous Item, *wish*; **Cost** 7,500 gp (keelboat); 15,000 gp (sailing ship); 37,500 gp (warship); 45,000 gp (galley)

Shíp's Glock of Míghty Lífting

This modification attaches heavy snake gears directly to the mainspring and then to a heavy block-and-tackle.

Aura faint transmutation (DC 16); CL 3rd Slot — (see sidebar); Price 5,000 gp; Weight —

DESCRIPTION

When rigged up, this device allows the ship to haul great weights from its hold, or from the sea onto the deck in the case of a whaling ship. For the purposes of lifting, the block-and-tackle has a Strength of 45.

CONSTRUCTION

Requirements Craft Wondrous Item, *bull's strength*, creator must have 10 ranks in Knowledge (engineering); **Cost** 1,500 gp (plus 2,000 gp for clock and modification)

SHIP'S GLOCK OF NAVIGATION

This modification attaches a metronome that ticks out seconds and an alarm that may be set for any fraction of time.

Aura moderate transmutation (DC 20); CL 11th Slot — (see sidebar); Price 6,000 gp; Weight —

DESCRIPTION

Because of this device's perfect accuracy, it allows a ship to sail blind through the most treacherous waters by reckoning against a sea chart. The ship's clock of navigation grants a +5 competence bonus

to Knowledge (geography) checks made to chart a course.

CONSTRUCTION

Requirements Craft Wondrous Item, *find the path*, creator must have 8 ranks in Knowledge (engineering); **Cost** 2,000 gp (plus 2,000 gp for clock and modification)

STYLUS OF THE Unspeakable One

Aura strong enchantment (DC 23); CL 16th Slot —; Price 35,000 gp; Weight —

DESCRIPTION

- This sinister black instrument more resembles a tool of torture than it does a writing pen. Inscribed all along its length are wriggling runes that move of their own accord.
- The runes inscribed onto the *stylus of the Unspeakable One* are actually a Valossan prayer to the King in Yellow. To use this item, you must first read the prayer, at which point you gain 1 Insanity Point. Henceforth, once per day, you can use the stylus to inscribe a *symbol of insanity*. You may only use this item if you have 1 or more Insanity Points.

CONSTRUCTION

Requirements Craft Wondrous Item, *symbol of insanity*, creator must be chaotic evil; Cost 17,500 gp
- ARTÍFACTS -

In addition to the more mundane magic items that can be found in Freeport, the city is also home to a few artifacts of considerable power.

BILE AND LASHES

These gauntlets are simple oiled leather gloves. The left is stained with tarry black streaks, while the right is marked with cruel stripes, possibly from a scourge.

Aura overwhelming transmutation (DC 28); CL 27th Slot hands; Weight —

DESCRIPTION

- When you don both gloves, they create a pool of unformed potential that you may harness in several ways. The pool represents a total +10 bonus that you may split between an enhancement bonus on attack and damage with *Lashes*, a resistance bonus to all saving throws, or a deflection bonus to AC. As a free action at the start of your turn, you may allocate these bonuses wherever you like and the effects last until the start of your next turn.
- Additionally, you may invoke the power of *Lashes* as a swift action and make a single melee touch against a creature you threaten. If you hit, the glove deals damage as if you had successfully hit the target with a *disintegrate* spell. Alternatively, you may invoke the power of *Bile* to throw up a *wall of force* as the spell. Each use
- of either ability deals 2 points of Constitution damage to you.
- While wearing the gloves, you will never willingly take them off. If they are stolen from you, you must hunt down and kill the thieves as if under the effects of a *geas/quest* spell.

LEGENDS

While chronicled in arcane scrolls and captains' logbooks since the beginning of history, the exact age of *bile and lashes* is unknown. No one is quite certain about from where they came or for what purpose, though in every recorded instance, death heralds their appearance (DC 25 Knowledge—history).

DESTRUCTION

The only way to truly destroy *bile and lashes* is to first cast *remove curse* on them by a caster with at caster level of 15 or higher. Within 10 rounds of the spell's completion, the items must be swallowed by a kraken.

READERBANE

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.

Aura overwhelming abjuration, divination, and evocation (DC 25); CL 21st Slot none; Weight 4 lb.

DESCRIPTION

This feared weapon has been the end of many a buccaneer's career. *Reaverbane* is a +5 axiomatic thundering longsword. In addition, while wielding this weapon, the owner may cast the following spells each once per day (caster level 20th): *dictum, magic circle against chaos,* and *order's wrath.* Finally, *Reaverbane* continuously enables you to sense deception and lies as if you were under the effects of a *discern lies* spell.

LEGENDS

Reaverbane was commissioned by a league of merchants in the early days before Freeport's founding and was put to work defending their ships against the buccaneers and pirates that plagued the Serpent's Teeth (DC 25 Knowledge—history). Many a corsair of the day tasted *Reaverbane's* edge—until a distant ancestor of Xavier Gordon captured the weapon from the merchant fleet (DC 30). Up until recently, the weapon decorated the wall of the Captains' Council chamber and barely anyone outside of the Council was even aware of its existence or significance. 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.

DESTRUCTION

A chaotically–aligned creature can destroy *reaverbane* by coating it in the blood of a lawful god then melting it in a kiln willingly lit by the fire of a phoenix.

RING OF SORCERERS

This beautifully crafted gold ring is shaped like a serpent biting its oran tail. Its eyes are tiny emeralds.

Aura overwhelming divination and transmutation (DC 25); CL 21st

Slot finger; Weight -

DESCRIPTION

The origin of the *ring of sorcerers* is lost to time, forgotten by even those scholars best versed in arcane lore. What is known is that when placed on a sorcerer's finger, it fills the spellcaster's mind with startling images of a gold dragon and compels the wearer to establish a place of worship for this dragon (DC 18 Will negates).

If you have at least one level of sorcerer, you derive all of the following supernatural benefits when you wear this ring.

- *Detect Sorcery:* As a standard action, you can cast out your senses to detect the presence or absence of a sorcerer. The GM secretly makes a DC 15 Spellcraft check on your behalf and if the check succeeds, you discern the presence of any sorcerer within 100 feet. If a sorcerer casts a spell within this range, you automatically identify the caster as a sorcerer.
- *Boost Spell:* As a swift action, you can increase the save DC of a single spell you cast by +1, or +2 if the target is another sorcerer. You may use this ability once per encounter.
- Buttressed against Sorcery: You gain a +4 insight bonus on saves against sorcerer spells.
- *Metamagic Sorcery:* Up to five times per day, you may apply the effects of a metamagic feat you have to a sorcerer spell you cast without modifying the spell's casting time. This ability allows you to make use of the Quicken Spell metamagic feat.

DESTRUCTION

The *ring of sorcerers* can be destroyed by a great wyrm gold dragon sundering it.



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

Aura overwhelming evocation (DC 27); CL 25th Slot none; Weight 5 tons

DESCRIPTION

- Firing a *siege cannon* is not particularly easy, nor is it desirable, for the weapon exacts a terrible price. The *cannon* draws its strength from energy generated by mortal souls and those that have fired these weapons are either incinerated by the weapon's function or laid up for months of recovery.
- To activate these weapons, three living mortals must place their hands into the hand-shaped depressions situated on either side and at the weapon's butt. The person at the cannon's rear designates the target, while those on either side supply the required energy. Within seconds, the *cannon* fires, launching a ball of roiling white fire to strike its target. The *cannon* has a range of about a half-mile and when the flaming death strikes a solid object, it detonates in a 40-foot radius, dealing 20d6 points of damage to all creatures and objects in the area. The cannon also deals 4d6 points of fire damage to the people touching the handprints. This damage cannot be healed by any magical means short of a *limited wish*. It heals naturally at a rate of 1 point per day of complete bed rest.

LEGENDS

Freeport's secret weapons are its *siege cannon*. Discovered years ago when the wreckage of a strange and otherworldly ship washed up on the shores of the city, scavengers found five strange tube-like devices of unknown purpose (Knowledge—history DC 25). For years, the best minds in the city labored to deduce exactly what these things were, and while there were a variety of theories, nothing was certain. The only thing they knew for sure was that they were weapons of some sort, but their effects and the means to generate them remained a mystery (DC 20). It wasn't until the city came under attack by a fleet of Continental warships their theories were tested. While the stalwart Freeporters fought for their lives, the wise men that had toiled and argued over the cannon went to work and soon after, one of their theories proved correct. Spewing out from its barrel was a ball of white-hot fire that shone like the sun and streaked toward the enemy fleet. The ship it struck exploded with a brilliant flash and when people's vision returned, there was little left of the target except for flaming debris and falling ashes. With that one shot, the fleet quit the battle and fled the harbor and the Serpent's Teeth (**DC 15**).

DESTRUCTION

The *siege cannon* can be destroyed by targeting it for 24 hours with fifth level or higher spells bearing the cold descriptor. This barrage of cold spells must be non–stop for the entire period; even a single round without an active cold spell means the attempt will have no effect.

SILVER SPHERE

This perfectly smooth two-foot-radius sphere is wrought of solid silver.

Aura overwhelming abjuration and transmutation (DC 27); CL 25th Slot none; Weight 50 lb.

DESCRIPTION

The *sphere* continuously radiates *magic circle against evil*. When you carry this device, it adds all of the spells of the Good and Water domains to your spell lists and if you prepare your spells in advance, you can sacrifice a prepared spell to cast one of these spells provided the spell is the same level or lower. Finally, the *silver sphere* grants a +10 competence bonus on all Diplomacy checks made when interacting with creatures of the reptilian subtype.

LEGENDS

The *silver sphere* was found deep beneath the sea, lying amidst the shattered ruins of an ancient Valossan city (**DC 25 Knowledge**—arcana). A triton explorer came across the item first years ago, but lost it after his encampment was overrun by a vampiric kraken (**DC 30**). Some claim this device is a gift from Yig, but those familiar with the snake god know this cannot be true given the aura of good that surrounds this powerful relic (**DC 35**).

DESTRUCTION

If a *silver sphere* is carefully etched with symbols anathema to aquatic creatures—such as depictions of fire elementals, drought-stricken lands, etc—it turns into water, losing its form and magic. Such etching requires an appropriate DC 50 Craft check (such as Craft (jewelry) or Craft (silversmith)) and one month's time.

Throne of the Unspeakable One



Aura overwhelming transmutation (DC 30); CL 30th Slot none; Weight 1,000 lb. DESCRIPTION

A monstrous idol to the Unspeakable One tops this massive ziggurat.

Whenever an intelligent creature is sacrificed on the altar and its blood greedily consumed by the stone, the throne emanates waves of magical energy out to a 2-mile radius. All chaotic and evil spells are empowered and maximized as if affected by the Empower Spell and Maximize Spell metamagic feats. Additionally, charged magic items (staffs and wands) gain a number of virtual charges equal to the total Hit Dice of the creature sacrificed on the altar. These charges vanish if the item is taken out of the range of the altar's influence or after 24 hours. Clerics and other divine spellcasters dedicated to the Unspeakable One cast spells at +2 caster levels. Finally, the save DC to resist gaining Insanity Points increases by +5 for all creatures and effects within the radius of its malign influence.

Once activated, the *throne of the Unspeakable One* remains active for 24 hours.

DESTRUCTION

The *throne of the Unspeakable One* can be destroyed by being sundered with a titan's maul wielded by another creature. The titan must freely allow the use of his maul without knowing the purpose.

DALOSSAN ENGÍNE

This massive construct is about the size of a house and constructed from stone and metal, with dozens of arms tipped with tools and

powerful tracks for legs.

Aura overwhelming transmutation (DC 30); CL 30th Slot none; Weight 5 tons

DESCRIPTION

If you present the *Valossan engine* with building plans, the *engine* roars to life and constructs the building depicted therein. One day of work by the *engine* is equal to the work of a thousand humans laboring for a year. There is no limit to the size of the building that can be constructed, but after a week of work, the *Valossan engine* powers down for one month.

LEGENDS

This relic of Valossa's golden age sank beneath the waves during the cataclysm, but legends tell of its use by undersea races to construct some of the vast palaces and walled cities of their underwater realms (DC 25 Knowledge—arcana).

DESTRUCTION

The *Valossan engine* can only be destroyed by presenting it with plans to dismantle itself. Creating these plans requires a Knowledge (engineering) check DC 50 followed by a Craft (blueprint) check of DC 50.

- Magíc Places

Freeport stands on top of the ruins of the ancient Valossan Empire and though its power was cast down, shattered in Yig's wrath, there are places in the city and elsewhere on the islands that resonate with old energy, power from another time and place. Most locations are nothing more than a curiosity, places of unusual but harmless phenomena. A few, however, hold a bit more power, and those with the courage or just dumb luck may tap into these reserves to augment their own power.

THE FOUNTAIN OF FORTUNE

One of the must-see sights in Freeport's Merchant District is the Plaza of Gold. Outside of the Old City, the Plaza is one of the oldest locations in the city, and in many ways it serves as the foundation on which the rest of this wealthy quarter stands. While the Plaza itself is indeed impressive, the *Fountain of Fortune* is the biggest draw.

Local Lore

Characters can pick up useful information about the *Fountain of Fortune* by making Knowledge (local) checks. The quality of the check determines the information learned, as described below.

DC 10: Legend holds that the fountain is enchanted. Anyone who throws a coin into it may be granted a stroke of good fortune at some point during the day.

DC 15: Some say the *Fountain* was built after the Plaza to honor the God of Luck, but the truth is that the Fountain was there long before, and some claim before even the Old City.

DC 20: If the fishwives are to be believed, the pirates who founded the city discovered the Fountain as they were scouring the land for building supplies. To say they were surprised by the appearance of this beautiful Fountain on what was clearly a deserted island is an understatement.

Description

Situated in the center of the bustling open areas is a 30-foot-wide marble fountain surrounded by a circular seating area. Rising from the splashing waters is a statue of the God of Luck holding aloft a marble staff, from which issues a continuous arc of water that cascades down to the fountain's base.

EFFECTS

Whenever a person throws a copper, silver, or gold coin into the frothing waters of the Fountain, there's a 1% chance that the fountain responds by granting a measure of good fortune to the hopeful petitioner. If this occurs, the petitioner gains a luck bonus on all skill and ability checks for 24 hours. The amount of the bonus depends on the quality of the coin: copper grants a +1 bonus, silver a +2, and gold a +4. Any given character has but one chance per day of gaining this bonus regardless of how many coins they dump in the water.



While Freeport will slot into nearly any fantasy campaign world, it does have a pungent flavor of its own. The following prestige classes build on those found in the *Pathfinder Core Rulebook* and other sources, but are specifically designed to capture a particular theme or concept in the larger World of Freeport. Even if you're not using the Continent setting described in the *Pirate's Guide to Freeport*, the information presented here can still be used for your personal campaign with little or no adjustment.

- GRÍME BOSS -

"I tried to warn you, lad. You just don't go messin' with Mister Wednesday. Now see what your revenge bought you. A pair of stone shoes and a trip to the bottom of the sea. Sorry lad, nothing personal."

-Masked Enforcer

The crime boss is a criminal mastermind that heads an extensive organization in a community. Crime bosses are unheard of outside of small or larger cities since there's rarely enough wealth to keep their interest. Instead, crime bosses carve out an underworld empire in the largest and wealthiest communities, siphoning off the wealth to feed their illegal enterprise. A great many crime bosses specialize in a particular brand of crime, such as prostitution, protection rackets, smuggling, and more, while the most powerful members of this esteemed group command almost complete control of all crime in their city.

BECOMING & GRIME BOSS

While just about any character who takes the Leadership feat can enter this prestige class, assassins, fighters, bards, and rogues are the most likely candidates. Members of each of these classes regularly treat with guilds and criminal organizations giving them the contacts and experience needed to forge their own criminal operation. Interestingly, nobles make for excellent crime bosses since they are often rooted into their cities and have access to the proper suite of skills and gain the Leadership feat at 1st level, making them the strongest candidates for this class.

REQUÍREMENTS

- Alignment: Any non-good
- Skills: Diplomacy 4 ranks, Intimidate 6 ranks, Knowledge (local) 4 ranks
- Feats: Deceitful, Leadership
- **Special:** To enter this prestige class, you must select one city to serve as your base of operations. All crime boss class features apply only to this city.

GLASS FEATURES

The most important weapon in the crime boss's arsenal is his organization. As the character advances in this class, he expands his criminal empire like a cancer through his city. Since the crime boss is restricted by his rivals and cannot advance further in this class unless he rubs out the competition, the crime boss must invest a great deal of resources into his minions to ensure he survives when his rivals seek to do the same to him. Crime bosses also improve, albeit at a slower rate, with the rogue's sneak attack progression ensuring that the crime boss remains an effective adversary even though much of his abilities are tied up in his enterprise.

SMALL ORGANIZATION (EX)

The crime boss is in charge of a small criminal enterprise made up of his cohort and followers. At 1st level, the organization is quite small, consisting of only those people in his employ and the crime

TABLE G-1: THE GRIME BOSS (HIT DIE: P8)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Notorious
1st	+0	+0	+1	+1	Small organization, reputation	+0
2nd	+1	+1	+1	+1	Sneak attack +1d6	+1
3rd	+2	+1	+2	+2	Interests	+1
4th	+3	+1	+2	+2	Medium organization	+2
5th	+3	+2	+3	+3	Sneak attack +2d6	+2
6th	+4	+2	+3	+3	Advisor, interests	+3
7th	+5	+2	+4	+4	Large organization, pressure	+3
8th	+6	+3	+4	+4	Sneak attack +3d6	+4
9th	+6	+3	+5	+5	Interests, above the law	+4
10th	+7	+3	+5	+5	Huge organization	+5

Class Skills: Appraise, Bluff, Diplomacy, Disguise, Escape Artist, Intimidate, Knowledge (local), Knowledge (nobility), Linguistics, Perception, Sense Motive, and Sleight of Hand. Skill Ranks per Level: 6 + Int modifier. boss's influence does not extend further than a single district in his city of choice. He may select any district so long as it isn't under the control of another district. If his chosen city's districts (quarters or neighborhoods) are all under the control of other crime lords, he may not progress further into this prestige class until there is a free district for him to take over.

REPUTATION (EX)

The crime boss develops a reputation for being ruthless in his business dealings, lending him a great deal of street credibility. At 1st level, he begins with a reputation modifier of 0. Every five levels he attains in this class increase his reputation by +1 (so +1 at 5th and +2 at 10th). The crime boss may apply his reputation modifier on Intimidate and Diplomacy checks to gather information made in his city. If he has reputation from another class, his levels in that class stack with those of crime boss for the purposes of determining his bonus.

Notoríous (Ex)

It doesn't take long for a crime boss to make a name for himself in his chosen city, and as a result people learn to fear these notorious criminals. More importantly, his notoriety attracts competent criminals to join his organization. As indicated on **Table 6–1: The Crime Boss**, he gains a competence bonus to his Leadership score. In addition, he may apply this bonus as a competence bonus on all Intimidate checks. This bonus stacks with the bonus gained from reputation. Finally, the crime boss never takes a penalty to his Leadership score for aloofness or cruelty.

SNEAK ATTACK (EX)

Starting at 2nd level, the crime boss deals an extra 1d6 points of damage whenever he successfully attacks a target he flanks or a target that is denied its Dexterity bonus to AC. This ability functions



exactly like the rogue ability of the same name (see the *Pathfinder Core Rulebook* for details). At 5th level, this extra damage increases to +2d6, and it increases again to +3d6 at 8th level.

INTERESTS

Crime bosses are businessmen, entrepreneurs that specialize in illegal operations. Up until 3rd level, most of his business interests deal with petty crimes like protection rackets, burglary, and elementary thievery. However when he attains 3rd level, the crime boss extends his dealings to earn a more substantive income. Select a major criminal enterprise from the following: drugs, smuggling, blackmail, espionage, or prostitution. More may be available at the GM's discretion. At the end of every month, make a level check and multiple the results by 10 to determine how many gold pieces the crime boss earns from his operation. At 6th level, he may select a second operation while improving his first operation. The crime boss multiplies his level check by 50. At 9th level, he may select a third operation and also improve his other interests. Multiply the crime boss's level check by 100.

MEDIUM ORGANIZATION

When the crime boss attains 4th level, his organization expands into a second available district in his selected city. If there are no available districts, he cannot progress further in this prestige class until one becomes available (usually accomplished by murdering a rival crime boss and taking over his operation).

Apvisor

At 6th level, the crime boss gains the service of a special advisor, an individual whom he recruits to assist in running his organization. The advisor is a second cohort, and functions exactly as a normal cohort. Alternatively, the crime boss may release his current cohort to add up to two levels to his advisor, up to, but not exceeding, his character level.

Large Organization

By 7th level, the crime boss's organization is quite large, extending over up to four districts in his city. Again, if there are no available districts in the city of his choice, the crime boss cannot progress further in this prestige class until once becomes available.

Pressure

So influential is the crime boss in his city that his criminal dealings have given him political influence in the community such that he wields as much power as any other politician. The crime boss may add the bonus gained from notorious as a competence bonus on all Bluff and Diplomacy checks made within his city.

ABOVE THE LAW

Starting at 9th level, the crime boss gains immunity to his city's legal system. His connections and influence are such that the crime boss never again needs to fear from the city's authorities. He can no longer be arrested in his home city and he may act with impunity, even murdering someone in cold blood in front of the Sea Lord without fear of legal consequence. While this class feature does protect the crime boss from the law, various individuals may seek to remove him by other means such as assassination.

HUGE ORGANIZATION

Finally, at 10th level, the crime boss extends his influence beyond his chosen city's walls, expanding his power to the city closest to his home city. At this level, the crime boss controls one district, assuming there's

one available, and for every three character levels beyond this one, he may plant his flag in another city. This allows the crime boss to employ his class features in any city into which his organization extends.

Using the Grime Boss

The crime boss provides a great way for players to invest their characters into the setting, but at the expense of freedom and maneuverability. It offers incredible political and economic power to one PC, but restricts his ability to undertake adventures outside of the city. To compensate for the lack of flexibility, the crime boss PC should consider using his cohort for adventures, thus insulating the crime boss from unnecessary danger, while allowing the player to participate in adventures. Even though the crime boss isn't present on these expeditions, the character should gain experience points by dint of the presence of his cohort.

APAPTING THE GRIME BOSS

Given the crime boss's class features, a campaign set in Freeport immediately puts the crime boss PC at odds with Mister Wednesday and Finn since these two control large chunks of the city. You might consider relaxing the advancement restrictions by allowing the PC crime boss to overlap his influence into areas controlled by the more powerful crime bosses. This said, any expansion into the Syndicate or Canting Crew's turfs could be perceived as an act of war.

- MUSKETEER -

"For the Moon King! For Rolland!"

The Moon King in Rolland formed the Royal Order of Musketeers after he witnessed a firearms demonstration and saw firsthand how effective these weapons could be. Soon after, he commissioned the production of 500 muskets from Freeport and founded an elite order of warriors who would serve as the king's personal guard. While the fighting force was designed to employ firearms, they were equally trained in fencing weapons. Word of their exploits with the sword, to say nothing of their skill with the eponymous firearms, spread throughout the Continent until they became regarded as some of the most effective and dangerous warriors in the known world.

BECOMING & MUSKETEER

Although most musketeers are members of the Royal Order of Musketeers of Rolland, similar groups have begun to form in most civilized nations on the Continent and beyond. This said, everyone agrees that the Royal Order is the best of their kind and thus many would-be musketeers petition for training with these excellent soldiers. At first, Rolland was reluctant to share its fighting secrets, but an advisor proposed that any who would learn the techniques must vow to protect Rolland in times of need and in many cases enforced this oath with a *mark of justice* spell.

Requirements

- Base Attack Bonus: +6
- Feats: Acrobatic, Combat Expertise, Firearms Proficiency, Flamboyant Display

• **Special:** You must train with the Royal Musketeers of Rolland (or a similar organization) for 6 weeks. At the GM's discretion, you may have to accept a *mark of justice* spell to ensure you never betray the nation of Rolland.

GLASS FEATURES

The musketeer prestige class offers a potent suite of abilities designed to augment a character's proficiency with firearms. The class grants a number of bonus feats, many of which provide concrete benefits to using a firearm in combat, while also heightening the musketeer's effectiveness with abilities like perfect shot and critical shot. While the musketeer is clearly designed for users of ballistic weapons, it also offers plenty of enhancements for fighting in melee combat, increasing the character's speed and mobility, while augmenting the character's fighting prowess and ability to withstand damage.

FAST MODEMENT (EX)

Musketeers specialize in a highly mobile fighting style. At 1st level, he gains a +10 enhancement bonus to his base land speed. At 5th level, this bonus increases to +20 feet.

Fírearms Dríll

Also at 1st level, the musketeer gains Firearms Drill as a bonus feat even if he does not meet the prerequisites for this feat. If he already has Firearms Drill, select another feat from those listed under Bonus Feats.

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+1	+1	Fast movement +10 ft., Firearms Drill
2nd	+2	+0	+1	+1	Firearms expert
3rd	+3	+1	+2	+2	Bonus feat
4th	+4	+1	+2	+2	Perfect shot
5th	+5	+1	+3	+3	Bonus feat, fast movement +20 ft.
6th	+6	+2	+3	+3	Overcome injury
7th	+7	+2	+4	+4	Bonus feat
8th	+8	+2	+4	+4	Undaunted courage
9th	+9	+3	+5	+5	Bonus feat
10th	+10	+3	+5	+5	Critical shot

Class Skills: Acrobatics, Bluff, Climb, Intimidate, Knowledge (local), Knowledge (nobility), Linguistics, and Perception. Skill Ranks per Levels: 2 + Int modifier. By 3rd level, the musketeer has become so well-practiced in the use of firearms, these weapons are more reliable when he handles them. Whenever he rolls on **Table 4–2: Firearms Misfire**, the musketeer gains a bonus equal to one-half his class level to determine what happens.

Bonus Feats (Ex)

At 3rd level, and every other level thereafter (5th, 7th, and 9th), the musketeer gains a bonus feat in addition to any feats he would normally receive. He must meet all the prerequisite for the feat and must select the feat from any of the following: Crack Shot, Dead-eye Shot, Far Shot, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Shot on the Run, Spring Attack, Swashbuckling, Two-Weapon Fighting, Weapon Focus, or Weapon Specialization (firearms).

PERFECT SHOT (EX)

By 4th level, the musketeer has become such an adept marksman he can place his shots in the most vulnerable parts of a foe's anatomy. Whenever he successfully hits a target with an attack using a firearm, the musketeer may add his Dexterity bonus to the weapon damage roll. Targets that are immune to critical hits are immune to this extra damage.

Overcome Injury (Ex)

Starting at 6th level, the musketeer can shrug off wounds that would kill a lesser man. Each day, he may convert a total amount of lethal damage to nonlethal damage equal to his class level times his Wisdom modifier (minimum 1). The musketeer doesn't have to use this ability all at once; he may divide it up between several uses. Using overcome injury is a standard action that does not provoke an attack of opportunity.

UNPAUNTEP COURAGE (EX)

At 8th level, the musketeer's dedication and bravery become exceptional. He gains a +2 insight bonus on all Will saves. In addition, he becomes immune to fear.

GRÍTÍCAL SHQT (EX)

Finally, at 10th level, the musketeer's accuracy with firearms reaches legendary status. He automatically confirms all critical hits threatened when using a firearm.

Using the Musketeer

The musketeer class offers a window into the political tensions on the Continent while also offering a variety of combat techniques to highlight firearms in the Freeport setting. Nearly all musketeers are bound to Rolland and thus when used as NPCs, they make for excellent assassins, spies, and even shock troops. The *mark of justice* makes these characters implacable opponents since they cannot betray the Moon King lest they suffer a weighty curse. As compelling as this *mark* is to keep musketeers loyal, there are several ways around the spell, as evidenced by the similar organizations that seem to crop up all over the Continent.

Apapting the Musketeer

This prestige class relies on two components to work effectively. One, it assumes you employ the World of Freeport as your campaign setting. Two, it assumes there are firearms in your setting. The first component is easy to circumvent. Simply change the name of the organization and nation, binding these characters to a similar or even wildly different nation and the class is useable as-is.

The second component is a bit trickier. Firearms make the musketeer, and removing this component requires not only a name change but also some moderate revisions to the class features. You can replace firearms with some other ranged weapon and just change the class name to something more appropriate. Any bonus feats that deal specifically with firearms should be changed to benefit the ranged weapon you selected. For example, if you choose crossbows, simply swap Rapid Reload for Firearms Drill. Likewise, if you choose longbows, then you might use Manyshot instead. Perfect shot and critical shot function normally. Finally, for firearms expert, simply grant the character a +3 competence bonus on Perception checks. Once you've applied all of these changes, the class can function in just about any campaign setting.

- Mystic Nadigator -

"I make no claims to understand why the world works the way it does—that's why I'm sure to keep one o' them 'gators on hand to keep my ship aright."

-Shifty MacGee, Pirate and Explorer

Any veteran of the seas can tell you that beyond the sea lanes, the waters and the heavens behave strangely, and distance and time are unreliable at best. Some occultists and planar theorists believe that the strangeness of the deep ocean voyages is the result of the formation of the known world. According to legend, the World of Freeport is a patchwork realm of numerous worlds stolen from other realities and bound together by the will of the ancient and mysterious god, Yig. While traveling from one reality to the next requires only a stiff wind and a good sail, it's easy to become lost, especially when the stars change and the compass starts to spin. Whether these theories are correct or not, malfunctioning instruments and strange heavenly phenomena have proved the end of many a vessel. To minimize the dangers of extended voyages, many crews hire on a mystic navigator who has the talents and expertise to chart a course through the strangest seas.

BECOMING A Mystic Navigator

Most mystic navigators begin their careers as wizards, since that class provides the earliest entry into this prestige class. Of the wizards bound for this class, nearly all are diviners, blending their uncanny powers of perception with the navigators' talents for peering through the bounds of reality to bend and reshape the world to serve their purposes. Bards may also advance in this class, though they must wait until 7th level before they can qualify for it due to the spell requirement. Other classes, including multiclass ranger/arcane spellcasters may enter this class, though they are rare exceptions.

REQUÍREMENTS

- Alignment: Neutral
- **Skills:** Knowledge (geography) 5 ranks, Knowledge (planes) 5 ranks, Profession (sailor) 2 ranks
- Feat: Skill Focus (Knowledge: geography)
- **Spellcasting:** You must be able to cast *clairaudience/clairvoyance* as an arcane spell.

GHAPTER SIX: PRESTIGE GLASSES

GLASS FEATURES

By entering this class, the character gives up a small portion of her arcane spellcasting abilities in exchange for a suite of powerful tools to help her allies and ship navigate the perils of the seas. The mystic navigator's class features mostly attend to charting courses and altering reality in minor ways to modify the character's ship's pace and to perceive distant threats. But as she advance in level, the mystic navigator gains the ability to shape the seafloor, converse with creatures of the depths, and even pierce the walls of reality to speed up your voyages. At the highest level, she can even lead her ship beyond her reality to explore the planes.

Spellcasting

At each level indicated, the mystic navigator gains new spells per day and an increase in caster level (and spells known, if applicable) as if she had also gained a level in an arcane spellcasting class to which she belonged prior to adding the prestige class level. The mystic navigator does not, however, gain any other benefit a character of that class would have gained. If she had more than one spellcasting class before becoming a mystic navigator, she must decide to which class to add each level for the purpose of determining spells per day, caster level, and spells known.

Mystic Nadigator (Su)

The mystic navigator is attuned to the mystical pathways through the scales of Yig and can use her preternatural knowledge to navigate through uncharted waters. she may add her mystic navigator class level as an insight bonus on all Knowledge (geography) checks.

FAR SIGHT (SU)

Starting at second level, The mystic navigator's uncanny senses extends to her vision, allowing her to see four times farther than an ordinary human can see. If she has low-light vision, she sees eight times as far as a human sees in areas of low lighting. Finally, if the mystic navigator has darkvision, she can see four times as far as normal.

MASTER OF THE WINDS (SU)

Beginning at 3rd level, the mystic navigator's connection to the mystical fabric of reality gives her the ability to shape the winds. She may perform a special ceremony that requires an hour of intense concentration and mental focus. At the end of this time, she must



make a DC15 concentration check. If she succeeds, the sails of the mystic navigator's vessel fill with a light wind that blows for 1 day. She can increase the wind's strength by setting the DC higher. A moderate wind increases the DC by +5, a strong wind by +10, a severe wind by +15, a windstorm by +20, and finally a hurricane by +30. See **Table: Wind Effects** in the *Pathfinder Core Rulebook* for details on winds. The winds created surround the ship out to a radius of one mile and follow the ship as it moves.

The mystic navigator takes 1d4 points of Wisdom damage each time she uses this ability.

TABLE 6-3: THE MYSTIC NAVIGATOR (HIT DIE: PG)

Level	Base Attack Bonus	Fort	Ref	Will	Court 1	C . 11
		Save	Save	Save	Special	Spellcasting
1st	+0	+0	+0	+1	Mystic navigator	—
2nd	+1	+0	+0	+1	Far sight	+1 level of existing arcane spellcasting class
3rd	+1	+1	+1	+2	Master of the winds	+1 level of existing arcane spellcasting class
4th	+2	+1	+1	+2	Speak with sea creatures	+1 level of existing arcane spellcasting class
5th	+2	+1	+1	+3	Master of the reef	+1 level of existing arcane spellcasting class
6th	+3	+2	+2	+3	Commune with seas	+1 level of existing arcane spellcasting class
7th	+3	+2	+2	+4	Master of tides	+1 level of existing arcane spellcasting class
8th	+4	+2	+2	+4	Master of islands	+1 level of existing arcane spellcasting class
9th	+4	+3	+3	+5	Master of the seas	+1 level of existing arcane spellcasting class
10th	+5	+3	+3	+5	Navigate planes	+1 level of existing arcane spellcasting class

Class Skills: Acrobatics, Climb, Craft, Knowledge (arcana), Knowledge (geography), Knowledge (history), Knowledge (local), Knowledge (nature), Linguistics, Perception, Profession (sailor), Spellcraft, Survival, and Swim. Skill Ranks per Level: 4 + Int modifier

SPEAK WITH SEA GREATURES (SP)

At 4th level, the mystic navigator gains the ability to converse with the creatures of the sea. This ability works just like *speak with animals* except it only applies to creatures with the aquatic subtype or that have a swim speed. The mystic navigator's caster level equals her class level. She may use this ability once per day.

MASTER OF THE REEF (SU)

By 5th level, the mystic navigator's mastery over navigation and seamanship improves such that she can reshape the sea floor by her force of will alone. Using this ability requires an hour-long ceremony involving intense concentration and mental focus. At the end of this period, the mystic navigator must make a concentration check. The check DC depends on the undersea materials: sand DC15, soft stone DC 20, coral DC 25, hard stone DC 30. If the check succeeds, she may raise, lower or completely reshape 100 square feet of material per class level. The mystic navigator can "move" materials by stretching them, but she cannot extend them more than 10 feet per two class levels from their starting position. It takes one full minute for the sea floor to respond to the mystic navigator's commands, but the effects are permanent.

She takes 1d4 points of Strength damage each time she uses this ability.

COMMUNE WITH THE SEAS (SP)

Starting at 6th level, the mystic navigatOr may cast out her senses to accurately perceive the waters around her. This ability functions similarly to the *commune with nature* spell, except it only applies when the mystic navigator is on the deck of a ship and at sea. The mystic navigator's caster level equals her character level. She may use this ability once per day.

MASTER OF TIPES (SU)

At 7th level, the mystic navigator may seize control over the tides themselves. Using this ability requires an hour-long ceremony involving intense concentration and mental focus. At the end of this period, she must make a DC 15 concentration check to increase her own ship's speed by 20% or DC 20 to reduce another ship she can see by 20%. The effects of this ability last for 1 day and stack. When used in conjunction with the master of the winds ability, master of tides applies after the mystic navigator modifies the ship's base wind speed.

She take 1d4 points of Dexterity damage each time she use this ability.

MASTER OF ISLANDS (SU)

Starting at 8th level, the mystic navigator can cause an island to rise from the watery depths. Using this ability requires a day-long ceremony wherein the mystic navigator sketches the island on parchment using her own blood. At the end of this time, she must succeed on a DC 20 concentration check, modified by the island's features.

Island Features	Modifier
Less than 1 square mile	-2
Between 1 and 5 square miles	0
Between 6 and 10 square miles	+2
Has a source of fresh water	+2
Has edible plants and animals	+2
Has a sheltered bay	+2

If the check succeeds, the island appears, shrouded by a thick fog. Living sentient creatures never inhabit the new island, though some islands (20% chance) may harbor a number of spirits (GM's discretion). Once created, the island is permanent. The mystic navigator cannot create land within a half mile of other islands or the mainland.

She takes 1d6 points of Constitution drain each time she uses this ability.

MASTER OF THE SEAS (SU)

Beginning at 9th level, the mystic navigator can cover incredible distances by performing a special ceremony. She may use this ability just once per week and the ceremony requires an hour of intense meditation. At the end of the process, the mystic navigator must succeed on a DC 25 Knowledge (geography) check modified by the distance she would travel.

Base Distance	Modifier
1–100 leagues	-4
101–200 leagues	-2
201–500 leagues	0
501–1,000 leagues	+2
1,001–3,000 leagues	+4
3,001 or more leagues	+8

Should the check succeed, the leagues melt away and the mystic navigator's ship covers the desired distance by the end of a single day's travel. If, however, she rolls a natural 1 on the check or if she fails the check by 10 or more, the mystic navigator's vessel falls through a hole in reality, appearing in a random location on the Material Plane or on a random plane (50% chance of either).

NADIGATE THE PLANES (SU)

Finally, at 10th level, the mystic navigator gains the ability to open a hole in reality and send her ship through to other planes. She may use this ability just once per month and the ceremony requires an hour of intense meditation. At the end of the process, she must succeed on a DC 25 Knowledge (geography) check modified by the plane to which she would travel.

Base Distance	Modifier
Any location in your Material Plane	+0
Ethereal Plane	+2
Plane of Shadow	+4
Astral Plane	+6
Inner Plane	+8
Outer Plane	+10
Alternate Material Plane	+15
Beyond the Outer Planes	+20

Essentially, this ability functions as the planar travel feature of the *gate* spell and is subject to the same limitations (divine intervention for instance) as described under the spell description. The *gate* remains open long enough for the mystic navigator's vessel to move through it and arrive at her desired destination.

Using Mystic Nadigators

Despite their rarity in the World of Freeport, mystic navigators are an integral addition to any ship's crew that intends to explore the uncharted waters far from the sea lanes. Most mystic navigators operate out of a mysterious guild called the Brothers of the Sea Change, who command citadels in nearly every major port on the Continent. Interestingly, the mystic navigators have made no effort to found a citadel in Freeport. People whisper that their unwillingness may stem from resistance by the Wizards' Guild, or perhaps from Freeport's proximity to sunken Valossa. In any event, when a mystic navigator hires out to a crew, she commands a steep price of 200 gp/mystic navigator level for each month of travel.



"Yaarrggghhhhh!"

Whether crewing a pirate sloop, a merchantman, or a man o'war, the sea dog is at home on the deck or in the rigging of any ship, large or small. The endless oceans hold a myriad of dangers, from lethal storms to enemy warships crewed by orcs, slavers, and worse. The sea dog makes it his business to deal with these threats and ensure he and his crew make it to their next port of call.

BECOMING A SEA DOG

Nearly any martial character can enter the sea dog class with little trouble. Corsairs, fighters, and rangers are the most common sorts of candidates, but barbarians make excellent sea dogs as well. Other characters can enter this class, but the high base attack bonus means a much later entry for rogues, assassins, and other non-warrior characters.

REQUÍREMENTS

Base Attack Bonus: +6.

Skills: Acrobatics 3 ranks, Climb 5 ranks, Swim 5 ranks Feats: Pearl Diver, Rope Monkey, or Sea Legs

GLASS FEATURES

The sea dog class grants many abilities that allow these characters to shine while on board a ship. Close quarters gives the sea dog a decided edge when fighting in the tight environment of ship-to-ship combat, while the favored ship ability rewards constant service on a particular vessel. Although many of these class features are intended for nautical adventures, the sea dog can use many of his abilities on land or in more traditional adventuring environments. Superstitious grants a useful defense mechanism, while recognize omen allows the sea dog to react before his enemies can draw their weapons.

GLOSE QUARTERS (EX)

The sea dog is skilled at fighting in tight quarters amidst a press of opponents or in the narrow corridors of a ship's hold. Whenever he is adjacent to at least two other creatures or when he is squeezed, the sea dog gains a +1 competence bonus on all attack and weapon damage rolls. This bonus increases to +2 at 4th level, +3 at 7th level, and finally +4 at 10th level.

SUPERSTÍTÍQUS (EX)

Sea dogs are a superstitious lot. Each sea dog cleaves to some strange set of beliefs about what actions and events can spoil a person's luck. Generally, a sea dog's superstitions are little more than a curious preoccupation with forces beyond his control, but occasionally, a sea dog can put his superstitious nature to good use. As an immediate action, he may add his class level as an insight bonus to one saving throw. Until the end of his next turn, the sea dog takes an insight penalty equal to his class level to all attack rolls.

FADORED SHIP (EX)

Starting at 2nd level, the sea dog gains a special familiarity with a particular vessel. When he gains this class feature, select one particular

ship—usually the ship the s be gains a +1 competence h

ship—usually the ship the sea dog sails. While on board this ship, he gains a +1 competence bonus on Acrobatics, Climb, Profession (sailor), and Stealth checks. This bonus increases to +2 at 5th level, and +4 at 8th level. Should the favored ship be destroyed, the sea dog may select a new ship when he gains his next sea dog level.

IRON GULLET (EX)

At 3rd level the sea dog gains an iron gullet, developed during years spent drinking befouled water and eating suspect food. He gains a +5 competence bonus on Fortitude saves made against poison and disease.

BATTEN POWN THE HATCHES (EX)

Beginning at 6th level, the sea dog learns how to prepare for the worst. Whenever he readies an action, he may make one additional attack of opportunity per round. This extra attack of opportunity is in addition to any extra attacks gained from the Combat Reflexes feat and is subject to the same limitations.



TABLE G-4: THE SEA DOG (HIT DIE: PIO)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+1	+0	Close quarters +1, superstitious
2nd	+2	+0	+1	+0	Favored ship +1
3rd	+3	+1	+2	+1	Iron gullet
4th	+4	+1	+2	+1	Close quarters +2
5th	+5	+1	+3	+1	Favored ship +2
6th	+6	+2	+3	+2	Batten down the hatches
7th	+7	+2	+4	+2	Close quarters +3
8th	+8	+2	+4	+2	Favored ship +4
9th	+9	+3	+5	+3	Recognize omen
10th	+10	+3	+5	+3	Close quarters+4

Class Skills: Acrobatics, Climb, Intimidate, Knowledge (geography), Linguistics, Perception, Profession (sailor), Stealth, and Swim. Skill Ranks per Level: 4 + Int modifier.

In addition, as an immediate action, the sea dog may forfeit a provoked attack of opportunity to add 1 + his Wisdom modifier (minimum +1) to his Armor Class until the end of his next turn.

Recogníze Omen (Ex)

At 9th level, the sea dog may spot omens around him to lend insight into the future. As an immediate action, he may attempt a DC 15 Wisdom check. If the check succeeds, the sea dog's initiative count functions as if he had rolled a 20. If the check fails, his initiative count functions as if he had rolled a 1. The sea dog must wait 5 rounds between each use of this ability.

Using Sea Dogs

The sea dog prestige class presents an option for veteran sailors and characters seeking to specialize in seafaring adventures. To fully realize this class, candidates should serve as crew on a particular ship or own a ship themselves. The vessel can serve as a mobile base of operations allowing sea dogs and their allies a great deal of flexibility when undertaking adventures in far-flung lands. Stripping a ship from a sea dog does hamper the character's abilities, but not in significant ways.

Sea dog NPCs can represent a wide range of characters, from ship's captains and their first mates to experienced crewmen. They might be vicious pirates or noble swashbucklers, cunning freebooters or bloodthirsty buccaneers. Sea dogs can also represent experienced merchants, slavers, and just about anyone else who has made a life at sea.

APAPTING THE SEA DOG

The sea dog works well in just about any campaign setting and requires no adaptation for use outside of the World of Freeport. For campaigns that don't heavily feature water-based adventures, you could alter the prestige class to represent a caravan master, replacing the favored ship class feature with a favored mount or vehicle. The sea dog class can also represent old hands on aircraft, if your games include such vessels, with no adaptation at all.

- WITCH HUNTER -

"Curse me, revile me, it makes no matter. I cleave to the Necromantic (ensure and it is my sacred duty to uncover the filth of human corruption, to destroy those blasphemous creations of the necromancers, and to bring to justice those who dabble in the dark arts. It is thankless work, but I take heart in knowing that with each black wizard I burn, I am doing my part in thwarting the ancient Necro-Kings from rising once more."

Founded by the Inquisitor-Mages at the behest of the Council of Harmony many centuries ago, the witch hunters are a force of investigators and warriors whose sole purpose is to root out necromancers and consign them to the purifying flames of the pyre. At first, these bold men and women were tasked with capturing suspected necromancers and bringing them before the Seven High Inquisitors who would interrogate and pass judgment based on their findings, and once pronounced only the most powerful leaders of the land could countermand their decisions. What began as a temporary solution was eventually made a permanent feature of Hexworth and after the nation was deemed cleansed, the witch hunters moved beyond their borders to hunt for undead and necromancers all over the Continent.

BECOMING A WITCH HUNTER

Witch hunters are drawn from the ranks of priests and holy warriors. Most witch hunters were once holy warriors who left their various orders to take up the sacred cause of the Council of Harmony and purge the world of those blasphemers who dabble in the dark arts. Other witch hunters were clerics or multiclass cleric/rangers who become witch hunters to further their standing in their respective churches. Although clerics and paladins are the most common sorts of candidates, any character with the ability to turn undead can find a place in this violent order.

REQUÍREMENTS

Alignment: Any lawful Base Attack Bonus: +6 Skills: Intimidate 6 ranks, Knowledge (religion) 9 ranks Feats: Iron Will, Turn Undead, Unhinged Class Feature: Channel energy

GLASS FEATURES

The witch hunter's class features are all fueled by righteous fury. As the character advances in this prestige class, he gains more options for how to use this fury and even extend some of the benefits to his allies. Even though the witch hunter is very much specialized in fighting undead, many of the righteous fury features can be used against just about any type of foe, making the witch hunter a formidable foe.

RIGHTEOUS FURY (SU)

All witch hunters work to cleanse the world of necromancers and their blasphemous creations. Charged with this sacred duty, witch hunters can awaken the righteous powers of justice to improve their combat abilities, resist the vile touch of undeath, and overcome their life-sworn enemies. A witch hunter receives a pool of supernatural energy, called righteous fury, he can use to fuel many of his class abilities. At the beginning of each encounter, he receives a number of righteous fury points equal to his class level. As long as he has at least one point of righteous fury remaining, he receives a sacred bonus to all saving throws equal to his Charisma bonus (minimum +1). Unspent righteous fury points are lost at the end of the encounter.

Necromantic Gensure (Su)

At first level, he may sacrifice a point of righteous fury as an immediate action to imbue his next attack with divine energy, adding his Charisma modifier as a sacred bonus to his attack roll and his class level as a sacred bonus to his weapon damage roll.

Dídíne Shíeld (Su)

Starting at 2nd level, the witch hunter may spend 1 point of righteous fury as an immediate action to add his class level as a sacred bonus to his Armor Class for 1 round. This bonus applies to his touch and flat-footed ACs, and applies even if the witch hunter is immobilized.

SACRED RESOLUE (SU)

At 3rd level, the witch hunter may spend 1 point of righteous fury as an immediate action to completely negate a single negative energy effect or necromancy spell that targets him.

Divine Jupgment (Su)

By 4th level, the witch hunter can channel positive energy to damage or destroy undead creatures. As a standard action, he may spend 2 points of righteous fury to deal 1d6 points of divine damage per class level to all undead creatures within 60 feet. Undead targets that succeed on a Will save (DC 10 + the witch hunter's class level + his Charisma modifier) take half damage.

SPECTRAL WEAPON (SU)

Beginning at 5th level, the witch hunter can imbue a weapon he wields with the power to strike incorporeal creatures. As an immediate action, he may spend 1 point of righteous fury to grant a weapon he wields the *ghost touch* property (see *Pathfinder Core Rulebook*). If the witch hunter imbues a ranged weapon with this power, it bestows the *ghost touch* ability on its ammunition. The weapon retains this ability for a number of rounds equal to his Charisma bonus (minimum 1 round). If the witch hunter loses control of the weapon for whatever reason (disarmed, passes it to a friend, etc), it loses this ability.

BEACON OF JUSTICE (SU)

At 6th level, the witch hunter can channel his righteous fury into a shining beacon that inspires terror in undead enemies and weakens necromancy spells. As a standard action, and by spending 1 point of



TABLE G-5: THE WITCH HUNTER (HIT DIE: PIO)

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+1	+0	+1	Necromantic censure, righteous fury
2nd	+2	+1	+1	+1	Divine shield
3rd	+3	+2	+1	+2	Sacred resolve
4th	+4	+2	+1	+2	Divine judgment
5th	+5	+3	+2	+3	Spectral weapon
6th	+6	+3	+2	+3	Beacon of justice
7th	+7	+4	+2	+4	Divine restoration
8th	+8	+4	+3	+4	Divine denial
9th	+9	+5	+3	+5	Purifying flame
10th	+10	+5	+3	+5	Destroy undead

Class Skills: Diplomacy, Intimidate, Knowledge (arcana), Knowledge (local), Knowledge (religion), Perception, and Sense Motive. Skill Ranks per Level: 2 + Int modifier.

righteous fury, all intelligent undead within 60 feet must succeed on a Will save (DC 10 + the witch hunter's class level + his Charisma modifier) or spend their next action cowering. In addition, any spellcaster that would cast a necromancy spell must first succeed on a Spellcraft check (DC 10 + the spell level + the witch hunter's Charisma modifier) or the spell is wasted.

DIVINE RESTORATION (SU)

Starting at 7th level, the witch hunter may channel his righteous fury into a powerful restorative to give him the strength to continue fighting. As a full-round action and at the cost of 2 points of righteous fury, the witch hunter may heal an amount of damage equal to his Charisma bonus (minimum 1) times his class level.

Dídíne Deníal (Su)

At 8th level, as a full-round action the witch hunter may spend 2 points of righteous fury to grant spell resistance equal to 10 + his character level against all necromancy spells to all allies within 30 feet. The spell resistance lasts for 1 round per point of the witch hunter's Charisma bonus (minimum 1 round).

PURIFYING FLAME (SU)

By 9th level, the witch hunter has learned to harness his righteous fury to imbue his weapon with purifying flames. As an immediate action and by spending 2 points of righteous fury, the witch hunter's weapon deals an extra 1d6 points of sacred damage to all undead he hits. In addition, any such creature struck must succeed on a DC 15 Reflex save or catch fire, taking 1d6 points of sacred damage each round. Water does not extinguish these flames however. An affected creature may spend a move action on its turn to attempt another DC 15 Reflex save to put out the flames. Multiple strikes from a weapon affected by purifying flame have no additional effect.

Destroy Underd (Su)

Finally, at 10th level the witch hunter can channel positive energy to destroy undead creatures in a 30-foot radius. As a standard action, he may spend 3 points of righteous fury to automatically destroy all undead who have less than one-half his class level in Hit Dice (plus their turn resistance if any).

Using Witch Hunters

The witch hunters were founded with the noblest intentions, but as the institution's role has become permanent and expanded beyond the boundaries of the Empire in which it was created, the ranks of this organization have become sullied by ambitious politicians and sociopaths who masquerade their violent impulses behind the veneer of doing holy work. Even those witch hunters who cleave closest to the principals of their order are ruthless in their pursuit of justice and, as often as not, they serve as jury, judge, and executioner when confronting a suspected necromancer. As a result, witch hunters find fear and hatred wherever they go, but few have the resolve to refuse their demands.

APAPTING THE WITCH HUNTER

The witch hunter prestige class is tightly bound to the history of the Continent, though this need not be the case. A witch hunter might be an independent agent, rooting out corruption and destroying evil wherever he finds it. Or, witch hunters could be a secret society of zealots and mystics who oppose necromancers and their ilk for some altogether different reason—maybe even to hide their own disturbing practices of the dark arts. Furthermore, witch hunters don't have to be undead hunters; you could adapt them to work as demon or devil hunters by exchanging undead for evil outsider. If you make this change, you should replace the Knowledge (religion) requirement with Knowledge (planes) and remove the turn undead requirement completely.



GR 1/3



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 *Pathfinder Roleplaying Game*. Before getting into the particular folks of Freeport, included here are statistics for the common sorts of people the players characters are bound to encounter in the City of Adventure.

- COMMON CHARACTERS -

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

Many of these NPCs include two separate sets of statistics, one for Apprentice and the other for Journeyman. These correspond to the abbreviated descriptions found in the *Pirate's Guide*. Master-level characters are always unique characters and thus they are described later in this chapter.

Assassins

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

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JOURNEYMAN ASSASSIN GR G
XP 2,400
Male or female human assassin 7
NE Medium humanoid (human)
Init +9; Senses Perception +12
DEFENSE
AC 18, touch 14, flat-footed 18 (+4 armor, +4 Dex); uncanny dodge
hp 42 (7d8+7)
Fort +6 (+9 against poison), Ref +9, Will +4
Defensive Abilities ruthless, shadowspawn
OFFENSE
Spd 30 ft.
Melee mwk short sword +11 (1d6/19–20 plus poison)
Ranged heavy crossbow +9 (1d10/19–20 plus poison)
Special Attacks ambush +1, backstab +2d6, death attack (DC 14),
ruthless, tools of the trade (poison focus—injury, preternatural
instincts)
STATISTICS
Str 10, Dex 18, Con 12, Int 13, Wis 14, Cha 8
Base Atk +5; CMB +5; CMD 19
Feats Deceitful, Improved Initiative ^B , Stealthy, Weapon Finesse, Weapon Focus (short sword) ^B
Skills Acrobatics +14, Bluff +11, Diplomacy +9 (+10 find work),
Disable Device +14, Disguise +11, Escape Artist +16,
Intimidate +10, Perception +12, Stealth +16
Languages Common, Undercommon

SQ contract, poison use, tools of the trade

Combat Gear bloodroot (Injury, DC 13, onset 1 rd., freq 1/rd. for 4 rds., effect 1 Con and 1 Wis, cure 1 save), deathblade poison (Injury, DC 21, onset —, freq 1/rd. for 6 rds., effect 1d3 Con, cure 2 saves), 2 doses of purple worm poison (Injury, DC 25, onset —, freq 1/rd. for 6 rds., effect 1d3 Str, cure 2 saves), sassone leaf residue (Contact, DC 16, onset 1 min., freq 1/min. for 6 min., effect 2d12 hp/1 Con, cure 1 save), 2 *elixirs of biding*, tanglefoot bag; **Other Gear** +1 *studded leather armor*, masterwork short sword, heavy crossbow with 10 bolts, backpack, waterskin, two day's trail rations, 4 sunrods, contract, 3d10 gp

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 prevent them from leading productive lives.

