# THE PLAYER'S GUIDE TO FREEPORT



ROLEPLAYING GAME COMPATIBLE



FREEPORT GREATED BY GHRIS PRAMAS

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hoy, mates! This handy volume is the new player's guide for Freeport, known far and wide as the "City of Adventure." Freeport is a city of swashbuckling and secret cults, of bloodshed and scheming, of vast opportunity and lurking danger. In its alleys and under its streets adventurers will find breathtaking treasure and horrifying secrets; brave champions and inhuman serpentfolk; thieves with hearts of gold and black-hearted assassins; honest merchants and two-timing thieves. Also called the Crossroads of the World, Freeport is the destination of merchant fleets, the home base of renowned privateers, and the not-so-secret refuge of notorious pirates.

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It's a chaotic melting pot of cultures and races—where wealth and power make the laws, and the lawless often have the most wealth and power. And for many thousands of souls, it's home.

# WHAT IS FREEPORT?

Freeport is a city setting for fantasy roleplaying games. It takes classic fantasy elements and mixes them with piracy and Lovecraftian horror, providing a unique backdrop for countless adventure. From its inception Freeport was designed to work with nearly any campaign setting. Freeport is compact—its locale consists of four islands that can be easily dropped into the world of your choice. Many references are kept generic to make this process simple. The major gods are not named, for example, but referred to by title (God of Knowledge, God of War, etc.). The nearest major land mass is simply called the Continent. You can play in Freeport without knowing centuries of lore, especially if your character is new to the city.

There's a comprehensive book, *Freeport: The City of Adventure*, which describes this setting in great detail, with extensive sections on the city's many districts, notable locations and NPCs, a full length adventure, and a lot of recent history and plots boiling just beneath the surface. This volume is an abbreviated option for those who don't want to commit to reading through a 544 page tome, but do want to make a character for a Freeport game using the Pathfinder<sup>®</sup> Roleplaying Game Core Rulebook<sup>™</sup>. It takes all the player oriented information from *Freeport: The City of Adventure* and compiles it in a useful format without any spoilers. There's enough background on the city to give players a rough lay of the land, and all the Freeport-specific rules material needed for Player Characters, including information on races in the city, new classes, archetypes, feats, skills, traits, spells, equipment, and magic items. With this and a core rulebook, you're set as a player. GMs, you can safely hand this book to your players. They will learn no setting secrets here. That's for your campaign!

# BIG SUPPORT, BIG PROJECTS

I was fortunate enough to be asked to write part of *Freeport: The City of Adventure* by Chris Pramas while the Kickstarter campaign to fund it was still running, and that was a huge thrill for me. I've done a lot of work in fantasy RPGs that use a d20 as their core mechanic, and I'd done a lot of work for Green Ronin, but I'd never worked on a Freeport book before. As the project continued to gain support (and thus grow in size), Chris eventually asked me if I would be interested in becoming Green Ronin's Pathfinder line developer. That let me also be the developer for the new Freeport books, and leads me directly to being in the position to write this foreword. So I owe everyone who believed in and supported Freeport a hearty thanks for making it possible for me to become part of the Green Ronin family.

In the 15 years since the first Freeport adventure came out, a lot of campaign settings have come and gone, along with a lot of different editions of this same basic game system. I'm excited to get to be part of both a version of the game and a campaign to use it in that have lasted so long. When I played the first Freeport adventure, I was able to share that experience with half a dozen people. Now, I'm going to be able to share it with a much larger community. I'm excited to see how the City of Adventure grows and evolves next.

Owen K.C. Stephens Seattle, WA, January, 2015 GHAPTER I

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# WELCOME TO FREEPORT

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BEHOLD, A PIRATE HAVEN

he best way to describe Freeport is by its moniker the City of Adventure. That isn't to say Freeport is a place where shining knights in full plate armor tilt at one another for the favor of inbred noblewomen. Nor is it a city where you should see great balloons drifting across the sky, magic carpets zipping hither and yon, or dragons belching flames. Freeport is the City of Adventure because danger lurks around every filthy corner. From the offices of the Sea Lord to the dank sewers worming their way beneath the city, there are hazards to be avoided, fortunes to be made, and lives to be lost.

Freeport is not a pleasant city, but it is rife with opportunity. It is a city of delights, of vice and sin. Here, deals are made, intrigues planned, expeditions launched, conspiracies hatched, and dreams crushed. Merchants do a brisk business, employing ruthless tactics to rub out their competition, while thieves prowl the marketplaces, slipping sharp knives against the strings of dangling purses. High and mighty men and women come to the city to broker dirty deals with other lords (when they can tear themselves away from Freeport's renowned brothels, that is). The city hums with back-room bargains, the steady stream of black market goods slipping beneath the nose of the corrupt Harbormaster. Assassins stalk the night, cultists perform dreadful ceremonies to maddening gods, and pirates walk the Docks looking to spend the bloodstained coins they pried from the dead fingers of their victims.

This, friends, is Freeport. It's no place for the meek, yet for those with a good head, a sharp sword, and a keen wit, it offers some of the best opportunities for adventure in the entire world.

"Welcome to Freeport, friends! They say this is the City of Adventure, so who am I to argue? Before you set off and sample the thousand delights of our fine city, let me give you some advice. First, stick to the main streets. The Watch does a fine job, but they can't be everywhere, you know? Those little alleys and side streets have other folks who like a bit of adventure, too. Tell you what, for that fat purse on your belt, I'll make sure you stay nice and safe in this here city. Welcome to Freeport indeed."

-Pious Pete, Guide

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### WELCOME TO FREEPORT



# LAY OF THE LAND

Freeport's not a huge, sprawling metropolis. It's a modest city, huddling, in all its ugliness, at the southern end of the largest island of the Serpent's Teeth. That the city grew haphazardly is not lost on those who venture here. In many ways, it looks like it was cobbled together from materials washed up on shore, and yet there are still fine places about if you know where to look. The walls of the Old City loom over everything, and one can't ignore the beautiful estates of the Merchant District.

That said, Freeport is not pristine, with whitewashed buildings and perfectly symmetrical streets like some places on the continent. The City of Adventure has grown without regard for planning—and that disregard shows.

# DISTRICTS

Freeport has a character of its own, one that reflects the nature of the people who live, work, and die here. The port started as a small village, yet it grew far faster than the founders ever expected. Much of the city has been added haphazardly, with new sections built to accommodate the influx of new settlers. As Freeport grew, neighborhoods formed, bound by common interests, wealth, and influence. In time, these clusters developed into the current districts.

### DOCKS

Locals call the Docks the "door to Freeport" because it's the most convenient place to moor ships. From the pre-dawn light till well after sundown, this is one of the busiest parts of the city. Half of the Docks includes the wharves that stretch out into the harbor to accommodate the deeper-keeled vessels. The wooden walks connect to a boardwalk that runs across the entire district, extending from the Warehouse District to Scurvytown. You can find just about anything you'll ever need here, since clever merchants like to get the jump on their customers before letting them move deeper into the city.

The rest of the district caters to Freeport's breed of clientele: seamen. Pubs, taverns, flophouses, gambling houses, and bordellos offer countless diversions in which to sink a sailor's pay. Crime is a constant, as brawls spill into the narrow streets, pickpockets and cutpurses worm through the crowds, and bravos and toughs lurk in the shadowy alleys waiting for the perfect mark to stroll by.

### WELCOME TO FREEPORT

Murders might not happen as often as some claim, but a body appears in the harbor often enough that folks think little of it when it happens.

And of course more humanoids still pour in every week; a day does not go by when a gang of orcs or goblinoids can't be found around the Docks, either looking for work or, more likely, looking for Bloodsalt.

### SCURDYTOWN

Scurvytown squats to the east of the Docks. For years, this was easily the meanest part of town, a large slum run by gangsters and crime lords, where even the well-armed Sea Lord's Guard ventured only en masse. While Bloodsalt has eclipsed this district in terms of violent crime and lawlessness, Scurvytown is still a place best avoided. The relatively clean and safe (though by no means clean and safe) streets of the Docks give way to a place crammed with old homes, decaying shops, and watering holes no one in their right mind would frequent.

The people of Scurvytown are a hardened lot, accustomed to the harsh nature of the streets and criminal rule. They put little stock into Freeport's elite, and their surliness borders on naked resentment when they encounter one of Freeport's merchants or so-called "nobles." Worse, the growing numbers of orcs and goblin-folk, for a short time driven into nearby Bloodsalt, have now started to spill back over into Scurvytown. It is not uncommon to see goblin beggars and orc thugs working the streets here, nor to see roaming gangs of orc or hobgoblin toughs just down the street from the human ones.

### EASTERN DISTRICT

Those who have the means and ambition to rise above the slums of Scurvytown may find a slightly better life in the Eastern District. The middle-class citizens of the Eastern District don't have it easy, though, since they are surrounded by five other districts—two of which are Bloodsalt and Scurvytown. The area borders as many districts as the Old City but does not have enormous walls to keep out unwanted elements. Crime here is high, and the Watch maintains only a minimal presence in the Eastern District; everyone knows the crime lord Finn and his flunkies the Hellhounds really rule these streets.

### DRAG'S END

People in Drac's End try to scrape out an honest living far from the chaos of the waterfront districts, but doing so is not always easy in a city like Freeport. Drac's End is Freeport is a city-state and therefore flies its own colors. The Freeport flag consists of a winged black hourglass on a crimson field. There's a lot of speculation about the meaning of the flag, but locals claim it derives from an old pirate device that, when flown, warned other ships that their time was nearly up.



so named because the original Drac had once envisioned carving much deeper into the surrounding jungle, but it was here his ex-pirate workers were stopped dead in their tracks—sometimes literally—by the creatures inhabiting the jungle. Since Drac's plans for expansion thus ended here, it acquired this somewhat ironic moniker.

Several clans of hobgoblins have relocated to Drac's End over the past few years, seeking to escape the teeming chaos of Bloodsalt and to make an honest living for themselves here as merchants and laborers. While the locals can't be said to have welcomed the humanoids, they have at least accepted them, if grudgingly. The hobgoblins' disciplined nature has served them as well in mercantilism as it does on the battlefield; already, through clever backroom deals and overt coercion, a couple of the hobgoblin clan patrons have made themselves invaluable to the local economy. In fact, one of them has even made known his aspirations to local politics.

### TEMPLE DISTRICT

Sailors have always been a superstitious lot, so it's not surprising Freeport has a thriving religious community. No matter the year or season, the people of Freeport have plenty of reasons to pray. Having survived a killer hurricane, a barbarian invasion, a great fire, and a mad Sea Lord all within the last decade, it has never been clearer to Freeporters that their fates are in the gods' hands. The city has no official religion, although the God of Pirates has far

# TEN THINGS YOU SHOULD KNOW

If you're thinking about visiting Freeport, there are a few things you should know if you value your coins, your life, and maybe even your soul. (Leave it to ol' Pious Pete.)

- Put your purse near your jewels. Freeport is notorious for thievery, and many people lose their fortunes within ten steps of the boat that carried them here. Stick your valuables in places no thief would want to go reaching for them.
- Mind your manners. Don't like orcs? Keep it to yourself. Say the wrong thing, and you're bound to lose a few teeth. Say it twice, and you'll be lucky to escape with your life.
- Use small coins. You might have a lot of money now, but you won't keep it for long if you're not careful. Pay for everything in the smallest coin possible, within reason. Don't pay for a sword in pennies, though: haul out a thousand copper bits and you'll get kicked to the gutter, and rightly so.
- Keep your eyes on your shoes. Gaping about like a foreigner is a sure way to get yourself robbed, stabbed, and raped. Or maybe all three. Freeport isn't a place for the witless.
- If you're lost, look for the walls. Freeport doesn't have any conveniences like signs. (Most folks can't read anyway.) The best landmark is the Old City Walls. You can't miss them. If they're in front of you, you're in the Docks; behind you, you're in Drac's End; if they're to the east, you're in the Merchant District; and to the west, well, you're either in the Eastern District or about to enter a world of pain (that's Scurvytown or Bloodsalt, if yer not paying attention).
  - The Watch doesn't give a damn. The Freeport Watch is a sorry excuse for law enforcement. You feel you've been wronged? Get over it. The Watch doesn't care one whit for your troubles. In fact, they might just make more for you.
  - The Sea Lord's in charge. The current Sea Lord is a woman, but you don't want to mess with her. Her word is law, and that's all you need to know.
- Stay out of Bloodsalt. Unless you have orc or goblin blood in your veins—and maybe even then—don't go here. You're going to ignore this advice, but consider yourself warned.
- Avoid the Scurvytown prostitutes. The ones from the Docks aren't much better, but odds are, aside from the few coins you spent on "entertainment" in the Docks, you'll come away with everything you brought with you. You might also come away with something more, and it'll itch like hell.
- Don't trust anyone. Not even me.

more worshippers here than in any other single place in the world. Other deities are well represented, too, corresponding with the great diversity of the city's population.

### MERCHANT DISTRICT

In stark contrast to the poverty of Drac's End stands the Merchant District, where most of the wealthiest people in Freeport live and sometimes even work. Shops here cater only to the highest class of customer; the main streets are paved with level, well-maintained cobblestones and bordered by handsome lights and well-kept greenery. Wave Avenue, the most select address in town, runs right through the center of the district, like the spine that holds the city's economy together. It's said more deals are done on Wave Avenue than in the entirety of the Eastern District.

### WAREHOUSE DISTRICT

As the center of trade for the entire region, Freeport needs to have a place for the easy storage of goods of all kinds. Unlike the wharves down in the Docks or Scurvytown, the piers of the Warehouse District are heavily guarded and in good repair. The business done here involves serious money, and docking fees are commensurately higher to cover the cost of the increased security. That this area borders directly on the Merchant District is no coincidence. The powerful and wealthy prefer not to have to walk far to survey their assets.

### OLD GITY

This is where Freeport first began, under the original Sea Lord Drac. The massive wall that surrounded the city in its earliest days still stands, although Freeport has long since sprawled far outside its confines. While the five gates that control traffic in and out of the Old City are still in working order—ready to be slammed shut and barricaded against riot or invasion—they've been used only once in recent memory, during the Barbarian Invasion six years ago. In places, the old brickwork in this district is falling down, but this is still the seat of rule in the city. The Courts are here, as well as the headquarters of both the Guard and the Watch, and the Sea Lord's Palace.

### BLOOPSALT

Bloodsalt was an accident. Formed in the aftermath of the Great Green Fire and the Wizards' Guild's recruitment policy for hiring only nonhumans, this place began as an encampment, but it rapidly grew to become a permanent addition to Freeport. Still, Bloodsalt is more a ghetto for

# Kotpick's Goblin Carníval Back in Town, Casualties Low - THE SHIPPING NEWS

orcs and goblinoids than it is a proper district. There's some semblance of order here, imposed by the iron-fisted leaders of the humanoid clans, but violence often erupts and rules the day; people of other races are wise to avoid this place, for there's little justice to be had.

More worrying, perhaps, is the fact that Bloodsalt is simply too small to enclose the many humanoids contained there. Given their constantly rising numbers and generally uncivilized behavior, Freeport's elite are asking, "What is to be done with Bloodsalt after the Reclamation Project has been completed?" This issue is commonly referred to behind closed doors as the "Orc Problem." As Bloodsalt's population grows, so does the potential threat to Freeport at least as far as the citizens of other districts are concerned.

Whatever else it might be, Freeport, and Bloodsalt in particular, is a unique melting pot. And the so-called "savage humanoids" have grown accustomed to this level of freedom. While there is an almost palpable racial tension, built largely on misunderstanding and mistrust, only the future can tell how this situation will play out.

# GETTING AROUND

Freeport evolved with little forethought, growing in a jumbled fashion. Several past sea lords have made any number of grandiose plans, spending enormous sums of gold to expand the city, and then given up on the project just months after it got underway. Neighborhoods and districts grew out of the settlement patterns of those who came after. This growth occurred largely without the guidance of the city leaders, who were more concerned with exploiting their own status than seeing to the needs of the people under their rule. As a result, there are few quick ways to get anywhere in Freeport, and going from even one district to the next can be an adventure.

### GITY STREETS

The most telling example of Freeport's lack of civic planning is in its streets. Visitors find the labyrinthine nature of Freeport's roads and byways incredibly frustrating since most lack names; in some cases, they are little more than alleys or gaps between closely packed buildings. Even where main streets are named, they're not always clearly labeled. Any native knows the names, of course, as do most longtime residents, but for those out on a stroll and unfamiliar with the lay of the city, one street may look very much like any other, making it all too easy to get lost.

The roads that do have signs—typically a fingerpost planted on the corner of an intersection—are in the wealthier areas. Wave Avenue, for example, has signs up and down its entire length as it runs through the richest parts of the Merchant District. The elite can afford to maintain such landmarks to remind the other folks of Freeport where they are not welcome. In Scurvytown, Bloodsalt, and parts of Drac's End, some streets have never had formal names, acquiring local names based on the types of places one might find there. For example, a street that has two bakeries might gain the name Baker Street. Or a street famed for collecting effluvia might be known as the Crack. And then a generation later, their names change based on what's there now.

Other roads take the names of famous people who lived or died there or, more often, who did something important or ridiculous. Of course, there is rarely any evidence to support the stories told by the locals; in fact, two or three entirely different locations might claim the same event and, thus, the same name. For example, in the city today, there are two short streets, an alley, and a dirt path all named Milton's Whistle. The inhabitants of each claim that Milton Drac used to favor a nearby watering hole to relieve his thirst.

As challenging as it is to find your way here, it doesn't take long to get your bearings. People tend to get the hang of moving through the city, and if not, they tend to get lost—sometimes permanently—in the worst parts of town. The best way to learn the city is to pay attention. There are landmarks aplenty, and Freeporters refer to them when giving directions. ("Yar, it's three blocks past the Temple of the Pirate God and then to the right for two blocks, until you come to Sly's Sausage Stand. Look to yer left. Ya can't miss it.")

### ALLEYS AND SHORTGUTS

Since the main avenues are packed with people throughout the day, getting anywhere quickly is just not possible; only GHAPTER ]

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those who know the city very well learn to take advantage of the various shortcuts that avoid the most congested areas. This challenge fades at night, but night-time brings a different set of problems. Piss-soaked alleys can shave off ten minutes for those willing to brave their shadowy recesses, but most of these dark routes hide all sorts of unsavory things, including bloated carcasses, piles of refuse, mounds of excrement, and the misshapen beggars who make their homes in the cracks of the city. Only those of strong stomachs and unimpeachable courage find the time gained worth the hassle (or the risk) of treading the gauntlet.

### GUIDES

The easiest way to get around Freeport is to hire a guide. Enterprising urchins make good livings helping bewildered travelers find their way from place to place. These sharp-eyed youngsters watch for anyone who looks confused and then clamor for attention. Being swarmed by a horde of dirty children can be more than a little unsettling for those unacquainted with the city's youngest entrepreneurs. Many of these scamps are even trustworthy, but a person should be advised to get a good look at the would-be guide to ensure he's not a halfling con man in disguise. Tales abound of visitors led into Scurvytown, where they are robbed, beaten, abused, and sometimes murdered. Certainly, urchins and halflings alike take exception to these stories, declaring that most of their kind are honest folk just trying to make a living, but even they admit that some take advantage of their diminutive stature for criminal pursuits.

Little folk don't have a monopoly on the guide business. Plenty of the poor and destitute offer their services for a bite of lunch or a swig of ale. Of course, many of these folk are unreliable and may become lost if they receive their "payment" before they take their employers where they want to go.

Travelers with coin should seek out the professional guides. In the Docks and the Old City, bawds and valets alike make excellent livings teaching newcomers the ins and outs of Freeport. They are flawless in their guidance and know the best restaurants, shows, and bordellos for those who seek them. They can acquire tickets to soldout operas, finagle appointments with hard-to-reach merchants, and generally make the impossible possible. In exchange for their unmatched skill and local knowledge, they charge outrageous rates, but those who pony up the cash are rarely too dissatisfied.

### WELCOME TO FREEPORT

### RIGKSHAWS

Those in a hurry need not look much further than the rickshaws. They were introduced to Freeport about 20 years ago and have proven quite popular. From stations in the Seaside Market, Street of Dreams, Wave Avenue, and most other larger avenues, people with the coin can hire a strong lad or lass to pull them along while comfortably seated in a padded chair.

The dwarf maid Kyrga Stonefoot dominates the rickshaw business with her Stonefoot Rickshaw Company, but competition is fierce, and other carriers use all manner of tricks to get the attention of their clients. Many use fanciful names to attract attention, offer cool beverages to their clients, or make impossible promises about their speed and efficiency. Locals know that none is more reliable than a Stonefoot.

### HORSES

Horses are very rare in Freeport. They are not native to the Serpent's Teeth, so they must be shipped to the city from the continent. Doing so is a costly prospect, and the horses don't always survive the passage, leaving merchants to sell the meat to the rabble to recoup their losses (if the stuff isn't too green, but maybe even then). In truth, horses don't serve much purpose in the city anyway. The streets are cramped and narrow, and a horse simply takes up too much room. Most taverns and restaurants aren't equipped with stables, and few people would know what to do with a horse if they saw one.

Only the wealthiest citizens can afford to own such beasts in Freeport. Some wealthy merchants and politicians keep one or even two steeds, paying outrageous fees to maintain them. Feed, grooms, and property on which to ride them all come at a high price. Still, a horse-drawn coach moving along Wave Avenue is a clear sign of power and privilege, so many bluebloods scrimp and save to buy an old nag for the chance to look every bit as important as those of the upper crust.

Most notably, the city's wealthy "Barrel King," Jedpha Delican, keeps a stable of a dozen or so draft horses for drawing his wares around the city.

# LIFE IN FREEPORT

Freeport has a savage reputation, but life here is much like that in any other city. Many people live by honest means, taking jobs wherever they can find them. Crime is an immutable fact, but that's to be expected in a city founded by pirates and with so much trade running through jt. Truly, in many districts, Freeport is quite safe, and ordinary people who are smart about their behavior can get along without fear of mugging or assault. Still, this fact is not readily apparent to the scores of travelers who disembark from ships every day. Yet even they can see that Freeport, despite its myriad dangers, is a city of great opportunity.

### SIGHTS AND SOUNDS

Freeport is a maritime city, so most of its sights, sounds, and smells—for good or ill—come from the sea. Much of Freeport's industries and services cater to sailors, ships, and their passengers. Therefore, most things have a nautical theme, from street and business names to restaurant menus. This seaside atmosphere is most prominent in districts along the shore: the Docks, Scurvytown, and the Warehouse District. The further inland one moves, the less pronounced these affectations become, giving way to the sorts of enterprises and structures one would expect to find in any large city.

Along the coast, the air is full of scents and sounds of the sea, from the squawks of the seagulls to the smell of seaweed. Travelers may delight in the aroma of sizzling seafood seasoned with exotic spices, but the rank stench of the ocean, rotting fish, rubbish, and offal is far more common. Permeating it all is the ripe stink one can only find in large areas of human population—sweat, excrement, and rot, all mixed in with the noxious perfumes and scented oils used to mask body odors.

Freeport is also loud. There's never quiet in the city. There's always a hum: the din of arguments, the clash of swords, the sound of rickshaws rolling over cobbled streets, the cries of animals at the abattoir, the squawks of the colorful birds that roost on the roofs looking down at passersby. Growls and screeches from dogs and cats blend with the creaks of taught rope, the rustling of hoisted

Disease-Infested Porels Sold in City, Dozens Infected - THE SHIPPING NEWS

### (GHAPTER ]

sails, and the constant snap of the flags and signals that decorate the vessels in the harbor.

And then there's the wind and waves. There's always a breeze in the city, sending smells wafting from the more unclean quarters, but it whistles incessantly as it navigates the streets and buildings. All of this noise, plus the crash of the surf, makes the city seem positively cacophonous to those accustomed to the quiet of the continent.

# PEOPLE OF FREEPORT

Freeport's charms, both virtues and vices, draw people from all over the world. It is the destination of the hopeful and the hopeless alike—a city bursting at its seams. So full are its districts that not even the best accounting by the Captains' Council can adequately assess Freeport's population.

The city swallows visitors, their faces adding to the throng that pulses through the streets like blood through the veins of some sleeping titan. Life here is many things. It's challenging, frustrating, and above all dangerous, but it's never boring. There are no dull days in Freeport.

### RAGES

Freeport is a tolerant city, welcoming just about anyone, partly because the earliest settlers came here to be free from the stifling governments of the continent. Most Freeporters recognize the same spirit in any who would leave behind their homelands to start all over again. Roughly in order of prevalence (in terms of population), these are the most common races of Freeport:

Humans, Halflings, Goblinoids (goblins and hobgoblins), Orcs and half-orcs, Dwarves, Elves and half-elves, Island trolls (see CHAPTER II: FREEPORT RACES), Gnomes.

### OTHER RACES

There are many other people found in Freeport, hailing from strange and distant lands. Hidden among the populace are serpent people, disguised followers of Yig working to reclaim their lost kin from beneath the city; there are also a growing number of azhar, a humanseeming race in whose veins runs the blood of genie-kind.

For more information on all of the races that can be found in any numbers in the City of Adventure, see **CHAPTER II: FREEPORT RACES.** Of course characters of other races are possible, but such characters should for the most part be unique individuals, and other citizens of the free city should treat them accordingly.

# GULTURE

Freeport's society is varied and diverse. Although certainly no proper metropolis, the city has a population that hovers around 15,000; during certain months, that number might reach 20,000 or even higher. Its populace features people of all major humanoid races and cultures, as well as quite a few of the others.

In the City of Adventure, gold is king, and it is wealth that determines a citizen's address and respectability, rather than blood. Those with money—particularly old money—chart the destiny of Freeport. Traditionally, these were wealthy ship's captains, but these days, wellheeled people of any calling can rise into this upper class. These are the people nominated to serve on the Captains' Council and who may even aspire to one day become the Sea Lord, especially now that the old adherence to the Drac bloodline is at an end.

Directly below the wealthy are the servants of the gods. The priests and acolytes who tend to the temples may not, as a group, hold much political sway in the city, but they are highly respected. Some of these holy folk have taken vows of poverty, severely curtailing their individual means, but as a whole, the orders are wealthy and have plenty of influence over the city's happenings.

Next in line is the struggling middle class. This class comprises the people who have fought their way out of the gutter but haven't quite made it onto Wave Avenue. Many ship captains are included in this class, as are most of the minor merchants and shopkeepers in town. These ambitious people dream of more for their families and are willing to work hard to get it. Some may have fallen from greater heights, and they are often looking to return to their former status.

Below all of these classes are the working poor. This includes most of the sailors who live in Scurvytown or below deck on their ships. These people never seem to be able to get ahead no matter what they do. Many have actually given up hope of such a thing ever happening, short of being struck by sudden fortune. The classic example is the sailor who works like a dog at sea for weeks or even months on end. Then when he finally makes shore and collects his earnings, he spends every last copper on ale and whores. By the time the ship is ready to pull out again, he's flat broke. This pattern is a longstanding tradition among sailors, many of whom don't expect to survive their next voyage. The mortality rate among sailors is almost as high as it is among adventurers, so the entire culture of Freeport has been infused with a "live for today" attitude that tends to pervade all levels.

### WELCOME TO FREEPORT

Several years ago, with the creation of the new district of Bloodsalt, a class even more reviled than the poor coalesced: the savage humanoid laborers, primarily consisting of orcs, hobgoblins, and goblins. These denizens of Bloodsalt have become an underclass that pretty much everyone else in Freeport can despise.

# LANGUAGES

No matter what language a person speaks, he's bound to find someone in the city that speaks it too. Freeport's cultural diversity means just about every tongue and dialect has a place. Luckily, most people also speak the Common tongue, which in Freeport is an ugly mishmash of several human dialects with words and phrases borrowed from the Dwarven, Elven, and Halfling, all drenched in the sailor's slang and jargon. It may be unsettling to firsttime visitors, but most find they pick up the local dialect quickly and can get along just fine.

The vast majority of people in Freeport, even if they are conversant in numerous tongues, lack the ability to read and write in any of them.

For specific languages unique to the Freeport setting, see CHAPTER VI: SKILLS, FEATS AND TRAITS.

## GURRENGY

In Freeport, gold is gold no matter where it's minted, as long as it has a reasonable weight and purity. Merchants accept coins regardless of their origin, but they always weigh the coins to ensure their value. Freeport does mint its own gold coins, called "lords," but lacking any gold mines, they reclaim gold coins from tariffs and excises, melt it down, and re-mint the coins to bear the winged hourglass of the city and, on the opposite face, a likeness of the ruling Sea Lord.

Aside from the lords and other foreign gold coins, Freeport also circulates silver, brass, and copper coins, also minted in the city and again using coins reclaimed during tax collections. Note that since the tax collectors aren't choosy about the coins they collect, coins minted in the city are often worth less than foreign coins, since the smelters do little to sift out impurities. This peculiarity of Freeport's coinage has also bred a thriving coin counterfeiting operation, run by the halfling crime lord Finn. Others have tried to dig into this criminal enterprise as well, but somehow Finn always manages to sniff out and exterminate such pests.

Freeport's silver coins, called "skulls," bear a crude skull-and-crossbones image and are almost always tarnished black. One lord is worth about ten skulls. The brass and copper coins are called pennies, though copper coins are often referred to as bits to distinguish them. Ten pennies make up a skull, and thus 100 pennies make up a lord (usually). Brass pennies are considered slightly more valuable than copper ones; further, since they are often black with frequent handling, they can be indistinguishable from older silver coins. Freeporters use the expression "scratch a penny" as a wish for good luck because some folks find, to their delight, that the black bit of metal is actually silver beneath all the muck. Copper bits are weak and often turn greenish white with corrosion, though they are accepted all the same.

Aside from using metal coins, Freeporters often barter, exchanging trade goods or selling services in exchange for commodities. Letters of credit are only as good as the creditor; some are as good as gold, while others are worth less than the paper they're written on. Some locals have even begun to exchange wooden tokens as IOUs, which can be exchanged for one skull or, rarely, one lord.





Freeport has anything, it's diversity. People from all over the world (and beyond) 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. 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.

# GOMMON RAGES

Freeport is, in many respects, a human city. That is, humans founded it; the vast majority of its leaders have always been human, and even today most influential citizens are of this race. Yet while humanity may be ubiquitous, Freeport is also home to numerous other humanoid races, and members of all the standard fantasy races can be found in varying numbers throughout. Freeport has its fair share of dwarves, halflings, and even elves, to say nothing of orcs, hobgoblins, and other races, each with its own subcultures and nationalities represented.

For the most part, these peoples all get along, setting aside old grudges to profit in this bustling city. That is an oversimplification, of course: There is racial tension in the city, various neighborhoods looking at others with envious eyes, lamenting the filthy orc family that just moved 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 simmering normalcy of this diverse city.

# HUMANS

Humans founded Freeport, and they remain the most widely represented race in the city, but this fact does not necessarily create solidarity or entitlement. Sure, some bigoted humans

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

-Rheumy Pete, Street Preacher

### FREEPORT RACES

may sneer at the riffraff in Bloodsalt, and nobody likes goblins, really, but most Freeporters don't make such huge generalizations. The reason for this cosmopolitan outlook is that human Freeporters too often hail from distant lands, with different languages, appearances, outlooks, customs, beliefs, and everything in between. It is the fusion of cultures that gives Freeport its character, and if citizens are willing to turn a blind eye that far, then surely they can also accept dwarves, elves, and others, right? For the most part, yes.

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 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.

### FAUORED GLASS OPTIONS

Humans in a Freeport campaign have access to the following options if they have the listed favored class, instead of receiving an additional hit point or an additional skill point. Unless otherwise stated, the bonus applies each time you select the class reward.

**FREEBOOTER:** +1/6 bonus freebooter talent (+1 freebooter talent for every 6 times this is selected)

MONSTER SLAYER: +1/6 monster specialization (+1 monster specialization for every 6 times this is selected)

**NOBLE:** +1/8 area of expertise (+1 area of expertise for every 8 times this is selected)

### HALFLINGS

Halflings are the second most numerous race in Freeport, although they tend to concentrate in the Eastern District. While most people get along just fine with them, it's not lost on many that Finn, the crime lord of the

Eastern District, is a halfling. That fact and the natural roguish tendencies of many young halflings tend to breed some suspicion.

It's been a common joke for centuries that there aren't really any halfling seagoing vessels to disgorge masses of the little folk. They just seem to show up, one or a few at a time, from the continent. This observation has led some to quip that a ship is as likely to have halflings on board as it is to have other vermin. Of course, no one's foolish enough to say such nonsense around a halfling. Finn's Halfling Benevolent Society doesn't tolerate any abuse, and more than one foulmouthed bastard has wound up hobbling on a crutch or even face down in the harbor after making such a racist comment.

### FAUORED GLASS OPTIONS

Halflings in a Freeport campaign have access to the following options if they have the listed favored class, instead of receiving an additional hit point or an additional skill point. Unless otherwise stated, the bonus applies each time you select the class reward.

**FREEBOOTER:** +1 to Acrobatics checks to avoid attacks of opportunity and Escape Artist checks to escape a grapple.

**NOBLE:** +1 to Bluff checks to pass secret messages and Knowledge (local) checks to learn monster lore about humanoids.

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**MONSTER SLAYER:** +1/2 CMD against specialty monsters (+1 to CMD against specialty monsters for every 2 times this is selected)

# DWARDES

Freeport's 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 them to pick up and start a new life in Freeport. They must also come to terms with the large orc and goblinoid population allowed to walk the streets openly. In fact, while there are many reasons why dwarves would likely never come to Freeport, the amazing thing is that they still do (or at least their ancestors did), and in considerable numbers. 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.

*Saltbeards:* The majority of dwarves born in Freeport take the saltbeard alternate racial trait.

### FAUORED GLASS OPTIONS

Dwarves in a Freeport campaign have access to the following options if they have the listed favored class, instead of receiving an additional hit point or an additional skill point. Unless otherwise stated, the bonus applies each time you select the class reward.

**FREEBOOTER:** +1/6 bonus feat (+1 bonus freebooter feat for every 6 times this is selected)

**MONSTER SLAYER:** +1/5 strong defense bonus (+1 to strong defense bonus for every 5 times this option is selected. This can allow a character to gain a +1 strong defense bonus prior to 9th level).

**NOBLE:** +1 to Appraise or to any one Craft skill (no one skill can gain a bonus greater than +4).

# ORGS AND HALF-ORGS

Today, taken together, orcs and half-orcs make up the third largest segment of Freeport's population (if you don't count goblins and hobgoblins together as "goblinoids," that is). Orcs have had a presence in Freeport for generations, though in small numbers. Sea Lords, merchants, and others have hired them in the past as shock troops, or more often as cheap labor, bringing them into the city from the mainland to do the heavy lifting, farming, mining, and grunt work no one else wants to do. Crude and violent as a whole—but no more so than the pirates who founded the city—for many years orcs were not seen as a problem.

Then, almost 20 years ago, Milton Drac began construction on his infamous Lighthouse, which demanded a tremendous deal of labor, potentially very expensive labor. Importing orcs for that task seemed the wisest and cheapest course. Hundreds of orcs were shipped into the city as a result, squatting in Scurvytown and creating a borough for themselves. Once entrenched, the orcs had little interest in moving on; they stayed in the city, offering their considerable muscle, often at half the price of other workers.

Naturally, their cheap rates, savagery, and wickedness bred resentment. Things only got worse after the Great Green Fire, when the Wizards' Guild made it a point to hire many more savage humanoids—now including many goblinoids as well—to reclaim the land. Even though their goal in this was to prevent humans and other "civilized" laborers from having to work with poisonous chemicals, many in Scurvytown saw it as an attempt to undercut them, once again bypassing honest human laborers who needed the coin as badly as the orcs. Agitators played upon decades-old antipathies, and a rash of race riots and attacks spread through Scurvytown. Savage humanoids were no longer welcome there; no other district wanted them, so the orcs, goblins, and others were pushed into what would become Bloodsalt.

Now that they have their own district, Freeporters generally tolerate them, although they still aren't exceptionally warm toward them. However, many orcs, led by the half-orc warrior Drak Sockit, died defending Freeport during the Barbarian Invasion six years ago, earning their people considerable goodwill from the rest of the populace.

### ORGS

Certainly, orcs are generally a destructive and evil lot (but again, it should be stressed—no worse than most pirates), so Freeporters were somewhat justified in pushing them out. Where they erred was in extending their dislike to anyone who even resembled an orc. This intolerance led to terrible acts of violence against half-orcs, goblinoids, and even, on at least a few documented occasions, ugly humans. Luckily, much of the violence has died down since Bloodsalt was established, but few orcs are foolish enough to try their luck by venturing into Scurvytown without numbers on their side.

More orcs arrive in the city all the time, drawn by rumors of Freeport and the opportunities they have to make a better life for themselves there. No longer are dirty caves and nasty, short lives the necessary order; now,

### FREEPORT RACES

Rules for playing orc characters are described in the Pathfinder Roleplaying Game: Advanced Race Guide.

### FAVORED GLASS OPTIONS

Orcs in a Freeport campaign have access to the same favored class options as half-orcs (below).

### Half-Orgs

Orcs have lived in Freeport for generations, so it should come as no surprise that half-orcs are now a common subset of the orc race in Freeport. As smoke is to fire, so are half-orcs to orcs. The one is bound to show up eventually when the other has appeared. The people of Scurvytown consider half-orcs little better than orcs, for the most part, but not everyone in Freeport shares this sentiment. Some Freeporters are perfectly willing to accept half-orcs just the same way they would accept a half-elf, or for that matter, a swarthy human from the distant southern isles.

### FAUORED GLASS OPTIONS

Orcs and half-orcs in a Freeport campaign have access to the following options if they have the listed favored class, instead of receiving an additional hit point or an additional skill point. Unless otherwise stated, the bonus applies each time you select the class reward.

**FREEBOOTER:** +1/6 dirty fighting die (1 extra dirty fighting die for every 6 times this is selected)

**NOBLE:** For every 2 times this option is selected: As a free action, exhort a creature with the rage class feature to rage for 1 round without spending its own round of rage.

**MONSTER SLAYER:** +1 to attack rolls made to confirm critical hits against one monster specialization (the bonus for any one monster specialization cannot exceed +4)

# GOBLINS

Freeport experienced a population boom several years ago when the Wizards' Guild started bringing in orcs, goblins, and hobgoblins as laborers for their Reclamation Project. This employment caused an influx of humanoids who were largely unfamiliar with living among humans. They were soon relegated to Bloodsalt, a newer district created just for them. The influx has never really slowed down, however. To most Freeporters, goblins aren't much different from rats or roaches; they are accepted as a byproduct of city living. While they are tolerated, though, they aren't truly welcomed anywhere either—and especially not in the Eastern District or the 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 both 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 Roleplaying Game: Advanced Race Guide*.

### FAVORED GLASS OPTIONS

Goblins in a Freeport campaign have access to the following options if they have the listed favored class instead of receiving an additional hit point or an additional skill point. Unless otherwise stated, the bonus applies each time you select the class reward.

**FREEBOOTER:** +1/5 dodge bonus to AC against attacks of opportunity (+1 dodge bonus to AC against attacks of opportunity for every 5 times this option is elected).

MONSTER SLAYER: +1/8 hit 'em hard bonus (+1 to hit 'em hard for every 8 times this option is selected).

**NOBLE:** +1/3 to save DC of impatience option of inspire class feature (+1 to DC for every three times this option is selected. Increasing the DC does not grant access to the inspire ability prior to 7th level.)

### HOBGOBLINS

If one were to count up all of the goblinoids in Freeport, they would easily outnumber all but the humans. Of course, no self-respecting hobgoblin would ever allow himself to be counted alongside goblins, nor to be considered kin to the strange, goblinoid island trolls of A'Val. Others might lump them together, but hobgoblins are a proud and disciplined lot.

Because of that discipline, when they fight, they do so with an uncanny knack for tactics. Realistically, the hobgoblins might have fought back against the Scurvytown hate groups a few years back and won easily, but Draegar Redblade, their most outspoken leader, advised them to go peacefully into Bloodsalt. (Of course

### Ghapter II

he had his own reasons.) There was grumbling, but few would dare oppose Redblade's command. Soon after, Freeport's hobgoblin population had almost entirely relocated.

The reasons behind the 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; when Redblade stepped forward to offer the services of his mercenaries to "manage" Bloodsalt, the Captain's Council didn't have much of a choice. In one deft move, Redblade essentially took control of an entire district and expanded his base of power within the city.

Rules for creating hobgoblin characters are described in the Pathfinder Roleplaying Game: Advanced Race Guide.

### FAVORED GLASS OPTIONS

Hobgoblins in a Freeport campaign have access to the following options if they have the listed favored class instead of receiving an additional hit point or an additional skill point. Unless otherwise stated, the bonus applies each time you select the class reward.

**FREEBOOTER:** +1/6 bonus feat (+1 bonus freebooter feat for every 6 times this option is selected).

**MONSTER SLAYER:** +1/2 damage dealt with melee attacks to one monster specialty while flanking (+1 to damage against one monster specialty when flanking for every 2 times this option is selected; this bonus cannot exceed +2 for any one monster specialty).

**NOBLE:** +1/4 power base option (one additional power base option for every 4 times this option is selected).

# ELVES AND HALF-ELVES

Elves also have a presence in Freeport, though in much fewer numbers than any of the races discussed previously. Few of their kind can tolerate the city's excess, and Freeport's noisome odors, dense population, filth, and violence tend to offend the delicate nature of these people. Yet some find a way to set aside their misgivings and embrace the wild and raucous nature of the city. Elves have some advantages over other newcomers because Freeporters tend to afford them a bit more respect and tolerance.

### ELDES

As with dwarves, few elves have reason to settle in Freeport. Those who make the journey to Freeport may be merchants, adventurers, or diplomats from some other nation—most commonly Rolland, on the continent. Some elves are corsairs, sailing the seas and plundering like the sea dogs of Freeport. Most elves who settle in Freeport are seafarers, or else they are attracted to the sense of life and freedom the city offers.

### FAVORED GLASS OPTIONS

Elves in a Freeport campaign have access to the following options if they have the listed favored class, instead of receiving an additional hit point or an additional skill point. Unless otherwise stated, the bonus applies each time you select the class reward.

**FREEBOOTER:** +1 to Acrobatics or to any one Profession (no individual skill bonus may exceed +4)

**MONSTER SLAYER:** +1/2 to monster lore (+1 to monster lore for every 2 times this option is selected)

**NOBLE:** +1/4 daily use of inspire (+1 use/day of inspire per 4 times this option is selected. This benefit can grant the character a single use of the inspire ability prior to 7th level.)

### Half-Elves

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 they might not find in most human or elven nations, and they are welcomed and valued much as any other person, so they tend to find their way here eventually. Half-elves fill the same roles that humans do, being pirates, tradesmen, mercenaries, and everything in between. Their natural adaptability helps them carve out a place for themselves, and many have become quite successful in business—both legitimate and otherwise.

### FAVORED GLASS OPTIONS

Half-elves in a Freeport campaign have access to the following options if they have the listed favored class instead of receiving an additional hit point or an additional skill point. Unless otherwise stated, the bonus applies each time you select the class reward.

**FREEBOOTER:** +1/4 to Will saves (+1 to Will saves for every 4 times this option is selected).

**NOBLE:** +2 to Diplomacy checks with a specific creature type (if humanoids or outsiders are selected, specify a subtype). The bonus to any one group cannot exceed +4.

**MONSTER SLAYER:** +1/2 to danger sense bonus (+1 to danger sense bonus for every 2 times this option is selected).

# GNOMES

Where elves in Freeport are unusual, gnomes are quite rare no more than a few hundred in all, although it's worth noting that one of their kind is on the Captains' Council. For some reason, Freeport does not appeal to gnomish sensibilities; perhaps they find the incessant action here disconcerting, or it may be that they are just too connected to their homeland on the continent. The few gnomes who do dwell here tend to live in the Docks, Scurvytown, and the Eastern District, but they can be found just about anywhere. One of the ongoing difficulties with gnomes in the city is the ages-old conflict between them and the kobolds and goblins who also make the city home. There have been more than a few murders on both sides, keeping the Watch busy.

### GRAG GNOMES

In the World of Freeport, gnomes have none of the playful qualities attributed to gnomes in other settings. While they share the same hatred of goblinoids and kobolds, their animosity has 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 a grim people, dour and stern, more akin to traditional dwarves. Unlike dwarves, though, they are consumed by an unquenchable lust for magic, a need that probably arose from their desire to overcome their countless enemies.