Urchin

XP 135

Male or female halfling expert 1 CN Small humanoid (halfling) **Init** +2; **Senses** Perception +6

OTHER GHARACTERS

We couldn't fit in every character mentioned in the *Pirate's Guide to Freeport;* there simply isn't enough room. You can use the statistics described under Common Characters for folks that aren't described here or you can generate their stats from scratch. Use the following as a guideline for setting the level of the character based on descriptors used in the *Pirate's Guide*.

Descriptor	Level Range
Apprentice	1–5
Journeyman	6-10
Master	11 or more



DEFENSE

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size) **hp** 3 (1d8-1) Fort +0, Ref +3, Will +3; +2 against fear OFFENSE Spd 20 ft. Melee dagger -1 (1d3-2/19-20) Ranged sling +3 (1d3-2) STATISTICS Str 6, Dex 15, Con 9, Int 10, Wis 11, Cha 12 Base Atk +0; CMB -3; CMD 9 Feats Persuasive Skills Acrobatics +8 (+4 jump), Bluff +5, Climb +0, Diplomacy +7, Intimidate +7, Perception +6, Sleight of Hand +6, Stealth +10; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception Languages Common, Halfling

Gear dagger, sling with 10 bullets, rags, 1d6 cp

JOURNEYMAN BEGGAR

XP 1,200 Male or female human commoner 6 N Medium humanoid (human) Init +0; Senses Perception +8 DEFENSE AC 10, touch 10, flat-footed 10 **hp** 27 (6d6+6) Fort +3, Ref +2, Will +3 OFFENSE Spd 30 ft., Run Melee club +3 (1d6) Ranged club +3 (1d6) STATISTICS Str 10, Dex 10, Con 13, Int 10, Wis 12, Cha 11 Base Atk +3; CMB +3; CMD 13 Feats Persuasive, Run, Skill Focus (Bluff), Stealthy Skills Bluff +8, Diplomacy +7, Knowledge (local) +5, Perception +8, Stealth +7 Languages Common

Gear club, rags, 1d8 sp, 1d6 cp

GOMMONERS

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.

GR 1/3

APPRENTICE GOMMONER

XP 135 Male or female human commoner 1 N Medium humanoid (human) Init +0; Senses Perception +7 Defense AC 10, touch 10, flat-footed 10 **hp** 5 (1d6 plus 1) Fort +0, Ref +0, Will +1 Offense Spd 30 ft. **Melee** dagger +0 (1d4/19–20) **Statistics** Str 10, Dex 11, Con 10, Int 11, Wis 12, Cha 11 Base Atk +0; CMB +0; CMD 10 Feats Alertness, Endurance^B Skills Perception +7, Profession (any one) +5, Sense Motive +4 Languages Common Gear dagger, peasant's outfit, 1d4–1 gp, 1d6 sp

JOURNEYMAN COMMONER GR 4
XP 1,200
Male or female human commoner 6
N Medium humanoid (human)
Init +0; Senses Perception +10
DEFENSE
AC 10, touch 10, flat-footed 10
hp 27 (6d6 plus 6)
Fort +2, Ref +2, Will +4
OFFENSE
Spd 30 ft.
Melee mwk dagger +3 (1d4–1/19–20)
STATISTICS
Str 9, Dex 10, Con 10, Int 12, Wis 14, Cha 11
Base Atk +3; CMB +2; CMD 12
Feats Alertness, Persuasive, Skill Focus (Knowledge-local), Skill
Focus (Profession—any one)
Skills Bluff +4, Diplomacy +2, Intimidate +4, Knowledge (local) +7,
Knowledge (nobility) +2, Perception +10, Profession (any one)
+11, Sense Motive +7
Languages Common plus one other
Gear masterwork dagger, artisan's outfit, 1d4–1 pp, 1d8 gp, 2d6 sp

GULTÍSTS

GR H

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 GULTIST

XP 135 Male or female human cultist 1 CE Medium humanoid (human) Init +3; Senses Perception +4 DEFENSE AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex) **hp** 6 (1d6) **IP** 3 Fort +0, Ref -1, Will +2 OFFENSE Speed 30 ft. Melee dagger +0 (1d4/19-20) Ranged light crossbow -1 (1d8/19-20) Special Attacks fanatic +3 STATISTICS Str 11, Dex 9, Con 10, Int 10, Wis 10/16 (13), Cha 12 Base Atk +0; CMB +0; CMD 9 Feats Deceitful^B, Improved Initiative, Skill Focus (Bluff)^B Skills Bluff +10, Disguise +7, Intimidate +5, Knowledge (forbidden

lore) +1, Linguistics +4, Perception +4 Languages Aquan, Common Other Gear leather armor, dagger, light crossbow, 10 bolts, mask and robe, 2d4 gp

Journeyman Gultist

GR 4

GR 1/3

XP 1,200 Male or female human cultist 6 CE Medium humanoid (human)

Init +1; Senses Perception +9

DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex) hp 23 (6d6–6 plus 6) IP 5

Fort +3, Ref +3, Will +5

OFFENSE

Speed 30 ft.

Melee +1 dagger +6 (1d4+1/19–20) **Ranged** +1 dagger +6 (1d4+1/19–20)

Special Attacks fanatic +5, sneak attack +1d6

Spell-Like Abilities (CL 3rd)

1/day—*touch of evil* (melee touch +4) **Spells Prepared** (CL 3rd)

2nd—align weapon (evil only)^D, hold person (DC 17) 1st—bewilder (DC 16), disguise self, doom (DC 16), protection from good^D **D** domain spell; **Deity** The Unspeakable One; **Domain** Evil

STATISTICS

Str 10, Dex 13, Con 8, Int 12, Wis 10/20 (15), Cha 14

Base Atk +4; CMB +4; CMD 15

- Feats Combat Casting, Great Fortitude^B, Skill Focus (Bluff)^B, Toughness, Weapon Finesse
- Skills Bluff +14, Diplomacy +6, Disguise +11, Intimidate +11, Knowledge (forbidden lore) +5, Perception +9, Sense Motive +7

Languages Common, Undercommon

Combat Gear wand of scare (10 charges); **Other Gear** +1 chain shirt, +1 dagger, mask and robes, unholy symbol, spell component pouch, 4d6 gp

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. Any who try to nudge into their territory find themselves in "deep" trouble.

APPRENTICE LOBSTERMAN GR 1/2**XP** 200 Male human expert 1/warrior 1 LN Medium humanoid (human) Init +1; Senses Perception +3 DEFENSE AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex) **hp** 15 (1d8+1 plus 1d10+1 plus 1) Fort +3, Ref +1, Will +1 OFFENSE Spd 20 ft. (30 ft. base) Melee mwk trident +3 (1d8+1) or punching dagger +2 (1d4+1/x3)Ranged mwk trident +3 (1d8+1) or light crossbow +2 (1d8/19–20) STATISTICS Str 12, Dex 13, Con 13, Int 10, Wis 9, Cha 8 Base Atk +1; CMB +2; CMD 13 Feats Athletic, Endurance^B Skills Acrobatics -1, Climb +1, Intimidate +4, Knowledge (geography) +5, Perception +3, Profession (sailor) +4, Swim +1 Languages Common Gear cockleshell suit, masterwork trident, punching dagger, light crossbow with 10 bolts, diver's suit

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 GR 1/3**XP** 135 Male human expert 1 LN Medium humanoid (human) Init +1; Senses Perception +4 DEFENSE AC 12, touch 11, flat-footed 10 (+1 armor, +1 Dex) **hp** 5 (1d8+1) **Fort** +1, **Ref** +1, **Will** +2 OFFENSE **Spd** 30 ft. Melee club +1 (1d6+1) or punching dagger +1 (1d4+1/x3)Ranged club +1 (1d6+1) or dagger +1 (1d4+1/19-20) STATISTICS Str 13, Dex 13, Con 12, Int 9, Wis 10, Cha 8 Base Atk +0; CMB +1; CMD 12 Feats Endurance, Skill Focus (Intimidate) Skills Acrobatics +5, Climb +5, Intimidate +6, Knowledge (geography) +3, Perception +4, Swim +5

Languages Common

Gear padded armor, club, dagger, punching dagger, 50 ft. of hemp rope, peasant's outfit, 1d6 cp

MERCENARÍES

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 it comes with commensurate rewards.



APPRENTICE MERCENARY

XP 200 Male of female human warrior 2 N Medium humanoid (human) Init +0; Senses Perception +1 DEFENSE AC 16, touch 10, flat-footed 16 (+4 armor, +2 shield) **hp** 21 (2d10+2 plus 5) Fort +4, Ref +0, Will +0 OFFENSE Spd 30 ft. Melee mwk longsword +6 (1d8+2/19-20) **Ranged** composite longbow +2 (1d8/x3) STATISTICS Str 15, Dex 11, Con 12, Int 9, Wis 10, Cha 8 Base Atk +2; CMB +4; CMD 14 Feats Toughness^B, Weapon Focus (longsword) Skills Diplomacy +0, Intimidate +3, Perception +1, Swim +3 Languages Common Gear masterwork chain shirt, heavy wooden shield, masterwork longsword, composite longbow with 20 arrows, traveler's outfit, 1d12+4 gp JOURNEYMAN MERCENARY **XP** 1.600 Male of female human warrior 7 LN Medium humanoid (human)

Init +4; Senses Perception +3

DEFENSE

AC 17, touch 10, flat-footed 17 (+5 armor, +2 shield) **hp** 63 (7d10+7 plus 14) Fort +7, Ref +3, Will +3 OFFENSE

Spd 30 ft.

Melee +1 longsword +12/+7 (1d8+4/19-20) Ranged mwk composite longbow +8/+3 (1d8+3/x3) STATISTICS

Str 16, Dex 11, Con 12, Int 9, Wis 10, Cha 8

Base Atk +7; CMB +10; CMD 20

Feats Improved Initiative, Power Attack, Toughness^B, Vital Strike, Weapon Focus (longsword)

Skills Diplomacy +2, Intimidate +9, Perception +3, Swim +5 Languages Common

Combat Gear Potion of cure moderate wounds; Other Gear +1 chain shirt, masterwork heavy steel shield, +1 longsword, masterwork composite longbow (Strength +3) with 40 arrows, cloak of resistance +1

MERCHANTS

GR 1/2

GR 5

Merchants are the lifeblood 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 GR 1
P 400
Iale or female human expert 3
Medium humanoid (human)
nit +0; Senses Perception +6
DEFENSE
C 11, touch 10, flat-footed 11 (+1 armor)
p 13 (3d8)
fort +1, Ref +1, Will +3
DFFENSE
pd 30 ft.
Ielee masterwork club +2 (1d6-1)
Ranged masterwork light crossbow +3 (1d8+1/19-20)
TATISTICS
tr 8, Dex 10, Con 11, Int 12, Wis 11, Cha 13
Base Atk +2; CMB +1; CMD 11
eats Persuasive, Skill Focus (Bluff), Skill Focus (Diplomacy)
kills Appraise +7, Bluff +10, Diplomacy +12, Intimidate +9,
Knowledge (local) +7, Perception +6, Profession (merchant) +6,
Sense Motive +6, Sleight of Hand +6
anguages Common, Halfling
Gear masterwork club, masterwork light crossbow with 10 +1 bolts,
courtier's outfit, stall, 500 gp in various trade goods, 5d8 gp
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Journeyman Merchant GR 7
JOURNEYMAN MERCHANT GR 7
JOURNEYMAN MERCHANT GR 7 P 3,200
JOURNEYMAN MERCHANT GR 7 P 3,200 Male or female human expert 9
JOURNEYMAN MERCHANT GR 7 P 3,200 Male or female human expert 9 Medium humanoid (human)
JOURNEYMAN MERCHANT GR 7 P 3,200 Male or female human expert 9
JOURNEYMAN MERCHAINT GR 7 P 3,200 Jale or female human expert 9 Medium humanoid (human) Jale or femses Perception +14 DEFENSE DEFENSE
JOURNEYMAN MERCHAINT GR 7 P 3,200 Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanor (human) Jale or female human expert
JOURNEYMAN MERCHAINT GR 7 P 3,200 Jale or female human expert 9 Medium humanoid (human) Jale or femses Perception +14 DEFENSE DEFENSE
JOURNEYMAN MERCHAINT GR 7 P 3,200 Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanoid (human) Jale or female human expert 9 J Medium humanor (human) Jale or female human expert
JOURNEYMAN MERCHAINT GR 7 P 3,200 Male or female human expert 9 Medium humanoid (human) nit +1; Senses Perception +14 DEFENSE C 14, touch 12, flat-footed 13 (+2 armor, +1 deflection, +1 Dex) p 46 (9d8+6) FFENSE OFFENSE Set 14, Will +8 DEFENSE Set 14, Will +8
JOURNEYMAN MERCHAINT GR 7 P 3,200 Male or female human expert 9 Medium humanoid (human) nit +1; Senses Perception +14 DEFENSE C 14, touch 12, flat-footed 13 (+2 armor, +1 deflection, +1 Dex) p 46 (9d8+6) ort +3, Ref +4, Will +8 DEFENSE p 43 0 ft.
JOURNEYMAN MERCHAINTGR 7P 3,200Male or female human expert 9Medium humanoid (human)nit +1; Senses Perception +14DEFENSEAC 14, touch 12, flat-footed 13 (+2 armor, +1 deflection, +1 Dex)p 46 (9d8+6)Yort +3, Ref +4, Will +8DEFENSEpd 30 ft.Melee +1 rapier +7/+2 (1d6+1/18-20)
JOURNEYMAN MERCHAINT GR 7 P 3,200 Male or female human expert 9 Medium humanoid (human) nit +1; Senses Perception +14 DEFENSE C 14, touch 12, flat-footed 13 (+2 armor, +1 deflection, +1 Dex) p 46 (9d8+6) ort +3, Ref +4, Will +8 DEFENSE p 43 0 ft.
JOURNEYMAN MERCHAINTGR 7P 3,200Male or female human expert 9Medium humanoid (human) nit +1; Senses Perception +14 DEFENSEAC 14, touch 12, flat-footed 13 (+2 armor, +1 deflection, +1 Dex) p 46 (9d8+6) FORT +3, Ref +4, Will +8 DFFENSEpd 30 ft. Aclee +1 rapier +7/+2 (1d6+1/18-20) Canged masterwork dagger +8/+3 (1d4/19-20) TATISTICS
JOURNEYMAN MERCHAINTGR 7P 3,200Male or female human expert 9Medium humanoid (human) nit +1; Senses Perception +14 DEFENSEC 14, touch 12, flat-footed 13 (+2 armor, +1 deflection, +1 Dex) p 46 (9d8+6) ort +3, Ref +4, Will +8 DFFENSEpd 30 ft. Melee +1 rapier +7/+2 (1d6+1/18-20) Ranged masterwork dagger +8/+3 (1d4/19-20) TATISTICStr 10, Dex 12, Con 10, Int 14, Wis 14, Cha 16
JOURNEYMAN MERCHAINTGR 7P 3,200Male or female human expert 9Medium humanoid (human) nit +1; Senses Perception +14 DEFENSEAC 14, touch 12, flat-footed 13 (+2 armor, +1 deflection, +1 Dex) p 46 (9d8+6) FORT +3, Ref +4, Will +8 DFFENSEpd 30 ft. Aclee +1 rapier +7/+2 (1d6+1/18-20) Canged masterwork dagger +8/+3 (1d4/19-20) TATISTICS
JOURNEYMAN MERCHAINTGR 7P 3,200Male or female human expert 9Medium humanoid (human) nit +1; Senses Perception +14 DEFENSEIC 14, touch 12, flat-footed 13 (+2 armor, +1 deflection, +1 Dex) p 46 (9d8+6)Fort +3, Ref +4, Will +8 DFFENSEpd 30 ft. Alelee +1 rapier +7/+2 (1d6+1/18-20) Ranged masterwork dagger +8/+3 (1d4/19-20) TATISTICStr 10, Dex 12, Con 10, Int 14, Wis 14, Cha 16 Base Atk +6; CMB +6; CMD 18
JOURNEYMAN MERCHAINTGR 7P 3,200Male or female human expert 9Medium humanoid (human) nit +1; Senses Perception +14 DEFENSEIC 14, touch 12, flat-footed 13 (+2 armor, +1 deflection, +1 Dex) p 46 (9d8+6)Fort +3, Ref +4, Will +8 DFFENSEpd 30 ft. Alelee +1 rapier +7/+2 (1d6+1/18-20) Ranged masterwork dagger +8/+3 (1d4/19-20) TATISTICStr 10, Dex 12, Con 10, Int 14, Wis 14, Cha 16 Base Atk +6; CMB +6; CMD 18 Cats Deceitful, Martial Weapon Proficiency (rapier), Merchant's
JOURNEYMAN MERCHAINTGR 7 D 3,200Male or female human expert 9Medium humanoid (human)nit +1; Senses Perception +14 DEFENSEC 14, touch 12, flat-footed 13 (+2 armor, +1 deflection, +1 Dex) p 46 (9d8+6) fort +3, Ref +4, Will +8 DFFENSEpd 30 ft. Melee +1 rapier +7/+2 (1d6+1/18-20) Ranged masterwork dagger +8/+3 (1d4/19-20) TATISTICStr 10, Dex 12, Con 10, Int 14, Wis 14, Cha 16 Base Atk +6; CMB +6; CMD 18 Cats Deceitful, Martial Weapon Proficiency (rapier), Merchant's Blood, Persuasive, Skill Expertise (Bluff), Skill Focus (Bluff) kills Appraise +14, Bluff +20, Diplomacy +17, Disguise +11, Intimidate +17, Knowledge (local) +14, Perception +14, Profession
JOURNEYMAN MERCHAINTGR 7P 3,200Male or female human expert 9Medium humanoid (human)nit +1; Senses Perception +14DEFENSEC 14, touch 12, flat-footed 13 (+2 armor, +1 deflection, +1 Dex)p 46 (9d8+6)Fort +3, Ref +4, Will +8DFFENSEpd 30 ft.Melee +1 rapier +7/+2 (1d6+1/18-20)Ranged masterwork dagger +8/+3 (1d4/19-20)TATISTICStr 10, Dex 12, Con 10, Int 14, Wis 14, Cha 16Gase Atk +6; CMB +6; CMD 18Peats Deceitful, Martial Weapon Proficiency (rapier), Merchant's Blood, Persuasive, Skill Expertise (Bluff), Skill Focus (Bluff)kills Appraise +14, Bluff +20, Diplomacy +17, Disguise +11,

Languages Azharan, Common, Elven

Combat Gear potion of cure moderate wounds, potion of eagle's splendor, 2 potions of glibness; **Other Gear** +1 rapier, 2 masterwork daggers, ring of protection +1, bracers of armor +2, cloak of resistance +1, shop, warehouse, 10,000 gp in trade goods, 4d6 pp, 3d12 gp

PÍRATES

One expects to find pirates in the City of Adventure. Most 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, and there is often little way to discern one type from the other.

APPRENTICE PIRATE	GR 1/2

XP 200

Male human expert 1/warrior 1 CN Medium humanoid (human) Init +2; Senses Perception +3 DEFENSE AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)

hp 16 (1d8+1 plus 1d10+1 plus 1) Fort +3, Ref +4, Will +1

OFFENSE

Spd 30 ft.

Melee cutlass +1 (1d6/18–20)

Ranged light crossbow +3 (1d8/19–20)

STATISTICS

Str 11, Dex 15, Con 12, Int 8, Wis 8/10 (9), Cha 10

Base Atk +1; **CMB** +1 (+3 to disarm); **CMD** 13 (15 vs. disarm) **Feats** Athletic^B, Lightning Reflexes

Skills Acrobatics +6, Bluff +4, Climb +6, Intimidate +4, Knowledge (geography) +3, Perception +3, Profession (sailor) +3, Swim +6 Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** masterwork studded leather armor, cutlass, light crossbow with 10 bolts, traveler's outfit, 1d12 cp

JOURNEYMAN PIRATE

GR 7

XP 3,200

Male or female human expert 1/warrior 1/corsair 6 CN Medium humanoid (human)

Init +4; Senses Perception +5

DEFENSE

AC 24, touch 18, flat-footed 24 (+5 armor, +1 deflection, +4 Dex, +3 dodge, +1 shield); Dodge, Mobility, Rope Monkey, Sea Legs, canny defense, uncanny dodge hp 60 (1d8+1 plus 1d10+1 plus 6d10+6 plus 6)

Fort +8, Ref +9, Will +3 Defensive Abilities corsair's luck 1/day (+3)

OFFENSE

Spd 30 ft., Sea Legs

Melee +1 cutlass +12/+7 (1d6+3/18-20)

Ranged mwk Privateer FP +11 (3d6/x3)

Special Attacks corsair's luck 1/day (+3), dirty fighting +2d4 **STATISTICS**

Str 14, Dex 18, Con 12, Int 10, Wis 8, Cha 14

Base Atk +7; CMB +11; CMD 27

Feats Acrobatic^B, Agile Maneuvers, Athletic^B, Dodge, Firearms Proficiency, Mobility, Rope Monkey^B, Sea Legs^B, Weapon Finesse^B

Skills Acrobatics +12, Appraise +6, Bluff +8, Climb +10, Escape Artist +10, Fly +6, Intimidate +8, Knowledge (geography) +6, Perception

+5, Profession (sailor) +5, Swim +10

Languages Common

SQ corsair's luck 1/day (+3)

Combat Gear *potion of cure moderate wounds*; **Other Gear** +1 *mithral shirt*, masterwork buckler, +1 *cutlass*, masterwork privateer FP with powder and shot for 6 firings, *ring of protection* +1, traveler's outfit with tri-corner hat

Príests

Freeporters are all a little superstitious, and they are quick to mutter a prayer to whatever god is on hand. Given Freeporters' cultural willingness to accept a broad range of gods, countless 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, but others are little more than well-dressed thieves here to defraud and bilk the locals. The sample priests serve the God of the Sea. For another deity, simply replace the domains, domain spells, and the cleric's melee weapon.

PPRENTICE PRIEST	GR 1/2
XP 200	
Male or female human cleric 1	
N Medium humanoid (human)	
Init +1; Senses Perception +2	
DEFENSE	
AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)	
hp 5 (1d8+1)	
Fort +3, Ref +1, Will +6	
OFFENSE	
Spd 30 ft. (40 ft. base), agile feet (5/day) Melee mwk trident +2 (1d8+1) or	
club +1 (1d6+1)	
Ranged light crossbow +1 (1d8/19–20)	
Special Attacks channel positive energy 5/day (DC spontaneous casting (<i>cure</i> spells)	12, 1d6),
Domain Spell-like Abilities (CL 1st)	
5/day—icicle (ranged touch +1)	
Spells Prepared (CL 1st)	
1st—divine favor, obscuring mist ^D , shield of faith	
O-create swater suidance resistance	

0—create water, guidance, resistance



D domain spell; Deity God of the Sea; Domains Travel, Water STATISTICS Str 13, Dex 12, Con 12, Int 10, Wis 15, Cha 14 Base Atk +0; CMB +1; CMD 12 Feats Athletic, Iron Will Skills Climb +0, Diplomacy +6, Knowledge (religion) +4, Spellcraft +4, Swim -1 Languages Common Combat Gear elixir of swimming, potion of cure light wounds; Other Gear chainmail, heavy steel shield, masterwork trident, club, light crossbow with 10 bolts, cleric's vestments, wooden holy symbol JOURNEYMAN PRIEST **GR 5** XP 1,600 Male or female human cleric 6 N Medium humanoid (human) Init +0; Senses Perception +3 DEFENSE AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield) **hp** 37 (6d8+10) **IP** 3 Fort +6, Ref +2, Will +10 Resist cold 10 OFFENSE Spd 30 ft. (40 ft. base), agile feet (6/day) Melee mwk trident +7 (1d8+1) Ranged mwk light crossbow +5 (1d8+1/19-20) Special Attacks channel positive energy 5/day (DC 15, 3d6), spontaneous casting (cure spells) Domain Spell-Like Abilities (CL 6th) 6/day—icicle (ranged touch +4) Spells Prepared (CL 6th) 3rd-bestow curse (DC 16), dispel magic, magic vestment, water breathing^D 2nd—augury, enthrall (DC 15), locate object^D, owl's wisdom (x2) 1st-bless water, command (DC 14), doom (DC 14), longstrider^D, obscuring mist 0 --create water, detect poison, guidance, light D domain spell; Deity God of the Sea; Domains Travel, Water STATISTICS Str 13, Dex 10, Con 12, Int 10, Wis 16, Cha 14 Base Atk +4; CMB +5; CMD 15 Feats Athletic, Iron Will, Power Attack, Weapon Focus (trident) Skills Diplomacy +7, Heal +8, Knowledge (religion) +9, Spellcraft +9, Swim +2 Languages Common Combat Gear elixir of swimming, potion of cure light wounds, wand of water breathing (5 charges); Other Gear +1 chainmail, heavy steel shield, masterwork trident, masterwork light crossbow with 20 bolts, augury tokens (25 gp), 5 pounds of powdered silver (5 gp), silver holy symbol

Sea Lorp's Guard

The current 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.

SEA LORP'S GUARDSMAN

GR 1/2

XP 200 Male or female human fighter 1 LN Medium humanoid (human) Init +0; Senses Perception +1

DEFENSE AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield) **hp** 12 (1d10+1 plus 1) Fort +3, Ref +0, Will +0 OFFENSE Spd 20 ft. (30 ft. base) Melee mwk longsword +5 (1d8+2/19-20) or spear +3 (1d8+2/x3)

Ranged heavy crossbow +1 (1d10/19-20)

STATISTICS

Str 15, Dex 11, Con 12, Int 10, Wis 10, Cha 9

Base Atk +1; CMB +3; CMD 13

Feats Athletic^B, Power Attack, Weapon Focus (longsword)^B

Skills Climb +8, Intimidate +3, Perception +1, Swim -3

Languages Common

Combat Gear potion of cure light wounds; Other Gear masterwork banded mail, heavy steel shield, masterwork longsword, spear, heavy crossbow with 10 bolts, uniform, 1d10 gp

GR 5

GR 1

SEA LORP'S GUARD SERGEANT

XP 1,600 Male or female human fighter 6 LN Medium humanoid (human)

Init +5; Senses Perception +2

DEFENSE

- AC 23, touch 11, flat-footed 22 (+10 armor, +1 Dex, +2 shield)
- **hp** 55 (6d10+12 plus 6)
- Fort +7, Ref +3, Will +3 (+5 against fear) Defensive Abilities bravery +2

OFFENSE Spd 20 ft. (30 ft. base)

Melee +1 longsword +13/+8 (1d8+8/19-20) or

- spear +10/+5 (1d8+4/x3)
- Ranged mwk heavy crossbow +8 (1d10/19–20)
- STATISTICS
- Str 18, Dex 13, Con 14, Int 10, Wis 12, Cha 8
- Base Atk +6; CMB +10 (+11 with heavy blades, +12 to sunder); CMD 21 (22 vs. disarm and sunder from heavy blades, 23 vs. sundering)
- Feats Cleave^B, Improved Initiative, Improved Sunder^B, Persuasive^B, Power Attack, Rapid Reload (heavy crossbow), Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B
- Skills Bluff +1, Climb +6, Diplomacy +2, Intimidate +10, Perception +2, Swim +6
- Languages Common
- SQ armor training 1, weapon training 1 (heavy blades)
- Combat Gear 2 potion of cure light wounds, potion of endure elements; Other Gear +1 full plate, masterwork heavy steel shield, +1 longsword, spear, masterwork heavy crossbow with 20 bolts, uniform, 1d10 gp

THE SYNDÍCATE

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 him or herself. The Syndicate Enforcers, led by Trask, are bravos and fighting men that do most of the fighting.

HELLHOUND

XP 400 Male or female human fighter 2 N Medium humanoid (human) Init +3; Senses Perception +0

HAPTER SEVEN: DENÍZENS OF FREEPORT

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex) hp 13 (2d10+2)

Fort +4, Ref +3, Will +0 (+1 against fear) Defensive Abilities bravery +1

OFFENSE

Spd 30 ft.

 Melee mwk rapier +7 (1d6+2/18-20) or mwk rapier +5 (1d6+2/18-20) and mwk kukri +4 (1d4+1/18-20)
 Ranged mwk dagger +6 (1d4+2/19-20)

STATISTICS

Str 15, Dex 16, Con 12X, Int 10, Wis 11, Cha 8

Base Atk +2; CMB +4; CMD 17

- Feats Persuasive, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier)
- Skills Acrobatics +5, Bluff +1, Climb +6, Intimidate +6, Knowledge (local) +1

Languages Common

Combat Gear *potion of cure light wounds*; **Other Gear** masterwork studded leather, masterwork rapier, masterwork kukri, masterwork dagger, traveler's outfit, Hellhound membership ring, 2d8 gp

Synpicate Enforcer

GR Z

XP 600

Male of female human fighter 2/rogue 1 N Medium humanoid (human) Init +1; Senses Perception +6

DEFENSE

AC 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 shield) hp 21 (2d10+4 plus 1d8+2)

Fort +5, Ref +3, Will +2 (+3 against fear) Defensive Abilities bravery +1

Defensive Adulties brave

OFFENSE

Spd 30 ft.

Melee mwk longsword +7 (1d8+3/19-20) Ranged light crossbow +3 (1d8/19-20) Special Attacks sneak attack +1d6

STATISTICS

Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 12

Base Atk +2; CMB +5 (+7 sunder); CMD 16 (18 vs. sunder)

- Feats Blind-Fight, Improved Sunder, Iron Will, Power Attack, Weapon Focus (longsword)
- Skills Acrobatics +6, Bluff +6, Climb +7, Intimidate +7, Knowledge (local) +5, Perception +6 (+7 locate traps), Stealth +6

Languages Common

SQ trapfinding

Combat Gear *elixir of hiding, potion of cure light wounds*; **Other Gear** +1 *chain shirt*, masterwork buckler, masterwork longsword, light crossbow with 10 bolts, traveler's outfit, 2d4 gp

THÍEDES

Freeport is infested with many things, but the most pernicious occupants are its thieves. Many criminals in the city are freelancers who make ends meet by robbing those better off than they, but a few work for one of the two main crime lords: Finn or Mister Wednesday. Such thieves are loyal to their masters and woe to them if they betray their organization: Freeport's crime lords are unforgiving and are perfectly happy making examples of those who betray them.

APPRENTICE THIEF

XP 135 Male or female human expert 1 CN Medium humanoid (human)



DEFENSE AC 12, touch 12, flat-footed 10 (+2 Dex) hp 9 (1d8 plus 1) Fort +0, Ref +2, Will +3 OFFENSE Spd 30 ft. Melee dagger -1 (1d4-1/19-20) Ranged sling +2 (1d4-1) STATISTICS Str 8, Dex 15, Con 10, Int 11, Wis 12, Cha 9 Base Atk +0; CMB -1; CMD 11

Feats Skill Focus (Sleight of Hand), Stealthy^B

Skills Bluff +3, Disable Device +6, Escape Artist +8, Knowledge (local) +4, Perception +5, Sleight of Hand +9, Stealth +8

Languages Common

Init +2; Senses Perception +5

Gear dagger, sling with 10 bullets, thieves' tools, peasant's outfit, 1d6 cp

JOURNEYMAN THIEF XP 2,400

Male or female human rogue 7

CN Medium humanoid (human)

Init +8; **Senses** Perception +11

DEFENSE

AC 20, touch 14, flat-footed 20 (+4 armor, +4 Dex, +2 shield); trap sense +2, uncanny dodge

hp 35 (7d8)

Fort +2, Ref +9 (+11 against traps), Will +3

Defensive Abilities evasion

OFFENSE

Spd 30 ft., Run, fast stealth

Melee mwk rapier +10 (1d6–1)

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

Special Attacks rogue talents (bleed attack, surprise attack), sneak attack +4d6

GR 6

STATISTICS

0111101100
Str 8, Dex 18, Con 10, Int 14, Wis 12, Cha 13
Base Atk +5: CMB +4: CMD 18

- Feats Deft Hands^B, Improved Initiative, Run, Shield Proficiency, Weapon Finesse
- Skills Acrobatics +14 (+18 on jumps with running start), Bluff +11, Climb +9, Diplomacy +9, Disable Device +21, Disguise +9, Intimidate +9, Knowledge (local) +12, Perception +11 (+14 locate traps), Sleight of Hand +16, Stealth +14, Survival +8

Languages Common, Thieves Cant, Undercommon

SQ rogue talent (fast stealth), trapfinding

Combat Gear elixir of hiding, elixir of tumbling, flask of alchemist fire, potion of cure light wounds, potion of invisibility, 2 thunderstones; Other Gear +1 studded leather, +1 buckler, masterwork rapier, masterwork hand crossbow with 10 bolts, explorer's outfit, masterwork thieves' tools, 3 sunrods, 4 tindertwigs, 2d10 gp

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 any kind of raw muscle used for protection.

APPRENTICE THUG

GR 1/3

XP 135

Male or female half-orc warrior 1 CN Medium humanoid (orc) Init +0; Senses darkvision 60 ft.; Perception +0 DEFENSE AC 13, touch 10, flat-footed 13 (+3 armor) **hp** 7 (1d10+2); orc ferocity Fort +3, Ref +0, Will +0 **OFFENSE** Spd 30 ft. Melee heavy mace +3 (1d8+2) or battleaxe +3 (1d8+2/x3)Ranged heavy crossbow +1 (1d10/19-20) STATISTICS Str 15, Dex 11, Con 12, Int 8, Wis 10, Cha 9 Base Atk +1; CMB +3; CMD 13 Feats Power Attack Skills Intimidate +3; Racial Modifiers +2 Intimidate Languages Common, Orc SQ orc blood Gear studded leather armor, heavy mace, battleaxe, heavy crossbow with 10 bolts, peasant's outfit, 1d6 gp JOURNEYMAN THUG GR 7 XP 3,200 Male or female human barbarian 4/fighter 4 N Medium humanoid (human)

Init +2; Senses Perception +7

DEFENSE

vigor)

AC 21, touch 13, flat-footed 18 (+7 armor, +2 Dex, +1 dodge, +1 natural); trap sense +1, uncanny dodge **hp** 73 (4d12+8 plus 4d10+8 plus 4) Fort +11, Ref +5 (+6 against traps), Will +3 (+4 against fear) Defensive Abilities bravery +1 **OFFENSE** Spd 40 ft. Melee +1 greataxe +13/+8 (1d12+7/x3) Ranged +1 heavy crossbow +11/+6 (1d10/19-20) Special Attacks rage 12 rounds/day, rage power (knockback, renewed

STATISTICS

Str 16, Dex 14, Con 14, Int 8, Wis 10, Cha 12

Base Atk +8; CMB +11 (+13 sunder); CMD 24 (26 vs. sunder)

Feats Cleave, Dodge, Great Cleave, Improved Bull Rush, Improved Sunder, Power Attack, Weapon Focus (greataxe), Weapon Specialization (greataxe)

Skills Acrobatics +9, Climb +10, Intimidate +12, Perception +7

Languages Common

SQ armor training 1

Combat Gear potion of cure moderate wounds, potion of lesser restoration; Other Gear +1 breastplate, amulet of natural armor +1, cloak of resistance +1

WHEN RAGING

AC 19, touch 11, flat-footed 16 (+7 armor, +2 Dex, +1 dodge, +1 natural, -2 rage); trap sense +1, uncanny dodge

hp 88 (4d12+16 plus 4d10+16)

Fort +13, Will +5 (+6 against fear)

Melee +1 greataxe +15/+10 (1d12+10/x3)

Str 20, Con 18

Base Atk +8; CMB +13 (+15 sunder); CMD 26 (28 vs. sunder) Climb +12

WATCHMEN

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

FREEPORT WATCHMAN	GR 1/3
XP 135	
Male or female human warrior 1	
N Medium humanoid (human)	
Init +1; Senses Perception +3	
DEFENSE	
AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)	
hp 12 (1d10+1 plus 1)	
Fort +3, Ref +1, Will +0	
OFFENSE	
Spd 30 ft.	
Melee heavy mace +4 (1d8+2)	
Ranged light crossbow +2 (1d8/19–20)	
STATISTICS	
Str 15, Dex 12, Con 12, Int 8, Wis 10, Cha 11	
Base Atk +1; CMB +3; CMD 14	
Feats Alertness ^B , Weapon Focus (heavy mace)	
Skills Intimidate +4, Perception +3, Sense Motive +2	
Languages Common	
Gear chain shirt, heavy mace, light crossbow with 10 l	oolts, signal
whistle, uniform, badge, 1d10 gp	
	~~~ (
FREEPORT WATCH SERGEANT	GR 1
<b>XP</b> 400	
Male or female human fighter 2	
LN Medium humanoid (human)	
<b>Init</b> +2; <b>Senses</b> Perception +4	
DEFENSE	
AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)	
<b>hp</b> 19 (2d10+2 plus 2)	
Fort +4, Ref +2, Will +1 (+2 against fear)	
Defensive Abilities bravery +1	
OFFENSE	

Spd 20 ft. (30 ft. base)

Melee mwk heavy mace +7 (1d8+3) Ranged light repeating crossbow +4 (1d8/19-20)

### STATISTICS

Str 17, Dex 14, Con 12, Int 10, Wis 13, Cha 11

Base Atk +2; CMB +5; CMD 17

Feats Alertness^B, Dodge, Exotic Weapon Proficiency (light repeating crossbow)^B, Weapon Focus (heavy mace)^B

Skills Climb +3, Intimidate +5, Perception +4, Sense Motive +4, Swim +3

Languages Common

Combat Gear potion of cure moderate wounds; Other Gear masterwork chainmail, masterwork heavy mace, light repeating crossbow with 2 clips, uniform, badge, signal whistle, 1d10 gp

# WIZARDS

Freeport is famous for not delving too deeply into a person's personal affairs, 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, or to pursue their arts in a way of their choosing. For those seeking training, Freeport is also home to a potent Wizards' Guild, though they are selective about whom they train.

# APPRENTICE WIZARD

GR 1/2**XP** 200 Male or female human wizard 1 N Medium humanoid (human) Init +2; Senses Perception +2 DEFENSE AC 12, touch 12, flat-footed 10 (+2 Dex) **hp** 5 (1d6+2) Fort +1, Ref +2, Will +3 **OFFENSE** Spd 30 ft. Melee mwk dagger +1 (1d4/19-20) Ranged mwk dagger +3 (1d4/19-20) **Special Attacks** hand of the apprentice 6/day (ranged +2) Wizard Spells Prepared (CL 1st) 1st—charm person (DC 13), silent image (DC 14) 0-ghost sound (DC 14), mage hand, prestidigitation, read magic STATISTICS Str 10, Dex 14, Con 13, Int 17, Wis 12, Cha 8 Base Atk +0; CMB +0; CMD 12 Feats Combat Casting, Scribe Scroll, Spell Focus (illusion) Skills Appraise +7, Knowledge (arcana) +7, Linguistics +7, Perception +2, Sleight of Hand +3, Spellcraft +7 Languages Common, Draconic, Elven, Orc SQ arcane bond (dagger), arcane school—universalist **Combat Gear** 2 potions of cure light wounds, scroll of blur, scroll of fox's

cunning, 2 scrolls of magic missile, 4 thunderstones, wand of color spray (10 charges), wand of detect magic (10 charges); Other Gear dagger, spell component pouch, robes, spellbook

Spellbook all prepared plus 0-all; 1st-color spray, disguise self, magic missile

### EXILED NECROMANCER

### **GR 5**

XP 1,600 Male or Female human necromancer 6 NE Medium humanoid (human) Init +1; Senses Perception +5 DEFENSE

AC 13, touch 12, flat-footed 12 (+1 armor, +1 deflection, +1 Dex) **hp** 39 (6d6+18) **IP** 2

# Fort +4, Ref +3, Will +6

OFFENSE

- Spd 30 ft. Melee mwk dagger +4 (1d4/19-20)
- Ranged mwk light crossbow +5 (1d8/19-20)
- Special Attacks channel negative energy 6/day (Command Undead only-DC 14)
- Spell-Like Abilities (CL 6th)
  - 6/day-grave touch (melee touch +3, 6 rounds)
- Wizard Spells Prepared (CL 6th)
  - 3rd-dispel magic, flame arrow, gaseous form, ray of exhaustion (DC 18)
  - 2nd-blindness/deafness (DC 17), blur, detect thoughts (DC 15), mirror image, silent charm person (DC 14)
  - 1st-cause fear (DC 16), color spray (DC 14), hold portal, ray of enfeeblement, sleep (DC 14)
  - 0-detect magic, light, read magic, resistance, touch of fatigue

**Opposition Schools:** enchantment, illusion

- STATISTICS
- Str 10, Dex 13, Con 14, Int 16, Wis 8/12 (10), Cha 12 Base Atk +3; CMB +3; CMD 15
- Feats Command Undead, Greater Spell Focus (necromancy), Scribe Scroll, Silent Spell, Spell Focus (necromancy), Still Spell, Weapon Focus (rav)
- Skills Knowledge (arcana) +12, Knowledge (forbidden lore) +12, Knowledge (religion) +12, Linguistics +8, Perception +5, Spellcraft +12, Stealth +7
- Languages Abyssal, Common, Draconic, Elven, Goblin, Infernal SQ arcane bond (dagger), arcane school-necromancy
- **Combat Gear** potion of cure light wounds, scroll of blink, scroll of false life, wand of invisibility (20 charges); Other Gear masterwork dagger, masterwork light crossbow with 10 bolts, ring of protection +1, bracers of armor +1, spell component pouch, black robes
- Spellbook All prepared plus 0-all except evocation and transmutation; 1st—alarm, unseen servant; 2nd—arcane lock



# 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, whether in legitimate or illegitimate circles. The following entries expand on those presented in the Pirate's Guide to Freeport, offering statistics as well as brief descriptions. Most descriptions include Diplomacy check DCs for PCs to learn more about these characters.

# ALCÍNDAR

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

### -Garth Varellion

Alcindar is a tailor well known for his fastidiousness and attention to detail, which makes him one of the preeminent clothiers in the city (DC 10). He runs a small shop on the Street of Dreams called The Sharp Needle, where he measures and fits his clients (DC 15). 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 (DC 20).

### ALCÍNPAR

### **GR 8**

### **XP** 4.800

Male dwarf expert 6/sorcerer 3

N Medium humanoid (dwarf)

Init +4; Senses darkvision 60 ft.; Perception +12 (+14 with familiar) DEFENSE

AC 16, touch 16, flat-footed 11 (+1 deflection, +4 Dex, +1 dodge); Dodge, +4 dodge against giant subtype, +1 luck bonus in surprise rounds hp 41 (6d8 and 3d6)

Fort +3 (+5 against poison), Ref +9, Will +11; +2 against spells and



spell-like effects

Defensive Abilities stability

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OFFENSE
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Spd 20 ft.

**Melee** +1 returning dagger +10 (1d4+2/19-20)

**Ranged** +1 returning dagger +10 (1d4+2/19-20)

Special Attacks +1 bonus on attacks against orc and goblinoid subtypes

Spells Known (CL 3rd):

1st (6/day)—enlarge person, identify, mage armor, unseen servant 0 (at will)—message, mending, open/close, prestidigitation, ray of frost (ranged touch +9) **Bloodline** arcane

STATISTICS

Str 12, Dex 18, Con 10, Int 16, Wis 16, Cha 14

Base Atk +5; CMB +6; CMD 22 (26 vs. bull rush or trip)

Feats Alertness (with familiar), Dodge, Eschew Materials^B, Lightning Reflexes, Persuasive, Skill Focus (Profession-tailor), Weapon Finesse

- Skills Appraise +9 (+11 metals and gems), Bluff +8, Craft (leatherworking) +12, Craft (metalworking) +12, Craft (stoneworking) +12, Diplomacy +13, Intimidate +11, Knowledge (arcana) +10, Knowledge (local)
  - +12, Knowledge (nobility) +12, Perception +12 (+14 with familiar,
  - +14 stonework), Profession (tailor) +15, Sense Motive +12 (+14 with familiar), Spellcraft +9, Stealth +12; Racial Modifiers +2 Appraise (metals and gems), +2 Perception (stonework)
- Languages Common, Dwarven, Goblin, Gnome, Undercommon; empathic link with familiar
- SQ arcane bond (familiar), bloodline arcana (+1 to DC of spells using metamagic feats that increase the slot by at least 1 level), metamagic adept 1/day, share spells, stonecunning
- **Combat Gear** potion of cat's grace, potion of cure moderate wounds; Other Gear +1 returning dagger, ring of protection +1, cloak of resistance +1, The Sharp Needle and all its contents

GR -

+7,

# GRANTH

XP —
Male cat familiar (Pathfinder RPG Bestiary 131)
N Tiny magical beast (augmented animal)
Init +2; Senses low-light vision, scent; Perception +10
DEFENSE
AC 16, touch 14, flat-footed 14 (+2 Dex, +2 natural, +2 size)
hp 20 (9 HD)
<b>Fort</b> +2, <b>Ref</b> +5, <b>Will</b> +9
Defensive Abilities improved evasion
OFFENSE
<b>Spd</b> 30 ft.
<b>Melee</b> 2 claws +9 (1d2–4) and
bite +9 (1d3–4)
<b>Space</b> 2-1/2 ft.; <b>Reach</b> 0 ft.
Special Attacks deliver touch spells
STATISTICS
Str 3, Dex 15, Con 8, Int 7, Wis 12, Cha 7
Base Atk +5; CMB +5; CMD 11 (15 vs. trip)
Feats Weapon Finesse
Skills Appraise +1, Bluff +1, Climb +6, Knowledge (arcana) +1, Knowledge
(local) +4, Knowledge (nobility) +4, Perception +10, Sense Motive +7,
Spellcraft +1, Stealth +19; Racial Modifiers +4 Climb, +4 Stealth
Languages empathic link with master
<b>SO</b> share spells

"She's gorgeous alright, but I we heard she's got teeth... and not just in her mouth."

### -Pious Pete, Guide

Alfhild is a reaver hailing from the frozen Northlands (**DC 10**). She fled an arranged marriage to a warrior named Ragnar and has ever since lived the life of a pirate (**DC 20**). 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 (**DC 15**).

### ALFHÍLP

GR 16

**XP** 76,800 Female human barbarian 17

CE M 1: 1 1/1

CE Medium humanoid (human) Init +7; Senses Perception +25

nint +7, Sense

# DEFENSE

- AC 29, touch 15, flat-footed 29 (+10 armor, +2 deflection, +3 Dex, +4 shield); trap sense +5, improved uncanny dodge, uncanny dodge hp 218 (17d12+85 plus 17); renewed vigor
- IP 210

Fort +16, Ref +9 (+14 against traps), Will +9

Defensive Abilities indomitable will; DR 4/----

### OFFENSE

Speed 30 ft. (40 ft. base)

**Melee** +1 anarchic longsword +24/+19/+14/+9 (1d8+6/17–20) or +1 shortspear +24/+19/+14/+9 (1d6+6)

**Ranged**  $+\hat{1}$  shortspear +22 (1d6+6) or

+1 composite longbow (+5 Str) +21/+16/+11/+6 (1d8+6/x3)

**Special Attacks** greater rage 41 rounds per day, rage powers (clear mind, intimidating glare, mighty swing, powerful blow +5, quick reflexes, renewed vigor, terrifying howl [DC 26], unexpected strike), tireless rage

### STATISTICS

Str 21, Dex 16, Con 20, Int 14, Wis 12/16 (14), Cha 16

Base Atk +17; CMB +22; CMD 37

- Feats Alertness^B, Bleeding Critical, Critical Focus, Improved Critical (longsword), Improved Initiative, Iron Will, Leadership, Power Attack, Weapon Focus (longsword), Weapon Focus (shortspear)
- Skills Acrobatics +14, Appraise +5, Climb +16, Craft (sailmaking) +9, Diplomacy +8, Heal +6, Intimidate +23, Knowledge (geography) +7, Perception +25, Profession (sailor) +8, Sense Motive +8, Survival +21, Swim +19

Languages Aquan, Common, Tribal Dialect

SQ fast movement

**Combat Gear** potion of cure moderate wounds; **Other Gear** +4 breastplate, +2 heavy steel shield, ring of protection +2, cloak of resistance +1, +1 anarchic longsword, +1 shortspear, +1 composite longbow (+5 Str), 20 arrows, ring of swimming, belt of physical might +4 (Strength and Constitution), pouch with 100 gp, the Snow Queen and all its contents

### WHEN RAGING

AC 27, touch 13, flat-footed 27 (+10 armor, +2 deflection, +3 Dex, -2 rage, +4 shield); trap sense +5, improved uncanny dodge, uncanny dodge

hp 251 (17d12+119 plus 16); renewed vigor

- **Fort** +18, **Will** +9
- **Melee** +1 anarchic longsword +26/+21/+16/+11 (1d8+8/17–20) or +1 shortspear +26/+21/+16/+11 (1d6+8)

**Ranged** +1 shortspear +22 (1d6+8)

Special Attacks terrifying howl (DC 28)

Str 25, Con 24

Base Atk +17; CMB +24 CMD 39

Climb +18, Swim +21

# BIANKA ALTANISH

"Since Altanish took over the Asylum, there have been strange reports of experiments, vivisection, and worse. I dunno if it's just rumors or if it's true. Either way, I don't make enough lords to go and find out for certain."

# -Rude Tom, Watchman

The Altanish family was a middle-ranked merchant clan in the Merchant District, but Bianka wanted none of their wealth or status, being interested in anatomy instead (**DC 15**). 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 (**DC 20**).

# BIANKA ALTANISH

**XP** 2,400

Female human necromancer 3/cleric 3/mystic theurge 1 NE Medium humanoid (human)

**Init** +0; **Senses** Perception +4

### Aura evil

### DEFENSE

**AC** 12, touch 11, flat-footed 12 (+1 armor, +1 deflection) **hp** 40 (3d6+3 plus 3d8+3 plus 1d6)

IP 4

Fort +4, Ref +2, Will +8

### OFFENSE

Spd 30 ft.

Melee mwk dagger +3 (1d4/19–20)

**Special Attacks** channel negative energy 4/day (DC 12, 2d6), channel negative energy 6/day (Command Undead only—DC 12), insanity's blessing 2/day, spontaneous casting (*inflict* spells)

Spell-like Abilities (4th)

6/day—grave touch (melee touch +3, 1 round)

8/day—*bleeding touch* (melee touch +3)

Cleric Spells Prepared (CL 4th):

- 2nd—bewilder^D (DC 17), death knell (DC 19), gentle repose, hold person (DC 17)
- 1st—bane* (DC 16), cause fear (DC 18), doom (DC 18), hide from undead (DC 16), obscuring mist, unhinge^D (DC 16)

0—detect poison, guidance, resistance, stabilize

D domain spell; Deity none; Domains Death, Unspeakable

- Wizard Spells Prepared (CL 4th):
  - 2nd—blindness/deafness (DC 17), command undead (DC 17), invisibility, scare (DC 17)
  - 1st—cause fear (DC 16), hypnotism (DC 14), magic missile, ray of enfeeblement (ranged touch +3), silent image (DC 14)
  - 0—detect magic, ghost sound (DC 13), open/close, read magic, touch of fatigue (melee touch +3)

Opposition Schools: abjuration, conjuration

### STATISTICS

Str 10, Dex 10, Con 12, Int 16, Wis 13/21 (17), Cha 12

Base Atk +3; CMB +3; CMD 14

- Feats Arcane Strike, Command Undead^B, Greater Spell Focus (necromancy), Insane Casting, Scribe Scroll^B, Skill Focus (Knowledge—nature)^B, Spell Focus (necromancy)
- Skills Craft (alchemy) +9, Disable Device +7, Heal +10, Knowledge (arcana) +13, Knowledge (forbidden lore) +12, Knowledge (nature) +15, Knowledge (religion) +12, Linguistics +9, Perception +4, Sense Motive +6, Spellcraft +13
- Languages Abyssal, Aklo, Common, Draconic, Dwarven, Elven, Infernal

SQ arcane bond (*ring of protection +1*), arcane school—necromancy Combat Gear divine scroll of animate dead, wand of hold person (20

**GR 6** 

charges), *Wand of light* (20 charges); **Other Gear** masterwork dagger, *ring of protection* +1 (bonded item, nonfunctional for anyone but her), *bracers of armor* +1, *goggles of minute seeing*, healer's kit, spell component pouch, pouch containing 23 gp, the Freeport Asylum and all its contents

**Spellbook** all prepared plus 0—all except abjuration and conjuration; 1st—*charm person, comprehend languages* 

# Dírwín "Nímblefingers" Arníg

"In the Council, everyone is looking out for their own interests first, the city second. Arnig is no different. The gnomes, and their guild, have fared well under his tenure."

### -Liam Blackhammer

Freeport's preeminent gnome, Dirwin Arnig divides his time between the Captains' Council and the Jewelers and Gemcutters' Guild (**DC 10**). Dirwin is sick of politics and he would like nothing better than to find a way to exit the Council gracefully (**DC 15**). He realizes, though, he fulfills an important role in the city for his people and for as long as he holds his seat, gnomes have a voice. Hence, despite his willingness to cede his house to a grasping heir, he retains his seat and probably will until his death (**DC 20**).

Dirwin "nimblefingers" Arnig GR 9
<b>XP</b> 6,400
Male gnome bard 10
NG Small humanoid (gnome)
Init +4; Senses low-light vision; Perception +13
DEFENSE
AC 17, touch 17, flat-footed 12 (+1 deflection, +4 Dex, +1 dodge, +1
size); Dodge, +4 dodge against giant subtype
<b>hp</b> 85 (10d8+30 plus 10)
Fort +10, Ref +13, Will +11; +2 against illusions; +4 vs. bardic
performance, sonic, and language-dependent
Defensive Abilities well-versed; Immune detect thoughts, discern lies,
alignment detection
OFFENSE
<b>Spd</b> 20 ft.
<b>Melee</b> mwk dagger +8/+3 (1d3-1/19-20)
Special Attacks +1 on attacks against reptilian and goblinoid subtypes,
bardic performance 25 rounds/day (countersong, distraction,
fascinate [DC 18], inspire courage +2, inspire competence +3,
suggestion [DC 20], dirge of doom, inspire greatness)
Spell-Like Abilities (CL 10th):
1/day—dancing lights, ghost sound (DC 14), prestidigitation, speak
with animals
Spells Known (CL 10th):
4th (1/day)—break enchantment, dimension door
3rd (4/day)—charm monster (DC 16), displacement, remove curse,
see invisibility
2nd (5/day)—animal messenger, calm emotions, detect thoughts (DC
15), tongues
1st (6/day)—alarm, comprehend languages, grease, magic mouth,
unseen servant
0 (at will)—detect magic, light, mage hand, mending, open/close,
prestidigitation
STATISTICS
Str 8, Dex 18, Con 16, Int 13, Wis 15, Cha 17
Base Atk +7; CMB +5; CMD 21
Feats Brew Potion, Dodge, Endurance, Great Fortitude, Skill Focus
(Craft—jewelry)

Skills Appraise +8, Bluff +11, Craft (alchemy) +11, Craft (jewelry)

+14, Diplomacy +14, Disguise +8, Knowledge (arcana) +11, Perception +13, Perform (act) +12, Perform (comedy) +12, Perform (oratory) +16, Spellcraft +10, Stealth +12; **Racial Modifiers** +2 Craft (alchemy), +2 Perception

Languages Common, Draconic, Gnome

- **SQ** bardic knowledge +5, jack-of-all-trades, lore master 1/day, versatile performance (Perform—act, Perform—oratory, Perform comedy)
- **Combat Gear** potion of cure moderate wounds, potion of displacement, potion of fly; **Other Gear** masterwork dagger, ring of mind shielding, ring of protection +1, cloak of resistance +2, artisan's outfit

# Morgan Baumann

"She's about as bad as they come. Keep yer distance, lads."

-Pious Pete

**GR 11** 

Morgan Baumann is the captain of the *Kraken's Claw* (DC 10), a notorious pirate ship with over twenty kills (DC 15). Never having had much use for laws, she has no problem attacking Freeport vessels, though she finds the ones on the Continent to be better prey (DC 20).

### Morgan Baumann

### **XP** 12,800

Female human fighter 6/corsair 6

NE Medium humanoid (human)

Init +8; Senses Perception +13

### DEFENSE

- AC 22, touch 19, flat-footed 22 (+3 armor, +2 deflection, +4 Dex, +3 dodge); Combat Expertise, Dodge, Improved Dodge, Rope Monkey, Sea Legs, canny defense, uncanny dodge
- **hp** 112 (6d10+18 plus 6d10+18 plus 6)

**Fort** +13, **Ref** +11, **Will** +4 (+6 against fear)

**Defensive Abilities** bravery +2, corsair's luck 1/day (+3); **Immune** magic missile

### OFFENSE

Spd 30 ft., Sea Legs

- **Melee** +1 keen cutlass +17/+12/+7 (1d6+6/15-20)
- Ranged Privateer FP +16 (3d6/x3)
- Special Attacks corsair's luck 1/day (+3), dirty fighting +2d4 STATISTICS
- Str 14, Dex 18, Con 16, Int 12, Wis 10, Cha 14

Base Atk +12; CMB +14 (+15 with heavy blades); CMD 33 (34 vs. disarm and sunder against heavy blades)

- Feats Athletic^B, Cleave, Combat Expertise, Dazzling Display (cutlass)^B, Dodge, Firearms Proficiency^B, Great Cleave, Improved Dodge, Improved Initiative^B, Power Attack^B, Rope Monkey^B, Sea Legs^B, Two-Weapon Fighting, Weapon Focus (cutlass)^B, Weapon Specialization (cutlass)
- Skills Acrobatics +17, Climb +19, Intimidate +15, Knowledge (geography) +9, Perception +13, Profession (sailor) +8, Swim +19 Languages Aquan, Common
- SQ armor training 1, corsair's luck 1/day (+3), weapon training 1 (heavy blades)
- **Combat Gear** brooch of shielding (90 points); **Other Gear** +1 keen cutlass, Privateer FP with ammunition and powder for 10 shots, ring of protection +2, bracers of armor +3, Kraken's Claw

# Aporcus Beeple

"Some folks are just born rotten. The boy has his uses, but one day I fear Ill have to remove him. Permanently."

-Mister Wednesday

Aporcus Beedle apprenticed with his aunt, Delinda Knorrbertal, a known transmuter and alchemist (**DC 10**). Aporcus was addicted to abyss dust and grew to resent Knorbertal, even going so far as to try to poison her. His botched effort backfired and she threw him out (**DC 20**). Since then he's been a wretched thing, scuttling in the shadows and murdering folks for the coins in their purses (**DC 15**).

# APORCUS BEEPLE

**XP** 600 Male human wizard 1/rogue 2 NE Medium humanoid (human) Init -1; Senses Perception +3 DEFENSE AC 10, touch 9, flat-footed 10 (+1 armor, -1 Dex) hp 19 (1d6 plus 2d8 plus 5) Fort +0, Ref +4, Will +0 Defensive Abilities evasion OFFENSE Spd 30 ft., Run Melee mwk dagger +3 (1d4+1/19–20) Ranged mwk hand crossbow +1 (1d4/19-20) Special Attacks hand of the apprentice 4/day, (+3 ranged), rogue talent (minor magic), sneak attack +1d6 Spell-Like Abilities (CL 2nd): 3/day-bleed (DC 12) Spells Prepared (CL 1st): 1st-burning hands (DC 13), summon monster I 0-mage hand, ray of frost (+0 ranged touch), read magic

### STATISTICS

### Str 12, Dex 9, Con 10, Int 14, Wis 7, Cha 9

Base Atk +1; CMB +2; CMD 11

Feats Lightning Reflexes, Run^B, Scribe Scroll^B, Toughness

Skills Acrobatics +2 (+6 on jumps with running start), Bluff +4, Craft (alchemy) +8, Disable Device +5, Intimidate +4, Knowledge (arcana) +8, Knowledge (local) +8, Linguistics +8, Perception +3 (+4 locate traps), Sleight of Hand +4, Spellcraft +8, Stealth +4

Languages Common, Dwarven, Draconic, Halfling, Orc

- **SQ** arcane bond (masterwork dagger), arcane school—universalist, trapfinding
- **Combat Gear** scroll of invisibility, 2 scrolls of mage armor, scroll of misdirection, scroll of scorching ray; **Other Gear** masterwork dagger (bonded item), masterwork hand crossbow with 10 bolts, bracers of armor +1, 2 doses of snake weed, 1 dose of abyss dust
- **Spellbook** all prepared plus 0—all; 1st—comprehend languages, shield

# GYRÍL BERRYHÍLL

"I've had enough of those bastards. Trask, get me (yril."

-Finn

**GR 8** 

By day, Cyril Berryhill acts as the HBA's accountant (**DC 10**), but by night, he's Mouse, a vicious assassin specializing in eliminating Finn's enemies (**DC 20**). Small, quiet, and unassuming, Cyril is an unlikely killer, something that gives him an edge over his marks.

### GYRÍLL BERRYHÍLL

XP 4800 Male halfling rogue 4/assassin 4 NE Small humanoid (halfling) Init +3; Senses Perception +14 DEFENSE

AC 14, touch 14, flat-footed 14 (+3 Dex, +1 size); trap sense +1, uncanny dodge

**hp** 47 (4d8+8 plus 4d8+8)

Fort +7 (+9 against poison), Ref +12 (+13 against traps), Will +4; +2 against fear

### Defensive Abilities evasion, shadowspawn

OFFENSE Speed 20 ft.

GR Z

- **Melee** +1 dagger +8/+3 (1d3+1/19–20)
- **Ranged** +1 hand crossbow +12/+7 (1d3/19–20) or
- +*1 dagger* +11/+6 (1d3+1/19–20)
- Special Attacks ambush +1, backstab +1d6, rogue talent (bleeding attack, surprise attack), sneak attack +2d6

### STATISTICS

- Str 10, Dex 17, Con 12, Int 12, Wis 13, Cha 16
- Base Atk +6; CMB +5; CMD 18

Feats Far Shot, Point Blank Shot, Quick Draw, Rapid Reload (hand crossbow), Weapon Focus (hand crossbow)^B

Skills Acrobatics +16 (+12 jump), Bluff +14, Climb +8, Diplomacy +14, Disable Device +18 Disguise +11, Intimidate +11, Perception +14 (+16 locate traps), Profession (accountant) +6, Sense Motive +9, Stealth +18

Languages Common, Halfling, Orc

SQ contract, poison use, trapfinding

**Combat Gear** 2 potions of invisibility, 2 elixirs of hiding; **Other Gear** +1 dagger, 3 daggers, +1 hand crossbow, 10 bolts, dust of tracelessness, hat of disguise, 1 dose of deathblade (Injury, DC 20, onset —, freq 1/rd. for 6 rds., effect 1d3 Con, cure 2 saves), courtier's outfit, mwk thieves' tools



# LIAM BLACKHAMMER

"The trouble with Liam is he's so concerned for the welfare of the common Freeporter, he refuses to see some folks just can't be helped."

### -Nathan Grymes

**GR 9** 

Liam Blackhammer is a member of the Captains' Council and is well regarded by the common folk of Freeport (**DC 10**). While a popular Councilor, the goodwill toward this people's champion does not extend to his peers (**DC 15**). Uncompromising, he is as stubborn as a mule. The rest of the Council members only tolerate him because of his many years as a public servant and his great popularity among the people (**DC 20**).

### LIAM BLACKHAMMER

### **XP** 6,400

Male human expert 6/fighter 4 NG Medium humanoid (human)

Init –1; Senses Perception +11

### DEFENSE

AC 16, touch 10, flat-footed 16 (+5 armor, +1 deflection, -1 Dex, +1 natural)

hp 72 (6d8+12 plus 4d10+8); Diehard

Fort +11, Ref +3, Will +9 (+10 against fear) Defensive Abilities bravery +1

### OFFENSE

### Spd 30 ft.

Melee type +14/+9 (1d8+7/19-20/x3)

### STATISTICS

- Str 18, Dex 8, Con 15, Int 13, Wis 15, Cha 15
- Base Atk +8; CMB +12 (+14 to sunder); CMD 22 (24 against sundering)
- Feats Diehard, Endurance^B, Great Fortitude, Improved Critical (warhammer)^B, Improved Sunder^B, Power Attack^B, Skill Focus (Craft-blacksmithing), Weapon Focus (warhammer), Weapon Specialization (warhammer)
- Skills Appraise +10, Climb +11, Craft (blacksmithing) +22, Diplomacy +13, Intimidate +13, Knowledge (history) +10, Knowledge (local) +12, Perception +11, Sense Motive +13, Swim +13

Languages Common, Dwarven

**SQ** armor training 1

**Combat Gear** 4 flasks of acid, *potion of cure moderate wounds, potion* of sanctuary; **Other Gear** +2 studded leather armor, +1 warhammer, ring of protection +1, amulet of natural armor +1, cloak of resistance +1, belt of giant strength +2, masterwork artisan's tools, artisan's outfit, 58 gp

# ANDREA BLAX

"We dodged an arrow with that one."

### -Marcus Roberts

One of many folks bidding to become the next Sea Lord after Drac's death, Andrea Blax claimed she was the Sea Lord's heir and to have "proof"—proof in the form of forged documents (**DC 15**). Before the authenticity of her bid could be determined, the Council repealed the Law of Succession, leaving Blax holding nothing but a crumbling dream (**DC 17**). 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 (**DC 20**).

# ANDREA BLAX

### **XP** 12,800

Female human corsair 8/sea dog 4

NE Medium humanoid (human)

Init +4; Senses Perception +13

### DEFENSE

- AC 26, touch 18, flat-footed 26 (+6 armor, +4 Dex, +4 dodge, +2 shield); Combat Expertise, Dodge, Mobility, Rope Monkey, Sea Legs, uncanny dodge
- **hp** 98 (8d10+16 plus 4d8+8 plus 8)

**IP** 1

Fort +10, Ref +13, Will +5; +4 against poison and disease

Defensive Abilities corsair's luck 2/day, superstitious

OFFENSE

- Speed 30 ft., Sea Legs, Spring Attack
- **Melee** +2 cutlass +19/+14/+9 (1d6+3/18-20)
- Ranged mwk light crossbow +17 (3d6/19-20/x3)
- Special Attacks close quarters +2, corsair's luck 2/day, dirty fighting +2d4, improvised weapon fighting

STATISTICS

- Str 13, Dex 18, Con 15, Int 14, Wis 12/14 (13), Cha 16
- Base Atk +12; CMB +13 (+15 disarm); CMD 31 (33 vs. disarm)
- **Feats** Athletic^B, Combat Expertise^B, Dodge, Improved Disarm, Improved Feint, Mobility, Rope Monkey^{HB}, Sea Legs^{HB}, Spring Attack, Weapon Finesse, Weapon Focus (cutlass)^B
- Skills Acrobatics +18, Appraise +17, Bluff +18, Climb +11, Diplomacy +13, Intimidate +13, Knowledge (geography) +12, Perception +13, Profession (sailor) +9, Sense Motive +8, Swim +8

Languages Aquan, Common,

**SQ** corsair's luck 2/day, favored ship (*The Queen's Ire*) +1,

**Combat Gear** potion of cure moderate wounds, potion of invisibility, 2 potions of shield of faith +2; **Other Gear** +2 chain shirt, +1 buckler, cloak of resistance +1, +2 cutlass, mwk light crossbow, 10 bolts, belt of mighty constitution +2, cloak of the manta ray, noble's outfit, signet ring

WHEN USING CLOAK OF THE MANTA RAY

AC 21, touch 18, flat-footed 21 (+4 Dex, +4 dodge, +3 natural) Spd swim 60 ft.

Melee +2 cutlass +19/+14/+9 (1d6+3/18-20) and tail spine +13 (1d6+1)

# POPPY BRAGG

"Poppy Bragg is not someone to cross. He's strong, smart, and he has all of the Longshoreman's 'Onion behind him."

-Zach, Street Thief

Poppy Bragg is the leader of the Longshoreman's Union (**DC 10**). 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 (**DC 15**). Now that the Union completely controls the labor on the Docks, Bragg has emerged as one Freeport's most important citizens.

### POPPY BRAGG

**GR 9** 

XP 6,400 Male human commoner 11 NG Medium humanoid (human) Init +1; Senses Perception +13

### DEFENSE

AC 15, touch 12, flat-footed 14 (+3 armor, +1 deflection, +1 Dex) hp 96 (11d6+33 plus 22) Fort +8, Ref +4, Will +4 OFFENSE

GR 11

# GR 7

### **Spd** 30 ft. **Melee** +2 *club* +11 (1d6+6)

### STATISTICS

Str 19, Dex 12, Con 17, Int 12, Wis 13, Cha 15

Base Atk +5; CMB +9; CMD 21

Feats Alertness^B, Cleave, Great Cleave, Great Fortitude, Leadership, Power Attack, Toughness

Skills Acrobatics +8, Climb +13, Intimidate +5, Perception +13, Profession (longshoreman) +11, Sense Motive +10, Swim +19

Languages Common, Orc

**Gear** +2 padded armor, +2 club, ring of protection +1, ring of swimming, belt of giant strength +2, ledger, pamphlets, peasant's outfit, purse containing 45 gp

# Bobbín Brandydale

# "It's okay. Don't worry 'bout 'im. He won't say a word."

-Patrick O'Malley, Rake and Haunt of the Last Resort

Bobbin Brandydale is the proprietor of the Last Resort, a well-known inn and tavern in the Merchant District (**DC 10**). He's known for his discretion and the commitment he shows to protecting his guests (**DC 15**), extending to all sorts of criminal and immoral acts (**DC 20**).

BOBBÍN BRANDYPALE

GR 13

# **XP** 25,600

Male halfling commoner 15 N Small humanoid (halfling) **Init** +2; **Senses** Perception +21

# DEFENSE

AC 14, touch 14, flat-footed 11 (+2 Dex, +1 dodge, +1 size); Dodge hp 67 (15d6+15)

Fort +7, Ref +8, Will +8; +2 against fear

# OFFENSE

**Spd** 20 ft.

**Melee** +2 keen dagger +9/+4 (1d3+1/17-20) **Ranged** dagger +10/+5 (1d3-1/19–20)

# STATISTICS

Str 9, Dex 14, Con 12, Int 14, Wis 14, Cha 15 Base Atk +7; CMB +8; CMD 18

- Feats Agile Maneuvers, Alertness, Dodge, Persuasive, Skill Focus (Diplomacy), Skill Focus (Knowledge—local), Skill Focus (Profession—innkeeper), Skill Focus (Sense Motive)
- **Skills** Acrobatics +6 (+2 jump), Climb +5, Diplomacy +27, Handle Animal +6, Intimidate +6, Knowledge (local) +22, Perception +21, Profession (innkeeper) +26, Ride +7, Sense Motive +22, Stealth +8, Swim +3

Languages Common, Dwarven, Elven, Halfling

**Gear** +*2 keen dagger*, 3 daggers, courtier's outfit, the Last Resort and all its contents

# Ríkard Burbage

"No, no, no! 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 (**DC 10**). 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 (**DC 15**).

# RIKARD BURBAGE

# **XP** 3,200

Male half-elf bard 8

CN Medium humanoid (elf) Init +2; Senses low-light vision; Perception +6

DEFENSE

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)

**hp** 55 (8d8+8 plus 8)

Fort +4, Ref +9, Will +7; +2 against enchantments, +4 against bardic performance, sonic, and language-dependent effects

Defensive Abilities well-versed; Immune magic sleep OFFENSE

# DFFENSE

**Spd** 30 ft., climb 20 ft. (10 minutes/day)

**Melee** mwk rapier +10/+5 (1d6+2/18–20)

**Special Attacks** bardic performance 23 rounds/day (countersong, distraction, fascinate [DC 18], inspire courage +2, inspire competence +3, *suggestion* [DC 18], dirge of doom)

Spells Known (CL 8th):

3rd (3/day)—confusion (DC 17), good hope, major image (DC 17) 2nd (5/day)—detect thoughts (DC 16), enthrall (DC 16), pyrotechnics

- (DC 16), suggestion (DC 16) 1st (5/day)—animate rope, charm person (DC 15), hypnotism (DC 15), silent image (DC 15), ventriloquism (DC 15)
- 0 (at will)—dancing lights, daze (DC 14), detect magic, ghost sound (DC 14), mage hand, prestidigitation

# STATISTICS

Str 14, Dex 15, Con 12, Int 11, Wis 10, Cha 19

Base Atk +6; CMB +8; CMD 21

- Feats Catch Off-Guard, Combat Casting, Persuasive, Skill Focus (Perform—act)^B, Weapon Focus (rapier)
- Skills Acrobatics +11, Bluff +13, Climb +9 (+17 using slippers), Diplomacy +15, Disguise +15, Intimidate +15, Perception +6, Perform (act) +16, Perform (oratory) +8, Stealth +11; Racial Modifiers +2 Perception



GHAPTER SEVEN: DENIZENS OF FREEPORT

Languages Common, Elven

SQ bardic knowledge +4, elf blood, lore master 1/day, versatile performance (Perform-act, Perform-oratory)

Gear +1 studded leather armor, masterwork rapier, ring of protection +1, cloak of resistance +1, slippers of spider climbing, courtier's outfit, disguise kit

# G.Q. GALAME

"The truth is important, I won't deny it. All I'm saying is if we get a few details wrong, we can always fix 'em later."

### -C.Q. Calame

The Shipping News is Freeport's dominant newspaper (DC 5). 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 (DC 10).

G. Q. GALAME	GR 4
<b>XP</b> 1,200	
Male human expert 6	
NG Medium humanoid (human)	
Init +1; Senses Perception +12	
DEFENSE	
AC 12, touch 11, flat-footed 11 (+1 Dex, +1 natural) hp 27 (6d8)	
Fort +2, Ref +3, Will +8	
OFFENSE	
<b>Spd</b> 30 ft.	
<b>Melee</b> +1 short sword +5 (1d6+1/19-20)	
STATISTICS	
Str 11, Dex 12, Con 10, Int 18, Wis 16, Cha 18	
Base Atk +4; CMB +4; CMD 15	
Feats Fortified Mind, Razor Tongue, Scoundrel's Luck,	, Skill Focus
(Intimidate)	
Skills Acrobatics +7, Appraise +13, Bluff +13, Craft (	writer) +13
Diplomacy +13, Disguise +13, Intimidate +16, Knowl	ledge (local)
+13, Perception +12, Perform (oratory) +13, Profession	n (publisher)
+12, Sense Motive +11, Survival +4	
Languages Common, Dwarven, Elven, Gnome, Halflin	
Combat Gear potion of invisibility; Other Gear +1 short se	
of natural armor +1, spyglass, notebook, charcoal penc	il, cigar, The
Shipping News and all its contents	

# "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 dive in Bloodsalt (DC 10). Originally, he ran the place in Scurvytown, but racial tensions and violence drove him out along with most other orcs to make homes in the new ghetto. Cragwipe doesn't care at all, since business is the same as it ever was (DC 12).

### GRAGWIPE GR 5

XP 1,600

Male orc fighter 6 (Pathfinder RPG Bestiary 222)

CN Medium humanoid (orc)

Init +6; Senses darkvision 60 ft., low-light vision; Perception -1 DEFENSE

AC 18, touch 14, flat-footed 15 (+4 armor, +1 deflection, +2 Dex, +1 dodge); Dodge

hp 55 (6d10+12 plus 6)

**Fort** +7, **Ref** +4, **Will** +1 (+3 against fear)

Defensive Abilities bravery +2, ferocity

Weaknesses light sensitivity

**OFFENSE** 

Spd 30 ft.

- Melee +1 heavy mace +12/+7) or
  - unarmed strike +9/+4 (1d3+3)

Ranged heavy crossbow +8 (1d10/19–20)

### STATISTICS

- Str 17, Dex 14, Con 14, Int 11, Wis 9, Cha 10
- Base Atk +6; CMB +9 (+10 hammers, +11 grapple); CMD 23 (24 vs. disarm and sunder with hammers, 25 vs. grapple)
- Feats Dodge^B, Improved Grapple, Improved Initiative, Improved Unarmed Strike^B, Power Attack^B, Weapon Focus (heavy mace), Weapon Specialization (heavy mace)^B
- Skills Acrobatics +6, Climb +9, Intimidate +6, Swim +9

Languages Common, Orc

SQ armor training 1, weapon training 1 (hammers)

Combat Gear 2 potions of cure light wounds; Other Gear +1 studded leather, +1 heavy mace, heavy crossbow with 10 bolts, ring of *protection* +1, 13 gp

# COUNTESS D'AMBERDILLE

"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, so 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 (DC 20). In fact, no one knows anything about her, except that she runs the Salon du Masque, an upscale club in the Merchant District (DC 10). Extremely exclusive, the entry fee, 100 lords, is enough to keep out all but the wealthiest of Freeport's citizens (DC 15).

### **GOUNTESS** D'AMBERDILLE GR 19

XP 204,800

- Female human assassin 20
- CN Medium humanoid (human)
- Init +7; Senses blindsense 10 ft.; Perception +25

DEFENSE

AC 24, touch 18, flat-footed 24 (+6 armor, +2 deflection, +5 Dex, +1 dodge); Combat Expertise, Dodge, Mobility, uncanny dodge, improved uncanny dodge

hp 113 (20d8+20)

Fort +13 (+20 against poison), Ref +17, Will +10

Defensive Abilities ruthless, shadowspawn

### **OFFENSE**

Speed 30 ft., Spring Attack, stalker Melee +3 wounding punching dagger +24/+24/+19/+14 (1d4+4/x3 plus 1 con) or

unarmed strike +20/+15/+10 (1d3+1)

Ranged +1 shock light crossbow +21/+16/+11 (1d8+1/19-20 plus 1d6 electricity)

Special Attacks ambush, backstab +7d6, crippling strike, death attack (DC 22), improved ambush, uncanny sniper, ruthless, tools of the trade (preternatural instincts)

### STATISTICS

Str 12, Dex 20, Con 12, Int 14, Wis 14, Cha 24

Base Atk +15; CMB +20; CMD 34

- Feats Agile Maneuvers, Combat Expertise, Deflect Arrows, Dodge^B, Improved Unarmed Strike, Iron Will, Mobility, Rapid Reload (light crossbow), Spring Attack, Stunning Fist, Weapon Finesse, Weapon Focus (punching dagger)^B
- **Skills** Acrobatics +28 (+33 to jump), Bluff +30, Craft (poison) +15, Diplomacy +30 (+37 find work), Disguise +37, Intimidate +25, Knowledge (local) +20, Perception +25, Sense Motive +20, Sleight of Hand +23, Stealth +28, Swim +14

Languages Common, Dwarven, Elven

- **SQ** contract, greater poison use, hide in plain sight, poison use, poison use mastery, shadow strike, tools of the trade (deep cover, skill savant—disguise, talented poisoner, weapon focus)
- **Combat Gear** potion of cure moderate wounds; **Other Gear** ring of protection +2, bracers of armor +6, +3 wounding punching dagger of speed, +1 shock light crossbow, 20 bolts, ring of jumping, belt of incredible dexterity +4, mask of alluring charisma +4, disguise kit, 2 doses of deathblade (Injury, DC 20, initial damage 1d6 Con/secondary damage 2d6 Con), the Salon du Masque and all its contents

# GELESTE D'ARRAN

"Geleste 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 that all 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 (DC 15) and is the heir apparent for Marcus Roberts (DC 20). 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 (DC 25).

# GELESTE D'ARRAN GR 13 XP 25,600

Female human noble 1/bard 7/assassin 6 N Medium humanoid (human)

# Init +8; Senses Perception +9

# DEFENSE

AC 16, touch 15, flat-footed 16 (+1 deflection, +4 Dex, +1 natural); uncanny dodge

**hp** 94 (1d8+2 plus 7d8+14 plus 6d8+12)

- Fort +9 (+11 against poison), **Ref** +16, **Will** +10; +4 against bardic performance, sonic, and language-dependent effects
- **Defensive Abilities** shadowspawn, well-versed; **Immune** *detect magic*

### OFFENSE

Spd 30 ft.

Melee mwk short sword +11/+6 (1d6+1/19–20)

**Ranged** mwk composite longbow +16/+11 (1d8+1/x3) or mwk composite longbow with Rapid Shot +14/+14/+9 (1d8+1/x3)

**Special Attacks** ambush +4, backstab +2d6, bardic performance 21 rounds/day (countersong, distraction, fascinate [DC 18], inspire courage +2, inspire competence +3, *suggestion* [DC 18]), death attack (DC 17), inspire 1/day (+19, complacency)

# Spell-Like Abilities (CL 10th):

- 3/day—disguise self
- Spells Known (CL 7th):
  - 3rd (2/day)—displacement, illusory script (DC 18)
  - 2nd (4/day)—blur, bull's strength, cat's grace, tongues
  - 1st (6/day)—alarm, detect secret doors, expeditious retreat, feather fall, silent image (DC 16)
  - 0 (at will)—dancing lights, detect magic, ghost sound (DC 15), mage hand, message, prestidigitation



### STATISTICS

Str 12, Dex 18, Con 14, Int 18, Wis 12, Cha 20 Base Atk +9; CMB +10; CMD 25

- **Feats** Deadly Aim, Improved Initiative^B, Leadership^B, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Stealthy, Weapon Focus (composite longbow)
- Skills Acrobatics +17, Bluff +25, Climb +14, Diplomacy +25 (+26 find work), Disable Device +17, Disguise +25, Escape Artist +21, Intimidate +26, Knowledge (nobility) +16, Linguistics +19, Perception +9, Perform (act) +19, Perform (sing) +19, Sense Motive +14, Stealth +26
- Languages Aquan, Assassin's Cant, Azharan, Common, Draconic, Dwarven, Elven, Giant, Goblin, Gnome, Halfling, Infernal, Mercenary Tongue, Naval Code, Orc, Semaphore, Undercommon
- **SQ** bardic knowledge +3, contract, lore master 1/day, material aid, poison use, tools of the trade (deep cover), versatile performance (Perform—sing, Perform—act)
- **Combat Gear** potion of blur, 3 potions of cure light wounds, **Other Gear** masterwork short sword, masterwork composite longbow (Strength +1) with 50 arrows, ring of protection +1, amulet of natural armor +1, lesser bracers of archery, circlet of persuasion, headband of alluring charisma +4, glove of storing, mundane robe, courtier's outfit, spell component pouch, lead-based ink for illusory script (worth 50 gp), pouch containing 40 gp

# DÍMETRÍOS

# "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 who jumps from bar to bar in the Docks (**DC 10**). While the authorities are aware of his illicit activities, he's considered too small a fish for their attention (**DC 15**). How wrong they are (**DC 20**).

# DÍMETRÍOS

XP 3,200 Male human fighter 2/rogue 4/expert 2 CN Medium humanoid (human) Init +1; Senses Perception +7

DEFENSE

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex); Combat Expertise, trap sense +1, uncanny dodge

hp 58 (2d10+4 plus 4d8+8 plus 2d8+4 plus 4); Diehard Fort +6, Ref +5 (+6 against traps), Will +4 (+5 against fear)

Defensive Abilities bravery +1, evasion

**OFFENSE** 

Spd 30 ft., fast stealth, ledge walker **Melee** +1 *battleaxe* +12/+7 (1d8+6/x3) or unarmed strike +11/+6 (1d3+5)

Special Attacks sneak attack +2d6

STATISTICS

Str 20, Dex 12, Con 14, Int 13, Wis 10, Cha 12 Base Atk +6; CMB +11; CMD 22

Feats Cleave, Combat Expertise, Diehard, Endurance, Improved Feint, Improved Unarmed Strike, Power Attack

Skills Acrobatics +12, Appraise +5, Climb +9, Craft (carpentry) +6, Diplomacy +12, Disguise +5, Intimidate +11, Knowledge (geography) +8, Knowledge (local)+8, Perception +7 (+2 locate traps), Profession (sailor) +7, Sense Motive +9, Stealth +17, Swim +10

Languages Azharan, Common

SQ trapfinding, rogue talents (fast stealth, ledge walker)

Combat Gear elixir of fire breath, potion of bull's strength, 2 potions of cure light wounds, potion of eagle's splendor; Other Gear +1 shadow studded leather armor, +1 battleaxe, 2 feather tokens (fan), pouch containing 65 gp

### ARIUS DORDIN

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 (DC 10). Before the rube is any wiser, he snatches their purse and darts off saying, "I found her!" (DC 15)

Paríus Porvín GR 4
<b>XP</b> 1,200
Male halfling rogue 5
CN Small humanoid (halfling)
Init +3; Senses Perception +7
DEFENSE
AC 17, touch 14, flat-footed 17 (+2 armor, +3 Dex, +1 dodge, +1 size); Dodge, trap sense +1, uncanny dodge
<b>hp</b> 26 (5d8)
Fort +3, Ref +9 (+10 against traps), Will +4; +2 against fear
Defensive Abilities evasion
OFFENSE
Spd 20 ft., fast stealth
<b>Melee</b> +1 dagger +8 (1d3–1)
Special Attacks sneak attack +3d6
STATISTICS
Str 7, Dex 16, Con 10, Int 13, Wis 12, Cha 16
Base Atk +3; CMB +0; CMD 14
<b>Feats</b> Dodge, Skill Focus (Disguise), Skill Focus (Sleight of Hand), Weapon Finesse ^B

Skills Acrobatics +13 (+9 jump), Appraise +8, Bluff +11, Diplomacy +11, Disable Device +13, Disguise +14, Intimidate +8, Knowledge (local) +9, Perception +7 (+9 locate traps), Sense Motive +9, Sleight of Hand +14, Stealth +15; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Elven, Halfling

SQ rogue talents (fast stealth, finesse rogue), trapfinding Gear +1 padded armor, +1 dagger, cloak of resistance +1

# JUNBAR

GR 7

# "Dunbar and the Hellfire Social (lub 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 (DC 15). 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 (DC 20). Dunbar makes sure the Eastern District stays in line and uses violence and threats to make sure people listen (DC 10).

Punbar	GR 8
<b>XP</b> 4,800	
Male human fighter 9	
N Medium humanoid (human)	
Init +3; Senses Perception +4	
DEFENSE	

AC 23, touch 15, flat-footed 19 (+6 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural, +1 shield); Combat Expertise, Dodge, Mobility, Two-Weapon Defense

**hp** 67 (9d10+9 plus 9)

Fort +8, Ref +7, Will +6; +2 against fear

Defensive Abilities bravery +2

OFFENSE

Spd 30 ft., Spring attack, Step Up

Melee +1 rapier +18/+13 (1d6+9/18-20) or +1 rapier +16/+11 (1d6+9/18-20) and

+1 dagger +14 (1d4+5/19-20)

Ranged +1 dagger +13 (1d4+5/19-20)

### STATISTICS

- Str 18, Dex 16, Con 12, Int 13, Wis 10, Cha 16
- **Base Atk** +9; **CMB** +13 (+14 with crossbows, +15 with light blades); CMD 28 (29 vs. disarm and sunder with crossbows, 30 vs. disarm and sunder with light blades)
- Feats Combat Expertise, Dodge, Greater Weapon Focus (rapier), Iron Will, Mobility, Spring Attack, Step Up, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (rapier), Weapon Specialization (rapier)
- Skills Acrobatics +11, Climb +10, Intimidate +15, Knowledge (local) +7, Perception +4, Ride +12

Languages Common, Halfling

- SQ armor training 2, weapon training 2 (light blades), weapon training 1 (crossbows)
- Combat Gear 2 potions of cure light wounds; Other Gear +1 mithral shirt, +1 rapier, +1 dagger, ring of protection +1, amulet of natural armor +1, cloak of resistance +1, courtier's outfit, Hellhound membership ring

# EGIL. HIGH PRIEST OF THE KNOWLEDGE GOD

"He has many enemies, Egil does, and it's a shame. Everything he has done has been out of loyalty-to 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 a celebrity. 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 (**DC 10**). Egil is considered too young, too inexperienced, and above all too ambitious for the position (**DC 15**). His rivals work to discredit him and remove him from power (**DC 20**).

**GR 11** 

### ĒĢÍL

XP 12,800 Male human cleric 12 NG Medium humanoid (human) Init +1; Senses Perception +5

# Aura good

DEFENSE

AC 19, touch 13, flat-footed 18 (+6 armor, +2 deflection, +1 Dex) hp 69 (12d8+12)

Fort +9, Ref +5, Will +13

### OFFENSE

Spd 30 ft.

**Melee** type +10/+5 (1d8)

Special Attacks channel positive energy 5/day (DC 18, 6d6)

Domain Spell-like Abilities (12th)

8/day—touch of good

- At will—*clairvoyance/clairaudience* (12 rounds/day), *lore keeper* (melee touch +9)
- Spells Prepared (CL 12th):
  - 6th—blade barrier^D (DC 21), forbiddance (DC 21), word of recall
    5th—break enchantment, dispel evil^D (DC 20), enlarged holy smite, maximized sound burst (DC 17), true seeing
  - 4th—discern lies (DC 20), divination^D, enlarged dispel magic, restoration, tongues
  - 3rd—dispel magic, helping hand, magic circle against evil^D, prayer, remove disease, speak with dead (DC 18)
  - 2nd—align weapon^D (good only), augury, calm emotions (DC 17), eagle's splendor, enthrall (DC 17), zone of truth (DC 17)
  - 1st—bless, divine favor, endure elements, protection from evil^D, sanctuary (DC 16), serenity, shield of faith
  - 0-detect magic, guidance, light, read magic
  - **D** domain spell; **Deity** God of Knowledge; **Domains** Good, Knowledge

### STATISTICS

Str 11, Dex 12, Con 13, Int 15, Wis 20, Cha 14

Base Atk +9; CMB +9; CMD 22

- Feats Channel Smite, Domain Specialization (Knowledge), Enlarge Spell, Maximize Spell, Persuasive^B, Spell Focus (divination), Uncanny Instincts
- Skills Diplomacy +19, Heal +15, Intimidate +4, Knowledge (arcana) +17, Knowledge (history) +17, Knowledge (religion) +17, Linguistics +11, Sense Motive +10, Spellcraft +16
- Languages Celestial, Common, Draconic, Dwarven, Elven, Gnome, Halfling, Orc, Valossan
- Gear +2 mithral shirt, adamantine heavy mace, ring of protection +2, 2 scrolls of comprehend languages, scroll of raise dead, headband of inspired wisdom +2, cleric's vestments, silver holy symbol, holy water and incense (worth 4,500 gp for forbiddance), ointment (250 gp, for true seeing), incense and prayer sheet (25 gp for divination), diamond dust (100 gp for restoration), incense and marked sticks (50 gp for augury), pouch containing 13 gp

# FALTHAR

"After the barbarians attacked, Falthar was never the same."

-Janis Hawthorne



Falthar ran a small shop called Falthar's Curios (**DC 10**). 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 (**DC 15**). Romantics suggest he's searching for Nell (**DC 20**), while others whisper he's chasing something dangerous to get revenge on the monsters that shattered his life (**DC 25**).

# FALTHAR

**XP** 38,400

Male aasimar diviner 7/loremaster 8

NG Medium outsider (native)

Init +8; Senses darkvision 60 ft.; Perception +15

DEFENSE

AC 16, touch 14, flat-footed 14 (+2 deflection, +1 Dex, +1 dodge, +2 natural)

**hp** 101 (7d6+14 plus 8d6+16 plus 15)

Fort +9, Ref +8, Will +12

Defensive Abilities forewarned; Resist acid 5, cold 5, electricity 5

- OFFENSE
- Speed 30 ft.
- **Melee** +1 dagger +7/+2 (1d4/19–20)

Spell-Like Abilities (CL 15th)

1/day—*daylight* 8/day—*diviner's fortune* 

- Wizard Spells Prepared (CL 15th)
- 8th—moment of prescience, power word stun
- 7th—greater scrying (DC 24), limited wish, power word blind
- 6th—analyze dweomer, disintegrate (DC 21), freezing sphere (DC 21), transformation
- 5th—cone of cold (DC 20), contact other plane, dominate person (DC 20), hold monster (DC 20), sending, teleport
- 4th—dimension door, lesser globe of invulnerability, locate creature, mnemonic enhancer, scrying (DC 21), summon monster IV

**GR 14** 

- 3rd—clairaudience/clairvoyance, dispel magic, explosive runes (DC 19), hold person (DC 19), secret page, tongues
- 2nd—arcane lock, detect thoughts (DC 19), glitterdust (DC 17), locate object, see invisibility, web (DC 17)
- 1st—burning hands (DC 16), expeditious retreat, feather fall, hold portal, mage armor, magic missile, true strike
- 0 (at will)—arcane mark, detect magic, detect poison, prestidigitation, read magic

### Opposition Schools: illusion, necromancy STATISTICS

### Str 8, Dex 12, Con 14, Int 21, Wis 16, Cha 12 Base Atk +7; CMB +6; CMD 20

- Feats Brew Potion, Extend Spell^B, Greater Spell Focus (divination), Greater Spell Penetration, Improved Initiative, Maximize Spell, Scribe Scroll^B, Skill Focus (Knowledge—arcana), Spell Focus (divination), Spell Penetration, Toughness^B