In centuries past, the gnomes and kobolds fought a terrible war, with each side escalating the conflict until the gnomes abandoned all other pursuits 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 thralls and foot soldiers. Forged anew by the fanatic archmage Iovan, their splintered nation united under the banner of the Autocracy of Iovan. By the time the kobold host was eradicated, Iovan and his generals were no longer content with their own lands, so they pushed onward to swallow more and still more territory. Their growth was checked only by a devastating war with the dwarves of the continent, in which their leader Iovan was slain and his plans for expansion dashed.

Although broken and defeated by the implacable dwarves, the gnomes were not utterly destroyed. Iovan's heirs have continued his work in the form of the Arcane Conclave. Under their brutal dictatorship, the crag gnomes toil without end to construct terrible war machines so that they might rebuild the Autocracy of Iovan and mount a new war. Those who disagree vanish—cast out, executed, or locked away in the bowels of their subterranean cities for the rest of their days.

# SERPENT PEOPLE AS GHARAGTERS

It's possible that some might want to take on the challenge of playing one of the serpent people, the ancient and mysterious race of reptilian beings that dwell beneath the streets of Freeport. If so, here's all you'll need to know.

Serpent people possess the following racial traits.

### -2 Constitution, +2 Intelligence, +2 Charisma

**Change Shape (Sp):** 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).

### GRAG GNOME RAGIAL TRAITS

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

**DARKVISION:** Crag gnomes can see in the dark up to 60 feet. This ability replaces keen senses and 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 usual gnome magic ability.

HATRED: +1 racial bonus on attack rolls against dwarves, kobolds, and goblinoids. This ability replaces the standard gnome hatred ability.

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.

### FREEPORT RACES

### FAVORED GLASS OPTIONS

Crag gnomes in a Freeport campaign have access to the following options if they have the listed favored class instead of receiving an additional hit point or an additional skill point. Unless otherwise stated, the bonus applies each time you select the class reward.

**FREEBOOTER:** +1/5 dirty fighting die (1 extra dirty fighting die for every 5 times this is selected)

**NOBLE:** +1/4 influence points (+1 influence points for every 4 times this option is selected)

**MONSTER SLAYER:** +1/2 monster sense bonus (+1 monster sense bonus for every 2 times this option is selected)

# NEW RAGES

There are 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. Of course, even if you're not using the World of Freeport setting, you can still use the following races to expand your personal campaign setting.

# AZHAR

CHAPTER II

"The azhar (singular *azhari*) are a race of native outsiders hailing from the continental nation of Kizmir, west of the Ivory Ports. Traders, explorers, and pirates, they claim descent from the efreet of the fabled City of Brass, though it is a distant kinship. Despite their fiery heritage, they are a race famed for their sailing prowess. Azharan merchants and pirates are fast becoming a common sight in the City of Freeport.

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

STARTING AGE AND AGING EFFECTS: As half-elf.

# HEIGHT AND 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 × (2d4) lb.
			3. N. S. A.	

Azhar Ragial Traits

+2 DEXTERITY, +2 CHARISMA, -2 WISDOM: Azhar are impulsive and reckless, but nimble and strong-willed.

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

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

NORMAL SPEED: Azhar base land speed is 30 feet.

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

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

**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.

GIFTED SAILOR: An azhari gains a +2 racial bonus on Acrobatics, Climb, and Profession (sailor) skill checks.

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. Once per day as an immediate or swift 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 1 + his Charisma bonus (minimum 1 round).

LANGUAGES: An azhar character begins play speaking Azharan and Common. Azhar with high Intelligence scores can choose from the following: Draconic, Dwarven, Elven, Gnome, Ignan, Naval Code, Semaphore.

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 dams of efreet blood."

-Adelmar Galden, Explorer

### GHAPTER ]]

### FREEPORT RACES

### AZHAR ALTERNATE RAGIAL TRAITS

The following racial traits may be selected instead of the typical azhar racial traits. Consult your GM before selecting any of these new options.

FIRE RESISTANCE: The azhari gains fire resistance 5, which stacks with any other fire resistance the azhari might have. This trait replaces fire affinity.

**PLANAR FAMILLARITY:** Knowledge (planes) is always a class skill for the azhari, and he gains a +4 racial bonus to all checks with this skill. This trait replaces gifted sailor.

SCION OF STEAM: The power of both fire and water both flow through the azhari's veins. A number of times per day equal to 3 + his Charisma bonus, when the azhari deals either cold or fire damage, he may choose to make it steam damage. Steam damage acts as cold damage against creatures with the fire subtype and as fire damage against creatures with the cold or water subtype. This trait replaces fire affinity, might of the efreet, and cold vulnerability.

FAVORED GLASS OPTIONS

**DRUID:** +1/2 fire affinity bonus (+1 to fire affinity bonus per 2 times this option is selected). An azhari without the fire affinity racial trait may still select this option, but is treated as having a starting fire affinity bonus of +0.

FIGHTER: +1/2 the number of times per day the azhari can call upon his might of the efreet racial trait (+1 use/day for every 2 times this option is selected). Regardless of the number of uses per day, an azhari must wait 1 hour between each use of this ability. Azhar without the might of the efreet racial trait may not select this option.

**FREEBOOTER:** +2 points cold resistance (Increase damage by +50% for cold vulnerability before applying any cold resistance.) **ORACLE:** +1 spell known (This spell cannot be of the highest level the azhari can cast, and it must have the fire descriptor.)

**RANGER:** +1/2 gifted sailor bonus (+1 to gifted sailor bonus for every 2 times this option is selected). An azhari without the gifted sailor race trait may still select this option, but is treated as having a starting gifted sailor bonus of +0.

**SORCERER:** +1 spell known (This spell cannot be of the highest level the azhari can cast, and it must have the fire descriptor.)

### AZHAR GHARAGTERS

The azhar possess an interesting mix of abilities and resistances, which can make them a unique addition to any adventuring group exploring Freeport and beyond.

### Appenturing Azhar

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

### **GHARAGTER NAMES**

Azhar tend to follow naming conventions used by their distant genie kin, keeping alive their proud heritage in the names they pass along to their children. Azharan names also designate social class, with children of famous sailors or heroes gaining the name of a parent or other relative of equal standing. Such a name carries grave responsibility; the child must never sully the gift he was given.

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

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

### FREEPORT RACES

### ROLEPLAYING AN AZHARI

The azhar are a tempestuous people, boisterous, courageous, and proud. They are quick to anger or to laughter, and they live life with great passion. They crave excitement and hate solemnity, seeking to fill the silence with conversation, song, music, or anything else to distract them from boredom. They are also impulsive to the point of being reckless; they rarely, if ever, 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 may drive them to both daring acts of heroism and appalling deeds of villainy.

### Language

The azhar speak their own language, a lilting, sing-song tongue they speak very rapidly—so fast, in fact, that even fluent non-native speakers can have a hard time keeping up. Most azhar slow down their speech when dealing with others, but when they're angry or trying to conceal their conversation, they resume their normal cadence (this might impose up to a -4 circumstance penalty to Perception checks to overhear their conversation or read lips). What makes Azharan so interesting is that it is clearly an evolution of Ignan, owing its sentence structure and its foundational vocabulary to that extraplanar tongue. It even uses the same alphabet.

The azharan 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 most cases, though, whenever an azhari feels intense emotion, he's bound to slip back into Azharan without even realizing it.

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

### AZHAR SOGIETY

All azhar come 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 sudden attack on their enemy's flank to finish their war decisively. Thus were the kobolds destroyed, scattered, and brought to ruin. The sudden appearance of this new nation plunged the continent into a new war, however—the Second War of the Southern Seas. The conflict seemed about to expand when Kizmir moved quickly and definitively, ending the war by sacking the Ivory Ports 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 trade competitor. The azhar settled into their lands, built forts and cities on the lands taken from the kobolds, and constructed new defenses in their ports to protect their shipyards. As the fledging nation began to stabilize, the culture began to acclimate to its new home, and the azhar wrestled with competing values imported from their neighboring nations. Conservatives held fiercely to the ideals of their past, worshipping their old heroes and maintaining the dominance of the sailor and adventurer caste. Younger and more open-minded azhar, however, welcomed the social norms of neighbors such as the Ivory Ports, willing to transform the entire culture of their people.

As one would expect, this schism has been a point of tension within the Sultanate, and there have been no shortage of clashes between traditionalists and the liberals. The former have come to see their settling down in Kizmir as a mistake in contravention of their old beliefs. They believe that, as a people, they should set sail for new conquests. Their rivals are quite content to rule their current nation and would rather focus on improving the lives of their people.

### ALIGNMENT

Azhar are free spirits, seeking danger and adventure. They tend to have little use for rigid laws and social structure. As a result, most are chaotic. Morally, they have no predilections, with representatives of the very worst and the very best among their kind.

# ISLAND TROLLS

In the past few years, a new development has arisen with startling regularity in and around Freeport: the arrival of trolls. These hulking humanoids can be seen working as laborers on the Docks or to the city's north, on the Reclamation Project. There is an even more recent trend to use them on merchant galleons and pirate ships. In fact, today it is not uncommon for any well-commanded ship around Freeport to have at least one troll on board. "Don't stare. The trolls can get angry if they feel they are being mocked. What? Yes, trolls! No, not those green, rubber-skinned giants from the continent. Yes, trolls. Do we look stupid? These trolls, 'va'al,' they call themselves, they are from the islands. Strong, big, and rarely need derics. They make great porters."

-Brother Wilford Vinely

Calling themselves the *va'al* (commonly known as "island trolls" or sometimes "seafaring trolls"), they are actually a goblinoid race native to a number of islands far from any of the major routes of sea trade. They have a limited form of regeneration, which caused them to be misidentified as a variety of troll when first encountered. None can say for certain when they made their way to the Serpent's Teeth, but they claim to have lived here, hidden underground and in the jungles, since long before humans came to A'Val. The trolls who now reside in Freeport used to dwell in an extensive cave complex located under Mount A'Val. Reclusive by nature, they hid deep down in the darkest recesses under the island, coming to the surface only to hunt in the deepest jungles.

With the coming of the Great Green Fire, though, they had no choice but to leave their caves, which were destroyed or made uninhabitable. At first they stayed in the jungle or in caves on the island's northern cliffs, but in time they started to take service on ships and on the Docks in Freeport. Because they are big, strong, resilient, and willing to take orders, the va'al trolls have come to be valued as brute laborers and as fighters around Freeport.

Bigger even than bugbears, the island trolls are not unlike hobgoblins in appearance, but with much more pronounced facial features. Island trolls range in coloration from pale blue and pure white to dark purples and reds. They have little body hair and large, pointed ears that have been compared to those of bats. Their frames are wide and thick, with long arms and large, powerful hands. Their features are not always symmetrical, and a misshapen nose or even twisted limb is not seen as a serious aesthetic problem.

STARTING AGE AND AGING EFFECTS: As dwarves.

# HEIGHT AND WEIGHT

Gender	Base Height	Modifier	Base Weight	Modifier
Male	6 ft. 6 in.	+2d8	250 lb.	Height Modifier × (2d10) lb.
Female	6 ft. 3 in.	+2d6	215 lb.	Height Modifier × (2d6) lb.

### ISLAND TROLL RAGIAL TRAITS

+4 STRENGTH, +2 CONSTITUTION, -2 INTELLIGENCE, -2 CHARISMA: Island trolls are strong and tough, but also both mentally slow and a bit dull.

GOBLINOID: Island trolls are humanoids with the goblinoid subtype.

**MEDIUM.** Island trolls are Medium creatures, although they border on Large. They receive no bonuses or penalties due to their size.

NORMAL SPEED: Island trolls' base land speed is 30 feet.

**DARKVISION:** Island trolls can see perfectly in the dark up to 60 feet.

MASSIVE: Island trolls are big and heavy, with long arms, large hands, broad shoulders, and thick bone structure. As a result, an island troll calculates his size modifiers (for anything that has size modifiers, such as attack rolls, AC, Stealth checks, CMB and CMD, and carrying capacity) as if he were one size category larger than his actual size.

Thus, an island troll has a -1 size penalty to attack rolls and AC, a -4 size penalty to Stealth checks, and a +1 size bonus to CMB and CMD.

Island trolls take only half the normal penalty to attack rolls when using weapons a size category too large, but take double the normal penalty when using a weapon a size category too small. When determining if an island troll can perform a combat maneuver, or have a combat maneuver performed upon it, treat the troll as if it were one size category larger.

This ability does not change an island troll's space or reach, nor does it alter what weapons are appropriately sized for him, all of which remain normal for Medium creatures.

QUICK HEALING: An island troll heals 1 hit point per hour, to a maximum number of hit points healed per day equal to his Constitution bonus plus Hit Dice (minimum 1). If the character's maximum daily fast healing limit exceeds 15 hp, this ability becomes fast healing of 1 hit point every 30 minutes (but with the same daily maximum); if the limit ever exceeds 30 hp, it becomes fast healing of 1 hit point per 10 minutes (still with the same max).

Unlike fast healing, an island troll's quick healing allows the troll to reattach a limb if it is held in place within an

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hour of being severed, although the limb is useless for 1d8 days afterward. An island troll's quick healing cannot heal acid or fire damage.

**INSCRUTABLE:** Island trolls are hard to gauge or predict. Any creature making a Sense Motive check against an island troll suffers a -2 penalty to the check.

LANGUAGES: Island troll characters begin play speaking Common and Goblin. Island trolls with high Intelligence scores can choose from the following: Aklo, Aquan, Draconic, Dwarven, Giant, Terran, and Undercommon.

### ISLAND TROLL ALTERNATE RAGIAL TRAITS

The following racial traits may be selected instead of the typical island troll racial traits. Consult your GM before selecting any of these new options.

LARGE: Some island trolls are actually Large creatures, although they are so long-limbed and misshapen that they are actually a bit weaker on average than their more squat, muscular kin. This trait changes the island troll's racial Strength adjustment to +2 (rather than +4). The troll's space and reach both increase to 10 feet. This trait replaces the massive racial trait.

A troll with this racial trait has a minimum height of 7'6" and weighs at least 375 lbs.

**TOUGH:** Some island trolls have repeatedly healed so many massive wounds that their body calcifies, becoming scarred and leathery, but loses the ability to heal itself quickly. These trolls gain a +2 racial bonus to their natural armor bonus to AC. This trait replaces quick healing.

### FAVORED GLASS OPTIONS

**BARBARIAN:** +1/5 DR while raging (+1 to DR per 5 times this options is selected, but only when raging).

**FIGHTER:** Reduce penalty for wielding an oversized weapon by 1 for a single weapon with which the character is proficient. No penalty can be reduced to less than 0.

**MONSTER SLAYER:** +2 to maximum number of hit points healed each day with fast healing. An island troll without the fast healing racial trait cannot select this option.

RANGER: +1 to Survival checks

**ROGUE:** +1 to Stealth checks

ISLAND TROLL GHARAGTERS

Most island trolls in Freeport serve double duty as beasts of burden and shock troops. They enjoy hard work, so this arrangement is fine for most. However, others are more independent and ambitious, preferring to find their own way in life; the latter type usually end up signing onto a ship sailing out of Freeport so that they can see the world and experience more than their timid kin.

### Appenturing Island Trolls

Most island trolls are raised in simple tribal societies, with little understanding or appreciation for technology as advanced as sailing ships and firearms. A few trolls become curious about such oddities, though, and seek to learn more about them; a rare few find themselves consumed with a desire to possess as many such things as possible. Island trolls tend to wander fearlessly into any place that seems likely to fulfill their interests, secure in the knowledge that anything that does not kill them outright is little more than a few days' inconvenience.

### **GHARAGTER NAMES**

Most island trolls have names that follow the traditions of their tribes, but those traditions also often include names borrowed from other cultures, or earned names that are given by a troll's allies after some significant event.

*Male Names:* Akkak, Burnface, Hau'ri, Maugok, Paug, Shark-Biter, Uagri, Whale-Rider

Female Names: Bat-Slapper, Ekai, Kaata, Nuri, Spear-Eater, Ta'ati, Ueta, Wave-Stalker

### ROLEPLAYING AN ISLAND TROLL

Island trolls are bold, but often narrow-minded. The potential to heal more than a day's worth of wounds in mere hours makes them unafraid of most injuries—even a severed limb is just a temporary inconvenience. While they give greater respect to acid and fire, they show no particular dread of these substances beyond what any sentient humanoid might exhibit.

Trolls are steadfast once they have decided a course, but until that time they can be quite impressionable, even gullible. A troll might be told a certain cheese is the tastiest in the world before he ever tastes cheese, and then sets out to ensure he owns all such cheese in existence. One island troll who was insulted or injured by a dwarf early in his life might then hate all dwarves, regardless of their subsequent treatment of him; another might be given his first steel weapon by a dwarf and thereafter decide to trust and protect all dwarves for the rest of his life. These strong predispositions can only be broken or changed through many years of evidence to the contrary.

### GHAPTER ]]

### FREEPORT RACES

Because it is impossible to tell what small act or event might make an impression on an island troll, it is generally impossible to tell if one can be trusted to keep its word or, for that matter, if it has decided to kill all potential competitors at any cost.

### LANGUAGE

Island trolls speak a dialect of Goblin, in what other goblinoids consider a thick, rolling accent. They typically use short, terse bursts of words and then refuse to expound or explain themselves further. Their delivery emphasizes consonants heavily, and may be accompanied by a grunt or growl for emphasis. Those who leave their native tribes generally pick up Common out of a need to communicate at least a little with outsiders, but few other tongues. However, clever trolls who show a knack for languages seem to prefer other heavy, brooding dialects, especially Dwarven, Giant, and Orcish.

### ISLAND TROLL SOCIETY

The origin of island trolls is much debated by the few scholars who care. Most people believe they were not created by the gods, and that their own name "va'al" for their race is a sign of who and what they once were. Beyond that, agreement is scarce, although there are two common theories. The first posits that they are a crossbreed of hobgoblins or bugbears with common trolls-perhaps the result of hobgoblin sailors being shipwrecked on troll-inhabited islands. The other suggests they are eldritch hybrids, shaped by some wizard or demigod (or in one version, a powerful bugbear shaman), who grafted trollish features onto goblins to create indestructible goblinoids.

Va'al troll tribes are organized in a fairly straightforward if brutal meritocracy. Each tribe has a single chieftain who directs the actions of the

tribe as a whole. The chieftain may work with a shaman (generally an adept), a hunt-runner, a cave-searcher, or weapon-warder to oversee one aspect of the tribe's defense or resources. Most chieftains rule with little challenge until they grow very old or their leadership results in some disaster. Old chieftains sometimes step down willingly in favor of a younger, stronger warrior, becoming trusted advisors, their experience considered a valuable resource. More often, though, a failing chieftain goes off to kill some dangerous local monster, either to prove his vitality or to seek an honorable death. Though most members of a tribe are very loyal, others are simply pragmatic; they act in the tribe's best interests based on the principle of safety in numbers.

Island trolls feel little emotional connection to their homeland, and no one is surprised if one or more decide to wander off to find (or to establish) a new tribe in some distant land.

### ALIGNMENT

Island trolls are generally self-interested, thinking of their own wants before anyone else's. Particularly prudent island trolls understand that having allies and friends can be useful in the long run and may be neutral or (more rarely) even good in alignment. But most of their kind rarely consider the long-term benefits of any relationship, and many are sufficiently selfabsorbed and uncaring to qualify as evil.

# UNUSUAL RAGES

Freeport has more than its share of orcs and goblinoids, but there are also kobolds, drow, and ratfolk, among countless other races. From the occasional aasimar paladin or tiefling assassin to lumbering half-giants, Freeport sees all kinds. Many lurk in the squalor of Bloodsalt, but you can bet there are a couple of bugbear stevedores stowing cargo on the Docks and azhar mercenaries guarding some building in the Warehouse District. Attitudes vary when dealing with people of uncommon or unusual races, ranging from indifference to downright hatred—especially in Scurvytown, where bigotry and violence are par for the course.

Below are notes for many of the races from the *Pathfinder Roleplaying Game: Advanced Race Guide*, discussing how they are commonly viewed in the City of Adventure and including favored class options for some of the new classes introduced in the next chapter. A GM does not have to include all of these races in a World of Freeport campaign; however, they are included with suggestions for how to do so if desired.

### HASIMAR

Locals often see aasimars as pretentious and stuck up, though word gets around quickly if an aasimar acts against type. Most aasimars in Freeport arrive with a specific mission in mind, such as capturing or slaying some foe who has fled to the City of Adventure. Inquisitors often make a point to contact a new aasimar upon her arrival into port, both to see if the aasimar is tracking something the inquisitors need to know about and to make sure the aasimar knows that Freeport may be a bit on the wild side (though it's not truly lawless).

MONSTER SLAYER FAVORED CLASS: The aasimar can gain SR against one monster specialty. The first time she selects this option for a specific monster specialty, she gains SR equal to 5 + her class level against that specialty. Each additional time she selects that monster specialty, her SR against that specialty increases by +1.

### BUGBEAR

Like the majority of goblins and hobgoblins in Freeport, most of the few bugbears here were sponsored by the Wizards' Guild to come over from the mainland and work on the Reclamation Project. Now that they are here, though, most bugbears have left off that work, for they are a lazy, reclusive race by nature. They sometimes take odd jobs as mercenaries or elite guards in Bloodsalt where there's as little risk and as much easy coin to be had as possible. MONSTER SLAYER FAVORED CLASS: +1 to Stealth checks against one monster specialty

### GHANGELING

Changelings are more common in Freeport than in many cities, for its chaos and its eldritch history makes it appealing to hags, and also a fine place to hide their crossbreed children. More than one cult have welcomed hags into their midst as mentors, and changelings are not an uncommon result of such arrangements. These children are generally raised by members of the cult without being told of their heritage; they are simply encouraged to study magic and seek out secrets, promised that they are destined for great things.

**NOBLE FAVORED CLASS:** +1/4 power base option (one additional power base option for every 4 times this option is selected)

### Dhampir

Dhampir are sometimes born to natives of Freeport who have been exposed to things no mortal was meant to know. They are mistrusted by nearly everyone, but as long as they don't actually detect as undead, they are generally allowed to exist within the city. Many end up working as enforcers or lieutenants for captains, businessmen, and crime lords.

**NOBLE FAVORED CLASS:** +1/3 influence points (+1 influence points for every 3 times this option is selected)

### DROW

Drow are rare in Freeport, and everyone always assumes a drow is secretly a member of a cult or plotting an invasion by an armada of dark elves. In fact, most drow who find their way to the City of Adventure are outcasts from their homelands, either banished or fleeing persecution. Because of their lithe forms and exotic appearance, they may be employed as courtesans or emissaries, if not treated as decorations by employers and patrons.

NOBLE FAVORED CLASS: +1/6 bonus noble feat (one bonus noble feat per 6 times this option is selected). A drow noble adds the following feats to his list of class bonus feats and power base feats: Drow Nobility, Greater Drow Nobility, Improved Drow Nobility, Improved Umbral Scion, Noble Spell Resistance, Spider Step, and Umbral Scion. He must meet the prerequisites for these feats to take them as bonus feats.

### FETCHLINGS

A few families of fetchlings live in Freeport, though not enough to form their own community. They keep to

### FREEPORT RACES

themselves, and if they have any reputation at all, it is for not causing trouble. Most residents have little sense of what a fetchling might be, thinking them merely one more oddity among a myriad such things, and thus tend to ignore them as they would any other stranger until given strong cause to do otherwise.

MONSTER SLAYER FAVORED CLASS: +1/3 hit 'em hard in dim light or darkness (+1 bonus to hit 'em hard per 3 times this option is selected). This benefit can grant the character access to hit 'em hard prior to 7th level, but only while in dim light or darkness. This stacks with the usual hit 'em hard damage bonus.

### GILLMEN

Rumors of gillmen are far more common than gillmen themselves, but occasionally one escapes enslavement by the aboleth and seeks some lost heritage beneath Freeport's streets or in nearby ruins. Gillmen are generally seen as agents of either aboleth or serpent people, and as a result they are invariably watched and harassed by the authorities of the city.

**FREEBOOTER FAVORED CLASS:** +1/3 freebooter talent (1 additional freebooter talent per 3 times this option is selected)

### Kobold

Groups of kobolds are fairly common in Freeport, but single kobolds are quite rare. Given their relative frailty, kobolds either travel in packs (which makes Freeporters nervous if they travel outside of Bloodsalt), conceal their presence, or have powerful enough allies to keep them safe.

**FREEBOOTER FAVORED CLASS:** +1/4 dirty fighting die (1 extra dirty fighting die for every 4 times this is selected)

### OREAD

Those few oreads who find themselves in Freeport usually come from the Ironhome Mountains on the continent. Since the oreads served the crag gnomes of Iovan during the Dwarf-Gnome War of expansion, gnomes get along well with the rocky humanoids, while dwarves are generally suspicious of them. Oreads are sometimes brought to Freeport by gnomish businessmen to serve as bodyguards or hired muscle.

MONSTER SLAYER FAVORED CLASS: +1/5 strong defense (+1 bonus to strong defense per 5 times this option is selected). This benefit can grant the character access to strong defense prior to 9th level. Everyone is certain there are ratfolk in Freeport. No one is sure how many, including the ratfolk themselves. Mostly distained as scavengers and carriers of disease, the ratfolk are mistrusted and mistreated by everyone in Freeport. Even other groups that suffer constant bias and unfair treatment tend to throw rocks at a ratfolk if they happen to spot one, save perhaps the goblins and the kobolds. Ratfolk carry on despite this treatment, as they always have, gathering in derelict buildings and sewer ways. They are often driven by the whispers of mysterious patrons who encourage them to form cults.

CULTIST FAVORED CLASS: Cultist is a viable PC class for ratfolk, due to the race's strong ties to ancient, mysterious beings that serve as patrons for cultists. For each level of cultist taken, as a favored class bonus a ratfolk may take +1/2 a cult bond (+1 cult bond per 2 times this option is selected). The ratfolk must alternate between using these bonus cult bonds for hexes and for extra sneak attack dice. A ratfolk cultist may gain access to a cult bond at 2nd level by this method.

At 10th level, a ratfolk cultist may select major hexes whenever it has the option to choose a hex. The ratfolk cultist should be treated as having levels in a PC class for the purpose of determining CR beginning at 2nd level.

### Sylph

Old stories tell of sylphs having a place on sailing ships, the presence of a creature with ties to the Elemental Plane of Air bringing favorable winds at sea. This superstition is common enough in Freeport that most residents half expect a sylph to disembark from every ship that comes to port. Of course sylphs are actually very rare. When one does appear, many groups try to hire her (or acquire her by less agreeable means), in the hope that her luck at sea will rub off on them.

**NOBLE FAVORITE CLASS:** +1/4 power base selection (+1 power base selection per 4 times this option is selected)

### THEFLINGS

Tieflings are not terribly uncommon in Freeport for two reasons in particular. First, the preponderance of cultists, black-hearted summoners, and people willing to sell their souls for power means that native-born tieflings are simply more likely in Freeport than in most nations on the continent. Second, in a city of pirates, thieves, smugglers, and murderers, people tend not to cast too many aspersions on the heritage of fellow denizens.

**NOBLE FAVORED CLASS:** +1/3 influence points (+1 influence points for every 3 times this option is selected)

FREEPORT GLASSES



QUALITIES OF HERGES

reeport attracts all sorts, from noble champions to depraved psychotics. This is the City of Adventure, after all, and opportunities for excitement abound for those with the courage to seize 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.

Any of the classes from the *Pathfinder Roleplaying Game Core Rulebook* fit neatly into the World of Freeport and are unlikely to attract much attention. Similarly, classes from other *Pathfinder Roleplaying Game* accessories are assumed to be reasonably common, such as alchemists, gunslingers, inquisitors, and magi. While other classes are less common, they still won't raise many eyebrows.

Characters with an Asian theme (ninja and samurai, in particular) attract more attention, but even they aren't totally outside of the experiences of Freeport's denizens. Travelers from the Far East may be uncommon, but people recognize them as just another flavor of merchant, soldier, or troublemaker.

Even classes from other sources won't attract much attention if they do things that seem like they arise from martial skill, arcane talent, or divine gifts. Psionics are not totally unknown (should a GM opt to include them in her game), although much like samurai and ninja, they're pretty rare. But Freeport is a major port with an opendoor policy, and a perfect place to allow unusual characters to see the light of day.

# FREEBOOTER

Pirate, hero, adventurer, killer, bravo—the freebooter can be all these things and more. The consummate adventurer, the freebooter 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 plunging deck of a swift vessel, swinging from a chandelier

"Freeport attracts all sorts of folks. We've got priests, wizards, thieves, inquisitors, foreigners, even a few trolls. Umm, watch yer step. That's troll dung, right there."

-Pious Pete

### FREEPORT GLASSES

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in a great hall, or sneaking up on foes much more powerful than she should ever consider attacking, the freebooter lives for the thrill of danger.

The freebooter is, at heart, a combatant.

Generally she eschews heavier armors in favor of speed and mobility. To compensate, she uses every trick she can to overcome her opponents. Some freebooters learn to take advantage of unstable environments, fighting with finesse anywhere, while others master underhanded blows, poisons, and specialty fighting techniques. However, most have one thing in common: They always tend to press the attack confidently, even when outmatched and outgunned.

# GREATING A FREEBOOTER

The freebooter is a fast, agile combatant, capable of delivering devastating damage under the right circumstances—though the precise circumstances vary for each freebooter.

ABILITIES: A high Dexterity is the freebooter's most important ability, both for combat and because many of her class skills and features use this ability. Charisma and Intelligence are also important, both for skills and for many class feature. As a combatant, though, no freebooter should overlook a decent Constitution to see her through to the end of a fight, and Strength is often useful even beyond its ability to help her deal damage.

**RACES:** *Any.* Humans (and half-elves) are the most common freebooters. Halflings also make great freebooters, though, being naturally athletic and prone to a nomadic existence. Elves have a natural agility, allowing them to navigate the rocking decks of ships and develop good skills at swordplay. Dwarves and halforcs may lack the personality

or wit to make good freebooters, though they can become grim, fatalistic killers using this class. Among the planetouched, aasimars excel because they are naturally charismatic, while tieflings have the advantage of quick minds and reflexes.

ALIGNMENT: Any. Chaotic freebooters are by far the most common; it takes a free spirit to leave everything behind and embrace a life of adventure. In ethical terms, most

"In most fights, you can do things the smart way, the dumb way, or the fun way. I'd much rather have fun... especially when no one sees it coming!"

-Bloody Lucille, Freebooter

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

freebooters are drawn toward either good or evil, as opposed to neutrality; this class tends to attract the best and worst of people.

Нгт Die: d10 (140 gp)

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### **GLASS SKILLS**

Acrobatics (Dex), Appraise (Int), Bluff (Cha), Climb (Str), Craft (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (geography and local, taken individually) (Int), Perception (Wis), Perform (Cha), Profession (Wis), Ride (Dex), Sense Motive (Wis), Sleight of Hand (Dex), Stealth (Dex), Swim (Str)

SKILL RANKS PER LEVEL: 4 + Int modifier

# **GLASS** FEATURES

All of the following are class features of the freebooter.

### WEAPON AND ARMOR PROFIGIENCY

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

### BONUS FEAT

At 1st level, a freebooter selects a bonus feat from the following list. She must meet all the prerequisites for that feat. At 3rd level, and every four levels thereafter, she selects another bonus feat from the list.

While the freebooter must meet the prerequisites of her bonus feats, at 3rd level she treats both her Dexterity and Intelligence as if they were 2 higher for purposes of meeting those prerequisites. At 7th level, she treats them as if they were 4 higher (again, only for purposes of meeting the prerequisites of any bonus feats), and then 2 higher for every four levels thereafter. Additionally for these bonus feats (and only these feats), she may treat her freebooter level as her fighter level for the purpose of meeting feat prerequisites.

*Core Rules:* Acrobatic Steps, Agile Maneuvers, Combat Expertise, Combat Reflexes, Dazzling Display, Deadly Stroke, Disruptive, Dodge, Double Slice, Greater Disarm, Greater Feint, Greater Penetrating Strike, Greater Two-Weapon Fighting, Greater Weapon Focus, Improved Disarm, Improved Feint, Improved Precise Shot, Improved Unarmed Strike, Improved Two-Weapon Fighting, Lightning Stance, Mobility, Nimble Moves, Penetrating Strike, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Reload, Shatter Defenses, Spring Attack, Step Up, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Finesse, Weapon Focus, Whirlwind Attack and Wind Stance. *Freeport* (see CHAPTER VI: SKILLS, FEATS AND TRAITS): Acrobatic Strikes, Agile Repost, Armed to the Teeth, Blinding Slash, Burst of Activity, Cheat Death, Combat Surge, Combat Slam, Counterstrike, Crab's Rush, Crack Shot, Deft Charge, Entangle Weapon, Evasive Maneuver, Favored by Fortune, Find Opening, Fire and Thunder, Firearms Drill, Flamboyant Assault, Harassing Strikes, Improved Dodge, Improved Fleet, Improved Harassing Strikes, Knife Trick, Lethal Disarm, Off-Hand Parry, Razor Tongue, Run 'Em Through, Subdual Expert, Sudden Lunge, and Swashbuckling.

Pathfinder Roleplaying Game: Advanced Player's Guide: Crossbow Mastery, Disarming Strike, Disrupting Shot, Following Step, Greater Dirty Trick, Greater Reposition, Greater Steal, Improved Dirty Trick, Improved Reposition, Improved Sidestep, Improved Steal, Repositioning Strike, Second Chance, Sidestep, Step Up and Strike, and Tripping Strike.

Pathfinder Roleplaying Game: Ultimate Combat (the freebooter may treat her freebooter level as her gunslinger level for the purpose of meeting these feats' prerequisites): Amateur Gunslinger, Break Guard, Deceptive Exchange, Defensive Weapon Training, Deft Shootist Deed, Disengaging Feint, Disengaging Flourish, Disengaging Shot, Drag Down, Extra Grit, Felling Escape, Greater Snap Shot, Gunsmithing, Improved Snap Shot, Improved Two-Weapon Feint, Landing Roll, Leaping Shot Deed, No Name, Passing Trick, Pin Down, Quick Dirty Trick, Quick Reposition, Quick Steal, Ricochet Shot Deed, Secret Stash Deed, Signature Deed, Snap Shot, Sword and Pistol, Two-Weapon Feint.

If the campaign uses feats from other sources, the GM should consider adding combat feats with a Dexterity or Intelligence score prerequisite; any feats involving feinting, light weapons, and firearms could all be added to the freebooter's list of bonus feats as well.

### DIRTY FIGHTING

If a freebooter can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The freebooter's 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. Dirty fighting applies only to melee attacks.

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.	Defensive style, freebooter talent
3rd	+3	+3	+3	+1	Bonus feat
4th	+4	+4	+4	+1	Freebooter talent
5th	+5	+4	+4	+1	Dirty fighting +2d4
6th	+6/+1	+5	+5	+2	Freebooter talent
7th	+7/+2	+5	+5	+2	Bonus feat
8th	+8/+3	+6	+6	+2	Freebooter talent
9th	+9/+4	+6	+6	+3	Dirty fighting +3d4
10th	+10/+5	+7	+7	+3	Freebooter talent
11th	+11/+6/+1	+7	+7	+3	Bonus feat
12th	+12/+7/+2	+8	+8	+4	Freebooter talent
13th	+13/+8/+3	+8	+8	+4	Dirty fighting +4d4
14th	+14/+9/+4	+9	+9	+4	Freebooter talent
15th	+15/+10/+5	+9	+9	+5	Bonus feat
16th	+16/+11/+6/+1	+10	+10	+5	Freebooter talent
17th	+17/+12/+7/+2	+10	+10	+5	Dirty fighting +5d4
18th	+18/+13/+8/+3	+11 .	+11	+6	Freebooter talent
19th	+19/+14/+9/+4	+11	+11	+6	Bonus feat
20th	+20/+15/+10/+5	+12	+12	+6	Freebooter talent, total freedom

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a freebooter can use dirty fighting to deal nonlethal damage instead of lethal damage. Unlike the rogue and his sneak attack, a freebooter can use any weapon to deal nonlethal damage with dirty fighting by taking a -4 penalty to the attack roll.

A freebooter 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. However, dirty fighting does not count as sneak attack for purposes of meeting prerequisites.

### DEFENSIVE STYLE (EX)

Many freebooters prefer using their wits, reflexes, or bravado to protect them, while others prefer the more reliable shield of thick metal plates. At 2nd level, the freebooter gains a defensive style that can take one of four forms. (The player selects which version when this feature is gained, and once this choice is made it cannot be changed). Armored Fighting: The freebooter gains proficiency in medium and heavy armor (but not shields).

*Canny Fighting:* The freebooter adds her Intelligence bonus as a dodge bonus to AC. She gains this bonus only when wearing light or no armor and while wielding a melee weapon (natural weapons do not count, but a freebooter with Improved Unarmed Strike is always considered to have a weapon for purpose of this ability). This dodge bonus to AC cannot exceed the freebooter's class level, and it does not stack with similar class features (such as canny defense, or a monk's bonus to AC from Wisdom). If the freebooter is caught flatfooted or otherwise denied her Dexterity bonus, she also loses this bonus.

*Flashy Fighting:* The freebooter adds her Charisma bonus as a dodge bonus to AC. In all other ways, this defensive style is identical to canny fighting.

*Maneuverability:* The freebooter receives Dodge as a bonus feat. At 3rd level, she also gains Mobility as a bonus feat. She need not meet the prerequisites for either of these feats.

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### FREEBOOTER TALENT

As a freebooter gains experience, she learns a number of talents that aid her and confound her foes. Starting at 2nd level, a freebooter gains one freebooter talent. She gains an additional talent for every two levels of freebooter attained after 2nd level. A freebooter cannot select an individual talent more than once unless it specifically says otherwise.

Some talents have restrictions on what other talents a freebooter must select first or what level the freebooter must be. A freebooter cannot select a talent unless she meets these restrictions.

*Ambush (Ex):* The freebooter is skilled at striking targets unawares. Whenever she attacks a flat-footed opponent, she adds her Intelligence bonus (if any) to the attack and damage rolls. This bonus cannot exceed the freebooter's class level.

Death Attack (Ex): The freebooter has learned how and where to strike opponents to kill them with a single attack. If the freebooter studies her victim for 3 rounds and then makes a dirty fighting attack with a melee weapon that successfully deals damage, the attack has the additional effect of possibly killing the target instantly. Studying the victim is a standard action. The death attack fails if the target detects the freebooter or recognizes her as an enemy (although the attack might still be a dirty fighting attack if the target is denied his Dexterity bonus to his AC or is flanked). If the victim of such a death attack fails a Fortitude save (DC 10 + the freebooter's class level + the freebooter's Int modifier) against the kill effect, she dies. If the victim's saving throw succeeds, the attack is just a normal dirty fighting attack. Once the freebooter 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 his save) or if the freebooter 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.

A freebooter must be at least 6th level and have ambush to select this talent. If the freebooter also has assassin levels, her freebooter levels and assassin levels stack for the purpose of calculating the death attack's Fortitude DC.

Deep Cover (Ex): If the freebooter spends at least one hour preparing a disguise, she gains a competence bonus equal to her freebooter level on Disguise checks.

Defensive Roll (Ex): The freebooter 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 freebooter can attempt to roll with the damage. To use this ability, the freebooter 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 freebooter has evasion 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.

A freebooter must be at least 8th level to select this talent.

Diversion (Ex): The freebooter may shout, stamp her foot loudly, clang sword and dagger together, or otherwise create a sudden, disconcerting noise to throw off a foe's defenses. She may make a Bluff check to feint an adjacent foe as a swift action that does not provoke attacks of opportunity. Once she has used this maneuver on a specific target (whether the attempt succeeds or fails), that foe is immune to this talent for 24 hours. Deaf creatures or those immune to mind-affecting abilities are also immune to this diversion.

*Empower Poison (Ex):* When crafting a poison, the freebooter may increase the poison's Craft DC by 10 to increase all variable numeric effects by one-half, so the poison deals half again as much initial and secondary damage as it normally would. This talent does not affect non-variable effects such as blindness, death, and paralysis.

A freebooter must have poison use to select this talent.

Extend Poison (Ex): When crafting a poison, the freebooter may increase the poison's Craft DC by 5 to delay the onset of the poison's initial effects by up to 1 hour after the target's initial exposure. The freebooter decides the delay at the time of the poison's crafting. This talent has no effect on the poison's secondary damage, which occurs after its onset time as usual.

A freebooter must have poison use to select this talent.

Fast on Your Feet (Ex): The freebooter can maneuver easily around her allies. In place of taking a 5-foot step, she can exchange positions with a willing adjacent ally. This otherwise acts in all ways as a 5-foot step.

*Freebooter's Luck (Ex):* The freebooter has an uncanny ability to escape danger unscathed. Once per day, she can use freebooter's luck to add half her class level (maximum +10) as an insight bonus to any attack roll, ability or skill

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

A freebooter may select this talent more than once. Each time she selects it, she may use freebooter's luck one additional time per day.

*Hide in Plain Sight (Ex):* The freebooter can use the Stealth skill even while being observed. As long as she is within 10 feet of some sort of concealment or 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.

A freebooter must be at least 12th level to select this talent.

Improved Ambush (Ex): The freebooter may add her Intelligence bonus to her attack and damage rolls whenever she flanks an opponent, as well as when she is attacking a flat-footed opponent.

A freebooter must be at least 10th level and have ambush to select this talent.

Improved Uncanny Dodge (Ex): The freebooter 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 rogue levels than she has freebooter levels. If the freebooter 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.

A freebooter must be at least 8th level and have uncanny dodge to select this talent.

Maximize Poison (Ex): When crafting a poison, the freebooter 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 talent does not affect non-variable effects such as blindness, death, and paralysis.

A freebooter must have poison use to select this talent.

*Nimble Footwork (Ex):* When making an Acrobatics check to move through threatened squares, the freebooter's movement is not reduced or penalized. (She moves her normal speed while passing through threatened squares using Acrobatics.) She cannot use this ability if she is wearing medium or heavy armor or if her speed is reduced due to carrying a medium or heavy load.

A freebooter must be at least 4th level to select this talent.

Poison Focus (Ex): Choose one type of poison from any of the following—contact, ingested, inhaled, or injury.

When using a poison of this type, the freebooter increases the save DC to resist its initial effects by +1.

A freebooter must have poison use to select this talent. This talent can be taken more than once. Its effects do not stack. Each time it is taken, it applies to a new type of poison.

*Preternatural Instincts (Ex):* The freebooter may add her Intelligence bonus on all initiative checks.

*Poison Use (Ex):* The freebooter has extensive training in a variety of poisons and is never at risk of accidentally poisoning herself when applying poison to a weapon.

Quick Change (Ex): The freebooter may make a Disguise check after  $1d3 \times 10$  rounds by taking a -5 penalty to the check or after 1 round by taking a -20 penalty to the check.

Scrambling Evasion (Ex): Any time the freebooter would make a Reflex save, she may also make an Acrobatics check against the same DC; if she succeeds on both the Reflex save and the Acrobatics check, she may move up to half her speed as an immediate action.

A freebooter must be at least 8th level and have nimble footwork to select this talent.

Swift and Skilled (Ex): The freebooter can choose any feat that does nothing other than grant bonuses to initiative rolls and/or skill checks as a bonus feat. She must meet the feat's prerequisites.

This talent can be taken more than once. Its effects do not stack. Each time it is taken, it grants a different bonus feat.

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

A freebooter must be at least 6th level and have poison use to select this talent.

Uncanny Balance (Ex): When making an Acrobatics checks, the freebooter rolls twice and takes the better result. She never loses her Dexterity bonus to AC while being attacked while balancing, and she takes only half the usual penalty for accelerated movement while balancing.

Uncanny Dodge (Ex): The freebooter 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 freebooter still loses her Dexterity bonus to AC if immobilized.

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If the freebooter already has uncanny dodge from a different class, she automatically gains improved uncanny dodge instead, even if she is not yet 8th level.

Uncanny Maneuverability (Ex): Once per round when a foe successfully performs a bull rush, drag, reposition, steal, or trip maneuver on the freebooter, she may make an Acrobatics check (DC equal to the attacker's CMB check) to avoid that combat maneuver.

### TOTAL FREEDOM (SU)

At 20th level, the freebooter becomes a paragon of independence and freedom. The freebooter is constantly under a *freedom of movement* effect (as the spell) and mind shielding (as if wearing a *ring of mind shielding*). This effect can be dispelled (treat its caster level as the freebooter's class level), but the freebooter can restore it at will as a move action.

# FREEBOOTER ARGHETYPES

Freebooters can take most fighter archetypes, representing the same kind of background or specialized training the archetype would if applied to a fighter. A freebooter cad, for example, is a master of low blows and cheap shots, while a mobile fighter focuses on running battles, and an unarmed fighter is a trained master of bar brawls and empty-hand strikes.

To add a fighter archetype to a freebooter requires the freebooter to replace some of his class features in place of those a fighter would lose for taking the archetype. If the fighter archetype gives up armor or shield proficiencies, the freebooter must give up her defensive style feature; further, any benefit the archetype grants at 1st level in place of armor or shield training is delayed until the freebooter is 2nd level.

For any other class feature the fighter archetype replaces, the freebooter can sacrifice any class feature gained at the same or earlier level. For each occurrence of dirty fighting the freebooter gives up, her total dirty fighting dice amount is one less than that of a typical freebooter of her level. (So a freebooter that gave up her dirty fighting dice at both 1st and 5th level gains her first dirty fighting die at 9th level.)

In some cases, a fighter archetype may grant benefits a freebooter cannot benefit from or an improved version of an ability that fighters have but freebooters do not (such as weapon mastery). In these cases, the freebooter gains no benefit from the archetype ability. The GM has final say over what fighter archetypes may be used by a freebooter character.

# MONSTER SLAYER

The world of Freeport is a dangerous one, filled with countless terrors and horrid monsters lurking on the fringes of civilization. Countless raids and endless warfare breed hatred and resentment in the victims, and on occasion someone rises up, committing his life to combating his people's enemies. The monster slayer is this individual—a gritty warrior who uses cunning and a specialized 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 slayer for every horror.

# GREATING A MONSTER SLAYER

As a monster slayer, you develop abilities tied to a particular inclination and selection of enemies. Skilled with a variety of weapons, you are as capable in combat as most other martial characters. However, 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. While there are advantages to a focused approach, there are great benefits to developing skills to combat several different types of monsters. Diverse training lets you know what to look for 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.

ABILITIES: Intelligence is the key ability for many of the monster slayer's class features. Yet as a combat character, monster slayers should never neglect Strength and Dexterity to improve their capabilities with weaponry, and Constitution is always helpful to allow them to keep standing in lengthy fights.

**RACES:** *Any.* Elves tend to crusade against drow and orcs, while dwarves oppose giants and goblinoids. Among the savage races, hobgoblins and orcs are the most likely to become monster slayers, as they struggle to overcome racial enemies or just to survive in the places no other group is willing to inhabit.

ALIGNMENT: Any. Good monster slayers develop abilities to destroy evil creatures like demons, chromatic dragons, undead, or dangerous magical beasts. But many monsters prey on all sorts of creatures, good or evil. Thus, while some evil monster slayers might focus their ire on good enemies like metallic dragons, in regions under assault from undead or aberrations, they are just as likely to build their skills toward fighting those foes. "We thought it was just a bad year. Illness spread through the streets, and we blamed rotten food. Neighbors disappeared, and we blamed the cutthroats. But the truth was far worse. A cult of maniacs had begun to loose ghouls in the sewers nearby. No one believed us, and no one helped us. So we learned how to fight the undead ourselves. And I learned how to do it better than anyone else."

-Janica Flamefist, Monster Slayer

Few monster slayers are lawful. Civilized police forces and town officials or ordinances often interfere with a monster slayer's tactics, forcing him to circumvent them. Monster slayers are famous for discarding customs and laws alike, breaking into sealed vaults, churches, or castles to get at their prey.

### HIT DIE: d10 STARTING GOLD: 5d6 × 10 (175 gp) STARTING AGE: As ranger

### **GLASS SKILLS**

Climb (Str), Disable Device (Int), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcana, dungeoneering, local, nature, planes, or religion, each taken individually) (Int), Linguistics (Int), Perception (Wis), Ride (Dex), Sense Motive (Wis), Stealth (Dex), Survival (Wis), Swim (Str)

SKILL RANKS PER LEVEL: 4 + Int modifier

# **GLASS FEATURES**

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

### WEAPON AND ARMOR PROFIGIENCY

Monster slayers are proficient with all simple and martial weapons. They are proficient in light, medium, and heavy armors and all shields.

### MONSTER LORE

Having studied the lore about all sorts of creatures, a monster slayer is well-versed in the special attacks, defenses, and vulnerabilities of any foes he hunts. The monster slayer may make Knowledge checks to learn any kind of monster lore even if he is untrained in the relevant skill (see the table below). When he makes a check to determine monster lore using a Knowledge skill in which he is trained, the monster slayer may add half his class level to the check.

Knowledge	Moster Lore		
Arcana	Constructs, dragons, magical beasts		
Dungeoneering	Aberrations, oozes		
Local	Humanoids		
Nature	Animals, fey, giants, monstrous humanoids, plants, vermin		
Planes Elementals, outsiders			
Religion	Undead		

### MONSTER SPECIALIST

The monster slayer's training gives him a variety of techniques with which he can overcome specific kinds of monsters. As the monster slayer advances, he can further specialize, increasing his skills against particular a monster type, or else diversify, developing tools to help defeat other types of foes.

Starting at 1st level, the monster slayer selects a specialization from any of the following:

- aberration slayer
- animal slayer
- construct slayer
- dragon slayer
- elemental slayer
- fey slayer
- humanoid slayer (select subtype)
- magical beast slayer
- monstrous humanoid slayer
- ooze slayer
- outsider slayer
- plant slayer
- undead slayer
- vermin slayer

He gains the apprentice ability of the chosen specialization. At 2nd level, and every two levels thereafter, the monster slayer may either select a new monster type or improve an existing specialization, gaining a journeyman, master, or grand 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.
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Some abilities improve as the monster slayer gains further levels of mastery in a particular specialization. For example, the aberration slayer's sense aberrations ability (gained as an apprentice) becomes more powerful once the slayer attains the master ability thwart aberration.

In some cases, a monster specialization may have multiple grand master abilities. Each time a character who already has the master ability for that specialization gains another monster specialist ability (i.e., at every even-numbered class level), he can choose a single grand master option for that specialization.

#### ABERRATION SLAYER

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

### - Malika, Aberration Slayer

Sense Aberrations (Apprentice) (Su): At will, as a standard action, the monster slayer can automatically sense the presence of aberrations within a 30-foot

radius. After a 2nd round of concentration—another standard action—he can detect the number of aberrations within range and the strength of the strongest aberration present. If he concentrates for a 3rd round, the monster slayer can detect the strength and location of each individual aberration within range; if an aberration is outside his line of sight, the monster slayer discerns its direction, but not its exact location.

Aberration's HD	<b>Relative Strength</b>
1-2	Faint
3-5	Moderate
6-10	Strong
11 or higher	Overwhelming

*Master:* With mastery in this specialty, the range of a monster slayer's sense aberrations increases to 60 feet.

Smite Aberration (Journeyman) (Su): Once per day, the monster slayer may make a special smite attack against any aberration. He adds his Intelligence bonus to the attack roll, and on a successful hit, the monster slayer deals extra damage equal to his class level. If the monster slayer accidentally smites a creature that is not an aberration, the smite has no effect, but the ability is still used up for that day.

*Master:* Once the monster slayer achieves mastery in this specialty, he may make a number of smite aberration attacks each day equal to his Intelligence // bonus (minimum 1/day).