- Skills Appraise +15, Craft (alchemy) +23, Diplomacy +13, Knowledge (arcana) +30, Knowledge (dungeoneering) +19, Knowledge (engineering) +7, Knowledge (forbidden lore) +7, Knowledge (geography) +19, Knowledge (history) +19, Knowledge (local) +19, Knowledge (nature) +19, Knowledge (nobility) +27, Knowledge (planes) +19, Knowledge (religion) +7, Linguistics +15, Perception +15, Spellcraft +23, Use Magic Device +14
- Languages Aklo, Common, Celestial, Draconic, Dwarven, Elven, Giant, Goblin, Gnome, Halfling, Ignan, Infernal, Orc, Sylvan, Terran, Undercommon,
- **SQ** arcane bond (+1 *dagger of spell storing*), lore, secret (secret health, dodge trick, lore of true stamina, secret knowledge of avoidance), greater lore
- **Combat Gear** broch of shielding (80 points), potion of bull's strength, potion of cure moderate wounds, scroll of bear's endurance, wand of dispel magic (40 charges); **Other Gear** ring of protection +2, amulet of natural armor +2, +1 dagger of spell storing (hold person), ring of mind shielding, candle of truth, goggles of minute seeing, marvelous pigments, spell component pouch, finely wrought mirror for scrying (1000 gp), tiny ruby lens set in golden loop for analyze dweomer (1500 gp), headband of vast intelligence +2 (Knowledge—nobility), belt of incredible dexterity +2.

**Spellbook** all prepared plus 0—all except illusion and necromancy; 1st—alarm, comprehend languages, identify, sleep; 6th—legend lore, true seeing; 7th—ethereal jaunt, vision

# JOZAN FEG

Jozan Feg is a prosperous merchant in the Old City (**DC 10**). He's one of Eudokia's first converts and her cohort (**DC 15**). It is at his house that the cult congregates for instruction and worship (**DC 20**).

Jozan Feg	GR 9
<b>XP</b> 6,400	
Male human expert 3/sorcerer 2/gold dragon disciple 5	
N Medium humanoid (human)	
Init +1; Senses blindsense 30 ft.; Perception +9	
DEFENSE	
AC 18, touch 12, flat-footed 16 (+2 armor, +1 Dex, +1 natural); Dodge, Mobility	dodge, +4
<b>hp</b> 66 (3d8 plus 2d6 plus 5d12 plus 10)	
Fort +6, Ref +4, Will +8	
Resist 5 fire	
OFFENSE	
<b>Spd</b> 30 ft.	
<b>Melee</b> adamantine dagger +9/+4 (1d4+2/19–20) or bite +8 (1d6+3) and 2 claws +8 (1d4+2)	
Special Attacks bloodline arcana (+1 hp/die on fire spells),	bloodline

power (claws and dragon bite) 7 rounds/day, bloodline power (breath weapon 1/day—30-foot cone, DC 19, 7d6 fire)

Spells Known (CL 5th):

- 2nd (5/day)—bull's strength, daze monster (DC 16)
- 1st (7/day)—charm person (DC 15), hold portal, silent image (DC 15), sleep (DC 15)
- 0 (at will)—acid splash (ranged touch +7), daze (DC 14), detect magic, flare (DC 14), message, read magic, resistance Bloodline draconic (gold)

STATISTICS

Str 14, Dex 12, Con 10, Int 11, Wis 8, Cha 18

Base Atk +6; CMB +8; CMD 20

**Feats** Ability Focus (breath weapon), Alertness^B, Combat Casting, Dodge, Eschew Materials^B, Great Fortitude^B, Mobility, Persuasive, Toughness^B

Skills Bluff +13, Diplomacy +14, Escape Artist +8, Intimidate +8, Knowledge (arcana) +9, Linguistics +4, Perception +9, Profession (merchant) +7, Sense Motive +7, Spellcraft +10

Languages Common, Draconic

SQ bloodline power (dragon resistances)

**Combat Gear** dust of illusion, potion of greater magic fang +3; **Other Gear** adamantine dagger, amulet of natural armor +1, bracers of armor +2, headband of alluring charisma +2

# 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 (**DC 10**). This is a front for an extensive and powerful criminal organization called the Syndicate (**DC 15**). Aside from Mister Wednesday, Finn might well be the most dominant kingpin in the city (**DC 20**).

### FINN GR 19 XP 204,800 Male halfling rogue 10/crime boss 10 N Small humanoid (halfling) Init +5; Senses Perception +16 DEFENSE AC 30, touch 22, flat-footed 30 (+5 armor, +5 deflection, +5 Dex, +1 dodge, +3 natural, +1 size); Combat Expertise, Dodge, Mobility, improved uncanny dodge, trap sense +3, uncanny dodge **hp** 143 (10d8+20 plus 10d8+20 plus 10); resiliency Fort +10, Ref +19 (+22 against traps), Will +10; +2 against fear Defensive Abilities above the law, evasion, freedom of movement, rogue talent (slippery mind) **OFFENSE** Spd 20 ft., Spring Attack, ledge walker

- Melee +5 returning shock dagger +25/+20/+15 (1d4+5/17-20 plus 1d6 electricity)
- Ranged +5 returning shock dagger +25 (1d4+5/17-20 plus 1d6 electricity)

Special Attacks rogue talent (surprise attack), sneak attack +8d6 STATISTICS

Str 10, Dex 20, Con 15, Int 13, Wis 10, Cha 16

Base Atk +14; CMB +13; CMD 34

- Feats Combat Expertise, Deceitful, Dodge, Improved Critical (dagger), Leadership, Lightning Stance, Mobility, Spring Attack, Weapon Finesse, Wind Stance
- Skills Acrobatics +26 (+22 jump), Appraise +14, Bluff +21 (+26 in Freeport), Climb, Diplomacy +17 (+24 in Freeport), Disable



Device +24, Disguise +21, Escape Artist +19, Intimidate +17 (+24 in Freeport), Knowledge (local) +15, Linguistics +5, Perception +16 (+21 locate traps), Sense Motive +14, Stealth +23, Use Magic Device +17; **Racial Modifiers** +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling, Orc, Thieves' Cant

- **SQ** advisor, huge organization, interests 3, notorious +5, pressure, reputation +2, rogue talent (ledge walker, quick disable, resiliency), trapfinding
- **Combat Gear** boots of speed, potion of blur, potion of cure moderate wounds, ring of freedom of movement; **Other Gear** +1 mithral shirt, +5 returning shock dagger, ring of protection +5, amulet of natural armor +3, cloak of resistance +1

# Masson Francisco

"My husband believes everything that comes out of Masson's mouth. While I do share his vision of the future, Im not so sure Masson believes what he says. This worries me a great deal."

### -Petra Wallace

Masson Francisco is the speaker of Libertyville (**DC 10**). 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 (**DC 15**). Those who have heard his stirring speeches see him as a visionary and see the future in his words (**DC 20**).

### Masson Francisco

GR 7

XP 3,200 Male human corsair 8 CN Medium humanoid (human) Init +3; Senses Perception +7 DEFENSE

AC 24, touch 17, flat-footed 24 (+4 armor, +3 Dex, +4 dodge, +1 natural, +2 shield); Combat Expertise, Dodge, Mobility, Rope Monkey, Sea Legs, uncanny dodge

**hp** 72 (8d10+16 plus 8)

### Fort +8, Ref +9, Will +2 Defensive Abilities

OFFENSE

- Speed 30 ft., Sea Legs, Spring Attack
- Melee mwk cutlass +12/+7 (1d6+1/18-20)

Ranged mwk Privateer FP +12 (3d6/x3)

Special Attacks corsair's luck 2/day, dirty fighting +2d4, improvised weapon fighting

### STATISTICS

Str 13, Dex 16, Con 14, Int 13, Wis 10, Cha 16

- Base Atk +8; CMB +11 (+13 disarm); CMD 26 (28 vs. disarm)
- Feats Agile Maneuvers^B, Combat Expertise^B, Dodge^B, Improved Disarm, Mobility, Rope Monkey^{†B}, Sea Legs^{†B}, Spring Attack, Weapon Finesse
- Skills Acrobatics +14, Bluff +14, Climb +8, Diplomacy +9, Escape Artist +11, Intimidate +11, Knowledge (geography) +8, Perception +7, Profession (sailor) +6, Swim +8

Languages Aquan, Common

**Other Gear** +1 studded leather armor, +1 buckler, amulet of natural armor +1, headband of alluring charisma +2, mwk cutlass, mwk Privateer FP with powder and shot for 10 firings

# SHANTAR FROESE

"You can't tell by looking at him, but his skill with a sword, both in a fight and behind closed doors, is quite impressive."

# -Morgan Baumann

Shantar Froese is the first mate on the *Kraken's Claw* (DC 10) and friend, constant companion, and lover of the ship's captain (DC 15). He's been with Baumann from the start, having been one of her first recruits (DC 20). He has no aims at taking her place, which might explain Baumann's willingness to take him to bed (DC 25).

# Shantar Froese

**XP** 6,400 Male elf fighter 5/rogue 5

LE Medium humanoid (elf)

Init +3; Senses low-light vision; Perception +5

DEFENSE

AC 19, touch 14, flat-footed 19 (+5 armor, +3 Dex, +1 dodge); Dodge, trap sense +1, uncanny dodge

**hp** 79 (5d10+10 plus 5d8+10 plus 5)

- **Fort** +7, **Ref** +8 (+9 against traps), **Will** +2 (+3 against fear); +2 against enchantment
- **Defensive Abilities** bravery +1, evasion; **Immune** magic sleep **OFFENSE**

# Spd 30 ft., ledge walker

Melee +1 longsword +12/+7 (1d8+4/19–20)

**Ranged** +1 composite longbow +14/+9 (1d8+5/x3) or

+1 composite longbow +12/+12/+7 (1d8+5/x3) with Rapid Shot Special Attacks sneak attack +3d6

### STATISTICS

### Str 17, Dex 16, Con 14, Int 14, Wis 10, Cha 12

- Base Atk +8; CMB +11 (+12 with bows); CMD 25 (26 vs. disarm and sunder from bows)
- Feats Blind-Fight^B, Dodge, Far Shot, Point Blank Shot^B, Power Attack^B, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)
- Skills Acrobatics +16, Climb +16, Disable Device +5, Escape Artist +13, Intimidate +14, Perception +5 (+7 locate traps), Spellcraft +3 (+5 identify magic items), Stealth +16, Swim +15, Use Magic Device +14; Racial Modifiers +2 Perception, +2 Spellcraft (identify magic items)

Languages Common, Draconic, Elven, Naval Code

**SQ** armor training 1, rogue talent (ledge walker, stand up), trapfinding, weapon training 1 (bows)

Combat Gear potion of cure moderate wounds, wand of web (27 charges);



**Other Gear** +2 studded leather, +1 longsword, +1 composite longbow (Strength +3) with 20 arrows, belt of mighty constitution +2

# 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 (**DC 10**). While the place isn't much to look at, the brew is quite fine (**DC 15**). Because of the quality, he's attracted a stable of regular customers. He's noted for the dented helm on his head, the tale behind which changes with each telling (**DC 20**).

# Garek

GR 11

**XP** 12,800 Male dwarf fighter 4/expert 8

NG Medium humanoid (dwarf)

Init +0; Senses darkvision 60 ft.; Perception +18

### DEFENSE

AC 23, touch 10, flat-footed 23 (+10 armor, +3 shield); Combat Expertise, Superior Expertise, +4 dodge against giant subtype

**hp** 118 (4d10+20 plus 8d8+40)

IP 3

- **Fort** +11 (+13 against poison), **Ref** +3, **Will** +6 (+7 against fear); +2 against spells and spell-like effects
- Defensive Abilities bravery +1, stability

# OFFENSE

**Spd** 20 ft.

- **Melee** mwk warhammer +13/+8 (1d8+2/x3)
- Special Attacks +1 on attacks against orc and goblinoid and orc subtypes

# STATISTICS

- Str 14, Dex 10, Con 20, Int 13, Wis 9/15 (12), Cha 13
- Base Atk +10; CMB +12 (+14 bull rush); CMD 22 (26 vs. trip, 28 vs. bull rush)
- Feats Alertness, Combat Expertise, Improved Bull Rush, Power Attack, Skill Focus (Craft—brewing), Superior Expertise, Weapon Specialization (warhammer)
- Skills Appraise +5 (+7 metals and gems), Bluff +12, Craft (brewing) +16, Craft (metalworking) +8, Craft (stoneworking) +8, Craft (woodworking) +8, Diplomacy +9, Disguise +7, Intimidate +7, Knowledge (engineering) +12, Perception +18 (+20 stonework), Perform (oratory) +9, Sense Motive +8; Racial Modifiers +2 Appraise (metals and gems), +2 Perception (stonework)

Languages Common, Dwarven, Giant

SQ armor training 1, stonecunning

**Gear** +1 glamered full plate, +1 heavy steel shield, masterwork warhammer, stone of good luck, pouch containing 168 gp, the Dented Helm and all its contents

# Gítch

# "Gitch great! Gitch good! Gitch master wizard! All bow to Gitch!"

# -Gunk, Goblin

Formerly serving as the city's "fire marshal" (**DC 10**), Gitch lost his wagon and job during the Great Green Fire (**DC 15**). He retreated to Bloodsalt, where he lives in a rundown tower dubbed, by the locals, the Tower of High Sorcery (**DC 20**). Whether he wants to be or not, he's the spokesperson for Freeport's goblin population (**DC 15**).

GÍTCH

GR 9

XP 1,600

Male goblin wizard 6

CN Small humanoid (goblinoid)

- Init +6; Senses darkvision 60 ft.; Perception –1 (+1 with familiar) DEFENSE
- AC 15, touch 14, flat-footed 13 (+1 armor, +1 deflection, +2 Dex, +1 size)
- **hp** 35 (6d6+12)
- **Fort** +7 **Ref** +5, **Will** +5

# OFFENSE

Speed 30 ft.

**Melee** club +3 (1d3–1)

**Special Attacks** hand of the apprentice 6/day (ranged +6)

- Wizard Spells Prepared (CL 6th)
  - 3rd-dispel magic, fireball (DC 18), summon monster III
  - 2nd—flaming sphere (DC 17), invisibility, protection from arrows, resist energy
  - 1st—burning hands (DC 16), expeditious retreat, magic missile, shield
  - 0-daze (DC 13), flare (DC 15), mage hand, mending
- STATISTICS
- Str 8, Dex 14, Con 14, Int 16, Wis 8, Cha 11

Base Atk +3; CMB +1; CMD 14

- **Feats** Brew Potion^B, Greater Spell Focus (evocation), Improved Initiative, Scribe Scroll^B, Spell Focus (evocation)
- Skills Bluff +2, Intimidate +2, Knowledge (arcana) +12, Knowledge (dungeoneering) +10, Knowledge (forbidden lore) +8, Knowledge (geography) +8, Knowledge (local) +8, Knowledge (planes) +12, Ride +6, Perception -1 (+1 with familiar), Spellcraft +12, Stealth +14; Racial Modifiers +4 Ride, +4 Stealth
- Languages Common, Draconic, Elven, Goblin, Orc

SQ arcane bond (familiar), arcane school—universalist

- **Combat Gear** gray bag of tricks, scroll of fireball, wand of magic missile (18 charges); **Other Gear** ring of protection +1, cloak of resistance +1, bracers of armor +1, club, spell component pouch, pouch containing 5 gp
- **Spellbook** all prepared plus 0—all; 1st—*alarm, endure elements, mage armor*; 2nd—*obscure object, trap*; 3rd—*blink*

Smoke	GR -
XP —	
Male rat familiar ( <i>Pathfinder Bestiary</i> 132)	
N Tiny magical beast (augmented animal)	
Init +2; Senses low-light vision, scent; Perception +1	
DEFENSE	
AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) hp 17 (6 HD) Fort +2, Ref +4, Will +6	
Defensive Abilities improved evasion	
*	
OFFENSE	
Speed 15 ft., climb 15 ft., swim 15 ft.	

**Melee** bite +7 (1d3–4)

**Space** 2 1/2 ft.; **Reach** 0 ft.

Special Attacks deliver touch spells

STATISTICS

Str 2, Dex 15, Con 11, Int 8, Wis 13, Cha 2

Base Atk +3; CMB +3; CMD 6

- Feats Weapon Finesse
- Skills Bluff –2, Climb +10, Intimidate –2, Knowledge (arcana) +5, Knowledge (dungeoneering) +4, Knowledge (forbidden lore) +1, Knowledge (geography) +1, Knowledge (local) +1, Knowledge (planes) +5, Spellcraft +5, Stealth +21, Swim +10

Languages empathic link and speak with master

SQ share spells

# Xavíer 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 (**DC 10**). During his time, he proved himself, placing the city before his own needs (**DC 12**). He also was an ardent supporter of Lady Elise Grossette (**DC 15**). He almost lost his place on the Council when his term expired, but his allies ensured he remained with them by offering him one of the vacant seats (**DC 18**).

Xavier Gorpon	GR 7
XD 0 000	

### **XP** 3,200

- Male human corsair 6/duelist 2
- CG Medium humanoid (human)
- Init +6; Senses Perception +9

### DEFENSE

AC 19, touch 18, flat-footed 19 (+1 armor, +6 Dex, +2 dodge); Combat Expertise, Dodge, Mobility, Rope Monkey, Sea Legs, canny defense (corsair and duelist), uncanny dodge

**hp** 64 (6d10+12 plus 2d10+4)

Fort +8, Ref +10, Will +4

**Defensive Abilities** corsair's luck 1/day (+3), parry (not usable with scimitar)

OFFENSE

Spd 30 ft., Sea Legs, Spring Attack

- Melee +1 adroit scimitar +13/+8 (1d6+3/18-20)
- **Ranged** light crossbow +12 (1d8/19–20)
- **Special Attacks** corsair's luck 1/day (+3), dirty fighting +2d4, precise strike (not usable with scimitar)

STATISTICS

- Str 14, Dex 19, Con 14, Int 16, Wis 12, Cha 13
- Base Atk +8; CMB +12; CMD 26
- **Feats** Agile Maneuvers^B, Combat Expertise, Dodge^B, Mobility, Rope Monkey^B, Sea Legs^B, Spring Attack, Weapon Finesse^B, Wind Stance
- Skills Acrobatics +12, Bluff +12, Climb +11, Diplomacy +12, Escape Artist +13, Intimidate +8, Knowledge (geography) +16, Perception +9, Perform (dance) +9, Profession (sailor) +12, Sense Motive +9

Languages Aquan, Azharan, Common, Orc

**SQ** corsair's luck 1/day (+3), improved reaction +2

**Gear** +1 adroit scimitar, light crossbow with 10 bolts, bracers of armor +1, courtier's outfit

# GRÍNGA

# "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 that the wait staff do their jobs quickly and efficiently. Most of the time she works behind the bar, mixing drinks and keeping an eye on the place (**DC 15**).

GRÍNGA	GR 9
<b>XP</b> 6,400	
Female half-orc barbarian 10	

- CG Medium humanoid (orc)
- Init +1; Senses darkvision 60 ft.; Perception +14
### DEFENSE

AC 18, touch 11, flat-footed 18 (+6 armor, +1 Dex, +1 natural); improved uncanny dodge, trap sense +3, uncanny dodge hp 85 (10d12+20); orc ferocity

**Fort** +10, **Ref** +5 (+8 against traps), **Will** +5

### DR 2/—

OFFENSE

### **Spd** 40 ft.

**Melee** +2 greataxe +16/+11 (1d12+8/x3) or unarmed strike +14/+9 (1d3+4)

**Special Attacks** rage 24 rounds/day, rage powers (clear mind, internal fortitude, intimidating glare, no escape, scent)

### STATISTICS

### Str 18, Dex 13, Con 15, Int 10, Wis 12, Cha 10

- Base Atk +10; CMB +14 (+18 grapple); CMD 25 (+29 vs. grapple)
- Feats Cleave, Greater Grapple, Improved Grapple, Improved Unarmed Strike, Power Attack
- Skills Acrobatics +13, Intimidate +13, Perception +14, Survival +14; Racial Modifiers +2 Intimidate

Languages Common, Orc

### SQ orc blood

**Combat Gear** potion of cure moderate wounds; **Other Gear** +2 chain shirt, +2 greataxe, amulet of natural armor +1, cloak of resistance +1, 130 gp WHEN BACING

### WHEN RAGING

AC 16, touch 9, flat-footed 16 (+6 armor, +1 Dex, +1 natural, -2 rage); improved uncanny dodge, trap sense +3, uncanny dodge

**hp** 105 (10d12+40); orc ferocity

**Fort** +15, **Will** +7 (+8 against fear)

**Melee** +2 greataxe +18/+13 (1d12+11/x3) or unarmed strike +16/+11 (1d3+6)

Str 22, Con 189

Base Atk +10; CMB +16 (+20 grapple); CMD 27 (+31 vs. grapple)

### NATHAN GRYMES

"I think what bothers me the most about Grymes are the rumors. He never does or says anything that would raise suspicion, but the stories I hear... They're enough to chill me to the bone."

### –Jacob Lydon

Nathan Grymes recently gained a seat on the Captains' Council (**DC 10**). Few know much about him or his past, but he seems to have connections in the Merchant District (**DC 15**). Some claim he has ties to the slaver city of Mazin, but no one has proof of such a connection (**DC 20**).

NATHAN GRYMES GR 7
<b>XP</b> 3,200
Male human noble 4/rogue 4
LE Medium humanoid (human)
Init +7; Senses Perception +12
DEFENSE
AC 20, touch 13, flat-footed 20 (+5 armor, +2 Dex, +1 dodge, +2 shield); Dodge, trap sense +1, uncanny dodge hp 55 (4d8+4 plus 4d8+4 plus 4) Fort +4, Ref +11 (+12 against traps), Will +6 Defensive Abilities evasion
OFFENSE
<b>Spd</b> 30 ft.
<b>Melee</b> mwk rapier +10/+5 (1d6/18–20)
Ranged mwk Dragon FP +10 (3d8/x3)
<b>Special Attacks</b> inspire 4/day (+13, awe, fear), rogue talent (bleeding attack, surprise attack), sneak attack +2d6

### STATISTICS

Str 11, Dex 17, Con 12, Int 13, Wis 12, Cha 17

Base Atk +6; CMB +6; CMD 20

- Feats Dodge, Firearms Proficiency, Improved Initiative, Leadership^B, Skill Focus (Diplomacy)^B, Weapon Finesse
- Skills Bluff +14, Diplomacy +17, Disable Device +12, Intimidate +15, Knowledge (local) +14, Knowledge (nobility) +14, Linguistics +9, Perception +12 (+14 locate traps), Profession (sailor) +7, Sense Motive +12, Swim +7
- Languages Aklo, Aquan, Azharan, Common, Goblin, Orc, Undercommon
- **SQ** breeding—scholarly training, influence (Intimidate +1), material aid, organize +2, trapfinding
- **Gear** +1 mithral shirt, +1 buckler, masterwork rapier, masterwork Dragon FP with ammunition for 10 shots, *cloak of resistance* +1, *belt* of incredible dexterity +2, courtier's outfit, pouch containing 20 gp

### 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 (**DC 10**). 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 (**Knowledge—local DC 15**). 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 (**DC 15**). Her ambition has led many to question her motives and the strength of her convictions (**DC 17**).

Sister Gwenpolyn	GR 9
<b>XP</b> 6,400	
Female human cleric 10	
NG Medium humanoid (human)	
Init +2; Senses Perception +4	
Aura good	
DEFENSE	
AC 20, touch 13, flat-footed 17 (+7 armor, +2 De	ex, +1 dodge);
Dodge	
<b>hp</b> 55 (10d8+10)	
Fort +8, Ref +7, Will +11	
Resist cold 10	
OFFENSE	
<b>Spd</b> 20 ft. (30 ft. base)	
<b>Melee</b> +2 light mace +10/+5 (1d6+2)	
<b>Ranged</b> light crossbow +9/+4 (1d8/19-20)	
Special Attacks channel positive energy 7/day (]	DC 19, 5d6),
spontaneous casting (cure spells)	
Domain Spell-Like Abilities (CL 10th):	
7/day—bit of luck, icicle (ranged touch +9)	
Spells Prepared (CL 10th):	
5th— greater command (DC 19), ice storm ^D , scrying	
4th— control water ^D , death ward, discern lies (DC	2 18), sending,
tongues	
3rd— continual flame, create food and water, invisibili	ty purge, water
breathing ^D , water walk	
2nd— aid, consecrate, delay poison, eagle's splendor, f	òg cloud ^D , zone
of truth (DC 16)	
1st— bless water, endure elements, entropic shield ^D ,	obscuring mist,
sanctuary (DC 15), shield of faith	_
0 (at will)—detect magic, light, purify food and drink,	
D domain spells; Deity God of the Sea Domains	Luck, Water
STATISTICS	

Str 10, Dex 15, Con 12, Int 12, Wis 18, Cha 18 Base Atk +7; CMB +7; CMD 20

Feats Dodge, Extra Channel, Improved Channel, Leadership, Lightning Reflexes, Weapon Focus (light mace)

Skills Bluff +9, Diplomacy +15, Disguise +8, Heal +15, Knowledge (religion) +12, Sense Motive +8, Spellcraft +13

Languages Aquan, Common

**SQ** good fortune (1/day)

**Combat Gear** 2 flasks of holy water, *gem of brightness* (12 charges), *wand of cure light wounds* (12 charges); **Other Gear** +1 *breastplate of blinding*, +2 *light mace*, light crossbow with 10 bolts, noble's outfit, silver holy symbol, bag of silver dust (50 gp), holy font (100 gp), pouch of ruby dust (100 gp)

### Rupimar Harrow

"All doom and gloom, that one."

-Janis Hawthorne

Rudimar Harrow's life changed the moment he died (DC 15). 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 (DC 20). Rudimar walks the streets of Freeport, offering dire sermons to those who'll listen, hoping to frighten them back onto the straight and narrow (DC 10).

### Rupimar Harrow **XP** 1.600 Male human fighter 1/cleric 5 LN Medium humanoid (human) Init +2; Senses Perception +4 Aura law DEFENSE AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield **hp** 45 (1d10+2 plus 5d8+10 plus 1) **IP** 5 Fort +8, Ref +3, Will +3 OFFENSE Spd 20 ft. (30 ft. base) Melee +1 warhammer +8 (1d8+3/x3) **Ranged** mwk composite longbow +7 (1d8+2/x3) Special Attacks channel positive energy 4/day (DC 11, 3d6), spontaneous casting (cure spells) Domain Spell-like Abilities (5th) 7/day-bleeding touch (melee touch +6), touch of law Spells Prepared (CL 5th): 3rd—dispel magic, magic circle against chaos^D, remove curse 2nd—align weapon^D (law only), bear's endurance, bull's strength, hold person (DC 16) 1st-bless, cause fear^D (DC 15), command (DC 15) (x2), divine favor 0-detect magic, guidance, light, mending D domain spell; Deity God of Death; Domains Death, Law STATISTICS Str 15, Dex 15, Con 14, Int 10, Wis 8/18 (13), Cha 8 Base Atk +4; CMB +6 (+8 to sunder); CMD 18 (20 vs. sundering) Feats Cleave^B, Extra Channel, Improved Sunder, Power Attack, Weapon Focus (warhammer)^B Skills Climb –1, Diplomacy +7, Intimidate +3, Knowledge (religion) +8, Perception +4, Swim -1 Languages Common Gear full plate armor, masterwork heavy steel shield, +1 warhammer, masterwork composite longbow (Strength +2) with 20 arrows, phylactery of faithfulness, silver holy symbol, cleric's vestments, pouch containing 10 gp

### Dírk Haslinger

"I used to live in a mansion! Now look at me."

### -Dirk Haslinger

Dirk Haslinger is a desperate man. A junky and a 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 (**DC 10**). He'll do anything for a fix. Anything (**DC 15**).

's outfit,		
100 gp),	Dírk Haslinger G	R 3
01.17	XP 800	
	Male human rogue 4	
	NE Medium humanoid (human)	
	Init +3; Senses Perception +6	
	DEFENSE	
orne	AC 18, touch 14, flat-footed 18 (+4 armor, +3 Dex, +1 dodge); D Mobility, trap sense +1, uncanny dodge	)odge,
<b>15)</b> . He	<b>hp</b> 37 (4d8+12 plus 4); resiliency	
of Hell,	IP 2; Madness addicted to abyss dust	
ht back	Fort +5, Ref +8 (+9 against traps), Will +1	
reeport,	Defensive Abilities evasion	
en them	OFFENSE	
	<b>Spd</b> 30 ft., Run	
-	<b>Melee</b> short sword +6 (1d6+2/19–20)	
GR 5	<b>Special Attacks</b> rogue talent (surprise attack), sneak attack +2	2d6
	STATISTICS	
	Str 14, Dex 16, Con 16, Int 13, Wis 8/12 (10), Cha 13	
	Base Atk +3; CMB +5; CMD 19	
	Feats Dodge, Mobility, Run ^B	
	Skills Acrobatics +10 (+14 on jumps with running start), Appra	
	Bluff +8, Diplomacy +8, Disable Device +6, Disguise +8, Escape	
d)	+10, Intimidate +8, Perception +6 (+8 locate traps), Sense Moti Stealth +10	ve +0,
	Languages Common, Halfling	
	<b>SQ</b> rogue talent (resiliency), trapfinding	
	Combat Gear 2 potions of cure light wounds, potion of endure ele	
	potion of pass without trace, potion of shield of faith +4; Other	Gear
	+1 studded leather armor, masterwork short sword, cloak of rest	stance
	+1, 14 doses of abyss dust	

### JANÍS HAWTHORNE

"She claims she's a simple fruit-seller, but that woman knows more than she lets on."

To look at her, one would see just another vendor struggling to make a living (**DC 10**). 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 (**DC 15**).

Janis Hawthorne	GR 6
<b>XP</b> 2,400	
Female half-elf commoner 8	
LN Medium humanoid (elf)	
Init +0; Senses low-light vision; Perception +16	
DEFENSE	
AC 10, touch 10, flat-footed 10	
<b>hp</b> 28 (8d6)	
Fort 12 Pof 12 Will 15: 12 against enchantments	

Fort +2, Ref +2, Will +5; +2 against enchantments Immune magic sleep



### OFFENSE

**Spd** 30 ft., Run **Melee** +1 *club* +7 (1d6+3)

STATISTICS

Str 14, Dex 11, Con 10, Int 16, Wis 17, Cha 15

Base Atk +4; CMB +6; CMD 16

Feats Alertness, Run, Skill Focus (Diplomacy), Skill Focus (Profession-merchant)

**Skills** Appraise +5, Bluff +4, Diplomacy +13, Handle Animal +13, Perception +16, Profession (merchant) +17, Ride +4, Sense Motive +13, Survival +6; **Racial Modifiers** +2 Perception

Languages Common, Dwarven, Elven, Halfling

**Combat Gear** potion of cure light wounds; **Other Gear** +1 club, horseshoes of speed, Jake the donkey, cart full of fruit

### Enoch Hollíver

"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 (DC 10). 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 (DC 20). When not overseeing Freeport's security, he attends to matters of governance, having a seat on the Captains' Council (DC 15).

ENOCH HOLLIVER	GR 11
<b>XP</b> 12,800	
Male human fighter 12	
LE Medium humanoid (human)	
Init +1; Senses Perception +6	
DEFENSE	
AC 27, touch 12, flat-footed 26 (+11 armor, +1 deflection	n, +1 Dex,

+4 shield)

**hp** 114 (12d10+36 plus 12)

Fort +11, Ref +5 Will +6 (+9 against fear)

Defensive Abilities bravery +3

OFFENSE

Spd 30 ft.

**Melee** +1 human bane longsword +22/+17/+12 (1d8+12/19-20) or +1 lance +20/+15/+10 (1d8+9/x3)

STATISTICS

- Str 20, Dex 12, Con 16, Int 14, Wis 14, Cha 14
- Base Atk +12; CMB +17 (+19 bull rush, +18 with spears, +19 with heavy blades); CMD 29 (31 vs. bull rush, 30 vs. disarm and sunder with spears, 31 vs. disarm and sunder with heavy blades)
- Feats Cleave, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Bull Rush, Mounted Combat, Power Attack, Ride-by Attack, Spirited Charge, Trample, Unseat, Weapon Focus (longsword), Weapon Focus (lance), Weapon Specialization (longsword), Weapon Specialization (lance)
- Skills Acrobatics +8, Diplomacy +4, Handle Animal +17, Perception +6, Ride +13, Swim +13
- Languages Common, Goblin, Orc
- SQ armor training 3, weapon training 2 (heavy blades), weapon training 1 (spears)
- **Combat Gear** potion of barkskin, potion of cure moderate wounds; **Other Gear** +2 full plate, +2 heavy steel shield, +1 human bane longsword, +1 *lance, ring of protection +1, belt of giant strength +2,* courtier's outfit, heavy warhorse, military saddle

### HARCOURT HORKEL

"He's a scoundrel. A no-good comman. He puts on a happy face and sure, he's great fun, but you watch your back. He wants one thing and one thing only: your money."

### -Aleksander Tovac

The Docks are full of confidence men, but few hold a candle to the sliminess of Harcourt Horkel (**DC 10**). This hustler is a card-shark, charlatan, hustler, and everything in between, and to those who haven't been duped by him before, he's the best thing that's ever happened to them... At least until he's ripped them off (**DC 15**).

HARCOURT HORKEL	GR 11
<b>XP</b> 12,800	
Male human bard 12	
N Medium humanoid (human)	
Init +8; Senses Perception +4	
DEFENSE	
AC 20, touch 17, flat-footed 15 (+3 armor, +2 defl dodge); Dodge, Mobility, Two-Weapon Defens	
<b>hp</b> 93 (12d8+24 plus 12)	
Fort +7, Ref +13, Will +8; +4 against bardic perfor language-dependent effects	rmance, sonic, and
Defensive Abilities well-versed	
OFFENSE	
<b>Spd</b> 30 ft.	
<b>Melee</b> +1 rapier +14/+9 (1d6+2/15–20) or	
+1 rapier +12/+7 (1d6+2/15–20) and	
dagger +11 (1d4+1/19–20)	
Ranged dagger +13 (1d4+2/19–20)	
Special Attacks bardic performance 30 rounds/	
distraction, fascinate [DC 20], inspire cou	
competence +4, suggestion [DC 20], dirge	of doom, inspire
greatness, soothing performance)	
Spells Known (CL 12th):	
4th (4/day)—greater invisibility, hold monster memory (DC 18), neutralize poison	(DC 18), <i>modify</i>
3rd (5/day)—displacement, glibness, remove curse	, tiny hut
2nd (6/day)—animal trance (DC 16), mirror ima suggestion (DC 16), summon swarm	age, scare (DC 16)
1st (6/day)—animate rope, charm person (DC expeditious retreat, feather fall, ventriloquism (	
0 (at will)—daze (DC 14), flare (DC 14), gho. mage hand, open/close, prestidigitation	
STATISTICS	
Str 12, Dex 18, Con 15, Int 15, Wis 9, Cha 18	
<b>Base Att</b> 10, CMB 10, CMD 27	

- Base Atk +9; CMB +10; CMD 27
- **Feats** Dodge, Improved Critical (rapier), Improved Initiative^B, Mobility, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse
- Skills Acrobatics +19, Appraise +7, Bluff +19, Diplomacy +14, Disguise +19, Escape Artist +19, Handle Animal +6, Intimidate +17, Perception +4, Perform (act) +16, Perform (oratory) +16, Perform (sing) +8, Ride +6, Sense Motive +4, Sleight of Hand +19, Stealth +9

Languages Common, Dwarven, Orc

- **SQ** bardic knowledge +6, jack-of-all-trades, lore master 2/day, versatile performance (Perform—oratory, Perform—act, Perform—sing)
- **Combat Gear** dust of disappearance, potion of cure light wounds, 2 potions of sanctuary; **Other Gear** +1 rapier, 3 daggers, ring of protection +2, bracers of armor +3, cloak of resistance +1, handy haversack, deck of marked cards, spell component pouch, numerous phials filled with colored water, pouch containing 18 gp

### Apmiral Hrothy

"Oh he's 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 a continental nation's navy (**DC 10**). He gained a name for his ruthlessness at sea and won more battles than he lost (**DC 15**). He eventually retired and moved to Freeport to spend his golden years. Despite having crossed swords with many a Freeporter, he's become a socialite, rubbing elbows with the city's elite (**DC 20**). Too bad none of his "friends" know he's really a spy (**DC 25**).

Apmiral Hrothy	GR 11
XP 12,800	
Male human noble 4/expert 4/rogue 4	
LN Medium humanoid (human)	
Init +0; Senses Perception +14	
DEFENSE	
AC 16, touch 11, flat-footed 16 (+3 armor, +1 deflection	,+2 natural);
Combat Expertise, trap sense +1, uncanny dodge	
<b>hp</b> 77 (4d8+4 plus 4d8+4 plus 4d8+4 plus 4); resiliency	
<b>Fort</b> +4, <b>Ref</b> +8 (+9 against traps), <b>Will</b> +10	
Defensive Abilities evasion	
OFFENSE	
<b>Spd</b> 30 ft.	
Melee +1 cutlass +13/+8 (1d6+3/18-20)	
Special Attacks inspire 4/day (+17, awe, courage), sneak	attack +2d6
STATISTICS	
Str 14, Dex 10, Con 13, Int 15, Wis 14, Cha 16	
Base Atk +9; CMB +11 (+15 disarm); CMD 22 (26 vs	s. disarm)
Feats Born Marine, Combat Expertise, Endurance ^B , Gre	ater Disarm,
Improved Disarm, Leadership ^B , Skill Focus (Profess	ion—sailor),
Vital Strike, Weapon Focus (cutlass)	
Skills Acrobatics +5, Bluff +19, Diplomacy +20, Disabl	
Intimidate +16, Knowledge (geography) +13, Knowledge	
+13, Knowledge (local) +13, Knowledge (nobility) +13	
+14 (+16 locate traps), Profession (sailor) +20, Sense	Motive +13,
Stealth +13, Swim +15	

Languages Aquan, Common, Elven

- **SQ** aid another (30 ft.), breeding—military training, influence (Bluff +1), material aid, organize +2, rogue talent (combat trick, resiliency), trapfinding
- **Combat Gear** *feather token* (*whip*), smokestick; **Other Gear** +1 *cutlass*, ring of protection +1, amulet of natural armor +2, bracers of armor +3, 10 *feather tokens* (*bird*), *feather token* (*fan*), *feather token* (*swan boat*), *feather token* (*tree*), uniform, ivory pipe (5 gp), signet ring, spyglass, 10 tindertwigs, 130 gp

### Fargas Ironfoot

"Ironfoot makes Finn look like a gentle baby, not that Im saying Finn's gentle... Or a baby... Oh dear, Im in trouble now, aren't I?"

### -Dimetrios

The captain of the *Widowmaker* is an infamous halfling pirate named Fargus Ironfoot (**DC 10**). Cruel and heartless, he thrives as a buccaneer, inspiring terror wherever he sails (**DC 15**). 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 (**DC 20**).

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### FARGUS IRONFOOT

XP 19,200 Male halfling rogue 8/corsair 5 NE Small humanoid (halfling) Init +10; Senses Perception +23

### DEFENSE

AC 24, touch 23, flat-footed 24 (+2 deflection, +6 Dex, +4 dodge, +1 natural, +1 size); Combat Expertise, Dodge, Mobility, Sea Legs, improved uncanny dodge, trap sense +2, uncanny dodge hp 93 (8d8+16 plus 5d10+10)

### **IP** 1

Fort +10, Ref +18 (+20 against traps), Will +6; +2 against fear Defensive Abilities corsair's luck 1/day, evasion

OFFENSE

**Speed** 20 ft., Sea Legs **Melee** +1 sea legs cutlass +20/+15/+10 (1d4+3/18-20)

**Ranged** dagger +18/+13/+8 (1d3+2/19–20)

**Special Attacks** bleeding attack, corsair's luck 1/day, dirty fighting +2d4, sneak attack +4d6, surprise attack

### STATISTICS

GHAPTER SEVEN: DENÍZENS OF FREEPORT

### **Str** 14, **Dex** 22, **Con** 14, **Int** 13, **Wis** 12/14 (13), **Cha** 17 **Base Atk** +11; **CMB** +12; **CMD** 34

- **Feats** Alertness, Athletic^B, Born Marine[†], Combat Expertise^B, Dodge, Improved Initiative, Mobility, Quick Draw, Sea Legs^{B†}, Weapon Finesse^B, Weapon Focus (cutlass),
- Skills Acrobatics +25 (+21 jump), Appraise +6, Bluff +19, Climb +11, Diplomacy +19, Escape Artist +14, Knowledge (geography) +9, Knowledge (local) +9, Perception +23 (+27 locate traps), Profession (sailor) +7, Sense Motive +13, Sleight of Hand +16, Stealth +26, Swim +13

Languages Common, Halfling, Orc

SQ corsair's luck 1/day, trapfinding

**Combat Gear** 2 potion of cure moderate wounds; **Other Gear** ring of protection +2, amulet of natural armor +1, shirt of resistance +1, +1 sea legs cutlass, 6 daggers, captain's chest, compass of true seeking, belt of incredible dexterity +2, pouch containing 73 gp, Widowmaker and all its contents

### Torya Irontooth

"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 (**DC 10**). It wasn't until the racist attacks in Scurvytown that Torya realized she was nothing more than a curiosity to her "friends" (**DC 20**). She fled to Bloodsalt and helped found a compound for others of her kind (**DC 15**).

TORYA IRONTOOTH	GR Z
XP 600	
Female half-orc noble 3	
N Medium humanoid (orc)	
Init +0; Senses darkvision 60 ft.; Perception +6	
DEFENSE	
AC 15, touch 10, flat-footed 15 (+5 armor)	
<b>hp</b> 20 (3d8+3); orc ferocity	
Fort +2, Ref +3, Will +3	
OFFENSE	
<b>Spd</b> 30 ft.	
<b>Melee</b> mwk longsword +4 (1d8+1/19–20)	
Special Attacks inspire 3/day (+9, courage)	
STATISTICS	

### Str 12, Dex 11, Con 12, Int 14, Wis 10, Cha 19

Base Atk +2; CMB +3; CMD 13

**GR 12** 

Feats Leadership^B, Persuasive, Rallying Cry

- Skills Bluff +10, Diplomacy +12, Intimidate +15, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local) +9, Perception +6, Perform (act) +10, Sense Motive +6; Racial Modifiers +2 Intimidate
- Languages Common, Gnome, Halfling, Orc
- SQ breeding—scholarly training, influence (Intimidate +1), material aid, orc blood, organize +2
- **Combat Gear** potion of cure light wounds; **Other Gear** +1 mithral shirt, masterwork longsword, courtier's outfit, pouch containing 35 gp

### KARL THE KRAKEN

"Me kill, yes?"

### –Karl the Kraken

**GR 9** 

For many years Karl was a professional thug, a hired brute noted for not asking questions and being good at smashing faces (**DC 10**). He had a tendency, though, to kill when lethal force wasn't needed, a fact that tempered merchants'zeal for hiring him (**DC 15**). Since the Great Green Fire, Karl has relocated to Bloodsalt along with most of the other orcs (**DC 20**). He hasn't had the business he enjoyed in the good old days, and he sometimes takes out his frustrations on the occasional hobgoblin (**DC 25**).

### KARL THE KRAKEN XP 6,400 Male half-orc fighter 10 CE Medium humanoid (orc)

Init +2; Senses darkvision 60 ft., Perception +3

### DEFENSE

AC 23, touch 14, flat-footed 20 (+7 armor, +1 deflection, +2 Dex, +1 dodge, +2 natural); Dodge

**hp** 85 (10d10+30); orc ferocity

IP 2

Fort +10, Ref +5, Will +4 (+7 against fear)

**Defensive Abilities** bravery +3

OFFENSE

**Spd** 30 ft.

Melee +1 heavy flail +16/+11 (1d10+6/19-20) or

sap +16/+11 (1d6+6/nonlethal) or

+1 spiked gauntlet +17/+12 (1d4+7/19-20)

### STATISTICS

- Str 19, Dex 15, Con 17, Int 10, Wis 13/17 (15), Cha 14
- Base Atk +10; CMB +14 (+15 with flails, +16 with close weapons);CMD 28 (29 vs. disarm and sunder with close weapons, 30 vs. disarm and sunder with flails)
- Feats Cleave, Combat Reflexes, Critical Focus, Dodge, Great Cleave, Greater Weapon Focus (spiked gauntlet), Improved Critical (spiked gauntlet), Power Attack, Skill Focus (Intimidate), Weapon Focus (spiked gauntlet), Weapon Specialization (spiked gauntlet)
- Skills Acrobatics +3, Bluff +7, Climb +7, Diplomacy +4, Disguise +3, Intimidate +17, Perception +3, Sense Motive +3, Swim +7; Racial Modifiers +2 Intimidate
- Languages Common, Orc
- **SQ** armor training 2, orc blood, weapon training 2 (close weapons), weapon training 1 (flails)
- **Gear** +1 breastplate, +1 heavy flail, sap, +1 spiked gauntlet, ring of protection +1, amulet of natural armor +2, manacles

### Eupokía 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 share her vision that they are all inheritors of some draconic protobeing (**DC 15**). They haven't gained much traction, being relatively small and insignificant, but they have gained the attention of the Wizards' Guild, the leaders of which fear Kasovar might begin poaching their students (**DC 20**).

Eupokia Kasodar	GR 12
<b>XP</b> 19 200	

Female human cleric 3/sorcerer 4/mystic theurge 4 /gold dragon disciple 1

N Medium humanoid (human)

Init +6; Senses Perception +9

### DEFENSE

AC 16, touch 14, flat-footed 14 (+2 deflection, +2 Dex, +2 natural) hp 70 (3d8+6 plus 4d6+8 plus 4d6+8 plus 1d12+2)

**IP** 2

Fort +8, Ref +7, Will +12; +4 against sorcerer spells

Resist fire 5

OFFENSE

- Speed 30 ft.
- **Melee** dagger +6/+1 (1d4/19–20)
- **Special Attacks** +1 damage per die with fire spells, channel positive energy 5/day (DC 15, 2d6), hand of the acolyte 5/day, spontaneous casting (*cure* spells)

Sorcerer Spells Known (CL 8th):

4th (4/day)—polymorph

3rd (6/day)—dispel magic, suggestion (DC 18)

- 2nd (7/day)—burning hands (DC 15), detect thoughts (DC 16), hideous laughter (DC 17), mirror image
- 1st (7/day)—charm person (DC 16), color spray (DC 15), hypnotism (DC 16), mage armor, magic missile
- 0 (at will)—arcane mark, daze (DC 15), detect magic, flare (DC 14), light, mage hand, prestidigitation, ray of frost

### Bloodline draconic (gold) Cleric Spells Prepared (CL 7th):

4th—divine power, imbue with spell power^D, sending

- 3rd—dispel magic^D, invisibility purge, magic circle against evil, wind wall
- 2nd—detect thoughts^D (DC 16), eagle's splendor, resist energy, shatter (DC 16), sound burst (DC 16)
- 1st—command (DC 16), doom, identify^D, obscuring mist, sanctuary (DC 15), shield of faith
- 0-detect magic, guidance, read magic, resistance
- D domain spell; Deity God of Magic; Domains Knowledge, Magic

### STATISTICS

- Str 10, Dex 15, Con 14, Int 16, Wis 14/18 (16), Cha 18
- Base Atk +6; CMB +6; CMD 20
- Feats Eschew Materials^B, Extend Spell, Improved Initiative, Leadership, Lightning Reflexes, Silent Spell, Spell Focus (enchantment)^B, Still Spell
- Skills Bluff +13, Diplomacy +17, Heal +11, Intimidate +13, Knowledge (arcana) +18, Knowledge (religion) +18, Linguistics +8, Perception +9, Perform (Oratory) +6, Sense Motive +6, Spellcraft +17
- Languages Celestial, Common, Draconic, Elven

**SQ** combined spells (2nd)

- **Combat Gear** cape of the mountebank, wand of magic missile (5 charges, CL 3rd); **Other Gear** ring of protection +2, dagger, belt of physical might +2 (Dexterity and Constitution), ring of sorcerers, courtier's outfit, spell component pouch, holy symbol.
- * Eudokia's artifact increases her Challenge Rating by +1.

### 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 mysteries beneath Freeport and to liberate the degenerate serpent people from their barbarism (**DC 30**). 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 (**DC 30**).

### K'STALLO

**XP** 102,400 Male company person claric 18

- Male serpent person cleric 18
- N Medium monstrous humanoid (reptilian, shapechanger) Init +5; Senses darkvision 60 ft.; Perception +15

### DEFENSE

- AC 22, touch 13, flat-footed 21 (+6 armor, +2 deflection, +1 Dex, +3 natural)
- hp 102 (18d8 plus 18)
- Fort +11 (+15 against poison), Ref +9, Will +17
- Defensive Abilities minor displacement (20% miss chance); DR 5/magic; SR 15

### OFFENSE

- **Spd** 20 ft. (30 ft. base), swim 20 ft.
- **Melee** +1 shocking burst heavy mace +15/+10/+5 (1d8+2 plus 1d6 electricity)
- **Special Attacks** channel positive energy 5/day (DC 21, 9d6), hand of the acolyte 9/day, (ranged +19), spontaneous casting (*cure* spells)

### Domain Spell-like Abilities (CL 18th)

- 3/day—*dispelling touch* (melee touch +14)
- At will—*clairvoyance/clairaudience* (18 rounds/day), *lore keeper* (melee touch +14)

### Spells Prepared (CL 18th):

- 9th—etherealness, foresight^D, summon monster IX
- 8th—dimensional lock, discern location^D, greater planar ally, symbol of insanity (DC 24)
- 7th—destruction (DC 23), greater scrying, legend lore^D, resurrection
- 6th—banishment (DC 22), find the path^D, geas/quest, greater dispel magic (x2), word of recall
- 5th—flame strike (DC 21), greater command (DC 21), plane shift, summon monster V, symbol of sleep (DC 21), true seeing^D
- 4th—divination^D, freedom of movement, lesser planar ally, poison (melee touch +14, DC 20), sending, still wind wall
- 3rd—blindness/deafness (DC 19), deeper darkness, invisibility purge, prayer, silent spiritual weapon (melee +19/+14/+9, damage 1d8+5), speak with dead^D
- 2nd—bull's strength, calm emotions (DC 18), detect thoughts^D (DC 18), eagle's splendor, hold person (DC 18), resist energy, silence (DC 18)
- 1st—bane (DC 17), bless, command (DC 17), divine favor, doom (DC 17), identify^D, sanctuary (DC 17)
- 0—detect poison, guidance, read magic, resistance
- D domain spell; Deity Yig (Hitthkai Sect); Domains Knowledge, Magic

GR 17

### STATISTICS

**Str** 12, **Dex** 12, **Con** 10, **Int** 16, **Wis** 22, **Cha** 15 **Base Atk** +13; **CMB** +14; **CMD** 27

- Feats Combat Casting, Combat Expertise, Domain Specialization (Magic), Greater Spell Penetration, Improved Initiative^B, Lightning Reflexes, Silent Spell, Skill Focus (Diplomacy), Spell Penetration, Still Spell
- Skills Diplomacy +21, Disguise +11 (+21 using change shape), Escape artist +10, Knowledge (arcana) +15, Knowledge (local) +15, Knowledge (religion) +15, Perception +15, Spellcraft +15, Stealth +11, Swim +15; Racial Modifiers +4 Escape Artist, +4 Stealth, +8 Swim, +10 Disguise (using change shape)

Languages Common, Draconic, Elven, Undercommon, Valossan SQ change shape (*alter self*)

Combat Gear 2 doses of venom of the serpent (Injury, DC 20, onset —, freq 1/rd. for 6 rds., effect 3d6 hp/1d2 Con, cure 2 saves), wand of magic missile (CL 7th, 10 charges); Other Gear scales of the serpent (+1 spell resistance [15] scale mail of invulnerability), +1 shocking burst heavy mace, ring of protection +2, amulet of the serpent, minor cloak of displacement, headband of inspired wisdom +4, silver holy symbol of Yig marked with verses of anathema (worth 500 gp), cleric's vestments, ingredients for symbol of insanity (5,000 gp), ingredients for symbol of sleep (1,000 gp), diamond (10,000 gp



for *resurrection*), divination counters for *find the path*, several small forked metal rods keyed to a variety of planes, *true seeing* ointment (250 gp), sacrifice for *divination* (25 gp)

### Lexí

### "Lexi available? Ob. No? Okay, I guess you'll do then."

### -A Customer at the Serenity House

**GR 6** 

Lexi is a popular courtesan at the Serenity House (**DC 10**). Part of her success stems from her ability to anticipate her customers' fantasies (**DC 15**). She hides a dark secret and a troubled past, things only those closest to her know about (**DC 20**).

### Lexí

### **XP** 2,400

Female human sorcerer 6/expert 1 LE Medium humanoid (human) Init +1; Senses Perception -2 DEFENSE AC 12, touch 12, flat-footed 11 (+1 deflection, +1 Dex) hp 25 (6d6 plus 1d8) **IP** 3 Fort +2, Ref +3, Will +5 OFFENSE Spd 30 ft. Melee +1 dagger +4 (1d4+1/19-20) **Ranged** +1 dagger +5 (1d4+1/19-20) Sorcerer Spells Known (CL 6th) 3rd (4/day)—suggestion (DC 17) 2nd (6/day)-alter self, eagle's splendor 1st (7/day)—charm person (DC 15), comprehend languages, disguise self, sleep (DC 15) 0 (at will)—daze (DC 14), ghost sound (DC 13), mage hand, mending,

*prestidigitation, ray of frost* (ranged touch +4), *resistance* **Bloodline** arcane

### STATISTICS

**Str** 10, **Dex** 12, **Con** 11, **Int** 12, **Wis** 7/13 (10), **Cha** 16 **Base Atk** +3; **CMB** +3; **CMD** 15

- Feats Eschew Materials, Persuasive, Silent Spell, Skill Focus (Profession—courtesan), Spell Focus (enchantment), Still Spell
- Skills Bluff +13, Diplomacy +14, Disguise +10, Escape Artist +7, Intimidate +10, Knowledge (local) +6, Perform (companion) +11, Profession (courtesan) +6, Sense Motive +5

Languages Common, Elven

- **SQ** arcane bond (+1 *dagger*), bloodline arcana (+1 to DC of spells using metamagic feats that increase the slot by at least 1 level), metamagic adept 1/day
- Combat Gear bag of tricks (rust); Other Gear +1 dagger, ring of protection +1, courtesan's outfit

### JACOB LYPON

"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 (**DC 12**). He believed by doing so, he could earn enough to pay off his creditors and get them off his back (**DC 15**). A fool with money, he's never managed his affairs well (**DC 20**). He did manage to get a seat, but his behavior has simply distanced him from true power in the city (**DC 22**).

### JACOB LYPON

### XP 9,600

Male human rogue 6/corsair 4/sea dog 1

CG Medium humanoid (human)

Init +2; Senses Perception +10

### DEFENSE

- AC 19, touch 16, flat-footed 19 (+3 armor, +2 deflection, +3 Dex, +1 dodge); Rope Monkey, Sea Legs, canny defense, trap sense +2, uncanny dodge
- hp 75 (6d8+6 plus 4d10+4 plus 1d10+1 plus 6)
- IP 2; Madness substance abuse (alcohol)
- Fort +7, Ref +13 (+15 against traps), Will +5
- **Defensive Abilities** corsair's luck 1/day (+2), evasion, superstitious **OFFENSE**
- Spd 30 ft., Run, Sea Legs, fast stealth, ledge walker
- Melee +1 keen cutlass +14/+9 (1d6+4/15-20)
- **Ranged** mwk dagger +13/+8 (1d4+3/19–20) or
- mwk dagger with Rapid Shot +10/+10/+5 (1d4+3/19–20)
- **Special Attacks** close quarters +1, corsair's luck 1/day (+2), dirty fighting +1d4, sneak attack +3d6
- STATISTICS
- Str 17, Dex 17, Con 12, Int 12, Wis 14/18 (16), Cha 12
- Base Atk +9; CMB +12; CMD 28
- Feats Athletic^B, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Rope Monkey, Run^B, Sea Legs^B, Weapon Focus (cutlass)
- Skills Acrobatics +16, Appraise +9, Bluff +11, Climb +13, Diplomacy +11, Disable Device +14, Disguise +11, Escape Artist +11, Intimidate +11, Knowledge (geography) +9, Linguistics +6, Perception +10 (+13 locate traps), Perform (oratory) +9, Profession (sailor) +12, Ride +5, Sense Motive +10, Swim +14
- Languages Aquan, Common, Naval Code, Semaphore
- SQ corsair's luck 1/day (+2), rogue talent (fast stealth, ledge walker, stand up), trapfinding
- **Combat Gear** potion of invisibility; **Other Gear** +1 leather armor, +1 keen cutlass, 4 masterwork daggers, ring of protection +2, belt of incredible dexterity +2, The Gambit

### Marílíse Maeorgan

"Somehow, I think she always knew she'd become the Sea Lord."

-Marshall Maeorgan

As the current Sea Lord of Freeport, the most powerful and influential person 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 (**DC 5**). Beautiful as she is tempestuous, she brings to the office an unpredictability that makes many elite citizens nervous (**DC 15**).

Marilise Maeorgan	GR 8*
<b>XP</b> 6400	
Female human noble 8	
NE Medium humanoid (human)	
Init +3; Senses discern lies (DC 18); Perception +15	
DEFENSE	
AC 13, touch 13, flat-footed 10 (+3 Dex); Combat Expert hp 47 (8d8+8)	tise
<b>Fort</b> +3, <b>Ref</b> +9, <b>Will</b> +8	
OFFENSE	
Speed 30 ft.	
<b>Melee</b> reaverbane +11/+6 (1d8+5/19–20) or	
+1 adamantine dagger +10/+5 (1d4+1/19–20)	
<b>Special Attacks</b> inspire 8/day (+16; awe, complacency, g sneak attack +1d6	reatness),

### Spell-Like Abilities (CL 20th):

1/day—dictum (DC 21), magic circle against chaos, order's wrath (DC 18)

STATISTICS

GR 10

### Str 11, Dex 16, Con 13, Int 16, Wis 15, Cha 18

```
Base Atk +6; CMB +6; CMD 19
```

- **Feats** Alertness^B, Combat Expertise, Deceitful, Leadership^B, Skill Focus (Bluff), Weapon Finesse
- Skills Bluff +29, Diplomacy +19, Disguise +11, Intimidate +18, Knowledge (history) +14, Knowledge (local) +14, Knowledge (nobility) +14, Linguistics +14, Perception +15, Ride +12, Sense Motive +15, Swim +8
- Languages Azharan, Common, Dwarven, Elven, Goblin, Halfling, Orc
- **SQ** breeding—illicit training, influence (Bluff +2), influence (Diplomacy +1), material aid (including criminal organizations), organize +4
- Other Gear Reaverbane, +1 adamantine dagger, circlet of persuasion, noble's outfit, signet ring, badge of office.
- *Marilise's equipment increases her Challenge Rating by +1.

### MENDOR MAEORGAN

"Some days it's best to forget I have any family."

### –Marilise Maeorgan

**GR 10** 

Mendor Maeorgan is the Sea Lord's infamous cousin (**DC 10**). Having long been involved in shady pursuits, Mendor was associated with the now defunct Joy Boys and now leads the notorious Rakeshames, a group of disaffected noble youths who create trouble out of boredom (**DC 15**). Those who know him, though, recognize a profound change in his temperament and even appearance. He is larger, more sinister, and thoroughly mad (**DC 20**).

### MENPOR MAEORGAN

**XP** 9,600

Male degenerate human noble 4/rogue 4/barbarian 2

CE Medium humanoid (human)

Init +2; Senses Perception +7

DEFENSE

- AC 23, touch 13, flat-footed 23 (+9 armor, +1 deflection, +2 Dex, +1 natural); improved uncanny dodge, trap sense +1, uncanny dodge
- **hp** 94 (4d8+16 plus 4d8+16 plus 2d12+8 plus 2)

IP 4

Fort +10, Ref +10 (+11 against traps), Will +3

**Defensive Abilities** evasion, thrall to the Unspeakable One **OFFENSE** 

**Spd** 30 ft. (40 ft. base)

**Melee** +1 bastard sword +13/+8 (1d10+5/19–20) and

bite +11 (1d6+3 plus poison) or

2 claws +11 (1d4+3) and

bite +11 (1d6+3 plus poison)

**Special Attacks** inspire 4/day (+14, awe, fear), poison, rage 10 rounds/ day, rage power (no escape), rogue talent (bleeding attack, slow reactions), sneak attack (+2d6), thrall to the Unspeakable One

### STATISTICS

- Str 16, Dex 14, Con 18, Int 10, Wis 6/14 (10), Cha 14
- Base Atk +8; CMB +11 (+13 sunder); CMD 24 (26 vs. sunder)
- **Feats** Cleave, Great Cleave, Improved Sunder, Leadership^B, Persuasive^B, Power Attack, Weapon Focus (bastard sword)
- **Skills** Acrobatics +8, Bluff +11, Diplomacy +14, Disable Device +8, Intimidate +20, Knowledge (local) +11, Knowledge (nobility) +11, Linguistics +6, Perception +7 (+9 locate traps), Sense Motive +7, Sleight of Hand +8, Stealth +8

GHAPTER SEVEN: DENÍZENS OF FREEPORT

Languages Common

- **SQ** breeding—scholarly training, fast movement, influence (Intimidate +1), material aid, organize +2, trapfinding
- **Combat Gear** potion of cure moderate wounds; **Other Gear** +3 breastplate, +1 bastard sword, ring of protection +1, amulet of natural armor +1, cloak of resistance +1, courtier's outfit, signet ring, 35 gp

### SPECIAL ABILITIES

- **Poison (Ex)** Bite—injury; *save* Fort DC 19; *frequency* 1/round for 4 rounds; *effect* 1d6 Wisdom damage; *cure* 1 save.
- **Thrall to the Unspeakable One (Su)** Once per day, a degenerate creature can invoke the power of its god as an immediate action to gain a 1d6 bonus on a single saving throw, attack roll, or weapon damage roll.

### WHEN RAGING

AC 21, touch 11, flat-footed 21 (+9 armor, +1 deflection, +2 Dex, +1 natural, -2 rage); improved uncanny dodge, trap sense +1, uncanny dodge

hp 114 (4d8+24 plus 4d8+24 plus 2d12+12 plus 2)

### Fort +12, Will +5

- **Melee** +1 bastard sword +15/+10 (1d10+8/19–20) and bite +13 (1d6+5 plus poison) or 2 claws +13 (1d4+5) and
- bite +13 (1d6+5 plus poison)
- Special Attacks poison (DC 21)

### Str 20, Con 22 Base Atk + 8: CMB + 17

Base Atk +8; CMB +13 (+15 sunder); CMD 26 (28 vs. sunder)

### ARGYLE MCGILL

"Nope, I have no use for a six-breasted ebony statue... You know... Come here, up 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 (**DC 10**). He runs a small shop tucked away out of notice in the Old City (**DC 15**). He has numerous items from all over the world, and locals whisper that he has a great deal more somewhere in his "Shop" (**DC 20**).

### ARGYLE MCGILL

### GR 6

### **XP** 2,400

Male human expert 4/warrior 3

NG Medium humanoid (human) Init +2; Senses Perception +6

### DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 shield); Dodge, Improved Dodge, Rope Monkey

**hp** 45 (4d8+4 plus 3d10+3 plus 4)

IP 3

Fort +6, Ref +5, Will +8

OFFENSE

**Spd** 30 ft.

**Melee** +1 punching dagger +11/+6 (1d4+4/x3)

STATISTICS

Str 16, Dex 15, Con 13, Int 15, Wis 15/21 (18), Cha 11

Base Atk +6; CMB +9; CMD 22

- Feats Dodge, Improved Dodge, Quick Draw, Rope Monkey, Weapon Focus (punching dagger)
- Skills Acrobatics +11, Appraise +7, Climb +12, Diplomacy +8, Intimidate +10, Knowledge (history) +7, Ride +11, Sense Motive +9, Swim +11

Languages Aquan, Common, Draconic

**Combat Gear** 2 flasks of acid, *potion of sanctuary*; **Other Gear** +1 *studded leather*, buckler, +1 *punching dagger, ring of sustenance, cloak of resistance* +1, magnifying glass, 4 sunrods, 10 tindertwigs

### Mother Mirren

"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 (**DC 10**). While not the wealthiest of families in Freeport, their sheer numbers give them weight they otherwise wouldn't have (**DC 15**).

Mother Mirren GR 6
<b>XP</b> 2,400
Female human commoner 3/expert 5
NG Medium humanoid (human)
Init –1; Senses Perception +15
DEFENSE
AC 9, touch 9, flat-footed 9 (-1 Dex)
<b>hp</b> 25 (3d6–6 plus 5d8–10 plus 5)
Fort +0, Ref +1, Will +11
OFFENSE
<b>Spd</b> 30 ft.
<b>Melee</b> dagger +2 (1d4–2/19–20)
STATISTICS
Str 6, Dex 8, Con 6, Int 17, Wis 18, Cha 14
Base Atk +4; CMB +2; CMD 11
Feats Iron Will ^B , Leadership, Persuasive, Skill Focus (Diplomacy),
Skill Focus (Sense Motive)
Skills Bluff +13, Diplomacy +18, Handle Animal +13, Intimidate
+15, Knowledge (local) +14, Perception +15, Profession (matriarch)
+15, Ride +6, Sense Motive +18
Languages Common, Dwarven, Elven, Halfling

Gear dagger, candle of truth, figurine of wondrous power (silver raven)

### TALBOUS MOG

"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 **(DC 10)**. He does good deeds for a price **(DC 15)**. A mercenary healer, he wore out his welcome in the Docks and now runs a small stall in the Fool's Market **(DC 20)**.

TALBOUS MOG	GR	4	i.

XP 1,200

Male gnome cleric 5

N Small humanoid (gnome)

Init +0; Senses low-light vision; Perception +7

### DEFENSE

AC 18, touch 11, flat-footed 18 (+7 armor, +1 size); +4 dodge against giant subtype

**hp** 32 (5d8+10)

Fort +8, Ref +3, Will +10; +2 against illusions

OFFENSE

**Spd** 15 ft. (20 ft. base)

**Melee** mwk light mace +6 (1d4)

**Special Attacks** +1 on attacks against reptilian and goblinoid subtypes, channel positive energy 7/day (DC 14, 3d6), spontaneous casting (*cure* spells)

Spell-like Abilities (CL 5th):

1/day—dancing lights, ghost sound (DC 13), prestidigitation, speak with animals

Domain Spell-Like Abilities (CL 5th):

7/day—acid dart (ranged touch +3)

7/day—resistant touch

Spells Prepared (CL 5th):

3rd—dispel magic, protection from energy^D, remove disease 2nd—align weapon, bear's endurance, bull's strength, shield other^D

1st—bless, comprehend languages, inflict light wounds (DC 15, melee touch +3), magic stone, sanctuary^D

0-detect magic, detect poison, light, read magic

D domain spell; Deity none; Domains Earth, Protection

STATISTICS

Str 10, Dex 11, Con 15, Int 11, Wis 18, Cha 14

Base Atk +3; CMB +2; CMD 12

Feats Extra Channel, Self-Sufficient, Weapon Focus (light mace)

Skills Craft (alchemy) +4, Heal +14, Perception +7, Stealth +6, Survival +7; Racial Modifiers +2 Craft (alchemy), +2 Perception

Languages Common, Gnome, Terran

**Combat Gear** potion of lesser restoration, 2 potions of cure light wounds, wand of cure light wounds (50 charges); **Other Gear** +1 full plate, masterwork heavy steel shield, masterwork light mace, silver holy symbol

### Neutalathíen

"(an't 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 runs a leatherworking shop in the Seaside Market (**DC 10**). 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 (**DC 15**). **XP** 6,400 Female half-elf fighter 6/survivor 4

CG Medium humanoid (elf)

Init +9; Senses low-light vision; Perception +11

DEFENSE

AC 21, touch 14, flat-footed 17 (+6 armor, +3 Dex, +1 dodge, +1 shield); Dodge, Two-Weapon Defense

**hp** 93 (6d10+12 plus 4d12+8 plus 10)

Fort +12, Ref +7, Will +5 (+7 against fear); +2 against enchantment

**Defensive Abilities** bravery +2, evasion; **Immune** magic sleep **OFFENSE** 

**Spd** 30 ft.

- **Melee** +1 longsword +13/+8 (1d8+6/19–20) and +1 short sword +11 (1d6+2/19–20) or +1 longsword +13/+8 (1d8+6/19–20) and unarmed strike +12 (1d8+2) or unarmed strike +12/+7 (1d8+2)
- **Ranged** mwk composite shortbow +14/+9 (1d6+2/x3)

Special Attacks shattering strike 2

STATISTICS

- Str 14, Dex 17, Con 15, Int 12, Wis 13, Cha 10
- Base Atk +10; CMB +12 (+13 with heavy blades); CMD 26 (27 vs. disarm and sunder against heavy blades)
- Feats Athletic^B, Combat Reflexes^B, Dodge, Improved Initiative, Improved Unarmed Strike^B, Power Attack, Quick Draw, Skill Focus (Craft—leatherworking)^B, Two-Weapon Defense^B, Two-Weapon Fighting^B, Vital Strike, Weapon Focus (longsword)^B, Weapon Specialization (longsword)^B
- Skills Acrobatics +11, Appraise +3, Climb +12, Craft (leatherworking) +14, Diplomacy +2, Handle Animal +5, Perception +11, Ride +8, Sense Motive +9, Swim +12; Racial Modifiers +2 Perception

Languages Common, Elven, Goblin

- **SQ** armor training 1, elf blood, weapon training 1 (heavy blades)
- Combat Gear potion of blur, potion of cure moderate wounds, smokestick; Other Gear +3 studded leather armor, +1 longsword, +1 short sword, masterwork composite shortbow (Strength +2) with 30 arrows, masterwork artisan's tools (leatherworking), cloak of resistance +1

### OMAR NKOTA

"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 (**DC 10**). He runs a compound at the edge of Drac's End, where he stables all sorts of strange and terrifying monsters (**DC 15**).

OMAR NKOTA	GR 7
<b>XP</b> 3,200	
Male human ranger 8	
LN Medium humanoid (human)	
Init +1; Senses Perception +15	
DEFENSE	
AC 11, touch 11, flat-footed 10 (+1 Dex)	
<b>hp</b> 56 (8d10 plus 8)	
Fort +6, Ref +7, Will +4	
OFFENSE	
Speed 30 ft., Run, woodland stride	
Melee longsword +6/+1 (1d8/19–20) and	
dagger +6/+1 (1d4/19–20)	

**GR 9** 

Ranged dagger +9 (1d4/19–20) Special Attacks favored enemy (animal +4, magical beast +2), favored terrain (plains +4, forest +2)

Ranger Spells Prepared (CL 5th) 2nd—barkskin, hold animal (DC 14) 1st—calm animals (DC 13), magic fang

### STATISTICS

### Str 11, Dex 13, Con 10, Int 15, Wis 14, Cha 14 Base Atk +8; CMB +8; CMD 19

- **Feats** Alertness^B, Animal Affinity, Endurance^B, Improved Two-Weapon Fighting^B, Mounted Combat, Run, Skill Focus (Handle Animal), Two-Weapon Fighting^B
- Skills Appraise +6, Diplomacy +7, Handle Animal +18, Heal +10, Knowledge (arcana) +7, Knowledge (geography) +10, Knowledge (nature) +13, Perception +15, Profession (merchant) +13, Ride +14, Sense Motive +4, Survival +13 (+17 following tracks)

Languages Common, Elven, Goblin

- **SQ** animal companion (Fang), combat style (two-weapon combat), swift tracker, wild empathy +10 (+6 magical beasts)
- Combat Gear ring of animal friendship; Other Gear longsword, 3 daggers

### FANG

GR -

XP —

Male badger animal companion

N Medium animal Init +7; Senses low-light vision, scent; Perception +6

DEFENCE

DEFENSE

AC 16, touch 14, flat-footed 12 (+3 Dex, +1 dodge, +2 natural); Dodge

hp 37 (5d8+15)

Fort +7, Ref +7, Will +2 Defensive Abilities evasion

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft. Melee bite +6 (1d6+3) and 2 claws +6 (1d4+3) Special Attacks rage 6 rounds/day (as barbarian)

STATISTICS

Str 16, Dex 16, Con 17, Int 2, Wis 12, Cha 10 Base Atk +3; CMB +6; CMD 20 (24 vs. trip) Feats Dodge, Improved Initiative, Power Attack Skills Acrobatics +7, Climb +11, Perception +6, Stealth +8 Languages link with master SQ share spells

### 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... Tab him an' the weapon."

### -Dakarta Gringsson, Owner of the Broken Mug

An ex-adventurer, Otto Parsam retired in Freeport and opened a weapon shop to make ends meet (**DC 10**). He's seen his fair share of action and knows the difference a superior weapon can make in a fight (**DC 12**). Although he lives in Scurvytown, no one's foolish enough to give him trouble, for Otto has proved on more than one occasion he knows his way around a fight (**DC 15**).

### OTTO PARSAM

**GR 14** 

XP 38,400 Male human fighter 12/expert 3 NG Medium humanoid (human)

### Init +7; Senses Perception +14

### DEFENSE

AC 25, touch 16, flat-footed 11 (+9 armor, +2 deflection, +3 Dex, +1 dodge); Combat Expertise, Dodge, Mobility

- **hp** 141 (12d10+36 plus 3d8+9 plus 12)
- **Fort** +13, **Ref** +9, **Will** +9 (+12 against fear)

**Defensive Abilities** bravery +3

### OFFENSE

Spd 30 ft., Spring Attack

**Melee** +1 wounding bastard sword +23/+18/+13 (1d10+12/17-20 plus 1 bleed)

### STATISTICS

- Str 21, Dex 16, Con 17, Int 14, Wis 13, Cha 12
- **Base Atk** +14; **CMB** +19 (+20 with natural weapons, +21 with heavy blades); **CMD** 33 (34 vs. disarm and sunder with natural weapons, 35 vs. disarm and sunder with heavy blades)
- Feats Blind-Fight^B, Cleave, Combat Expertise, Combat Reflexes^B, Dodge^B, Exotic Weapon Proficiency (bastard sword)^B, Great Cleave, Improved Critical (bastard sword)^B, Improved Initiative, Improved Vital Strike, Mobility^B, Power Attack, Spring Attack, Vital Strike, Weapon Focus (bastard sword)^B, Weapon Specialization (bastard sword)^B
- **Skills** Acrobatics +16, Climb +18, Diplomacy +11, Handle Animal +14, Intimidate +14, Knowledge (arcana) +15, Perception +14, Profession (shopkeeper) +14, Ride +16
- Languages Common, Dwarven, Elven
- **SQ** armor training 3, weapon training 2 (heavy blades), weapon training 1 (natural weapons)
- **Combat Gear** boots of speed, 2 potions of cure serious wounds, potion of herosim; **Other Gear** +3 breastplate, +1 wounding bastard sword, ring of protection +2, cloak of resistance +1, belt of physical might +2 (Strength and Constitution)

### Patamon

"He's positively delicious."

### -Alisson Vanderbuck, Merchant's Daughter

GR 8

Patamon is a flamboyant rogue and stealer of hearts (**DC 10**). Rumor holds he once ran with one of Freeport's gangs, and fled the city when something went wrong (**DC 15**). 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 (**DC 20**).

### Patamon

**XP** 4,800 Male human rogue 4/sorcerer 5

CN Medium humanoid (human)

**Init** +4; **Senses** Perception +6 (+8 with familiar)

### DEFENSE

AC 20, touch 17, flat-footed 20 (+3 armor, +2 deflection, +4 Dex, +1 dodge); Dodge, trap sense +1, uncanny dodge

**hp** 48 (4d8+4 plus 5d6+5); resiliency

Fort +3, Ref +9 (+10 against traps, +11 with familiar), Will +6

### Defensive Abilities evasion

OFFENSE Spd 30 ft., Nimble Moves, Run, fast stealth

**Melee** +1 light mace +6 (1d6+1)

**Ranged** mwk light crossbow +10 (1d8/19–20)

Special Attacks sneak attack +2d6

**Spells Known** (CL 5th, 10% spell failure):

- 2nd (5/day)—eagle's splendor, invisibility, scorching ray (ranged touch +9)
- 1st (7/day)—animate rope, charm person (DC 15), disguise self, identify, shield

GR 10

0 (at will)—daze (DC 14), detect magic, mage hand, prestidigitation, read magic, resistance

**Bloodline** arcane

### STATISTICS

### Str 11, Dex 18, Con 13, Int 14, Wis 13, Cha 18

- Base Atk +5; CMB +5; CMD 22
- Feats Alertness (with familiar), Combat Casting, Combat Reflexes^B, Dodge, Eschew Materials^B, Nimble Moves, Run, Still Spell
- Skills Acrobatics +16 (+20 on jumps with running start), Appraise +6 (+8 detailed items), Bluff +16, Climb +4, Diplomacy +9, Disable Device +20, Intimidate +8, Knowledge (arcana) +7, Linguistics +7, Perception +6 (+8 locate traps, +8 with familiar), Perform (act) +8, Sleight of Hand +16, Spellcraft +9, Stealth +16, Use Magic Device +9
- Languages Common, Draconic, Elven, Halfling, Orc; empathic link and speak with familiar
- SQ arcane bond (familiar), bloodline arcana (+1 to DC of spells using metamagic feats that increase the slot by at least 1 level), metamagic adept 1/day, rogue talent (fast stealth, resiliency), share spells, trapfinding
- Gear +1 leather armor, +1 light mace, masterwork light crossbow with 12 bolts, ring of protection +2, magnifying glass, masterwork thieves' tools, courtier's outfit

### WINK

GR -

XP —

Female weasel familiar (Pathfinder RPG Bestiary 133) N Tiny magical beast (augmented animal)

Init +2; Senses low-light vision, scent; Perception +1

### DEFENSE

AC 18 touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size) hp 24 (9 HD)

Fort +2, Ref +7, Will +6

Defensive Abilities improved evasion

**OFFENSE** 

**Spd** 20 ft., climb 20 ft.

**Melee** bite +9 (1d3–4 plus attach)

Space 2-1/2 ft. ft.; Reach 0 ft. Special Attacks deliver touch spells

### STATISTICS

Str 3, Dex 15, Con 10, Int 6, Wis 12, Cha 5

Base Atk +5; CMB +5; CMD 11 (15 vs. trip)

Feats Weapon Finesse

Skills Acrobatics +22, Climb +14, Escape Artist +6, Knowledge (arcana) +0, Linguistics +0, Perception +6, Spellcraft +2, Stealth +26; Racial Modifiers +4 Stealth, +8 Acrobatics

Languages empathic link and speak with master

### SQ share spells

**Special Abilities** 

Attach (Ex) When a weasel hits with a bite attack, it automatically grapples its foe, inflicting automatic bite damage each round.

### 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 (DC 15). Founded on the purpose of spreading the Murder God's influence in Freeport, Prendag's organized mob of killers and thugs spreads fear throughout Scurvytown, Bloodsalt, and beyond (DC 20). Rumors of his success have made him something of a hero to the orcs of Bloodsalt and many seek out the Bleeding Fist to gain the power which they feel was stolen from them by the hobgoblins of their ghetto (DC 25).

### PRENDAG

XP 9,600

Male half-orc cultist 12

CE Medium humanoid (orc) Init +1; Senses darkvision 60 ft.; Perception +5

### DEFENSE

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

**hp** 78 (12d6+24 plus 12); orc ferocity

**IP** 4

**Fort** +6, **Ref** +5, **Will** +7

### OFFENSE

Speed 30 ft.

**Melee** +1 wounding spiked gauntlet +15/+10 (1d4+5 plus 1 Con) Ranged dagger +10 (1d4+4/19-20)

Special Attacks fanatic, sneak attack +2d6

Cultist Spells Prepared (CL 6th)

- 4th—death ward^D, poison (DC 17)
- 3rd—animate dead^D, bestow curse (DC 16), blindness/deafness (DC 16), prayer
- 2nd—darkness, death knell (DC 15)^D, hold person (DC 15), sound burst (DC 15)
- 1st—bane (DC 14), cause fear (DC 14)^D, cure light wounds, doom (DC 14), shield of faith

D domain spell. Deity God of Death; Domain Death

STATISTICS

- Str 18, Dex 13, Con 14, Int 10, Wis 8/16 (12), Cha 14
- Base Atk +9; CMB +13 (+15 sunder); CMD 24 (26 vs. sunder)
- Feats Cleave, Empower Spell, Improved Sunder, Insane Casting, Power Attack, Skill Focus (Bluff)^B, Weapon Focus (spiked gauntlet)
- Skills Bluff +23, Diplomacy +6, Intimidate +19, Knowledge (religion) +5, Perception +5, Sense Motive +5, Stealth +16; Racial Modifiers +2 Intimidate
- Languages Common, Orc

SQ orc blood

Combat Gear 2 potion of cure serious wounds; Other Gear +2 studded leather, +1 wounding spiked gauntlet, 4 daggers, belt of mighty constitution +2, silver unholy symbol, black onyx gem for *animate dead*(25 gp)

### Tench Prescott

"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

**GR 5** 

The current holder of the Privateer's Seat is Tench Prescott, a man famous for his libido (DC 10). According to those close to the Council, he took the job to keep his coffers full and slake his thirst for the ladies (DC 15).

TENCH PRESCOTT
<b>XP</b> 1,600
Male human corsair 6

N Medium humanoid (human)

Init +3; Senses Perception -1

### DEFENSE

AC 21, touch 17, flat-footed 21 (+4 armor, +3 Dex, +4 dodge); Dodge, Improved Dodge, Rope Monkey, Sea Legs, uncanny dodge

**hp** 49 (6d10+12)

### Defensive Abilities corsair's luck 1/day OFFENSE Speed 30 ft., Sea Legs

Melee +1 rapier +10/+5 (1d6+2/18–20) Ranged mwk light crossbow +10 (1d8/19–20) Special Attacks corsair's luck 1/day, dirty fighting +2d4 STATISTICS

**Str** 13, **Dex** 16, **Con** 12, **Int** 10, **Wis** 8, **Cha** 16 **Base Atk** +6; **CMB** +7; **CMD** 24

**Feats** Athletic^B, Combat Reflexes, Counterstrike, Dodge^B, Improved Dodge[†], Rope Monkey^B, Sea Legs^B, Weapon Finesse^B

Skills Acrobatics +8, Bluff +12, Climb +3, Diplomacy +9, Intimidate +12, Knowledge (geography) +9, Perception –1, Profession (sailor) +8, Swim +7

Languages Common

SQ corsair's luck 1/day

**Combat Gear** 2 potion of cure light wounds, oil of remove disease, **Other Gear** +1 studded leather armor, cloak of resistance +1, +1 rapier, mwk light crossbow, 10 bolts, 2 *elixirs of love*, courtier's outfit, purse containing 40 gp

### FRENA QUEN

"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 Freeport to sell vegetables, herbs, and the like to the locals of Drac's End (DC 10). Considered an eccentric at best, a witch at worst, she doesn't help her image any when she throws clods of dirt at those who offend her sensibilities (DC 15).

### FIRENA QUEN GR Z **XP** 600 Female human druid 3 NG Medium humanoid (human) Init +6; Senses Perception +9 DEFENSE AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex) **hp** 23 (3d8+3 plus 3) Fort +4, Ref +3, Will +7 **OFFENSE** Spd 30 ft., woodland stride Melee mwk sickle +5 (1d6–1) or quarterstaff +1 (1d6-1) **Special Attacks** spontaneous casting (*summon nature's ally*) Spells Prepared (CL 3rd): 2nd—animal trance (DC 16), barkskin 1st-longstrider, shillelagh, speak with animals 0-detect poison, guidance, know direction, resistance STATISTICS Str 8, Dex 14, Con 13, Int 11, Wis 18, Cha 12 Base Atk +2; CMB +1; CMD 13 Feats Improved Initiative, Self-Sufficient^B, Weapon Finesse Skills Handle Animal +7, Heal +11, Knowledge (nature) +8, Perception +9, Ride +6, Spellcraft +4, Survival +14 Languages Common, Druidic; link with animal companion SQ nature bond (animal companion), share spells, trackless step, wild empathy +4 (+0 magical beasts) Combat Gear 2 elixirs of hiding, elixir of vision, wand of cure light

wounds (20 charges); **Other Gear** +1 leather armor, masterwork sickle, quarterstaff, holly and mistletoe

### SAM XP —

Male monkey animal companion (*Pathfinder RPG Bestiary* 132) N Tiny animal

Init +3; Senses low-light vision; Perception +5

DEFENSE

AC 17, touch 15, flat-footed 14 (+2 Dex, +1 dodge, +2 natural, +2 size); Dodge

**hp** 13 (3d8)

Fort +3, Ref +6, Will +2 Defensive Abilities evasion

Defensive A

OFFENSE

**Spd** 30 ft., climb 30 ft. **Melee** bite +7 (1d3–3)

**Space** 2-1/2 ft.; **Reach** 0 ft.

### STATISTICS

Str 4, Dex 16, Con 10, Int 2, Wis 12, Cha 5
Base Atk +2; CMB +3; CMD 11
Feats Dodge, Weapon Finesse
Skills Acrobatics +11, Climb +11, Perception +5, Stealth +8; Racial Modifiers +8 Acrobatics

Languages link with master

SQ share spells, tricks (fetch, perform)

### Thulmír Quent

"I'm looking for a few good men... Know any?"

### -Thulmir Quent

GR -

For those who need money and don't mind a bit of danger, Thulmir Quent's their man (**DC 10**). 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 (**DC 15**).

### THULMÍR QUENT **GR 5** XP 1,600 Male human rogue 1/monster hunter 5 N Medium humanoid (human) Init +1; Senses Perception +16 DEFENSE AC 13, touch 10, flat-footed 13 (+3 armor, +1 deflection, -1 Dex) **hp** 41 (1d8+1 plus 5d10+5) **Fort** +6, **Ref** +3, **Will** +8 (+11 against fear) **Defensive Abilities** hardy **OFFENSE** Speed 30 ft. **Melee** dagger +5 (1d4/19–20) Ranged dagger +4 (1d4/19-20) Special Attacks sneak attack +1d6 STATISTICS Str 10, Dex 9, Con 12, Int 17, Wis 16, Cha 14 Base Atk +5; CMB +5; CMD 15 Feats Alertness^B, Brilliant Tactician, Skill Focus (Diplomacy), Skill Focus (Knowledge-history) Skills Appraise +7, Bluff +11, Diplomacy +14, Intimidate +6, Knowledge (arcana) +10, Knowledge (geography) +11, Knowledge (history) +13, Knowledge (local) +12, Linguistics +8, Perception +16 (+17 locate traps), Sense Motive +12, Stealth +8, Survival +14 (+16 following tracks) Languages Celestial, Common, Draconic, Dwarven, Elven, Undercommon

**SQ** monster hunter (apprentice dragon hunter, apprentice magical beast hunter), monster lore +5, trapfinding

Combat Gear 3 potion of cure moderate wounds, potion of undetectable

alignment; Other Gear +1 leather armor, ring of protection +1, cloak of resistance +1, 4 daggers

### Apmiral Thurlow Rankin

"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 (**DC 10**). He's seen many masters over his years and doesn't waste time worrying about their virtues or their flaws (**DC 15**). He takes orders well, which is why he's held onto this job for so long (**DC 20**).

Apmiral Thurlow Rankin	GR 9
<b>XP</b> 6,400	

### Male human ranger 2/corsair 6/Sea Dog 2

N Medium humanoid (human)

Init +3; Senses Perception +14

### DEFENSE

AC 23, touch 17, flat-footed 16 (+5 armor, +3 Dex, +4 dodge, +1 natural); Combat Expertise, Dodge, Rope Monkey, Sea Legs

**hp** 57 (2d10 plus 6d10 plus 2d8)

**Fort** +10, **Ref** +13, **Will** +5

Defensive Abilities corsair's luck 1/day

OFFENSE

Speed 30 ft., Sea Legs

- **Melee** +1 flaming rapier +13/+8 (1d6+1/18–20 plus 1d6 fire) and kukri +11 (1d4/18–20)
- **Special Attacks** close quarters +1, corsair's luck 1/day, dirty fighting +2d4, favored enemy (aquatic humanoids +2), favored ship (*The Tyrant* +1)

### STATISTICS

Str 10, Dex 16, Con 11, Int 14, Wis 12, Cha 17

- Base Atk +10; CMB +10 (+12 disarm); CMD 27 (29 vs. disarm)
- Feats Athletic^B, Brilliant Tactician^B, Combat Expertise^B, Dodge, Improved Disarm, Improved Feint, Rope Monkey^B, Sea Legs^B, Two-Weapon Fighting^B, Weapon Finesse, Weapon Focus (rapier)
- Skills Acrobatics +16, Bluff +13, Climb +12, Diplomacy +11, Intimidate +8, Knowledge (geography) +15, Knowledge (local) +4, Knowledge (nature) +7, Perception +14, Profession (sailor) +14, Survival +14 (+15 tracking), Swim +10

Languages Common, Naval Code, Semaphore

- **SQ** combat style (two-weapon combat),corsair's luck 1/day, track, wild empathy +5 (+1 magical beasts), superstitious
- Other Gear +1 chain shirt, amulet of natural armor +1, cloak of resistance +1, +1 flaming rapier, kukri, captain's chest, uniform, badge, pouch with 72 gp, The Tyrant

### REP ALICE

"Aye, I saw 'er. She had fangs, flaming hair, and a necklace of man-parts. I ran for my life, but the sound of her cackling haunts me still."

### -Rude Tom, Watchman

A scourge of young noblemen in the Merchant District, Red Alice is a larger than life murderess (**DC 10**). Once a promising actress, the woman who became Red Alice saw her dreams shattered one brutal night, after being assaulted by a cruel noble (**DC 20**). Ever since, she's hunted young male nobles, vowing to get her revenge by murdering anyone she suspects may have been the villain that attacked her (**DC 15**).

### REP ALICE

Female half-elf assassin 7

### CE Medium humanoid (elf)

Init +7; Senses low-light vision; Perception +10

- DEFENSE
- AC 21, touch 15, flat-footed 21 (+4 armor, +4 Dex, +1 dodge, +2 shield); Dodge, Mobility, uncanny dodge

**hp** 56 (7d8+14 plus 7)

**IP** 4

Fort +7 (+10 against poison), Ref +9, Will +1; +2 against enchantments

Defensive Abilities ruthless, shadowspawn; Immune magic sleep OFFENSE

Spd 30 ft., Spring Attack

- **Melee** mwk short sword +7 (1d6+1/19–20 plus poison)
- **Ranged** mwk light crossbow +10 (1d8/19–20 plus poison)
- **Special Attacks** ambush +3, backstab +2d6, death attack (DC 14), ruthless, tools of the trade (preternatural instincts)

STATISTICS

Str 12, Dex 19, Con 14, Int 17, Wis 8/16 (12), Cha 17

Base Atk +5; CMB +6; CMD 21

- Feats Dodge, Mobility, Quick Draw, Skill Focus (Intimidate)^B, Spring Attack
- Skills Acrobatics +14, Bluff +13, Diplomacy +12 (+13 find work), Disguise +22, Escape Artist +13, Intimidate +16, Knowledge (local) +12, Perception +10, Perform (act) +9, Stealth +19; Racial Modifiers +2 Perception

Languages Common, Dwarven, Elven, Halfling, Orc

SQ contract, poison use, tools of the trade (deep cover)

**Combat Gear** 3 doses of shadow essence (Injury, DC 17, onset —, freq 1/rd. for 6 rds., effect 1 Str drain/1d2 Str, cure 1 save), *oil of keen edge, potion of shield of faith* +3; **Other Gear** +1 studded leather *armor*, +1 buckler, masterwork short sword, masterwork light crossbow with 10 bolts, *cloak of elvenkind* 

### Draegar Repulape

"If Draegar wants Bloodsalt, I say let him have it."

### -Garth Varellion

Draegar Redblade is the influential commander of the Redblade Militia, the police force that controls Bloodsalt (**DC 10**). It's no secret Draegar wants more power, and more control over the city (**DC 15**). The Captains' Council keeps a wary eye on this ambitious hobgoblin (**DC 20**).

Præger Repblape	GR 12
<b>XP</b> 19,200	
Male hobgoblin fighter 13 (Pathfinder Bestiary 175)	
LE Medium humanoid (goblinoid)	
Init +2; Senses darkvision 60 ft.; Perception +4	
DEFENSE	
AC 26, touch 15, flat-footed 23 (+8 armor, +2 deflection	, +2 Dex, +1
dodge, +3 shield); Combat Expertise, Dodge, Evasive	Maneuvers,
Mobility	
<b>hp</b> 128 (13d10+39 plus 13)	

Fort +12, Ref +7, Will +6 (+9 against fear)

Defensive Abilities bravery +3

### OFFENSE

Speed 30 ft., Persistent Threat, Spring Attack

- Melee +1 wounding longsword +22/+17/+12 (1d8+8/17-20 plus 1 Con)
- Ranged mwk light crossbow +18 (1d8+2/19-20)

GR 6

### STATISTICS

### Str 18, Dex 14, Con 16, Int 13, Wis 12, Cha 12

- **Base Atk** +13; **CMB** +17 (+18 light blades, +19 disarm and crossbows, +20 heavy blades); **CMD** 36 (37 vs. sunder with light blades, 38 vs. disarm and vs. sunder with crossbows, 39 vs. disarm with light blades and vs. sunder with heavy blades, 40 vs. disarm with crossbows, 41 vs. disarm with heavy blades)
- Feats Canny Charge^B, Combat Expertise^B, Combat Reflexes, Dodge, Evasive Maneuvers, Improved Critical (longsword), Improved Disarm^B, Leadership, Mobility, Persistent Threat^B, Power Attack^B, Spring Attack^B, Weapon Focus (longsword), Whirlwind Attack
- Skills Climb +8, Intimidate +17, Perception +4, Ride +16, Stealth +7, Survival +6, Swim +7; Racial Modifiers +4 Stealth
- Languages Common, Goblin, Orc
- **SQ** armor training 3, weapon training 3 (heavy blades), weapon training 2 (crossbows), weapon training 1 (light blades)
- **Combat Gear** potion of cure serious wounds; **Other Gear** +2 chainmail, +1 heavy steel shield, ring of protection +2, cloak of resistance +1, +1 wounding longsword, mwk light crossbow, 20 bolts, 4 feather tokens (bird), pouch containing 15 gp

### MARCUS ROBERTS

"I don't trust Roberts; he smiles too much."

### -Liam Blackhammer

Marcus Roberts is very much the face of Freeport itself, the city's preeminent ambassador with contacts all over the continent **(DC 10)**. 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 **(DC 25)**.

### MARCUS ROBERTS

GR 11

**XP** 12,800 Male human rogue 12

CG Medium humanoid (human) Init +3; Senses Perception +17

### DEFENSE

AC 20, touch 15, flat-footed 20 (+4 armor, +1 deflection, +3 Dex, +1 dodge, +1 natural); Combat Expertise, Dodge, Mobility, improved uncanny dodge, trap sense +14, uncanny dodge

hp 69 (12d8+12)

Fort +5, Ref +11 (+15 against traps), Will +6

**Defensive Abilities** evasion, rogue talent (slippery mind) **OFFENSE** 

Spd 30 ft., Spring Attack

Melee sword of subtlety +13/+8 (1d6+2/19-20)

Special Attacks rogue talents (bleeding attack, crippling strike, major magic, minor magic), sneak attack +6d6

Spell-Like Abilities (CL 12th):

2/day—sleep (DC 14)

3/day—message

STATISTICS

### Str 12, Dex 16, Con 13, Int 16, Wis 14, Cha 18

Base Atk +9; CMB +10; CMD 25

- Feats Combat Expertise, Dodge^B, Improved Feint, Mobility, Spring Attack, Weapon Finesse^B, Whirlwind Attack, Wind Stance
- Skills Acrobatics +17, Bluff +19, Diplomacy +19, Disable Device +19, Disguise +19, Escape Artist +17, Intimidate +19, Linguistics +18, Perception +17 (+19 locate traps), Stealth +17, Sense Motive +17, Swim +15, Use Magic Device +19
- Languages Aquan, Common, Draconic, Dwarven, Elven, Giant, Gnoll, Gnome, Halfling, Infernal, Mercenary Tongue, Naval Code, Orc, Semaphore, Thieves' Cant, Undercommon

SQ rogue talents (finesse rogue), trapfinding

**Combat Gear** *potion of blur*; **Other Gear** masterwork chain shirt, *sword of subtlety, ring of protection +1, amulet of natural armor +1,* signet ring, noble's outfit

### NITUR ROBERTS

"She is the luckiest woman in Freeport, blessed with good looks, wealth, status, and a successful business. I really hate her."

-Vikki Tarjay

A few years ago, most merchant princes dismissed Nifur Roberts 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 (**DC 15**). However, she has since abandoned her childish exploits after she and her sisters found themselves in a great deal of trouble (**DC 17**). 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 (**DC 10**).

NIFUR ROBERTS	GR Z
<b>XP</b> 600	
Female human fighter 3	
CG Medium humanoid (human)	
<b>Init</b> +6; <b>Senses</b> Perception +1	
DEFENSE	
AC 14, touch 13, flat-footed 11 (+1 armor, +2 D	Dex, +1 dodge)
Dodge, Mobility	
<b>hp</b> 16 (3d10)	
Fort +4, Ref +4, Will +1 (+2 against fear)	
Defensive Abilities bravery +1	
OFFENSE S. LOO G	
<b>Spd</b> 30 ft.	
<b>Melee</b> mwk rapier +6 (1d6+1/18-20)	
STATISTICS	
Str 12, Dex 14, Con 10, Int 13, Wis 8, Cha 15	
Base Atk +3; CMB +4; CMD 17	war
Feats Dodge, Improved Initiative, Mobility, Persu Finesse	uasive, weapoi
Skills Acrobatics +5, Bluff +5, Climb +5, Diplomacy +	6 Intimidate +8
Knowledge (local) +2, Perception +1, Profession (n	
Languages Common, Halfling	
SQ armor training 1	
Gear masterwork rapier, bracers of armor +1, cloak	of resistance +1
noble's outfit, signet ring	5
Tanko Sandek	

-Tanko Sandek

Tanko Sandek was once an up-and-coming sergeant in the Sea Lord's Guard (**DC 10**), but fell from grace with the death of Commissioner Williams (**DC 15**). 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 (**DC 20**).

### TANKO SANPEK

for Freeport."

GR 10

**XP** 9,600

Male human rogue 1/fighter 8/paladin 2 LG Medium humanoid (human) Init +2; Senses Perception +11 Aura good

# SHAPTER SEVEN: DENÍZENS OF FREEPORT

### DEFENSE

AC 19, touch 14, flat-footed 16 (+5 armor, +1 deflection, +2 Dex, +1 dodge); Combat Expertise, Dodge

**hp** 87 (1d8+2 plus 8d10+16 plus 2d10+4 plus 2)

Fort +15, Ref +10, Will +11 (+13 against fear)

Defensive Abilities bravery +2; Immune magic missile

### OFFENSE

- **Spd** 30 ft. **Melee** +1 keen falchion +18/+13 (2d4+11/15-20)
- Special Attacks smite evil 1/day (+4 attack, +2 damage), sneak attack +1d6
- Spell-Like Abilities (CL 2nd):
- At will—detect evil

### STATISTICS

- Str 20, Dex 14, Con 14, Int 14, Wis 14, Cha 18
- Base Atk +10; CMB +15 (+16 with heavy blades, +19 to disarm); CMD 29 (30 vs. sunder with heavy blades, 31 vs. disarm, 32 vs. disarm with heavy blades)
- **Feats** Blind-Fight, Cleave^B, Combat Expertise^B, Combat Reflexes, Dodge^B, Great Cleave, Greater Disarm, Improved Disarm^B, Lunge, Power Attack^B, Weapon Focus (falchion)^B, Weapon Specialization (falchion)
- Skills Acrobatics +11, Bluff +13, Climb +14, Diplomacy +13, Disable Device +8, Intimidate +13, Knowledge (local) +11, Knowledge (nobility) +11, Perception +11 (+13 locate traps), Sense Motive +11, Stealth +11

Languages Common, Halfling, Orc

- SQ armor training 2, trapfinding, lay on hands 5/day (1d6), weapon training 1 (heavy blades)
- **Combat Gear** brooch of shielding (73 points), potion of cure moderate wounds; **Other Gear** +1 chain shirt, +1 keen falchion, ring of protection +1, headband of alluring charisma +2, belt of giant strength +2

### 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 (**DC 10**). In the six years he's protected Freeport's finest, he's made quite a name for himself (**DC 15**). His success stems not only from the services he provides, but also for his willingness to teach others how to defend themselves (**DC 20**).

BILL SANGAPULATELE GR 9
<b>XP</b> 6,400
Male human fighter 4/survivor 6
LN Medium humanoid (human)
Init +11; Senses Perception +10
DEFENSE
AC 21, touch 18, flat-footed 16 (+2 armor, +4 Dex, +1 dodge, +1 natural, +3 Wis); Deflect Arrows, Dodge
<b>hp</b> 72 (4d10 plus 6d12 plus 6)
<b>Fort</b> +10, <b>Ref</b> +8, <b>Will</b> +6 (+7 against fear)
Defensive Abilities bravery +1, evasion, indomitable; Immune confusion
OFFENSE
Speed 30 ft., burst
<b>Melee</b> +1 keen falchion +16/+11 (2d4+9/15–20) or unarmed strike +14/+9 (1d3+4)
Special Attacks shattering strike 3
STATISTICS
Str 18, Dex 18, Con 10, Int 8, Wis 14, Cha 11



### Base Atk +10; CMB +14; CMD 32

- **Feats** Acrobatic, Alertness^B, Athletic^B, Cleave^B, Combat Reflexes^B, Deflect Arrows, Dodge, Improved Initiative, Improved Unarmed Strike^B, Power Attack, Weapon Focus (falchion)^B, Weapon Specialization (falchion)^B
- Skills Acrobatics +21, Climb +21, Diplomacy +1, Escape Artist +5, Fly +6, Intimidate +6, Perception +10, Profession (bodyguard) +6, Sense Motive +4, Stealth +7, Swim +6

### Languages Common

SQ armor training 1

**Combat Gear** potion of cure moderate wounds, potion of blur; **Other Gear** amulet of natural armor +1, cloak of resistance +1, bracers of armor +2, +1 keen falchion, peasant's outfit, pouch with 25 gp

### ASHA SANTE

"There were all sorts of suspicious and, to be honest, illegal activities when Xander Williams ran the Guard. So I suppose Im not surprised that Sante and her subversive group fell apart with their master's death."

### -Finn

GR 7

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 (**DC 20**). When Williams died and Grossette vanished, Sante's group fell to pieces and she went underground (**DC 25**).

### ASHA SANTE

XP 3,200 Female human cleric 6/rogue 2 LN Medium humanoid (human) Init +5; Senses Perception +8 Aura law

### DEFENSE

AC 18, touch 12, flat-footed 17 (+6 armor, +1 deflection, +1 Dex) hp 58 (6d8+12 plus 2d8+4 plus 6) Fort +9, Ref +8, Will +10 Defensive Abilities evasion

### OFFENSE

Spd 30 ft., fly 30 ft. 5 rounds/day (perfect)

- Melee mwk cold iron heavy mace (used two-handed) +9 (1d8+3) Ranged javelin +6 (1d6+2)
- **Special Attacks** channel positive energy 7/day (DC 15, 3d6), destructive smite 6/day (+3 damage), sneak attack +1d6, spontaneous casting (*cure* spells)

### Domain Spell-like Abilities (6th)

6/day—resistant touch

### Spells Prepared (CL 6th):

- 3rd—dispel magic, invisibility purge, protection from energy^D, searing light (ranged touch +6)
- 2nd—aid, consecrate, hold person (DC 15), shatter^D (DC 15), zone of truth (DC 15)
- 1st—bless, detect evil, divine favor, sanctuary^D (DC 14), shield of faith
- 0-detect magic, detect poison, guidance, light
- D domain spell; Deity God of Retribution; Domains Destruction, Protection

### STATISTICS

### **Str** 14, **Dex** 13, **Con** 14, **Int** 12, **Wis** 16, **Cha** 14 **Base Atk** +5; **CMB** +7; **CMD** 19

- **Feats** Combat Casting, Extra Channel, Improved Initiative^B, Spell Penetration, Weapon Focus (heavy mace)^B
- **Skills** Craft (alchemy) +6, Diplomacy +7, Disable Device +8, Heal +10, Intimidate +10, Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (local) +7, Knowledge (religion) +11, Perception +8

(+10 locate traps), Sense Motive +8, Spellcraft +9, Stealth +6

Languages Celestial, Common

### SQ rogue talent (weapon training), trapfinding

**Combat Gear** *divine scroll of dimensional anchor, dust of appearance;* **Other Gear** elven chain, masterwork cold iron heavy mace, 2 javelins, *ring of the osprey, ring of protection +1, elixir of truth*, silver holy symbol of the God of Retribution

### GAPTAIN SCARBELLY

"An orc pirate? Now I ve seen everything."

### -Last words of Enus MacGee

Scarbelly is the infamous captain of the *Bloody Vengeance*, a rotting galleon crewed exclusively by orcs (**DC 10**). 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 (**DC 15**).

### GAPTAIN SCARBELLY

**GR 6** 

XP 2,400
Male orc fighter 7 (*Pathfinder RPG Bestiary* 222)
CE Medium humanoid (orc)
Init +5; Senses darkvision 60 ft., low-light vision; Perception -1
DEFENSE
AC 20, touch 12, flat-footed 18 (+7 armor, +1 Dex, +1 dodge, +1 natural); Dodge
hp 64 (7d10+14 plus 7)
IP 2

Fort +7, Ref +3, Will +3 (+5 against fear) Defensive Abilities bravery +2, ferocity Weaknesses light sensitivity

### OFFENSE

Speed 30 ft.

- **Melee** +1 battleaxe +14/+9 (1d8+10/x3)
- Ranged dragon FP +8 (3d8/x3)
- STATISTICS
- Str 18, Dex 13, Con 14, Int 12, Wis 9/13 (11), Cha 11
- Base Atk +7; CMB +11 (+12 axes); CMD 23 (24 vs. disarm and sunder with axes)
- **Feats** Cleave^B, Dodge, Firearms Proficiency^B, Improved Initiative, Iron Will, Power Attack^B, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)^B
- Skills Climb +8, Intimidate +10, Knowledge (geography) +4, Profession (sailor) +5, Survival +4, Swim +8
- Languages Common, Orc
- **SQ** armor training 2, weapon training 1 (axes)

**Combat Gear** potion of cure serious wounds; **Other Gear** +1 chainmail, amulet of natural armor +1, +1 battleaxe, dragon FP with ammunition for 5 shots, 5 gaudy rings (30 gp each), the Vengence and all its contents

### Dreipen Simmerswell

"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 (**DC 10**). 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 (**DC 15**).

### DREIDEN SIMMERSWELLGR 8XP 4,800Male halfling rogue 3/expert 6NG Small humanoid (halfling)Init +3; Senses Perception +15DEFENSEAC 18, touch 15, flat-footed 14 (+3 armor, +3 Dex, +1 dodge, +1 size);<br/>Combat Expertise, Dodge, Mobility, trap sense +1

**hp** 44 (3d8 plus 6d8)

Fort +4, Ref +9 (+10 against traps), Will +8; +2 against fear

Defensive Abilities evasion

OFFENSE

**Spd** 20 ft.

**Melee** +1 keen dagger +11/+6 (1d3+2/17-20)

- **Ranged** dagger +10/+5 (1d3+1/19–20)
- Special Attacks sneak attack +2d6

STATISTICS

Str 12, Dex 16, Con 11, Int 13, Wis 12, Cha 11

Base Atk +6; CMB +8; CMD 20

- Feats Agile Maneuvers, Combat Expertise, Dodge, Mobility, Skill Focus (Profession—cook), Weapon Finesse^B
- Skills Acrobatics +10 (+6 jump), Climb +15, Diplomacy +12, Disable Device +17, Knowledge (local) +13, Knowledge (nature) +10, Perception +15 (+17 locate traps), Profession (cook) +16, Stealth +19, Survival +8; Racial Modifiers +2 Acrobatics, +2 Climb, +2 Perception

Languages Common, Halfling, Orc

SQ trapfinding

**Combat Gear** dust of illusion, potion of blur, 2 potions of cure light wounds, potion of invisibility; **Other Gear** +1 leather armor, +1 keen dagger, 4 daggers, 2 feather tokens (bird), Diving Fin

### ANGELO STAMPFEL

"When I found him, he was a no good piece of trash. I made him. He's still a no good piece of trash, but 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 (**DC 15**). 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 (**DC 15**).

### ANGELO STAMPFEL

GR H

**XP** 1,200

Male human rogue 5

N Medium humanoid (human)

**Init** +1; **Senses** Perception +12

### DEFENSE

AC 15, touch 12, flat-footed 15 (+3 armor, +1 Dex, +1 dodge); Dodge, Mobility, trap sense +1, uncanny dodge

**hp** 27 (5d8+5)

Fort +2, Ref +5 (+6 against traps), Will +3

Defensive Abilities evasion

OFFENSE

Spd 30 ft., Run

**Melee** mwk sap +5 (1d6+1/nonlethal)

Special Attacks rogue talents (major magic, minor magic), sneak attack +3d6

Spell-Like Abilities (CL 5th):

2/day—comprehend languages

3/day—message

### STATISTICS

Str 13, Dex 13, Con 12, Int 14, Wis 14, Cha 18

Base Atk +3; CMB +4; CMD 16

Feats Alertness, Dodge, Mobility, Run

Skills Acrobatics +9, Bluff +12, Climb +9, Diplomacy +10, Disable Device +9, Disguise +10, Intimidate +12, Knowledge (local) +10, Perception +12 (+14 locate traps), Profession (reporter) +10, Sense Motive +12, Sleight of Hand +9, Survival +3

Languages Common, Halfling, Orc

SQ trapfinding

**Combat Gear** elixir of hiding, 3 tanglefoot bags; **Other Gear** +1 leather armor, masterwork sap, 2 elixirs of love, hat of disguise, notebook, charcoal pencil, pouch containing 89 gp

### Kyrga Stonefoot

"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 (DC 15). 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 (DC 10).

### Kyrga Stonefoot

GR 5*

XP 1,600 Female dwarf expert 3/survivor 2 N Medium humanoid (dwarf) Init +3; Senses darkvision 60 ft.; Perception +8 DEFENSE AC 14, touch 14, flat-footed 12 (+1 Dex, +1 dodge, +2 Wis); Dodge, +4 dodge against giant subtype

**hp** 45 (3d8+9 plus 2d12+6)

Fort +7 (+9 against poison), Ref +2, Will +5; +2 against spells and spell-like effects

Defensive Abilities stability

### OFFENSE

**Spd** 30 ft., Run

- Melee unarmed strike +7 (1d6+3)
- Special Attacks +1 bonus on attacks against orc and goblinoid subtypes, shattering strike 1

### STATISTICS

Str 16, Dex 12, Con 16, Int 12, Wis 14, Cha 9

Base Atk +4; CMB +7; CMD 19 (23 vs. bull rush or trip)

Feats Athletic⁸, Dodge, Endurance, Improved Unarmed Strike⁸, Run Skills Acrobatics +6 (+7 jump), Appraise +6 (+8 metals and gems),

- Climb +11, Craft (metals) +7, Craft (stonemasonry) +6, Diplomacy +7, Knowledge (geography) +7, Knowledge (local) +7, Perception +8 (+10 stonework), Profession (courier) +7, Linguistics +7, Swim +11; **Racial Modifiers** +2 Appraise (metals and gems), +2 Perception (stonework)
- Languages Common, Dwarven, Elven, Halfling, Orc, Undercommon

SQ stonecunning

**Gear** *boots of striding and springing*, two-seater rickshaw *Kyrga's equipment increases her Challenge Rating by +1

### LARÍA SYRTÍS

"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* (DC 10), a sleek elven warship she inherited from her father Arel (DC 15). She's secured a place as a captain in the Admiralty and now lends her ship and crew



### Laría Syrtís

### **GR 10**

### **XP** 9,600

Female half-elf bard 9/corsair 2

NG Medium humanoid (elf)

**Init** +8; **Senses** low-light vision; Perception +18

### DEFENSE

AC 16, touch 15, flat-footed 12 (+1 deflection, +4 Dex, +1 natural) hp 66 (9d8+9 plus 2d10+2)

- Fort +8, Ref +14, Will +11; +2 against enchantments, +4 against bardic performance, sonic and, language–dependent effects
- Defensive Abilities corsair's luck 1/day, well-versed; Immune magic sleep

### OFFENSE

GHAPTER SEVEN; DENÍZENS OF FREEPORT

Speed 30 ft.

**Melee** shortspear +8/+3 (1d6)

Ranged mwk composite longbow +15/+10 (1d8/x3)

**Special Attacks** bardic performance 25 rounds/day (countersong, distraction, fascinate [DC 19], inspire courage +2, inspire competence +3, *suggestion* [DC 19], dirge of doom, inspire greatness,) corsair's luck 1/day, dirty fighting +1d4

### Spells Known (CL 9th)

- 3rd (4/day)—charm monster (DC 18), displacement, good hope, haste
- 2nd (5/day)—cat's grace, glitterdust (DC 17), heroism, summon swarm
- 1st (7/day)—animate rope, bewilder (DC 16), expeditious retreat, identify, silent image (DC 16)
- 0 (at will)—detect magic, ghost sound (DC 15), mage hand, mending, prestidigitation, read magic

### STATISTICS

### **Str** 10, **Dex** 18, **Con** 12, **Int** 14, **Wis** 14, **Cha** 20 **Base Atk** +8; **CMB** +8; **CMD** 23

- **Feats** Agile Maneuvers^B, Improved Initiative, Iron Will, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (Perform—Dance) ^B, Weapon Focus (composite longbow)
- Skills Acrobatics +25, Bluff +13, Climb +8, Diplomacy +19, Escape Artist +12, Fly +25, Knowledge (arcana) +6, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Knowledge (forbidden lore) +6, Knowledge (geography) +14, Knowledge (history) +14, Knowledge (local) +14, Knowledge (nature) +14, Knowledge (nobility) +6, Knowledge (planes) +6, Knowledge (religion) +6, Perception +18, Perform (Dance) +25, Perform (Oratory) +19, Profession (sailor) +9, Sense Motive +19, Spellcraft +10 (+12 identify magic items), Survival +7, Use Magic Device +19; **Racial Modifiers** +2 Perception, +2 Spellcraft (identify magic items)

Languages Aquan, Common, Elven, Orc

- SQ bardic knowledge +4, corsair's luck 1/day, lore master 1/day, versatile performance (Perform—dance, Perform—oratory)
- Combat Gear 2 potion of cure light wounds, ring of the osprey; Other Gear ring of protection +1, amulet of natural armor +1, tunic of resistance +1, shortspear, mwk composite longbow, 50 arrows, lesser bracers of archery, headband of alluring charisma +2, belt of incredible dexterity +2, the Sunrunner

### Díkkí Tarjay

"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's patriarch (**DC 10**). Like Nifur Roberts, she chafed under the demands

her station made and so she eagerly joined Nifur in her nocturnal exploits (**DC 15**). Unlike the Roberts girl, Vikki was never quite content with just causing trouble and she found she had a taste for hurting people (**DC 20**). When Nifur's crew disbanded, Vikki joined up with Mendor Maeorgan and is one of the ranking members of his vile gang, the Rakeshames (**DC 25**).

### VIKKI TARJAY GR Z **XP** 600 Female human rogue 1/assassin 2 NE Medium humanoid (human) Init +7; Senses Perception +7 DEFENSE AC 19, touch 14, flat-footed 15 (+3 armor, +3 Dex, +1 dodge, +2 shield); Dodge hp 25 (1d8+2 plus 2d8+4 plus 2) **IP** 1 Fort +5 (+6 against poison), Ref +8, Will +1 **OFFENSE** Spd 35 ft. Melee mwk short sword +3 (1d6+1/19-20 plus poison) **Ranged** mwk light crossbow +5 (1d8/19–20 plus poison) Special Attacks ambush +2, backstab +1d6, sneak attack +1d6 STATISTICS Str 12, Dex 16, Con 14, Int 14, Wis 12/14 (13), Cha 12 Base Atk +1; CMB +2; CMD 16 **Feats** Dodge^B, Fleet, Improved Initiative Skills Acrobatics +9, Appraise +8, Bluff +6, Climb +7, Disable Device +12, Disguise +7, Escape Artist +9, Intimidate +7, Perception +7 (+8 locate traps), Stealth +9 Languages Common, Halfling, Undercommon SQ contract, trapfinding

**Combat Gear** 2 doses of greenblood oil (Injury, DC 13, onset —, freq 1/rd. for 4 rds., effect 1 Con, cure 1 save), 2 *potions of cure light wounds*, 4 smokesticks, 2 thunderstones; **Other Gear** masterwork studded leather armor, +1 *buckler*, masterwork short sword, masterwork light crossbow with 12 bolts, antitoxin, masterwork thieves' tools, courtier's outfit, signet ring, 25 gp

### 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 (**DC 15**). He became a full-fledged member of the Council when Liam Blackhammer nominated him to fill a vacant seat (**DC 20**). He is the first wizard to hold such power in the city (**DC 15**).

TARMON, HIGH WIZARD	GR 16
XP 176,800	
Male human wizard 17	
N Medium humanoid (human)	
Init +4; Senses Perception +10	
DEFENSE	
AC 24, touch 17, flat-footed 19 (+5 armor, +2 deflect dodge, +2 natural); Dodge	tion, +4 Dex, +1
<b>hp</b> 79 (17d6+17)	
IP 6	
Fort +8, Ref +9, Will +10	

### OFFENSE

### Speed 30 ft.

Melee staff of fire +9/+4 (1d6+1)

- **Special Attacks** hand of the apprentice 11/day (ranged +16), metamagic mastery 5/day
- Wizard Spells Prepared (CL 17th)
  - 9th-gate
  - 8th—binding (DC 26), iron body, power word stun
  - 7th—banishment (DC 25), finger of death (DC 15), power word blind, prismatic spray (DC 25)
  - 6th—chain lightning (DC 25), disintegrate (DC 24), greater dispel magic, shadow walk (DC 24), true seeing
  - 5th-firebird[†], mind fog (DC 23), prying eyes, teleport, wall of force
  - 4th—arcane eye, dimensional anchor, lesser globe of invulnerability, scrying (DC 22), shout (DC 23), stoneskin
  - 3rd—dispel magic (x2)*, fly, lightning bolt (DC 21)*, empowered magic missile, nondetection
  - 2nd—detect thoughts (DC 20), false life^{*}, mirror image, resist energy^{*}, saltburst (DC 20), scorching ray
  - 1st—charm person, expeditious retreat, force armor^{*†}, hypnotism, magic missile, shield
  - 0 (at will)—detect magic, ghost sound (DC 18), mage hand, read magic
  - *—Spell Mastery

STATISTICS

### Str 13, Dex 18, Con 12, Int 27, Wis 11/23 (17), Cha 13

### Base Atk +8; CMB +9; CMD 26

- **Feats** Craft Staff, Craft Wondrous Item, Dodge, Empower Spell^B, Eschew Materials, Great Fortitude, Greater Spell Penetration, Quicken Spell^B, Scribe Scroll^B, Spell Focus (conjuration), Spell Focus (evocation), Skill Focus (Spellcraft)^B, Spell Mastery^B, Spell Penetration
- Skills Appraise +12, Craft (alchemy) +28, Diplomacy +4, Knowledge (arcana) +28, Knowledge (dungeoneering) +28, Knowledge (engineering) +21, Knowledge (forbidden lore) +28, Knowledge (geography) +28, Knowledge (history) +28, Knowledge (local) +28, Knowledge (nature) +28, Knowledge (nobility) +28, Knowledge (planes) +28, Knowledge (religion) +28, Linguistics +18, Perception +10, Sense Motive +10, Spellcraft +34, Use Magic Device +11
- Languages Abyssal, Aquan, Common, Dwarven, Draconic, Elven, Gnome, Halfling, Infernal, Orc, Sylvan
- SQ arcane bond (staff of fire), arcane school-universalist
- Combat Gear cape of the mountebank, scroll of daylight and whispering wind, scroll of tongues, staff of fire (10 charges); Other Gear ring of protection +2, amulet of natural armor +2, bracers of armor +5, bell of incredible dexterity +2, headband of vast intelligence +6 (Knowledge dungeoneering, Knowledge—forbidden lore, Knowledge—religion), robes, finely wrought mirror for scrying (1000 gp), diamond dust for nondetection and stoneskin (300 gp), homunculus (see Pathfinder Bestiary 176), ointment for true seeing (250 gp), bloodstone (50 gp), 45 gp
- **Spellbook** all prepared plus 0—all; 1st—ray of enfeeblement; 3rd—daylight, whispering wind; 5th—lesser planar binding; 6th—guards and wards; 8th—clone; 9th—astral projection

### Thorgrim

"I heard 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 (**DC 10**). According to legend, he's a man out of time, having lost centuries after a basilisk petrified him. His odd customs and strange manner of speech seem to support these rumors (**DC 20**). Regardless, he's a man of impeccable loyalty to the Guild and is one of Tarmon's staunchest supporters (DC 15).

THORGRÍM

### **XP** 51,200

CG Medium humanoid (human)

Init +3; Senses Perception +5

- DEFENSE
- AC 20, touch 16, flat-footed 16 (+4 armor, +2 deflection, +3 Dex, +1 dodge); Combat Expertise, Dodge, Mobility

**hp** 108 (4d10+4 plus 5d6+5 plus 7d10+7)

IP 3

- Fort +10, Ref +7, Will +6 (+7 against fear)
- Defensive Abilities bravery +1; Resist fire 10

### OFFENSE

Spd 30 ft., Spring Attack

**Melee** *frost brand* +22/+17/+12 (2d6+11/17–20 plus 1d6 cold) **Special Attacks** hand of the apprentice 8/day (ranged +18)

Spells Prepared (CL 11th):

- 6th—*disintegrate* (ranged touch +16, DC 22)
- 5th-baleful polymorph (DC 21), teleport, waves of fatigue (DC 20)
- 4th—beast shape II, fire shield, mnemonic enhancer, stoneskin
- 3rd—blink, dispel magic, fireball (DC 18), haste, slow (DC 19) 2nd—acid arrays (ranged touch +16) alter self hull's strength mi
- 2nd—acid arrow (ranged touch +16), alter self, bull's strength, mirror image, see invisibility
- 1st—burning hands (DC 16), jump, magic missile (x2), shield, sleep (DC 16)
- 0-mage hand, open/close, prestidigitation, read magic

### STATISTICS

- Str 19, Dex 16, Con 12, Int 20, Wis 8/14 (11), Cha 13
- Base Atk +13; CMB +17; CMD 33
- Feats Combat Expertise, Craft Magic Arms and Armor^B, Dazzling Display, Dodge^B, Greater Weapon Focus (greatsword)^B, Improved Critical (greatsword), Power Attack^B, Mobility, Scribe Scroll^B, Shatter Defenses, Spell Focus (transmutation), Spring Attack^B, Still Spell, Weapon Focus (greatsword)^B, Weapon Specialization (greatsword)^B, Whirlwind Attack
- Skills Acrobatics +19, Appraise +10, Climb +15, Craft (alchemy) +20, Craft (weaponsmithing) +20, Diplomacy +3, Intimidate +20, Knowledge (arcana) +20, Knowledge (history) +16, Knowledge (religion) +16, Linguistics +9, Perception +5, Ride +11, Sense Motive +10, Spellcraft +20, Swim +12
- Languages Celestial, Common, Draconic, Elven, Ignan, Orc, Tribal Dialect
- **SQ** arcane bond (*ring of protection +2*), arcane school—universalist, armor training 1, diverse training
- Gear frost brand, ring of protection +2 (bonded item), bracers of armor +4, diamond dust (250 gp for stoneskin)

### Tímothy

### "A good lad. He'll go far in the Syndicate."

-Trask

A child of Scurvytown, Timothy's keen wit and amazing speed gave him the advantage he needed to survive the mean streets of that nasty district (**DC 15**). He landed a job in the Syndicate when he tried to pick Dunbar's (see page 102) pocket and has served as a messenger and thief ever since (**DC 20**).

### Timothy GR 2

XP 600 Male human rogue 3 N Medium humanoid (human) Init +7; Senses Perception +9 **GR 15** 

Male human fighter 4/wizard 5/eldritch knight 7

### DEFENSE

AC 17, touch 13, flat-footed 17 (+4 armor, +3 Dex); trap sense +1, uncanny dodge hp 13 (3d8) Fort +1, Ref +6 (+7 against traps), Will +2 Defensive Abilities evasion OFFENSE Spd 30 ft., Run, fast stealth **Melee** mwk short sword +3 (1d6/19-20) Ranged mwk sling +6 (1d4) Special Attacks sneak attack +2d6 STATISTICS Str 11, Dex 16, Con 10, Int 16, Wis 13, Cha 15 Base Atk +2; CMB +2; CMD 15

Feats Alertness, Improved Initiative, Run

- Skills Acrobatics +9, Appraise +8, Bluff +8, Diplomacy +8, Disable Device +10, Disguise +6, Escape Artist +9, Intimidate +6, Knowledge (local) +9, Perception +9 (+11 locate traps), Sense Motive +9, Sleight of Hand +9, Stealth +9, Survival +3, Swim +4
- Languages Common, Gnome, Halfling, Orc

SQ trapfinding, rogue talent (fast stealth)

Combat Gear 2 elixirs of hiding, 2 potions of cure light wounds, tanglefoot bag, 2 thunderstones; Other Gear +1 studded leather armor, masterwork short sword, masterwork sling with 10 bullets, waterproof scroll case, satchel, 5 gp

### HECTOR TORÍAN

"It's offensive that Torian retains his seat when he consistently supports the Drac family. He claims he does this out of loyalty to Freeport's ideals, but I suspect 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 (DC 10). He retired from the sea nearly a decade ago to become a politician (DC 15). Since Milton Drac granted him his seat on the Council, Torian has been a loyal supporter of the Drac family, even to his own detriment (DC 18).

### HECTOR TORIAN **GR 9** XP 6,400 Male human rogue 10 CG Medium humanoid (human) Init +7; Senses Perception +15 DEFENSE AC 21, touch 15, flat-footed 21 (+6 armor, +1 deflection, +3 Dex, +1 dodge); Combat Expertise, Dodge, trap sense +3, uncanny dodge **hp** 58 (10d8 plus 10) Fort +7, Ref +11 (+14 against traps), Will +5 Defensive Abilities evasion, improved uncanny dodge OFFENSE Spd 30 ft., ledge walker, rogue crawl Melee +1 cutlass +9/+4 (1d6+2/18-20) **Ranged** mwk dagger +11/+6 (1d4+1/19–20) Special Attacks rogue talents (crippling strike, surprise attack), sneak attack +5d6 STATISTICS Str 13, Dex 16, Con 10, Int 13, Wis 12, Cha 15 Base Atk +7; CMB +8; CMD 23 Feats Alertness^B, Combat Expertise, Dodge, Greater Feint, Improved Feint, Improved Initiative

Skills Acrobatics +15, Bluff +14, Climb +13, Diplomacy +15, Disable Device +20, Intimidate +14, Knowledge (local) +13, Perception +15 (+20