Monster Slayer						
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	
^ 1st	+1	+2	+0	+2	Monster lore, monster specialist	
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	Strong defense +1	
10th	+10/+5	+7	+3	+7	Monster specialist	
11th	+11/+6/+1	+7	+3	+7	Hit 'em hard +2	
12th	+12/+7/+2	+8	+4	+8	Monster specialist	
13th	+13/+8/+3	+8	+4	+8	Strong defense +2	
14th	+14/+9/+4	+9	+4	+9	Monster specialist	
15th	+15/+10/+5	+9	+5	+9	Hit 'em hard +3	
16th	+16/+11/+6/+1	+10	+5	+10	Monster specialist	
17th	+17/+12/+7/+2	+10	+5	+10	Strong defense +3	
18th	+18/+13/+8/+3	+11	+6	👌 +11 👘	Monster specialist	
19th	+19/+14/+9/+4	+11	+6	+11	Hit 'em hard +4	
20th	+20/+15/+10/+5	+12	+6	+12	Monster specialist, slaying blow	
		~~~				

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

**Executioner of Aberrations (Grand Master) (Ex):** The monster slayer gains a +1 bonus to all attack and damage rolls against aberrations. This ability may be selected more than once. Its effects stack.

#### Animal Slayer

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

- Sergei Kravinoff, Animal Slayer

Wilderness Lore (Apprentice) (Ex): When making Survival checks to get along in the wild, the monster slayer 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 slayer may add his Intelligence bonus to all Perception and Survival checks when tracking an animal.

*Master:* Once the monster slayer achieves mastery in this specialty, animals are treated as one size smaller when grappling with the monster slayer.

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

*Master:* Once the monster slayer achieves mastery in this specialty, he may use this ability as a swift action.

**Beastmaster (Master):** The monster slayer 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 10 + 1/2 the monster slayer's level + his Int bonus.

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**Executioner of Animals (Grand Master) (Ex):** The monster slayer gains a +1 bonus to all attack and damage rolls against animals. This ability may be selected more than once. Its effects stack.

#### CONSTRUCT SLAYER

"The machine, no matter how complex, is but a tool. But when given life, or a semblance of life, it can become a danger to all."

#### - Belinda Korax, Construct Slayer

Agility (Apprentice) (Ex): The monster slayer gains a +2 dodge bonus to AC against attacks of opportunities from constructs caused when he moves out of or within a construct's threatened area. A condition that makes the monster slayer lose his Dexterity bonus to Armor Class (if any) also makes him lose his dodge bonus.

*Master:* Once the monster slayer achieves mastery in this specialty, his dodge bonus increases to +4 against attacks of opportunity made by constructs.

**Seasoned (Journeyman) (Ex):** The monster slayer gains DR 2/- against all melee attacks made by constructs. In addition, he gains a +2 insight bonus to saves against a construct's special attacks.

*Mastery:* Once the monster slayer achieves mastery in this specialty, his DR increases to 4/– and the insight bonus to saving throws against a construct's special attacks increases to +4.

**Rend Dweomer (Master) (Su):** The monster slayer may make a special melee 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 slayer can use this attack a number of times per day equal to 1 + his Constitution bonus (minimum 1/day). In any case, he must wait 5 rounds between each use of this ability.

**Destroyer of Constructs (Grand Master) (Ex):** The monster slayer gains a +1 bonus to all attack and damage rolls against constructs. This ability may be selected more than once. Its effects stack.

Seize Opportunity (Grand Master) (Ex): Whenever a construct with a reach of 10 feet or more misses the monster slayer, he may move up to half his speed as an immediate action. This movement does not provoke attacks of opportunity from the construct that triggered this ability.

#### Dragon Slayer

"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."

- Auric Stonebeard, Dragon Slayer

**Steadfast (Apprentice) (Ex):** The monster slayer may add his Intelligence bonus to all saving throws against fear.

*Master:* Once the monster slayer achieves mastery in this specialty, he is immune to all fear effects.

Armored Evasion (Journeyman) (Ex): Whenever the monster slayer is wearing heavy armor and he makes a successful Reflex save against an attack that normally deals half damage on a successful save, he instead takes no damage. He cannot use this ability if he is helpless. A character who has armored evasion already (such as from the magical beast slayer specialty) instead gains improved armored evasion.

*Master:* Once the monster slayer achieves mastery in this specialty, his armored evasion works when he is wearing any kind of armor.

**Strike Home (Master) (Su):** The monster slayer may deliver an attack that ignores a dragon's DR a number of times per day equal to his Intelligence bonus (minimum 1/day). He may use this ability after determining if his attack succeeded. He must wait 5 rounds between each use of this ability.

**Executioner of Dragons (Grand Master) (Ex):** The monster slayer gains a +1 bonus to all attack and damage rolls against dragons. This ability may be selected more than once. Its effects stack.

Improved Armored Evasion (Grand Master) (Ex): The monster slayer's armored evasion now works like improved evasion: On a successful Reflex save, he takes no damage, and on a failed save he takes half.

A monster slayer must be at least 12th level to select this specialization.

#### ELEMENTAL SLAVER

"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."

- Elaric Quell, Elemental Slayer

*Energy Ward* (Apprentice) (Sp): The monster slayer may cast *resist energy* as an immediate action a number of times per day equal to his Intelligence bonus (minimum 1/day). This ability functions as the spell, but the monster slayer may use this ability only when he takes energy damage. The monster slayer must wait 5 rounds in between each use of this ability.

*Master:* Once the monster slayer achieves mastery in this specialty, he may cast *protection from energy* as a spell-like ability instead of *resist energy*, subject to the same limitations as described above.

**Elemental Weapon (Journeyman) (Su):** As a standard action, the monster slayer can cause a melee weapon he is wielding to become wreathed with one energy type from among the following: acid, cold, electricity, or fire. This effect lasts for a number of rounds equal to the monster slayer's Intelligence bonus (minimum 1 round). On a successful hit, the weapon deals an additional 1d6 points of the appropriate energy damage.

*Master:* Once the monster slayer achieves mastery in this specialty, the affected weapon deals an additional 2d6 points of damage (i.e., 3d6 total) of the appropriate energy type on a confirmed critical hit.

Anti-Elemental Aura (Master) (Su): The monster slayer constantly emits an aura that discomfits elementals. The aura emanates out to a radius of 10 feet per point of his Intelligence bonus (minimum 10 feet). All elementals take a -2 penalty to attack and damage rolls, saves, and checks while they remain within the aura.

**Executioner of Elementals (Grand Master) (Ex):** The monster slayer gains a +1 bonus to all attack and damage rolls against elementals. This ability may be selected more than once. Its effects stack.

#### FEY SLAYER

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

- Fey, Aberration Slayer

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

*Master:* Once the monster slayer achieves mastery in this specialty, the bonus on Perception checks and saves against illusions increases to +4.

**Spell Resistance (Journeyman) (Su):** The monster slayer gains spell resistance equal to 5 + his class level against all spells and spell-like abilities of fey creatures.

*Master:* Once the monster slayer achieves mastery in this specialty, his spell resistance from this ability equals 10 + his class level.

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

A monster slayer must be at least 8th level to select this specialization.

**Executioner of Fey (Grand Master) (Ex):** The monster slayer gains a +1 bonus to all attack and damage rolls against fey. This ability may be selected more than once. Its effects stack.

#### HUMANOID SLAYER

"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."

- Fausto Vinthak, Humanoid Slayer

The monster slayer may select this slayer specialization multiple times. The effects do not stack. Each time, he must select a new humanoid subtype.

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

*Master:* Once the monster slayer achieves mastery in this specialty, his favored enemy bonus increases by +2.

Smite Humanoid (Journeyman) (Ex): Once per day, the monster slayer may make a special smite attack against a humanoid with a subtype that he selected for his apprentice ability. The monster slayer adds his Intelligence bonus (if any) to his attack roll and he deals 1 extra point of damage per class level. If the monster slayer accidentally smites a creature that is not a humanoid of

#### Ghapter III

*Master:* Once the monster slayer achieves mastery in this specialty, he may use this ability a number of times each day equal to his Intelligence bonus (minimum 1/day).

*Hold Humanoid* (Master) (Sp): A number of times per day equal to his Intelligence bonus (minimum 1/day), the monster slayer may cast *hold person* against any humanoid creature with a subtype that he selected for his apprentice ability. The monster slayer's caster level equals his class level.

**Executioner (Grand Master) (Ex):** The monster slayer gains a +1 bonus to all attack and damage rolls against humanoids he has selected as favored enemies. This ability may be selected more than once. Its effects stack.

Giant Slayer (Grand Master) (Ex): The monster slayer gains a +1 bonus on attack rolls made to hit creatures with the giant subtype. In addition, he gains a +1 dodge bonus to Armor Class against such creatures. Any time the monster slayer loses his Dexterity bonus (if any) to Armor Class, such as when caught flat-footed, he loses this dodge bonus.

This ability may be taken up to 4 times. Its effects stack.

#### MAGIGAL BEAST SLAVER

"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 seconds."

#### - Liakar Al'Suthrainen, Magical Beast Slayer

Sense Magical Beast (Apprentice) (Su): At will, as a standard action, the monster slayer can automatically sense the presence of magical beasts within a 30-foot radius. After a 2nd round of concentration—another standard action—he can detect the number of magical beasts within range and the strength of the strongest magical beast present. If he concentrates for a 3rd round, the monster slayer can detect the strength and location of each individual magical beast within range; if a magical beast is outside his line of sight, the monster slayer discerns its direction, but not its exact location.

Magical Beast's HD	<b>Relative Strength</b>
1-2	Faint
3-5	Moderate
6-10	Strong
11 or higher	Overwhelming

*Master:* Once the monster slayer achieves mastery in this specialty, the range of his sense magical beast increases to 60 feet.

'**Thwart Magical Beast (Journeyman) (Ex):** Whenever targeted by a magical beast's spell, spell-like, or supernatural ability, the monster slayer may add his Intelligence bonus to his saving throw. Furthermore, if the save has a reduced effect for a successful save, such as "Will partial" or "Reflex half," and if the monster slayer succeeds on the saving throw, he instead takes no damage and is unaffected by the ability.

Dreadful Blow (Master) (Su): As a full-round action, the monster slayer 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 + 1/2 the monster slayer's class level + his Intelligence modifier) or lose access to all supernatural abilities for a number of rounds equal to the monster slayer's Intelligence bonus. The monster slayer must wait 5 rounds between each use of this ability.

**Executioner of Beasts (Grand Master) (Ex):** The monster slayer gains a +1 bonus to all attack and damage rolls against magical beasts. This ability may be selected more than once. Its effects stack.

**Spectacular Blow (Grand Master) (Ex):** The monster slayer's dreadful blow may be used against creatures of any other specialization for which he has mastery.

#### MONSTROUS HUMANOID SLAYER

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

- Forvath, Monstrous Humanoid Slayer

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

*Master:* Once the monster slayer achieves mastery in this specialty, the damage bonus increases to +4.

**Incredible Toughness (Journeyman) (Ex):** The monster slayer gains +1 hit point per class level. (This bonus is retroactive.) This benefit stacks with the Toughness feat.

*Master:* Once the monster slayer achieves mastery in this specialty, he gains Great Fortitude as a bonus feat. If he already has Great Fortitude, he instead gains Improved Great Fortitude.

**Crippling Attack (Master) (Ex):** As a full-round action, the monster slayer may make a single attack against a monstrous humanoid using his highest base attack bonus. If the attack hits, in addition to taking normal damage, the creature must succeed on a Fortitude save (DC 10 + 1/2 the monster slayer's class level + his Int modifier) or take 1d4 points of Constitution damage. The monster slayer must wait 5 rounds between each use of this ability.

Monstrous Executioner (Grand Master) (Ex): The monster slayer gains a +1 bonus to all attack and damage

rolls against monstrous humanoids. This ability may be selected more than once. Its effects stack.

OOZE SLAYER

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

- Garza Bullock, Ooze Slayer

**Resistance to Paralysis (Apprentice) (Ex):** The monster slayer adds half his class level to all saving throws against paralysis.

*Master:* Once the monster slayer achieves mastery in this specialty, he is immune to paralysis.

**Turn Ooze (Journeyman) (Su):** Once per day, as a standard action, the monster slayer causes all oozes within 30 feet to flee, as if panicked, for 1 minute. (The oozes act as though they had the panicked condition, even if they are normally immune to it.) The oozes receive a Will save (DC 10 + 1/2 the monster slayer's level + his Int bonus) to negate the effect. Intelligent oozes (should such things exist) receive a new saving throw each round to end the effect.

*Master:* Once the monster slayer achieves mastery in this specialty, he can use this ability a number of times per day equal to his Intelligence bonus (minimum 1/day).

**Expert Grappler (Master) (Ex):** The monster slayer gains Improved Grapple as a bonus feat. He need not meet its prerequisites. In addition, he may add his Intelligence modifier (minimum +1) as a bonus to escape grapple checks made by oozes.

**Executioner of Oozes (Grand Master) (Ex):** The monster slayer gains a +1 bonus to all attack and damage rolls against oozes. This ability may be selected more than once. Its effects stack.

#### OUTSIDER SLAYER

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

- Priss Crasma, Outsider Slayer

Align Weapon (Apprentice) (Sp): Once per day as an immediate action, the monster slayer may add any one non-neutral aspect of his alignment (chaotic, evil, good, or law) as a damage descriptor to his weapon for the purpose of overcoming damage reduction. The weapon

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remains aligned for a number of rounds equal to 1 + his Intelligence bonus (minimum 1 round).

*Master:* Once the monster slayer achieves mastery in this specialty, he may use this ability a number of times per day equal to his Intelligence bonus (minimum 1/day).

**Turn Outsider (Journeyman) (Su):** The monster slayer selects one subtype of outsider. Once selected, this subtype cannot be changed. This ability may be taken more than once. Its effects do not stack. Each time it is taken, the monster slayer chooses an additional subtype of outsider.

Once per day, the monster slayer can turn outsiders of the selected subtype(s). This ability functions as the Turn Undead feat, except it applies only to outsiders and does not require the monster slayer to have the channel energy class feature.

*Master:* Once the monster slayer achieves mastery in this specialty, he may use this ability a number of times per day equal to 1 + his Intelligence bonus (minimum 1/day).

**Dimensional Interference (Master) (Su):** The monster slayer constantly emits an aura out to a range of 10 feet per point of his Intelligence bonus (minimum 10 feet). Outsiders of any subtype(s) he has selected for turn outsider must first succeed on an opposed caster level check to cast summoning spells or spell-like abilities. For this purpose, the monster slayer's caster level is equal to his class level; if the monster slayer does have caster levels from another spellcasting class, these levels stack for this purpose. If the outsider's check fails, the summoning spell or spell-like ability fails.

This ability is always active, although the monster slayer can suppress it for a round as a swift action.

**Deny Powers (Grand Master) (Su):** The monster slayer gains spell resistance equal to 5 + his class level against outsiders of the subtype(s) he has selected for the turn outsider ability. Unlike normal spell resistance, this ability also applies to supernatural abilities.

This ability may be selected more than once. Each time, it increases the monster slayer's SR against selected outsiders by 1.

#### PLANT SLAYER

"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."

- "Weedkiller", Plant Slayer

**Detect Plants (Apprentice) (Sp):** As a standard action, the monster slayer can cast *detect animals or plants* (plants only) as a spell-like ability with a caster level equal to his class level.

*Master:* Once the monster slayer achieves mastery in this specialty, he may use this ability as a swift action.

**Blight Touch (Journeyman) (Su):** The monster slayer may make a special melee touch attack to against a plant creature. On a successful attack, he deals 1d6 points of damage per class level (maximum 10d6). The monster slayer can use this attack a number of times per day equal to 1 + his Constitution bonus (minimum 1/day). In any case, he must wait 5 rounds between each use of this ability.

*Master:* Once the monster slayer achieves mastery in this specialty, the damage dealt by blight touch increases to 1d8 points of damage per class level (maximum 10d8).

**Repel Plants (Master) (Su):** Plants are at a disadvantage against the monster slayer, discomfited by his presence. They suffer a -2 penalty to all melee attack and damage rolls against him.

**Executioner of Plants (Grand Master) (Ex):** The monster slayer gains a +1 bonus to all attack and damage rolls against plants. This ability may be selected more than once. Its effects stack.

#### UNDERD SLAYER

"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."

#### - Thun the Solemn, Undead Slayer

**Turn Undead (Apprentice) (Su):** Once per day, the monster slayer can turn undead. This ability functions as the Turn Undead feat, except it does not require the monster slayer to have the channel energy class feature. If he can already turn undead, then he gains one extra use of turn undead per day that does not require the use of channel energy, and his monster slayer levels stack with his other class levels for the purposes of determining the saving throw DC.

*Master:* Once the monster slayer achieves mastery in this specialty, he may use this ability a number of times per / day equal to his Intelligence bonus (minimum 1/day). If he can already turn undead, then he gains a number of

extra uses of turn undead per day equal to his Intelligence bonus (minimum 1/day). These extra uses do not require the use of channel energy.

Ethereal Weapon (Journeyman) (Su): Once per day, the monster slayer may grant a weapon he holds the *ghost touch* ability, allowing him to strike incorporeal creatures. Granting the weapon this property is a swift action, and the effect lasts for a number of rounds equal to his class level. Granting this property to a ranged weapon confers the benefit onto its ammunition.

*Master:* Once the monster slayer achieves mastery in this specialty, he may use this ability a number of times per day equal to his Intelligence bonus (minimum 1/day).

**Repel Undead (Master) (Su):** Undead are at a disadvantage against the monster slayer, discomfited by his presence. They suffer a -2 penalty to all melee attack and damage rolls against him.

**Destroyer of Undead (Grand Master) (Ex):** The monster slayer gains a +1 bonus to all attack and damage rolls against undead. This ability may be selected more than once. Its effects stack.

#### VERMIN SLAVER

"I'm more than just an exterminator. I have the walnuts to take on the big ones. Problems with giant ants? Wasps steel your baby? Maggots the size of ponies? I'm the man for the job."

#### - Edgard "Bugeyes" Tilson, Vermin Slayer

**Bug Resistance (Apprentice) (Ex):** The monster slayer gains a bonus on Fortitude saving throws equal to half his class level against poison delivered by the attacks of vermin or poisons extracted from vermin (such as "large scorpion venom" or "wasp swarm poison").

*Master:* Once the monster slayer achieves mastery in this specialty, he is immune to poison attacks by creatures of the vermin type and to poisons extracted from vermin.

Stun Vermin (Journeyman) (Su): The monster slayer can stun vermin with his melee attacks. He must declare that he is using this feat before making his attack roll (thus, a failed attack roll ruins the attempt). A vermin damaged by the attack must make a Fortitude saving throw (DC 10 + 1/2 the monster slayer's class level + Int modifier), in addition to taking normal damage. If the vermin fails this saving throw, it is stunned for 1 round (until the start of the monster slayer's next turn). The monster slayer may attempt a stun vermin attack once per day for every four class levels, and no more than once per round.

*Master:* Once the monster slayer achieves mastery in this specialty, he may use this ability a number of times per day equal to his class level.

*Hide from Vermin* (Master) (Sp): A number of times per day equal to his Intelligence bonus (minimum 1/day), as a standard action, the monster slayer can make himself completely undetectable to vermin. This ability functions as the spell *hide from undead*, but applies to vermin rather than undead.

**Executioner of Vermin (Grand Master) (Ex):** The monster slayer gains a +1 bonus to all attack and damage rolls against vermin. This ability may be selected more than once. Its effects stack.

#### MONSTER SENSE (EX)

At 3rd level, the monster slayer gains a bonus equal to half his class level on all Perception, Sense Motive, and Survival checks against any monster type for which he has taken apprentice specialization.

#### DANGER SENSE (EX)

At 5th level, the monster slayer gains a bonus equal to half his class level on all initiative rolls against any monster type for which he has taken apprentice specialization.

#### HIT 'EM HARD (EX)

At 7th level, the monster slayer gains a +1 bonus to damage rolls against any monster type for which he has taken apprentice specialization. The bonus increases by +1 for every four levels thereafter (+2 at 11th level, +3 at 15th level, and +4 at 19th).

This ability is retroactive, so if the monster slayer selects a new creature type at 8th level, this bonus still applies.

#### STRONG DEFENSE (EX)

At 9th level, the monster slayer has a better chance to shake off the special abilities and spells of his chosen enemies. He gains a +1 bonus to all saving throws against any monster type for which he has taken apprentice specialization. The bonus increases by +1 for every four levels (+2 at 13th level and +3 at 17th level).

This ability is retroactive, so if the monster slayer selects a new creature type at 12th level, this bonus still applies.

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FREEPORT GLASSES

#### SLAYING BLOW (EX)

At 20th level, a monster slayer has mastered techniques for destroying his foes. Once per day, he may attempt a slaying blow against any monster type for which he has taken apprentice specialization. The monster slayer makes a melee or ranged attack as a full-round action, and if it successfully damages the target, it must make a Fortitude save (DC 10 + 1/2 the monster slayer's level + his Int modifier) or die instantly.

If the target's saving throw succeeds, the attack is still treated as a successful critical hit and deals an additional 1d6 points of damage per level of the monster slayer.

## MONSTER SLAVER ARGHETYPES

Monster slayers can take most ranger archetypes, as they have similar interests and training. To add a ranger archetype to a monster slayer requires the monster slayer to replace some of his class features in place of those a ranger would lose for taking the archetype. If the ranger archetype gives up or changes proficiencies or class skills, the monster slayer must give up or change the same number of proficiencies or skills.

If the archetype gives up favored terrain, favored enemy, combat style pick, hunter's bond, evasion, improved evasion, quarry, improved quarry, hide in plain sight, or master hunter, the monster slayer must give up a monster specialist ability gained at the same or an earlier level. If the archetype gives up the ranger's spellcaster ability, the monster slayer must give up at least one monster specialist ability gained at 4th level or earlier, as well as the class features gained at 7th, 10th, and 13th level. For any other class feature the ranger archetype replaces, the monster slayer can sacrifice any class feature gained at the same or earlier level.

In many cases, a ranger archetype may grant benefits a monster slayer cannot benefit from or an improved version of an ability rangers have but monster slayers do not (usually favored enemy or favored terrain). In the case of favored enemies, a monster slayer can treat a monster specialization as a favored enemy for purposes of archetype abilities that apply to favored enemies. In the case of favored terrain, the GM may either allow a monster hunter to take a favored terrain in place of a monster specialist selection or rule that the monster slayer gains no benefit from abilities focused on favored terrain.

Other abilities also may not apply to monster slayers, and the GM has final say over what ranger archetypes may be used by a monster slayer character.

# NOBLE

The noble is the master of social interaction; he is the political elite, the commander of soldiers, and the broker of information all rolled into one. In many fantasy campaigns, the noble is a member of the ruling class who, by birthright, has been tasked with governing the commoners under his influence. However, nobles can be anyone in a position of leadership who has received special training to perform in such a capacity.

More than just wealthy landowners, nobles are heads of organizations, military commanders, and perhaps even in some cases natural-born leaders drawn from the lower classes, who may function as nobles even though they lack actual standing. By far the vast majority of nobles, however, are members of a noble bloodline, based on the conventional authority of a family that exerts great influence over the politics and the people around them.

## GREATING A NOBLE

The noble is an exceptional leader. 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 a reward, depending on the situation.

**ABILITIES:** 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 good physical skills, as with any martial character.

**RACES:** *Any.* Humans are perhaps the most common race to choose the noble class. Really, though, any race has its share of commanders and leaders who use their talents at interaction to succeed. Less likely nobles are half-elves and half-orcs, who are often outcast from society rather than rulers of it. However, members of these races could easily become military leaders or senior officials, giving them an entry into the noble class that way.

ALIGNMENT: Any. Since a noble prefers to be in control of himself and those around him, he tends toward lawful alignments, although chaotic nobles aren't unheard of.

HIT DIE: d8 STARTING GOLD: 8d6 × 10 (280 gp) STARTING AGE: As rogue

			NOBLE		
Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
^ 1st	+0	+0	+2	+2	Bonus noble feat, area of expertise
2nd	+1	+Q	+3	+3	Area of expertise
3rd	+2.	+1*	+3	+3	Influence
4th	+3	+1	+4	+4	Power base
5th	+3	+1	+4	+4	Area of expertise
6th	+4	+2	+5	+5	Bonus noble feat
7th	+5	+2	+5	+5	Inspire ·
8th	+6/+1	+2	+6	+6	Area of expertise
9th	+6/+1	+3	+6	+6	Power base
10th	+7/+2	+3	+7	+7	Bonus noble feat
11th	+8/+3	+3	+7	+7	Area of expertise
12th	+9/+4	+4	+8	+8	Inspire (multiple inspires)
13th	+9/+4	+4	+8	+8	Power base
14th	+10/+5	+4	+9	+9	Area of expertise
15th	+11/+6/+1 .	+5	+9	+9	Bonus noble feat
16th	+12/+7/+2	+5	+10	+10	Inspire (multiple targets)
17th	+12/+7/+2	+5	+10	+10	Area of expertise
18th	+13/+8/+3	+6	+11	+11	Power base
19th	+14/+9/+4	+6	+11	¥11	Bonus noble feat
20th	+15/+10/+5	+6	+12	+12	Area of expertise, stronghold
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#### **GLASS SKILLS**

Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Fly (Dex), Handle Animal (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Linguistics (Int), Perception (Wis), Perform (Cha), Ride (Dex), Sense Motive (Wis)

SKILL RANKS PER LEVEL: 6 + Int modifier

## **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, all types of armor, and shields (except tower shields).

#### AREA OF EXPERTISE (EX)

The noble's breeding and station creates more opportunities to learn and study under a variety of masters, giving him advanced training in a variety of areas. At 1st level, he selects one area of expertise. He gains that expertise's novice ability. At 2nd level and then 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.

#### ARGANE TRAINING

Nobles often say power is the ultimate currency, and there is no question that magic is power. When the noble first selects this ability, he must decide if he has trained under a sorcerer, witch, or wizard. To select this type of training, he must have an Intelligence or Charisma score of 13 or higher, as appropriate.

Nobles with arcane training suffer the usual arcane spell failure chances while wearing armor. A noble who takes this area of expertise at 1st level can opt out of proficiency with armor and shields. If he does, he gains Combat Casting, Extra Cantrips, and Magical Aptitude as bonus feats.

*Novice:* The noble gains Spellcraft and Use Magic Device as class skills.

#### Ghapter III

- Sorcerer: The noble selects three 0-level spells from the sorcerer/wizard spell list. He may cast these cantrips an unlimited number of times per day, and his caster level is equal to half his noble level (minimum 1st). Any save DCs are determined using the noble's Charisma bonus.
- Witch or Wizard: The noble selects five 0-level spells from either the witch spell list or the sorcerer/ wizard spell list. He may prepare two of these spells each day, casting them an unlimited number of times per day once they are prepared. His caster level is equal to half his noble level (minimum 1st). Any save DCs are determined using the noble's Intelligence bonus.

**Student:** If the noble also has sorcerer, witch, or wizard class levels, he may add one-third of his noble level to that spellcasting class level when determining how many spells he knows and can cast or prepare each day. He also gains the following benefits, depending on his arcane class of choice.

- *Sorcerer:* He selects a bloodline and gains the 1st level power of that bloodline, using half his noble level as his caster level. If he also has sorcerer levels, they stack for this purpose.
- *Witch*: He gains a familiar, using half his noble level as his witch level. If he also has witch levels, they stack for this purpose.
- *Wizard:* He selects an arcane school and gains the 1st level power of that school, using half his noble level as his caster level. If he also has wizard levels, they stack for this purpose.

*Master:* The benefits of this ability depend on whether the noble trained under a sorcerer, witch, or wizard.

- *Sorcerer:* He selects three 1st-level spells from the sorcerer/wizard list that he may cast once per day each. His caster level is equal to half his noble level.
- *Witch or Wizard:* He selects four 1st-level spells from either the witch spell list or the sorcerer/wizard list. He may prepare and cast two of these spells per day. His caster level is equal to half his noble level.

**Savant:** If the noble also has sorcerer, witch, or wizard class levels, he may add half of his noble level to that spellcasting class level when determining how many spells he knows and can cast or prepare each day. He also gains the following benefits, depending on the class of his arcane mentorship.

- Sorcerer: He selects two 2nd-level spells from the sorcerer/wizard list that he may cast once each per day. His caster level is equal to half his noble level.
- Witch or Wizard: He selects three 2nd-level spells from either the witch spell list or the sorcerer/wizard list. He may prepare and cast one of these spells per day. His caster level is equal to half his noble level.

#### DIPLOMATIC TRAINING

The noble has been trained in the arts of diplomacy and negotiation. He must have a Charisma score of 13 or higher to select this area of expertise.

A noble who takes this area of expertise at 1st level can opt out of proficiency with heavy armor. If he does, he gains any one of the following as a bonus feat: Alertness, Deceitful, Persuasive, or Skill Focus.

*Novice:* The noble gains fluency in three additional languages (except secret languages such as Druidic). Additionally, he can gather information using the Diplomacy skill in 10 minutes, rather than the normal 1d4 hours.

*Student:* The noble adds half his class level as a competence bonus to all Bluff, Diplomacy, Intimidate, and Sense Motive checks.

*Master:* The noble can attempt to sway a creature quickly, using Diplomacy to change its attitude as a full-round action, rather than over the course of 1 minute. The DC of this check remains the same as a normal Diplomacy check to change a creature's attitude. The noble can affect a specific creature only once every 24 hours in this way.

**Savant:** As a full-round action, the noble may make a Sense Motive check to gain a gut feeling about a creature he can see and hear. The DC for this check is 10 + the target's total Hit Dice + the target's Wisdom modifier + the target's Cha modifier. On a successful check, the noble may learn one of the following things:

- The target's approximate level relative to the noble ("high level" if the target's HD are 3 or more greater than the noble's, "low level" if the target has fewer HD than the noble, or otherwise "about the same level")
- What character class the target has the most levels in (if any)
- Whether or not the target shares any common ground or interests with the noble, granting the noble a +5 competence bonus on his next Diplomacy check against that target

A noble may make only one Sense Motive check of this type, per target, within any 24-hour period.

#### GHAPTER III

"My words are my weapons, wit my armor. You may have strength, speed, and talent with that blade of yours, but do you really think I haven't made plans to account for that?"

-Elise Grosette

#### ILLIGIT TRAINING

The noble gains an unconventional education from criminal and unsavory people likely far below his station, or perhaps he was trained in courtly intrigue by professional spies and assassins. He must have Intelligence and Dexterity scores of 11 or higher to select this area of expertise.

A noble who takes this area of expertise at 1st level can opt out of proficiency with medium and heavy armor and with shields. If he does, he gains any two of the following as bonus feats: Acrobatic, Athletic, Deceitful, Deft Hands, Stealthy, Skill Focus.

*Novice:* The noble gains Disguise, Disable Device, Escape Artist, Sleight of Hand, and Stealth as class skills.

**Student:** The noble gains sneak attack +1d6. This ability functions exactly as the rogue ability of the same name.

*Master:* The noble increases his sneak attack by +1d6. In addition, he gains one rogue talent, as the rogue class feature. He uses his noble level as his rogue level for this talent, and must meet all its other prerequisites.

**Savant:** The noble increases his sneak attack by +1d6. In addition, he gains one rogue talent, as the rogue class feature. He uses his noble level as his rogue level for this talent, and must meet all its other prerequisites.

#### MILITARY TRAINING

The noble has been trained in "diplomacy by other means." He has developed martial abilities focused largely on strategy, tactics, and leading men in battle. He must have a Strength or Charisma score of 11 or higher to select this area of expertise.

> A noble who takes this area of expertise at 1st level gains proficiency with tower shields.

Novice: The noble gains Climb, Survival, and Swim as class skills. Additionally, he may use the aid another action in combat to assist any ally within 30 feet who can see and hear him.

Student: The noble gains a teamwork feat as a bonus feat. He must meet all this feat's prerequisites. Once per day, as a standard action, the noble may allow all allies within 30 feet who can see and hear him to gain this teamwork feat for 1 minute, even if they do not meet its prerequisites.

Master: The noble gains a combat or teamwork feat as a bonus feat. He must meet all this feat's prerequisites. The noble can now grant allies the use of any teamwork feat he knows (as in the student-level ability of this area of expertise), and he can do so once per day for every three noble levels he possesses.

> Savant: The noble gains a combat or teamwork feat as

a bonus feat. He must meet all this feat's prerequisites. All of the noble's class features that normally extend to 30 feet now work out to 60 feet. This does not change the number of creatures that can be affected (abilities that function on just one

creature still have a single target), nor does it change any need to see or hear the noble.

#### CHAPTER III

#### **R**ELIGIOUS TRAINING

The noble received extensive religious training, learning the intricacies of his faith. He may be an important functionary of his religion, or just see religion as another means to achieving political power. When the noble first selects this ability, he must decide if he has trained under a cleric, druid, or oracle. To select this type of training, he must have a Wisdom or Charisma score of 13 or higher, as appropriate.

A noble who takes this area of expertise at 1st level can opt out of proficiency with heavy armor. If he does, he gains any one of the following as a bonus feat: Cosmopolitan, Extra Orisons, Skill Focus.

Novice: The noble gains Heal and Spellcraft as class skills.

- **CLERIC OR DRUID:** The noble selects five 0-level spells from either the cleric/oracle spell list or the druid spell list. He may prepare two of these spells each day, casting them an unlimited number of times per day once they are prepared. His caster level is equal to half his noble level (minimum 1st). Any save DCs are determined using the noble's Wisdom bonus.
- ORACLE: The noble selects three 0-level spells from the cleric/oracle spell list. He may cast these cantrips an unlimited number of times per day, and his caster level is equal to half his noble level. Any save DCs are determined using the noble's Charisma bonus.

**Student:** If the noble also has cleric, druid, or oracle class levels, he may add one-third of his noble level to that spellcasting class level when determining how many

## NOBLES AND ARISTOGRATS

The relationship between the noble base class and the aristocrat NPC class described in the *Pathfinder Roleplaying Game Core Rulebook* is similar to that between the fighter and the warrior. The noble occupies the same social strata as an aristocrat but has advanced training or perhaps just a special knack for statecraft and intrigue over that of the common aristocrat. You can use both of these classes side-by-side or even together, with certain NPCs having levels in both aristocrat and noble, aristocrat alone, or all noble, depending on their skill and importance to the overall campaign. spells he knows and can cast or prepare each day. He also gains the following benefits, depending on the class of his religious mentorship.

- CLERIC: He can channel energy once per day as the cleric class feature, using half his noble level as his cleric level.
- **DRUID:** He gains nature bond (animal companion) as the druid class feature, using half his noble level as his druid level.
- ORACLE: He selects a mystery and gains a single revelation from that mystery, using half his noble level as his oracle level.

*Master:* The benefits of this ability depend on whether the noble trained under a cleric, druid, or oracle.

- CLERIC OR DRUID: He selects four 1st-level spells from either the cleric/oracle spell list or the druid list. He may prepare and cast two of these spells per day. His caster level is equal to half his noble level.
- ORACLE: He selects three 1st-level spells from the cleric/oracle list that he may cast once per day each. His caster level is equal to half his noble level.

**Savant:** If the noble also has cleric, druid, or oracle class levels, he may add half of his noble level to that spellcasting class level when determining how many spells he knows and can cast or prepare each day. He also gains the following benefits, depending on the class of his religious mentorship.

- CLERIC OR DRUID: He selects three 2nd-level spells from either the cleric/oracle spell list or the druid list. He may prepare and cast one of these spells per day. His caster level is equal to half his noble level.
- **O**RACLE: He selects two 2nd-level spells from the cleric/oracle list that he may cast once per day. His caster level is equal to half his noble level.

#### SCHOLARLY TRAINING

The noble has received an excellent education and is learned about a great many subjects. He must have an Intelligence score of 13 or higher to select this area of expertise.

A noble who takes this area of expertise at 1st level can opt out of proficiency with medium and heavy armor and with shields. If he does, he gains any two of the following as bonus feats: Cosmopolitan, Persuasive, Prodigy, Skill Focus.

*Novice:* The noble may select any one skill to be a class skill, and he gains an additional 2 skill ranks per noble

*Student:* The noble adds half his class level as a competence bonus to all Knowledge and Linguistics checks.

*Master:* The noble gains a +2 inherent bonus to his Intelligence score.

Scholar: The noble's inherent bonus to Intelligence increases to +4.

#### BONUS NOBLE FEAT

At 1st level, the noble gains one of the following feats as a bonus feat: Alertness, Animal Affinity, Antagonize, Aura of Nobility\*, Brilliant Tactician\*, Coordinated Defense, Coordinated Maneuvers, Cry Havoc\*, Deceitful, Defensive Combat Training, Great Fortitude, Favored by Fortune\*, Find Opening\*, Iron Will, Mounted Combat, Persuasive, Rallying Cry\*, Razor Tongue\*, Shield Wall, Skill Focus, Skill Mentor\*, Swap Places, Voice of the Sibyl. He does not need to meet this feat's prerequisites.

The noble gains an additional bonus noble feat from the list above at 6th level, and again at 10th, 15th, and 19th.

\*These feats can be found in CHAPTER VI: SKILLS, FEATS AND TRAITS.

#### INFLUENCE (EX)

At 3rd level, the noble's social power has expanded to grant him a pool of influence points equal to his Charisma bonus + half his class level. This pool represents both the character's social capital and his increasing skill at commanding and organizing others. He may spend points from his influence pool to accomplish any of a number of tasks, as detailed below. A noble's influence pool refills at the beginning of each day, after the noble has at least 6 hours of sleep (or equivalent rest).

A noble can spend 1 influence point to do any of the following:

- Gain an extra use of any one of his bonus noble feats he has already used for the day.
- For the next 24 hours, treat a settlement as one size larger to determine the base value of goods that can be bought there and how much gold the settlement has available to buy items from the noble.
- Hire an expert NPC for one day or pay for daily services (but not tangible goods) for 75% of the normal cost.
- Sell an item for 75% of its normal value. (Items are normally sold for 50% of their value.)

Claim free room and board for a day from a fellow noble or ally. (Normally a settlement with a positive Law or Society modifier, or one of lawful alignment, has at least one individual or group who feel obliged to honor such a request from the noble, in addition to any ally designated by the GM.) The noble can claim such housing for a number of additional creatures equal to his Charisma bonus. (Larger parties may be housed if the noble spends multiple points of influence.)

Additionally, if the noble has the Leadership feat, his normal maximum influence pool is added to his leadership score.

#### POWER BASE

At 4th level, the noble has a growing sphere of influence, allowing him to command the loyalty of others, learn from experts who normally do not take students, and pay for access to knowledge and techniques it is difficult for others to learn. When he gains this class feature, the noble may choose to improve one skill or gain a bonus feat, as shown below. The noble's power base expands enough to grant him an additional selection at 9th level, and again at 13th and 18th level.

If the noble chooses to improve a skill and he does not already have the selected skill as a class skill, he gains it as a class skill. If it is already a class skill for him, then he gains a competence bonus to all checks with that skill equal to half his class level. He may not select the same skill more than once.

Alternately, instead of improving a skill, the noble may choose to gain any one of the following feats as a bonus feat. He must meet the prerequisites for any feat below, except Leadership. (He may take Leadership even if he does not meet its prerequisites.) The noble may select the Leadership feat more than once. He does not gain additional cohorts, but does multiply his total followers by the number of times he has taken the feat.

Power Base Feats: Acrobatic, Acrobatic Steps, Additional Traits, Athletic, Betrayer, Breadth of Experience, Combat Casting, Cosmopolitan, Deceptive Exchange, Deft Hands, Dilettante, Disposable Weapon, Eldritch Heritage, Endurance, Expert Driver, Diehard, Field Repair, Fleet, Friendly Switch, Greater Eldritch Heritage, Gunsmithing, Improved Eldritch Heritage, Leadership, Learn Ranger Trap, Magical Aptitude, Master Alchemist, Master Craftsman, Nimble Moves, Prodigy, Rhetorical Flourish, Run, Sea Legs, Self-Sufficient, Skilled Driver, Stealthy, Sure Grasp, Toughness.

#### Ghapter III

#### FREEPORT GLASSES

#### INSPIRE (EX)

At 7th level, the noble can begin to unlock the potential for greatness in those around him and overwhelm his enemies with feelings of inferiority and weakness. He may use all the inspire abilities described below. Targets must be within 60 feet and must be able to see or hear the noble clearly.

The noble may use inspire a number of times per day equal to half his class levels. The noble may only have one inspire ability active at a time. If he activates a second ability, the first ends immediately. The effects of any ability last for a number of rounds equal to half the noble's class level (minimum 1 round), unless otherwise noted. Using an inspire ability requires a standard action that does not provoke an attack of opportunity. The noble may use the ability as a swift action, but if he does so, then the effects last just 1 round. All inspire abilities are extraordinary, mind-affecting effects.

At 12th level, the noble may begin a new use of inspire without ending a previous, active use of the ability. At 18th level, the noble may affect all legitimate targets of his inspire within range.

- *Alacrity:* The noble grants the target a bonus +10 feet to its speed. If the target has a form of movement other than ground movement (such as burrow, climb, fly, or swim), the noble may increase that movement rate instead.
- Complacency: The noble causes a target to relax and let down his guard. The target takes a -5 penalty on Perception checks and a -2 penalty on saves against sleep spells and effects.
- Courage: The noble can choose a number of allies within range equal to his Charisma modifier (minimum 1). Those affected gain a +1 morale bonus on saving throws against fear effects. If a target has already been affected by a fear effect, that target may immediately make a new saving throw with this bonus. On a successful save, the effect ends.
- *Hopelessness:* The noble causes the target to lose all hope. The target can neither gain, nor grant, morale bonuses. Any morale bonuses the target has already granted are suspended for the duration of this ability. After 1 round, the creature may make a Will save (DC 10 +1/2 the noble's class level + his Cha bonus) to end the effect.
- *Impatience:* The noble can choose a number of enemies within range equal to his Charisma modifier (minimum 1). Those affected are overcome with a

desire for action. Targets can neither delay nor ready any actions—they must use their full actions on their turn or lose any remaining actions. After 1 round, an affected creature may make a Will save (DC 10 + 1/2the noble's class level + his Cha bonus) to end the effect.

#### STRONGHOLD

At 20th level, the noble gains a stronghold to rule as he wishes, at no cost, appropriate to the kinds of political dealings he has had over the course of his career. Thus the "stronghold" can actually be a small keep, a captain's ship, a thief's secret base, a crafter's guildhall, a merchant's manor, or any similar stronghold, as determined by the GM. This stronghold is in addition to any the noble has built or earned using his own resources, and if it is lost or destroyed the noble is offered rulership over another such stronghold within 60 days.

In addition, the noble also gains Leadership as a bonus feat. This is true even if he already has the Leadership feat, allowing the noble to have two cohorts and extra followers.

## NOBLE ARGHETYPES

Nobles can take many rogue archetypes, representing the influence of the noble's associates and the kind of political maneuvers he attempts. A noble poisoner, for instance, might be a high court official who uses poison to eliminate rivals without direct confrontation, while a noble pirate could be an officer on board a pirate (or privateer) ship, or even the captain of such a vessel.

To add a rogue archetype, the noble must replace some of his class features in place of those a rogue would lose for taking the archetype. Any noble class feature gained at the same or earlier level the archetype gains an ability can be used in place of trapfinding, trap sense, a rogue talent, or uncanny dodge. If an archetype sacrifices evasion or sneak attack, the noble must give up a bonus noble feat, influence, or inspire gained at the same or lower level.

In some cases, a rogue archetype may grant benefits a noble cannot benefit from (such as martial weapon proficiencies) or an improved version of an ability rogues have but nobles do not (such as improved evasion). In these cases, the noble gains no benefit from the archetype ability. The GM has final say over what rogue archetypes may be used by a noble character.

With a little adjustment, some fighter or bard archetypes might also be appropriate for nobles.

## ARGHETYPES

Archetypes are an easy way to customize characters so they better fit specific campaigns and concepts. Archetypes were introduced to the game rules after the last World of Freeport product was designed, so a number of Freeport concepts that were originally presented as base classes or prestige classes have been re-designed here as archetypes. This change thus minimizes the number of similar (but not-quite-the-same) classes players and the GM have to keep track of, yet it allows players to build 1st-level characters using these ideas (rather than waiting until they qualify for a prestige class).

While several new Freeport archetypes are presented below, it's obviously not possible to provide as many options for every core class as have been developed over several years of the game's development. To help maintain flexibility for all Freeport characters, here is a list of archetypes and class options that are particularly suited to a World of Freeport campaign.

Of course, a player should always check if a specific book is being used by the GM before asking to use any of the archetypes presented in it. Just because these are listed here does not mean any GM is obligated to allow any archetypes into a campaign.

The following archetypes are especially appropriate to a world of Freeport campaign, and are either new to this book or redesigned slightly from their original source.

### GORSAIR

"Sea devils in the water! They're dimbing the planks, lad. No time to grab anything below decks—prepare to repel boarders, and I'll hold the wheelhouse!"

-Tavis "Ironshirt" Halven

A corsair is a pirate who focuses on shipboard combat, relying on strength of arms over his agility. He specializes in traditional pirate weapons and on striking fast and hard, without taking the time to draw a weapon, but he also often wears heavier armor than is normally seen on a ship. A corsair moves and fights easily in his armor, however, even in the water.

#### CLASSES: Fighter.

**Pirate Weapons (Ex):** A corsair is well versed in the types of weapons favored by pirates. When selecting a group of weapons for his weapon training class feature, he can select pirate weapons as a group.



#### GHAPTER III

The pirate weapons group consists of the belaying pin<sup>\*</sup>, boarding axe<sup>\*</sup>, crossbow, cutlass, dagger, gaff<sup>\*</sup>, hook hand<sup>\*</sup>, rapier, and short sword.

\*Indicates a weapon found in CHAPTER V: GOODS & GEAR.

**Deck Fighting (Ex):** A corsair is used to fighting on crowded decks, and he isn't fazed by fighting multiple opponents at once. At 2nd level, he gains Cleave as a bonus feat. He may use this feat even if he does not meet the prerequisites. A corsair does not take the normal -2 penalty to his AC when using the Cleave feat.

This ability replaces the fighter's 2nd-level bonus feat.

**Iron Gauntlet (Ex):** At 2nd level, a corsair gains Improved Unarmed Strike as a bonus feat. Further, when selecting bonus fighter feats, he may take feats that have Improved Unarmed Strike as a prerequisite without having to meet any Dexterity requirement for the feat. He must still meet any other prerequisites of such feats.

Armored Pirate (Ex): A corsair wears heavier armor than is common aboard a ship. At 3rd level, the corsair may ignore the armor check penalty of any light armor he wears for the purposes of Acrobatics and Swim checks. At 7th level, this benefit applies to medium armor as well. At 11th level, it includes heavy armor.

This ability replaces armor training.

**Improved Deck Fighting (Su):** At 6th level, the corsair gains Great Cleave as a bonus feat. He may use this feat even if he does not meet the prerequisites. A corsair does not take the normal -2 penalty to his AC when using the Great Cleave feat.

This ability replaces the fighter's 6th level bonus feat.

### GRIME BOSS

"It's a real simple rule. You buy yer oil from just one place, okay? But I know—some folks, they need a more pain-based lesson plan. Sorry, lad, this ain't personal."

#### -Genni Ten-Staves

The crime boss is a criminal mastermind that heads an extensive organization within a community. Crime bosses are generally unheard of outside of cities since there's rarely enough wealth to keep their interest anywhere else. 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 district or even a whole city.

Of course, no crime boss begins with an empire, and a lot of thugs and crooks think of themselves as crime bosses in training. The same skills that someday lead to ruling over a criminal network can be of use fencing stolen goods, running a small crew of kneebreakers, and knowing who to stab to get things done.

#### CLASSES: Noble, rogue.

**Underworld Connections (Ex):** A crime boss knows where to go and whom to ask to find out secrets, send threats, and acquire things not available in typical markets. This ability grants him several benefits.

Once per day when in an urban setting, the crime lord may make a Diplomacy check to gather information at no cost as a free action (representing word that reaches him through spies and contacts). Additionally, any time he makes a Diplomacy check to gather information, he may also attempt to learn about the abilities and weaknesses of one resident of the settlement even if he is not in that creature's presence (as if making an appropriate Knowledge check to do so, with the same DC such a check would normally have).

By taking the same time and effort normally required to gather information (1d4 hours), he can instead make a Diplomacy check to send veiled threats through unofficial channels and overheard rumors. This benefit allows the crime boss to make a request of a character (using the normal DC for making a request) without revealing his identity (or even being present), even if the target is unfriendly or hostile. Indeed, most creatures are unfriendly to requests made by unknown individuals, and lawful characters are often hostile to them.

The crime boss also treats any settlement as one size larger for purposes of what he can buy and sell.

For a noble crime boss, underworld connections replaces the area of expertise gained at 2nd level. For a rogue crime boss, this ability replaces the rogue talent normally gained at 2nd level.

**Dangerous Reputation (Ex):** A crime boss soon earns a reputation—that being that it's too dangerous to be worth the risk of crossing him. At 3rd level, he gains a +1 bonus to Intimidate checks. This increases to +2 at 6th level, and by an additional +1 for every three levels thereafter.

Additionally, the crime boss adds double this bonus (+2 at 3rd level, +4 at 6th, and so on) to his leadership score if he takes the Leadership feat, but only for the purpose of calculating his number of followers (not the level of his cohort).

## FREEPORT ARGHETYLES

Class	Suitable Archetypes				
Pathfinder Roleplaying Game: Advanced Player's Guide					
Barbarian	Brutal Pugilist, Drunken Brute, Elemental Kin, Superstitious				
Bard	Arcane Duelist, Detective, Sandman, Sea Singer, Street Performer				
Cleric	Subdomains: Blood, Decay, Freedom, Insanity, Lust, Murder, Revolution, Storms, Thievery, Trade, Wind				
Druid	Aquatic Druid, Urban Druid				
Fighter	Free-Hand Fighter, Mobile Fighter				
Monk	Drunken Master				
Paladin	Divine Defender				
Ranger	Guide, Infiltrator, Skirmisher, Urban Ranger				
Rogue	Burglar, Cutpurse, Investigator, Poisoner, Scout, Swashbuckler, Thug, Trapsmith				
Sorcerer	Aquatic Bloodline, Serpentine Bloodline				
Wizard	Elemental Schools				
Pathfinder I	Roleplaying Game: Advanced Race Guide				
Alchemist	Saboteur (gnome)				
Gunslinger	Buccaneer (human), Experimental Gunsmith (gnome)				
Rogue	Filcher (halfling), Skulking Slayer (half-orc)				
Witch	Bonded Witch (half-elf)				

For a noble crime boss, this ability modifies the influence ability, reducing his uses per day to 1/3 his noble class level. For a rogue crime boss, this ability replaces trap sense.

## GRENADIER

"If you need someone who can engulf your foes in fireballs, I promise you no spell-slinger can do a better job of it than I! And I won't cry about not being able to take a night watch, or needing to take a month out to research some obscure words of power."

-Horgun Irongut

Grenadiers are hardened warrior-alchemists who exercise their talents in the thick of battle rather than delving into the deeper mysteries of extracts and mutagens. They learn methods of combining weapon attacks with their alchemical magic and sacrifice skill with poisons in order

Class	Suitable Archetypes
	r Roleplaying Game: Ultimate Combat
Alchemist	Ragechemist
Barbarian	Sea Reaver, True Primitive, Urban Barbarian
Bard	Archaeologist
Cavalier	Emissary, Gendarme, Musketeer
Cleric	Crusader
Druid	World Walker
Fighter	Brawler, Cad, Dragoon, Unarmed Fighter, Unbreakable
Gunslinger	Mysterious Stranger, Pistolero
Inquisitor	Witch Hunter
Magus	Kensai, Skirnir
Monk	Martial Artist, Tetori
Paladin	Holy Gun
Ranger	Battle Scout, Trophy Hunter
Rogue	Bandit, Charlatan, Driver, Pirate, Roof Runner, Survivalist
Wizard	Arcane Bomber, Spellslinger
Pathfind	er Roleplaying Game: Ultimate Magic
Alchemist	Chirurgeon, Reanimator, Vivisectionist
Bard	Celebrity, Demagogue, Dirge Bard
Cleric	Separatist, Undead Lord
Druid	Saurian Shaman, Shark Shaman, Storm Druid
Inquisitor	Exorcist, Sin Eater
Magus	Bladebound, Hexcrafter
Monk	Qinggong Monk
Oracle	Dual-Cursed Oracle, Planar Oracle, Possessed Oracle, Seer
Paladin	Oathbound Paladin
Ranger	Trapper
Sorcerer	Accursed Bloodline, Efreeti Bloodline, Marid Bloodline
Summoner	Eidolon Base Form (Aquatic), Broodmaster, Evolutionist
Witch	Gravewalker, Hedge Witch, Sea Witch
Wizard	Scrollmaster

to become more adept at using alchemical bombs or using alchemical items in conjunction with their martial skills.

CLASSES: Alchemist.

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Armor and Weapon Proficiency (Ex): At 1st level, a grenadier is proficient with light, medium, and heavy armor, and with all simple and martial weapons.

This ability replaces the mutagen class feature.

Alchemical Weapon (Su): At 1st level, a grenadier can infuse a weapon or piece of ammunition with a single harmful alchemical liquid or powder, such as alchemist's fire or sneezing powder, as a move action. This action consumes the alchemical item, but transfers its effect to the weapon in question.

The alchemical item takes full effect on the next creature struck by the weapon, but does not splash, spread, or otherwise affect additional targets. Any extra damage added is treated as bonus damage and thus is not doubled on a critical hit. The alchemical treatment causes no harm to the weapon treated, and it wears off 1 minute after the application if no blow is struck.

At 4th level, a grenadier can use his alchemical weapon ability as a swift action. At 10th level, this ability becomes a free action.

This ability replaces brew potion.

**Bomb Master (Ex):** At 1st level, a grenadier gains the precise bombs alchemist discovery as a bonus discovery.

Beginning at 2nd level, the grenadier adds one half his class level to the usual number of bombs he may use per day.

At 7th level, a grenadier can choose to detonate a bomb so that it splashes in either a 20-foot cone or 40foot line rather than the usual splash pattern. The cone or line starts at the alchemist and extends away from him in the direction he chooses. The alchemist designates one creature in the affected area to be the target of the bomb and makes his attack roll against that creature; all other spaces in the area of effect take splash damage.

If the alchemist has the explosive bomb discovery and throws an explosive directed blast, the cone of splash damage is 30 feet long instead of 20 feet and the line 50 feet long rather than 40 feet.

At 13th level, the grenadier's bombs are particularly overwhelming when they explode. Whenever a grenadier scores a successful critical hit with a bomb, the creature targeted by that bomb is staggered for 1d4+1 rounds. A successful Fortitude save (at the bomb's usual Reflex save DC) reduces the duration to 1 round. The effects of this ability stack with a frost bomb's staggering effect, but not with the effects of the Staggering Critical feat.

At 16th level, when the grenadier hits one target with a bomb and deals splash damage to other targets, he may select a creature hit by the splash damage to be affected as if it had been hit directly by the bomb instead. The grenadier makes a separate attack roll against this secondary target. On a missed attack, the target still takes normal splash damage.

This ability replaces the extract function of the alchemy class feature.

**Personal Immunity (Su):** At 14th level, a grenadier may choose to be immune to any bomb he throws.

This ability replaces persistent mutagen.

### INQUISITOR-MAGE

"I said that I was disgusted by your vile magics, necromancer. I never said I couldn't wield them as well."

#### -Master Navidar Tiercel

Both respected and feared by all other elements of the Hexworth Inquisition, the Inquisitor-Mages are devout members of their respective churches who study the power of arcane magic. They learn the secrets of necromancy and other vile powers in order to have the tools and training to oppose and destroy such forces. Inquisitor-mages operate largely outside the structure of either their church or the Inquisition and normally do not command troops or give edicts to others. When they do gather to take some more organized action, such as the training of the original witch hunters, it is generally as a reaction to an emergency situation, and their directions are taken seriously by all the other nations on the continent.

Inquisitor-mages are the members of the Hexworth Inquisition most likely to travel abroad on their own and work independently, but also most likely to work with individuals considered unsafe or unsavory by other inquisitors.

#### **CLASSES:** Inquisitor.

Arcane Secrets: Starting at 1st level, the inquisitormage gains access to a number of bonus arcane spells. For each spell level to which the inquisitor-mage has access, she also selects two sorcerer/wizard spells to add to her list of spells known, in addition to her normal allotment of inquisitor spells known. One of these two spells must be an abjuration, divination, or necromancy spell. She may cast these spells without difficulty when in light or medium armor and while using a shield, but suffers from arcane spell failure if wearing heavy armor or using a tower shield. The spells are considered to be part of her class spell list for purposes of using spell-

## OPTIONAL RULE: DARIANT ADEPTS

Sometimes you need a simple spellcasting NPC who might represent a local hedge wizard, a shopkeeping alchemist, or maybe a mystic craftsman who can make magic items. As it stands, the adept is useful as a simple priest NPC or a tribal shaman, but not much more. The cultist class introduced here gives you the option for an arcane NPC spellcaster, but what if you don't want your village alchemist to be a cultist who worships some dark power?

These rules can make the adept into a much more versatile NPC class.

#### SPELLGASTING

An adept can cast either arcane or divine spells (choose one; this cannot be changed once decided), which are drawn from the adept spell list in either case. Like a cleric or wizard, an adept must choose and prepare her spells in advance. An adept cannot spontaneously cast *cure* or *inflict* spells.

To prepare or cast a spell, an arcane adept must have an Intelligence or Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an adept's spell is 10 + the spell level + the adept's Intelligence or Charisma modifier.

To prepare or cast a spell, a divine adept must have a Wisdom or Charisma score equal to at least 10 + the spell level. The Difficulty Class for a saving throw against an adept's spell is 10 + the spell level + the adept's Wisdom or Charisma modifier.

Arcane adepts acquire their spells from books or scrolls and prepare them through study. The arcane adept keeps a spellbook just like a wizard, and uses it in exactly the same way a wizard does.

Divine adepts must meditate or pray for their spells, just as a cleric or druid.

Where the adept class table indicates that the adept gets 0 spells per day of a given spell level, he gains only the bonus spells he would be entitled to based on his Intelligence, Wisdom, or Charisma score for that spell level.

#### ADEPT TALENT

At 2nd level, an adept can choose any one of the following options:

- Arcane bond: As the wizard class feature of the same name (either a familiar or a bonded object).
- *Bloodline:* As the sorcerer class feature of the same name. He gains the bloodline arcana and bloodline powers for that bloodline as a sorcerer of the same level, along with any bonus skills. He may add the bonus spells for that bloodline to his spell list. He does not gain the bonus feats.
- *Cleric domain:* As appropriate for the adept's god or religion; he gains a bonus domain spell of each level he can cast from this domain, as a cleric, along with any domain powers. He uses his adept level as his cleric level.
- *Nature bond:* As the druid class feature of the same name. If he chooses an animal companion, he treats his druid level as half his adept level for that purpose; if he chooses a domain, he gains a bonus domain spell of each level he can cast from this domain, along with any domain powers. He uses his adept level as his druid level.

This ability replaces summon familiar.

#### FADORED GLASS BENEFIT

At 1st level, the adept may choose cleric, druid, or wizard; once chosen, this class cannot be changed. For each favored class level in adept, the adept can add one spell from that class's spell list to the adept spell list. This spell must be at least one level below the highest spell level the adept can cast.

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#### completion items.

This ability replaces the judgment class feature.

**Disruption (Su):** At 1st level, the inquisitor-mage gains the ability to disrupt spellcasting with a touch once per day. As a standard action, she may make a melee touch attack to place a disruptive field around a target. While the field is in place, the target must make a concentration check to cast any spell or to use a spell-like ability, in addition to any other required concentration checks. The DC of this check is equal to 15 + twice the spell's level. If the check is failed, the target's spell is lost and wasted. This field lasts for a number of rounds equal to 1/2 the inquisitor-mage's class level (minimum 1). She can use this ability a number of times per day equal to 3 + her Wisdom modifier.

At 6th level, the inquisitor-mage may use this disruption effect as part of another melee attack. If the attack hits, the disruption field is applied automatically. If the attack misses, the disruption field is not generated and the daily use of disruption is wasted.

This ability replaces the inquisitor-mage's ability to select a domain or inquisition.

**Eldritch Tactics:** The inquisitor-mage is specially trained to fight other spellcasters, in both close combat situations and in spell duels. At 3rd level, the inquisitor-mage gains Combat Casting and Improved Counterspell as bonus feats. At 6th level, she gains Spell Bluff\* as a bonus feat. At 9th level, she gains Disruptive as a bonus feat. At 12th level, she gains Spell Penetration as a bonus feat. At 15th level, she gains Spell Penetration as a bonus feat. At 18th level, she gains Greater Spell Penetration as a bonus feat. The inquisitor-mage does not need to meet the prerequisites for these feats.

This feature replaces solo tactics and the teamwork feats gained at 3rd level and every 3 levels thereafter. \*See *Pathfinder Roleplaying Game: Ultimate Combat*.

**Counterspell Mastery (Su):** At 17th level, the inquisitormage can attempt to counterspell an opponent's spell as a swift or immediate action once per day.

This ability replaces slayer.

**Disjunction (Su):** At 20th level, an inquisitor-mage can unravel magic energies at their most fundamental level. The inquisitor-mage can create an effect identical to that of *mage's disjunction*, using her class level as her caster level. She may do this a number of times per day equal to her Wisdom modifier (minimum 1/day), but not more often than once per hour. Any spell or magic item that resists her disjunction is immune to it for 24 hours.

This ability replaces true judgment.

### MUSKETEER

"For the Moon King! For Rolland!"

- Corbus the Valiant

The Moon King of 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 trained in numerous other specialties, many being drawn from other forces that served Rolland. 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.

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 wouldbe 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.

CLASSES: Cavalier, fighter, freebooter, gunslinger, and paladin.

**CLASS SKILLS:** Regardless of what class this archetype is applied to, its list of class skills is changed to include the following: Acrobatics, Bluff, Climb, Craft, Intimidate, Knowledge (local and nobility, taken separately), Linguistics, Perception, and Ride.

For each skill gained, the class must sacrifice one standard class skill (to a maximum of all its normal class skills).

**PROFICIENCIES:** The musketeer is proficient with all firearms. This replaces any proficiency with bows or crossbows.

**Fast Movement (Ex):** Musketeers specialize in a highly mobile fighting style. At 1st level, when wearing medium armor, light armor, or no armor, a musketeer gains an enhancement bonus of +10 feet to his base land speed. At 5th level, this bonus increases to +20 feet.

For the cavalier, fighter, and paladin, this ability replaces proficiency with heavy armor. For the freebooter, this

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#### FREEPORT GLASSES

ability replaces 1d4 of dirty fighting. For the gunslinger, this ability replaces the gunslinger's dodge deed.

**Perfect Shot (Ex):** By 4th level, the musketeer has become such an adept marksman that 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 immune to critical hits are also immune to this extra damage. This feature does not stack with any other ability that allows a character to add an ability modifier to damage.

A musketeer may choose not to take this ability, in which case he retains the ability it would normally replace. Otherwise, for the cavalier, this ability replaces one daily use of challenge. For the fighter and gunslinger, this ability replaces the bonus feat gained at 4th level. For the freebooter, this ability replaces the freebooter talent gained at 4th level. For the paladin, it replaces one daily use of smite evil.

**Overcome Injury (Ex):** Starting at 6th level, the musketeer can shrug off wounds that would kill a lesser man. Each day, he may convert an amount of lethal damage to nonlethal damage, the total amount equal to three times his class level. 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 move action that does not provoke an attack of opportunity.

For the cavalier and fighter, this ability replaces the bonus feat gained at 6th level. For the freebooter, it replaces the freebooter talent gained at 6th level. For the gunslinger, it replaces +1 of his nimble bonus. For the paladin, it is ignored (the paladin does not gain this ability).

Undaunted Courage (Ex): At 8th level, the musketeer gains a +2 insight bonus on all Will saves. Whenever he would be frightened or panicked, he is instead only shaken. This is true even if the musketeer was already shaken.

For the cavalier, this ability replaces the order ability gained at 8th level. For the fighter and gunslinger, it replaces the bonus feat gained at 8th level. For the freebooter, it replaces the freebooter talent gained at 8th level. For the paladin, this ability simply grants a +4 insight bonus to Will saves, and it replaces aura of resolve.

#### USING THE MUSKETEER

The musketeer archetype 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, however, there are several ways around the spell, as

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evidenced by the similar organizations that seem to crop up all over the continent.

This archetype relies on two components to work effectively. First, it assumes you employ the World of Freeport as your campaign setting. Second, 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.

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 alternate class features. You can replace firearms with some other ranged weapon and just change the class name (and proficiencies) to something more appropriate. Once you've applied all of these changes, the class can function in just about any campaign setting.

## SEA DOG

"She's a fine ship, able to outrun anything she can't outfight. Now, not all her cargo may be altogether legal in some ports, but we've a solid crew who know when their lips need to stay shut, and when others' throats need opening. If it's a sea voyage you're wanting, you'll find no better option in port, regardless of your destination or possible pursuit."

#### -Boatswain Harden Chiptooth

The sea dog archetype presents an option for characters seeking to specialize in seafaring adventures or support a background of years spent on ships and ocean voyages. Many of their abilities work best if they can serve as crew on a particular ship or if they 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 significantly.

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.

**CLASS:** Any, but most often fighters, freebooters, or rogues. Because it represents so many different types of characters, united only by experience at sea, the sea dog is

designed to be taken by any class. Unlike most archetypes, the sea dog's alternate class features are fairly modest, and thus can be taken in place of any class feature a character is willing to give up. They can even be taken at different levels, so no two sea dogs are likely to be exactly the same.

**Close 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 5th level, +3 at 9th level, +4 at 13th level, and +5 at 17th level.

This ability replaces any class feature gained at 1st, 2nd, 3rd, or 4th level. It is gained at the same level as the class feature it replaces.

**Favored Ship (Ex):** The sea dog gains a special familiarity with a particular vessel. When he gains this class feature, select a particular ship—usually the ship the sea dog sails. While on board this ship, he gains a +1 competence bonus on Acrobatics, Climb, Perception, Profession (sailor), and Stealth checks.

Should the favored ship be destroyed, the sea dog may select a new ship when he gains his next sea dog level, or after spending 30 days serving on a new ship.

This ability replaces any class feature gained at 1st, 2nd, 3rd, or 4th level. It is gained at the same level as the class feature it replaces. The bonus from this feature increases by +1 for every five levels thereafter.

**Batten Down the Hatches (Ex):** After weathering everything from storms to pirates and kraken attacks, 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 it is subject to the same limitations.

Further, as an immediate action, the sea dog may forfeit making a provoked attack of opportunity to gain instead a dodge bonus to AC equal to 1 + his Wisdom modifier (minimum +1) until the end of his next turn.

This ability replaces any class feature gained at 2nd, 3rd, 4th or 5th level. It is gained at the same level as the class feature it replaces.

#### ADAPTING 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 feature seabased adventures heavily, you could alter this archetype

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.

### SURDIDOR

"I've been marked for death by cultists, pirates, serpentmen, and once even by a mad god. They all failed. So it's going to take a lot more than you've got at your disposal to get the job done."

-Fess Blueboots

Armies sweep through towns and 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. Yet, despite the attrition, life goes on. This truth is a testament to the tenacity of nature, 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. The survivor specializes in staying alive against all odds, and learns to fight back against adversity with anything at hand.

CLASSES: Fighter, monk.

AC Bonus (Ex): Survivors often have a keen ability to anticipate and avoid an 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 or a shield, or when carrying a medium or heavy load.

For fighters, this replaces all starting armor and shield proficiencies. For monks, this ability is identical to the class's existing AC bonus, so no change is required.

**Damage Reduction (Ex):** At 2nd level, the survivor gains damage reduction 1/-. At 6th level, and every four survivor levels thereafter (at 10th, 14th, and 19th level), this damage reduction improves by 1 point. Damage reduction can reduce damage to 0, but not below 0.

For fighters, this replaces the bonus feat gained at 2nd level. For monks, this ability replaces maneuver training and also causes evasion to be gained at 3rd level, not 2nd.

> Initiative Bonus (Ex): At 2nd level, 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 level, +3 at 12th, +4 at 16th, and +5 at 20th).

> > For fighters, this ability replaces bravery. For monks, this ability replaces the bonus feat gained at 2nd level.

Fight another Day (Ex): The survivor has learned to take special care when he finds himself at a significant disadvantage. At 3rd level, whenever the survivor is suffering a condition that gives him a penalty to all attack rolls (thus, blinded, dazzled, entangled, frightened, shaken, and sickened, but not grappled or prone, since those conditions' penalties don't apply to all attacks), he also gains a bonus to AC inverse to the penalty. For example, if a survivor is shaken (which normally gives a -2 penalty to attack rolls), he gains a +2 bonus to AC.

For fighters, this ability replaces the armor training gained at 3rd level. For monks, this ability replaces still mind.

Indomitable (Ex): At 11th level, whenever the survivor fails a saving throw,

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he may immediately make a second saving throw at a-5 penalty. Once he uses this ability, the survivor must wait 5 rounds before using it again.

For fighters, this ability replaces the armor training gained at 11th level. For monks, this ability replaces diamond body.

**Fast Healing (Su):** At 15th level, the survivor's body has become so used to repairing itself from massive injuries that the survivor gains fast healing 1. At 19th level, this increases to fast healing 2.

For fighters, this ability replaces the armor training gained at 15th level and armor mastery. For the monk, this ability replaces quivering palm and empty body.

## WITCH HUNTER

"Curse me, revile me, it makes no matter. I deave to the Necromantic Censure, and it is my sacred duty to destroy those blasphemous creations of the necromancers, to bring to justice all those who dabble in the dark arts. It is thankless work, but I know that for each black wizard I burn, I am doing my part in thwarting the ancient Necro-Kings from rising once more."

#### Tovarik Gertersen, Witch Hunter

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. 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; once their sentences were pronounced, only the most powerful leaders of the land could countermand their decisions.

Witch hunters are most often drawn from the ranks of priests and sacred knights, holy warriors who left their various orders to purge the world of those blasphemers who dabble in the dark arts. Other witch hunters were clerics, rangers, or monster slayers who became 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 will to fight undead can find a place in this violent order.

ALIGNMENT: Any—usually good and/or lawful, but there are exceptions.

**CLASSES:** Cavalier, cleric, inquisitor, magus, monk, oracle, paladin, and ranger. Because witch hunters of different classes sacrifice class features at different levels, the abilities sacrificed by each class to take the archetype are presented below, rather than listed along with the witch hunter's new class features.

- Cavaliers sacrifice their order and all abilities drawn from their order.
- Clerics sacrifice their domains and domain spells.
- Inquisitors sacrifice their domain, stern gaze, and the teamwork feat gained at 3rd level.
- Magi lose their arcane pool (but gain a righteous fury pool they can use to power their magus abilities). They do not gain spell combat until 2nd level, do not gain spellstrike until 3rd level, and do not gain the magus arcana at 3rd and 6th levels.
- Monks sacrifice stunning fist, the bonus feat gained at 2nd level, their ki pool, and any monk class feature that requires the use of ki points.
- Oracles sacrifice the revelations gained at 1st and 3rd levels, and they do not gain any bonus class skills from their mystery.
- Paladins sacrifice the smite evil gained at 1st and 4th levels (gaining smite evil once per day at 7th level). The lay on hands ability is not gained until 4th level and they do not gain a mercy at 3rd level. They do not gain channel energy.
- Rangers sacrifice the favored enemy gained at 1st level (gaining their first favored enemy at 5th level) and the combat style feats gained at 2nd and 6th levels.

**Righteous Fury (Su):** All witch hunters seek to cleanse the world of necromancers and the undead. At 1st level, a witch hunter receives a pool of supernatural energy, a righteous fury pool, which he can use to fuel many of his class abilities. He gains a number of points per day in this pool equal to half his class level (minimum 1) plus his Intelligence, Wisdom, or Charisma bonus (whichever is highest).

**Necromantic Censure (Su):** At 1st level, the witch hunter may sacrifice 1 point of righteous fury as an immediate action to imbue his next attack with divine energy: Against evil foes and undead, his attacks gain a +2 bonus to attack and also bypass any hardness or DR the foe has.

**Divine Shield (Su):** At 2nd level, the witch hunter may / spend 1 point of righteous fury as a swift or immediate action to add his class level as a sacred bonus to his Armor

Class (including touch and flat-footed AC) against all hexes and all physical attacks and special attacks from evil creatures and undead. This bonus applies even if the witch hunter is immobilized and lasts until the end of the witch hunter's next turn.

**Sacred Resolve (Su):** At 3rd level, the witch hunter may spend 1 point of righteous fury as an immediate action to gain a +4 bonus to his saving throw against any single negative energy effect or necromancy spell or ability that targets him.

Spectral Weapon (Su): At 5th level, the witch hunter can imbue a weapon he wields with the power to strike incorporeal creatures. As a swift or immediate action, he may spend 1 point of righteous fury to grant a weapon he wields the ghost touch property. 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 the witch hunter's Intelligence, Wisdom, or Charisma bonus (whichever is highest, 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.

Purifying Flame (Su): At 9th level, the witch hunter has learned to harness his righteous fury to imbue his weapon with purifying flames. As an immediate action, by spending 2 points of righteous fury, the witch hunter empowers his weapon BRYAN to deal an extra 1d6 points of sacred damage to all evil creatures and undead he hits. In addition, any such creature struck must succeed on a DC 15 Reflex save or catch fire, taking 1d6 points of fire damage each round thereafter.

Water does not extinguish these flames. An affected creature may spend a move action on its turn to attempt another DC 15 Reflex save to put out the flames.

#### USING WITCH HUNTERS

The witch hunters were founded with the noblest intentions, but their role has expanded well beyond

the boundaries of the empire in which the order was created. Today the ranks of this loose organization have become sullied by ambitious politicians and sociopaths who hide their violent impulses behind the veneer of doing holy work. Even those witch hunters who cleave closest to the earliest 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.

#### 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. Alternately, 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.

> Of course, witch hunters don't have to be undead hunters specifically. You could adapt them to work as demon or devil hunters by exchanging undead for evil outsiders, for example.

PLAYER'S GUIDE TO FREEPORT

# ALTERNATE GLASS FEATURES

In addition to full archetypes, a few classes also gain one or two new alternate class features, to help them match some of the common themes and tropes of the World of Freeport.

## ALTERNATE GLERIG FEATURES

Clerics gain access to two new domains, Retribution and Unspeakable. The Retribution domain is most common among clerics associated with inquisitors and the Church of Retribution, while the unspeakable domain is normally only encountered among madmen and worshipers of the Unspeakable One.

#### RETRIBUTION DOMAIN

**GRANTED POWER:** You are the mortal instrument of divine punishment.

Strike Them Down (Su): You are filled with divine fury to better strike down the foes of your ethos. Choose one alignment subtype that opposes any one non-neutral aspect of your own alignment; for example, if you are lawful neutral, you would have to choose "chaotic." If you are true neutral, then you can instead choose a humanoid subtype. If you're a dwarf, for example, you might select "goblinoids." (The GM has final say on what choices are appropriate.) Once this choice is made, it cannot be changed.

When a creature having that alignment or humanoid subtype is adjacent to you and casts a spell or uses a spell-like or supernatural ability, it provokes an attack of opportunity from you. Additionally, if you chose an alignment and *any* creature adjacent to you casts a spell with that alignment descriptor, it provokes an attack of opportunity from you.

Give As Good As You Get (Su): At 6th level, when a creature deals damage to you (by a spell, spell-like, or supernatural ability or a direct attack, but not as a result of indirect actions such as traps), you gain a +2 bonus to attack and damage rolls against that creature for 1 round. Further, during that round, the save DC of any spell you cast against that creature increases by 1.

**DOMAIN SPELLS:** 1st—wrath\*; 2nd—align weapon; 3rd bestow curse; 4th—rebuke\*; 5th—suffocation\*; 6th—divine pursuit\*; 7th—black mark\*; 8th—horrid wilting; 9th suffocation, mass\*.

\*See Pathfinder Roleplaying Game: Advanced Player's Guide.

#### UNSPEAKABLE DOMAIN

**GRANTED POWER:** You rejoice in your own insanity and seek to spread it to others.

*Insanity's Blessing (Su):* As a swift or immediate action, you may add a +2 circumstance bonus to the save DC of the next mind-affecting spell you cast. You can use this ability a number of times per day equal to 1 + your insanity points.

*Cloud the Mind (Su):* At 8th level, you can cloud the mind of a creature you touch. Make a melee touch attack: If the attack hits, the target suffers a -4 penalty to her Intelligence or Wisdom 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 round). You can use this ability a number of times per day equal to your insanity points.

**DOMAIN SPELLS:** 1st—unhinge; 2nd—bewilder; 3rd rage; 4th—confusion; 5th—secret form; 6th—inscribe yellow sign; 7th—eyebite; 8th—insanity; 9th—insanity, mass.

## ALTERNATE FIGHTER FEATURES

One of the common tropes of the World of Freeport that is difficult to create with the typical class rules is that of the dangerous brawler and pugilist, one who can kill a man with his bare hands yet is not a master of Asianstyle martial arts. Fighters who select this alternate class feature also often take the survivor archetype (presented earlier in this chapter).

**Bloody Fists (Ex):** At 1st level, a fighter with this class feature gains Improved Unarmed Strike as a bonus feat, and he deals unarmed damage as a monk of the same level. This ability replaces the bonus feat gained at 1st level and weapon training.

## ALTERNATE INQUISITOR FEATURES

The church of the God of Justice includes numerous inquisitors who have taken the Retribution judgment (as did the Church of Retribution in Freeport many years ago), replacing any one other judgment of the inquisitor's choice.

#### NEW JUDGMENT

*Retribution:* The inquisitor is filled with divine wrath, gaining a +1 sacred bonus on attack and damage rolls made as attacks / of opportunity. This bonus increases by +1 for every three inquisitor levels she possesses.

## GODS OF FREEPORT

Throughout this book, we've used generic names for the various gods and many of the faiths represented in Freeport. This makes it easy to redefine them for your own campaign—decide what you want the gods to be, give them names (or not), and you're good to go. If you want to integrate Freeport into an existing campaign or setting, you can just match the city's gods up with the established deities of the setting. Alternatively, you could establish them as different gods worshipped locally. Or mix and match—some are well-known gods, some are unknown outside the Serpent's Teeth. The gods are always listed as male ("god"), but can just as easily be female, genderless, or of mixed gender in your campaign, as needed.

You can also easily combine gods together, too; for example, the God of the Sea and the God of Pirates might be the same being in your world, as might the God of Justice and the God of Retribution. Or they might be two aspects of the same being, possibly worshipped in different ways by different sects. You can also take the sect route to merge the various gods into a smaller pantheon, or even a single monotheistic deity.

In addition to the gods of humanity, there are also primal gods like Yig and the Unspeakable One. These gods aren't generic—they're outsider deities, forgotten by the civilized world, and they should feel alien and strange compared to the younger gods. But again, you can customize them if you want to match them to your setting; perhaps "Unspeakable One" is just one name given to a legendary God of Evil in your world.

Note that the standing of many of the gods below represents their relative importance in Freeport. Gods that have few worshipers here might be preeminent in other parts of the world; in fact, some of these gods may not be worshiped elsewhere at all, while other gods not mentioned here might have a prominent place elsewhere. The domains listed below for each god are also based on how Freeporters view and worship them, so domains may also vary from nation to nation.

Where a domain below does not appear in the *Pathfinder Roleplaying Game Core Rulebook*, it is a subdomain; with only a few exceptions, these subdomains all come from the *Pathfinder Roleplaying Game: Advanced Player's Guide*.

GODS OF FREEPORT					
Deity	Role	AL	Domains	Subdomains <sup>+</sup>	Favored Weapons
			Neutral Gods		
God of the Sea	Major	CN	Air, Destruction, Travel, Water, Weather	Catastrophe, Exploration, Flotsam, Oceans, Storms, Wind	Trident
God of Nature	Lesser	N	Animal, Darkness, Earth, Plant, Weather	Caves, Feather, Fur, Growth, Moon	Flail
God of Magic	Lesser	LN	Artifice, Knowledge, Law, Magic, Rune	Arcane, Construct, Divine, Language, Thought, Wards	Quarterstaff
God of Retribution	Lesser	LN	Death, Destruction, Law, Retribution*, War	Blood, Hatred, Judgment, Murder, Rage	Battleaxe
God of Storms	Lesser	· CN	Air, Chaos, Destruction, Water, Weather	Catastrophe, Cloud, Entropy, Ice, Storms, Wind	Warhammer
God of War	Lesser	CN	Destruction, Glory, Protection, Strength, War	Defense, Fist, Ferocity, Heroism, Rage, Tactics	Greatsword
God of Commerce	Minor	N	Artifice, Community, Knowledge, Travel, Water	Cooperation, Exploration, Memory, Rivers, Toil, Trade	Club
God of Luck	Minor	CŊ	Chaos, Liberation, Luck, Madness, Trickery	Curse, Deception, Fate, Greed, Insanity, Revelry	Staff-spear
God of Lust	Minor	CN	Charm, Healing, Luck, Strength, Trickery	Imagination, Inuendo, Lust, Madness, Restoration, Whimsy	Shortbow
God of Roads	Minor	N	Community, Earth, Liberation, Protection, Travel	Home, Defense, Freedom, Solitude, Trade	Longbow
God of Strength	Minor	N	Glory, Plant, Protection, Strength, War	Defense, Fist, Growth, Heroism, Resolve	Heavy Mace

GHAPTER III

FREEPORT GLASSES

		-			
			GODS OF FRE	EPORT	
Deity	Role	AL	Domains	Subdomains <sup>+</sup>	Favored Weapon
			Good Gods		
God of Knowledge	Major	NG	Community, Good, Knowledge, Protection, Void <sup>+</sup>	Agathion, Cooperation, Isolation, Memory, Solitude, Stars	Quarterstaff
God of Justice	Lesser	LG	Glory, Good, Law, Nobility, Sun	Cooperation, Judgment, Leadership, Martyr, Redemption, Revelation	Longsword
God of Healing	Minor	NG	Charm, Healing, Magic, Protection, Repose	Divine, Love, Psychopomp, Purity, Restoration, Resurrection	Dagger
God of Life	Minor	NG	Animal, Community, Good, War, Water	Blood, Family, Flowing, Friendship, Home, Resurrection	Spear
God of Penitence	Minor	CG	Chaos, Community, Good, Liberation, Nobility	Azata, Freedom, Martyr, Redemption, Revolution	Cat-o'-nine-tails
God of the Sun	Minor	NG	A <mark>ir</mark> , Fire, Nobility, Plant, Sun	Aristocracy, Day, Cloud, Growth, Light, Revelation	Morningstar
God of Valor	Minor	CG	Glory, Liberation, Protection, Strength, War	Ferocity, Heroism, Honor, Resolve, Revolution	Rapier
			Evil Gods		
God of Death	Major	LE	Darkness, Death, Destruction, Law, Luck	Catastrophe, Fate, Judgment, Loss, Undead	Scythe
God of Murder	Lesser	CE	Chaos, Darkness, Death, Evil, Trickery	Ambush, Deception, Demon, Fear, Murder, Night	Garrote
God of Pirates	Major	CN	Air, Fire, Trickery, War, Water	Arson, Flotsam, Tactics, Thievery, Smoke, Wind	Cutlass
God of Thieves	Lesser	NE	Artifice, Charm, Darkness, Evil, Trickery	Corruption, Greed, Loss, Night, Thievery, Trap	Short sword
			Unique Gods		
Crawling Chaos	Elder	CN	Chaos, Darkness, Death, Magic, Void†	Arcane, Dark Tapestry, Entropy, Night, Protean	Chakram
Unspeakable One	Elder	CE	Chaos, Evil, Madness, Unspeakablé*, Void†	Cannibalism, Entropy, Fear, Insanity, Isolation, Nightmare	Kukri
Abaddon	Major	LE	Destruction, Evil, Law, Luck, War	Blood, Catastrophe, Curse, Kyton, Torture	Armor spikes
Dagon	Minor	CE	Chaos, Darkness, Madness, Strength, Water	Ferocity, Moon, Nightmare, Oceans, Revelry	Net
Oona, Cannibal Spirit	Minor	NE	Destrution, Evil, Madness, Repose, Trickery	Ancestors, Cannibalism, Deception, Insanity, Rage, Torture	Handaxe
Yig, Hitthkai Sect <sup>y</sup>	Aspect	N	Knowledge, Magic, Rune, Scalykind†, Trickery	Arcane, Deception, Memory, Thought, Venom, Wards	Scimitar
Yig, Sskethvai Sect <sup>y</sup>	Aspect	NE	Destruction, Fire, Scalykind <sup>+</sup> , Strength, War	Ash, Blood, Ferocity, Hatred, Rage, Saurian	Falchion
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\*This domain is presented in this chapter.

<sup>Y</sup>The serpent people of Valossa worship only one god, Yig, who has multiple aspects. Only two aspects are known to be worshiped among the surviving serpent people in Freeport today.

<sup>†</sup>This domain is in supplimental material beyond the *Pathfinder Roleplaying Game Core Rulebook™*, and can be ignored if the appropriate source is not available.

SKILLS, FEATS & TRAITS



he core rules give you all the building blocks you need to create a compelling hero or villain for the City of Adventure, but there are some aspects of Freeport that call for a bit more definition. This chapter provides a mix of flavor and optional rules for your games, with new skill uses, a selection of feats, 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 alternate or additional rules you might add or ignore depending on your tastes and style of play.

# Skills

All of the skills in the *Pathfinder Roleplaying Game Core Rulebook* are available in the World of Freeport. In addition to their normal uses, there are a few additions to help better reflect the themes of the 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)

The *Pathfinder Roleplaying Game: GameMastery Guide* suggests using Profession (gambling) checks for the result of one's weekly income as a professional gambler. In Freeport, characters can also make Bluff checks while gaming.

#### GAMBLE

Whenever you engage in a game of chance against one or more opponents, you may make a Bluff check to determine how well you do. A Bluff check used in this way can take anywhere from a few minutes to 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,

"I'm lookin' fer a body, one kin swing a sword, climb a rope, an' keep 'is feet inna storm. If'n yer that body, ya got yerself a job."

-Captain Baumann



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 stake, everyone in the game makes a Bluff check. The character with the highest check result wins the stake. In case of a tie, make additional checks until there is a clear winner.

*Cheating:* You can also 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 checks. 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; if you fail by 5 or more, one or more fellow gamblers notice your botched attempt and react as appropriate.

## GLIMB (STR)

In addition to the normal uses for the Climb skill, characters can make Climb checks to manage controlled slides down ropes or steep inclines.

#### SLIDE

A character can slide rapidly down any surface that requires a Climb check to move up, such as treetrunks, ladders, ropes, ship masts, and similar objects, by loosening his grip enough to move downward freely, but not so much that he falls. A character slides down a steep incline by leaning into it and using feet and at least one arm to slow the speed and direction of the descent. The Climb DC to slide down something is 5 less than the DC to scale it.

On a successful check, the character slides down twice her speed, to a maximum of 60 feet, with a move action. On a failed check, the character moves down at just half her base speed. On a check that fails by 5 or more, the character falls. A sliding character is still considered to be climbing (and thus loses any Dex bonus to AC).

Optionally, at the GM's discretion, a PC can slide under other circumstances—such as jumping on a sail and ripping it with a knife while sliding downward, or jumping on a shield and riding it down a set of stairs. Such attempts normally also require a DC 20 (or higher) Acrobatics check, or a successful attack roll against AC 20 (or more), depending on exactly what is being attempted. Failing this additional check also results in the character falling.

#### SKILLS, FEATS & TRAITS

## DIPLOMAGY (GHA)

In addition to the normal uses for Diplomacy, characters can make Diplomacy checks to spread rumors.

#### Spread Rumors

You can spread rumors of your own invention throughout a settlement. Make a Diplomacy check as if you were gathering information. For 1d3 weeks after this check, anyone looking for information regarding the topic of your rumor might uncover your falsehoods in place of useful information. If Diplomacy checks made by others are less than your own, they uncover your rumor instead of the information they want. If they match your Diplomacy check, they learn both the normal gather information result and your rumors. If they exceed your check by 10 or more, they recognize the rumors you planted as false.

### LINGUISTIGS

In addition to the universal languages summarized in the *Pathfinder Roleplaying Game Core Rulebook*, Freeport is home to a smattering of other languages as shown here.

Language Typical Speakers	Alphabet
Azharan Azhar I	gnan
Mercenary Fighters, warriors, C Tongue mercenaries	Common
Naval Code Navigators, pirates, sailors -	-
Semaphore Sailors -	-
Thieves' Cant <sup>†</sup> Thieves, thugs, criminals	Common
Valossan Serpent people	Draconic

### FREEPORT LANGUAGES

#### NAVAL GODE

An ancient code with roots in the great continental navies of the elves that flourished after the sinking of Valossa, the Naval Code has since been modified into Common and become ubiquitous throughout the modern seafaring kingdoms. It can be used to transmit messages in either Common or Elven.

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; this use is limited by weather conditions, but in fair weather with cloud cover, reliable communication at 20 or more miles is not uncommon.

#### SEMAPHORE

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 it is relatively swift: a full sentence can be communicated with a full-round action.

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

## SENSE MOTIVE (GHA)

In addition to the normal uses for the Sense Motive skill, characters can make Sense Motive checks to determine whether it might be possible to bribe someone.

#### DETECT ADARIGE

You can make a Sense Motive check to determine if another creature can be swayed with an offer of money, goods, or services. This check is made in secret by the GM. The DC for this check is 10 + the target's Hit Dice + the target's Charisma modifier. If a target is actively hoping for a bribe or desires a service from you, this DC is reduced by 10. On a successful check, you discern whether the target is open to a bribe or an exchange of services (i.e., if he is willing to consider your offer and unlikely to be angered or offended by the offer) and what the bribe or service likely needs to be (see below).

Even if the target accepts your bribe or service, a successful Sense Motive check does not a guarantee success in gaining his favor. However, an appropriate bribe or service grants you a +10 circumstance bonus on a subsequent Diplomacy check to make a request of the bribed character, even allowing the request to be made of an otherwise unfriendly creature. (See the *Pathfinder Core Rulebook* for more information on using Diplomacy to make requests.) A target may also be willing to take a bribe, but only if the payment or service can be offered secretly (which may require a Bluff check to send a secret message or a Sleight of Hand check to pass the bribe discreetly, if the target has allies nearby).

## OPTIONAL RULE: KNOWLEDGE AND FORBIDDEN LORE

This option introduces a new sort of knowledge that can augment or overlay your existing Knowledge skills, for a price. Forbidden lore is not a new Knowledge skill that you can buy using skill ranks. Instead, you gain a pool of forbidden lore points as you encounter writings, objects, places, and creatures that carry the taint of elder gods or weird, eldritch powers.

These rules assume you are also using the insanity rules contained elsewhere in this chapter. See **Optional Rules: Expanded Insanity and Madness.** 

#### Forbippen Lore

You are familiar with That Which Should Not Be Known, having encountered it through writings, meetings with madness-inducing abominations, or 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 on how much exposure you have had to such dark secrets.

Gaining Forbidden Lore: Any time you would gain insanity points from horrific experiences or abominable knowledge, you may choose to gain 1 forbidden lore point. Even if the source inflicts more than 1 insanity point, you cannot gain more than 1 forbidden lore point from it.

Effects of Forbidden Lore: Depending on the pool of forbidden lore you have developed over time, you may gain bonuses to any Knowledge skill check to which forbidden lore might apply.

For instance, if you are exploring an old cave network and discover a mysterious shrine, you might be allowed to apply your forbidden lore bonus to any Knowledge (engineering), Knowledge (history), or Knowledge (religion) checks you make to learn more about the place (if the shrine is

in fact dedicated to a forbidden deity or being).

Similarly, if you visit a new town where a number of locals happen to be cultists, the GM might let you add your forbidden lore bonus to any Knowledge (local) or Knowledge (nobility) checks regarding that place, to represent the chance you've read or heard something about the cult in your wanderings.

However, as you accumulate more forbidden knowledge, it begins to consume your attention, placing a strain on your psyche and intellect. Higher forbidden lore scores impose a penalty on all other Knowledge checks you make that do not relate to forbidden lore, as shown on the table at right.

### FORBIDDEN LORE POOL

Forbidden Lore Points	Lore Bonus	Knowledge Penalty
1-2	+1	
3-5	+2	<u></u>
6-9	+3	-1
10-14	+4	2
15-20	+5	-4
21 or more	+6	-6
	A CONTRACTOR	Sec. A. Physics and

If the Sense Motive check is failed, you cannot tell if the target might accept a bribe, nor how much it should be. You may still offer a bribe, but if the bribe is too little (or the target won't accept bribes), the target's attitude toward you automatically worsens by 1 step.

If the Sense Motive check is failed by 5 or more, you get the wrong impression about the target's willingness to take a bribe. The GM may suggest a bribe is welcome when it is not, or provide a bribe value two or even three times greater than the target's true price.

*Bribe:* The amount of a suitable bribe varies greatly depending on the nature and difficulty of the favor required.

As a guideline, the cost of a moderately difficult, specialized, or risky favor is the target's Hit Dice squared x 10 gp. For simpler favors, this amount might be reduced by half or even more. For very hazardous or complicated favors, this amount could be up to five or even ten times greater.

Service: For a moderately difficult or risky favor, assume the service the target requires of you involves at least one skill check with a DC of 20 + half the target's HD + his Charisma modifier; at the GM's discretion, the DC for a simple favor may be lessened, while the service for a more challenging or costly favor might effectively be a short quest or mission, such as recovering an object or slaying an enemy.

## SLEIGHT OF HAND (DEX)

In addition to the normal uses for the Sleight of Hand skill, characters can make Sleight of Hand checks to plant evidence and perform secret searches.

#### PLANT EUIDENCE

Any object you could attempt to lift from another creature, you may instead attempt to plant on a creature without their noticing. The DC for successfully planting the item is 15. However, the target may make a Perception check against your Sleight of Hand check result to notice the effort (whether you succeed at planting the evidence or not). This otherwise functions as a normal Sleight of Hand check.

#### SEGRET SEARCH

You can search an adjacent target or space without either the target or those around you noticing. Make both a Perception check and a Sleight of Hand check; the lower of the two skill totals determines both your Perception total to see if you find anything and also sets the DC of other creatures' Perception checks to notice your search. If you search an adjacent creature, it gains a +5 bonus to its Perception check to notice your surreptitious groping.

If both your Perception and Sleight of Hand checks are successful, you search the target space or creature normally and are not noticed doing so.

## FEATS

The following feats emphasize Freeport's atmosphere and flavor, offering a wide range of abilities for all sorts of characters, from crusty sailors to occultists or sneaky thieves.

Some of these feats are noted as being of a new feat type, "supernatural," which designates such feats as supernatural abilities. Some feats from other sources (such as Arcane Strike from the core rules) should also be considered supernatural feats, at the GM's discretion. A supernatural feat normally states how long it takes to use; otherwise it defaults to a standard action.

## NEW FEATS

The following feats expand the options for adventurers exploring the world of Freeport.

#### ACROBATIC STRIKES (COMBAT)

You can make a series of attacks while jumping and tumbling around your foes.

**PREREQUISITE:** Dex 15, Spring Attack, base attack bonus +9 **BENEFIT:** When you are wielding a light or finesse weapon

and have one hand free, as a full-round action you can move up to your speed and still take a full attack action. You may not attack from any square more than once during this action, and you cannot enter the same square twice. All of the attacks you make during this action suffer a -5 penalty to hit.

If at any time you leave a threatened square of any foe, you must make an Acrobatics check to do so without provoking attacks of opportunity. If any such check fails you provoke the attack of opportunity, your movement ends, and you lose any remaining attacks.

#### AGILE RIPOSTE (COMBAT)

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

- **PREREQUISITE:** Combat Expertise, Counterstrike, base attack bonus +5
- **BENEFIT:** Once per round when an adjacent opponent makes a melee attack that misses your AC by 5 or more, you may an attack of opportunity against that opponent. This attack cannot be a combat maneuver, even if you have combat maneuvers you can normally make as part of an attack of opportunity.

#### ALIGNED SUMMONING (GENERAL)

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

- PREREQUISITE: Augment Summoning, any non-neutral alignment
- **BENEFIT:** Whenever you summon creatures whose alignment matches one component of your alignment

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SKILLS, FEATS & TRAITS