locate traps), Profession (sailor) +13, Sense Motive +15, Swim +13 Languages Common, Halfling

SQ rogue talents (ledge walker, rogue crawl, stand up), trapfinding Combat Gear elixir of hiding; Other Gear +3 studded leather armor, +1 cutlass, 4 masterwork daggers, ring of protection +1, cloak of resistance +1, courtier's outfit, 47 gp

### ALEKSANDER TODAC

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

### -Tanko Sandek, Captain of the Sewer Guard

Aleksander Tovac and his partner Tando Sandek did their part in cleaning up Freeport. A brilliant investigator, he was the pride of his precinct and landed the toughest cases (DC 15). However, he outlived his usefulness when he started asking questions about his superiors once Holliver took over the Watch. Soon after, he was out of a job (DC 17). Now he works as a private investigator and he's fast becoming one of the most respected detectives in Freeport (DC 20).

### ALEKSANDER TODAC

### **GR 10**

**XP** 9,600 Male human rogue 3/diviner 8 LG Medium humanoid (human)

Init +6; Senses Perception +20 (+24 with familiar, +25 in darkness)

### DEFENSE

AC 14, touch 12, flat-footed 12 (+1 armor, +2 Dex, +1 natural); trap sense +1

**hp** 56 (3d8+3 plus 8d6+8)

Fort +4, Ref +7 (+8 against traps), Will +8

Defensive Abilities evasion, forewarned

**OFFENSE** 

Spd 30 ft., fast stealth

Melee dagger +7/+2 (1d4+1/19-20)

Ranged dagger +8/+3 (1d4+1/19-20)

Special Attacks sneak attack +2d6

Spell-Like Abilities (CL 8th):

9/day—diviner's fortune

- Spells Prepared (CL 8th):
  - 4th-arcane eye, scrying (DC 21), summon monster IV(x2)

3rd—clairaudience/clairvoyance, deep slumber (DC 19), dispel magic, fly, gentle repose

2nd-alter self, detect thoughts (DC 19), knock, locate object, see invisibility, whispering wind

1st—alarm, charm person (DC 17), comprehend languages, detect secret doors, hypnotism (DC 17), mage armor, shield

- 0-arcane mark, detect magic, detect poison, mage hand
- **Opposition Schools:** evocation, illusion

### STATISTICS

Str 12, Dex 14, Con 12, Int 22, Wis 12, Cha 14

Base Atk +6; CMB +7; CMD 19

Feats Alertness (with familiar), Combat Casting, Extend Spell^B, Persuasive^B, Scribe Scroll^B, Skill Focus (Diplomacy), Skill Focus (Perception), Skill Focus (Sense Motive), Spell Focus (divination), Spell Penetration

Skills Bluff +12, Craft (alchemy) +17, Diplomacy +25, Disable Device +18, Disguise +13, Intimidate +11, Knowledge (arcana) +17, Knowledge (local) +17, Knowledge (nature) +17, Linguistics +15, Perception +20 (+24 with familiar, +22 locate traps, +23 in darkness), Profession (investigator) +12, Sense Motive +20 (+24 with familiar), Sleight of Hand +13, Spellcraft +17, Stealth +13

Languages Aquan, Common, Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Mercenary Tongue, Naval Code, Orc, Thieves' Cant, Undercommon; empathic link and speak with familiar

**SQ** arcane bond (familiar), arcane school—divination, rogue talent (fast stealth), scrying adept, share spells, trapfinding

- **Combat Gear** 3 potions of cure moderate wounds, wand of magic missiles (CL 9th, 20 charges); **Other Gear** 3 daggers, 2 arcane scrolls of greater scrying, 2 arcane scrolls of prying eyes, wand of message (20 charges), amulet of natural armor +1, bracers of armor +1, candle of truth, goggles of minute seeing, rope of climbing, exquisite mirror for scrying (1,500 gp)
- **Spellbook** all prepared spells plus 0—all; 1st—detect undead, grease, hold portal, identify, magic missile; 2nd—arcane lock; 3rd—daylight, slow; 4th—detect scrying

### Hannan

### GR -

XP —

Female owl familiar (*Pathfinder RPG Bestiary* 132)

N Tiny magical beast (augmented animal) Init +3; Senses low-light vision; Perception +19

### DEFENSE

AC 19, touch 15, flat-footed 16 (+3 Dex, +4 natural, +2 size) hp 28 (11 HD)

**Fort** +3, **Ref** +8, **Will** +9

Defensive Abilities improved evasion

### OFFENSE

Spd 10 ft., fly 60 ft. (average)

**Melee** 2 talons +11 (1d4–2)

**Space** 2-1/2 ft.; **Reach** 0 ft.

Special Attacks deliver touch spells

### STATISTICS

**Str** 6, **Dex** 17, **Con** 11, **Int** 9, **Wis** 15, **Cha** 6 **Base** Atk +0; **CMB** +1; **CMD** 9

Feats Weapon Finesse

Skills Bluff +4, Fly +7, Intimidate +2, Knowledge (arcana) +7, Knowledge (local) +7, Knowledge (nature) +7, Linguistics +5, Perception +19, Sense Motive +12, Sleight of Hand +11, Spellcraft +7, Stealth +23; Racial Modifiers +4 Perception, +4 Stealth

Languages speak with birds; empathic link and speak with master SQ share spells

### TRASK

"He's a right prig, that Trask. If it weren't for Finn and the HBA, someone would have taken that bastard down a notch. Don't tell anyone I said this, you hear?"

### -Dill Mackey

Trask is the leader of Finn's enforcers and is second in command of the Syndicate, in spite of the fact that he's not a halfling (**DC 10**). His constant support and dedicated service has begun to have an effect on Finn, extending his protection to gnomes as well as halflings (**DC 15**). Trask surrounds himself with enforcers, knowing he has more than a few enemies in the city (**DC 17**).

### TRASK GR 10 XP 9.600

Male gnome illusionist 6/rogue 5

N Small humanoid (gnome)

Init +4; Senses low-light vision; Perception +9

### DEFENSE

AC 17, touch 17, flat-footed 17 (+1 deflection, +4 Dex, +1 dodge, +1 size); Combat Expertise, Dodge, Mobility, +4 dodge against giant subtype, trap sense +1, uncanny dodge

**hp** 71 (6d6+12 plus 5d8+10 plus 6)

**Fort** +5, **Ref** +10 (+11 against traps), **Will** +6; +2 against illusions **Defensive Abilities** evasion

### OFFENSE

Spd 20 ft., climb 20 ft.

**Melee** +1 short sword +8/+3 (1d4+1/19–20)

- **Special Attacks** +1 bonus on attacks against reptilian and goblinoid subtypes, extended illusions (3 additional rds.), rogue talent (bleeding attack), sneak attack +3d6
- Spell-Like Abilities (CL 11th):
  - 1/day—dancing lights, ghost sound (DC 13), prestidigitation, speak with animals
- 5/day—blinding ray (ranged touch +11)
- Spells Prepared (CL 6th):
  - 3rd—displacement, stinking cloud (DC 15), suggestion (DC 15)
  - 2nd—acid arrow (ranged touch +11), hypnotic pattern (DC 16), invisibility, web (DC 14), whispering wind
  - 1st—cause fear (DC 13), color spray (DC 15), disguise self, mage armor, silent image (DC 15)
  - 0-detect magic, mage hand, open/close, read magic
  - **Opposition Schools:** abjuration, evocation
- STATISTICS
- Str 10, Dex 18, Con 14, Int 15, Wis 10, Cha 14
- Base Atk +6; CMB +5; CMD 21
- Feats Combat Expertise, Dodge, Eschew Materials, Improved Feint, Mobility, Scribe Scroll^B, Silent Spell^B, Spell Focus (illusion)
- Skills Acrobatics +12 (+8 jump), Appraise +6, Bluff +9, Craft (alchemy) +15, Diplomacy +9, Disable Device +13, Escape Artist +11, Intimidate +9, Knowledge (arcana) +14, Knowledge (local) +10, Linguistics +6, Perception +9 (+11 locate traps), Sense Motive +8, Spellcraft +16, Stealth +16; Racial Modifiers +2 Craft (alchemy), +2 Perception
- Languages Common, Giant, Gnome, Halfling, Orc, Sylvan
- SQ arcane bond (*ring of protection +1*), arcane school—illusionist, rogue talent (quick disable), trapfinding
- Combat Gear necklace of fireballs (type III), slippers of spider climbing, wand of dimension door (5 charges), wand of ghoul touch (20 charges); Other Gear +1 short sword, ring of protection +1 (bonded item, only works for him)
- **Spellbook** all prepared plus 0—all (except abjuration and evocation); 1st—*expeditious retreat, ray of enfeeblement*; 2nd—*mirror image*; 3rd—*invisibility sphere*

### HALKOS TREMÍÍR

"A meticulous barber, that Halkos. He always seems to know what you want before you even sit down."

### -Garth Varellion

Halkos runs a barbershop in the Seaside Market—little more than a tent, really (**DC 10**). Having lived in Scurvytown and the Eastern District, he's a good source of information about the lay of the city (**DC 15**). 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 (**DC 20**).

Halkos Tremiir	GR G
<b>XP</b> 2,400	
Male elf survivor 7	
NE Medium humanoid (elf)	
Init +5; Senses low-light vision; Perception +14	
DEFENSE	
AC 18, touch 16, flat-footed 15 (+1 armor, +1 class, +2 De	x, +1 dodge,
+1 natural, +2 Wis); Dodge, Mobility	0
<b>hp</b> 51 (7d12–7 plus 7)	
$\mathbf{F}_{\mathbf{r}}$ = $\mathbf{A} = \mathbf{D} - \mathbf{C} + \mathbf{A} = \mathbf{W}^{\mathbf{r}} \mathbf{H} + \mathbf{A} + \mathbf{C} = \mathbf{A}^{\mathbf{r}} \mathbf{H} + \mathbf{A} + \mathbf{C} \mathbf{A} + $	

Fort +4, Ref +4, Will +4; +2 against enchantment

**Defensive Abilities** evasion, indomitable; **DR** 1/—; **Immune** fascinated, magic sleep

### OFFENSE

**Spd** 30 ft., Spring attack, burst **Melee** unarmed strike +7/+2 (1d8) or +1 dagger +8/+3 (1d4+1/19–20)

Special Attacks shattering strike 3 STATISTICS

**Str** 10, **Dex** 14, **Con** 8, **Int** 18, **Wis** 14, **Cha** 16 **Base Atk** +7; **CMB** +9; **CMD** 23

Feats Agile Maneuvers^B, Blind-Fight, Combat Reflexes^B, Dodge, Improved Unarmed Strike^B, Mobility, Spring Attack

Skills Acrobatics +7, Appraise +11, Bluff +10, Diplomacy +10, Escape Artist +9, Intimidate +13, Perception +14, Profession (barber) +12, Stealth +7; Racial Modifiers +2 Perception, +2 Spellcraft (identify magic items)

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling

**Combat Gear** 2 potions of cure light wounds; **Other Gear** +1 dagger, amulet of natural armor +1, bracers of armor +1, 2 feather tokens (bird), pouch containing 198 gp

### GARTH DARELLION

"He's a harmless twit."

### -Marilise Maeorgan

Reviled as a vain, arrogant fool, Garth Varellion is the least popular member of the Captains' Council (**DC 10**). If there were not prohibitions about removing Councilors, he would have lost his seat years ago (**DC 15**). In spite of his tarnished image, he still dreams of becoming the Sea Lord, a goal he has long pursued (**DC 17**).

Garth Darellion GR 9
XP 6,400
Male human rogue 5/fighter 5
LN Medium humanoid (human)
Init +7; Senses Perception +9
DEFENSE
AC 19, touch 13, flat-footed 19 (+6 armor, +3 Dex); trap sense +1, uncanny dodge
<b>hp</b> 58 (5d8 plus 5d10 plus 5)
Fort +5, Ref +8 (+9 against traps), Will +5 (+6 against fear)
Defensive Abilities bravery +1, evasion
OFFENSE
<b>Spd</b> 30 ft.
Melee +2 cutlass +11/+6 (1d6+4/18–20) and
dagger +8 (1d4+1/19–20)
Ranged mwk light crossbow +12 (1d8/19–20)
Special Attacks rogue talent (surprise attack), sneak attack +3d6
STATISTICS
Str 14, Dex 17, Con 11, Int 11, Wis 12, Cha 16
Base Atk +8; CMB +10 (+11 with heavy blades, +13 to disarm);
CMD 23 (24 vs. sunder with heavy blades, 25 vs. disarm, 26 vs.
disarm with heavy blades)
Feats Alertness ^B , Blind-Fight ^B , Combat Reflexes, Improved Initiative,
Iron Will, Leadership, Power Attack ^B , Quick Draw ^B , Two-Weapon
Fighting [₿] , Weapon Focus (cutlass)

Skills Acrobatics +11, Bluff +12, Climb +7, Diplomacy +16, Disable Device +10, Handle Animal +9, Intimidate +8, Knowledge (geography) +5, Knowledge (nobility) +5, Perception +9 (+11 locate traps), Profession (sailor) +10, Ride +7, Sense Motive +9, Swim +7

### Languages Common

SQ armor training 1, rogue talent (combat trick), trapfinding, weapon training 1 (heavy blades)

Combat Gear potion of invisibility, potion of sanctuary; Other Gear +2

glamered chain shirt, +2 cutlass, dagger, masterwork light crossbow with 10 bolts, noble's outfit, signet ring, 47 gp

### BUSTER WALLACE

"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."

### -Marilise Maeorgan

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 (**DC 15**). 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 (**DC 20**). 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 have him spending more time watching his back (**DC 25**).

### BUSTER WALLACE

GR 6

### XP 2,400 Male human noble 4/corsair 3 NG Medium humanoid (human) Init +4; Senses Perception +9 DEFENSE AC 18, touch 11, flat-footed 17 (-

AC 18, touch 11, flat-footed 17 (+7 armor, +1 deflection) hp 62 (4d8+8 plus 3d10+6 plus 10)

**Fort** +7, **Ref** +8, **Will** +10

Defensive Abilities corsair's luck 1/day (+1)

### OFFENSE

Spd 20 ft. (30 ft. base), Sea Legs

**Melee** +1 scimitar +10/+5 (1d6+4/18–20)

**Ranged** light crossbow +6 (1d8/19–20)

**Special Attacks** corsair's luck 1/day (+1), dirty fighting +1d4, inspire 4/day (+12; competence, courage)

### STATISTICS

Str 16, Dex 11, Con 14, Int 11, Wis 15, Cha 16

Base Atk +6; CMB +9; CMD 20

Skills Acrobatics +3, Bluff +11, Climb +6, Diplomacy +14, Intimidate +9, Knowledge (geography) +7, Perception +9, Profession (sailor) +9, Sense Motive +9, Swim +8

Languages Common

**SQ** aid another (30 ft.), breeding—military training, corsair's luck 1/ day (+1), influence (Diplomacy +1), material aid, organize +2

### PETRA WALLACE

"My wife made me a believer. She left everything behind for Libertyville—status, wealth, 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 (**DC 15**). Her idealism and earnestness, however, created more barriers than she could overcome. Fed up, she left Freeport to work in Libertyville, set on making that community a place that would one day eclipse Freeport as the dominant city in the

Feats Athletic^B, Combat Surge, Heroic Effort, Improved Initiative, Iron Will^B, Leadership^B, Sea Legs^B, Toughness

**Combat Gear** 2 elixirs of swimming, potion of cure light wounds; **Other Gear** +1 chainmail, +1 scimitar, light crossbow with 20 bolts, ring of protection +1, cloak of resistance +1, traveler's outfit

Serpent's Teeth (DC 20).

### PETRA WALLACE

XP 9,600 Female human expert 9/rogue 2 NG Medium humanoid (human) Init +3; Senses Perception +15

### DEFENSE

AC 22, touch 14, flat-footed 19 (+4 armor, +1 deflection, +3 Dex, +2 natural, +2 shield); Combat Expertise

**GR 10** 

**hp** 62 (9d8 plus 2d8 plus 9)

Fort +5, Ref +9, Will +8 Defensive Abilities evasion

OFFENSE

### **Spd** 30 ft.

**Melee** +1 quarterstaff +7/+2 (1d6+1) and +1 quarterstaff +8 (1d6+1)

Ranged dagger +10/+5 (1d4/19–20) Special Attacks sneak attack +1d6

STATISTICS

Str 10, Dex 17, Con 11, Int 14, Wis 14, Cha 16

Base Atk +7; CMB +7; CMD 21

- **Feats** Combat Expertise, Endurance^B, Great Fortitude, Skill Focus (Craft—sculptures), Skill Focus (Diplomacy), Two-Weapon Fighting, Weapon Finesse, Weapon Focus (quarterstaff)^B
- Skills Appraise +16, Bluff +17, Craft (sculptures) +22, Diplomacy +23, Disable Device +13, Disguise +11, Escape Artist +9, Intimidate +9, Knowledge (local) +11, Perception +15 (+16 locate traps), Perform (oratory) +16, Sense Motive +15, Stealth +12

Languages Common, Dwarven, Gnome

SQ rogue talent (weapon training), trapfinding

**Combat Gear** potion of cure moderate wounds; **Other Gear** +1 studded leather armor, +1 buckler, +1/+1 quarterstaff, 2 daggers, ring of protection +1, amulet of natural armor +2, belt of incredible dexterity +2, artisan's outfit

### MISTER WEDNESDAY

"The (anting (rew is the only thing preventing the Syndicate from becoming the dominant criminal organization in Freeport. It's no wonder that so many on the (ouncil are interested in seeing Mister Wednesday stay hale and healthy."

-Karl Wine, Owner of the Rusty Hook

Mister Wednesday leads the criminal organization known as the Canting Crew (**DC 10**). Running the underworld in the Warehouse District, parts of the Docks, and the Merchant District, he's the Syndicate's biggest rival (**DC 15**). Aggressive and edging into Finn's territory, many wonder if war is brewing between the crime lords (**DC 20**).

### MISTER WEPNESPAY GR 12 XP 19,200 Male human rogue 8/ crime boss 5 N Medium humanoid (human) Init +10; Senses Perception +12 DEFENSE AC 23, touch 17, flat-footed 23 (+6 armor, +1 deflection, +5 Dex, +1 dodge); Dodge, Mobility, improved uncanny dodge, trap sense +2, uncanny dodge hp 96 (8d8+16 plus 5d8+10 plus 8) Fort +6, Ref +15 (+17 against traps), Will +6 Defense At it is a series

Defensive Abilities evasion

### OFFENSE

**Spd** 30 ft.



**Melee** +2 keen short sword +17/+12 (1d6+5/17-20)

**Ranged** mwk hand crossbow +16 (1d4/19–20)

Special Attacks rogue talent (bleeding attack, slow reactions, surprise attack), sneak attack +6d6

### STATISTICS

Str 16, Dex 22, Con 14, Int 17, Wis 12, Cha 14

- Base Atk +9; CMB +12; CMD 30
- Feats Combat Reflexes, Critical Focus, Deadly Aim, Deceitful^B, Dodge, Improved Initiative, Leadership, Mobility, Weapon Finesse^B
- Skills Acrobatics +18, Appraise +15, Bluff +21, Climb +17, Diplomacy +18, Disable Device +22, Disguise +21, Intimidate +18 (+20 in Freeport), Knowledge (local) +15, Linguistics +10, Perception +12 (+16 locate traps), Sense Motive +17, Sleight of Hand +21, Stealth +21
- Languages Common, Dwarven, Goblin, Halfling, Mercenary Tongue, Orc, Thieves' Cant, Undercommon
- **SQ** interests 1, medium organization, notorious +2, rogue talent (finesse rogue), trapfinding
- **Combat Gear** elixir of hiding, 3 potions of cure moderate wounds, **Other Gear** +3 studded leather armor, +2 keen short sword, masterwork hand crossbow with 10 bolts, ring of protection +1, belt of incredible dexterity +2

### XORT

"Forget what he's talking about... What I want to know is just what exactly he's supposed to be."

### -Pious Pete

GR 7

No one is quite sure where Xort came from or what he is, because he's unlike any other Freeporter (**DC 10**). 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 (**DC 15**). It's just a matter of time before someone silences this firebrand, and for good.

### XORT

**XP** 3,200

Male tiefling wizard 3/cleric 3/mystic theurge 2 (*Pathfinder RPG Bestiary* 264)

N Medium outsider (native)

Init +3; Senses darkvision 60 ft.; Perception +9

### DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +1 deflection, +3 Dex) hp 44 (3d6+3 plus 3d8+3 plus 2d6+2 plus 3) Fort +6, Ref +8, Will +10 Resist cold 5, electricity 5, fire 5 OFFENSE Spd 30 ft. Melee dagger +4 (1d4/19–20) Ranged mwk light crossbow +7 (1d8/19–20) Special Attacks channel positive energy 2/day (DC 10, 2d6), hand of the acolyte 6/day, (ranged +7), hand of the apprentice 6/day, (ranged +7), spontaneous casting (*cure* spells) Domain Spell-like Abilities (5th) At will—*lore keeper* (melee touch +4)

Tiefling Spell-Like Abilities (CL 8th):

1/day—*darkness* 

Cleric Spells Prepared (CL 5th):

3rd—dispel magic^D, locate object, magic vestment

- 2nd—augury, detect thoughts^D (DC 16), hold person (DC 15), zone of truth (DC 15)
- 1st—doom (DC 14), entropic shield, identify^D, obscuring mist, shield of faith

0-detect magic, guidance, mending, read magic

- D domain spell; Deity God of Magic; Domains Knowledge, Magic
- Wizard Spells Prepared (CL 5th):
  - 3rd-clairaudience/clairvoyance (DC 17), lightning bolt (DC 16)
  - 2nd—blur, misdirection, see invisibility
  - 1st—burning hands (DC 14), disguise self, expeditious retreat, mage armor

0-dancing lights, daze (DC 13), flare (DC 13), mage hand

- STATISTICS
- Str 10, Dex 16, Con 12, Int 16, Wis 16, Cha 8

Base Atk +4; CMB +4; CMD 18

- **Feats** Eschew Materials, Lightning Reflexes, Scribe Scroll^B, Spell Focus (divination), Turn Undead
- Skills Bluff +2, Diplomacy +3, Knowledge (arcana) +14, Knowledge (religion) +14, Linguistics +11, Perception +9, Sense Motive +12, Spellcraft +14, Stealth +10; Racial Modifiers +2 Bluff, +2 Stealth
- Languages Common, Draconic, Elven, Halfling, Infernal
- **SQ** arcane bond (*ring of protection +1*), arcane school—universalist, combined spells (1st)
- **Combat Gear** *staff of fire* (16 charges); **Other Gear** dagger, masterwork light crossbow with 12 bolts, *ring of protection +1* (bonded item, nonfunctional for anyone but him), *bracers of armor* +2, divination tokens (25 gp for augury)

Spellbook all prepared plus all cantrips

### Zach

### "Little Zach ain't so little anymore, is he? I wonder what he'd look like now in that old shirt he used to wear?"

### -Slippery Sally, Prostitute

Zach is an up-and-coming guide who works the Docks escorting visitors into the city (**DC 10**). Unlike others of his ilk, he actually doesn't want to bilk his customers and has their best interests at heart (**DC 15**). 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 (**DC 20**).

Zach	GR 1
<b>XP</b> 400	
Male human commoner 3	
N Medium humanoid (human)	
Init +1; Senses Perception +8	
DEFENSE	
AC 11, touch 11, flat-footed 10 (+1 Dex)	
<b>hp</b> 13 (3d6)	
Fort +1, Ref +2, Will +3	
OFFENSE	
<b>Spd</b> 30 ft., Run	
<b>Melee</b> dagger +1 (1d4/19–20)	
STATISTICS	
Str 10, Dex 12, Con 10, Int 11, Wis 14, Cha 14	
Base Atk +1; CMB +1; CMD 12	
Feats Alertness ^B , Persuasive, Run	
Skills Climb +5, Diplomacy +5, Intimidate +5, Knowledge	e (local)
+3, Perception +8, Sense Motive +5	
Languages Common	
Gear dagger, traveler's outfit, 10 gp	



In addition to all the monsters described in the *Pathfinder Bestiary* and Green Ronin's *Creatures of Freeport*, the Serpent's Teeth host a disturbing assortment of creatures, from vicious demons to

shuddering abominations. This chapter expands your monstrous options, presenting a catalog of foes and friends to use in your Freeport adventures and beyond. a +4 bonus to attack rolls instead of the standard +2. **Scream of Rage (Su)** Once per round, as a standard action, a blemmyae may loose a terrifying scream of rage. All creatures within 60 feet

"Serpent people? They're the least of our troubles, son. The Serpent's Teeth are home to all sorts of terrifying monsters. All of which are in need of killin', if ya ask me."

-Captain Sylus Crant, Captain of the Midwife

### BLEMMYAE

A naked, club-wielding savage with no head and with a face in the center of its torso charges forward, shrieking.

### BLEMMYRE

GR Z T

**XP** 600 CN Medium monstrous humanoid Init +2; Senses darkvision 60 ft.; Perception +7 DEFENSE AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 22 (3d10+6) Fort +3, Ref +5, Will +4 Weaknesses poor peripheral vision OFFENSE Spd 30 ft., climb 20 ft. Melee greatclub +8 (1d10+5) **Ranged** javelin +5 (1d6+5) Special Attacks scream of rage (DC 10) STATISTICS Str 21, Dex 14, Con 15, Int 10, Wis 12, Cha 8 Base Atk +3; CMB +8; CMD 20 Feats Cleave, Power Attack Skills Acrobatics +5, Climb +13, Intimidate +5, Perception +7, Stealth +8; Racial Modifiers +8 Climb Languages Blemmyae Gear greatclub, 4 javelins SPECIAL ABILITIES

Poor Peripheral Vision (Ex) Creatures that flank a blemmyae gain

Serpent'smust succeed on a DC 10 WillSerpent'ssave or become frightened for 3of whichrounds. A character who fails thissave and is within 10 feet of theblemmyae becomes permanentlydeafened as well. A character that

succeeds on a saving throw against

this ability becomes immune to this particular blemmyae's scream of rage for 24 hours. The save DC is Charisma-based.

A blemmyae is a strange sentient found on remote islands far from the trade routes of the known world.

### Tactics

Blemmyaes are savage and unpredictable, attacking their foes with little regard for themselves. They charge into the thickest concentration of foes and flail about with their greatclubs, using Power Attack to deal incredible damage. A blemmyae that takes 5 or more points of damage looses a scream of rage to scatter its opponents. Blemmyae only fight to the death when their young are threatened.

### ENCOUNTERS

Blemmyaes gather in small hunting parties of three to six individuals. Preceding these groups is a scout who ranges ahead to find prey. If the scout discovers intruders, it launches forward to attack, using its scream of rage ability to alert its allies, who arrive in 1d4+2 rounds.

Blemmyae are uncomplicated warriors, using Power Attack to pulp their foes. They are keenly aware of their limitations and so fight in pairs to prevent opponents from taking advantage of their poor peripheral vision.

### ECOLOGY

Blemmyae dwell in remote tropical islands, far from other races. Although wild and unpredictable, they are never wasteful, understanding the preciousness of their resources and thus work well

### BLEMMYAE LORE

Characters with ranks in Knowledge (nature) can learn more about blemmyae with a successful skill check.

- 13 This strange creature is a blemmyae, a race of xenophobic savages that dwell in remote islands far from the routes traveled by more civilized races. This result reveals all monstrous humanoid traits.
- 18 Blemmyae possess a potent scream that fills those who hear it with terror and may even deafen those who stand too close. Blemmyae often use this scream to call for help from fellow hunters.
- 23 Lacking heads, blemmyae are less able to defend against multiple attackers at once and have a hard time responding to foes coming from different directions.

within their ecosystems. Omnivores, they harvest their own crops, supplementing this fare with meat brought back by their hunters and fish pulled from the seas.

### PHYSICAL GHARACTERISTICS

A blemmyae has the general appearance of a normal human, although with a somewhat bulkier torso. Where they differ is in their lack of a head. Instead, their faces peer out from their chests or backs, equipped with two eyes, a nose, and a mouth. A blemmyae stands about five feet tall and weighs on average just under 200 pounds.

### Society and Gulture

Gathered into small tribes of twenty to thirty adult members with half again as many young, blemmyae are reclusive, fiercely defending the borders of their territory, even against other tribes of blemmyae. These peoples brook no trespass and are quick to resort to violence to ensure their lands are secure. Thus, war between competing tribes is common and usually persists until one tribe is destroyed.

The same hostility shown to other tribes also extends to nonblemmyae, but for different reasons. These savage people are conscious of their odd appearance and, according to their myths, believe they live under a dreadful curse that left them with their unnatural shape. Encounters with non-blemmyae individuals fill these primitives with shame and self-loathing, so much so that the blemmyae is likely to use violence to remove the offending victim from their sight.

### TREASURE

Blemmyae generally do not have access to the sorts of valuables usually deemed as treasure and thus a typical blemmyae has half the gp value for its Challenge Rating. Blemmyae with class levels have treasure appropriate for an NPC of their level.

### Apuancep Dersions

Blemmyae advance by character class. The blemmyae's typically become barbarians, but druids are also common among the larger tribes. Blemmyae do not produce clerics, possibly because of the curse under which they suffer.

### BRASS MONKEY

On command, this four-foot tall brass statue of a monkey comes to life and sways, while awaiting its orders

BRASS MONKEY	GR Z
<b>XP</b> 600	
N Medium construct	
Init +2; Senses darkvision 60 ft., low-light vision; Pe	erception +1
DEFENSE	
AC 15, touch 12, flat-footed 13 (+ Dex, +3 natural)	
hp 25 (1d10+20)	
Fort +0, Ref +2, Will +1	
DR 5/magic; Immune construct traits	
OFFENSE	
<b>Spd</b> 40 ft., climb 30 ft.	
<b>Melee</b> bite +3 (1d6+2)	
STATISTICS	
Str 15, Dex 14, Con —, Int —, Wis 12, Cha 1	
Base Atk +1; CMB +3; CMD 15	
Skills Climb +10, Acrobatics +2 (+4 jump); Racial Modi	ifiers +8 Climb
Languages Common (cannot speak)	

### BRASS MONKEY LORE

Characters with ranks in Knowledge (arcana) can learn more about brass monkeys with a successful skill check.

### DC Result

- 11 This creature is a brass monkey, a simple construct designed for labor. This result reveals all construct traits.
- 16 A brass monkey activates and deactivates with a simple command word.

### SQ deactivate

### SPECIAL ABILITIES

**Deactivate (Ex)** Speaking a command word causes the brass monkey to deactivate and become inert as a statue. While in this state, it cannot attack or take actions, even to defend itself. Speaking the command again reactivates the construct. Whoever speaks the command word to activate the brass monkey functions as the construct's master for as long as the monkey remains activated. Other characters who speak the command word cannot affect the brass monkey until such time as its master is slain, at which point command passes to the next person who speaks the word.

### CONSTRUCTION

Requirements Craft Construct, *animate objects, bull's strength*, caster must be at least 5th level; Skill Craft (metalworking) DC 20; Cost 3,200 gp

A brass monkey is a magical construct designed to be a useful servant and tool for labor. Its price, however, makes it an impractical servant to all but the wealthiest of people.

### Tactics

A brass monkey attacks only if commanded to do so and never initiates combat on its own. A mindless servant, the brass monkey fights in the most direct manner possible, following its commands even to its own detriment.

### ENCOUNTERS

Brass monkeys are expensive and rare, thus they are almost always encountered singly and in the company of a wealthy spellcaster.

### PHYSICAL GHARACTERISTICS

Brass monkeys are exquisitely crafted from polished brass, standing about four feet tall and weighing around 250 pounds. Unlike other brass materials, these constructs never tarnish. Each brass monkey is unique, reflecting the artistry of its maker.

### TREASURE

Brass monkeys are typically treasure themselves, and may be found alongside other items of interest.

### GONSTRUCTÍON

A brass monkey is assembled from acid-scoured brass and coated in a fine sheen of water-repellent oils and lacquers worth a total of 500 gp. The creature's master may assemble the construct or hire someone else to do it.

### BURNLÍNG

A glowing ball of green flame spins and moves, lighting on fire everything it touches.

### BURNLÍNG

**GR 3** 

### **XP** 800

CE Diminutive outsider (elemental, extraplanar, fire)

Init +8; Senses blindsight 60 ft., darkvision 60 ft.; Perception +10 DEFENSE

AC 19, touch 19, flat-footed 14 (+4 Dex, +1 dodge, +4 size); Dodge hp 27 (5d10)

### Fort +1, Ref +5, Will +3

DR 5/magic; Immune electricity, fire, elemental traits Weaknesses vulnerability to cold

### OFFENSE

**Spd** fly 40 ft. (good) **Melee** touch +13 (1d6 fire)

Space 1 ft.; Reach 0 ft.

Special Attacks fiery leap, ignite

### STATISTICS

Str —, Dex 18, Con 10, Int 2, Wis 14, Cha 6 Base Atk +5; CMB +5; CMD 15 Feats Dodge, Improved Initiative, Weapon Finesse Skills Fly +19, Perception +10; Racial Modifiers +10 Fly Languages understands Ignan SQ elemental traits, gaseous form

### SPECIAL ABILITIES

- Fiery Leap (Ex) A burnling can attack multiple targets in the same round by leaping from one to the next. It can attack as many creatures in a single round as it can reach with a full round of movement (40 feet), leaving behind visible arcs of green fire between the targets. It makes a single attack roll and applies the result of that attack roll to each target it can touch. Movement from fiery leap does not provoke attacks of opportunity.
- **Ignite (Ex)** Creatures struck by a burnling's touch must succeed on a DC 12 Reflex save or catch fire, taking 1d6 points of damage each round for 3 rounds. A burning creature can extinguish the flames by spending a move action. In addition, creatures that attack a burnling with natural weapons or unarmed attacks take 1d6 points of fire damage as though they were hit by the burnling's touch, and must succeed on a Reflex save or catch fire.
- **Gaseous Form (Ex)** As the *gaseous form* spell, always active. This ability functions as the spell except a burnling cannot enter water or other liquids and is only affected by winds if it wishes to be. Even a tornado strength wind passes through a burnling with no effect.

Spawned by the Great Green Fire that immolated much of A'Val's

jungles, burnlings are vicious balls of green flame that seem to delight in burning their victims alive.

### Tactics

Burnlings are incapable of any action other than to set things aflame, thus they are fierce opponents, attacking with no provocation at all. A burnling strikes with fiery leap and then moves to hit as many foes at it can. Burnlings always fight until destroyed.

### ENCOUNTERS

When the feckless wizard tore open a gate to the Elemental Plane of Fire, he unleashed a veritable army of elementals and other malevolent creatures. Among these invaders were the burnlings, cruel agents of destruction all. While the Wizards' Guild and others destroyed or banished many of these creatures, many still remain. Burnlings are usually encountered alone in areas ravaged by fire. In rare cases, two to six burnlings may be found together, but such groups quickly attract the attention of those committed to stamping out the vestiges of the Great Green Fire.

### ECOLOGY

Burnlings are native to the Elemental Plane of Fire. Those encountered in the Material Plane are accidental inhabitants, beings that slipped free during a botched incantation by a foolish young wizard named Gregor Fenwick. As a result, burnlings are a destructive presence and they work to spread fire and devestation wherever they go.

### PHYSICAL GHARACTERISTICS

Burnlings are balls of bright green fire, about the size of a man's head. When they move, they leave a tracer of flickering flame to mark their passage. They are weightless and are capable of shaping their bodies to fit through the narrowest of gaps.

### SOCIETY AND GULTURE

Possessed of animal intelligence, burnlings have no societies. Instead, they may gather into small clusters or not, depend on their whim. On the Elemental Plane of Fire, burnlings are nuisances, pests that infest the palaces of the efrecti and other creatures of elemental fire.

### TREASURE

Burnlings do not possess treasure of any kind and destroy any valuables they find.

### Appanced Dersions

Nearly all burnlings have the same shape and size, possessing the same capabilities. Rarely, two burnlings may come together, fusing their essences to become something bigger and stronger. Fused burnlings

### BURNLING LORE

Characters with ranks in Knowledge (planes) can learn more about burnlings with a successful skill check.

- 15 This creature is a burnling, a malicious entity from the Elemental Plane of Fire. This result reveals all elemental and fire subtype traits.
- 20 A burnling attacks by leaping from one target to the next, igniting everything they touch.
- 25 A burnling's form is gaseous, allowing it to slip through the tiniest gaps with ease. However, winds seem not to touch the burnling, so only water and other liquids stand a chance at barring a burnling's progress.

of up to 10 Hit Dice increase their size to Tiny. Burnlings with 11 to 15 Hit Dice are Small-sized.

### GHEMICAL GOLEM

A towering column of burning fluid and scalding vapor rises out of the muck and assumes a vague fist shape before crashing down on you.

### CHEMICAL GOLEM

**GR 10** 

**XP** 9,600 N Large construct

Init -1; Senses darkvision 60 ft., low-light vision; Perception +0 DEFENSE

AC 18, touch 8, flat-footed 18 (-1 Dex, +10 natural, -1 size) hp 129 (18d10+30)

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

### Defensive Abilities rupture; DR 10/silver; Immune construct traits

### OFFENSE

Spd 20 ft.

Melee 2 slams +23 (2d8+6)

Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon (30-ft. cone, 5d6 acid and Con damage, Reflex DC 19 halfs acid damage and Fortitude DC 19 negates Con damage, usable every 1d4 rounds), death throes

STATISTICS

Str 23, Dex 9, Con —, Int —, Wis 10, Cha 1 Base Atk +18; CMB +25; CMD 34 SQ berserk, rupture

### SPECIAL ABILITIES

- Berserk (Ex) In combat, there is a cumulative 1% chance each round that the chemical golem goes berserk. If this occurs, it attacks the closest living creature each round. If no creature is within reach, it smashes some object smaller than itself, then moves on to spread more destruction. Once the golem goes berserk, no known method can reestablish control.
- **Death Throes (Su)** When reduced to 0 hit points, a chemical golem explodes in a burst of foul burning liquids and deadly gases. All creatures within 20 feet take 10d6 points of fire damage and 2d4 points of Constitution damage (Reflex DC 19 half). The save DC is Constitution-based.
- **Immunity to Magic (Ex)** A chemical golem is immune to any spell or spell-like effect that allows spell resistance. If, however, it is the target of a *neutralize poison* spell, it is slowed for 2d6 rounds (no save).

**Rupture (Ex)** Whenever a chemical golem takes 10 or more points of slashing or piercing damage from a single attack, it ruptures, spraying burning liquid and toxic chemicals in all directions for 1 round. All creatures within 10 feet of the chemical golem take 2d6 points of fire damage and 1d4 points of Constitution damage (Reflex DC 19 half). The save DC is Constitution-based.

Accidental creatures spawned from the unpredictable mixture of alchemical substances used to reclaim the warped and damaged sections of A'Val, these vile creations tear free from the chemical soup to feast upon the living.

### Tactics

A chemical golem begins combat with its breath weapons, spewing a cone of scalding toxins and acids over all creatures in range. While it waits to breathe again, it charges, using slam attacks to smash its opponents. A chemical golem always fights to the death.

### ENCOUNTERS

So rare are chemical golems, they are only ever encountered singly. They haunt the ruined wasteland that marks the outer edge of Bloodsalt and occasionally stir from their fetid pools to visit destruction on everything around them.

### ECOLOGY

While the only known chemical golems exist on the edges of Freeport, its possible for other chemical golems to exist in the World of Freeport. No one is quite sure why they form or what fell power gives them the ability to animate, but efforts to reconstruct a chemical golem using the normal methods for construct creation have failed.

### PHYSICAL CHARACTERISTICS

A chemical golem appears to be a shifting mass of liquids contained in a thin, transparent skin. It can reshape itself at will, rising up as tall as twelve feet. When it attacks, it forms a fist from its mass to slam into its foes. Chemical golems can weigh as much as 2,000 pounds.

### TREASURE

Chemical golems do not keep treasure.

### Appanced Versions

Chemical golems may have as many as 36 Hit Dice. Those of 27 Hit Dice or more are Huge and have damage reduction 15/silver.

### BURNLÍNG LORE

Characters with ranks in Knowledge (arcana) can learn more about chemical golems with a successful skill check.

- 28 This creature is a chemical golem, a deadly horror born from the irresponsible use of power by Freeport's mages in their desperate efforts to reclaim land savaged by the Great Green Fire. This result reveals all construct traits.
- 33 A chemical golem's body is a thin membrane that contains a viscous soup of toxic sludge, burning gasses, and flesheating acid. Piercing its hide can cause it to rupture, spilling its foulness in all directions, though it can also spew out the vile stuff periodically on its own.
- 38 Chemical golems are resilient to most attacks, especially magical ones. The most reliable weapons against these creatures are those forged of silver.
- 43 When destroyed, a chemical golem explodes in a shower of poisonous gasses and scalding fluids.

## HAPTER EIGHT: FREEPORT BESTIARY

### FIRE SPECTRE

Tongues of flickering flame dance across the animated skeleton, its eyes burning with white-hot fire.

### SHIP OF THE DAMNED PIRATE

**GR 3** 

GR 13

### **XP** 800

Male fire spectre corsair 2

LE Medium undead (augmented humanoid, fire)

Init +6; Senses darkvision 60 ft.; Perception +6

### DEFENSE

AC 18, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 dodge, +1 shield); Dodge

**hp** 9 (2d8)

### **Fort** +3, **Ref** +5, **Will** +1

**Defensive Abilities** channel resistance +2, corsair's luck 1/day; **DR** 5/bludgeoning; **Immune** fire, undead traits; **Resist** cold 10

### OFFENSE

**Spd** 30 ft.

Melee mwk cutlass +5 (1d6+2/18-20 plus 1d6 fire)

**Ranged** mwk javelin +5 (1d6+2 plus 1d6 fire)

Special Attacks corsair's luck 1/day, dirty fighting +1d4, fiery strike

### STATISTICS

Str 14, Dex 15, Con -, Int 8, Wis 12, Cha 10

Base Atk +2; CMB +4; CMD 17

Feats Athletic^B, Blind-Fight^B, Dodge^B, Improved Initiative^B, Power Attack

Skills Acrobatics +6, Climb +3, Intimidate +4, Perception +6, Swim +7 Languages Common

SQ corsair's luck 1/day, flaming death, immolating ire

Gear masterwork chain shirt, masterwork buckler, masterwork cutlass, 3 masterwork javelins

### SPECIAL ABILITIES

- **Aura of Fear (Su)** At the start of each of the fire spectres' turns, all creatures within 30 feet must succeed on a DC 11 Will save or become shaken for 1 round. The effects of multiple failed saves in the same round are not cumulative. The save DC is Charisma-based.
- Flaming Death (Su) As the *fire shield* spell (warm only), 3/day, caster level 7th. This ability works as the spell except it deals 1d6 points of fire damage plus 1 point per HD.
- **Immolating Ire (Su)** Whenever a fire spectre is reduced to half its maximum hit points, its body flares with hellish flames, dealing 2d6 points of fire damage and 2d6 points of evil damage to all creatures within 10 feet (Reflex DC 11 half). The save DC is Charisma-based.

Fire spectres are undead creatures that arise when a black-hearted villain is burned alive. Their hatred burns so strong that the fires transform them into supernatural terrors.

### KOTHAR THE ACCURSED

### XP 25,600

Male fire spectre rogue 12 LE Medium undead (augmented humanoid, fire) Init +7; Senses darkvision 60 ft.; Perception +18 Aura fear (30 ft., DC 19) DEFENSE

AC 21, touch 14, flat-footed 21 (+7 armor, +3 Dex, +1 dodge); Dodge, improved uncanny dodge, trap sense +4, uncanny dodge hp 102 (12d8+48)

Fort +7, Ref +11 (+15 against traps), Will +9

Defensive Abilities channel resistance +2, evasion, improved evasion; DR 5/bludgeoning; Immune fire, undead traits; Resist cold 10 Weaknesses vulnerability to cold



### OFFENSE

Spd 30 ft., fast stealth

- **Melee** +1 unholy cutlass +12/+7 (1d6+3/18-20 plus 1d6 fire plus 2d6 against good)
- **Ranged** +1 dagger +13/+8 (1d4+3/19-20 plus 1d6 fire)
- Special Attacks fiery strike, rogue talent (bleeding attack, slow reactions, surprise attack), sneak attack +5d6

### STATISTICS

### Str 14, Dex 16, Con —, Int 14, Wis 17, Cha 16

### Base Atk +9; CMB +11; CMD 25

- Feats Blind-fight^B, Dodge, Improved Initiative^B, Iron Will^B, Point Blank Shot, Press Ganger, Preternatural Instincts, Shanghai, Weapon Focus (sap)
- Skills Acrobatics +18, Appraise +11, Bluff +16, Climb +15, Diplomacy +16, Disable Device +24, Escape Artist +15, Knowledge (local) +17, Perception +18 (+24 locate traps), Profession (sailor) +18, Sense Motive +16, Stealth +18, Survival +8
- Languages Abyssal, Aquan, Common
- **SQ** flaming death, immolating ire, rogue talent (fast stealth, improved evasion, opportunist), trapfinding
- **Combat Gear** orb of storms; **Other Gear** +3 chain shirt, 4 +1 daggers, +1 unholy cutlass

### SPECIAL ABILITIES

- Aura of Fear (Su) At the start of each of Kothar's turns, all creatures within 30 feet must succeed on a DC 19 Will save or become shaken for 1 round. The effects of multiple failed saves in the same round are not cumulative. The save DC is Charisma-based.
- Flaming Death (Su) As the *fire shield* spell (warm only), 3/day, caster level 7th. This ability works as the spell except it deals 1d6 points of fire damage plus 1 point per HD.
- **Immolating Ire (Su)** Whenever a fire spectre is reduced to half its maximum hit points, its body flares with hellish flames, dealing 2d6 points of fire damage and 2d6 points of evil damage to all creatures within 10 feet (Reflex DC 19 half). The save DC is Charisma-based.

In life, Captain Kothar was a vicious pirate noted for his bloodthirsty tactics and wanton cruelty. After he and his crew attacked and murdered their rivals, claiming their vessel the *Winds of Hell* for

themselves, they were captured, tried, and executed for their crimes. The Captains' Council decreed they should be lashed to the deck of their bloody ship while the vessel burned down to the waterline. Kothar's hate ran hotter than the flames and he refused to go to the Nine Hells until he got his vengeance.

### Tactics

Fire spectres are every bit as cruel and vicious as they were in life. The very first thing a fire spectre does in combat is activate its flaming death ability, at which point it flings itself at the closest foe, slashing until its opponent drops. In mobs, they team up in groups of two or three against a single opponent at a time, blanketing their foes with their fear auras. They use the bonus gained from flanking to make a 2-point Power Attack each round, uncaring of whether the attacks hit or not. They do not retreat until their immolating ire ability activates, at which point they make a fighting retreat until they regain the deck of their ship, the *Winds of Hell*.

Kothar uses similar tactics in combat, but he has the added advantage of a stronger fear aura and sneak attack. If possible, Kothar uses his *orb of storms* before the battle is joined to foil ranged attacks with strong winds and lashing rain.

### ENCOUNTERS

While certainly other fire spectres exist in the World of Freeport, the most famous ones are the crew of the *Winds of Hell*. Every man who died on board that flaming ship arose as an undead horror and the ship's crew retains the same complement of sailors that it did the day they awakened. As a result, an encounter with this fiery ship brings a crew of 30 fire spectres under the command of Captain Kothar himself, an adversary few wish to face.

### ECOLOGY

The *Winds of Hell* haunts the waters of the Serpent's Teeth. Rarely seen these days, when it appears it does so at dawn or dusk as a billowing ball of fire on the horizon. Though the flames burn without end, they never consume the rigging, sails, or wood itself, and simply roil about, blackening everything they touch. Of course, the flames' inability to

### FIRE SPECTRE LORE

Characters with ranks in Knowledge (history) can learn more about the Winds of Hell with a successful skill check.

### DC Result

- 15 The *Winds of Hell* is a ghost ship that sails the seas around the Serpent's Teeth. Crewed by devils conjured up from the bowels of Hell, they prey on any who drift from the sea lanes.
- 20 While it is true that the *Winds* is a ghost ship, it is crewed by the undead remains of the bloodthirsty Captain Kothar and his crew, now called the Accursed. These horrid creatures are no ordinary undead; they're fire spectres, the burning souls of the damned.
- 25 Captain Kothar the Accursed seeks vengeance and can only attain it by slaughtering each and every member of the Captains' Council, though none of them are to blame for his execution. Only with their blood will Kothar relent and descend to the Nine Hells.

Characters with ranks in Knowledge (religion) can learn more about fire spectres with a successful skill check.

- 12 This creature is a fire spectre, an undead abomination that houses the tortured spirit of a black-hearted villain. This result reveals all undead traits.
- 17 Although fire spectres are formidable opponents in their own right, it is the visions that plague those who face them that weaken their resolve to fight and thus give the undead the advantage they need to slaughter their victims.
- 22 Fire spectres have a tendency to flare up with flames when damaged, manifesting the spirits' hate and rage.

### HAZARP: SEASICKNESS

Once at sea, some people adjust quickly to the seesawing deck beneath their feet. Once they get their sea legs, they feel just as good at sea as they do on dry land. However, some folks just can't take the rolling waves and may end up handing off their lunch to the fish.

Characters with 1 or more ranks in Profession (sailor) are never subject to seasickness. All others must succeed on a Fortitude save once per day or become seasick. The DC depends on the conditions, with calm weather having a DC 5 and stormy weather having a DC 20 or higher. Those that succeed on the save are fine until the conditions change again, at which point they must make another Fortitude save.

Those who fail the save become seasick and function as if nauseated for the remainder of the day. On the following day, the character is entitled to a new save. On a success, the character is sickened instead of nauseated. On a failure, the nauseated condition persists. Each day thereafter, a character is entitled to another Fortitude save. Two successful saves in a row allows the character to recover from seasickness for the duration of the voyage.

harm the *Winds* does not extend to other ships in proximity, and many a vessel has caught fire from drifting cinders and the raging fires as they fought back the tide of attackers. To make matters worse, the smoke is unbearable and when the *Winds* come alongside its prey, black clouds blot out the sun and choke the living as they fiery blades of undead pirates rain down upon them.

### PHYSICAL GHARACTERISTICS

Not a strip of flesh remains on the fire spectres' bodies; the perpetual flames that bathe them have long since seared hair, skin, and sinew away. Burning within the sockets of their skulls are white-hot orbs that flicker and dance, intensifying when a victim is near. Fire spectres use the weapons they carried in life, although the flames make wielding firearms impossible.

### SOCIETY AND GULTURE

Fire spectres are unnatural creatures, and in their undead state they have little use for societal rules. Most of these creatures are raging monstrosities, bent on murder and mayhem and little else. In the case of the *Winds of Hell*, however, the crew is just as disciplined (and evil) as they were in life, and they observe the pecking order on their ship, with Kothar at the top. What keeps the fire spectres going is their hunger for revenge, their need to murder, and they are implacable foes always driven to extend their own fate to others.

### TREASURE

Fire spectres have treasure appropriate for NPCs of their character level. They invest their wealth into metal weapons and armor, avoiding flammable gear.

### APUANCEP FIRE SPECTRES

Fire spectres advance by character class.

### GREATING A FIRE SPECTRE

"Fire Spectre" is an acquired template that can be added to any evil humanoid or monstrous humanoid creature that dies by fire (referred to hereafter as the base creature).

Challenge Rating: Same as the base creature +2.

- **Type:** The creature's type changes to undead with the appropriate augmented subtype. Do not recalculate the creature's base attack bonus, saves, or skill points. It gains the fire subtype.
- Senses: As undead, the base creature gains darkvision out to 60 feet if it did not have it already.
- Aura: Fire spectres retain any aura of the base creature and gain the following aura.
- Aura of Fear (Su) At the start of each of a fire spectre's turns, all

creatures within 30 feet must succeed on a Will save (DC 10 + 1/2 the fire spectre's HD + the fire spectre's Charisma modifier) or become shaken for 1 round. Multiple failed saves are not cumulative.

- Hit Dice: All current and future Hit Dice become d8s. A fire spectre uses its Cha (instead of its Con modifier) to determine bonus hit points.
- Damage Reduction: The base creature gains damage reduction 5/ bludgeoning.
- **Immunities:** The base creature gains all undead immunities, plus immunity to fire.
- **Resistances:** The base creature gains resistance to cold 10 and channel resistance +2.
- Weaknesses: The fire spectre gains vulnerability to cold.
- **Special Attacks:** The base creature retains all of the special attacks of the base creature and gains the following.
- *Fiery Strike (Su)* A fire spectre's natural attacks and attacks made with weapons deal an additional 1d6 points of fire damage.
- **Special Qualities:** A fire spectre retains all of the special qualities of the base creature and gains the following.
- *Flaming Death (Su)* As the *fire shield* spell (warm only), 3/day, caster level 7th. This ability works as the spell except it deals 1d6 points of fire damage plus 1 point per HD.
- *Immolating Ire (Su)* Whenever a fire spectre is reduced to half its maximum hit points, its body flares with hellish flames dealing 2d6 points of fire damage and 2d6 points of evil damage to all creatures within 10 feet. A successful Reflex save (DC 10 + 1/2 the fire spectre's HD + the fire spectre's Charisma modifier) halves this damage.
- Abilities: As undead creatures, fire spectres do not have Constitution scores.
- Feats: Fire spectres gain Blind-Fight and Improved Initiative as bonus feats.



### FLAYED MAN

What at first appears to be a beggar draped in rags reveals itself to be a terrifying abomination shrouded in flayed and tattered skin. Its eyes burn with an unspeakable malevolence as it chuckles with menace.

### FLAYED MAN

GR 6

XP 2,400 CE Medium undead (augmented humanoid) Init +5; Senses darkvision 60 ft.; Perception +14 Aura grisly appearance (30 ft., DC 21) DEFENSE AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural) hp 85 (10d8+40) Fort +7, Ref +4, Will +8 DR 5/magic; Immune undead traits OFFENSE

### **Spd** 40 ft.

Melee slam +10 (1d6+7 plus flense)

Special Attacks flense, lifedrain, power over undead STATISTICS

Str 20, Dex 12, Con —, Int 15, Wis 13, Cha 19

Base Atk +7; CMB +12; CMD 23

- Feats Ability Focus (grisly appearance), Command Undead^B, Improved Initiative, Power Attack, Stealthy, Weapon Focus (slam)
- Skills Acrobatics +11 (+15 jump), Climb +18, Intimidate +17, Knowledge (religion) +10, Perception +14, Spellcraft +10, Stealth +18

Languages Abyssal, Common, Infernal SQ create spawn, death throes

### SPECIAL ABILITIES

- **Command Undead (Su)** A flayed man receives Command Undead as a bonus feat. A flayed man can channel negative energy a number of times per day equal to 3 + its Intelligence modifier, but only to use the Command Undead feat. A DC 19 is required to save against the effects of this ability and are Charisma-based.
- **Create Spawn (Su)** Living creatures reduced to 0 Constitution by a flayed man's flense or lifedrain attack gain the zombie template after 1d4 rounds. Undead that the flayed man creates are under its control.
- **Death Throes (Su)** When reduced to 0 hit points, a flayed man explodes in a burst of foul negative energy. Each creature within 20 feet must succeed on a DC 19 Fortitude save or gain one negative energy level. After 24 hours, the affected creature is entitled to another Fortitude save against the same DC to remove the level as normal.

- Flense (Su) Living creatures struck by a flayed man's slam attack must succeed on a DC 19 Fortitude save or take 1 point of Constitution damage, as rents and tears appear in their flesh. On each such successful attack, the flayed man gains 5 temporary hit points. The save DC is Constitution-based.
- **Grisly Appearance (Su)** At the start of each of the flayed man's turns, all creatures within 30 feet must succeed on a DC 21 Will save or become shaken for 1 round. This is a necromancy effect. The save DC is Charisma-based.
- Lifedrain (Su) As a standard action, a flayed man may emit a flood of negative energy to weaken its foe. It must succeed on a ranged touch attack (+6 attack modifier) to strike a target within 30 feet. On a hit, it deals 1d4 points of Constitution damage. On each such successful attack, the flayed man gains 5 temporary hit points. A flayed man must wait 5 rounds between each use of this ability.

A flayed man is a vile undead creature created when a mortal necromancer botches his efforts to transcend the mortal coil and become a lich.

### Tactics

A flayed man craves battle, lusting to spread its agony to the living. A creature of the night, it clings to the shadows, flitting from pool of darkness to pool of darkness until it comes upon a suitable victim. Before engaging its foe, it uses lifedrain in the hopes of weakening its prey. Whether or not the attack succeeds, it flings itself into melee, using Power Attack to batter and drain its opponent. It presses the attack until it is reduced to 20 hit points or less, at which point it flees to find an easier victim.

When in the company of zombies, the flayed man hangs back and commands its minions. While the zombies lurch forward to engage their enemies, the flayed man uses lifedrain against a divine spellcaster and then follows up by engaging that character directly. As with other encounters, a flayed man flees if pressed too sorely.

### ENCOUNTERS

Rare undead horrors, flayed men are almost never encountered in groups. Instead, a flayed man keeps the company of 1d4+2 human zombies that it has created with its create spawn ability. A flayed man prefers to slip into a small community, picking off victims one at a time to build its undead army. Once it has accumulated six or more followers, it reveals itself to murder and maim the local population.

### ECOLOGY

Flayed men represent yet another pitfall of mortal ambition. The procedure for attaining lichdom is perilous indeed, and those incautious fools who dabble in the black arts are at risk of major mishap when they attempt to circumvent the natural order. Flayed men are created

### Flayed Man Lore

Characters with ranks in Knowledge (religion) can learn more about flayed men with a successful skill check.

- 20 This horrible creature is a flayed man, an undead abomination with a strong connection the Negative Energy Plane. This result reveals all undead traits.
- 25 Looking upon a flayed man fully is enough to rob the most stalwart hero of his or her resolve.
- 30 A flayed man's touch can flense the flesh, weakening its foes by the dreadful injuries it inflicts.
- 35 A flayed man may deliver a potent torrent of negative energy that weakens and shrivels the body. Once it uses this ability, it cannot again for nearly a half minute.

GR H

whenever a mortal seeks to transcend death and become a lich, but fails to attain the proper ingredients or is otherwise interrupted while in the midst of the ritual. The flesh sloughs from the necromancer's body in pieces, leaving curled bits of skin to writhe atop of the glistening muscle and sinew. The newly created flayed man has, in some respects, attained its goal, but lacks the power it held in life.

### PHYSICAL CHARACTERISTICS

A flayed man is gruesome indeed. It appears as a humanoid, and tattered bits of skin cling to the flat, muscle, and sinew exposed by the terrible magic that created it. It stands as it did in life, usually just under six feet tall and weighing about 150 pounds.

### Society and Gulture

With their accursed existence, flayed men shun their former societies and set out to spread woe and misery wherever they can. Any sense of society and all ties to their former culture are severed as they give in to their monstrous natures. Strangely, flayed men gather zombies by impulse, murdering to assemble an army of undead minions to aid them in their efforts to destroy and ruin.