#### NEW FEATS Prerequisite Benefits Name Acrobatic Strikes\* Dex 15, Spring Attack, base Make a full attack at 5 penalty while moving your speed attack bonus +9 Agile Riposte\* Combat Expertise, Counterstrike, Make attack of opportunity against foes who miss you by base attack bonus +5 5 or more Aligned Augment Summoning, any non-Summoned creatures who share your alignment gain neutral alignment Summoning morale bonuses Armed to the Dex 15, proficient with firearms Reduce two-weapon fighting penalties when using a Teeth\* melee weapon and a firearm Aura of Nobility Cha 17 Your incredible poise causes foes to avoid you **Bizarre Insight** Insanity points 1, ability to cast a Gain bonuses to monster lore checks if you can cast a divination spell divination spell **Blasphemous** Aura Cha 13, aura of evil Undead near you gain bonuses to saves against channeled energy **Blinding Slash\*** Dex 13, Combat Expertise, base Blind a foe with a darting slash toward the face attack bonus +8 **Brilliant Tactician\*** Cha 13, Combat Expertise Grant one of your allies a bonus to AC **Burst of Activity** Con 15, Improved Initiative Gain an additional move action Cheat Death Great Fortitude, Iron Will, or Make a save to avoid certain death Lightning Reflexes Chill Hand Caster level 3rd, ability to cast Deal cold damage with unarmed attacks when you have chill touch chill touch available **Cloak Fighting\*** Perform (dance) 5 ranks, Treat a cloak as a weapon or gain concealment from one proficient with net or whip foe Combat Surge\* Improved Initiative Gain +4 to initiative in return for a penalty to AC and Reflex in the first round of combat Combat Slam\* Str 13, Improved Bull Rush You can knock foes down when you push them around Commune with the Sea Tongue, Spellcraft 5 ranks, Commune with the waters around you Survival 5 ranks Seas Counterstrike\* Combat Reflexes, Dodge Attack opponents that miss you with an attack of opportunity Crab's Rush\* Mobility Double your dodge bonus from fighting defensively versus attacks of opportunity Crack Shot\* Weapon Focus (any ranged As a standard action, add your Dexterity bonus to ranged weapon), base attack bonus +6 weapon damage Cry Havoc\* Cha 15 Grant an ally an extra move action Dark Touch Divine caster level 5th, Death Resist negative levels and convert them into deadlier domain attacks Death Grin Fearsome Glare When you demoralize an enemy, he is frightened instead of shaken Deft Charge\* Nimble Moves, base attack +1 Avoid obstacles and difficult terrain while charging **Desperate Blow\*** Base attack +6 As a full-round action, take -4 AC to attack at +4 to hit, provoking attacks of opportunity if you miss **Dimensional Drop** Teleport Tactician, uncanny Creatures teleporting beside or away from you are flatdodge class feature footed against your attack of opportunity Caster level 3rd, Combat **Dirty Spellcasting** Feinting against a foe prevents his attack of opportunity Casting, Improved Feint against the next spell you cast **Disciplined Mind** Iron Will or bravery class feature Gain a second save against fear effects Wis 13 or Cha 13 Increase your divine caster level by 4, up to a maximum **Divine Blessing** equal to your Hit Dice

### SKILLS, FEATS & TRAITS

## NEW FEATS

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Name	Prerequisite	Benefits
Domain Focus	Wis 15, domain class feature	Increase your class level for purposes of one of your domains.
Domain Specialization	Domain class feature, spontaneous casting class feature	Sacrifice prepared spells for domain spells
Doubled Impact*	Improved Unarmed Strike, Power Attack	Make an unarmed attack as a 2-handed attack
Dread Words of Power	Forbidden lore points 1, Linguistics 5 ranks, Spellcraft 5 ranks	Use fell words to add metamagic to a spell
Eldritch Rant	Cha 13, Spell focus (any), insanity points 1	Tap your insanity to make your language-dependent or mind-affecting spells more potent
Entangle Weapon*	Combat Expertise, base attack bonus +1	Take penalties to attack rolls to inflict the same penalty on an opponent
Evasive Maneuver*	Combat Reflexes, Mobility	You can dodge away from a charge, forcing your opponent to overreach
Far Sight	· · · · · · · · · · · · · · · · · · ·	Your sense of vision is acute
Favored by Fortune	Cha 13	Add your Charisma bonus to all saving throws for 1 round
Fearsome Glare	Caster level 3rd, ability to cast scare	Gain a bonus to Intimidate while you have scare available
Find Opening*	Cha 13, Combat Expertise	Grant an ally a bonus to her next attack roll
Fire and Thunder*	Cha 13, Exotic Weapon Proficiency (firearms), base attack bonus +1	Gain concealment by shooting a firearm and also demoralize an adjacent foe
Firearms Drill*	Rapid Reload (firearms), base attack bonus +1	Reload a firearm without provoking an attack of opportunity
Flamboyant Assault*	Dazzling Display, Weapon Finesse	As a standard action, add your Charisma bonus to finesse weapon damage
Fortified Mind	Int 13, Iron Will	Add your Intelligence bonus to Will saves against mind- affecting attacks
Frenzied Resilience	Con 15, rage class ability, base attack bonus +4	Spend a round of rage to gain a bonus to a Will saving
Fueled by Hate	Con 17, Frenzied Resilience, base attack bonus +8	Spend a round of rage to gain 5 temporary hit points
Greater Spell Mastery	Spell Mastery	Apply metamagic more easily to your mastered spells
Harassing Strikes*	Combat Reflexes, Disruptive	Use a move action to make the squares you threaten difficult terrain
Horrific Summoning	Augment Summoning, Spell Focus (conjuration), Spell Focus (necromancy), insanity points 1	Creatures you summon are treated as if they had the Dazzling Display feat.
Improved Dodge*	Dodge	Gain a +1 dodge bonus against melee attacks
Improved Far Sight	Far Sight	Your sense of vision is incredibly acute
Improved Fleet	Fleet	Retain your speed bonus in medium armor
Improved Harassing Strikes*	Combat Expertise, Harassing Strikes	Opponents find it harder to avoid your attacks of opportunity
Insane Casting	1 insanity point, ability to cast prepared spells	Gain insanity points to boost your spells
Item Affinity	Spell Focus (any school)	Gain bonuses when using some magic items that contain spells

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# NEW FEATS

	NEt	TEATS
Name	Prerequisite	Benefits
Joint Lock*	Greater Grapple	Grapple with only one hand, and do not suffer the grappled condition while you maintain a grapple
Juggernaut Rush*	Str 17, Power Attack, orc or troll	You can overrun multiple creatures with a full-round action
Knife Trick*	Quick Draw	Feint as a swift action when you draw a light weapon
Lethal Disarm*	Improved Disarm, base attack bonus +6	Attack a foe you have just disarmed
Life-Fueled Casting	Caster level 3rd, Con 13, Spell Focus (necromancy)	Take Constitution damage to boost your spells
Lingering Fascination	Cha 13, Greater Spell Focus (enchantment)	Targets that fail a save against your enchantments take a -1 penalty to further saves for 24 hours
Maniacal Anger	Con 13, rage class ability, insanity points 1	Fly into a rage as an immediate action
Off-Hand Parry*	Two-Weapon Defense	Forfeit Two-Weapon Defense to gain a higher shield bonus against one target
Odd Perspective	Wis 13	Gain damage resistance against insanity points equal to your Wisdom bonus
Quick Study	5th-level wizard, Int 17	Swap a prepared spell for another spell you know in a matter of minutes
Rallying Cry	Cha 13, Leadership	Grant your Charisma modifier as a bonus to your allies on their next save
Razor Tongue	Int 13, Persuasive	You can use an Intimidate check to bewilder a target
Resounding Strike*	Improved Bull Rush, ki pool	Your powerful attacks can send foes flying
Run 'Em Through*	Vital Strike, Weapon Finesse, base attack bonus +9	Any critical hit with a finesse weapon is a vital strike
Sanctified Aura	Cha 13, aura of good	Allies within 30 feet gain a bonus to saves against death effects, energy drains, and negative energy
Sea Tongue	Ability to speak Aquan	You can speak with the creatures of the sea
Second Wind	Endurance	Make a Fortitude save to combat fatigue or exhaustion
Shadowcaster	1st-level illusionist, Spell Focus (illusion)	Your shadow spells are more powerful than most
Shrug It Off*	Damage reduction 2/-	Sacrifice DR for 24 hours to gain temporary hit points
Skill Mentor	Cha 13, Skill Focus (any)	Grant a bonus to in the chosen skill to all allies within 30 ft.
Subdual Expert*	Base attack bonus +1	Use any melee weapon to deal nonlethal damage at no penalty
Sudden Lunge*	Combat Reflexes, Lunge	Make attacks of opportunity with a lunge as if it was a readied action
Swashbuckling*	Cha 13, Agile Maneuvers, Nimble Moves, Spring Attack	Move double your speed and make a single attack
Uncanny Instincts	Dex 15, Spell Focus (divination)	Sacrifice a spell to gain an insight bonus to initiative
Unsettling Visage	Örc or troll	+4 bonus on Intimidate checks to demoralize opponents, and demoralize for twice as long
Warp Step	Dimensional Strike, caster level 7th, ability to cast dimension door	Teleport as a move action when you have dimension door prepared.
Wild Swings*	Power Attack, insanity points 1	Ignore dodge bonuses granted by fighting defensively, Dodge, and Combat Expertise

\*This is a combat feat and can be selected as a fighter or gunslinger bonus feat.

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(chaos, evil, good, or law), those creatures gain a +1 morale bonus on attack rolls, damage rolls, or saving throws (choose one). If a summoned creatures' alignment exactly matches yours, it receives the +1 morale bonus on all three of the previous types of rolls.

This feat applies to all creatures summoned with spells or spell-like abilities, but not eidolons or creatures summoned with supernatural abilities.

# Armed to the Teeth (Combat)

When properly armed, you are a force to reckon with.

**PREREQUISITE:** Dex 15, proficient with firearms

- **BENEFIT:** When armed with a one-handed or light melee weapon in your primary hand and a one-handed firearm in your off-hand, you take only a -4 penalty on attack rolls made with either weapon when using them to fight with two weapons. Also, when you take a full attack action you may attack with the two weapons interchangeably without taking any attack penalties as long as you do not make an extra attack for fighting with two weapons.
- NORMAL: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a -6penalty with your regular attack or attacks with your primary hand and a -10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

You can use the Two-Weapon Fighting feat to reduce these penalties, but a firearm is a ranged weapon, and thus does not qualify as a light off-hand weapon.

**SPECIAL:** A character using a coat pistol (or a Stinger) takes only a -2 penalty on attack rolls made with either weapon when using them to fight with two weapons.

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. If you do not also have Two-Weapon Fighting, you may only benefit from such feats when armed with a onehanded or light melee weapon in your primary hand and a one-handed firearm in your off-hand.

# AURA OF NOBILITY (GENERAL)

You can evoke a sense of grandeur so great that creatures falter in their desire to do you harm.

#### PREREQUISITE: Cha 17

BENEFIT: Once per day as a standard action, you may radiate an air of such grace and dignity that other creatures hesitate to do you harm. Any opponent attempting to attack you or to target you with a spell or effect must attempt a Will save (DC 10 +1/2 your Hit Dice + your Charisma bonus). If the save succeeds, the opponent is unable to attack you directly as if you were under the effect of a *sanctuary* spell. Your Aura of Nobility does not prevent you from being attacked or affected by area effects.

The benefit of Aura of Nobility lasts a number of rounds equal to 1/3 of your character level. If you attack or harm any creature during this ability's duration, that creature is no longer affected by your aura. This is a mind-affecting, extraordinary ability.

### **BIZARRE INSIGHT (SUPERNATURAL)**

You can divine uncanny insights into the nature of those you meet.

- **PREREQUISITE:** Insanity points 1, ability to cast a divination spell
- **BENEFIT:** As long as you have a divination spell prepared or a spell slot available with which you can cast a known divination spell, you gain an insight bonus equal to the divination spell's level on all Knowledge checks made to determine monster lore. If you have more than one divination spell prepared or available to you, this bonus is equal to the highest level of divination spell currently available.
- **SPECIAL:** If your insanity points are ever reduced to 0, you lose access to this feat until such a time as your insanity points increase to 1 or more.

#### **BLASPHEMOUS AURA (SUPERNATURAL)**

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

PREREQUISITE: Cha 13, aura of evil

- **BENEFIT:** All undead within 30 feet of you gain channel resistance equal to your Charisma bonus (to a maximum equal to your Hit Dice). If an undead creature within the aura already has channel resistance, this bonus stacks.
- **SPECIAL:** If you also have the channel negative energy class feature, you may expend one daily use of that ability as an immediate action to improve this feat's granted bonus until the end of your next turn. The channel resistance bonus granted is equal to the number of dice of negative energy you can normally channel. This channeled bonus does not stack with the standard channel resistance bonus granted bonus granted by this feat.

#### Skills, Feats & Traits



#### **BLINDING SLASH (COMBAT)**

You can deliver a disconcerting thrust or slash to hinder your opponent's vision for a time.

- PREREQUISITE: Dex 13, Combat Expertise, base attack bonus +8
- **BENEFIT:** You must declare that you are using this feat before you make your melee attack roll. If your attack hits, the target takes normal damage and must make a Reflex saving throw (DC 10 + 1/2 your character level + your Dex modifier). If he fails this saving throw, he is blinded until the start of your next turn.

A blinded creature suffers a -2 penalty to Armor Class, loses his Dexterity bonus to AC, and takes a -4penalty on most Strength- and Dexterity-based skill checks. All opponents are considered to have total concealment against the blinded character.

You may attempt a Blinding Slash once per day for every 4 character levels you have attained, and no more than once per round. Constructs, oozes, plants, undead, incorporeal creatures, creatures immune to critical hits, and creatures that do not rely on eyes to see are immune to the effects of this feat.

# BRILLIANT TACTICIAN (COMBAT)

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

PREREQUISITE: Cha 13, Combat Expertise

- **BENEFIT:** Once per day as an immediate action, you may choose one ally within 30 feet that you can see and hear. That ally gains a dodge bonus to AC equal to your Intelligence modifier (minimum +1) until the start of your next turn.
  - At 5th level, you may use this ability twice per day; for every 5 levels thereafter, you gain one additional use per day.

# BURST OF ACTIVITY (GENERAL)

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

PREREQUISITE: Con 15, Improved Initiative

**BENEFIT:** On your turn, you may take an extra move action, either before or after your regular actions. You may use this ability once per day, plus one additional use per day for every 5 levels you possess.

# CHEAT DEATH (GENERAL)

Even when caught dead to rights, you may still escape death.

- **PREREQUISITE:** Any one of Great Fortitude, Iron Will, or Lightning Reflexes
- **BENEFIT:** Whenever an effect would result in your death, you may make a Fortitude, Reflex, or Will saving throw (your choice) to avoid dying. If the lethal effect has a save DC, use that for your Cheat Death save DC. If you would be killed by an effect, including damage, without a DC, then the Cheat Death DC is 10 + the level or hit dice of the creature that killed you. If the lethal effect comes from a trap, or similar source with no level or hit dice, the save DC is 25.

If your save fails, you die normally. If it succeeds, you are 1 hp from death, but stable. Each time you use this feat successfully, you are affected as if you had been the target of a *raise dead* spell (gain 2 negative levels, or 2 points of Constitution drain).

# CHILL HAND (SUPERNATURAL)

Your touch is as cold as the grave.

PREREQUISITE: Caster level 3rd, ability to cast *chill touch* BENEFIT: As long as you have a *chill touch* spell prepared or an available slot with which you may cast *chill touch*, you may choose to have your unarmed or natural attacks deal negative energy damage instead of nonlethal (or lethal) damage. You also cast spells with the cold descriptor at +1 caster level. Neither of these abilities takes any additional action beyond that required to make an attack or cast a spell.

## **CLOAK FIGHTING (COMBAT)**

You can distract and confuse a foe with the whirls and snaps of a swirling cloak.

- **PREREQUISITE:** Perform (dance) 5 ranks, proficient with net or whip
- **BENEFIT:** When you have a cloak in one hand, as a move action you may make a Perform (dance) check opposed by one opponent's Perception or Sense Motive check (opponent's choice). If you win the opposed check, you gain 20% concealment from that opponent until the beginning of your next turn.

Additionally you can use a cloak as a net or a whip, but only against adjacent foes; your attacks when using a cloak in this way suffer a -2 penalty.

## COMBAT SURGE (COMBAT)

You can leap immediately into combat, though you may suffer for your lack of careful planning.

#### **PREREQUISITE:** Improved Initiative

**BENEFIT:** Whenever you roll for initiative, you may choose to add +4 to your total after seeing your initiative result. If you choose to do so, you suffer a -2 penalty to AC and Reflex saving throws until the end of your first full turn. (If the first round of combat you act in is a surprise round, then this penalty lasts until the end of your next turn.)

#### COMBAT SLAM (COMBAT)

You are adept at knocking down opponents in combat.

- PREREQUISITE: Str 13, Improved Bull Rush
- **BENEFIT:** Whenever you successfully bull rush an opponent, you may also knock him prone when you stop pushing him.

# COMMUNE WITH THE SEAS (SUPERNATURAL)

You can cast your senses into the waters around you.

- **PREREQUISITE:** Sea Tongue, Spellcraft 5 ranks, Survival 5 ranks
- **BENEFIT:** You may cast your senses out into the waters around you. This ability functions similarly to the *commune with nature* spell, except it applies only when you are in contact with a natural body of water or on a vehicle in contact with a body of water. Your caster level equals your character level.
  - You may use this ability once per day. At 11th level, you may use it twice per day.

# COUNTERSTRIKE (COMBAT)

You capitalize on openings in combat when they present themselves.

PREREQUISITE: Combat Reflexes, Dodge

**BENEFIT:** If an opponent misses you with an attack of opportunity, you may make an attack of opportunity against him in return. This counts against the total number of attacks of opportunity you may take in a round.

#### CRAB'S RUSH (COMBAT)

Your quick, scuttling defensive footwork makes you hard to hit.

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# **PREREQUISITE:** Mobility

- **BENEFIT:** Whenever you fight defensively, you take a -4 penalty on all attacks in a round to gain a +4 bonus to AC until the start of your next turn. You can choose to use this feat only when you declare that you are making an attack or a full-attack action with a melee weapon. The effects of this feat last until your next turn.
- **SPECIAL:** If you also have the Combat Expertise feat, you may double the penalties and bonuses normally granted by that feat: You can choose to take a -2 penalty on melee attack rolls and combat maneuver checks to gain a +2 dodge bonus to your Armor Class. When your base attack bonus reaches +4, and every +4 thereafter, the penalty increases by -2 and the dodge bonus increases by +2.
- NORMAL: You can choose to fight defensively when attacking. If you do so, you take a -4 penalty on all attacks in a round to gain a +2 bonus to AC until the start of your next turn.

# **CRACK SHOT (COMBAT)**

Your amazing accuracy allows you to place ranged attacks where they will do more damage.

- **PREREQUISITE:** Weapon Focus (any ranged weapon), base attack bonus +6
- **BENEFIT:** As a standard action, you may make a single ranged attack using any weapon with which you have Weapon Focus. You may add your Dexterity bonus to the damage dealt by this attack on a successful hit. Creatures immune to precision damage or criticals are also immune to this additional damage. You may not also add your Str bonus to attacks using Crack Shot.

#### CRY HAVOC (COMBAT)

You can exhort your allies to charge into battle.

#### PREREQUISITE: Cha 15

**BENEFIT:** Once per day as an immediate action, you may select one ally within 30 feet (other than yourself) who can see and hear you. That ally may move immediately as a free action, and may make a single attack at the end of the move. The ally's move action does not change his initiative. An ally cannot benefit from Cry Havoc (even from different sources) more than once per round.

At 5th level, you may use this ability twice per day; for every 5 levels thereafter, you gain one additional use per day.

#### DARK TOUCH (SUPERNATURAL)

You are resistant to negative energy attacks and can convert them into useful energy.

**PREREQUISITE:** Divine caster level 5th, Death 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 to resist the effect as if it did have a saving throw (use the normal method for determining a spell's DC; if the attack is a supernatural effect, the DC is 10 + 1/2 the creature's HD + its Charisma modifier).

If you succeed on the save, you do not gain any negative levels, and instead you convert this energy to improve your *bleeding touch* granted power from the Death domain: Each negative level you successfully convert this way can be spent to increase your *bleeding touch* dice by +1d6. Unspent converted negative energy levels vanish at dawn.

# **DEATH GRIN (SUPERNATURAL)**

You can terrify foes with a malevolent glance.

# PREREQUISITE: Fearsome Glare

**BENEFIT:** Whenever you successfully use Intimidate to demoralize a creature, you may make that creature frightened instead of shaken.

# **DEFT CHARGE (COMBAT)**

You can hurl yourself headlong into combat regardless of impediments.

**PREREQUISITE:** Nimble Moves, base attack bonus +1

**B**ENEFIT: While making a charge attack, you can ignore any number of squares of difficult terrain, as long as no two of them are contiguous. You may also make up to one change of direction during your charge, although your movement must otherwise be in a straight line; however, you do not gain the usual +2 bonus to attack if you do so.

You cannot use Deft Charge while mounted.

**NORMAL:** A charge must be in a straight line, and cannot be made through a space that blocks movement, slows movement, or contains a creature (even an ally).

#### **Desperate Blow (Combat)**

You can throw caution to the wind and take a frantic, potentially deadly swipe at your enemy.

**PREREQUISITE:** Base attack bonus +6

**BENEFIT:** As a full-round action, you may make a single melee attack at your highest attack bonus. You suffer a -4 penalty to your AC until the start of your next turn, but gain a +4 insight bonus to the attack roll. If your attack misses, you provoke attacks of opportunity from all adjacent enemies. However, if you hit and threaten a critical, you receive an additional +4 bonus to the confirmation roll (for a total of +8 from this feat).

You cannot use Desperate Blow in conjunction with any other feat that reduces your attack bonus in return for some other benefit, such as Combat Expertise or Power Attack.

# DIMENSIONAL DROP (COMBAT)

You can use deadly precision against creatures using the reality-warping effects of teleportation.

- **PREREQUISITE:** Teleport Tactician, uncanny dodge class feature
- **BENEFIT:** Any time a creature teleports into or out of a space you threaten (using *dimension door*, *plane shift*, *teleport*, or a similar ability) and provokes an attack of opportunity from you for doing so, it is flat-footed against your attack of opportunity.

# **DIRTY SPELLCASTING (GENERAL)**

By feinting before casting a spell, you protect yourself from reprisal and can punch a spell through your opponent's defenses.

- PREREQUISITE: Caster level 3rd, Combat Casting, Improved Feint
- **BENEFIT:** When you make a successful Bluff check to feint in combat, your target is denied his Dexterity bonus to AC against the next spell you cast targeting him (if it requires an attack roll). Further, the target cannot make an attack of opportunity against you for casting that spell.
- **NORMAL:** Feinting is only possible with melee attacks. Casting a spell while threatened provokes an attack of opportunity.

#### **DISCIPLINED MIND (GENERAL)**

You can grit your teeth and face your fears without quavering.

PREREQUISITE: Iron Will or bravery class feature

**BENEFIT:** Whenever you fail a Will saving throw against a fear spell or effect, on your next turn you may make a second save against the effect as a standard action, even if the effect would normally prevent you from doing so. If this second save fails, you are affected as normal.

#### **DIVINE BLESSING (GENERAL)**

You enjoy the favor of your god.

# PREREQUISITE: Wis 13 or Cha 13

**BENEFIT:** Choose a divine spellcasting class in which you have at least one class level. Your caster level for the selected class increases by 4, up to a maximum level equal to your total 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 FOCUS (GENERAL)**

You can draw more strongly on the essential magic your deity grants you.

PREREQUISITE: Wis 15, domain class feature

- **BENEFIT:** Select one of your domains. When determining the effectiveness or duration of the powers granted to you by this domain, treat your class level as if it were 3 higher. This benefit does not affect what domain powers you have access to, only calculations involving class level for domain powers to which you already have access.
- **SPECIAL:** You may select this feat more than once. Each time, the benefits apply to a different domain.

## **DOMAIN SPECIALIZATION (SUPERNATURAL)**

You can draw more easily on the essential magic your deity grants you.

- **PREREQUISITE:** Domain class feature, spontaneous casting class feature
- **BENEFIT:** Select one of your domains. You can "lose" any prepared spell that is not an orison or domain spell in order to cast another spell of the same spell level or lower from the chosen domain. This ability otherwise functions just like the cleric's spontaneous casting class feature.
- **SPECIAL:** You may select this feat more than once. Each time, the benefits apply to a different domain.

# **DOUBLED IMPACT (COMBAT)**

You either plant firmly or leap into the air, striking an enemy solidly with both hands or both feet.

**PREREQUISITE:** Improved Unarmed Strike, Power Attack **BENEFIT:** As a standard action, you may make a single unarmed attack at your highest attack bonus. If the attack hits, you may treat it as a 2-handed weapon for purposes of calculating your bonus damage from Strength and Power Attack. This feat may be used at the same time as the Vital Strike line of feats.

# **D**READ WORDS OF **P**OWER (SUPERNATURAL)

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

- **PREREQUISITE:** Forbidden lore points 1, Linguistics 5 ranks, Spellcraft 5 ranks
- **BENEFIT:** When casting a spell with a verbal component, you may apply the effects of any one metamagic feat you know as a swift action without increasing the spell's effective level. To do so, you must succeed on a Spellcraft check (DC 15 + twice the spell's level). You may add your forbidden lore skill bonus to this check. If the check fails, the spell is wasted and you are stunned for 1 round.

For Dread Words of Power to work, you must be able to cast the spell normally with the application of the selected metamagic feat. Thus, if the highest-level spell you can cast is 3rd level, you could not use Dread 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 may use this ability once per day for every 5 forbidden lore points you have.

SPECIAL: You may not use this feat with the Quicken Spell or Silent Spell feats. Spontaneous spellcasters such as sorcerers may use this feat to employ metamagic feats without increasing the spell's casting time.

See page 406 of *Freeport: The City of Adventure* book for more information concerning forbidden lore.

#### ELDRITCH RANT (SUPERNATURAL)

You can imbue your spellcasting with secrets mortals were not meant to know.

PREREQUISITE: Cha 13, Spell Focus (any), insanity points 1
BENEFIT: Whenever you cast a language-dependent or mind-affecting spell, you may add terrible madness-inducing whispers to its effects, increasing the save DC by +1. When you do this, you gain 1 temporary insanity point; this insanity point lasts only until you next regain daily uses of your spell abilities. You cannot have more temporary insanity points at any time than a number equal to the highest level of spell you can cast.

#### ENTANGLE WEAPON (COMBAT)

You can entangle foes' weapons (and even natural weapons) to make it more difficult for them to attack.

PREREQUISITE: Combat Expertise, base attack bonus +1
BENEFIT: You can choose to take a -1 penalty on melee attack rolls and combat maneuver checks until the start of your next turn. Choose an adjacent opponent; if you hit that opponent this round, you impose a -1 penalty to that opponent's melee attack rolls and combat maneuver checks until the start of your next turn.

When your base attack bonus reaches +4, and every +4 thereafter, the penalties increase by -1. You can only choose to use this feat before you declare that you are making an attack or a full-attack action with a melee weapon.

#### **EVASIVE MANEUVER (COMBAT)**

You can slip past your opponents' defenses when they rush you.

**PREREQUISITE:** Combat Reflexes, Mobility

**BENEFIT:** When an opponent charges you, you may take a 5-foot step as an immediate action after he has stopped moving but before he attacks you. The opponent cannot attack you if you are beyond his reach after your step. On your next turn, you cannot take a 5-foot step (unless you have some special ability that would give you an extra 5-foot step), and any movement you do take is reduced by 5 feet.

If your first attack on your next turn is against the opponent who charged you this round, you gain a +2 circumstance bonus on the attack roll.

#### FAR SIGHT (GENERAL)

Your sense of vision is very keen.

**BENEFIT:** In normal lighting or brightly lit conditions, when you make a Perception check to see something at a distance, the DC increases by only +1 per 20 feet (rather than the normal +1 per 10 feet). If you have low-light vision, you can see three times as far as a human sees in areas of low lighting.

#### **FAVORED BY FORTUNE (GENERAL)**

Your good fortune is exceeded only by your poise and charm.

#### PREREQUISITE: Cha 13

**BENEFIT:** Once per day as an immediate action, you may add a luck bonus equal to your Charisma modifier (minimum +1, to a maximum of your total Hit Dice) on all saving throws you make until the start of your next turn. You may choose to use this ability after an effect forces you to make a saving throw, but before the roll is made.

### FEARSOME GLARE (SUPERNATURAL)

Your fear spells intensify your imposing and terrifying presence.

#### PREREQUISITE: Caster level 3rd, ability to cast scare

**BENEFIT:** As long as you have a *scare* spell prepared or an available slot with which you may cast *scare*, you gain a +4 competence bonus on Intimidate checks. You also cast spells with the fear descriptor at +1 caster level. Neither of these abilities takes any additional action beyond that required to make a skill check or cast a spell.

# FIND OPENING (COMBAT)

You are adept at spotting openings and at guiding your allies to take advantage of them.

#### PREREQUISITE: Cha 13, Combat Expertise

**BENEFIT:** Once per day as an immediate action, you may select one opponent within 30 feet that you can see and hear. Also choose one ally within 30 feet who can see and hear you. That ally gains a bonus equal to your Charisma modifier (minimum +1) on her next attack roll against the chosen enemy, as long as that attack occurs before the start of your next turn.

At 5th level, you may use this ability twice per day; for every 5 levels thereafter, you gain one additional use per day.

# FIRE AND THUNDER (COMBAT)

You can use the loud noise and cloud of smoke from firing your firearm to disconcert your foes.

**PREREQUISITE:** Cha 13, Exotic Weapon Proficiency (firearms), base attack bonus +1

**BENEFIT:** When you attack with a firearm, you gain concealment against all adjacent enemies until the start of your next turn. You still provoke attacks of opportunity for firing the weapon, as usual. Further, if your firearm attack is made against an adjacent target, you may make an Intimidate check to demoralize that enemy as a free action.

## FIREARMS DRILL (COMBAT)

Given the many long hours of practice, you can reload while staying focused on your surroundings.

PREREQUISITE: Rapid Reload (firearms), base attack bonus +1

**BENEFIT:** Choose a type of firearm with which you have the Rapid Reload feat. You can reload that kind of



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firearm without provoking attacks of opportunity; this feat does not change the amount of time it takes for you to actually reload the weapon.

NORMAL: Reloading any firearm provokes an attack of opportunity.

# FLAMBOYANT ASSAULT (COMBAT)

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

PREREQUISITE: Dazzling Display, Weapon Finesse

**BENEFIT:** When wielding a weapon with which you can apply the benefits of the Weapon Finesse feat, you may make a single attack as a standard action. You may add your Charisma modifier (minimum +1, to a maximum of your total Hit Dice) as a bonus to your damage roll.

# FORTIFIED MIND (GENERAL)

Your strong mind resists mental attacks.

PREREQUISITE: Int 13, Iron Will

**BENEFIT:** You may add your Intelligence modifier (minimum +1) as a bonus to all Will saves against mind-affecting attacks.

# MODIFIED FEAT: SPELL MASTERY

The Spell Mastery feat in the *Pathfinder Roleplaying Game Core Rulebook* is restricted to wizards. In Freeport, this feat is also available to alchemists, magi, and witches.

# SPELL MASTERY

You have mastered a small handful of arcane formulae and can prepare them without resorting to your eldritch references.

- PREREQUISITE: 1st-level alchemist, magus, witch, or wizard
- **BENEFIT:** Each time you take this feat, choose a number of spells or extracts that you already know equal to your Intelligence modifier. From that point on, you can prepare these spells or extracts without referring to a spellbook, familiar, or formula book.
- **NORMAL:** Without this feat, you must use a spellbook, familiar, or formula book, as appropriate, to prepare all your spells except *read magic*.

# FRENZIED RESILIENCE (GENERAL)

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

PREREQUISITE: Con 15, rage class ability, base attack bonus +4
BENEFIT: As an immediate action, you may spend 1 round of your daily rage allotment to gain a +2 morale bonus on a Will save. You may make this decision after rolling your saving throw, but before the Game Master announces whether the save was a success or a failure. You cannot spend more than 1 round of rage per saving throw with this ability.

# FUELED BY HATE (GENERAL)

You can channel your outrage to overcome your injuries.

- **PREREQUISITE:** Con 17, Frenzied Resilience, base attack bonus +8
- **BENEFIT:** As an immediate action, you may spend 1 round of your daily rage allotment to gain 5 temporary hit points. Temporary hit points gained with this ability stack with one another, but they disappear after 1 minute.

# **GREATER SPELL MASTERY**

Due to your profound mastery of certain spells or extracts, you can augment them easily.

#### **PREREQUISITE:** Spell Mastery

**BENEFIT:** Whenever you apply metamagic feats to your mastered spells, you can reduce the usual level increase for a metamagic feat by 1. For example, you could add Silent Spell without changing the effective level of the mastered spell at all, or add Quicken Spell using a spell slot only 3 levels higher, rather than the usual 4 levels. If you add more than one metamagic feat to a mastered spell, you can apply this benefit only once.

If a metamagic feat does not normally alter a spell's effective level, Greater Spell Mastery has no effect on that feat. This benefit cannot be applied to the Heighten Spell metamagic feat.

# HARASSING STRIKES (COMBAT)

Your constant jabs and swings make it difficult for foes to get around you.

PREREQUISITE: Combat Reflexes, Disruptive

**BENEFIT:** As a move action, you can force opponents to treat any squares you threaten as difficult terrain until the start of your next turn. An opponent who makes a successful Acrobatics check to move through those threatened spaces without provoking attacks of opportunity from you can ignore this effect; she does not treat your threatened squares as difficult terrain.

# HORRIFIC SUMMONING (SUPERNATURAL)

Your summoned creatures are twisted and malformed.

- **PREREQUISITE:** Augment Summoning, Spell Focus (conjuration), insanity points 1
- **BENEFIT:** Each creature you conjure with any *summon* spell gains the Dazzling Display feat for any one weapon or natural weapon it may use.

#### IMPROVED DODGE (COMBAT)

You have a knack for avoiding injury in combat.

**PREREQUISITE:** Dodge

- **BENEFIT:** You gain a +1 dodge bonus to your AC against all melee attacks. A condition that makes you lose your Dexterity bonus to AC also makes you lose the benefits of this feat.
- **SPECIAL:** Since dodge bonuses stack, the benefit of this feat stacks with that from the Dodge feat.

## IMPROVED FAR SIGHT (GENERAL)

Your sense of vision is amazingly sharp.

#### PREREQUISITE: Far Sight

**BENEFIT:** In normal lighting or brightly lit conditions, when you make a Perception check to see something at a distance, the DC increases by only +1 per 40 feet (rather than the normal +1 per 10 feet). If you have low-light vision, you can see four times as far as a human sees in areas of low lighting.

#### **IMPROVED FLEET (GENERAL)**

You are faster than most in heavier armor.

# **PREREQUISITE:** Fleet

**BENEFIT:** You do not lose the benefit of the Fleet feat when wearing medium armor or carrying a medium load. Normal movement restrictions for the armor type still apply. (For example, a human in chainmail having this feat has a speed of 25 ft.)

#### **IMPROVED HARASSING STRIKES (COMBAT)**

You can make it very difficult for foes to get around you.

**PREREQUISITE:** Combat Expertise, Harassing Strikes

**B**ENEFIT: The DC of any Acrobatics check to avoid provoking an attack of opportunity for moving through or out of a space you threaten is 5 higher than normal.

#### **INSANE CASTING (SUPERNATURAL)**

You can tax your mental stability to bolster your spells.

- **PREREQUISITE:** Insanity points 1, ability to cast prepared spells
- **BENEFIT:** Once per day as a swift action, you may gain insanity points to apply the effects of any metamagic feat you know to a prepared spell you are casting. Casting the spell in this way does not require a higher slot, but once the spell is cast, you gain a number of insanity points equal to the level increase normally required by the metamagic feat you applied. Immediately upon casting the spell, you suffer any additional effects of insanity points gained this way, such as going mad (see **Optional Rules: Expanded Insanity and Madness**).

You cannot use this feat to add a metamagic feat to a spell that would normally require a spell slot beyond your ability to cast. For example, suppose you are a 7thlevel wizard with the Still Spell feat. You could apply the Still Spell feat to your *fireball* spell by gaining 1 insanity point. You could not, however, apply the effects of the Quickened Spell to *fireball* since it would normally require a 7th-level spell slot, which is beyond your casting ability.

**SPECIAL:** If your insanity points are ever reduced to 0, you lose access to this feat until such a time as your insanity points increase to 1 or more.

## ITEM AFFINITY (GENERAL)

Your knowledge of magic lets you coax more power out of some magic items.

PREREQUISITE: Spell Focus (any school)

**BENEFIT:** When you use any spell trigger or spell completion magic item to cast a spell from any school for which you have the Spell Focus feat, that spell's save DC and effective caster level increase by +1.

# JOINT LOCK (COMBAT)

With a complex attack, you can grapple your opponent while retaining freedom of movement.

#### **PREREQUISITE:** Greater Grapple

**BENEFIT:** You do not suffer the usual -4 penalty on your combat maneuver roll for initiating a grapple with only one hand. When you successfully grapple an opponent, you do not gain the grappled condition. You may move while maintaining a grapple, as long as you remain within reach of the creature you have grappled; if you move beyond your reach, you automatically release your grapple. An opponent can still attempt to escape your grapple by the usual means, and you may release it as a free action as usual.

NORMAL: Attempting a grapple without two free hands imposes a -4 penalty on the combat maneuver roll. When you successfully grapple an opponent, both you and your opponent gain the grappled condition.

# Juggernaut Rush (Combat)

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

PREREQUISITE: Str 17, Power Attack, orc or troll

**BENEFIT:** When you overrun opponents, you are treated as one size category larger for purposes of calculating your Combat Maneuver Bonus and Combat Maneuver Defense, but not with respect to the size of creatures you can overrun. Additionally, as a full-round action, you can overrun multiple opponents in a round; as long as you successfully overrun an enemy or it chooses to avoid you, you may continue to make overrun maneuvers until you've reached the end of your movement for the round. However, each overrun after the first imposes a cumulative -2 penalty on your CMB for subsequent overrun attacks that round.

For example, if you attempt to overrun four opponents, then your overrun CMB against the second opponent has a -2 penalty; assuming you are successful, or the target avoids you, then you have a -4 penalty against the third target; and against the fourth target, assuming you bypassed the third, you have a -6 penalty.

If you do not have the Improved Overrun feat, you provoke attacks of opportunity with each overrun attempt, as usual. You cannot use Juggernaut Rush as part of a charge action unless you also have the Charge Through feat.

- SPECIAL: If you also have the Charge Through feat, you may overrun any number of opponents as part of a charge action. At the GM's discretion, this feat may be allowed for characters of any playable race that gains a racial bonus to Strength.
- **NORMAL:** You may attempt one overrun maneuver against a creature up to one size class bigger than you as a standard action or part of a charge.

# KNIFE TRICK (COMBAT)

You can draw a light weapon with surprising efficiency.

#### PREREQUISITE: Quick Draw

**BENEFIT:** Whenever you draw a light weapon with which you are proficient, you may also attempt a feint against

an adjacent target as a swift action. Once you have tried to trick an opponent in this way, whether or not your feint was successful, you cannot use this feat on that particular enemy for 24 hours.

#### LETHAL DISARM (COMBAT)

You can deftly knock aside your foes' weapons to create opportunities where none existed before.

PREREQUISITE: Improved Disarm, base attack bonus +6

**BENEFIT:** Whenever you successfully disarm an opponent you threaten, you may make an attack of opportunity (assuming you have one available) against that target as a free action.

# LIFE-FUELED CASTING (SUPERNATURAL)

Cannibalizing your life force to bolster your magic, you make your spells harder to resist.

- **PREREQUISITE:** Caster level 3rd, Con 13, Spell Focus (necromancy)
- **BENEFIT:** As a swift action whenever you cast a spell, you may sacrifice your health to increase the spell's efficacy. For every 2 points of Constitution damage you choose to suffer, you increase both the spell's save DC and your effective caster level by +1 for that casting. This Constitution damage cannot be healed magically by any means short of a *miracle* or *wish* spell. If you have no Constitution score or become immune to Constitution damage, or if the Constitution damage is somehow avoided or negated, you gain no benefit from this feat.

# LINGERING FASCINATION (GENERAL)

Subjects affected by your enchantment spells are temporarily more susceptible to your magic.

**Prerequisite:** Cha 13, Greater Spell Focus (enchantment) **BENEFIT:** Any target that fails a saving throw against an enchantment spell you cast must make a second Will save against the spell's DC. Targets who fail this save suffer a -1 penalty to saves against any enchantment spells you cast for the next 24 hours.

The penalties imposed by this feat stack, to a maximum penalty equal to your Charisma modifier (minimum -1). For example, if you have a Cha score of 17, the maximum penalty you can apply to a single target with this feat is -3.

# MANIACAL ANGER (GENERAL)

You can explode with violence at the slightest provocation.

PREREQUISITE: Con 13, rage class ability, insanity points 1
BENEFIT: You may fly into a rage as an immediate action if you take damage or fail a saving throw, or if you witness an ally take damage. If you do so, you must make a DC 15 Will save or, on a failed save, gain 1

insanity point. NORMAL: A barbarian may enter a rage only on his turn.

#### **OFF-HAND PARRY (COMBAT)**

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

#### PREREQUISITE: Two-Weapon Defense

**BENEFIT:** When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you may forfeit the +1 shield bonus to your AC granted by the Two-Weapon Defense feat as an immediate action. Choose an opponent. You gain a shield bonus equal to your Dexterity bonus (to a maximum of your total Hit Dice) against any melee attacks made by that target. This benefit lasts until the start of your next turn, when the bonus from the Two-Weapon Defense feat resets.

# **ODD PERSPECTIVE (GENERAL)**

You see the world in a unique way, 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 modifier (minimum +1).

# QUICK STUDY (GENERAL)

You can exchange a prepared spell for another spell you know with a short period of intense study.

#### Prerequisite: 5th-level wizard, Int 17

**BENEFIT:** Once per day, you may enter a brief period of meditative focus, switching out a prepared spell for another spell of the same level or lower from your spellbook. The spell you swap cannot be of a level higher than your Intelligence modifier; to swap the spell, you must make a successful Spellcraft check (DC 15 + spell level). Swapping a spell in this way takes just 1 minute of concentration per spell level. On a failed check, you do not exchange the prepared spell, and you use up your daily use of this ability.

While focusing, you must refrain from movement, combat, spellcasting, skill use (other than making your Spellcraft check), conversation, or any other physical or mental task. If you are interrupted, the exchange fails **SPECIAL:** To use this feat, you must have your spellbook available. However, if you have the Spell Mastery feat, you can swap out any spell for one of your mastered spells without requiring a spellbook.

#### **RALLYING CRY (GENERAL)**

With an inspiring cry, you invigorate your allies and bolster their resolve.

PREREQUISITE: Cha 13, Leadership

**BENEFIT:** Once per day as an immediate action, you can encourage your allies with a heartening shout. Each ally within 30 feet who can see and hear you gains a morale bonus equal to your Charisma bonus (minimum +1, to a maximum of your Hit Dice) on his or her next saving throw before the start of your next turn.

#### **RAZOR TONGUE (GENERAL)**

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

#### PREREQUISITE: Int 13, Persuasive

**BENEFIT:** Once per day, when you make an Intimidate check to demoralize an opponent, you may instead bewilder your target. If you succeed, the target is staggered rather than shaken for the duration of the effect. This is a language-dependent, mind-affecting compulsion effect.

At 5th level, you may use this ability twice per day; for every 5 levels thereafter, you gain one additional use per day. Even if you can use this ability more than once per day, the same target cannot be bewildered by your use of this feat again for 24 hours.

#### **Resounding Strike (Combat)**

You may focus your *ki* to deliver a tremendous attack, sending your foe flying.

PREREQUISITE: Improved Bull Rush, ki pool

**BENEFIT:** Once per round when you use Power Attack, you may spend 1 *ki* point to turn a melee attack with an unarmed strike or a monk weapon into a Resounding Strike. On a successful hit, you deal damage normally and may also attempt a bull rush maneuver as a free action. You gain a bonus equal to your Wisdom modifier on the bull rush. If the target is pushed back at least 10 feet, she falls prone in the square where she lands; you do not move with the target.

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#### **RUN 'EM THROUGH (COMBAT)**

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

- **PREREQUISITE:** Vital Strike, Weapon Finesse, base attack bonus +9
- **BENEFIT:** Whenever you confirm a critical hit with a finesse weapon, you automatically apply the benefit of the Vital Strike feat, even if the attack was part of a full attack action.

# SANCTIFIED AURA (SUPERNATURAL)

Your blessed aura grants your allies resistance to death effects.

PREREQUISITE: Cha 13, aura of good

- **BENEFIT:** All living allies within 30 feet of you gain a bonus equal to your Charisma bonus (to a maximum equal to your Hit Dice) on all saving throws against death effects, negative energy, and energy drain.
- **SPECIAL:** If you also have the channel positive energy class feature, you may expend one daily use of that ability as an immediate action to improve this feat's granted bonus until the end of your next turn. The save bonus granted is equal to the number of dice of positive energy you can normally channel. This channeled bonus does not stack with the standard saving throw bonus granted by this feat.

# SEA TONGUE (SUPERNATURAL)

You can speak to creatures of the water.

**Prerequisite:** Ability to speak Aquan

**Benefit:** You may converse with the creatures of the sea. This ability is similar to the *speak with animals* spell, save that it applies to all creatures with the aquatic subtype or that have a natural swim speed. Your caster level for this ability equals your character level.

You may use Sea Tongue a number of times per day equal to 1 + your Charisma modifier (minimum once per day).

# SECOND WIND (GENERAL)

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

**PREREQUISITE:** Endurance

**BENEFIT:** As a full-round action, you may attempt a DC 15 Fortitude save to remove the fatigued condition or a DC 20 Fortitude save to reduce the exhausted condition to fatigued. You may use this ability a number of times per day equal to your Constitution modifier (minimum 1/day).

#### SHADOWCASTER (SUPERNATURAL)

Shadow spells you cast are especially intense.

PREREQUISITE: 1st-level illusionist, Spell Focus (illusion)
BENEFIT: Whenever you cast an illusion spell with the shadow descriptor, the damage percentage increases by +5% per point of your Intelligence modifier (minimum +5%) to a maximum of 90%. For example, an illusionist with an 18 Intelligence (+4 bonus) who casts greater shadow evocation deals 80% of the shadow spell's real damage instead of the normal 60%.

# SHRUG IT OFF (COMBAT)

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

PREREQUISITE: Damage reduction 2/-

**BENEFIT:** As a swift action, you may forfeit 1 point of damage reduction to gain a number of temporary hit points equal to your Hit Dice. You may reduce your DR to 0 with multiple uses of this ability. Your DR is reduced for 24 hours; there is no way to recover it until that time has passed by any means short of a *miracle* or *wish* spell.

# SKILL MENTOR (GENERAL)

You have a special gift with a particular skill that allows you to inspire others in its use.

#### PREREQUISITE: Cha 13, Skill Focus (any skill)

**BENEFIT:** As a full-round action, you can assist your allies in their attempts to use any skill for which you have selected the Skill Focus feat. Each ally within 30 feet who can see and hear you gains an insight bonus equal to 1 + your Charisma bonus (minimum +1, to a maximum of your Hit Dice) on his or her next attempt to use that skill before the start of your next turn.

## SUBDUAL EXPERT (COMBAT)

You are an expert at subduing landlubbers.

**PREREQUISITE:** Base attack bonus +1

- **BENEFIT:** You may use a melee weapon that normally deals lethal damage to deal nonlethal damage at no penalty.
- NORMAL: When you use a melee weapon that normally deals lethal damage to deal nonlethal damage, you take a -4 circumstance penalty on the attack roll.

# SUDDEN LUNGE (COMBAT)

You can extend your reach quickly to catch foes off guard.

# PREREQUISITE: Combat Reflexes, Lunge

**BENEFIT:** Any time an opponent 5 feet beyond your reach takes an action that would provoke an attack of opportunity, you can make an attack of opportunity against him (assuming you have one available) even if you had not activated Lunge this round. However, you suffer a -4 penalty on this attack roll, and you are then considered to have activated Lunge until the end of your next turn.

# SWASHBUCKLING (COMBAT)

You move about in combat with undeniable panache.

- PREREQUISITE: Cha 13, Agile Maneuvers, Nimble Moves, Spring Attack
- **BENEFIT:** As a full-round action, you can move up to twice your speed and make a single melee attack or combat maneuver attempt at any point during your movement. You do not provoke any attacks of opportunity from the target of your attack. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn. If you make an Acrobatics check to avoid provoking attacks of opportunity due to your movement this round, the DC is not increased due to your speed.

Any combat maneuver you use this round provokes attacks of opportunity normally unless you have the appropriate Improved maneuver feat or a similar ability.

- **SPECIAL:** If you can perform at least half of your movement by swinging on a tapestry, sliding down a banister, dancing across a tabletop, or similar flamboyant action (as determined by the GM), you gain a +2 bonus to your CMB and a +5 bonus to Acrobatics for the round.
- **NORMAL:** You cannot move before and after an attack. If you move at full speed through threatened squares while using Acrobatics to avoid attacks of opportunity, the DC of your skill check increases by 10.

# **UNCANNY INSTINCTS (SUPERNATURAL)**

You can expend magical energy to improve your reflexes.

PREREQUISITE: Dex 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.

#### UNSETTLING VISAGE (GENERAL)

Your bestial appearance fills your foes with dread.

#### PREREQUISITE: Orc or troll

**BENEFIT:** You receive a +4 bonus on Intimidate checks to demoralize opponents. On a successful demoralize



#### Ghapter IV

#### SKILLS, FEATS & TRAITS

check, your opponent is shaken for twice the usual duration.

**SPECIAL:** A half-orc cannot have both this feat and the Pass for Human feat.

# WARP STEP (SUPERNATURAL)

You can bend space to reach distant spaces in a single step.

- **PREREQUISITE:** Caster level 9th, Dimensional Agility, Spell Focus (conjuration)
- **BENEFIT:** You may cast *dimension door* as a move action. If you do, your range for the spell is reduced to close (25 ft. + 5 ft./2 levels).

# WILD SWINGS (COMBAT)

You can swing so frantically it's difficult for foes to know how to duck your attacks.

PREREQUISITE: Power Attack, insanity points 1

**BENEFIT:** You may ignore the dodge bonuses to AC gained by any opponent who is fighting defensively or using the Dodge or Combat Expertise feats.

# TRAITS

In Freeport, who and what you are and where you came from often have as much impact on your success as what you can do; traits are a way to codify these influences. Every player character should begin play with two traits selected at character creation, and the GM should seriously consider giving major (or particularly interesting) NPCs one or two starting traits as well.

Many traits grant a "trait" bonus. Trait bonuses do not stack; they're intended to give player characters a slight edge, not a way to focus on one type of bonus and thus gain an unseemly advantage. It's a way to encourage and quantify a background that fits the flavor of the Freeport setting. You can think of character traits as "story seeds" for your background; after you pick your two traits, you should have some inspiration from which to build your character's personality and history. Alternatively, if you've already got a background in your head or written down for your character, you can view picking her traits as a way to quantify that background, just as picking race and class and ability scores quantifies her other strengths and weaknesses.

## TRAIT SELECTION

Character traits are abilities tied to your character's background and experiences, rather than her class. At its core, a character trait is approximately equal in power to half a feat, so two character traits are roughly equivalent to a bonus feat. There are five types of character traits that appear here: *combat, faith, magic, racial,* and *social.* The GM may allow traits from other sources (such as *Pathfinder Roleplaying Game: Ultimate Campaign*).

There are a few rules governing trait selection. When selecting traits, you may not select more than one trait of the same type. In addition to the two starting traits all PCs start with in the world of Freeport, a character may gain two more traits by taking the Additional Traits feat (although some GMs require this to be taken at 1st level).

# FREEPORT TRAITS

Remember, traits are intended to model events that were formative in your character's development, either before he became an adventurer, or (in the case of additional traits gained via the Additional Traits feat) ones that happened while adventuring. Even if your aristocratic character becomes a hermit, he'll still retain his legacy of growing up privileged if he took the relevant social trait(s).

The one exception to this rule is faith traits: Since many of these traits require continued faith in a specific deity, your character can indeed lose their benefits if he switches religions. In this case, consult your GM for your options. She may simply rule that your character loses that trait, or she might allow him to pick a new faith trait tied to his new deity. Another option, if your character abandons a religion, is that he loses the associated faith trait until he gains an experience level, at which point he may replace the lost trait with a new basic faith trait.

#### **BALANCED** [FAITH]

You are particularly stable of mind, and less prone to suffering mental breakdown.

**BENEFIT:** Whenever you would gain insanity points, you gain 1 fewer than normal.

# **BLOOD OF PIRATES [SOCIAL]**

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

**BENEFIT:** You gain a +1 trait bonus on Fortitude saves against disease and poison and on Will saves to resist mind-affecting spells or attacks.

# **BLOODY FISTS [COMBAT]**

You have been in so many fistfights that your brawling attacks are especially powerful.

BENEFIT: When you deal nonlethal damage with a natural weapon or unarmed attack, you gain a +2 trait bonus to damage. You gain DR 1/bludgeoning.

# BORN MARINE [COMBAT]

Fighting in storms or on the swaying deck of a ship comes naturally to you.

BENEFIT: You suffer only half the usual penalties on ranged attacks in heavy winds, and you are proficient with light and heavy crossbows and with ballistae. You gain a +4 trait bonus on concentration checks to cast spells on a ship in rough seas or during a storm.

# DISCIPLINED MIND [MAGIC]

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

BENEFIT: You do not require uninterrupted rest to prepare arcane spells or recover arcane spell slots. As long as you receive a total of 8 hours of sleep (or sufficient meditation if you do not require sleep), you may prepare your spells or regain your spell slots. You may still only prepare spells once every 24 hours, and you still need to spend an hour studying or 15 minutes meditating to prepare the spells.

This trait does not prevent or reduce the physical need for sleep, but it does allow you to ignore the effects of nightmare and other events that prevent restful sleep.

# **DRAC BLOODLINE** [SOCIAL]

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 trait bonus on all Bluff, Intimidate, and Sense Motive checks.

#### EYES IN THE BACK OF YOUR HEAD [COMBAT]

You've grown up among dangerous people, and you've learned to keep track of foes who think you can't see them.

BENEFIT: Attackers who flank you receive only a +1 flanking bonus on attack rolls to hit you. You lose this benefit whenever you would be denied your Dexterity bonus (if any) to AC. This trait does not prevent sneak attack damage from flanking opponents who hit you, nor any other effects of being flanked.

# NEW TRAITS

Name	Benefits
	Combat
Blood of Pirates	+1 vs. disease, poison, mind-affecting
Bloody Fists	+2 bonus to nonlethal damage and DR 1/bludgeoning
Born Marine	Better ranged attacks in winds, proficient with crossbows and ballistae;
	+4 concentration on swaying deck
Eyes in the Back of Your Head	Flankers gain only a +1 bonus to hit you
Gunlover	Reduce misfire by 1; increase max grit points by 1
Press Ganger	+1 Intimidate and +2 to damage rolls in surprise round
Preternatural Instincts	+1 initiative; +1 dodge bonus in first round of combat
Salty Dog	+1 Profession (sailor); retain <b>Dex</b> while balancing; use cutlass or boarding axe
	Faith
Balanced	Whenever you would gain insanity points, gain 1 less
Font of Life	+1 healing from channeled positive energy
	Magic
Disciplined Mind	Prepare or recover arcane spell even with interrupted sleep
Fool's Fortune	Gain bonus or penalty on any attack, save, or check
	Racial
Hardy Stock (Troll)	Don't die until negative 1.5x Con
Misfit (Dwarf, Gnome)	Permanent insanity point; start play with madness
Troll Blood (Human, Orc)	Stabilize or end any one bleed effect currently affecting you
Wall Runner (Goblin, Halfling)	In urban environment, ignore difficult terrain and gain +4 to jump
	Social
Drac Bloodline	+1 to Bluff, Intimidate, and Sense Motive
Filthy	-2 Diplomacy; +2 <b>CMD</b> vs. grapple and -2 damage from bite or constrict
Francisco Bloodline	+1 to Acrobatics, Diplomacy, and Survival
Merchant's Blood	+1 Diplomacy, +1 leadership score; start with 1d6x10 extra gold
Pearl Diver	Swim is class skill; hold breath longer; reduce penalties underwater
Rope Monkey	Climb is class skill; retain <b>Dex</b> while climbing
Sale Sales Sales	

#### Ghapter IV

# FILTHY [SOCIAL]

Your unhealthy lifestyle and poor hygiene make you grubby and unpleasant.

**BENEFIT:** You suffer a -2 penalty on all Diplomacy checks. However, you gain a +2 circumstance bonus to CMD against grapple attempts, and creatures attacking you with bite or constrict attacks suffer a -2 penalty on damage rolls. Creatures with no sense of smell may ignore this penalty.

## FONT OF LIFE [FAITH]

Blessed by the God of Healing, your unique life force resonates when it is exposed to positive energy.

**BENEFIT:** Whenever you are healed by channeled positive energy (such as the channel energy class feature), you increase the power of the healing effect slightly. You and all other creatures healed by the same effect gain 1 extra point of healing each. If multiple characters being healed have this feat, their benefits stack. This is a supernatural ability.

# FOOL'S FORTUNE [MAGIC]

The Goddess of Fortune is a fickle mistress—especially to you. Sometimes she favors you, but sometimes you get only her scorn.

**BENEFIT:** Any time you make an attack roll, saving throw, ability check, or skill check, you may use this trait as a free action to gain the chance of a bonus to your roll, at the risk of instead taking a penalty. When you invoke this feat, roll 1d6: On a roll of 1-2, take a -2 penalty to the roll or check; on a result of 3-4, there is no effect; and on a 5 or 6, you gain a +2 bonus.

## FRANCISCO BLOODLINE [SOCIAL]

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 Drac family, since the blood of your ancestors stains their hands.

**BENEFIT:** You gain a +1 trait bonus on all Acrobatics, Diplomacy, and Survival checks.

# GUNLOVER [COMBAT]

You are an avid fan of the new firearms now spreading throughout Freeport and the continent, and you have practiced with them extensively.

**BENEFIT:** You reduce the misfire range for any gun you wield by 1, to a minimum of 1. If you have a feat or class feature that uses grit, your maximum grit points

amount is increased by 1. This trait does not actually grant you any grit points.

# HARDY STOCK [RACIAL] (TROLL)

Due to the innumerable beatings you've endured, you are tough as nails.

**BENEFIT:** The number of negative hit points you can reach before you die increases by 50%. (If your Constitution is 14, you would normally die upon reaching -14 hp, but because of this trait, you do not die until you reach -21 hp.)

#### MERCHANT'S BLOOD [SOCIAL]

You are descended from a long line of successful merchants; the call of the coin is in your veins.

**BENEFIT:** Diplomacy is a class skill for you. (If Diplomacy is already a class skill, then you gain a +1 trait bonus to Diplomacy checks instead.) If you have the Leadership feat, or should you take it later, you also gain a +1 bonus to your leadership score. If you take this trait at 1st level, you begin play with an additional 1d6x10 starting gold.

# MISFIT [RACIAL] (DWARF, GNOME)

Your people are dour and grim, beset by many challenges. Madness is never far away.

**BENEFIT:** You gain 1 insanity point, and you can never have less than 1 insanity point. If you take this trait at 1st level, you begin play with a permanent madness of your choice.

#### PEARL DIVER [SOCIAL]

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

**BENEFIT:** Swim is a class skill for you. (If Swim is already a class skill, then you gain a +1 trait bonus to Swim checks instead.) Further, your Constitution score is treated as 2 higher for the purpose of holding your breath. In addition, while underwater and grappling or using a light slashing melee weapon, you take no penalty on attack rolls. (For details on underwater combat, see **Aquatic Terrain** in the *Pathfinder Roleplaying Game Core Rulebook*.)

## PRESS GANGER [COMBAT]

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

**BENEFIT:** Intimidate is a class skill for you. (If Intimidate is already a class skill, then you gain a +1 trait bonus to Intimidate checks instead.) Whenever you hit with a melee attack during a surprise round, you deal an extra 2 points of damage.



# PRETERNATURAL INSTINCTS [COMBAT]

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

**BENEFIT:** You gain a +1 trait bonus to initiative checks. If your initiative check is the highest of all combatants engaged in any encounter, you gain a +1 dodge bonus to AC until the end of the first non-surprise round of combat.

# **ROPE MONKEY** [SOCIAL]

An experienced sailor, you can climb rigging with great speed and agility.

**BENEFIT:** Climb is a class skill for you. (If Climb is already a class skill, then you gain a +1 trait bonus to Climb checks instead.) You always retain your Dexterity bonus (if any) to AC while climbing.

# SALTY DOG [SOCIAL]

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

**BENEFIT:** You gain a +1 trait bonus on Profession (sailor) checks. You always retain your Dexterity bonus (if any)

to AC while using Acrobatics to move across narrow surfaces or uneven ground. Additionally, you gain proficiency with either the cutlass or the boarding axe. (At the GM's discretion, you might choose some other martial melee weapon appropriate to seafarers.)

# TROLL BLOOD [RACIAL] (HUMAN, ORC)

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

**BENEFIT:** Once per day as a swift action, you can stabilize (if you are dying) or end any one bleed effect currently affecting you.

# WALL RUNNER [RACIAL] (GOBLIN, HALFLING)

You use cramped alleys and crowded streets to your advantage, dodging through small openings and bounding off wagons and buildings.

**BENEFIT:** You ignore difficult terrain that is a result of crowded urban environments (such as refuse-strewn alleys, cluttered merchant stalls, and throngs of pedestrians). When you are next to a wall, structure, or stationary vehicle of at least Large size, you gain a +4 trait bonus to Acrobatics checks made to jump.

Goops and Gear

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GHAPTER 1

TOOLS OF THE TRADE

s an important maritime trade city, Freeport sees all sorts of goods. From barges laden with trade goods freshly harvested from the continent to a variety of weapons and armor, Freeport has it all. This chapter expands on material from the Pathfinder Roleplaying Game Core Rulebook by offering new weapons, armor, and equipment, while also presenting new rules for firearms, drugs, alchemical items, and more.

# FREEPORT WEAPONRY

The average person in Freeport is just fine with a sharp knife at his side, but there are a lot of folks who would never qualify as "average" in Freeport. The following weapons are certainly not unique to Freeport, but they can all be found here.

**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:** A hand axe with a backward-pointing spike, the boarding axe is equally useful in chopping through hatches or rigging, dragging burning debris off a ship, or splitting skulls. In addition, the spike grants a +2 circumstance bonus to Climb checks on wooden surfaces.

**CAT-O'-NINE-TAILS:** A cat-o'-nine-tails, often shortened to just "cat" but also known as the "captain's daughter," is a short whip made of knotted thongs (usually nine of them). It is usually made from cotton cord as opposed to leather strips, about 3 feet in length, designed to lacerate and inflict great pain without doing serious permanent damage. A cat-o'-nine-tails deals no damage to any creature with an armor bonus of +1 or higher or a natural armor bonus of +3 or higher.

CUTLASS: The cutlass is a heavy, slashing sword with a straight or slightly curved blade and a basket hilt. You can use the Weapon Finesse feat with a cutlass sized for you, even though it isn't a light weapon. You cannot wield a cutlass in two hands. With a cutlass, you get a

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

-Rheumy Pete

Goops and Gear

WEAPONS										
Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range	Weight1	Туре	Special		
Light Melee Weapons										
Belaying pin		1d3	1ḋ4	×2	10 ft.	1 lb.	В	1. A. +		
Hook hand	10 gp	1d3	1d4	×2	· · · · · · · · · · · · · · · · · · ·	1 lb.	S	Distracting		
Rope hammer		1d3	1d4	×2		1 lb.	В	Fragile		
Light Melee Weapons										
Cat-o'-nine-tails*	1gp	1d3	1d4	×2		1 lb.	S	Disarm, nonlethal		
Boarding axe <sup>+</sup>	6 gp	1d4	1d6	×3	1	3 lb.	P or S			
			One-Ha	anded Melee V	Veapons					
Cutlass <sup>†</sup>	15 gp	1d4	1d6	18-20/×2		4 lb.	S	Disarm		
			Two-Ha	anded Melee V	Veapons					
Gaff	2 gp	1d4	1d6	×3		8 lb.	Р	Reach, trip		
Whalespear	20 gp	1d8	1d10	×3	10 ft.	16 lb.	P	Grapple, reach		
			One-Ha	unded Exotic	Veapons					
Yatagan <sup>+</sup>	20 gp	1d6	1d8	18-20/×2	ATE .	6 lb.	S	Performance		
1 Weight figures are <sup>+</sup> See entry for specia		m weapons.	A Small weap	oon weighs ha	If as much, a	and a Large w	eapon weig	hs twice as much.		

+2 circumstance bonus to Combat Maneuver checks to disarm an opponent, as well as to your CMD versus all disarm checks made against you.

GAFF: A gaff (sometimes called a gaff hook or boarding gaff) is a long pole with a sharp hook on one end for catching errant ropes or spearing fish. Pirates often add extra, heavier hooks to both ends of gaff hooks to assist with boarding actions. After the pirates use grappling hooks to draw ships close together, they hook the gunwales together with boarding gaffs to prevent the ships from drifting. Small crafts often use boarding gaffs in place of grappling hooks. The gaff can also be used for fishing.

Once a gaff has been set into wood in a boarding action, it takes 1 minute to pry the hook loose. Most pirates use a boarding axe or cutlass to cut through boarding gaffs rather than trying to unhook them one by one.

**HOOK HAND:** Pirates who lose a hand in the course of their adventures sometimes attach hooks to their wrists. Your opponent cannot use a disarm action to disarm you of a hook hand. Hook hands generally do not interfere with routine activities, but you cannot use another weapon twohanded if you have a hook hand attached. You cannot use any type of weapon if both your hands are hook hands, and you may have trouble with routine activities.

**ROPE HAMMER:** The rope hammer, or knot hammer, is an effective weapon for those who can't afford better, made

from a short length of stiff rope with a hard knot at one end. It hits hard but can be curled up and hidden easily, and it's cheap to make or replace. Particularly vicious gang members sometimes push nails, fishhooks, or weights into the knot for extra effect.

You get a +2 bonus on Sleight of Hand skill checks made to conceal a rope hammer on your person.

**YATAGAN:** A yatagan is a long, curved sword with a large disk-shaped pommel. Many yatagans also have a thin hand guard. These weapons are favored by the azhar, but uncommon otherwise. You can use the Weapon Finesse feat with a yatagan sized for you, even though it isn't a light weapon. You cannot wield a yatagan in two hands. With a yatagan, if you make an attack or combat maneuver that prompts a combat performance check, you gain a +2 bonus on that check.

WHALESPEAR: The whalespear is a favorite of whalers and marines alike. If you are proficient in the whalespear, it is a grappling weapon: On a successful critical hit with a weapon of this type, you can grapple the target of the attack. You can then attempt a combat maneuver check to grapple your opponent as a free action. This grapple attempt does not provoke an attack of opportunity from the creature you are attempting to grapple if that creature is not threatening you. While you grapple the target with a grappling weapon, you can only move or damage the creature on your turn.

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You are still considered grappled, though you do not have to be adjacent to the creature to continue the grapple. If you move far enough away to be out of the weapon's reach, you end the grapple with that action.

A whalespear's weight includes the weight of 50 feet of hemp rope. It can be reduced by using shorter or lighter rope.

# FIREARMS AND FREEPORT

The World of Freeport assumes firearms exist and are widely enough in use to make them a recognized and well-understood threat. (In terms of *Pathfinder Roleplaying Game: Ultimate Combat*, Freeport uses the default category of "emerging guns.") Firearms are integral to the swashbuckling tales of piracy that inform the Freeport setting. A GM may choose to remove firearms from a Freeport campaign without unbalancing any of the other game rules, but doing so also removes some of the setting's charm.

The inception of firearms in the World of Freeport does not match that of our own, where cannons and bombards of various types predated the arrival of personal firearms by centuries. Still, the key to inventing firearms in Freeport 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. Eventually an innovative gnomish genius named Kolter envisioned a hand-held weapon powered by black powder; he constructed an incomplete prototype and took it to the dwarves, but he was rebuffed. His own people similarly turned him away, more secure in their magic than in "toys" derived from dwarf technology.

Like many expatriates before him, Kolter found his way to Freeport. He opened a small shop that sold clocks and toys and made a decent living. Yet late at night, he continued his innovative work. A decade ago, he completed his second prototype—what he called the "Kolter Clockwork Handarm"-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 pellets, and even diamond chips. Silver was the most successful of the lot, but its cost was prohibitive. Finally, he settled on lead slugs. In addition to being much cheaper to produce, the softness of the metal made them easier to create, yet they still packed quite a punch.

Just over a decade ago, Kolter produced his first saleable weapon, the "Kolter Privateer." This pistol featured a much

# 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 (or up to 6 doses of a poison or potion). The wielder can uncork the container, drink one ounce of the contents (or apply one ounce of poison or oil from it), and then recork the container as a move action that provokes an attack of opportunity.

A poison poured from a rummer weapon cannot be applied to that same weapon.

Most rummer weapons are those with hafts, such as axes or maces. Thus spiked chains, nets, slings, and ammunition cannot benefit from this modification. Hilted weapons can be augmented this way, but only if they are one-handed or twohanded weapons; light weapons such as daggers are too small.

Cost: +500 gp; Craft DC +10.

smaller and more efficient (but still elaborate) triggering mechanism and used lead ammunition. Kolter debuted the pistol at Swagfest that year and impressed the crowds with its noisy discharge and destructive abilities. A number of wealthy collectors and pirate captains bought the pistols as quickly as Kolter could produce them, and the gnome'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, so he convinced Kolter it would be in the best interest of Freeport to keep production of firearms "in the family." Dirwin bankrolled an arms factory, while Kolter took on a number of apprentices at his shop (most of them drawn from the tiny gnome population in the city) and taught them how to make the weapons.

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 blunderbuss, and then a weapon Goops and Gear



that proved very popular with pirates: the swivel gun. Kolter experimented with some larger weapons, but he shied away from truly big guns. His reasoning was simple and practical: Black powder explodes with the application of naught but a spark. He assumed something like a cannon would require kegs of powder and thus be terribly vulnerable to spells such as *fireball* and *produce flame*.

# KOLTER NOW

After just a few short years, production at Kolter Clockworks was at its maximum capacity. Orders kept flowing in, and not just from Freeport. Other kingdoms on the continent followed suit, and as the orders piled up, Kolter quickly became one of Freeport's wealthier citizens. His fame has skyrocketed since a demonstration of his firearms at the court of the Moon King in Rolland led to an order of 500 muskets, which were used to arm his now famous brigade of musketeers. Given the demands of his work there, the gnome relocated his factory—at great cost—to the continent. Today, Kolter has largely withdrawn from the public eye, working in a hidden laboratory somewhere near the city of Vabin in Iovan; he leaves the work of selling his products and procuring contracts to his many agents.

Of course, the gold promised by this industry was attractive to other entrepreneurs, and it didn't take long before someone else outside of the small, insular group of Kolter's gnome apprentices dismantled a Kolter firearm and figured out just how it worked. As a result, some gunsmiths in Freeport and elsewhere have begun to produce firearms of many different makes and models. In the wake of Kolter Clockworks closing up shop, a number of small firearms businesses sprung up in Freeport.

# FIREARMS IN YOUR GAME

The cost of owning and using firearms is high, since they are very deadly. In general, PCs who aren't gunslingers won't be able to afford to use a firearm until they have advanced at least a few levels, due to the prohibitive costs associated. Of course, you can decide to make them less expensive, but doing so will have a noticeable impact on the game.

#### Ghapter ()

In the Freeport setting, the various firearms produced by Kolter or his former apprentices (or possibly those created by a few clever gunsmiths able to reverse engineer and duplicate a Kolter design) are superior to the standard firearms from the core rules, as shown below. However, because of their reliance on clockwork firing mechanisms, Kolter firearms also tend to be a bit more unreliable than other weapons, having higher incidences of misfire. In fact, some are downright dangerous to those who wield them and should not be used lightly. Weapons encountered in Freeport are sometimes of the Kolter type, while others are inferior models created by less skilled gunsmiths.

Where items on the **Firearms** tables do not have a description in this chapter, their details can be found in *Pathfinder Roleplaying Game: Ultimate Combat.* 

AIMING STOCK: An aiming stock looks something like a dull pitchfork or military fork, but anyone feeling the poor balance can quickly conclude it is not a weapon itself. Rather, it's an aid to help steady the recoil of muskets, thereby increasing accuracy. As a standard action, the stock can be jammed into the ground (but not into solid rock) and a musket laid into its nook. As long as the firer remains stationary once the aiming stock is set, all attacks made with the firearm gain a +1 circumstance bonus to hit. Only muskets (including the Gorgon) can benefit from an aiming stock.

CANNON, GREAT: To date, only a dozen or so great cannons have been built in Freeport. One adorns the aft deck of the Admiralty's flagship, the *Fell Thrust*, and the rest sit atop the city's walls. The great cannon is designed with a very long barrel to give it much greater range than a normal heavy cannon.

A great cannon is size Huge, with hardness 10 and 280 hit points. Firing a great cannon requires a full keg of black powder.

**CANNON, HEAVY:** Heavy cannons are still quite rare in Freeport, although they are quickly becoming more common. In another few years, at the current rate of their spread, it will be unusual to find a man-at-arms not fitted with "20-pounders." Several of these cannons now sit atop the city's walls, replacing the old ballistae as quickly as they can be built and mounted.

A heavy cannon is size Large, with hardness 10 and 140 hit points. Firing a heavy cannon requires a half a keg of black powder.

**CANNON, LIGHT:** Light cannons are still unusual in Freeport, but a number of ships in the Serpent's Teeth now carry at least a couple of these weapons. They can also be found atop all of the towers in the Old City.

A light cannon is size Medium, with hardness 10 and 70 hit points. Firing a light cannon requires one-quarter of a keg of black powder.

**CANNON, SCATTER:** Scatter cannons are very similar to light cannons, but rather than single heavy shots, they are designed instead to fire grapeshot bags. The scatter cannon fires its load in a 60-foot cone and cannot be used for indirect fire.

A scatter cannon is size Medium, with hardness 10 and 70 hit points. Firing a scatter cannon requires one-quarter of a keg of black powder.

**CANNONBALL, LIGHT:** This small iron sphere, roughly 3 inches in diameter, is the ammunition used in light cannons.

CANNONBALL, HEAVY: This heavier iron sphere, about 5 inches in diameter, is used in heavy cannons and great cannons.

**DRAGON (HANDARM):** This Kolter firearm is the biggest type of pistol found in Freeport and is named for its huge discharge, reminiscent of a dragon's breath. An adjacent creature successfully hit by this weapon when it is fired suffers an additional 1d4 points of fire damage. Bulky and rather unwieldy, this pistol imposes a -1 penalty on its wielder's attack rolls.

**GORGON (LONGARM):** The Gorgon is a musket developed by Kolter shortly after he designed the Privateer handarm. Other muskets in Freeport or on the continent are the result of reverse engineering from this original design.

**GRAPESHOT BAG:** A grapeshot bag is a fine leather or stout cloth bag filled with black powder and iron or lead pellets. It is the ammunition used by scatter cannons and swivel guns (including the Titan).

**GRENADE, HARPY:** Based on the designs of early dwarven bombs, which have existed on the continent for centuries, these weapons were modified by Kolter for use in his Harpy gun design. About 2 to 3 inches in diameter, they are made of thin, relatively soft metals or, in some cases, heavy clay or ceramic materials. Inside is a mixture of black powder and pellets. During firing, the Harpy applies an unstable alchemical catalyst to the grenade's surface, causing it to detonate it on impact. Harpy grenades are thus inert until fired except in extreme heat conditions. Unlike dwarven fuse grenades, they cannot normally be thrown as splash (grenade-like) weapons.

When fired from a Harpy launcher, the grenade deals damage to the target struck and then explodes (see the Harpy entry below).

HARPY (LONGARM): This Kolter weapon, with a heavy stock and a short, stubby barrel, uses a simple charge to launch a Goods and Gear

	Ŧ	IREAR	.ms (Ex	KOTIG (	WEAP	ons)			
Firearms & Gear	Cost	Dmg (S)	) Dmg (M)	Critical	Range	Misfire	Weight	Туре	Special
			Misce	llaneous					
Aiming stock	4 gp	$\frac{\partial h}{\partial t} = \frac{h}{2} \left( \frac{h}{\partial t} \right)^2$					4 lb.	See	
Bullet, firearm (10)	10 gp			-			1/2 lb.	$\overline{a}$	-
Bullet, adamantine (1)	65 gp						$= \frac{1}{2} + $		-
Bullet, cold iron (1)	20 gp	H.		$\overline{\pi}$	- *	リー・ディーを	an s <del>ei</del> rich	-	
Bullet, silver (1)	25 gp				-	and the second s			
Cannonball, light (1)	15 gp	all and <u>a sta</u> rway			() ( <u>-</u> )		4 lbs.	÷.	
Cannonball, heavy (1)	25 gp	del de la composición		·			16 lbs.		Mar. 55
Grenade, Harpy (1)	100 gp	2d6	3d6	<del>.</del>	, 10 ft.		1 lb.	Special	$-\pi$
Grapeshot bag (1)	• 10 gp				30-	-	1 lb.	senter .	
Gunsmith's kit	15 gp		- 		1.	- 19 - 19 - 19 - 19 - 19 - 19 - 19 - 19	2 lbs.	× <del>-</del>	
Pellets (10 shots)	5 gp	14. A.		S. D. The p					-
Powder horn	3 gp	= 10	1 <del></del>			23 <del>-</del> 5	1 lb.	1	
Powder, black (10 shots)	100 gp	11 su <del>-</del> F			<u>11</u>	$\Theta \to \Theta$	1/2 lb.		(— · · · ·
Powder, black (keg)	1,000 gp		·	-		2 - T	8 lbs.	The second	
Powder, waterproof (1 shot)	30 gp	5 - ·	177-	-	-	11 - 11 - 11 - 11 - 11 - 11 - 11 - 11		-	
			Handarms (	One-Hande	d)				
Coat pistol <sup>†</sup>	750 gp	1d3	1d4	×3	10' ft.	1 (5 ft.)	1 lb.	B and P	2-3-
Dragon <sup>+</sup>	3,500 gp	1d10	2d6	×4	20 ft.	1-2 (5 ft.)	7 lb.	B and P	
Pistol	1,000 gp	1d6	1d8	×4	20 ft.	1 (5 ft.)	4 lb.	B and P	
Privateer	2,000 gp	1d8	1d10	×4.	30 ft.	1 (5 ft.)	5 lb.	B and P	
Stinger <sup>+</sup>	1,500 gp	1d6	1d8	×3	10 ft.	1-2 (5 ft.)	2 lb.	B and P	<u> 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997 - 1997</u>
			Longarms (	Two-Hande	d)				
Blunderbuss	2,000 gp	1d6	1d8	×2	Special	1-2 (10 ft.)	8 lbs.	B and P	Scatter
Gorgon <sup>+</sup>	3,000 gp	1d12	2d8	×4	50 ft.	1-3 (5 ft.)	12 lbs.	B and P	
Harpy <sup>+</sup>	5,000 gp	1d6	1d8	×2	30 ft.	1-3 (10 ft.)	10 lbs.	B and P	
Medusat	4,000 gp	1d8	1d10	×2	Special	1-3 (10 ft.)	10 lbs.	B and P	Scatter
Musket	1,500 gp	1d10	1d12	x4	40 ft.	1-2 (5 ft.)	9 lbs.	B and P	1997 (1 <u>11</u> 1-111)
1 Weight figures are for Medi	Contract and open and	Satura Saria				40.000 00000	WG AN AN AN		as much

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.

special Harpy grenade out to some distance. Not exceptionally accurate, it imposes a -2 penalty on the wielder's attack roll. If the grenade hits its target, it deals the Harpy's firearm damage and then explodes in a 5-foot radius, dealing its grenade damage to the creature struck and half this damage to all adjacent targets. The secondary targets are entitled to a DC 15 Reflex save to halve this damage.

Thus, an attack from a Medium Harpy that successfully hits its target deals 1d8 points of bludgeoning and piercing damage (x2 on a critical hit), and then it explodes, dealing 3d6 fire and piercing damage to the target, plus half that amount to any adjacent creature (Reflex DC 15 half).

If the Harpy attack misses, it is instead treated as a splash (grenade-like) attack, dealing only the grenade's damage in a 5-foot burst around the point of impact. A misfire with a Harpy always results in the weapon exploding, even if the Harpy did not already have the broken condition. In addition, the grenade also explodes, dealing damage to the user as if he was hit by a direct shot from the weapon, as above.

Due to the complexity of the weapon's design, loading a Harpy requires 2 full rounds or 4 standard actions. The Rapid Reload feat can reduce this to 1 full round (or 2 standard actions).

**MEDUSA (LONGARM):** The Medusa is the original blunderbuss, and any other blunderbuss is derived from this original Kolter design. It can be used to fire a bullet at a single target, with a range increment of 10 feet. Alternately, it can be loaded with pellets to fire in a 20-foot cone.

FIREARMS (SIEGE WEAPONS)											
Siege Firearms	Cost	Dmg	Critical	Range	Misfire	Weight	Туре	Crew	Aim	Load	Speed‡
Cannon, great <sup>+</sup>	15,000 gp	8d6	×4	200 ft.	1 (25 ft:)	8;000 lb.	B and P	7	3	5	O ft.
Cannon, heavy†	9,000 gp	8d6	×4	150 ft.	1 (20 ft.)	4,000 lb.	B and P	5	2	3	10 ft.
Cannon, light <sup>+</sup>	6,000 gp	6d6	×4	100 ft.	1 (10 ft.)	750 lb.	B and P	3	1	2	10 ft.
Cannon, scatter <sup>+</sup>	7,500 gp	5d6	×3	Special	1-2 (10 ft.)	750 lb.	B and P	3	. 1	2	10 ft.
Swivel gun <sup>+</sup>	5,000 gp	3d6	×3	Special	1 (5 ft.)	25 lbs.	B and P	2	0	2.`	10 ft.
Titan <sup>+</sup>	6,000 gp	3d8	×3	Special	1-2 (5 ft.)	40 lbs.	B and P	2	0	2	10 ft.
Titan <sup>+</sup>				1 X	1-2 (5 ft.)				a la cal	2	10

**POWDER, WATERPROOF:** One of the greatest limitations of firearms is the vulnerability of black powder to moisture. Not only does this weakness 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 "waterproof powder" that is resistant to moisture. Waterproof powder is a blend of conventional black powder with fine magnesium filings. It burns when damp, and even underwater, but does not have the explosive force of conventional black powder in ideal conditions.

Waterproof powder behaves similarly to conventional powder with the following exceptions:

- Out of the water, the weapon's damage is reduced by one die type (so a Dragon fired using wet powder deals 2d4 damage if it is Small and 2d6 damage if Medium), 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 two die types (so a Dragon fired with wet powder deals 2d3 damage if it is Small and 2d4 damage if Medium), and the weapon's range increment is reduced to one quarter of its usual value (round down to the nearest 5-foot increment).

**PRIVATEER (HANDARM):** The Privateer was Kolter's first successful, mass-produced design. Today, it is the gold standard of handheld firearms. All other pistols are derived from this cunning invention.

**STINGER (HANDARM):** Other gunsmiths have copied the basic design of this weapon to create less costly coat pistols (or "pocket pistols"), but naturally this lighter variation on the Privateer is the superior one. A small, discrete weapon, the Stinger is lightweight and easily concealed, granting a +2 bonus to Sleight of Hand checks to conceal the weapon

on your person. A stinger counts as a light weapon for the purpose of two-weapon fighting.

SWIVEL GUN: The swivel gun is a copy of the Kolterdesigned "Titan" siege firearm. Ideal for boarding actions, a swivel gun can sweep a deck clear in seconds. Too big for a single Medium character to wield, it is generally mounted and crewed by two people. A Large character can wield a swivel gun as a two-handed weapon. The swivel gun fires a load of pellets (or in a pinch, nails, rocks, or even broken glass) in a 30-foot cone and requires 10 shots' worth of black powder.

TITAN (SIEGE FIREARM): The Titan is the original swivel gun, another ingenious and deadly design by the famed Kolter. A Titan must be mounted and cannot be used otherwise, even by Large creatures. A Titan fires a grapeshot bag in a 40-foot cone and requires 20 shots' worth of black powder.

# Rules for Firearms

Although firearms are fast becoming popular, they are still brutally expensive. In terms of the firearm rules from *Pathfinder Roleplaying Game: Ultimate Combat*, Freeport assumes a state of "emerging guns."

# FIREARM PROFIGIENCY

The Exotic Weapon Proficiency (firearms) feat allows you to use all firearms, including siege firearms, without penalty. In addition to suffering the usual penalties to hit, a non-proficient character increases all misfire values by 2 for any firearm he uses.

# FIREARM GAPACITY

Firearms with the capacity to hold and fire more than one shot (such as double-barreled weapons or revolvers) have

#### GOODS AND GEAR

not yet been invented, nor even dreamt of in Freeport. Instead, the route of development for firearms, as pioneered by the gnome inventor Kolter, has always opted for greater firepower over increased capacity. The idea of a multi-shot firearm quite simply hasn't yet been considered.

# Range and Penetration

Firearms that use bullets (but not pellets) have small, dense rounds that, at such high velocity, can easily punch through armors at close range. Thus, when using a firearm, the attacker resolves his attack against the target's touch AC when the target is within the first range increment of the weapon; however, note that this type of attack is not considered a touch attack for the purposes of feats and abilities such as Deadly Aim.

At higher range increments, or for firearms with the scatter quality (including the scatter cannon and swivel guns), the attack resolves normally, including the normal cumulative -2 penalty for each full range increment.

All firearms have a maximum range of five increments.

# LOADING & FIREARM

You need at least one hand free to load one-handed and two-handed firearms. In the case of two-handed firearms, you hold the weapon in one hand and load it with the other—you only need to hold it in two hands to aim and shoot the firearm. Loading siege firearms requires both hands, and one hand usually manipulates a large ramrod (which can be wielded as a club in combat). The Rapid Reload feat reduces the time required to load one-handed and two-handed firearms, but does not reduce the time it takes to load siege firearms.

All firearms in the World of Freeport are muzzleloaded, requiring bullets or pellets and black powder to be rammed down the muzzle. Loading any firearm provokes attacks of opportunity.

## MISTIRES

If the natural result of your attack roll falls within a firearm's misfire value, that shot misses, even if you would have otherwise hit the target. In addition, when a firearm misfires, it gains the broken condition. While it has the broken condition, it suffers the normal disadvantages that broken weapons do, plus its misfire value increases by 4. (Thus, a broken Gorgon misfires on a 1-7.) If a firearm with the broken condition misfires again, it explodes.

For further details, see Pathfinder Roleplaying Game: Ultimate Combat.

The long reload time of firearms often makes them less than useful after the first round of combat, especially in close quarters. However, wielders have learned to "club" a discharged firearm—grasping it by the barrel and using the wooden stock as a simple bludgeoning weapon for melee combat. (Any character proficient with simple weapons or with firearms can use a gun proficiently this way.)

Clubbed handarms deal 1d4 points of damage, while clubbed longarms 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 (gunsmithing) check and raw materials equal to one-quarter the firearm's list price.

# MISGELLANEOUS FIREARM RULES

You can use a one-handed or two-handed firearm without penalty while carrying a buckler.

Firearms, like crossbows, can be fired while their wielders are prone.

The Deflect Arrows and Snatch Arrows feats cannot be used against firearms.

# GANNONS

Cannons are very new to Freeport, having been invented in just the last five years, after Kolter had left the city. They were first produced by an ingenious former apprentice of his, the gnome Chalk Fermend, who is now the preeminent gunsmith in the city. His cannons are in great demand from the Admiralty and other independent captains. A few engineers and craftsmen on the continent have started building cannons now as well, and it is only a matter of time before other smiths in Freeport start reproducing his designs.

# GANNON RULES

A character with the Exotic Weapon Proficiency (firearms) feat is proficient with all siege firearms, as is a character with the Siege Engineer feat.

When used for indirect fire, a cannon has a minimum range of half its base range increment (so a heavy cannon has a minimum range of 75 feet when used for indirect fire).

When a cannon is mounted on a ship, aiming it relies in part on the roll of the sea and the orientation of the

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vessel; anyone firing a cannon at sea suffers a -4 penalty to hit, in addition to any other penalties for (such as nonproficiency). Cannons used on land or mounted on the upper decks of a ship can be used for direct or indirect fire, but broadside ship's cannons mounted below-deck can be used only for direct fire.

For all other rules regarding siege firearms, see Siege Weapons in Pathfinder Roleplaying Game: Ultimate Combat.

# ARMOR IN FREEPORT

All of the armors described in the *Pathfinder Roleplaying Game Core Rulebook* can be found in Freeport. Certain types of armor are less common than others, however, with heavy armor being the notable example: Freeport is a city of pirates and sailors, so donning a suit of full plate armor is seen as a death wish for anyone with a sea trade. Since there is little 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 or imported.

In addition to the normal sorts of armor, Freeport has one unique type of armor.

COCKLESHELL SUIT: This suit is the Lobstermen's secret weapon. Attached to an air hose leading downward from a specialized vessel floating above, it allows a diver to stay underwater for hours at a time. 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.

# SERVICES

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

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

SERDIGE	\$
Service	Cost
Docking Fees	
Marina	1 sp/yard
Warehouse District	2 cp/yard
Docks	1 cp/yard
Scurvytown	1 cp/yard
Messenger	
Same district	2 cp
One district over	4 cp
Three or more districts away	1 sp
Through Scurvytown	+5 cp
Through Bloodsalt	+1 gp
Pilot Service	
Coastal vessel	5 gp
Seagoing vessel	10 gp
Rickshaw Service	
Same district	5 cp
One district over	1 sp
Three or more districts away	2 sp
Through Scurvytown	+5 cp
Through Bloodsalt	+5 gp
Portage fee	+1 cp per bag
Ship's Passage	
Per league	1sp
Vault Storage (per mor	nth)*
Small, standard	15 sp
Medium, standard	3 gp
Large, standard	10 gp
Small, warded	15 gp
Medium, warded	30 gp
Large, warded	100 gp,
Prostitute (per hour	r)
Poor	1 ср
Average	1 sp
Good	1 gp
Excellent	10 gp or more
t the Vault a storage facility locat	tod in Freemart's Mara

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\*At the Vault, a storage facility located in Freeport's Warehouse District. A Small unit is about the size of a footlocker or luggage trunk. A Medium unit is the size of a linen closet or wardrobe. A Large unit is big enough to hold a heavy covered wagon and all its contents.

			ΓRE	EPORT AR	MOR			
Armor	Cost	Armor	Max Dex	Armor Check Arcane Spe		Speed		
Annor	COSt	Bonus	Bonus	Penalty	Failure Chance	(30 ft.)	(20 ft.)	Weight
Cockleshell Suit	800 gp	+5	+1	-6	35%	20 ft.	15 ft.	40 lbs.

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#### Goods and Gear

**MESSENGER:** This entry includes messengers and errand 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.

# Special Substances & Items

Freeport is home to a number of unique substances and items. Rules for drugs and addiction can be found in the *Pathfinder Roleplaying Game: GameMastery Guide*.

#### SPECIAL ITEMS

**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

Item	Cost	Weight
Special It	ems	
Body parts	Varies	Varies
Cadaver (humanoid)	100 gp or more	100-200 lb.
Devil wicks	100 gp .	
Salt draughts	150 gp	
Sea charts (Pilot's Guild)	30 gp	2 lbs.
Skeleton (humanoid)	50 gp or more	20-40 lbs
Tallowtack	50 gp	1
Water, drinking (75-gal. barrel)	4 gp	650 lbs.
Water, drinking (8-gal. cask)	12 sp	90 lbs.
Water, drinking (1-gal. jug)*	6 ср	15 lbs.
Special Substance	es & Drugs	
Abyss dust	2 sp	
Captain's grog (cask)	2,000 gp	60 lb.
Catch	3 sp	$\sim 5^{-1} (1 + 1)^{-1}$
Clout	2 sp	
Flayleaf	10 gp	-
Liver tonic	140 gp	an an the second
Marching powder	50 gp	
Shrewd herb	5 gp	

price, especially for hefty creatures. Humanoid body parts are generally available only through the black market or similarly disreputable sources.

**CADAVER:** Dead bodies are always available in Freeport, whether they're gotten from the Crematorium, found floating in the harbor, or otherwise "located" for sale on the black market. Generally, a humanoid beggar's remains cost about 100 gp, since acquiring them is a low-risk venture. For specific, rare racial types, a good ballpark cost is 100 gp × the Hit Dice or level of the deceased victim.

A request for the body of a particular person or class of person is essentially a specialized assassination contract, which might cost as much as several times the base price of the body itself.

CAPTAIN'S GROG: On the wild seas of the Serpent's Teeth, a captain's first concern (aside from being attacked by pirates, of course) is a mutinous crew. 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.

In game terms, dependency on captain's grog is treated as alcohol addiction. A cask holds enough fluid to serve a typical crew drinks for two weeks.

**DEVIL 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, then lit just before a combat. They burn for 5 rounds, giving off a hellish light (equal to a candle) 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.

**SALT DRAUGHTS:** Originally a staple of sea voyages, salt draughts were packed on board in firkins in case of bad weather or shipwrecks. Now, with the Salt Curse in effect, the use of salt draughts has become far more widespread. 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.

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#### GOODS AND GEAR

**SEA CHARTS:** Produced by the Pilots' Guild, these charts outline the current safe routes through the treacherous reefs and sandbars around the Serpent's Teeth. Anyone using an accurate set of Pilots' Guild sea charts gains a +4 bonus to Profession (sailor) checks made to navigate the waters around Freeport.

A set of charts is accurate only for 1d4+2 months when purchased or acquired.

**SKELETON:** The cost of a skeleton (the inanimate kind) is roughly half that of a cadaver of the same type (see **Cadaver** on the previous page). A skeleton usually weighs about 20% of the normal body weight of a cadaver.

TALLOWTACK: This rare alchemical mixture is highly prized by thieves, spies, and politicians. Those who manufacture it or use it closely guard its existence. Tallowtack has two functions. First, when applied to solid wax, tallowtack temporarily gives it the consistency of soft leather, making it easily removed

from surfaces without breaking. Second, when 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 reattach the seal when they are finished.

Creating tallowtack requires a DC 30 Craft (alchemy) check.

# DRUGS AND TONIGS

# **ABYSS DUST**

The specially treated and ground petals of the sunburst flower, this inhaled powder looks like rich black or deep gray ashes.

TYPE inhaled; ADDICTION severe, DC 19 PRICE 2 sp EFFECT 1 hour; +2 Int, +2 Cha EFFECT after 1 hour; 1d3 hours hallucinations, -4 to all ability checks, skill checks, and attack rolls

DAMAGE 1d4 Wis

SPECIAL If further doses are taken within an 8-hour period, the user takes double damage from the second dose; if three or more doses are taken in the same period, the damage for each additional dose is doubled and becomes ability drain, not just ability damage.

# Сатсн

Properly prepared and dried, shavings from this brown root create a sweetsmelling tea. When imbibed, this tea heightens the senses but slows reaction time.

TYPE ingested; ADDICTION minor, DC 13

PRICE 2 sp

EFFECT 1 hour; +1d4 alchemical bonus to Perception, -1 initiative DAMAGE 1d2 Con

# CLOUT

A bluish-colored powder often mixed into a drink, clout makes its user euphoric and gregarious.

TYPE ingested; ADDICTION moderate, DC 16

PRICE 2 sp

EFFECT 30 minutes; +1d4 Charisma DAMAGE 1d4 Con

# LIVER TONIC

A foul mixture of kahve, cheap wine, poppy extract, and a few other ingredients, "Master Hovith's Tired Liver Tonic" is said to be the cure for just about any ailment. In truth, it leaves its users reeling.

TYPE ingested; ADDICTION minor, DC 12 PRICE 140 gp

EFFECT 1d6+3 hours; damage reduction 2/-, half damage from nonlethal attacks; fatigued, -2 on all ability and skill checks DAMAGE 1d2 Dex

**SPECIAL** For every dose beyond the first taken within a 24-hour period, the user must make a Fortitude save (DC 15 + per dose consumed within 24 hours). On a failed save, the user takes 1d10 points of damage as the liver tonicng powder ravages his system.

#### MARCHING POWDER

This pale yellow powder is a powerful stimulant that helps users overcome fatigue.

TYPE ingested or inhaled; ADDICTION moderate, DC 15 PRICE 50 gp

**EFFECT 2** hours; gain Endurance feat; if the user already has Endurance, double the bonuses he gains from that feat

DAMAGE 1d3 Dex and 1d3 Cha

**SPECIAL** For every dose beyond the first taken within a 24-hour period, the user must make a Fortitude save (DC 15 + per dose consumed within 24 hours). On a failed save, the user takes 1d10 points of damage as the marching powder ravages his system.

SHREWD HERB

Shrewd herb is normally chewed, but it can be burnt and inhaled. Imbibers gain the benefit of sharpened mental acuity for a short time.

TYPE ingested or inhaled; ADDICTION moderate, DC 18 PRICE 5 gp

EFFECT 1 hour; +1d2 alchemical bonus to Intelligence

EFFECT after 1 hour; -2 Wis, 1d4 hours of fatigue DAMAGE 1d2 Cha

#### **SNAKE WEED**

This drug is nothing more than the dried petals of a sunburst flower. Its users become sluggish and lethargic, but they gain some measure of mental resilience.

TYPE inhaled; ADDICTION minor, DC 11

PRICE 1 sp

EFFECT 1d3 hours; +1d3 alchemical bonus to Will saves, -2 initiative

EFFECT after 1 hour; -2 Wis, 1d4 hours of fatigue DAMAGE 1 Wis



Poison is one of the most important weapons in an assassin's arsenal. 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 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.

New Poisons								
Poison	Туре	Fort DC	Onset	Frequency	Effect	Cure	Price	
Amanita mushroom	Ingested	DC 11	10 hours	1/min for 4 min.	1d2 Con	1 save	150 gp	
Black widow venom	Injury	DC 10	-	1/rd. for 6 rds.	1d4 Dex	1 save	80 gp	
Botulin	Ingested	DC 16	3 hours	1/min for 6 min.	1d2 Con	1 save	300 gp	
Cobra venom	Injury	DC 14	Auto Mar	1/rd. for 4 rds.	2d4 Str	1 save	250 gp	
Curare	Injury	DC 17	- 	1/rd. for 6 rds.	1d3 Dex/paralyzed 1d4 hours	2 saves	1,500 gp	
Cyanide	Ingested, inhaled, injury	DC 21	10 min.	1/min for 4 min.	1d3 Con	2 saves	1,800 gp	
Digitalis	Ingested	DC 18	10 min.	1/min for 6 min.	1d4 Con	1 save	750 gp	
Dumb cane	Ingested	DC 12	10 min.	1/min for 4 min.	1d2 Con	2 saves	150 gp	
Fugu toxin	Ingested, injury	DC 22	1 min.	1/min for 4 min.	1d3 Str/1d6 Con	1 save	3,000 gp	
Poison frog toxin	Injury	DC 20		1/rd. for 6 rds.	1d3 Dex	2 saves	3,000 gp	
Ricin	Ingested	DC 18	2 days	1/min for 4 min.	1d4 Str	1 save	1,600 gp	
Salamander toxin	Contact	DC 10		1/min for 6 min.	1d3 Str	1 save	100 gp	
Shellfish toxin	Injury	DC 22	<u> </u>	1/rd. for 6 rds.	1d4 Str	1 save	1,000 gp	
Stonefish	Injury	DC 15	<u> </u>	1/rd. for 4 rds.	1d2 Con/1 Dex	2 saves	400 gp	
Tarantula venom	Injury	DC 10	14 A.	1/rd. for 6 rds.	1d2 Dex	1 save	100 gp	
Venom of the serpent	Injury	DC 20	-	1/rd. for 6 rds.	1d2 Str and 1d2 Con/1d3 Con	2 saves	2,000 gp	

SPELLS AND MAGIC

PELLS AND MAGIG

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ARCANA OF FREEPORT

reeport sees the comings and goings of countless travelers. It thrives on trade, and its citizens happily look the other way when it comes to making a profit. As a result, all sorts of strange things—including spellcasters and magics—find their way inside the city.

# NEW SPELLS

ANTIPALADIN SPELLS

IST-LEDEL ANTIPALADIN SPELLS

Scurvy: Target is fatigued and sickened.

ZNP-LEVEL ANTIPALADIN SPELLS

BULWARK: Fortify buildings, structures, and vehicles. PART CROWD: Move through crowds or swarms at normal speed. UNHINGE: Target creature gains 1d4 insanity points + 1/two caster levels.

# 3RP-LEDEL ANTIPALAPIN SPELLS

**RAY OF ROT:** Ray deals 3d6, +1 per caster level, to vegetable creature or object.

SHADOW BLADE: Create a blade of semi-solid shadow. STARVATION<sup>M</sup>: Creatures within 30 ft. become sickened and hungry.

#### 4TH-LEVEL ANTIPALADIN SPELLS

STRANGLE: Target takes 4d6 nonlethal damage or starts to suffocate.

#### BARD SPELLS

IST-LEVEL BARD SPELLS

BEWILDER: Target must delay action.

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

-Brother Wilford Vinely

# Grave Robbing Scandal Rocks Local Cemetery. 13 Bodies Pissing - THE SHIPPING NEWS

- FLASH/BANG: Create a burst of sound and smoke to distract your enemies.
- **SERENITY:** Suppress insanity points for all creatures in a 20-ft. radius.
- VIGILANCE: Recipients gain +2 bonus on Perception, Sense Motive, and against enchantments.

#### ZND-LEVEL BARD SPELLS

FAST ESCAPE: You gain a +10 bonus on Escape Artist checks. FORTIFY MIND<sup>M</sup>: Creatures gain resistance to Insanity Points.

UNHINGE: Target creature gains 1d4 insanity points + 1/two caster levels.

# GLERIG/ORAGLE SPELLS

#### IST-LEDEL GLERIG/ORAGLE SPELLS

- **SERENITY:** Suppress insanity points for all creatures in a 20-ft. radius.
- VIGILANCE: Recipients gain +2 bonus on Perception, Sense Motive, and against enchantments.

#### ZND-LEDEL GLERIG/ORAGLE SPELLS

BULWARK: Fortify buildings, structures, and vehicles. SCURVY: Target is fatigued and sickened.

## **3RD-LEVEL GLERIG/ORAGLE SPELLS**

- **BODY OF EYES:** Gain +10 bonus on visual Perception checks and immunity to flanking. (Oracle only.)
- FORTIFY MIND<sup>M</sup>: Creatures gain resistance to insanity points.
- STARVATION<sup>M</sup>: Creatures within 30 ft. become sickened and hungry.
- UNHINGE: Target creature gains 1d4 insanity points + 1/ two caster levels.

#### 4TH-LEVEL GLERIC/ORAGLE SPELLS

- **PHANTASMAL CREWMEN<sup>M</sup>:** Create immaterial crewmen to man a vessel or fire siege weapons.
- **RAY OF ROT:** Ray deals 3d6, +1 per caster level, to vegetable creature or object.

#### GTH-LEVEL GLERIG/ORAGLE SPELLS

- FIREBIRD<sup>M</sup>: Create a quasi-real giant eagle constructed of magical fire.
- INSCRIBE YELLOW SIGN<sup>M</sup>: Draw the maddening sigil of the Unspeakable One.

7TH-LEVEL GLERIG/ORAGLE SPELLS

**PIRATE'S BOOTY<sup>MF</sup>:** Erase all memory of the location of a single treasure chest.

# DRUID SPELLS

# IST-LEVEL DRUID SPELLS

**BULWARK:** Fortify buildings, structures, and vehicles with arcane force.

Scurvy: Target is fatigued and sickened.

#### ZND-LEDEL DRUID SPELLS

- **RAY OF ROT:** Ray deals 3d6, +1 per caster level, to vegetable creature or object.
- SALTBURST: Deals 2d4 damage (2d8 to plant and cold creatures) in 10-ft.-radius burst.

**3RD-LEDEL DRUID SPELLS** 

- **BODY OF EYES:** Gain +10 bonus on visual Perception checks and immunity to flanking.
- STUNNING BOLT: Ray of lightning deals 1d6 nonlethal/ caster level (max. 10d6).

4TH-LEVEL DRUID SPELLS

**DIVE<sup>F</sup>:** Target gains darkvision, +4 on Swim checks, and ability to breathe underwater.

STH-LEDEL DRUID SPELLS

FIREBIRD<sup>M</sup>: Create a quasi-real giant eagle constructed of magical fire.

#### 8TH-LEDEL DRUID SPELLS

VICE OF THE DEEP: Targets within 30 ft. take 1d6/caster level and are deafened.

#### Spells and Magic

PALADIN SPELLS

#### INQUISITOR SPELLS

# IST-LEDEL INQUISITOR SPELLS

- FORCE ARMOR: Gain +8 armor bonus for 1 round as an immediate action.
- PART CROWD: Move through crowds or swarms at normal speed.
- **SERENITY:** Suppress insanity points for all creatures in a 20-ft. radius.
- VIGILANCE: Recipients gain +2 bonus on Perception, Sense Motive, and against enchantments.

#### ZND-LEDEL INQUISITOR SPELLS

BULWARK: Fortify buildings, structures, and vehicles.

FAST ESCAPE: You gain a +10 bonus on Escape Artist checks.

FORTIFY MIND<sup>M</sup>: Creatures gain resistance to insanity points.

## **3RD-LEDEL INQUISITOR SPELLS**

STARVATION<sup>M</sup>: Creatures within 30 ft. become sickened and hungry.

#### 4TH-LEDEL INQUISITOR SPELLS

**PHANTASMAL CREWMEN<sup>M</sup>:** Create immaterial crewmen to man a vessel or fire siege weapons.

#### MAGUS SPELLS

# IST-LEDEL MAGUS SPELLS

FLASH/BANG: Create a burst of sound and smoke to distract your enemies.

FORCE ARMOR: Gain +8 armor bonus for 1 round as an immediate action.

#### **ZNP-LEVEL MAGUS SPELLS**

BEWILDER: Target must delay action.

BULWARK: Fortify buildings, structures, and vehicles.

- FAST ESCAPE: You gain a +10 bonus on Escape Artist checks.
- PART CROWD: Move through crowds or swarms at normal speed.
- SALTBURST: Deals 2d4 damage (2d8 to plant and cold creatures) in 10-ft.-radius burst.

#### **3RD-LEDEL MAGUS SPELLS**

FORTIFY MIND<sup>M</sup>: Creatures gain resistance to insanity points. SHADOW BLADE: Create a blade of semi-solid shadow.

#### IST-LEDEL PALADIN SPELLS

- **SERENITY:** Suppress insanity points for all creatures in a 20-ft. radius.
- VIGILANCE: Recipients gain +2 bonus on Perception, Sense Motive, and against enchantments.

## ZND-LEDEL PALADIN SPELLS

BULWARK: Fortify buildings, structures, and vehicles.

FORTIFY MIND<sup>M</sup>: Creatures gain resistance to insanity points.

**PART CROWD:** Move through crowds or swarms at normal speed.

**4TH-LEDEL PALADIN SPELLS** 

**PHANTASMAL CREWMEN<sup>M</sup>:** Create immaterial crewmen to man a vessel or fire siege weapons.

# RANGER SPELLS

# IST-LEVEL RANGER SPELLS

VIGILANCE: Recipients gain +2 bonus on Perception, Sense Motive, and against enchantments.

# ZND-LEDEL RANGER SPELLS

FAST ESCAPE: You gain a +10 bonus on Escape Artist checks.

#### SORGERER/WIZARD SPELLS

IST-LEDEL SORGERER/WIZARD SPELLS

BEWILDER: Target must delay action.

- FLASH/BANG: Create a burst of sound and smoke to distract your enemies.
- FORCE ARMOR: Gain +8 armor bonus for 1 round as an immediate action.

#### ZND-LEVEL SORGERER/WIZARD SPELLS

BULWARK: Fortify buildings, structures, and vehicles.

- PART CROWD: Move through crowds or swarms at normal speed.
- SALTBURST: Deals 2d4 damage (2d8 to plant and cold creatures) in 10-ft.-radius burst.
- STUNNING BOLT: Ray of lightning deals 1d6 nonlethal/ caster level (max. 10d6).
- SUBVERT MINION: Take control of one summoned creature.