### TREASURE

The typical flayed man has standard treasure for its Challenge Rating. Its treasure normally comes from its victims, and it keeps it in a sack stitched together from the hides of those it slays. A typical treasure horde includes 38 pp, a black pearl (worth 500 gp), *oil of displacement, potion of cat's grace,* and an *arcane scroll* of *cat's grace, color spray,* and *remove fear.* 

### Apuancep Dersions

The longer a flayed man exists, the more powerful its connection to the Negative Energy Plane. As this link strengthens, so too does its power. Flayed men can have as many as 20 Hit Dice. A flayed man with 15 or more Hit Dice also improves its damage reduction to 10/good.

### INFERNAL AUTOMATON

A small engine waddles forward, belching steam with each step of its slender legs. Its body is round and barrel-like, and is equipped with two spindly arms. It has no head, but a suggestion of a face spewing sulfurous mist peers out from its chest.

### INFERNAL AUTOMATON

**XP** 1,200

LE Small construct (evil, extraplanar)

Init +4; Senses darkvision 60 ft., low-light vision; Perception +2 Aura steam

### DEFENSE

AC 19, touch 15, flat-footed 15 (+4 Dex, +4 natural, +1 size) hp 26 (3d10+10)

**Fort** +1, **Ref** +5, **Will** +2

DR 5/good; Immune construct traits; Resist fire 10

Weaknesses vulnerability to cold

OFFENSE

Spd 20 ft. (can't run)

Melee slam +9 (1d4 plus 1d6 fire)

Special Attacks breath weapon (20-ft cone, 3d6 fire, once every 5 rounds, Reflex DC 11 half), scalding strike

STATISTICS

Str 10, Dex 19, Con —, Int 3, Wis 12, Cha 1

Base Atk +3; CMB +2; CMD 16

Feats Weapon Finesse, Weapon Focus (slam)

Skills Perception +2, Stealth +10

Languages understands Infernal

### SQ death throes

- SPECIAL ABILITIESDeath Throes (Ex) When reduced to 0 hit points, an infernal automaton's body begins to shake and tremble. After 1d3 rounds, it explodes dealing 3d6 points of fire damage to all creatures in a
- 20-foot radius burst. Scalding Strike (Ex) An infernal automaton's natural attacks deal an extra 1d6 points of fire damage.
- Steam (Ex) At the start of each of the infernal automaton's turns, all creatures within 10 feet must succeed on a DC 11 Fortitude save or take a -2 circumstance penalty to all attack rolls for one round due to the constant releases of super-hot steam emanating from the infernal automaton's body. The save DC is Constitution-based.

### CONSTRUCTION

Requirements Craft Construct, *fabricate, fire trap, soul bind*, caster must be at least 9th level; Skill Craft (metalworking) DC 25; Cost 5,400 gp

An infernal automaton is a construct built by the devilish engineers of the Nine Hells. They are tireless servants, but poor combatants compared to the more powerful devils in the Hells' armies.

### Tactics

Infernal automatons are not bright combatants by any stretch, and when dispatched to attack by their wicked masters, they form up in

### INFERNAL AUTOMATON LORE

Characters with ranks in Knowledge (arcana) or (planes) can learn more about Infernal Automatons with a successful skill check.

- 13 This creature is an infernal automaton, a dreaded construct assembled by fiendish engineers to serve as a reliable servant. This result reveals all construct traits.
- 18 Infernal automatons are infused with the essence of law and evil and only weapons imbued with the might of good have hope of breaching their defenses.
- 23 The souls fused to their metal bodies burn hot with hate as evidenced by the scalding steam that blasts from their bodies and maws. It is said that when the shells are destroyed, the souls burst free in a blast of fire that destroys everything around them.

rigid ranks and march forward, belching clouds of scalding steam and lashing out with their white-hot appendages. When an opponent comes within reach, the infernal automatons swarm about, breaking up their ranks to shred and burn their enemies. Dimly aware as they are of their tortured existence, the spirits that animate these constructs relish every fight as a chance to find peace and thus rarely back down once committed to a fight.

### ENCOUNTERS

As the products of devilish engineers, infernal automatons are rarely found outside of the Nine Hells. When they are, they are encountered singly, a lone escapee of the torments of the lower planes. On their native plane, however, infernal automatons operate in teams of two to four creatures called errands. Larger groups, consisting of eight to twelve members, are called tasks. For projects of importance, a bearded devil may accompany an errand or task.

### ECOLOGY

Infernal automatons are not natural creatures; they are products of vile ingenuity. Fashioned from a queer green metal found only in the Nine Hells, their shells are assembled in great factories with countless lesser fiends working themselves to death to meet the demands of their overseers. Once a shell is finished, infernal soul binders harvest up a maggot-like soul and bind it with fell magic to the shell, fusing it with the unquenchable fires of this dreaded plane. Once the ritual is complete, the face on the automaton's torso animates with a wail as the soul experiences the full weight of its appalling fate.

### PHYSICAL CHARACTERISTICS

Infernal automatons are headless constructs that have the general shape and size of short humanoids. Their bodies are barrel shaped and covered with leathery hoses that channel steam to their spindly limbs to provide propulsion. These hoses are poorly made and spew superheated water into the air. The "skin" of these constructs is made of rusty green metal, pocked and dented from hard use. Staring out from the center of the rounded torso is a twisted face. Each automaton is unique, with some having a female appearance and others with moustaches and beards. It's whispered the faces are those of the souls contained by the metal bodies.

### Society and Gulture

Infernal automatons have no culture of their own. They exist only to serve their fiendish masters and sell their lives gladly. When not tasked with some job, they wander about as if in a daze. While they may appear inoffensive, there's just enough malevolence in the spirits to engender a certain cruelty, and these creatures are known to rip apart their victims slowly to drink deep in the suffering they create.

### TREASURE

Infernal automatons do not keep anything as useless as treasure.

### Appanced Dersions

Most infernal automatons are as presented here, with variations being only in the particulars of their facial features. However, their makers are ever cunning and inventive with their designs and in some darkened corners of the Nine Hells one is bound to find larger and stouter versions of these constructs. Small infernal automatons can have up to 6 Hit Dice, while Medium versions can have 12 and Large models as many at 18. Larger automatons have damage reduction 10/good.

### GONSTRUCTÍON

Creating an infernal automaton is a filthy act that involves binding a mortal soul to a mechanical apparatus. The mysteries of this process are known only to a select few devils and they do not advertise their procedures, lest their enemies (demons and daemons) gain the technology. This said, construction requires 150 pounds of the green metal mined from the depths of the Nine Hells, worth 2,000 gp. Assembling the body requires a DC 15 Craft (armorsmithing) check.

CL 9th; Price 10,000 gp

### PÍT-BRÍER

What appears to be an ordinary bramble bush reveals its true nature as it stirs to life, lashing out with its thorny branches.

Pít-Bríer	GR H
<b>XP</b> 1,200	
LE Large plant (evil, extraplanar, lawful)	
Init +5; Senses low-light vision; Perception +1	
DEFENSE	
AC 20, touch 14, flat-footed 15 (+5 Dex, +6 natural, -1 size	)
<b>hp</b> 33 (6d8+6)	
Fort +6, Ref +7, Will +3	
DR 5/slashing; Immune plant traits; Resist cold 10, fire 10	)
OFFENSE	
<b>Spd</b> 10 ft.	
Melee 3 tendrils +9 (1d8+2 plus grab)	
Space 10 ft.; Reach 10 ft.	
Special Attacks rend (2d8+3)	
STATISTICS	
Str 14, Dex 20, Con 13, Int 2, Wis 12, Cha 10	
Base Atk +4; CMB +10; CMD 22	
Feats Agile Maneuvers, Weapon Finesse, Weapon Focus (to	endrils)
Skills Stealth +10; Racial Modifiers +8 Stealth in forests	

### PIT-BRIER LORE

Characters with ranks in Knowledge (planes) can learn more about pit-briers with a successful skill check.

- 16 This creature is a carnivorous plant known as a pit-brier. Found almost exclusively in the Nine Hells, it is every bit as savage as the demons and devils it hunts. This result reveals all plant traits.
- 21 Pit briers are equipped with thorny tendrils, perfect for catching the flesh. Once it sinks two tendrils in its foe, it begins to rip and tear the flesh.
- 26 Hardy creatures, pit-briers are capable of withstanding extremes of cold and heat as well as the ravages of most weapons. Machetes and other slashing weapons are effective against their dense hides.

GR 1/3

A pit-brier is a stealthy predator of the lower planes, thriving in all but the most inhospitable environment.

### Tactics

A pit-brier is vicious and malevolent, hunting its prey with a surprising cunning for its nature and otherwise low intelligence. Its tactics honed from its violent existence in the lower planes, it is capable of keeping itself very still so it is all but imperceptible from other plants around it. When its prey comes within its reach, it sends a thorny tendril to wrap around its victim's body. Once it grabs it, it rips its foe to bloody gobbets of flesh, spattering blood to feed its hungry roots.

### ENCOUNTERS

Pit-briers, as with other plants, are as numerous as their environment allows. In rugged areas with only the chance encounter of suitable prey, a pit-brier may be alone, but in areas rich with potential victims, there can be as many as five. Some places in the Nine Hells, specially cultivated by devils, contain upwards of a dozen separate plants.

### ECOLOGY

The pit-brier originated in the Nine Hells but its seeds found their way to Gehenna, the Abyss, and throughout the rest of the lower planes. Although they are predators, a pit-briers lacks a mouth or digestive system. Instead, it drags the remains of its victims to a barrow, a deep pit filled with rotten flesh and bleached bones. It sinks its thin roots into the soupy mess, drinking deep the decomposing flesh and taking in the noxious vapors rising from the horrible mess.

Pit-briers reproduce asexually, dropping seeds covered in razor-sharp barbs into a rich corpse where they incubate for six weeks. At the end of this time, a new young brier hatches and springs up filled with an unspeakable hunger. Younger pit-briers may form up into small packs to bring down large prey.

### PHYSICAL GHARACTERISTICS

It's easy to mistake a pit-brier for a bramble bush, except that it bears no fruit and stands black and withered regardless of the season. Most pit-briers have numerous branches and tendrils, but they can attack with only three at a time.

### SOCIETY AND GULTURE

Possessed of the intelligence of a great cat, pit-briers do not form up into societies and have no cultures. Pit-briers do occasionally gather into small groups called patches, but only when their prey proves especially tough to catch. Some devils cultivate these creatures in vast gardens, which are more like slaughterhouses, for when it comes time to feed these plants, the screaming victim has but seconds to survive.

### TREASURE

Pit-briers have half the standard amount of treasure for their Challenge Rating, about 550 gp. Such items are always their victims' possessions, tossed into the pits along with all the other rubbish. An example hoard consists of 1,350 sp, a zircon (50 gp), a piece of jade (75 gp), and a potion of heroism.

### ADVANCED DERSIONS

Pit-briers never stop growing provided they have a sufficient supply of corpses for feeding. Large varieties can have as many as 12 Hit Dice, while Huge pit-briers can have up to 18 Hit Dice. Pit-briers with 13 or more Hit Dice have damage reduction to 10/slashing.

### SERPENT PEOPLE

The person's form melts away to reveal a hideous snake man wearing scale mail and gripping a falchion in its clawed hands. It bisses at you as it leaps to attack.

### SERPENT PERSON WARRIOR

### **XP** 135

Male or female serpent person warrior 1 N Medium monstrous humanoid (reptilian, shapechanger) Init +5; Senses darkvision 60 ft.; Perception +0

### DEFENSE

AC 17, touch 11, flat-footed 16 (+5 armor, +1 Dex, +1 natural) **hp** 5 (1d10) Fort +2, Ref +1, Will +0

**OFFENSE** 

Spd 20 ft., swim 20 ft.

Melee falchion +2 (2d4/18-20) **Ranged** composite longbow +2 (1d8/3)

STATISTICS

Str 11, Dex 12, Con 11, Int 11, Wis 10, Cha 10

Base Atk +1; CMB +1; CMD 12

- Feats Improved Initiative^B, Weapon Focus (falchion)
- Skills Disguise +0 (+10 using change shape), Intimidate +4, Stealth +2, Swim +12; Racial Modifiers +8 Swim, +10 Disguise (using change shape)

Languages Common, Valossan

**SQ** change shape (*alter self*)

Gear composite longbow with 20 arrows, falchion, scale mail armor

Serpent people are the children of Yig, the snake god, and they are a people fallen, only just now emerging from their hiding places in the world.




### SERPENT PERSON INFILTRATOR

### GR H

**XP** 1,200

- Male or female serpent person rogue 5
- N Medium monstrous humanoid (reptilian, shapechanger) Init +6; Senses darkvision 60 ft.; Perception +8

### DEFENSE

AC 18, touch 13, flat-footed 18 (+4 armor, +2 Dex, +1 dodge, +1 natural); Dodge, trap sense +1, uncanny dodge

**hp** 27 (5d8+5)

Fort +2, Ref +6 (+7 against traps), Will +1

### Defensive Abilities evasion

OFFENSE

Spd 30 ft., swim 20 ft., fast stealth

**Melee** +1 short sword +5 (1d6+1/19-20)

**Ranged** composite short bow +5 (1d6/x3)

Special Attacks rogue talent (surprise attack), sneak attack +2d6 STATISTICS

### Str 12, Dex 15, Con 12, Int 17, Wis 10, Cha 10

Base Atk +3; CMB +4; CMD 17

- Feats Combat Reflexes, Dodge, Improved Initiative^B, Stealthy Skills Acrobatics +10, Bluff +8, Diplomacy +8, Disguise +8, Escape Artist +12, Intimidate +8, Knowledge (local) +10, Perception +8 (+10 locate traps), Sense Motive +8, Sleight of Hand +8, Stealth +12, Swim +15, Use Magic Device +8; Racial Modifiers +8 Swim,
- +10 Disguise (using change shape)

Languages Common, Elven, Halfling, Valossan

SQ change shape (*alter self*), trapfinding, rogue talents (fast stealth) Combat Gear potion of cure light wounds; Other Gear mithral shirt,

+1 short sword, composite short bow and 20 arrows, 40 gp

Serpent people are all blessed with the ability to change shape, but some cultivate this ability to better infiltrate humanoid societies and ferret out their secrets.

### SERPENT PERSON MYSTIC

**GR 8** 

XP 4,800 Male of female serpent person cleric 9

NE Medium monstrous humanoid

Init +4; Senses darkvision 60 ft.; Perception +4

### DEFENSE

AC 19, touch 10, flat-footed 19 (+7 armor, +1 natural, +2 shield) hp 58 (9d8+18)

Fort +7, Ref +3, Will +11

- OFFENSE
- Spd 20 ft., swim 20 ft.
- **Melee** +1 morningstar +10/+5 (1d8+3)
- Ranged light crossbow +6/+1 (1d8+2/19-20)

Special Attacks channel negative energy (5d6, DC 16, 5/day), scythe of evil 1/day (4 rounds), might of the gods (+9, 9 rounds/day), spontaneous casting (*inflict* spells)

- Domain Spell-Like Abilities (CL 9th)
  - 8/day—touch of evil

### 8/day—strength surge

- Spells Prepared (CL 9th):
  - 5th-righteous might^D, slay living (DC 19), unhallow
  - 4th—cure critical wounds, divine power, poison (DC 18), unholy blight^D
  - 3rd—bestow curse (DC 17), cure serious wounds, deeper darkness, magic vestment^D, meld into stone
  - 2nd—bear's endurance, bull's strength^D, cure moderate wounds, death knell (DC 16), silence
  - 1st—bane (DC 15), divine favor, doom (DC 15), deathwatch, entropic shield, protection from good^D, shield of faith
  - 0 (at will)-detect magic, guidance, read magic, resistance
- **D** domain spell; **Deity** Yig (Sskethvai Sect); **Domains** Evil, Strength
- STATISTICS

### Str 14, Dex 10, Con 12, Int 10, Wis 20, Cha 14 Base Atk +6; CMB +8; CMD 18

- Feats Blasphemous Aura, Combat Casting, Combat Surge, Improved Initiative^B, Selective Channeling, Weapon Focus (Morningstar)
- Skills Diplomacy +6, Disguise +2 (+12 using change shape), Knowledge (religion) +11, Spellcraft +11, Swim +15; Racial Modifiers +8 Swim, +10 Disguise (using change shape)

Languages Common, Valossan

**SQ** change shape (*alter self*)

Gear +2 scale mail, +1 morningstar, masterwork heavy steel shield, headband of inspired wisdom +2, silver holy symbol

Although many serpent people are not evil, and indeed many of those serve Yig as well, there is a growing movement within these people to embrace the bellicose aspect of the snake god. Fueled by the impassioned speeches and fiery words of the Sskethvai sect, many serpent people have come to see the only way they can survive as a race is to enslave the weaker races once more.

# Tactics

Serpent people are notoriously cautious in combat, rarely taking risks and being careful to control the time and place of their battles. Rather than take their opponents head on, they use change shape to assume the guise of their enemy's race if possible and lure them into ambushes. Other serpent people use their shapechanging abilities to infiltrate enemy ranks, poison food and water supplies, and generally cause havoc until their foes are so weakened that the rest of the serpent person's allies can strike without fearing heavy casualties.

Larger groups of serpent people often include mystics, clerics of Yig (or in very rare cases the Unspeakable One), who guide the foot soldiers in combat. Many priests are insane, driven mad by their god's anger.

### ENCOUNTERS

Serpent people lack the numbers to attack in force and thus recruit others to fill their ranks, while wearing the guise of more accepted humanoid races. Unless the serpent person is caught unawares, its true nature revealed, a serpent person employs three to six humanoids (humans and orcs being the most common) as bodyguards. These are usually 1st-level warriors, but more powerful serpent people may likewise surround themselves with tougher minions.

# ECOLOGY

In the aftermath of Valossa's collapse, the surviving serpent people scattered throughout the world, to carve out new homes in the wilderness of antiquity. They chose remote places, far from those whom they had enslaved at the height of Valossa's power. The survivors fled into isolated valleys, primeval jungles, and deep underground, vanishing from the world and believed annihilated by their enemies. The serpent people had to adapt to their surroundings if they would survive. The adaptation had mixed results, with some becoming mad savages, prostrating themselves before crude altars of the Unspeakable One, while others gathered what lore they could from their lost culture and preserved it for their descendants. Others, if some sages can be believed, either mingled their blood with other creatures or devolved into lizardfolk, kobolds, and other reptilian species.

Serpent people are omnivores, though a large number of serpent people disdain the consumption of flesh of any kind. More warlike serpent people have no reservations about their meals and some even consume sentient creatures, though most subsist on birds, rodents, and other small game.

Reproduction rates are quite slow, with few young surviving to adulthood, giving into sickness or madness. Females lay clutches of 1d6+3 leathery eggs at a time, and it takes a few months for the newborn serpent person to tear free from the soft shell. Mutations are quite common, many of which are so appalling that the serpent people are forced to smother their young for fear that the offspring is tainted by the Unspeakable One's touch.

# PHYSICAL CHARACTERISTICS

An adult serpent person stands just over six feet tall and weighs about 150 pounds. Fine scales, ranging from green to brown, cover their lithe bodies, and their hands and feet end in small claws. Perhaps their most distinctive characteristic is their heads. Perched atop their long necks is a snake's head. Some have hoods like cobras, but most do not.

# SERPENT PERSON LORE

Characters with ranks in Knowledge (history) can learn more about serpent people with a successful skill check.

### DC Result

- 15 Serpent people were eradicated ages ago in a dreadful cataclysm that brought their immense empire to ruins
- 20 The cause of their empire's destruction was divine vengeance after the serpent people abandoned their god for the foul worship of the Unspeakable One.
- 25 Contrary to common belief, there are a few pockets of serpent people left in the world, though most are bloodthirsty savages.
- 30 In truth, the savage or degenerate serpent people are but a portion of the surviving population and many are cultured and deeply spiritual, having protected their people's culture for generations

Characters with ranks in Knowledge (nature) can learn more about serpent people with a successful skill check.

### DC Result

- 11 This creature is a serpent person, a race of reptilian monstrous humanoids believed to be extinct. The result reveals all monstrous humanoid traits.
- 16 According to legend, serpent people could change their skin to assume the appearance of other humanoids.
- 21 Those serpent people who fled underground devolved, becoming monstrous things, savage and bestial, only dimly aware of their continued service to their unspeakable god.

### Society and Gulture

The fall of Valossa dealt a devastating blow to the serpent people's society. Before the cataclysm, this nation was the cultural center of the world, the birthplace of mathematics and the sciences. They embraced the arts, and their literature, paintings, and operas have, in their eyes at least, yet to be matched by other races. They were also incredible magicians, exploring the intricacies of arcane magic, while dabbling in psionic power. They transcended the Material Plane to explore other worlds and realities, bringing back with them artifacts from far-flung places to study or contain. But above all, they were a people with deep spiritual roots.

They were close to their maker, and Yig's presence and influence could be found in all things. Every great work, every incredible advance was done in the snake god's name, to exalt him as was his due. Their proximity to their god, while giving them sufficient motivation to serve, also diminished in a small way Yig's divine nature, such that a small few serpent people believed they could equal their maker and perhaps supplant him. Perhaps this trend stemmed from their planar explorations, maybe stagnancy in their culture, or maybe even as a result of some other power's influence, but regardless of the cause, this arrogance and ambition enabled the Unspeakable One to contaminate the serpent people, to twist their hearts to shun Yig and instead embrace the King in Yellow.

At first, the cult of the Unspeakable One was small—so small that the priests of the snake god thought nothing of them. But after a generation, the subversive pockets blossomed, blooming into a fullblown religion. Their evil and madness swept through the empire, eroding the stability and bringing the past achievements to ruin. Still, many priests did nothing, expecting Yig himself to attend to the matter. Attend to the cultists the snake god did, but not in the way the serpent people expected. Rather than just destroying those who enraged him, Yig smashed the empire, bringing it to its knees and sending it down into the depths until nothing remained of his children and their vain land.

In the aftermath, the serpent people scattered, but such was the devastation that they could salvage little of their dead society. Many survivors had nothing and sought only to evade the harsh reprisals from the various races the serpent people had enslaved. Those who buried themselves in the ground blamed Yig for their suffering,



and turned away from their maker to embrace the promises of the Unspeakable One, whose gentle touch on their minds rent their sanity asunder and made beasts of them all.

The rest fled to the distant corners of the world, to find havens and maybe rebuild. For ages, the serpent people remained in hiding. With each new generation, their memories of their lost homeland faded. The meaning of their scrolls became lost. The only thing they retained was the unfailing service to Yig.

With the recent reemergence of the serpent people, they are wholly driven to restore their prominence in the world. Among them, there are those who seek a gentler path, one that involves cooperation with other races. But there also those who see enemies everywhere and believe that the only way for the serpent people to reclaim their lost power is through the subjugation of all other peoples. Those that refuse to bend their knees to the superior Valossans, shall find their destruction.

### TREASURE

Serpent people have treasure as NPCs, with an amount determined by their character level. Even though most races have forgotten the serpent people, caution rules their minds and thus most serpent people invest in protective items and weaponry to drive off their enemies.

### SERPENT PEOPLE AS CHARACTERS

Serpent people possess the following racial traits.

### -2 Constitution, +2 Intelligence, +2 Charisma

- **Change Shape:** A serpent person with a Charisma of 10 or higher can assume the form of any Small or Medium humanoid at will.
- Darkvision: Serpent people can see in the dark up to 60 feet.
- **Skilled:** Serpent people receive a +4 racial bonus on Escape Artist and Stealth checks, a +8 racial bonus to Swim checks, and +10 racial bonus to Disguise when using change shape.
- Improved Initiative: Serpent people gain Improved Initiative as a bonus feat.

Armor: Serpent people have a +1 natural armor bonus.

Languages: Serpent people begin play speaking Common and Valossan. Serpent people with high Intelligence scores can learn any other language (other than secret languages such as Druidic).

# Degenerate Serpent People

Those serpent people who fled underground and gave themselves fully to the King in Yellow became wretched things—feral and wicked degenerates. They recall next to nothing of the glory of Valossa and have become slaves of their dread god.

0	
DEGENERATE SERPENT PERSON WARRIOR	GR 1
<b>XP</b> 135	
Male or female serpent person warrior 1	
CE Medium monstrous humanoid (reptilian, shapechanger)	
Init +5; Senses darkvision 60 ft.; Perception -2	
DEFENSE	
AC 14, touch 11, flat-footed 13 (+1 Dex, +1 natural, +2 shield	d)
<b>hp</b> 7 (1d10+2)	
Fort +4, Ref +1, Will -2	
Defensive Abilities thrall to the Unspeakable One	
OFFENSE	
<b>Spd</b> 20 ft., swim 20 ft.	

Melee spear +4 (1d8+1/3) and bite +2 (1d6+1 plus poison) or 2 claws +2 (1d4+1) and

bite +2 (1d6+1 plus poison)

### **Ranged** spear +4 (1d8/x3)

Special Attacks thrall to the Unspeakable One

### STATISTICS

Str 13, Dex 12, Con 15, Int 5, Wis 6, Cha 6

Base Atk +1; CMB +2; CMD 13

Feats Improved Initiative^B, Weapon Focus (spear) Skills Intimidate +2, Stealth +2, Swim +9; Racial Modifiers +8 Swim, +10 Disguise (using change shape)

Languages Common, Valossan

SQ change shape (*alter self*)

**Gear** heavy wooden shield, masterwork spear

### SPECIAL ABILITIES

- **Poisonous Bite (Ex)** Bite—injury; *save* Fort DC (10 + 1/2 the creature's HD + the creature's Con modifier); *frequency* 1/round for 4 rounds; *effect* 1d6 Wis; *cure* 1 save.
- **Thrall to the Unspeakable One (Su)** Once per day, a degenerate creature can invoke the power of its god as an immediate action to gain a 1d6 bonus on a single saving throw, attack roll, or weapon damage roll.

### GREATING A DEGENERATE GREATURE

"Degenerate" is an acquired template that can be added to any nongood humanoid or monstrous humanoid creature that willingly serves the Unspeakable One (referred to hereafter as the base creature).

Challenge Rating: Same as the base creature +1.

Alignment: The creature's alignment changes to chaotic evil.

- Attack: A degenerate creature has two claw attacks and a bite attack. If the base creature can use weapons, the degenerate retains this ability. A degenerate fighting without weapons uses a bite or claw when making an attack action. When it has a weapon, it usually uses the weapon instead.
- **Damage:** Degenerates have bite and claw attacks. If the base creature does not have these attack forms, use the damage values that follow. Otherwise, use the base creature's damage values or those presented here, whichever are greater.

Size	Bite Damage	Claw Damage
Fine	1	—
Diminutive	1d2	1
Tiny	1d3	1d2
Small	1d4	1d3
Medium	1d6	1d4
Large	1d8	1d6
Huge	2d6	1d8
Gargantuan	3d6	2d6
Colossal	4d6	3d6

**Special Attacks:** The degenerate creature retains all of the special attacks of the base creature and gains the following.

*Poisonous Bite (Ex)* Bite—injury; *save* Fort DC (10 + 1/2 the creature's HD + the creature's Con modifier); *frequency* 1/r round for 4 rounds; *effect* 1d6 Wis; *cure* 1 save.

*Thrall to the Unspeakable One (Su)* Once per day, a degenerate creature can invoke the power of its god as an immediate action to gain a 1d6 bonus on a single saving throw, attack roll, or weapon damage roll.

Abilities: Modify from the base creature as follows: Str +2, Con +4, Int -6, Wis -4, Cha -4

# SKÍN GLOAK

A leather cloak twitches and rustles and then, impossibly, rises up, held aloft by some malevolent presence, revealing itself to be the empty skin of some unfortunate victim.

### SKÍN GLOAK GR Z **XP** 600 CE Small undead Init +2; Senses darkvision 60 ft.; Perception +8 DEFENSE AC 15, touch 14, flat-footed 12 (+2 Dex, +1 dodge, +1 natural, +1 size); Dodge **hp** 22 (4d8+4) Fort +2, Ref +3, Will +5 DR 5/magic or slashing; Immune undead traits **OFFENSE** Spd 20 ft. Melee slam +5 (1d4+1 plus grab) Special Attacks constrict (1d4+1) STATISTICS Str 13, Dex 14, Con -, Int 10, Wis 12, Cha 12 Base Atk +3; CMB +3; CMD 16 Feats Dodge, Stealthy Skills Acrobatics +6 (+8 jump), Escape Artist +8, Perception +8, Stealth +15 Languages Common SPECIAL ABILITIES Constrict (Ex) A skin cloak deals 1d4+1 points of damage on a successful grapple check. A creature grappled by a skin cloak may not speak or cast spells with verbal components. A skin cloak, or hollow man, is the animated skin of a mortal humanoid.

# Tactics

Skin cloaks are aggressive in combat and filled with a dread loathing of spellcasters, perhaps out of hatred for those who gave them unlife. Thus, a skin cloak attacks arcane spellcasters before any other target, using Tumble if necessary to reach its foe. Once a skin cloak grapples its enemy, it constricts until its enemy is dead.

# ENCOUNTERS

Skin cloaks are the unfortunate remains of those who have crossed necromancers and thus may haunt areas where foul necromantic magic was used. Skin cloaks can be encountered alone or in groups with as many as six members.

# ECOLOGY

Undead creatures, skin cloaks do not interact with their environments in any significant way. They ignore animals and non-intelligent monsters, but are quick to attack humanoids and other sentient creatures. Since skin cloaks live in a state of perpetual torture, their shattered souls reliving the experience of being skinned alive, they are

# Skín Gloak Lore

Characters with ranks in Knowledge (religion) can learn more about skin cloaks with a successful skill check.

### DC Result

- 14 This unsettling undead creature is called a skin cloak or hollow man. It is the animated remains of a skinned humanoid. This result reveals all undead traits.
- 19 Skin cloaks loathe sentient creatures, especially spellcasters. They attack by wrapping themselves around their victims' necks and cutting off their supply of air.

filled with hatred and use their power to choke the life out of their victims.

# PHYSICAL CHARACTERISTICS

A hollow man consists of the skinned hide of a human or humanoid creature. The flesh is tanned, with any cut marks closed with a heavy thread, and is often tattooed. The curing process results in shrinking the overall hide and thus these creatures are often smaller than they were in life, standing about four feet tall and weighing twenty pounds or less.

# Society and Gulture

The skin cloaks recall little of their lives, but their creation lives large in the crude memories of their soul. Skin cloaks tend to remain near the areas where they were created, always searching for the meat they lost. When they encounter a living, sentient creature, their constricting attack, in some ways, looks as if the skin cloak were trying to wrap itself around the meat of its victim, perhaps to restore its former self.

# TREASURE

Skin cloaks have no use for treasure and so never hoard it. Any valuables found near skin cloaks are incidental.

# Apvancep Skin Gloaks

The more lives a skin cloak takes, the stronger its connection to the Negative Energy Plane. Spreading death, they grow in power and the strongest skin cloaks can have as many as 10 Hit Dice. These skin cloaks often have numerous holes in their hides and blasphemous inscriptions tattooed in their hides.

# GREATING A SKIN GLOAK

A spellcaster with an intact hide of a sentient humanoid or monstrous humanoid can create a skin cloak with a *create undead* spell.



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

wrapped in one neat adventure. At heart, Fury in Freeport showcases

the various elements of the city, and gives you and your players a

taste of this city in action. However, it can also serve to launch a new

involved in slavery and the Sea Lord was certainly justified in her crusade, what no one remembers are the casualties. The Sea Lord's

your introduction, designed for a group of 1st-level characters. In the following pages is a multifarious scenario that involves mystery, investigation, deadly fights, the long-dead returned, and evil villains, all

"Freeport's not always about murder, cultists, monsters, or thievery... Sometimes it's about all of them together."

-Timothy, Syndicate Runner

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 used 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 are long gone, or at least that's what most people think.

# THE TALE OF MELANIE GRUMP

Melanie Crump was a thief, a mother, and a member of the Guild. Crump was a reluctant criminal, turning to crime as a means to survive. She wasn't pretty enough to be a courtesan, wasn't smart enough to attend the Institute, and lacked the gumption to pick up an honest trade. A widow burdened by two young boys, she was desperate and turned to petty theft to make ends meet. As with just about every petty hood and cutpurse in the city, the Thieves' Guild swallowed her up, bringing her into the fold and making sure she had a fair stab at filching purses. The Guild even let her keep most of what she stole. Crump and other junior members had no idea about the Guild's association with Mazin, a distant slaver-city, and many might have withdrawn from the guild had they known of 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 his 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. Melanie grabbed the knife from the pouch and threw herself into the combat, terrified and desperate to get to her boys. She lashed out with the blade, unaware that it slew everyone it touched, her eyes fixed only

# *Freeport* campaign, offering a cast of interesting characters, plot seeds, and hooks to give you the foundation to create further adventures set in the City of Adventure. **SPENTURE BACKGROUND**

A little more than a century ago, Freeport's Sea Lord Marquetta, the first woman to hold that office, had had enough. Too long had the Thieves' Guild flaunted their power, too many times had they crossed the line, and they had to be stopped.

Until the middle of her reign, she had no issue with the group. Provided the guild didn't overstep its bounds and cause too much trouble, she tolerated their presence. 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. However, 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. Freeporters find slavery utterly distasteful and have never tolerated it within their city's walls.

When word circulated that the Thieves' Guild not only dabbled in slavery, but facilitated the capture and transport of slaves into and out of the city, the Sea Lord was understandably angry and warned the Thieves' Guild to stop, lest they face her wrath. The thieves plied her with promises and assurances, doing their best to soothe her so they could get back to business. They had no intention of stopping; they merely planned to spend more coin to get the Sea Lord and Council to mind their own business.

The Sea Lord, though, was serious, and after her diplomatic efforts failed she led the Sea Lord's Guard in a campaign to destroy the Thieves' Guild, root and branch. The Back Alley War, as people remember it, lasted three years and led to the extinction of nearly everyone affiliated with the Thieves' Guild. Ever since, no crime syndicate has risen to same level of power and influence as the defunct Thieves' Guild.

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 conquerors have a way of smoothing the rough edges, overlooking details that would color the memories of events such as this nearly disastrous war. While it is true the Thieves' Guild was on the small, smoking shapes on her porch. She nearly reached the bodies 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 that she'd get her vengeance, make the 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 by her vow until she gets her revenge.

# A GENTURY 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 unbefitting 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. Beedle had little family in Freeport so his aunt, Delinda Knorbertal—a famed wizard, adventurer, and talented alchemist—offered to take him in as her apprentice. Having few other options, Beedle agreed.

He might have turned a corner with his aunt but he was lazy and a poor student, always looking for the quick fix for his troubles. He spent more time stealing money from his aunt and paying streetwalkers to entertain him in alleys than he did poring over the magical tomes that filled her library. While returning one night from one of his many trysts, he happened to pass by a ruined house, windows and door boarded up and painted with a red "X." A bored



Guardsman stood out front, picking his nose. Beedle asked him what was with the place. The Guard replied, "It's condemned. Cult activity, ya know?" Beedle knew a great deal about Freeport's recent troubles, what with the Sea Lord a secret cultist and his failed attempt to plunge the city into madness. Beedle moved along, but the memory of the sagging building haunted him. He wondered what secrets it held, what powers lay hidden inside its sagging walls. Before reaching his aunt's house, he resolved himself to find out and crept back the way he had come.

Using his meager powers, he distracted the Guardsman and crept inside. There wasn't much there. Rubble filled the main room, and the back bedrooms and kitchen were positively toxic, filthy with neglect. Still, Aporcus wouldn't give up: He knew something powerful was here. He just had to find it. Find it he did. While examining a suspicious stretch of wall, he found a hidden compartment, and within it laid a small black case. It was heavy, but not too heavy. Fearing the Guardsman would return, Beedle fled, lugging the box 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 case 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.

# BEEPLE'S LATEST SCHEME

Beedle has had a bad few years and any chance of him redeeming himself died during his life on the streets. So deep did he fall into abyss dust, he had no idea his aunt had passed away in the Great Green Fire, had no idea 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 Knorbertal Estate that he learned of her demise. 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 Knorbertal 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 breaking 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, a wizard dispelled the wards and the workers emptied the house the next morning and even placed the old black case inside the wagon in which Beedle hid, but just 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 he dropped it in the street as he ran for his life. The Watchman picked up the case and placed it in the wagon, where it fell out again in the Warehouse District, straight into Slick's arms.

Beedle wants his case and would do or kill just about anyone to get. He has no idea, at least to start with, that Slick has the case, so he thinks it's somewhere inside the Auction House. Since he was spotted on the street, he doesn't think he can get inside the fortified building. What he needs are dupes, fools who are just hungry and crazy enough to try breaking into the Auction House for him. 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 one could tell by looking at him, O'takan has come to Freeport several times 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 Knorbertal house on their way to lunch at the Diving Fin. O'takan sensed the knife 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, who's not hurting for money, thought to acquire the weapon by honest means by 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.

# APDENTURE 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 characters 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 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*, where the characters must fight their way through his fearsome slave sailors and reach the Mazin warlock before he can complete the ritual to conjure a terrible fiend from the darkest hell, and maybe save their treacherous employer from near certain death.

# DARN PLAYERS!

Sometimes the best-laid plans go to waste and with the shadiness of their employer, clever characters might think it's a good idea to double-cross Beedle, or worse, refuse to do the job at all. Should they 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 characters.

### 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 characters' 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 characters are behind a new rash of murders (see **Part III**). In the later case, you may have to give the characters a bit more time to do the investigation described in **Part II**, so delay the Beedle's attempt at killing Uri for a day or so (see **The Last Heir** on page 164).

### WIZARPLY PRESSURE

Tarmon has known something lay hidden in the Knorbertal house, something powerful and not at all healthy for Freeport. He would have just destroyed it, but he also wanted to find out who hid it in the house. 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. The case and the item went missing, right out from under his nose, so 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**).

# TABLE A-1: BEEPLE

Characters curious about Aporcus Beedle can ask around by making a Diplomacy check. Characters may use Knowledge (local) instead, but the DCs are 2 higher.

The final clue could lead the characters to the Knorbertal House. See **Encounter E** in **Part II**.

### DC Information

- 10 "Beedle, you say? Yeah, I know him. He haunts the back alleys of the Docks mostly, though I've heard he's been spending more time in Scurvytown."
- 15 "Oh, Aporcus, yep, I know him and if you see him, tell him he ain't welcome 'round here. Bastard owes me 2 lords!"
- 20 "He's a thief, as I hear it, and not a good one. Seventy-seven Hells, even the Canting Crew won't have anything to do with 'im."
- 25 "Beedle's a piece of work. They say he tried to kill his aunt, the gods bless her. To think, Knorbertal 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."

# GETTÍNG STARTED

*Fury in Freeport* assumes the player characters are new to the city, fresh off the boat. 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 Beeple

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 consists of making sure the characters are dead. The big problem with Beedle is he's flat broke and has nothing to offer the characters 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. *"Iknow 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 the characters 20% of what he gets, claiming *"Ican get at least a thousand lords for that box—from the right buyer.*" Shrewd characters can get him to go all the way up to 50% with a successful DC 20 Diplomacy or Intimidate check. He doesn't say anything more.

Assuming the characters agree to his terms, he instructs them to meet him at the Chumhouse in Scurvytown when they've got the trunk. See **Encounter B** in **Part II**.

# - PART I: BREAK IN -

The characters have about 12 hours from the start of the adventure to get inside the Auction House, get the case, and get out. After that, the Auction House opens for business. Security is extremely tight, and smart players should 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 here 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), and another guard and the sergeant sit 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 backup if needed. Whatever the characters decide, they need to be quick, quiet, and practically, if not literally, invisible.

For the regular watchmen and the sergeant, use statistics for the Watch found in **Chapter Seven: Denizens of Freeport**. Crask Tolberg's statistics follow.

GRASK TOLBERG GR 4
<b>XP</b> 1,200
Male dwarf expert 6
N Medium humanoid (dwarf)
Init +0; Senses darkvision 60 ft.; Perception +13
DEFENSE
AC 13, touch 10, flat-footed 13 (+3 armor); +4 AC against giant subtype
<b>hp</b> 41 (6d8+6 plus 6)
<b>Fort</b> +3 (+5 against poison), <b>Ref</b> +2, <b>Will</b> +7; +2 against spells and spell-like effects
Defensive Abilities stability
OFFENSE
<b>Spd</b> 20 ft.
<b>Melee</b> mwk heavy mace +6 (1d8)
Ranged light crossbow +5 (1d8+1/19-20) with +1 bolt
Special Attacks +1 attacks against orc and goblin subtypes
STATISTICS
<ul> <li>Str 11, Dex 10, Con 13, Int 10, Wis 14, Cha 8</li> <li>Base Atk +4; CMB +4; CMD 14 (18 against bull rush or trip)</li> <li>Feats Alertness, Skill Focus (Profession—auctioneer), Weapon Focus (heavy mace)</li> </ul>



Skills Appraise +9 (+11 metals and gems), Intimidate +8, Knowledge (local) +9, Perception +13 (+15 stonework), Profession (auctioneer) +14, Sense Motive +13

Languages Common, Dwarven

SQ stonecunning

Gear masterwork studded leather armor, masterwork heavy mace, light crossbow with 10 +1 *bolts*, courtier's outfit, 150 gp

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 characters sneak in and corner him, his gruff facade crumbles and he breaks down into tears. He begs the characters 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 into the House proper. The walls flanking the approach have a swinging gate on the eastern side to let the guards in to patrol the yard.

- Locked Outer Doors: 4-in. thick; hardness 5; hp 40; Break DC 30; Disable Device DC 30.
- Locked Inner Doors: 2-in. thick; hardness 5; hp 20; Break DC 25; Disable Device DC 25.

The guard sergeant carries the key and he's inside. The characters could climb over the walls. Climbing the wall requires a DC 25 Climb check, but using a grappling hook and rope reduces the DC to 5. Climbing characters must also make Stealth checks opposed by

the guard's Perception checks. Don't forget to apply the -1 penalty per 10 feet of distance.

Once inside the yard area, the characters could climb the walls of the building, though hooking a grapple may draw attention. Guards need to succeed on a DC 10 Perception check (with the normal penalties for distance). On the roof, there's access to **Area 6** through a ceiling vent. Removing the ceiling vent requires a DC 10 Strength check and a DC 5 Stealth check to prevent the guards in this room from hearing the scraping of the vent against the roof.

The guards change positions every hour to keep them fresh. Both guards in **Area 2** move to the sole gate into **Area 1**, effectively leaving the yard empty for about a minute.

# 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, consisting of 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.

# KEY LOCATIONS

All of these locations can be found in the Municipal Auction House.

# 1. GAUNTLET

This fenced in approach restricts traffic from the outer doors to the inner doors. A 10-foot-tall fence flanks the 10-foot-wide path. Climbing the fence on either side requires a DC 25 Climb check, though a grapple and rope reduces the DC to 10. There's a locked hinged gate on the eastern fence (Disable Device DC 25 or Strength DC 25).

# 2. THE YARP

The gap between the outer wall and the house proper forms a yard of sand, loose stone, and trash.

# 3. Main Auction Room

This large chamber holds seven rows of benches, a stage with a brown tarp to serve as a backdrop, and a lectern on which there sits a gavel. A short set of steps leads up to the stage. A pair of double doors set in the north wall leads to the warehouse, while a single door on the west wall leads to an office.

# 4. Office

This small office contains a foul cot, desk, lamp, and a sagging set of shelves that overflow with papers, junk, and old food. A successful DC

# 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 wind up in the Tombs where they await their trial sometime 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 characters, a guard smile at them showing blackened teeth and mention the hanging that's sure to greet them 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. It's important to give them a taste of the Tombs, but before they're ready to give up (or before they're ready to enact their daring escape), the High Wizard Tarmon shows up. Even though this is a touch heavy-handed, Tarmon does have a good reason to spring the PCs. Before he does, though, he questions them to find out whether or not they're cultists, what they were doing in the Auction House, who they were working for, and what it was they were seeking. Once satisfied that the characters were not plotting some treachery against the city, he makes them an offer.

Tarmon investigates the Auction House himself and learns, to his dismay, that the item wasn't there, which means a skilled thief managed to slip in and steal the case before or during the demonic attack, or the item was never actually there. In any event, his plan failed, and now his casual interest blossoms into something a little more intense. He offers to let the PCs go provided they find their employer and the contents of the case and deliver them to him. Should they agree, he snaps a finger and the locks on their doors open. Should they refuse, well, it's best not to dwell on that too much. 12 Perception check while searching turns up 55 gp and a fist-sized green gem worth another 25 gp. In addition, a manifest defines the labels marking the pallets. This makes finding the Knorbertal pallet far easier. 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.

# G. WAREHOUSE

DEFTCH

Easily the largest room in the building, it measures about 75 feet across and 45 feet deep. Inside and standing on pallets are all manner of boxes, barrels, and crates, some covered with tarps, others with dust. Each pallet 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 Knorbertal Lot is located on the pallet marked "K" on the map and literally on the pallet. Characters who don't think to look for a manifest may have to spend some time searching all the pallets, which could be frustrating and dangerous. A successful DC 5 Perception check reveals each pallet is marked with a letter. There's only one pallet with a K. Searching the pallet's contents thoroughly takes about 5 minutes and characters examining the contents must succeed on DC 10 Stealth checks or draw the attention of the guards. Unfortunately, there's no sign of the case. Before the characters have a chance to turn the place upside down, they discover they have company.

# Lurker in the Darkness

Not trusting the Auction House's defenses, Farastay dispatched one of his minions, a dretch, to keep an eye on the Knorbertal pallet and deal with anyone snooping around. A dretch is a demon, its rotund body covered in a sheen of grease and its spindly arms and legs ending in blackened claws. Its face is somewhat human-like, but twisted, droopy, and altogether hideous. The first time the characters see the dretch, they must each succeed on a DC 11 Will save or gain 1 Insanity Point.

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PRETON OK Z
<b>XP</b> 600
CE Small outsider (chaotic, demon, evil, extraplanar)
Init +0; Senses darkvision 60 ft.; Perception +5
DEFENSE
AC 14, touch 11, flat-footed 14 (+3 natural, +1 size)
<b>hp</b> 18 (2d10+7)
Fort +5, Ref +0, Will +3
DR 5/cold iron or good; Immune electricity, poison; Resist acid
10, cold 10, fire 10
OFFENSE
<b>Spd</b> 20 ft.
<b>Melee</b> 2 claws +4 (1d4+1) and bite +4 (1d4+1)
Spell-Like Abilities (CL 2nd):
1/day—cause fear (DC 11), stinking cloud (DC 13), summon (level
1, 1 dretch 35%)
STATISTICS
Str 12, Dex 10, Con 14, Int 5, Wis 11, Cha 11
Base Atk +2; CMB +2; CMD 12
Feats Toughness
Skills Escape Artist +5, Perception +5, Stealth +9
Languages Abyssal (cannot speak); telepathy 100 ft. (limited to
Abyssal-speaking targets)

# Tactics

Have the player make Perception checks opposed by the Dretch's Stealth check. If none of the characters beat the dretch, it gains surprise. It lumbers forward and claws at the closest character, training its attacks against one hero at a time. Should the characters wound it, it withdraws and attempts to summon help in the form of another dretch. Regardless of success or failure, it flings itself against the characters until they kill it or until it kills all of them and the guards.

### DEDELOPMENT

The sounds of fighting are sure to attract any guards in this room (a DC -10 Perception check is all that's needed). Active guards

# Missing Gase - PART II: "

The case wasn't in the Municipal Auction House because it never made it there. After Beedle's botched theft, the guard put the box back in the wagon, but before he could secure it, his superior came by to find out what had happened. Distracted and intimidated by his boss, the guard forgot all about tying down the case and when the wagon rolled down the street, it was just a matter of time before a pothole jostled the contents and sent them spilling out onto the road, for a enterprising thief to find and claim for himself.

This enterprising thief was none other than a common rogue named Slick, the very same individual who informed Beedle about the Knorbertal auction. Sensing great fortune, he plucked the black box from the street and slipped into an alley to see what was inside. He found little of interest or value aside from the dagger with the emerald pommel. He might have dumped the rest of the junk into the sewer, but thought there might be someone interested in them, so he set out to sell everything he had found. He got rid of everything but the dagger. For some reason, he felt he couldn't part with it, couldn't let it go. Still, he made enough coin to purchase a pouch of snake weed, so he called it a day and headed back to his usual haunts in the Docks.

Soon after the PCs head out to rob the Auction House, Beedle learns that his erstwhile friend had come into money after recovering a lost box. Incensed and forgetting all about his employees, Beedle hunts down Slick, hits him with a spell in an alley, and takes the knife from the unconscious thief.

# HAT NEXT?

The outcome of Part I determines how the player characters become involved in Part II. In all likelihood, the characters are probably a bit put out with Beedle and are likely in foul moods, especially if they believe he set them up. On the other hand, if they botched the Auction House and wound up in prison, they may have other reasons to hunt down Beedle-such as the High Wizard breathing down their necks. In any event, curiosity, revenge, or the love of adventure finds the PCs embroiled in a strange plot involving a whole host of gloomy locations, sinister figures, and wicked plots.

This section can be challenging to run since it involves a number of characters and locations, requiring the characters 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 chapters in the Pirate's Guide to Freeport. To help keep all the threads straight, reference Table A-2, which summarizes the Encounters and the Information the adventurers ought to learn over the course of their investigation.

investigate the commotion and join the fight once combat begins. It takes 2 rounds per room for the rest of the guards to move toward the commotion until they all arrive. Watchmen joining the battle spend their first round considering which side to help: the fiend or the adventurers. On the following round, they figure the characters triggered something dangerous and released the horror. Before they arrest the adventurers, though, they pitch in to help them kill the fiend. The sergeant doesn't use his amulet unless half of his guards fall, at which point a journeyman wizard (see Chapter Seven) arrives after 1d20+5 rounds to clean up the mess.

Once the watchmen join the fight, the PCs have their chance to flee. The men are in no position to stop them, their hands being full with a demonic menace.

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. None of these events are individually necessary to see the adventure to its end, so let the players explore as they like. If the game begins to slow and no new ideas bubble up, move on to the next day and Part III.

# THE AUCTION

There are a slew of reasons to return to the Auction House: The PCs might have skipped over the break-in from Part I, thinking to rob whomever bids on the case. The characters might have failed to break in and now look for a way to finish the job. Or, the PCs may want to see who else turns up to snoop around. Regardless, the Knorbertal auction occurs as planned at eight o'clock sharp (unless the PCs burned down the building-then no one shows up). The bidders include a number of nondescript wizards, a fat merchant of little import, and a curiously handsome man named O'takan Farastay (see Encounter H).

# 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	С
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. Knorbertal House	Empty house, Uri Tasovar, man in white, Tarmon	G,H
G. Wizards' Guild	Dead end	—
H. Man in White	Identity of man in white, connections to Tarmon, <i>Narwhale</i>	F, G, I, J
I. Narwhale	Strange crew, Dimetrios, Mazin	J, Part IV
J. Dimetrios	Mazin connection, identity of man in white	I, Part III, Part IV

Characters spotted during the break-in the night before ought to consider disguises or some other way to mask their appearance. Crask has a good memory and seeing anyone who looks like the thieves from that harrowing night is enough for him to call for the Watch.

Obviously, the case is never auctioned off because the case isn't here. Any characters present who are watching the audience for expressions or odd behavior may make Sense Motive checks opposed by Farastay's Bluff check to get a sense that the man seems disappointed.

Characters who opt not to attend the auction can find out much of the same information with a DC 15 Diplomacy check. A success gives them a good idea about what was sold and the conspicuous absence of the coveted case. Success by 5 or more gives the characters general descriptions of those in attendance—use various characters described in this book or make up a few others. The only one of import is Farastay. Any efforts to follow up on other NPCs present for the auction give you an excellent chance to plant adventure seeds for future scenarios. Or, they could just lead to dead ends. An investigation into Farastay leads the characters to **Encounter H**.

Finally, the characters might conclude that Crask still has the case somewhere inside. If approached, he denies having it and a DC 15 Sense Motive check confirms he's telling the truth. Persistent characters might think to break into the Auction House once more. Let them, but double the guards and add a journeyman wizard from **Chapter Seven**.

# B. FINDING BEEDLE

According to the terms of the agreement, once the characters acquire the case, they are to give it to Beedle at the Chumhouse in Scurvytown. Characters may wish to report their failure or confront Beedle if they suspect him of double-crossing them. A DC 15 Knowledge (local) check identifies where the Chumhouse is located, while a DC 15 Diplomacy check gets the characters decent enough directions to find it. Characters who succeed by 5 or more on either check know or learn the



dive has a nasty reputation and is frequented by hate groups committed to driving savage humanoids out of the city completely. Success by 10 or more connects the Chumhouse with the Blackened Knot.

Scurvytown is not a nice place to live and less of a nice place to get lost. It's a district where anything goes and where breaking the law is a matter of course. 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 such characters stray into the depths of the neighborhood. In short, so long as the characters stick to the waterfront, no one hassles them too much—a few jeers, thrown trash (at orcs), and foul name-calling is the worst they face.

# THE BLACKENEP KNOT

The Blackened Knot is a violent group of bigots who spend all their energy beating up and killing orcs and goblinoids in the hopes of nudging them out of the city. While their task has largely been achieved, the gang still walks the streets, kidnapping innocent humanoids and making examples of them—lynching being the most common. (See *The Pirate's Guide* page 76 for details on this group).

Slipping off the main route to the Chumhouse puts the PCs at risk of encountering the Blackened Knot if their party contains any orcs or goblinoids. Every 30 minutes of wandering has a 5% chance of such an encounter, consisting of one Apprentice Thug plus one more for each character (use **Apprentice Thug** statistics found in **Chapter Seven: Denizens of Freeport**). Half of their numbers come out of the street in front of the characters with the rest emerging from behind. The gang members are cowards at heart and fight only as long as at least half of their fellows 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 characters 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 of the gang members alive results in 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 this adventure.

# THE GHUMHQUSE

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 just 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, and indeed nothing to indicate it's a business. It is made even more obscure by the slime clinging to the walls.

Aporcus Beedle chose this place because it's one of the few 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 characters 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 goes his own 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 characters arrive, the place is empty except for Wackets who sits on a stool behind the bar.

The Blackened Knot forms the core of the Chumhouse's clientele and so at night the place is full of their kind of scum. Every "customer" is human and very suspicious of anyone they don't know. All human parties can come and go from the place provided they haven't crossed the Knot before, they mind their manners, and can take a bit of off-color comments. Parties with dwarves, elves, gnomes, and the like get a wall of hostile glares and grumbling. Orcs and goblinoids stumbling inside get an ugly reception. Five apprentice thugs here plus one apprentice thug for each character attack any goblinoid PCs with the brass to step in this hornet's nest.

# GHATTING WITH THE LOCALS

Assuming the characters took the proper precautions and left any orcs and others somewhere safe, the PCs can snoop around here. Everyone inside is unfriendly and unless their attitudes are improved to friendly (DC 25), the characters get nothing. Characters injecting a lot of antiorc comments get a +5 bonus on their Bluff or Diplomacy checks. Saying they know Beedle doesn't help or hurt their chances. Friendly locals all know Beedle, but they haven't seen him for a few days. They don't have many nice things to say about him, frequently commenting on his loose loyalties and clear lack of commitment to their cause. Helpful locals reveal Beedle sometimes stays at Kergen's Kradle in the Docks—possibly leading the characters to **Encounter C**.

Characters speaking directly to Wackets may have a bit more luck. During the day, he's unfriendly, but at night, he's indifferent (owing to too many nips off the bottle). He's not happy with Aporcus and would love to get his hands on him—a useful fact that might help the characters 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. BEEPLE'S FLAT

Another likely place to find Aporcus Beedle is at his "house." Either asking around the Docks (and succeeding on a DC 20 Diplomacy check), or braving Scurvytown to check in at the Chumhouse, turns up that Beedle sometimes stays at Kergen's Kradle.

# KERGEN'S KRAPLE

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 (DC 10 Diplomacy or Knowledge—local).

The Kradle is two stories tall with bars on all the windows. Entry is gained through a single door in the center of the building and just inside is a foyer, where Kergen himself sits inside of a fortified room with a barred window where he can safely talk to his guests. From there, he can pull a lever to unlock the door leading to the rest of the place, granting 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 glued 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 characters enter, he quickly drops a pamphlet to his desk, looks up, and grins. "My... Large group. No questions, I always say. How long ya need?" Characters correcting his assumption find his smile vanishes. "Well, what do you want then?" Kergen is indifferent and generally unhelpful. An Intimidate check (against his Sense Motive +4) or a DC 15 Bluff or Diplomacy check improves his attitude to friendly and changes his tone. Note each gp spent in bribes grants a +2 bonus to a Bluff or Diplomacy check.

A friendly 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, tell 'im 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 gp, though a DC 10 Diplomacy or Intimidate check gets him to part with it for 5.

# BEEPLE'S BAG OF JUNK

The first thing the characters notice about the bag is that it reeks. A DC 15 Craft (alchemy) or a DC 10 Knowledge (local) reveals the stench is snake weed, 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 K. The bag, which is worth 1 sp, once held the coins Beedle's aunt gave him when she threw him out of her house. The bag should point the characters toward the Knorbertal House if they haven't thought to explore the place yet, but the real clue is the odor. If asked about snake weed, Kergen says, "Looking to score some, huh? Yeah, I know a guy." For a silver piece, 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. Slíck

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 the Canting Crew or the Syndicate, except to stay out of their way.

Slick does eventually show up at the Kradle to do business with a few

	TABLE A-3: SLÍCK
DC	Information
15	"Slick's not worth two pennies, if you ask me. He's one of those freelancers. I don't like the Canting Crew anymore than anyone else, but at least abide by rules. Slick and his kind just steal from whomever they want."
20	"Slick? The thief? He's more a pusher than a thief. Deals in snakeweed and abyss dust, or so they say. One of these days, the law's gonna catch up with him and do him in."
22	"You looking to buy? No, not drugs. Old Slick's come into some other goods, dark things, occult things. He's created quite a stir in the 'round here."

Whether the characters simply wait for Slick to show up or find him in the Seaside Market (by day) or at any of the taverns in the Docks (at night), the encounter unfolds the same. Once he spots the characters, he suspects they want him for something he did, and so, being a coward, he flees. Depending on the set-up, the characters may be able to catch him by using spells 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.

APPENDIX: FURY IN FREEPORT

Male human rogue 2 NE Medium humanoid (human)

Init +2; Senses Perception +4

### DEFENSE

AC 13, touch 12, flat-footed 11 (+1 armor, +1 Dex, +1 dodge); Dodge hp 13 (2d8+2)

**Fort** +1, **Ref** +5, **Will** -1

Defensive Abilities evasion; DR amount/type; Immune type; Resist type amount; SR XX

### OFFENSE

Spd 30 ft., Run, fast stealth Melee mwk dagger +2 (1d4/19–20) Ranged dagger +3 (1d4/19–20) Special Attacks sneak attack +1d6

STATISTICS

Str 10, Dex 15, Con 12, Int 9, Wis 8, Cha 11 Base Atk +1; CMB +1; CMD 14

Feats Dodge^B, Run

Skills Acrobatics +4 (+8 on jumps with running start), Bluff +5, Diplomacy +5, Disable Device +7, Disguise +4, Escape Artist +6, Intimidate +4, Knowledge (local) +4, Perception +4 (+5 locate traps), Sleight of Hand +7, Stealth (fast stealth) +7

Languages Common

SQ rogue talent (fast stealth), trapfinding

**Gear** padded armor, masterwork dagger, 3 daggers, peasant's outfit, 4 doses of snake weed, 2 doses of abyss dust

# THROUGH THE STREETS!

You can narrate the chase sequence, calling for a few Reflex saves to avoid or slip around obstacles while running, or you can use a more mechanical approach.

In case of the latter, each round, Slick and the characters make DC 15 initiative checks. Everyone that succeeds gets one chase point. Everyone that fails loses a chase point. Characters with negative chase points are out of the chase. If at any time Slick gets four or more chase points more than the characters, he gets away. Conversely, if any hero gets four more chase points more than Slick, they catch him.

If the characters fail to catch Slick, they'll have to scour the Warehouse District for him. Each search takes 1d4 hours, at which point the chase begins again.

### **OBSTACLES**

Every round, there's a 20% chance of encountering an obstacle (a swarm of terrified bats, a crying child, an overturned cart, and so on). All characters including Slick must succeed on a DC 15 Reflex save or lose a chase point as they become tangled up in the obstacle.

# **G**отсня!

Once the characters catch Slick, he breaks down weeping. He begs the characters to let him live, claiming he'll do whatever they want. Slick is a scrawny man, about twenty, and filthy. He has a mess of fresh burns on his face. Treat Slick as being friendly for the purposes of social interaction. Slick answers these likely questions as follows.

- Where's Beedle? I don't know. I haven't seen him since I told him about... I haven't seen him.
- *Told him about what?* The Knorbertal 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.

GR 1

- Where? I sold it. I sold what was in it.
- *How'd you get it*? It fell of a wagon. I thought the God of Thieves had favored me. I guess I was wrong, huh?
- What was inside? Ah, this and that. Junk, really.
- *What in particular?* Alright, alright! There was this black bag full of teeth. A thimble-sized jar of paste. An old scroll with weird writing.
- Was that it? Well, there was a dagger, too.
- Who did you sell this stuff to? The bag of teeth, I sold to a witch in the Seaside Market. Cleita. The jar of paste I sold to some fella that just got off the boat. I told him it would keep off the flies. Let's see. Oh, the scroll. I sold it to one of them wizarding types. Don't know the name.
- And the dagger? Never got a chance to sell it. I was robbed! That's how I got this. [Points 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.
- 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 you mention it, I felt somewhat funny while I held it, like it wanted me to do something... Something bad. For the whole day, I'd been seeing stuff out of the corner of my eye, like there was some woman that was following me.

Further questions reveal little else of interest. Slick doesn't know where Beedle is. He grudgingly accepts Beedle might have been the one who attacked him. Getting him to reveal the identity of his supplier whom he sells drugs for requires an Intimidate check. A success gets him to spill the name 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 who sells love potions and herbal remedies in the Seaside Market. Old, filthy, and smelling faintly of ham, she's friendly enough and shows the characters 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 just 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 formulas to erase one night of bad judgment. With her death, and lacking an heir (Beedle didn't know his aunt was dead, else he would have claimed the house), the place stood empty until Tarmon decided to seize it and sell the building and its contents, the proceeds going to a good cause, less Tarmon's finder's fee of course.

During the day, the Old City is extremely busy, and if the characters have made names for themselves—and not in a good way—they risk being spotted as they make their way to the House. Night is a different matter entirely. Much of the Old City shuts down completely, and the few people still about are suspicious and quick to call the Sea Lord's Guard. There are, however, plenty of shadows for creeping and skulking, and characters who proceed with caution should reach the house unmolested.

Like many buildings on the Street of Dreams, the Knorbertal House is a two-story structure with a 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 (DC 20 Disable Device) and there is no other entrance from the street. Windows toward the front and the rear can be reached with a DC 15 Climb check and they are unlocked and open easily.

The interior is empty. A scattering of rooms connected by short halls reveal nothing but dusty corners and empty closets. A staircase leads down to the shop. Empty shelves hang on the walls, there is a counter and several glass cases, and some hooks for drying herbs can still be found on the beams running across the ceiling. Toward the back, a door leads to a dark storeroom, and while the outline of crates, barrels, and other assorted goods are left in the dust, that's all there is here: dust.

The floor in one of the rooms is damaged, loose floorboards left in a pile to the side of a hole. Inspecting the opening reveals a shallow cavity—just large enough for a small case. There's nothing else of interest here.

If you need a map, the map for The Last Heir should work well.

# Nosy Neighbors

Once the characters are ready to give up and leave, have them make DC 10 Perception check. Those who succeed hear a knocking on the front door. Peering out from an upstairs window reveals it's a middle-aged man wearing a nightshirt and boots (if night) or attire that marks him a merchant of some sort (if day). The man's name is Uri Tasovar (use statistics on page 164) 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 characters 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.

"Then a few days after that, 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, Knorbertal'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

# TABLE A-4: THE MAN IN WHITE

DC	Result
15	"Aye, I know who yer talkin' about. I seen 'im around. Must be important, since he's almost always with one o' them damn 'izards."
17	"Oh him. I think 'is name is Fara Fada oh hell, it's something foreign. He ain't from around these waters,

- that's for sure." 20 "Farastay. Something Farastay. I hear he's an important person from the Continent. Merchant maybe. Spends time with the wizard Tarmon."
- 2.2 "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."
- "There's whispers about him, yasee? Whispers that he deals 25 with them folks from Mazin. Slavers all. You don't wanna be caught on the wrong side of the likes of him."

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.

# WIZARDS'

Attempts to investigate the Wizards' Guild end in disappointment. Lucky and charismatic characters might get into the courtyard, but there, Thorgrim (see Chapter Seven), 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 characters 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 the fortress's eldritch interior.

# MEETING O'TAKAN FARASTAY

While unlikely, it is possible for the characters 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 characters, not revealing his sinister ambition. He sticks to his cover story, claiming he's a humble merchant from distant Narajan and he comes to Freeport to do some business, but mostly to spend time with friends. He responds to questions about his cargo by saying he deals mostly in dry goods. He denies any connection to Mazin, Dimetrios, or having any interest in the Knorbertal Estate or the missing case. In general, Farastay should come off as a successful businessman.

# H. THE MAN IN WHITE

The characters may also follow up on the mysterious "man in white" described in Encounter A and F by doing a bit of snooping around. Characters need to make Diplomacy checks. Each check takes 4 hours of work and costs 1 cp for each point of their check result. If they can't or choose not to match the check result, their check result equals how much they did in fact pay (up to a maximum of the check result). Characters making the check outside of the Old City or the Docks take a -5 penalty to the check. See Table A-4: The Man in White for details.

# **HE** ARWHALE

The characters should eventually figure out that the man in white, O'takan Farastay, is somehow involved, from what they learn in Encounters A, F, and particularly H. With persistent questioning or dumb luck (if you're feeling generous), the characters may eventually find the Narwhale, his ship that's tied off on a pier in the Warehouse District. Finding the Narwhale isn't too hard and a DC 15 Diplomacy check or a handful of gold pieces paid to any of the longshoremen can point the way.

The Narwhale is a sleek caravel in excellent repair. Measuring some 75 feet in length and 20 feet at the beam, it has three masts that fly white sails when unfurled. The bowsprit is carved to resemble a unicorn's horn and it extends some nine feet from the ship. "Narwhale" is painted in white on its hull.

The ship's crew doesn't stray far from the ship, and they are a sinister lot of men, with bronze skin, black hair, and unfriendly eyes. They wear nasty curved blades in sashes cinched around their waists, and all keep their long hair pulled up in topknots. They shoo off any who come close to the ship but never speak. Any effort to talk to them finds blank stares as if they don't understand the language, and characters watching the crew from afar note the men never speak to each other, communicating using hand gestures. The reason for their silence is that they are slaves and they have all had their tongues cut out.

There are 20 sailors in all and they don't think twice about cutting intruders up and tossing their remains to the fish. There's no time when there aren't a dozen sailors watching over the ship, so getting on board takes 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.

# INDESTIGATING 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. No one else ever leaves the ship.

Characters who do a bit more digging and succeed on a DC 20 Diplomacy check learn that Captain Farastay always deals with the same man-Dimetrios. A DC 15 Knowledge (local) check reveals Dimetrios is a minor smuggler who stays out of trouble by lining the pockets of the Harbormaster. A success by 10 or more reveals Dimetrios is more successful than he lets on and is the person to see if one's interested in the goods of the Black Mark (see Chapter Twelve: Underside in the Pirate's Guide to Freeport).

# STAKING OUT THE NARWHALE

Watching the *Narwbale* 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 characters 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 bring the young man to the ship. These events are described in **Parts III** and **IV**.

# J. Dímetríos

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 to drugs, forbidden texts, stolen goods, and so on. While the Watch has their suspicions, people like Finn, Mister Wednesday, and no few merchants encourage them to mind their own business.

Dimetrios haunts the Docks. He spends his time in various watering holes and brothels, picking a new location each time. So well known is Dimetrios, he has friends wherever he goes, and thus protection. Attempts to rough him up are foolhardy at best, fatal at worst.

Place Dimetrios wherever you want and have the characters explore several of the Docks locations as they're looking for him. A few Diplomacy checks against a DC 15 should eventually put them in touch with the smuggler.

Seated at a large table and surrounded by six scantily-clad women is a large, fat man with porcine features and a big grin. He has a mop of black hair and little black eyes. A thick moustache covers his lip, but does little to hide his big smile.

Dimetrios denies everything. He denies knowing Slick, denies dealing in drugs, and denies any connection to the Black Mark. Intimidation and threats don't work on him either since he only has to say the word and send the characters into a world of hurt. Hidden among the crowd are six Journeymen Thugs (see page 92 for statistics) and they are quick to come to their leader's defense. Characters showing respect and subtlety can get the man to talk by succeeding on a DC 20 Diplomacy check. If they mention Slick and circumspectly tell the smuggler they know about his other enterprises, they get a +2 bonus on the check. If they mention their suspicions that O'takan Farastay is a slaver, they get a +2 bonus, +5 in the unlikely event they have proof.



Once they get on Dimetrios's good side, he sends the women away, leaning forward to whisper what he knows. "Twe 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... Ab... 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 Knorbertal 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: BLOOPY DAWN -

Once the characters have exhausted their leads, or at a time of your choosing, events take a turn for the worse. The events described in this section can occur at any time, preferably after the characters have a good idea that Beedle has the knife. When you're ready, one of the characters' contacts or allies tells the characters they're wanted for murder (or if they have no contacts, the characters see their likenesses on wanted posters). 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 PCs 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 previous day trying to find Beedle, their employer fell under the thrall of the knife. Possessed by the ghost lurking inside it, Beedle 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. 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 characters kill one of the victims.

# WHAT NOW?

How the adventure proceeds from here is up to the characters. With the weight of the accusations on their necks, the adventuters may very well want to get out of the city and fast, but the Watch are expecting this and

# HUNTED BY THE WATCH

For the rest of the adventure, until the characters manage to find Beedle and the dagger, they have to avoid the Watch. It doesn't matter how often the characters have a brush with the city's law enforcement, just that they do and that they feel the pressure. Use the Watch encounters as a means of moving along the adventure, such as when the characters find themselves stuck or are paying too much attention to a useless detail. Whenever game play bogs down, throw a handful of Watchmen their way (no more that 1 plus 1 Watchman per PC; use Apprentice Watchman statistics on page 89). After two or three of these, the characters aren't likely to sit in one place for long.

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, the players should 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, or O'takan Farastay.

# TARMON

It's also possible Tarmon has already approached the characters 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 characters may also suspect Tarmon's involvement in the matter if they learned of 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 characters 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 following up on leads—this gives the adventure more time to ferment, giving Beedle a realistic amount of time to locate Uri Tasovar. With the Watch chasing after the characters, Beedle, impelled by the spirit in the dagger, goes to murder his fourth and final victim. He is ultimately captured by Mazin's pet demons and brought to their master's hidden stronghold (see **Part IV**).

# MURPER DICTIMS

The murder side-plot distracts the characters from approaching Dimetrios, but it also reveals the history of the *emerald dagger* and the dangers posed by the weapon. The basic information about the murders is simple to uncover since they are the talk of the city. A Diplomacy check, requiring 1 cp per point of the check and 1 hour for every 5 points of the check result, turns up information as shown on **Table A–5: Murder Information**.

# GRÍME SCENES

The Watch has the crime scenes covered up tight. The characters will have to use Disguise, Bluff, spells, or some other subterfuge to get a look at these places.

# ROSE ALLEY

This sidestreet is a noted place where cheap courtesans sell their services to randy sailors and desperate men. It's a disgusting place, the walls covered with lewd graffiti and suspicious stains. A DC 15



Diplomacy check (+5 per gp spent in bribes) gets the local prostitutes to reveal Sasha had a customer and took him deep inside the alley for privacy. She yelped a few times, but that wasn't unusual. No one saw his face.

### THE HARBOR

There's no real evidence here. Nobody saw anything, and if they did, they aren't talking. A DC 15 Diplomacy check turns up that the body was found floating next to the *Narwhale*.

# Kergen's Kraple

Kergen is in his office and terrified. He's told the watchmen nothing, saying he didn't see a thing last night. The Watch interviewed everyone living here, but poor security and easy access to any of the rooms makes it unlikely anyone living here did the deed. If the characters can somehow get Kergen alone and succeed on a DC 20 Intimidate check, he starts blubbering, saying he knows who did it. After the characters left, Beedle showed up. He looked strange, his eyes flashing a bright green. He walked right passed Kergen and ignored the owner. He vanished up the stairwell and never came out. He's more saddened by the fact the Watch confiscated all of Montblanc's possessions before Kergen got a chance to pick out the expensive items to recoup the damage to his business. Characters who succeed by 5 or more on the check also jog Kergen's memory and he adds, "She was real pretty. She says to me when she paid for the room that her great grandfather was a member of the Sea Lord's Guard... I guess she thought that meant something to me."

# REINHOLT PROY'S HOUSE

The characters might think to examine the dead Watchman's apartment. Luckily, the Watch hasn't gotten there yet, so the characters have a free hand to search the place. Locating Proy's apartment is tough, requiring a DC 20 Diplomacy check. Once they locate the building—a Docks tenement near the edge of the Warehouse District—they just need to ask one of the locals. The apartment is at the top of a flight of stairs, facing the bay. The door is locked (DC 20 Disable Device check or DC 25 Strength check to open). Getting the manager to give the characters a key requires a DC 15 Bluff check (give the characters a +2 bonus if they come up with a good cover story).

The interior 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 DC 20 Perception check search of the apartment turns up an old, battered journal. The pages are yellowed and the writing is cramped. The dates on the entries place the events described about a hundred years ago. Flipping through the pages, it discusses the life of a guard in service to the Sea Lord. The writer wasn't a particularly good man, and the text paints him as opportunistic, looking to get ahead and out of the city. Of note is the final entry, which follows:

I can't get the blood off my hands. They won't come clean no matter how hard I scrub. I agree with the Sea Lord's war, but the killings. Too many Freeporters are falling in her crusade to cleanse the city of the Thieves' Guild. Far too many...

After tonight, I think I'm done. I can bust heads like anyone, but I'm not a child-killer. Or at least I wasn't. Marquetta passed down orders we were to hit them fast and hard. Our informants told us there was a Guild safehouse in the Freebooter's District. Me and my boys marched down there after sunset. We were going to smoke out the thieves and round them up when they came out. I gave the order. The boys tossed in the torches. The

# Table A-5: Murper Information

### DC Information

- "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."
   "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?"
   "The victims? A prostitute, a member of the Watch, and an adventurer."
   "The prostitute would've been dead in a few months anyway. Old Sasha, she had the rot real bad. They found her in Rose
- Alley."
  21 "It's a sorry thing, though, about Reinholt Proy, the guard? Yeah, he came from a long line of Guardsmen. He might have been a Guard too, but he was assigned to the Watch after the split. A
- Guard too, but he was assigned to the Watch after the split. A right noble man he was. Sorry to see 'im go. The Watch found him floating in the harbor."
- 22 "No one knows much about Rene Montblanc. The way I hear it, her great grandpap lived in the city during the Back Alley War, but he left, family in tow, for the Continent. Evidently, she had just come to the city to seek her fortune. Guess she found it."
- 23 "Monthlanc, oh she was killed in Kreble's Kradle. Can't say why she was there. Nasty place that one."
- 25 "Well, I can't say there's anything that links them... well except none of them had any heirs—each the last of their lines. Oh, and they were all killed in the Docks, if that matters any."

fire spread quickly, engulfing the house. But no one came out. Then, 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 of my opponent and help the kid, but he wouldn't let me go. I looked again. Two children. Screaming. I tried, damn it, I tried to help.

Then, this woman, their mother I guess, showed up. She went crazy. She started screaming and wailing, slashing at my boys with a knife. It was weird. Time seemed to slow. Whenever her blade bit flesh, her victim fell, dead. Each time, the green stone of the pommel shone with light, casting a ghastly glow. A minor nick was all it took—the man simply died. The sheer violence surprised my foe so I drove the blade into his gut and pulled my crossbow. She was still fighting, still killing. I raised the crossbow and fired. The bolt took her down. She crawled forward, toward the house, where she died. I did her a favor, I s'pose. Ain't no good watchin' yer children die.

The thieves ran off. Of our entire squad, only myself, Henry, Montblanc, and Rue still lived. Old Rue picked up the knife from the woman's corpse and tucked it away. What he wanted with it, I can't say. Anyway, I'm quitting in the morning. I've had enough.

The journal ends here and there's no more mention of this knife. The men the author calls out all had families with children, and then died. Their lines, however, were weak, and each has only one heir: Reinholt Proy was the descendant of the writer, Rene Montblanc of Montblanc, and Old Sasha of Henry, and these three are all dead. The only survivor is Rue's descendant, Uri Tasovar, though there's next to no way to make this connection without further inquiries. The conflict the writer mentions describes the outbreak of the Back Alley War. Player characters who succeed on a DC 15 Knowledge (history) check know the basics of this conflict—the Sea Lord Marquetta purged Freeport of the Thieves' Guild as they continually violated the city's ban on slavery. Success by 5 or more reveals the details of the war spelled out in the Adventure Background as well as any pertinent details from **Chapter One: A History of Freeport** in *The Pirate's Guide to Freeport*.

# OFFICE OF PUBLIC RECORDS

Examining the journal should give the characters some idea about the motivation behind the murders, but it doesn't help the characters find the last heir. Characters succeeding on a DC 15 Knowledge (local) check may think to check with the Office of Public Records. Otherwise, the characters are unlikely to find out anything further without magical 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. The building is 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 the 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 the characters are wanted for murder.

Unpleasant and cranky, acquiring Old Reed's help is a chore. He needs to be massaged, placated, and made to feel important, all of which entails fawning complements (or a DC 15 Bluff or Diplomacy check). Once the characters make him friendly, he's willing to assist them in finding whatever it is they're looking for. The Office is an ideal location for catching the PCs up on clues they've missed, but above and beyond bringing the characters up to speed, the Office is *the* place to learn about Rue.

It turns out that Rue was a suspected cultist of some foul god or



other. When his family learned about his darker interests, they distanced themselves from the cursed line by changing their name to Tasovar, about 75 years ago. Finding this information takes 6 hours of searching with Old Reed's help, or double this time without.

Should the Tasovar name fail to ring any bells—such as if the characters didn't get the name of the nosy neighbor at the Knorbertal 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 Knorbertal House.

# THE LAST HEIR

No one in the city suspects Tasovar is Beedle's next victim, so the characters can approach him without too much fear of encountering the Watch, though they 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 DC 15 Diplomacy check in the Old City does the trick—he's a famous gossip, after all).

Once there, though, they find Tasovar is not as willing to talk to them as he was previously (if, indeed, he has met them). He knows the Watch wants them and he tells them to go, or he'll call for the authorities. Calming the man requires a DC 27 Diplomacy check or a successful Intimidate check (his statistics follow). The characters can use force to subdue the man, which may be the only course of action, since he's their best chance at nabbing Beedle. He hasn't yet gone to the Watch about the PCs (assuming they've been to the house before) because he fears reprisals.

URI TASODAR GR 1/2	2
<b>XP</b> 200	_
Male human expert 2	
N Medium humanoid (human)	
Init +0; Senses Perception +8	
DEFENSE	
AC 10, touch 10, flat-footed 10	
<b>hp</b> 11 (2d8)	
<b>Fort</b> +0, <b>Ref</b> +0, <b>Will</b> +4	
OFFENSE	
<b>Spd</b> 30 ft.	
<b>Melee</b> mwk dagger +1 (1d4–1/19–20)	
STATISTICS	
Str 8, Dex 11, Con 10, Int 11, Wis 12, Cha 15	
Base Atk +1; CMB +0; CMD 10	
Feats Alertness ^B , Persuasive	
Skills Appraise +5, Bluff +7, Diplomacy +9, Intimidate +	4,
Knowledge (local) +5, Knowledge (nobility) +5, Perception +	8,
Profession (tailor) +6, Sense Motive +8	
Languages Common	
Gear masterwork dagger, 356 gp, shop and all of its contents	
Tagoisan'a Quon	

# Tasovar's Shop

Tasovar runs a small, moderately successful tailor's shop on the Street of Dreams. It sits next to the Knorbertal 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 characters to return at the end of the day. At night, the place is locked up tight (DC 25 Disable Device or Strength check to open the front door).

# A. SHOWROOM

The showroom is a maze of manikins, bolts of cloth, stools, mirrors, and other accoutrements of dressmaking. Two displays for the windows can be reached by a short set of steps near the front of the area. A long table separates the customer area from where Tasovar does his work.

# B. Office

This small room serves as Tasovar's office. Sketches of dresses hang on the walls and the place is in utter disarray. A search with a DC 15 Perception check uncovers 250 gp.

### G. 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 and spools of thread fill the room near to bursting.

# P. SITTING ROOM

This hall doubles as a sitting room. A table, three comfortable chains, and a painting of a sylvan scene with capering fairies in lewd positions fill this room.

# E. Kítchen

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 Beproom

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 BEPROOM

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 characters are present to defend Tasovar or move the man to some other location, Uri dies. Once he does, 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 characters address the ghost and mention that night her children died. This causes Beedle to stop his attack. The characters can press on by telling the ghost what really happened and the cause of the Back Alley War (see **Reinholt Proy's House**). A DC 20 Diplomacy check in conjunction with this information is enough to cause the ghost 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.



### GHOST OF MELANIE GRUMP

**XP** 800

Female human ghost rogue 1

CE Medium undead (incorporeal)

Init +2; Senses darkvision 60 ft., Perception +11

### Aura unnatural 30 ft. DEFENSE

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge); Dodge

**hp** 7 (1d8+2 plus 1)

**Fort** +0, **Ref** +4, **Will** -1

**Defensive Abilities** channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

OFFENSE

Spd fly 30 ft. (perfect)

Melee corrupting touch +2 (2d6 Fort DC 12 half)

Special Attacks STATISTICS

Str —, Dex 15, Con —, Int 10, Wis 8, Cha 15

Base Atk +0; CMB +1; CMD 16

Feats Dodge, Stealthy

Skills Bluff +6, Diplomacy +6, Disable Device +7, Disguise +6, Escape Artist +8, Fly +10, Intimidate +6, Perception +11 (+12 locate traps), Sleight of Hand +6, Stealth +16; Racial Modifiers +8 Perception and Stealth

Languages Common

SQ trapfinding

### SPECIAL ABILITIES

**Corrupting Touch (Su)** By passing part of her incorporeal body through a foe's body as a standard action, Melanie inflicts 2d6 points of damage. This damage is not negative energy—it manifests in the form of physical wounds and aches from supernatural aging. Creatures immune to magical aging are immune to this damage, but otherwise the damage bypasses all forms of damage reduction. A

**GR 3** 

# THE EMERALD DAGGER

### Aura moderate necromancy; CL 8th Slot none; Price 10,302 gp; Weight 1 lb. DESCRIPTION

- This long dagger has a corroded, wavy blade of a greenish
- metal. A sparkling green emerald serves as its pommel. When you wield the emerald dagger in combat, it functions as a +2 dagger. As an immediate action, you may force a target you strike to attempt a DC 20 Fortitude save or take an additional 1d6 points of damage.
- When using this weapon in conjunction with the call forth the fiend incantation, it doubles the bonus on the Knowledge (forbidden lore) check gained from making a human sacrifice. See page 169 for details on this incantation.
- This weapon is wicked, spawned from the dark sorceries of the Mazin fiend-binders. Each day the weapon remains in your possession, you must succeed on a DC 15 Will save or be forced to commit a loathsome or vile act as determined by the GM. This is what prompted Beedle to try to poison his aunt.

### CONSTRUCTION

Requirements Craft Magic Arms and Armor, inflict light wounds, owl's wisdom, creator must be evil; Cost 5,302 gp

DC 12 Fortitude save halves the damage inflicted. The save DC is Charisma-based.

- Item Bound (Ex) Regardless of whether or not she's on the Ethereal Plane or the Material Plane, Melanie cannot move more than 5 feet from the dagger's position. The same holds true when she's using malevolence-she only uses her malevolence ability on targets that handle the dagger. If destroyed, she rejuvenates in a square adjacent to this weapon.
- Malevolence (Su) Once per round, Melanie Crump can merge her body with a creature on the Material Plane. This ability is similar to a magic jar spell (caster level 10th), except that it does not require a receptacle. To use this ability, Melanie must be adjacent to the target. The target can resist the attack with a successful DC 12 Will save. A creature that successfully saves is immune to Melanie's malevolence for 24 hours. The save DC is Charisma-based.
- **Rejuvenation** (Su) If destroyed, Melanie restores herself in 2d4 days provided she succeeds on a DC 16 level check. The only way to get rid of Melanie for sure is to kill Uri Tasovar or convince her that the blame for her children's deaths lay at the feet of Mazini slavers.

Unnatural Aura (Su) Animals will not approach within 30 feet of Melanie Crump and become panicked if forced to do so and remain panicked for as long as they remain within range.

### POSSEED APORCUS BEEDLE GR Z XP 600

<b>XP</b> 600
Male possessed human rogue 1 (normally Wiz1/Rog2)
CE Medium humanoid (human)
Init –1; Senses Perception +3
DEFENSE
AC 10, touch 9, flat-footed 10 (+1 armor, -1 Dex)
<b>hp</b> 19 (1d6 plus 2d8 plus 5)
<b>Fort</b> +0, <b>Ref</b> +3, <b>Will</b> -1
Immune mind-affecting (from undead traits)
OFFENSE
<b>Spd</b> 30 ft.
Melee emerald dagger +3 (1d4+3/19–20)
Ranged mwk hand crossbow +0 (1d4/19–20)
Special Attacks sneak attack +1d6
STATISTICS
Str 12, Dex 9, Con 10, Int 10, Wis 8, Cha 15
Base Atk +0; CMB +1; CMD 10
Feats Lightning Reflexes, Run ^B , Toughness
Skills Bluff +6, Diplomacy +6, Disable Device +4, Disguise +6, Escape
Artist +3, Intimidate +6, Perception +3 (+4 locate traps), Sleight
of Hand +3, Stealth +3

Languages Common

**SQ** trapfinding

Combat Gear scroll of invisibility, 2 scrolls of mage armor, scroll of misdirection, scroll of scorching ray; Other Gear emerald dagger, masterwork dagger (bonded item), masterwork hand crossbow with 10 bolts, bracers of armor +1, 2 doses of snake weed, 1 dose of abyss dust

Spellbook see Chapter Seven: Denizens of Freeport

# HFTERMATH

If the characters lay a trap for Beedle at Tasovar's house and defeat him, they have to deal with the *emerald dagger*. It's clear the weapon is filled with great evil (a *detect evil* spell reveals this) and so the characters 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 everything 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.

# - PART ID: THE **LARWHALE**

The final scene of this adventure takes place on the Narwhale, O'takan Farastay's ship. The characters 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.

# ellowing Beedle

If Beedle has thus far escaped the characters, O'takan's demons eventually catch up with the thief and take him to the ship. Beedle, however, doesn't go quietly. A few blasts of burning hands is enough to get the attention of several witnesses who see Beedle being dragged through the streets by a pair of squat creatures with spindly limbs. Learning about this confrontation requires a DC 10 Diplomacy check. Following the path from here is easy, as several frightened onlookers can keep the characters on the path to the Narwhale.

# GETTING HERE EARLY

It's entirely possible for the characters to 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 characters are doing well, putting together the pieces of the adventure quickly, you may let them take a stab at Farastay before he gets the emerald dagger.

# APPENDIX: FURY IN FREEPORT

# GETTING HELP

Attacking the ship is quite a challenge, what with the sailors and the officers. If everything goes as planned, the Watch should be interested in the ship as well, having heard the reports of the demons. The presence of the Watch enables the characters 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 characters get here early or have botched things with the Watch, they may have to turn to others for help. Their best bets are the Blackened Knot or Dimetrios. The characters can enlist the aid of a dozen thugs from the Chumhouse if they had a fair bit of success there in **Part II** and succeed on a DC 15 Bluff or Diplomacy check (claiming there are orcs onboard grants a +2 bonus on the check). Alternatively, Dimetrios might help the characters if they have proof Farastay is a slaver and the PCs threaten to turn the smuggler over to the authorities. Dimetrios sends a dozen Apprentice Thugs, but ever after he's the characters' enemy—he does not tolerate blackmail.

# THE EMERALP DAGGER?

Defeating Farastay early stops the slaver from getting the knife, but it doesn't bring the characters 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 characters don't find him and rid themselves of the weapon, Freeport's people may be in serious trouble.

# Key Locations

All of the following locations can be found in the Narwhale.

# A. MAIN DECK

The main deck of the *Narwhale* is surprisingly clean, with a few coils of rope, barrels to catch rainwater, and neatly stacked wooden crates tied down beneath a tarp as the only items on the deck. A trap door leads down to the hold. Two ladders lead up to the forecastle, while another ladder leads up to the aftcastle. At the top of the mainmast, which stands at about the center of the deck, is the crow's nest.

# B. FORECASTLE

The forecastle is spartan with a mast and chain leading to the dropped anchor. A capstan allows the crew to wind up the anchor.

# G. AFTCASTLE

The aftcastle holds the helm and wheel as well as a pair of ballista that point aft.

# P. Forward Gabins

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. GAPTAIN'S QUARTERS

This room serves as O'takan Farastay's personal chambers. It contains a bed, a small writing desk, and a wardrobe for spare clothes. A



search with a DC 15 Perception check turns up the Captain's Log. This book is small and filled with tight, neat writing. Notes indicate the *Narwhale* calls Mazin home and mention of chattel suggests the ship 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 GANNON DECK

This large area is where the sailors man the cannons as well as keeping extra cargo. Manacles set in the floor suggest the typical types of cargo carried by the ship. A pile of cannonballs stands in a pyramid near the mainmast.

## H. Mess

This room holds the ship's kitchens and supplies. The cook creates bland though nourishing meals. There's enough food and potable water for a month at sea. Heaped in a pile in the corner of this room are six bloated bodies crawling with vermin. A quick inspection reveals the bodies have been cut up and used for food. These victims were used as sacrifices by Farastay to summon the demons. Characters seeing the pile must succeed on DC 10 Will saves or gain 1 Insanity Point.

### I. STORES

This room holds spare sails, an extra anchor, a 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*—a 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. See sidebar for details.

# GREW

The ship has a crew of 20 mute slave sailors, a cook, the first mate, and Captain O'takan Farastay.

# SLADE SAILORS

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.

# SLEDE SailorsGR 1/3XP 135Male human warrior 1LE Medium humanoid (human)Init +1; Senses Perception -2DEFENSE

AC 13, touch 12, flat-footed 11 (+1 Dex, +1 dodge, +1 shield); Dodge, Improved Dodge hp 6 (1d10 plus 1)

IP 2

### Fort +2, Ref +1, Will -2

OFFENSE

**Spd** 30 ft. **Melee** scimitar +3 (1d6+2/18–20) or kukri +3 (1d4+2/18–20)

Ranged shortbow +2 (1d6/x3)

STATISTICS

Str 14, Dex 13, Con 11, Int 9, Wis 6/10 (8), Cha 8

Base Atk +1; CMB +3; CMD 15

Feats Dodge, Improved Dodge^B (see Chapter Three: Supplemental Rules)

Skills Climb +5, Profession (sailor) +2

Languages Common (cannot speak)

Gear light steel shield, scimitar, kukri, shortbow with 10 arrows, uniform

# THE GOOK

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!"

THE GOOK	GR 1
<b>XP</b> 400	
Male human fighter 2	
CE Medium humanoid (human)	
Init +4; Senses Perception –2	
DEFENSE	
AC 14, touch 10, flat-footed 14 (+4 armor)	
<b>hp</b> 19 (2d10+6 plus 2)	
IP 3	
<b>Fort</b> +6, <b>Ref</b> +0, <b>Will</b> –2 (–1 against fear)	
Defensive Abilities bravery +1	
OFFENSE	
<b>Spd</b> 30 ft.	
$\mathbf{\hat{M}elee}$ mwk battleaxe +5 (1d8+2/x3)	
STATISTICS	
Str 15, Dex 10, Con 17, Int 6, Wis 6/12 (9), Cha 6	
Base Atk +2; CMB +4 (+6 to sunder); CMD 14 sundering)	(16 agains
<b>Feats</b> Improved Initiative, Improved Sunder ^B , Power Focus (Intimidate) ^B	Attack ^B , Skil
Skills Intimidate +6, Profession (sailor) +2, Swim +4	
Languages Common	
Combat Gear potion of bull's strength, potion of cure mod Other Gear chain shirt, masterwork battleaxe	derate wounds

# FIRST MATE

The first mate is pale and wiry, painted in blood and excrement. Because of his appalling appearance, Farastay keeps him hidden on the *Narwhale*. During combat, he spits at his foes and hisses dreadful curses.

GR Z

### FIRST MATE

XP 600 Male human sorcerer 3 CE Medium humanoid (human) Init +1; Senses Perception +1 DEFENSE AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex) hp 13 (3d6+3) IP 4 Fort +3, Ref +3, Will +2; +2 against poison Resist electricity 5

### OFFENSE

### Spd 30 ft.

**Melee** mwk dagger +2 (1d4/19–20) or

2 claws +1 (1d4) Ranged light crossbow +2 (1d8/19–20)

Special Attacks bloodline power (claws) 7 rounds/day

Spells Known (CL 3rd):

- 1st (6/day)—shield, shocking grasp (melee touch +1), unhinge (DC 15)
- 0 (at will)—detect magic, ghost sound (DC 14), message, prestidigitation, read magic

### Bloodline Abyssal

### STATISTICS

Str 10, Dex 13, Con 12, Int 13, Wis 6/14 (10), Cha 19

### Base Atk +1; CMB +1; CMD 12

- Feats Combat Casting^B, Eschew Materials^B, Insane Casting (see Chapter Three: Supplemental Rules), Spell Focus (evocation)
- Skills Intimidate +8, Knowledge (arcana) +7, Knowledge (forbidden lore) +7 (see Chapter Three: Supplemental Rules), Knowledge
  - (planes) +5, Perception +1, Spellcraft +7, Stealth +2

Languages Common, Draconic

SQ bloodline arcana (summoned creatures gain DR 1/good—does

a fresh sacrifice, the powdered remains of a good holy

symbol (worth at least 100 gp), and the caster's dung.

not stack), bloodline power (demon resistances)

**Combat Gear** *potion of cure light wounds*; **Other Gear** masterwork dagger, light crossbow with 12 bolts, *bracers of armor +1*, *cloak of resistance +1*, rags

# O'TAKAN FARASTAY

The "man in white" dresses in fine white robes. He is attractive, with a quick smile and a muscular frame. He keeps his black hair cut short.

O'TAKAN FARASTAY	GR 3
<b>XP</b> 800	
Male human wizard 4	
LE Medium humanoid (human)	
Init +2; Senses Perception +4	
DEFENSE	
AC 14, touch 13, flat-footed 12 (+1 armor, +1 deflection, +	2 Dex)
<b>hp</b> 19 (4d6+4)	
IP 2	
Fort +2, Ref +3, Will +4	
OFFENSE	

GALL FORTH THE FIEND School conjuration (calling); Effective Level: 5th SKULLDUGGER **GR 5** Skill Check: Knowledge (forbidden lore) DC 20, 6 **XP** 1,600 successes; Failure: hostile spell CE Medium undead (chaotic, evil, extraplanar) Casting Time: 60 minutes Init +6; Senses darkvision 60 ft.; Perception +12 Components: V, S, M (see text) DEFENSE Range: close (25 ft. + 5 ft./2 levels) AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) Effect: one summoned skulldugger or two dretches hp 58 (9d8+9 plus 9) **Duration:** instantaneous Fort +4, Ref +5, Will +6 Saving Throw: none; Spell Resistance: no DR 5/bludgeoning; Immune channel energy, cold, undead traits; Resist acid 5, fire 5 This incantation conjures one or two fiends from the lower planes, calling them into the caster's native plane OFFENSE to do their caller's bidding. Spd 30 ft., fly 50 ft. (average) Melee 2 claws +8 (1d4+1) and To cast *call forth the fiend*, the caster must inscribe a bite +8 (1d6+1) pentagram on a flat surface using blood from a fresh Spell-Like Abilities (CL 6th): sacrificial victim mixed with the caster's dung and the 3/day—burning hands (DC 12), clairaudience/clairvoyance, locate object powdered remains of a silver holy symbol. Once the 1/day-greater teleport (self plus 50 lb. objects only), see invisibility circle is inscribed, the caster begins the invocations 1/week-plane shift (self only) required for the incantation. STATISTICS If the incantation succeeds, a skulldugger (see following) Str 12, Dex 14, Con -, Int 10, Wis 10, Cha 12 or two dretches tear a hole in reality, pulling themselves Base Atk +6; CMB +7; CMD 19 free as if clawing their way out of an invisible womb. Feats Flyby Attack, Improved Initiative, Toughness, Weapon Focus (bite), The fiends summoned bow before the caster and await Weapon Focus (claws) its instructions. The caster can bid the conjured minions Skills Acrobatics +14, Escape Artist +14, Perception +12, Stealth +14 to perform one task subject to the normal limitations of Languages Abyssal; telepathy 100 ft. the *planar binding* spell. Should the task be impossible SQ eyes of the master to complete, the fiend is freed from the spell's effects SPECIAL ABILITIES and may go its own way. Fiends brought forth from the Eyes of the Master (Su) The soul that animates a skulldugger is forever lower planes by a successful casting of this incantation bound to its demon prince. Through this unholy bond, the demon prince never attack the caster. can see with the eyes of the skulldugger at will. Normally, there is a 1% chance that the demon prince is watching at any given time. This Failure: If the caster fails two consecutive Knowledge chance rises to 25% if the skulldugger is on an important mission, such (forbidden lore) checks, three dretches suddenly appear as when conjured using the *call forth the fiend* incantation. and attack the caster.

# Material Component: The caster must have the blood of

skullduggers are immune to the damaging and turning effects of channel energy.

# APPENDIX: FURY IN FREEPORT

**Spd** 30 ft. **Melee** *emerald dagger* +5 (1d4+3/19–20) or mwk dagger +4 (1d4+1/19–20)

Special Attacks hand of the apprentice 7/day, (+6 ranged) Spells Prepared (CL 4th):

- 2nd—acid arrow (ranged touch +4), blur, scare (DC 17)
- 1st—burning hands (DC 15), disguise self, ray of enfeeblement (ranged touch +4), shield
- 0—*acid splash* (ranged touch +4), *detect magic, read magic, resistance* **STATISTICS**

**Str** 13, **Dex** 14, **Con** 13, **Int** 18, **Wis** 11/15 (13), **Cha** 14 **Base Atk** +2; **CMB** +3; **CMD** 16

- **Feats** Scribe Scroll^B, Skill Focus (Bluff)^B, Spell Focus (conjuration), Spell Focus (necromancy)
- Skills Bluff +7, Diplomacy +6, Intimidate +4, Knowledge (arcana) +11, Knowledge (forbidden lore) +11 (see Chapter Three: Supplemental Rules), Perception +4, Spellcraft +11, Swim +5, Use Magic Device +6
- Languages Abyssal, Common, Draconic, Infernal, Naval Code (see Chapter Three: Supplemental Rules)

SQ arcane bond (*ring of protection +1*), arcane school—universalist Combat Gear wand of magic missile (20 charges); Other Gear emerald

- dagger, masterwork dagger, ring of protection +1 (bonded item), bracers of armor +1, 2 scrolls of undetectable alignment, scroll of call forth the fiend (see sidebar), spell component pouch
- **Spellbook** all prepared plus 0—all; 1st—*alarm*, *chill touch*, *comprehend languages*, *obscuring mist*, *summon monster I*, *true strike*; 2nd—gust of wind

# USING THE NARWHALE

The twenty slave sailors are all above deck, 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, squaring off in pairs against the characters 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 characters. The sailors take a –4 penalty to their attack rolls and it takes two full-round actions to reload these weapons. Ballistae deal 3d8 points of damage and threaten a critical on 19–20.

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 spells each round.

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 *emerald dagger* and the failed wizard, he's in the Stores (**Area I**) finishing the incantation to summon a skulldugger (see sidebar) to hunt down and slaughter the characters. The ritual takes one hour to perform, so how far along Farastay is depends on how soon the characters show up after he's snatched Beedle. If the incantation fails, a trio of dretches (see page 154 for statistics) 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 characters to defeat Farastay, recover the *emerald dagger*, 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 characters to uncover all of the clues, follow the leads to their conclusions, and correctly deduce what's going on. Regardless of how well the characters do, the adventure concludes whenever Farastay is killed or escapes.

Should the unthinkable happen and Farastay gets the *emerald dagger* and sacrifices Beedle, the Mazin slaver conjures a skulldugger to hunt down and destroy the player characters. 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 characters may turn him over to the Watch, in which case he is tried and sentenced to the Hulks. This is likely not the last the characters will see of young master Beedle.

If Tarmon has been a factor in the adventure, he thanks the characters for their help, clears their names of any wrongdoing, and rewards them for their efforts, giving them 500 gp apiece (100 if they failed or lost the *emerald dagger*).

Undoubtedly, the characters have made many contacts in their adventures in Freeport and have likely made a few enemies, too. Will Dimetrios try to rub out the characters 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 may be gone to whatever hell that awaits 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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