# SPELLS AND MAGIC

UNHINGE: Target creature gains 1d4 insanity points + 1/ two caster levels.

# 3RP-LEVEL SORGERER/WIZARD SPELLS

- **BODY OF EYES:** Gain +10 bonus on visual Perception checks and immunity to flanking.
- FORTIFY MIND<sup>M</sup>: Creatures gain resistance to insanity points.
- **RAY OF ROT:** Ray deals 3d6, +1 per caster level, to vegetable creature or object.
- **STARVATION<sup>M</sup>:** Creatures within 30 ft. become sickened and hungry.

# 4TH-LEDEL SORGERER/WIZARD SPELLS

- **DIVE<sup>F</sup>:** Target gains darkvision, +4 on Swim checks, and ability to breathe underwater.
- **PHANTASMAL CREWMEN<sup>M</sup>:** Create immaterial crewmen to man a vessel or fire siege weapons.

SHADOW BLADE: Create a blade of semi-solid shadow.

# STH-LEVEL SORGERER/WIZARD SPELLS

**FIREBIRD<sup>M</sup>:** Conjure a giant eagle made of magical fire. **STRANGLE:** Target takes 4d6 nonlethal damage or starts to suffocate.

GTH-LEDEL SORGERER/WIZARD SPELLS

INSCRIBE YELLOW SIGN<sup>M</sup>: Draw the maddening sigil of the Unspeakable One.

7TH-LEVEL SORGERER/WIZARD SPELLS

PIRATE'S BOOTY<sup>MF</sup>: Erase all memory of the location of a single treasure chest.

8TH-LEVEL SORGERER/WIZARD SPELLS

VICE OF THE DEEP: Targets within 30 ft. take 1d6/caster level and are deafened.

9TH-LEVEL SORGERER/WIZARD SPELLS

INSANITY, MASS: As insanity, but affects all within 30 ft.

# Summoner Spells

# IST-LEVEL SUMMONER SPELLS

- FLASH/BANG: Create a burst of sound and smoke to distract your enemies.
- SUBVERT MINION: Take control of one summoned creature.

# ZND-LEDEL SUMMONER SPELLS

SALTBURST: Deals 2d4 damage (2d8 to plant and cold creatures) in 10-ft.-radius burst.

# **3RP-LEDEL SUMMONER SPELLS**

**PHANTASMAL CREWMEN<sup>M</sup>:** Create immaterial crewmen to man a vessel or fire siege weapons.

# **5TH-LEDEL SUMMONER SPELLS**

FIREBIRD<sup>M</sup>: Conjure a giant eagle made of magical fire.

# WITCH SPELLS

# IST-LEDEL WITCH SPELLS

BEWILDER: Target must delay action.

FLASH/BANG: Create a burst of sound and smoke to distract your enemies.

PART CROWD: Move through crowds or swarms at normal speed. SERENITY: Suppress insanity points for all creatures in a 20-ft. radius.

ZND-LEDEL WITCH SPELLS

FORTIFY MIND<sup>M</sup>: Creatures gain resistance to insanity points. SCURVY: Target is fatigued and sickened.

SUBVERT MINION: Take control of one summoned creature. UNHINGE: Target creature gains 1d4 insanity points + 1/ two caster levels.

# 3RP-LEDEL WITCH SPELLS

**RAY OF ROT:** Ray deals 3d6, +1 per caster level, to vegetable creature or object.

SHADOW BLADE: Create a blade of semi-solid shadow.

STARVATION<sup>M</sup>: Creatures within 30 ft. become sickened and hungry.

#### STH-LEDEL WITCH SPELLS

- **INSCRIBE YELLOW SIGN<sup>M</sup>:** Draw the maddening sigil of the Unspeakable One.
- SECRET FORM<sup>M</sup>: Target becomes an aberration, turns chaotic evil, and gains insanity points.
- **STRANGLE:** Target takes 4d6 nonlethal damage or starts to suffocate.

# GTH-LEDEL WITCH SPELLS

FIREBIRD<sup>M</sup>: Conjure a giant eagle made of magical fire. PIRATE'S BOOTY<sup>MF</sup>: Erase all memory of the location of a single treasure chest.

# SPELL DESCRIPTIONS

The following spells are presented in alphabetical order.

# BEWILDER

SCHOOL enchantment (compulsion) [emotion, mindaffecting]; LEVEL bard 1, magus 2, sorcerer/wizard 1, witch 1, Unspeakable 2 CASTING TIME 1 standard action COMPONENTS V RANGE close (25 ft. + 5 ft./2 levels) TARGET one living creature DURATION special SAVING THROW Will partial; SPELL RESISTANCE yes

You spit out a foul word that causes a target to gawk in amazement for a few moments. If the target fails its Will save against this spell, it must delay its action until the end of the current round (its initiative for this round is effectively reduced to 0), and it is dazed until that turn begins. If the target succeeds on its save, it can act normally on its next turn, with its normal initiative, but it is dazed until that time.

If you have a number of insanity points greater than the target's Hit Dice, it takes a -2 penalty to its save against this effect.

# **BODY OF EYES**

SCHOOL divination; LEVEL druid 3, oracle 3, sorcerer/ wizard 3 CASTING TIME 1 round

COMPONENTS V, S, M (preserved head or eye of a spider or insect) RANGE personal TARGET you

DURATION 1 minute/level (D)

Eye-shaped spots emerge all over your skin and clothing, granting you a +10 competence bonus on all Perception checks related to vision. While under the effects of this spell, you cannot be flanked. However, 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 a target having the sense of sight.

# **B**ULWARK

SCHOOL abjuration; LEVEL antipaladin 2, cleric/oracle 2, druid 1, inquisitor 2, magus 2, paladin 2, sorcerer/wizard 2 CASTING TIME 1 standard action COMPONENTS V, S RANGE close (25 ft. + 5 ft./2 levels)

TARGETS all buildings, structures, and vehicles within range **DURATION** 10 minutes/level

SAVING THROW none (harmless); SPELL RESISTANCE yes (harmless)

You fortify any structure or vehicle, whether natural or constructed, within range. Affected structures gain +5 hardness and are always considered attended objects (and thus may use your saving throws if they're better than the structure's own).

# DIVE

SCHOOL transmutation; LEVEL druid 4, sorcerer/wizard 4 CASTING TIME 1 standard action COMPONENTS V, S, M/DF (tiny bronze bell) RANGE touch TARGET living creature touched DURATION 10 minutes/level SAVING THROW Will negates (harmless); SPELL RESISTANCE yes (harmless)

You grant the recipient of this spell the ability to withstand the environmental perils of the murky ocean depths. The recipient gains the ability to breathe underwater, a +4 enhancement bonus on Swim checks, darkvision out to a range of 30 feet, cold resistance 5, and immunity to pressure caused by deep water. In addition, while affected, the recipient can move and attack normally with melee weapons while underwater, even slashing and bludgeoning weapons. *Dive* does not make creatures unable to breathe air if they cannot normally do so.

Special: If a GM wishes, this spell can replace *control* water as the 4th-level spell for the cleric's Oceans domain.

#### FAST ESCAPE

SCHOOL transmutation; LEVEL bard 2, inquisitor 2, magus 2, ranger 2 CASTING TIME 1 immediate action COMPONENTS V RANGE personal TARGET you DURATION 1 round/level

A frictionless barrier of air, no thicker than a hair's breadth, surrounds your body, making it easier for you to wriggle free of tight spots. You gain a +10 competence bonus on Escape Artist checks. This increases to +20 at caster level 7th, and +30 (the maximum) at caster level 11th.

#### SPELLS AND MAGIC

#### CHAPTER M

## FIREBIRD

SCHOOL conjuration (creation) [fire]; LEVEL druid 5, sorcerer/wizard 5, summoner 5, witch 6
CASTING TIME 10 minutes
COMPONENTS V, S, M (a pouch of volcanic ash and a bloodstone worth 50 gp)
RANGE close (25 ft. + 5 ft./2 levels)
EFFECT one firebird
DURATION 1 hour/level
SAVING THROW none; SPELL RESISTANCE no

You inscribe a complex diagram with rare ashes around a bloodstone, which erupts in brilliant flames as a great flaming bird rises from the conflagration. This birdlike creature resembles a giant eagle with red, orange, and white flames in place of feathers; it even has a saddle and bridle. The firebird acts immediately when it appears on your turn. It responds to simple mental commands and can be ordered to attack your enemies, bear you as a rider,

# **FIREBIRD**

CR - • XP -

N Large magical beast (fire)

Init +3; Senses darkvision 60 ft., low-light vision; Perception +15 Auras unnatural aura 30 ft. (DC 12)

#### DEFENSE

AC 15, touch 15, flat-footed 12 (+3 deflection, +3 Dex, -1 size) hp 26 (4d10+4); +1 per caster level Fort +5, Ref +7, Will +3 Defensive Abilities evasion; DR 5/magic; Immune fire

#### OFFENSE

Spd 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 22 Feats Alertness, Flyby Attack Skills Fly +6, Perception +15, Sense Motive +6; Racial Modifiers +4 Perception

Languages Common (can't speak)

#### SPECIAL ABILITIES

**Unnatural Aura (Su)** Animals will not willingly approach within 30 feet of a firebird, and if forced to do so, they must succeed on a DC 13 Will save or become panicked 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.


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or perform any other service reasonable for a creature of its type and intelligence.

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 fire resistance 10. In addition to its base hit points, the firebird gains +1 hp/caster level you possess.

A firebird has the statistics found on the previous page.

#### FLASH/BANG

SCHOOL conjuration; LEVEL bard 1, magus 1, sorcerer/ wizard 1, summoner 1, witch 1 CASTING TIME 1 swift action COMPONENTS V RANGE 10 ft. AREA cone-shaped burst DURATION 1 round SAVING THROW Fortitude partial; SPELL RESISTANCE no

This spell creates a cone of thick smoke that grants total concealment (creatures within the area gain total concealment, and those outside the area have total concealment from those within). Creatures within the area must make a saving throw or also be deafened for 1 round.

#### **FORCE ARMOR**

SCHOOL abjuration [force]; LEVEL inquisitor 1, magus 1, sorcerer/wizard 1 CASTING TIME 1 immediate action COMPONENTS V RANGE personal TARGET you DURATION 1 round

You gain a +8 armor bonus to Armor Class. Since this is a force effect, the bonus applies to attacks made by ethereal or incorporeal creatures.

#### FORTIFY MIND

SCHOOL abjuration; LEVEL bard 2, cleric/oracle 3, inquisitor 2, magus 3, paladin 2, sorcerer/wizard 3, witch 2 CASTING TIME 1 standard action COMPONENTS V, S, M (1 dose of snake weed) 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) Whenever a creature warded by *fortify mind* would gain insanity points, that creature reduces the number of insanity points gained by 1 point per five caster levels (2 points at 5th, 3 points at 10th, 4 points at 15th, and 5 points and 20th), to a minimum of 1 IP.

#### INSANITY, 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.

#### **INSCRIBE YELLOW SIGN**

SCHOOL conjuration (creation) [evil, mind-affecting]; LEVEL cleric/oracle 6, sorcerer/wizard 6, Unspeakable 6, witch 5 CASTING TIME 1 round COMPONENTS V, S, M (mercury, phosphorus, powdered

lead, sulfur, and arsenic; total value 5,000 gp)

RANGE touch

EFFECT one yellow sign

**DURATION** instantaneous

SAVING THROW Will partial (see text);

SPELL RESISTANCE no

SPECIAL you must have 5 or more insanity points to cast this spell

By smearing the prepared materials onto a surface, you cause them to combine, twisting and writhing, issuing puffs of acrid smoke, until they finally coalesce into a disturbing sigil that glows with a malevolent saffron hue. This is a potent version of the Yellow Sign, the symbol of the Unspeakable One.

All evil spells cast within 30 feet of the Yellow Sign are cast at +1 caster level. 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 additional insanity points, plus 1 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 1d10 hours thereafter.

Creatures of the animal type, while not subject to the insanity points imposed by the spell, will not willingly approach within 30 feet of the Yellow Sign; if forced to do so, they become panicked for as long as they remain within 30 feet.

#### PART CROWD

SCHOOL enchantment (compulsion) [mind-affecting]; LEVEL antipaladin 2, inquisitor 1, magus 2, paladin 2, sorcerer/wizard 2, witch 1
CASTING TIME 1 standard action
COMPONENTS V, S
RANGE close (25 ft. + 5 ft./2 levels)
TARGET 1 crowd or swarm
DURATION 1 round/level (D)
SAVING THROW none; SPELL RESISTANCE yes

A swarm or crowd of creatures parts to make way for your passage and immediately closes ranks after you pass. While affected by this spell, the crowd or swarm does not hinder your movement and swarms deal no damage to you nor do they distract you.

#### PHANTASMAL CREWMEN

SCHOOL conjuration (creation); LEVEL cleric/oracle 4, inquisitor 4, paladin 4, sorcerer/wizard 4, summoner 3

CASTING TIME 1 standard action

COMPONENTS V, S, M (5 gp per phantasmal crewman) RANGE long (400 ft. + 40 ft./level)

EFFECT up to one phantasmal crewman per 2 levels DURATION 2 hours/level

SAVING THROW none; SPELL RESISTANCE no

You summon a number of phantasmal crewmen, each of them a translucent, vaguely human-shaped force that performs the duties of one crew member on a vehicle or piece of siege equipment. It can tie off ropes, hoist sails, swab decks, load powder and ammunition, and other such duties. An unseen crew member possesses no other skills. It cannot speak, nor can it defend itself or fight other than to load and fire siege weapons as directed. It otherwise functions as an *unseen servant*.

A phantasmal crewman has an AC of 10 +1/2 your caster level, a Strength score of 10, and a Profession (sailor) score equal to half your caster level. It is proficient with all siege weapons and can make attacks with such weapons using your base attack bonus. It cannot fly, but it can climb, swim, or walk with a base speed of 20 feet. It can only be affected by spells that affect other spells (such as *dispel magic*) and those that affect objects (including most damaging spells), and always fails any saving throw it is required to make. A phantasmal crewman dissipates if it takes more than 1 point of damage per caster level you possess.

If you attempt to send a phantasmal crewman beyond the spell's range (measured from your current position), it winks out of existence instantly.

#### **PIRATE'S BOOTY**

SCHOOL enchantment (compulsion) [mind-affecting]; LEVEL cleric/oracle 7, sorcerer/wizard 7, witch 6
CASTING TIME 10 minutes
COMPONENTS V, S, M (the head of a sailor with eyes and mouth sewn shut, buried with the chest), F (one treasure chest and all its contents)
RANGE 1 mile
TARGETS 100 HD of living creatures
DURATION permanent
SAVING THROW Will negates; SPELL RESISTANCE Yes

This spell is cast in conjunction with the burial of a chest of treasure. Once this spell is cast, up to 100 Hit Dice of living creatures within the spell's range immediately lose any recollection the burial site, as well as the contents of the treasure chest. You may choose to lose your memory of the site as well, but within a day of casting the spell, a tattooed map appears somewhere on your flesh. At your option, you may grant a single creature, which can be you, the ability to decode the map, thereby gaining full understanding of the location and the chest's contents, even if the target was not present at the time of the original casting.

#### RAY OF ROT

SCHOOL necromancy; LEVEL antipaladin 3, cleric/oracle 4, druid 2, sorcerer/wizard 3, witch 3
CASTING TIME 1 standard action
COMPONENTS V, S, M/DF (a shipworm or termite and a tiny bit of amber)
RANGE close (25 ft. + 5 ft./2 levels)
EFFECT ray
DURATION instantaneous
SAVING THROW Fortitude negates (object); SPELL RESISTANCE yes (object)

You fire a brown ray from your outstretched fingertip that fills the air with the stench of rotting plant matter. You must succeed on a ranged touch attack to strike a target with the ray. It deals 3d6 points of damage +1 per caster level (maximum +15) to any plant or vegetable creature or object it strikes (including all creatures of the plant type, but also wooden buildings or constructs). This attack ignores DR and 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 druid 2, magus 2, sorcerer/wizard 2, summoner 2

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CASTING TIME 1 standard action COMPONENTS V, S RANGE long (400 ft. + 40 ft./level) AREA 10-ft.-radius burst DURATION instantaneous SAVING THROW Fortitude half; SPELL RESISTANCE yes

You cause a large jagged rock of salt to appear and then shatter, sending razor-sharp shards in all directions. All creatures in the area take 2d4 points of damage. Creatures of the plant type or with the cold subtype instead take 2d8 points of damage.

#### SCURVY

SCHOOL necromancy [disease]; LEVEL antipaladin 1, cleric/oracle 2, druid 1, witch 2

CASTING TIME 1 standard action

COMPONENTS V, S

RANGE short (25 ft. +5 ft./2 levels)

TARGET living creature

DURATION 1 minute/level

SAVING THROW Fortitude negates; SPELL RESISTANCE yes

The subject contracts a severe case of scurvy, becoming both fatigued and sickened. If the target is already fatigued or exhausted, the additional fatigue has no effect. If the target has not eaten fresh food within 24 hours, it suffers a -2 penalty to its saving throw against this spell. An affected target that eats a citrus fruit (normally a fullround action, assuming one is at hand) recovers at the start of its next turn.

Non-mammalian creatures of the animal type are immune to this spell.

#### SECRET FORM

SCHOOL transmutation [evil]; LEVEL Unspeakable 5, witch 5 CASTING TIME 1 standard action COMPONENTS V, S, M (fresh human brains) RANGE medium (100 ft. + 10 ft./level) TARGET one living creature DURATION 1 round/level SAVING THROW Will partial; SPELL RESISTANCE yes SPECIAL you must have 5 or more insanity points to cast this spell

You fling a handful of gore at your target, which transforms instantly into a more bestial, feral, monstrous version of itself. The target gains 1 insanity point and its type changes to aberration for the duration of the spell. (Do not recalculate any statistics, such as hit points, base saves, base attack bonus, etc., as a result of this change of type.) If the target fails its Will save, its alignment changes to chaotic evil; it increases its Strength and its natural armor bonus by a number equal to your Wisdom bonus and gains 1 insanity point per round until the duration expires. When the spell ends, the target resumes its usual form and is fatigued.

#### SERENITY

SCHOOL enchantment (compulsion) [mind-affecting];
LEVEL: bard 1, cleric/oracle 1, inquisitor 1, paladin 1, witch 1
CASTING TIME 1 standard action
COMPONENTS V, S, DF
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)

This spell temporarily reduces the insanity point total of all creatures in the area to 0; further, affected creatures gain a + 2 bonus on Will saves against illusions and cannot gain insanity points for the spell's duration.

#### SHADOW BLADE

SCHOOL illusion (shadow); LEVEL: antipaladin 3, magus 3, sorcerer/wizard 4, witch 4 CASTING TIME 1 standard action COMPONENTS V, S RANGE personal EFFECT one shadow blade DURATION 1 round/level (D) SAVING THROW Will partial, see text; SPELL RESISTANCE yes; see text

You create a blade fashioned from solidified shadow. It can take the form of any one-handed piercing or slashing weapon of your choice, taking on all of the properties of that weapon. For example, in the form of a rapier, the *shadow blade* deals 1d6 points of piercing damage on a successful hit and scores a critical threat on a roll of 18–20. In any form, it deals an extra 1 point of damage per caster level on any successful strike. You may change its form to a new type of blade once per round as a swift action. You are considered proficient with the *shadow blade* regardless of its form, but you can also apply any feats or special abilities you have that apply to a specific one-handed weapon when it takes the form of that weapon.

Each round, including the round in which you cast this spell, you may make a melee attack with the *shadow blade* as a standard action. You resolve these attacks as a melee touch attack using your base attack bonus, but you may use your Intelligence or Charisma modifier rather than your Strength (or Dexterity) modifier. The first time any creature is struck by the *shadow blade*, it may make a Will save to recognize the blade's shadow nature. If the save succeeds, the creature takes only minimum damage from any subsequent successful attack by the blade for the duration of the spell.

#### **S**TARVATION

SCHOOL necromancy [evil]; LEVEL antipaladin 3, cleric/ oracle 3, inquisitor 3, sorcerer/wizard 3, witch 3
CASTING TIME 1 standard action
COMPONENTS V, S, M/DF (a piece of rotten fruit)
RANGE 30 ft.
TARGETS all living creatures within 30 ft.
DURATION 1 round/level (D)
SAVING THROW Fortitude negates; SPELL RESISTANCE yes

You cause all living creatures in range to become gripped with incredible pangs of 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 nauseated for 1 round. Any time a creature takes a move action to eat while affected (provoking attacks of opportunity), it gains a +1 bonus to its Constitution checks against the spell for the rest of the duration. Bonuses from eating for multiple rounds stack.

#### STRANGLE

SCHOOL necromancy; LEVEL antipaladin 4, sorcerer/ wizard 5, witch 5 CASTING TIME 1 standard action COMPONENTS V, S RANGE medium (100 ft. + 10 ft./level) TARGET one living creature DURATION 1 minute/level SAVING THROW Fortitude partial; SPELL RESISTANCE yes

You drive out all of the air in a target's lungs, causing her to suffocate. If the target fails her save, she is stunned for 1 round and then falls unconscious (0 hit points) at the start of her next turn. In the following round, and each round thereafter, the target is entitled to another save. On a failure, the target takes 1 point of damage. The spell ends immediately as soon as the target makes a Fortitude save.



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If the target makes her initial save against *strangle*, she takes 4d6 points of nonlethal damage but is otherwise unaffected.

#### STUNNING BOLT

SCHOOL evocation [electricity]; LEVEL druid 3, sorcerer/wizard 2
CASTING TIME 1 standard action
COMPONENTS V, S
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 electricity damage per caster level (maximum 10d6). Creatures immune to nonlethal damage or to electricity are immune to this spell. Creatures with resistance to electricity apply twice their normal resistance to the damage dealt by this spell.

#### SUBVERT MINION

SCHOOL transmutation; LEVEL sorcerer/wizard 2, summoner 1, witch 2 CASTING TIME 1 standard action COMPONENTS V, S 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 bursts flare from the body of the target summoned creature as you bend it to your will. To exert your influence over the creature, you must make a caster level check (DC equals 10 + 1/2 the caster level of the creature's summoner + 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 yourself. Henceforth, the creature acts on your turn each round. The summoned creature remains until the end of the original spell's duration.

Eidolons, familiars, and the like do not qualify as summoned creatures for purpose of this spell (their bond to their master is too strong).

#### UNHINGE

SCHOOL enchantment (compulsion) [evil, mindaffecting]; LEVEL antipaladin 2, bard 2, cleric/oracle 3, sorcerer/wizard 2, Unspeakable 1, witch 2 CASTING TIME 1 standard action COMPONENTS V, S, DF RANGE close (25 ft. + 5 ft./2 levels) TARGET one living creature DURATION instantaneous SAVING THROW Will negates; SPELL RESISTANCE yes

Your target gains 1d4 insanity points + 1 per two caster levels (maximum 1d4+5).

#### VICE OF THE DEEP

SCHOOL evocation [force]; LEVEL druid 8, sorcerer/wizard 8
CASTING TIME 1 standard action
COMPONENTS V, S
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
SPECIAL: If a GM wishes, this spell can replace *horrid wilting* as the 8th-level spell for the cleric's Water domain.

Air ripples as a wave of crushing force bears down on your targets, crushing them mercilessly 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 or bludgeoning damage and creatures with the aquatic subtype are immune to the effects of this spell.

#### VIGILANCE

SCHOOL abjuration; LEVEL bard 1, cleric/oracle 1, inquisitor 1, paladin 1, ranger 1
CASTING TIME 1 standard action
COMPONENTS V, S
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)

You imbue the recipients with heightened awareness and resolve. Creatures affected by this spell gain a +2 competence bonus on all Perception and Sense Motive checks and a +2 morale bonus on saving throws against enchantment spells and effects.

### MAGIG ITEMS

Like most other unique geographical regions, Freeport has its own share of magic items ranging from the commonplace and serviceable to the rare and potent.

### 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.

#### Magic Armor Special Abilities

To receive an armor property, a shield or suit of armor must have at least a +1 enhancement bonus.

**CUTPURSE:** 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 to conceal items on your person (the 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, 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

**STRICTNESS:** 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 special ability, you gain a +5 competence bonus on Intimidate checks.

Faint necromancy; CL 5th; Craft Magic Arms and Armor, *scare*; Price +3,750 gp.

### MAGIG WEAPONS

Many magic weapons in Freeport wind up in the city as 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.

#### MAGIG WEAPON SPECIAL ABILITIES

To receive a weapon property, a weapon must have at least a +1 enhancement bonus.

ADROIT: This weapon is constructed from lightweight materials and features ingenious arches and honeycomb patterns in its construction. An adroit weapon is treated as a light weapon for the purpose of the Weapon Finesse feat, even if it is normally a two-handed weapon. This does not affect any of the weapon's other properties or its damage. Adroit weapons weigh 50% less than their nonmagical counterparts.

This special ability can be placed only on melee weapons.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *cat's grace*; Price +1 bonus

AGONIZING: This weapon bears cruel barbs and incorporates a motif of torture and suffering. When an agonizing weapon hits, the wielder can activate its power as a swift action, forcing the target to make a DC 15 Fortitude save or suffer a -2 penalty on attack rolls, skill checks, and ability checks for 7 rounds. An agonizing weapon functions three times per day. Projectile weapons bestow this property on their ammunition.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *howling agony*; Price +2 bonus

AUTO-LOADING: An auto-loading weapon automatically loads itself if there is black powder and ammunition of the appropriate type on the wielder's person when it is fired. This reloading occurs instantly, allowing the weapon to be fired as rapidly as the wielder can make ranged attacks.

This special ability can be placed only on firearms.

Moderate conjuration; CL 10th; Craft Magic Arms and Armor, Gunsmithing, *teleport*; Price: +3 bonus

**BURROWING:** Each bullet from a burrowing firearm continues to work its way into a target after it hits, dealing 1d4 points of piercing damage per round for 3 rounds after the attack hits. Removing a single burrowing bullet is a full-round action that requires a DC 20 Heal check. If a burrowing weapon is somehow used to attack more than one target with a single piece of ammunition, the burrowing quality applies only to the last target attacked.

This special ability can be placed only on firearms.

Strong transmutation; CL 11th; Craft Magic Arms and Armor, Gunsmithing, *telekinesis*; Price: +2 bonus

EVER-DRY: An ever-dry firearm never gets wet, even when held underwater. When an ever-dry firearm is reloaded from a specific bandoleer, powder horn, or ammunition

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pouch, it extends the ever-dry property to that item for as long as they are both worn on or wielded by the same character. Firing an ever-dry firearm underwater still incurs the usual -2 penalty on attack rolls for every 5 feet of water through which the bullet passes, in addition to the normal penalties to range. When an ever-dry firearm's misfire results in an explosion while underwater, that explosion occurs normally.

This special ability can be placed only on firearms.

Moderate abjuration; CL 8th; Craft Magic Arms and Armor, Gunsmithing, *water breathing*; Price: +1 bonus

**SEA ROVING:** 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 roving 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, *touch of the sea*; Price +1 bonus

**SEPTIC:** This weapon stinks of rot and attracts flies and maggots. When activated, a septic weapon forces a victim struck to succeed on a DC 13 Fortitude save or become infected with filth fever. 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 5th; Craft Magic Arms and Armor, *ghoul touch*; Price +1 bonus

**SPELLBANE:** A spellbane weapon is made of cold iron and excels against foes that cast spells or use spell-like abilities. Against a spellcaster or foe that uses spell-like abilities, the weapon's enhancement bonus is +2 better than its actual bonus, and it deals an extra 2d6 points of damage against the foe.

Weapons made with this special ability do not increase their price by 2,000 gp for being made of cold iron.

Faint abjuration; CL 5th; Craft Arms and Armor, *dispel magic*; Price: +1 bonus

TANGLING: This weapon is sticky to the touch and excretes thick, resinous goo. When activated, a tangling weapon can cause a creature struck to gain the entangled condition as it is wrapped with rope-like 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 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 flying creature struck is not glued to the ground, but if it relies on wings or other moving appendages to fly, it must succeed on a DC 15 Reflex save or become unable to fly and fall to the ground. A spellcasting creature bound by the sticky strands must succeed on a concentration check (DC 15 + spell level) or lose the spell.

An application of universal solvent instantly dissolves the glue. A tangling weapon functions once per day and is activated as a swift action. 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.

#### **B**ALLISTA OF **P**IERCING

AURA faint evocation; CL 7th SLOT none; PRICE 6,000 gp; WEIGHT 300 lbs.

#### DESCRIPTION

This otherwise ordinary ballista is strung with a thick metal cord and its arms are forged from spring-steel.

These dread weapons trace their origins back to the first Sea Lords, who used them in the defense of their young city against shark men and other enemies. A *ballista of piercing* functions as a +1 *ballista*. In addition, it has two special functions, each useable once per day.

*Volley:* The ballista deals 3d8 points of piercing damage to all creatures in a 30-foot cone (Reflex DC 15 half).

*Lance:* The ballista deals 3d8 points of piercing damage to all creatures in a 120-foot line (Reflex DC 15 half).

#### CONSTRUCTION

**REQUIREMENTS** Craft Magic Arms and Armor, *shatter*; Cost 3,000 gp

#### BEAMSPLITTER

**DC 20 KNOWLEDGE (HISTORY):** *Beamsplitter* was commissioned years ago by one of the continental navies for use in scuttling the ships of pirates and raiders.

**DC 25 KNOWLEDGE (HISTORY):** It was lost in the sinking of the continental warship *Invincible* (sent to the bottom, ironically enough, by pirates).

**DC 20 KNOWLEDGE (LOCAL):** Rumors occasionally surface of it—or perhaps a copy of it—in the hands of sea devils, merrow, and even local pirates.

AURA moderate necromancy; CL 11th SLOT none; PRICE 24,306 gp; WEIGHT 2 lbs.

#### DESCRIPTION

This weapon is a stout, hooked axe with a leatherwrapped handle and crescent-shaped blade.

*Beamsplitter* functions as a +3 *boarding axe*, but deals triple damage against wooden objects and creatures. When used against a ship's hull, the weapon ignores the hull's hardness.

#### CONSTRUCTION

**REQUIREMENTS** Craft Magic Arms and Armor, *ray of rot*; Cost 12,153 gp

#### **BOARDING WHIP**

AURA moderate transmutation; CL 7th SLOT —; PRICE 18,000 gp; WEIGHT 1 lb.

#### DESCRIPTION

This black leather scourge resembles three braided squid tentacles.

This weapon functions as a +1 whip. The wielder can use the whip to incorporate a ship's masts, rigging, ropes, sails, and other such structures into her movement; provided she is wearing light armor or no armor, when fighting in an environment where such structures exist, the wielder incorporates them into her movement. She still moves at her usual speed, but she may ignore difficult terrain as long as she has an open route to swing over it. This movement provokes attacks of opportunity as usual.

Twice per day, on command, the *boarding whip* can lash out up to 60 feet to attach itself to an unattended inanimate object such as a rail or yardarm, allowing the user to swing from deck to deck as part of her normal movement.

#### CONSTRUCTION

**REQUIREMENTS** Craft Magic Arms and Armor, *animate* rope, cat's grace; **COST** 9,000 gp

#### **CATAPULT OF ACCURACY**

AURA faint divination; CL 6th SLOT none; PRICE 5,350 gp (light catapult) or 5,600 gp (heavy catapult); WEIGHT 1 or 2 tons

#### DESCRIPTION

This catapult is equipped with a clockwork "difference engine," a type of counting machine that streamlines the calculation of range, wind speed, and trajectory.

A catapult of accuracy functions as either a +1 light catapult or a +1 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, *augury*; **COST** 2,675 gp (light catapult) or 2,800 gp (heavy catapult)

#### **CLEVIN'S BRAND**

**DC 20 KNOWLEDGE (LOCAL):** A number of replicas of the original *Clevin's brand* have been made, and there might be as many as a half a dozen in existence.

**DC 25 KNOWLEDGE (HISTORY OR LOCAL):** The first *Clevin's brand* was a Kolter pistol developed during the time of the Succession Crisis; it was commissioned by Clevin Hullburner, a privateer and arsonist who delighted in burning ships with their crews still aboard and setting settlements ablaze.

AURA faint abjuration and moderate evocation; CL 12th SLOT none; PRICE 45,000 gp; WEIGHT 8 lbs.

#### DESCRIPTION

This heavy pistol is warm to the touch and bears intricate etchings of flames along the length of its barrel.

All such pistols are +1 igniting Dragons that also grant the wielder fire resistance 10 while held. Whenever the weapon is fired, it produces an effect identical to a *burning hands* spell (caster level 3rd) in the direction it is fired.

#### CONSTRUCTION

**REQUIREMENTS** Craft Magic Arms and Armor, Gunsmithing, *fireball, protection from energy;* **COST** 22,500 gp

#### **DEATH SCARAB**

DC 25 KNOWLEDGE (ARCANA OR GEOGRAPHY): Ancient in appearance, but not manufacture, the death scarab pistol was manufactured on the continent within recent

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years. Only one such weapon is known to exist, borne by an infamous assassin known only as the "Entomber."

AURA faint conjuration and strong transmutation; CL 15th SLOT none; PRICE 99,050 gp; WEIGHT 2 lbs.

#### DESCRIPTION

This pistol's bullets whine like flying beetles.

A death scarab is a +2 auto-loading burrowing coat pistol.

#### CONSTRUCTION

**REQUIREMENTS** Craft Magic Arms and Armor, Gunsmithing, *abundant ammunition, telekinesis;* COST 49,525 gp

#### DNULPER

**DC 25 KNOWLEDGE (HISTORY):** *Dnulper* is said to be the creation of Friar Ingiltere, a mad monk and necromancer of Freeport's distant past. 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 30 KNOWLEDGE (HISTORY):** The name *Dnulper* is said to be taken from that of Ingiltere's wicked patron, a demon of unsurpassed power.

AURA strong evocation and moderate necromancy; CL 17th SLOT none; PRICE 65,309 gp; WEIGHT 12 lbs.

#### DESCRIPTION

The shaft of this wicked-looking guisarme is blackened as if scorched, and the blade is a dull gray color.

Dnulper is a +2 unholy guisarme. Any living, corporeal creature slain by Dnulper rises on the following round as a zombie under the wielder's control. These zombies 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 they revert instantly to inanimate corpses.

The maximum total Hit Dice of zombies that may be created in this way during any 24-hour period is equal to twice the wielder's HD.

#### CONSTRUCTION

**REQUIREMENTS** Craft Magic Arms and Armor, *animate dead*, *unholy blight*, creator must be evil; **COST** 32,655 gp

#### **RAPIER OF REVENGE**

AURA moderate enchantment and transmutation; CL 9th SLOT none; PRICE 7,320 gp; WEIGHT 2 lbs.

#### DESCRIPTION

This tarnished old blade seems to be held together with pins and leather wraps.

When first discovered, this weapon functions as a cursed -2 rapier. However, when the wielder is first struck in combat, the penalty is removed and the weapon instead functions as a +1 rapier against the target that struck her. Thereafter, each time the wielder is hit by the same opponent, she gains 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 apply only against the opponent that injured the wielder. If multiple opponents strike the wielder in the same round, the bonuses apply to each opponent. The weapon reverts to its normal characteristics whenever an attacker is defeated.

#### **CONSTRUCTION**

**REQUIREMENTS** Craft Magic Arms and Armor, *magic weapon*, *rage*; COST 3,660 gp

#### SERPENT'S MASTER

**DC 20 KNOWLEDGE (LOCAL):** These rare weapons are commissioned by organizations that fear serpent people enemies or infiltrators. When found, they are usually in the hands of those who battle shark men, serpent people, and other reptilian humanoids.

**DC 25 KNOWLEDGE (ARCANA):** A serpent's master is best used for counter-espionage purposes. However, its benefits are still significant in a standard combat.

AURA moderate divination and evocation; CL 9th SLOT none; PRICE 34,500 gp; WEIGHT 4 lbs.

#### DESCRIPTION

The wooden handle of this miniature crossbow has bits of jade inlaid in it to form a reptilian scaled pattern.

A serpent's master is a +1 huntsman reptilian humanoidbane seeking hand crossbow that grants a +10 bonus to Sense Motive checks to penetrate disguises.

#### CONSTRUCTION

**REQUIREMENTS** Craft Magic Arms and Armor, *summon monster I, vigilance;* Cost 17,250 gp



#### SHADOW DAGGER

AURA moderate illusion; CL 7th SLOT none; PRICE 4,302 gp; WEIGHT 1 lb.

#### DESCRIPTION

The blade of this slender dagger is black and seems to fade from view when shadows fall upon it.

A shadow dagger functions as a +1 dagger that can be drawn or sheathed as a free action. If its wielder has 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** 2,151 gp

#### **Spellslayer**

DC 25 KNOWLEDGE (LOCAL): This pistol was commissioned by the Freeport Wizards' Guild for Thorgrim, Lord Defender of the Guild.

AURA moderate abjuration, evocation, and necromancy; CL 9th

SLOT none; PRICE 91,000 gp; WEIGHT 4 lbs.

#### DESCRIPTION

At first glance, this pistol seems ordinary and undecorated, a standard weapon of its type. But on closer examination, intricate, tiny lines of incised mystical script have been worked into the barrel, trigger-guard and other metal parts of it. These sinister glyphs promise swift and merciless death to the wielders of magic.

This nasty projectile weapon is a +2 harvesting spellbane mythic bane Privateer. On a confirmed critical hit, the wielder may expend one use of mythic power and subject the target struck to a mythic dispel magic.

#### CONSTRUCTION

**REQUIREMENTS** Craft Magic Arms and Armor, Gunsmithing, Mythic Crafter, *dispel magic*, *divine favor*, *steal power*; Cost 45,500 gp

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#### WHALER'S WHALESPEAR

AURA strong evocation; CL 15th SLOT none; PRICE 50,320 gp; WEIGHT 15 lb.

#### DESCRIPTION

The shaft of this great spear 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.

When this +2 whalespear 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** 25,160 gp

### RINGS

Magical rings are especially useful in Freeport since they can easily be disguised as ordinary jewelry.

#### **R**ING OF THE **B**OAR

AURA moderate necromancy and transmutation; CL 11th SLOT ring; PRICE 9,000 gp; WEIGHT —

#### DESCRIPTION

# This simple ivory band is marked with strange glyphs and sigils.

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 points 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.

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 BRAVADO**

AURA Faint abjuration; CL 11th SLOT ring; PRICE: 4,000 gp; WEIGHT —

#### DESCRIPTION

This is a simple, thick bronze ring.

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**

AURA faint transmutation; CL 5th SLOT ring; PRICE 1,500 gp; WEIGHT —

#### DESCRIPTION

#### This curious ring is fashioned from coarse hair.

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 turn.

If you have the Athletics feat, the ring's properties improve. You 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**

AURA moderate transmutation; CL 11th SLOT ring; PRICE 2,500 gp; WEIGHT —

#### DESCRIPTION

This semi-translucent bone ring fits snugly over the finger; while it's worn, dark images of flying birds appear on its surface.

Once per day as a swift action, this ring grants you a fly speed of 30 feet with perfect maneuverability for 5 rounds. During this time, you also gain the benefits of the Flyby Attack feat. When the duration expires, you float gently to the ground, as if under the effects of a *feather fall* spell.

While wearing the ring of the osprey, you may cast a known or prepared *fly* or overland *flight* spell as a swift action.

#### CONSTRUCTION

**REQUIREMENTS** Forge Ring, Quicken Spell, *fly*; Cost 1,250 gp

#### RING OF THE OWL

AURA faint abjuration; CL 5th SLOT ring; PRICE 2,500 gp; WEIGHT —

#### DESCRIPTION

This odd ring appears to be fashioned from several tiny, delicate bones.

You gain a +5 competence bonus on all Perception checks made in dim 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**

AURA faint evocation; CL 5th SLOT ring; PRICE 3,000 gp; WEIGHT —

#### DESCRIPTION

Cunningly fashioned from a strip of wolf pelt, this ring covers almost your entire finger.

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

### Rops

Rods can come in a variety of shapes and sizes, with a staggering number of functions and uses.

#### **ROD OF THE BUCCANEER**

AURA strong conjuration, evocation, and transmutation; CL 18th

SLOT none; PRICE 60,000 gp; WEIGHT 10 lbs.

#### DESCRIPTION

This heavy, elaborately designed metal spyglass is ornamented with dials, levers, and switches all along its length.

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, one can transform it into various weapons and devices.

Switch 1: The rod becomes a +2 keen cutlass.

*Switch 2*: The rod becomes a +3 *whalespear*.

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

AURA strong evocation and transmutation; CL 13th SLOT none; PRICE 32,000 gp; WEIGHT 4 lbs.

#### DESCRIPTION

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.

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 electricity resistance 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, indicating one normal workday (about 8 hours).

#### ABACUS OF RAPID CALCULATION

AURA faint transmutation; CL 3rd SLOT —; PRICE 2,500 gp; WEIGHT 1 lb.

#### DESCRIPTION

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.

You gain a +5 competence bonus on Appraise checks.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *fox's cunning*; Cost 1,250 gp

#### **A**MULET OF THE SERPENT

AURA moderate abjuration; CL 5th SLOT neck; PRICE 10,000 gp; WEIGHT 1 lb.

#### DESCRIPTION

This amulet is crafted to look like a knot of writhing snakes. It glows faintly, giving off a green light.

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

#### **ARMILLARY SPHERE**

AURA strong conjuration; CL 12th SLOT —; PRICE 6,000 gp; WEIGHT 60 lbs.

#### DESCRIPTION

This marvel of engineering stands just 30 inches high, formed from interlocking rings to signify the rotation of the heavenly bodies as well as the movements of the planes.

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 in conjunction with a *plane shift* spell, the *armillary sphere* improves that spell's accuracy by transporting the user only 5d4 miles from the destination rather than the usual 5d100 miles.

To use the *armillary sphere*, you must spend at least 2 hours studying the device; then, you must succeed on a DC 20 Knowledge (planes) check. Each hour spent studying the *sphere* beyond the 2 hours 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

#### Assassin's Quill

**DC 30 KNOWLEDGE (ARCANA OR PLANES):** These quills are crafted from the feathers of achaierai, vrocks, and other foul, feathered creatures of the lower planes. The nibs are typically stamped from poisonous metals such as cobalt or vanadium.

**DC 25 KNOWLEDGE (HISTORY):** Two decades ago, the Captains' Council issued a decree banning possession of such quills. This was done at the fervent behest of Freeport's Wizards' Guild. The penalty for possession of one of these vile quills is death.

**DC 30 KNOWLEDGE (LOCAL):** Only a handful of these items are known to still exist today, and they all are in the possession of professional assassins, evil rogues, and fiends.

AURA strong necromancy; CL 13th SLOT —; PRICE 22,500 gp; WEIGHT —

#### DESCRIPTION

This coarse black feather abrades the skin when touched and ends in an ink-stained nib.

Once per day, you can use the *assassin's quill* while making a Linguistics check to forge a document. The next creature to try to read the forged document must succeed on a DC 17 Fortitude save or take 2d6 points of Constitution damage. One minute later, the reader must succeed on a second Fortitude save against the same DC or take an additional 2d6 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

#### **ATOMIZER OF LADY DROOS**

**DC 25 KNOWLEDGE (HISTORY):** Although today many versions of this item can be found in Freeport and in the lands of the continent, the first atomizer like this was commissioned almost a century ago by Lady Droos, a wealthy woman of Freeport haunted by the spirits of her dead family.

AURA moderate conjuration; CL 9th SLOT —; PRICE 1,500 gp; WEIGHT 1/2 lb.

#### DESCRIPTION

This elegant item is a lady's perfume atomizer with platinum cap and tip, its ball decorated with tiny freshwater pearls. The crystal reservoir holds about an ounce of liquid.

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 as a standard action, covering a 5-foot square with mist. The potion, oil, or poison (contact or inhaled only) affects any creature occupying that square, including even 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 just one spray before needing to be refilled.

#### **CONSTRUCTION**

**REQUIREMENTS** Craft Wondrous Item, *plane shift*; COST 750 gp

#### **BAG OF WIND**

AURA moderate conjuration; CL 9th SLOT —; PRICE 12,000 gp; WEIGHT 5 lbs.

#### DESCRIPTION

On command, this bag can be opened to suck up a wind of any strength or to release a contained wind as a *gust of wind* spell. The bag holds one wind at a time.

#### **CONSTRUCTION**

**REQUIREMENTS** Craft Wondrous Item, *control winds*; COST 6,000 gp

#### **BOOTS OF THE BUCCANEER**

AURA faint transmutation; CL 7th SLOT feet; PRICE 12,500 gp; WEIGHT 1 lb.

#### DESCRIPTION

These gaudy boots grant a +5 competence bonus to Acrobatics and a +2 dodge bonus to CMD against trip attacks. In addition, the wearer gains a +1 dodge bonus to AC when wielding only a light or finesse weapon in one hand.



#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *cat's grace*, creator must have 5 ranks in the Acrobatics skill; **COST** 6,250 gp

#### **BOOTS OF ROPEWALKING**

AURA faint transmutation; CL 5th SLOT feet; PRICE 2,000 gp; WEIGHT —

#### DESCRIPTION

These comfortable sailor's boots are finely and lightly built, featuring a split toe to help the wearer grasp rigging with his feet.

These boots grant a +5 competence bonus on Acrobatics checks made to balance. If the wearer has 5 or more ranks in Acrobatics, she can move full speed while balancing at no penalty.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *cat's grace*; COST 1,000 gp

#### **BOOTY BAG**

AURA moderate conjuration; CL 9th SLOT —; PRICE 7,400 gp; WEIGHT 15 lbs.

#### DESCRIPTION

This ordinary looking bag is made of tough and slightly battered leather with a large brass buckle holding it closed.

This sturdy leather bag functions like a Type 1 *bag of holding*. However, coins and similar treasures placed in the bag are instantly and evenly divided between the bag's "partners," appearing on their persons, distributed into their pockets or bags. When a partner places a personal token in the bag and the command word is spoken, he or she is granted an equal share in any treasure subsequently placed in the bag. The token must be a Tiny or smaller non-living object that has been in the possession of the partner for at least one year.

Personal tokens from up to 24 partners can be placed in the bag. Items or coins that cannot be divided evenly remain in the bag until the contents reach a point of equitable division.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *teleport* or *teleport object*; **COST** 3,700 gp

#### **BOS'N'S WHISTLE OF PIPING**

AURA moderate enchantment; CL 7th SLOT —; PRICE 3,000 gp; WEIGHT 1/2 lb.

#### DESCRIPTION

#### This is a fine, silver boatswain's whistle.

This magical instrument grants you a +2 competence bonus on Perform (wind instruments) checks. If you are trained in Perform (wind instruments), all living creatures within 60 feet that can hear you gain a +2 competence bonus on all Profession (sailor) checks for 10 minutes.

If you have the bardic music ability, you may spend a daily use to play a tune that grants 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

#### **BRAWLER'S BOTTLE**

AURA faint transmutation; CL 3rd SLOT —; PRICE 1,002 gp; WEIGHT 1 lb.

#### DESCRIPTION

This ordinary brown bottle is empty apart from the dregs of whatever liquid it once held.

This bottle seems unremarkable, but its possessor can use it as a +1 weapon that deals a base 1d4 bludgeoning damage. The wielder is considered proficient with the bottle. If the wielder dashes it against a hard surface (including striking an opponent), the bottle breaks, leaving jagged edges that deal 1d6 slashing and piercing damage instead. Twelve hours after breaking, the bottle completely mends itself.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, magic weapon, mending; **COST** 501 gp

#### CAPTAIN'S CHEST

AURA moderate conjuration; CL 9th SLOT —; PRICE 2,500 gp; WEIGHT 50 lbs.

#### DESCRIPTION

This otherwise ordinary, weathered sea chest has an unusual locking mechanism on its face. It's carved to resemble a twisted pirate's face with the keyhole as its mouth.

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 has a steel lockbox (Disable Device DC 40) mounted in the floor (hardness 10, 60 hit points, break DC 28) that can hold up to 1 cubic foot.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *secret chest*; **COST** 1,250 gp

#### **CARTOGRAPHER'S TABLE**

AURA faint conjuration; CL 5th SLOT —; PRICE 6,500 gp; WEIGHT 300 lbs.

#### DESCRIPTION

The many drawers in this magnificent wooden drafting table contain a vast array of mapping tools, including rules and levels, magnifying lenses, compasses, pens, brushes, and inks of all colors. It's even equipped with a pair of fine oil lamps.

The *cartographer's table* grants you a +10 competence bonus on Craft (cartography) checks.

Once per week, you may speak the command to conjure a spectral draftsman to record landmarks, currents, winds, and any other geographical or oceanographic data that's noticeable without magical means. The spectral draftsman has a Craft (cartography) skill bonus of +10 and works for 8 hours before dissipating.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *unseen servant*, creator must have 5 ranks in the Craft (cartography) skill; **COST** 3,250 gp

# White Pearl Attacks, Sinks Pirate Immortal Paelstrom - THE SHIPPING NEWS

#### **COMPASS OF TRUE SEEKING**

AURA moderate divination; CL 8th SLOT —; PRICE 10,000 gp; WEIGHT 50 lbs.

#### DESCRIPTION

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.

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. However, the needle does not distinguish between potable or brackish water; a tiny island as opposed to a full continent; or a friendly ship versus a pirate's galleon.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *locate object*, *scrying*; Cost 5,000 gp

#### **CORMORANT CLOAK**

AURA moderate transmutation; CL 5th SLOT shoulders; PRICE 8,000 gp; WEIGHT 1 lb.

#### DESCRIPTION

This black cloak is made from the oily feathers of a diving bird. A thick silver clasp holds the cloak in place.

In addition to keeping its wearer completely dry during downpours and even ocean storms, a *cormorant cloak* grants the wearer a swim speed of 30 feet and a +8 racial bonus on any Swim check to perform a special action or avoid a hazard. She can always choose to take 10 on a Swim check, even if distracted or endangered, and she can use the run action while swimming provided that she swims in a straight line. While the wearer does not gain any ability to breathe underwater, she can hold her breath for a number of rounds equal to 6 x her Constitution score before she risks drowning.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *air bubble, beast* shape I; Cost 4,000 gp

#### **CROW'S NEST OF THE STORMWATCH**

AURA moderate abjuration; CL 8th SLOT —; PRICE 5,000 gp; WEIGHT 400 lb.

#### DESCRIPTION

This enclosed crow's nest fits on the mainmast of a sailing ship, allowing a sailor to sit in comfort out of the elements while keeping watch.

Any sailor that keeps watch here gains a +10 competence bonus on Perception checks.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *vigilance*; COST 2,500 gp

#### ELIXIR OF DEATH DIVIDED

AURA moderate necromancy; CL 7th SLOT —; PRICE 2,000 gp; WEIGHT —

#### DESCRIPTION

#### Inside this tiny glass vial is a colorless, odorless fluid.

This elixir is a special magical additive that divides a contact, inhalation, or ingested poison into three component parts that, individually, are harmless, but which regain their potency when a target is exposed to all three. A single dose of poison must be separated into three separate containers, and then one third of this elixir is added to each part. The parts all retain their normal delivery method, so the component thirds of a contact poison all require contact to affect the victim. All three parts must be introduced to the victim within a 24-hour span or the poison has no effect. The victim makes one saving throw as normal once he is 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, *poison*, creator must have 5 ranks in the Craft (alchemy) skill; **COST** 1,000 gp

#### FEATHER TOKEN (FLASH)

AURA faint evocation; CL 5th SLOT —; PRICE 300 gp; WEIGHT —

#### DESCRIPTION

#### This scarlet feather feels warm and flickers occasionally.

When its command word is spoken, the feather token rockets upward 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 and can be seen for 5 miles in all directions, barring some obstacle that blocks sight.

#### CONSTRUCTION

REQUIREMENTS Craft Wondrous Item, daylight, COST 150 gp

#### FEATHER TOKEN (FOG)

AURA faint conjuration; CL 5th SLOT —; PRICE: 300 gp; WEIGHT: —

#### DESCRIPTION

This downy gray feather feels damp to the touch, although it leaves no moisture behind.

When its command word is spoken, the feather token creates a 100-foot-radius spread of thick fog, granting concealment (20% miss chance) to all creatures in the area. The fog remains for 5 rounds before dissipating. A moderate wind (11-21 mph) disperses the fog in 4 rounds, while a strong wind (21+ mph) disperses it in just 1 round.

#### CONSTRUCTION

REQUIREMENTS Craft Wondrous Item, fog cloud; COST 150 gp

#### FIGUREHEAD OF BLUE WATER

AURA moderate transmutation; CL 10th SLOT —; PRICE 40,000 gp; WEIGHT 150 lbs.

#### DESCRIPTION

This figurehead is carved in the form of alovely mermaid.

When installed on the prow of a sailing vessel, this figure 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 gains a +4 competence bonus on Swim checks and the benefits of *water breathing*. Finally, once per week, an officer of the ship 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

AURA moderate transmutation; CL 11th SLOT —; PRICE 30,000 gp; WEIGHT 250 lbs.

#### DESCRIPTION

This wooden figurehead is carved in the likeness of a red-skinned bull, its horned head twisting in rage, lips frothing.

On command, 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. Once activated, the figurehead operates for up to 24 hours, and after this time, it must wait 24 hours before it can be activated again.

An animated *figurehead of portage* has AC 10, hardness 5, and 90 hp. It cannot attack even to defend itself.

#### **CONSTRUCTION**

**REQUIREMENTS** Craft Wondrous Item, *animate objects*, *bull's strength*; **COST** 15,000 gp

#### **FIGUREHEAD OF VIGILANCE**

AURA moderate divination; CL 8th SLOT —; PRICE 30,000 gp; WEIGHT 125 lbs.

#### DESCRIPTION

## This great wooden eagle has 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 all Perception checks and initiative rolls. 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/good
- Detect magic
- 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/good, detect magic, detect scrying, vigilance; COST 15,000 gp

#### FIGUREHEAD OF WAR

AURA moderate abjuration and divination; CL 13th SLOT —; PRICE 45,000 gp; WEIGHT 125 lbs.

#### DESCRIPTION

This impressive golden figurehead is wrought to resemble a rampant lion, long fangs bared and claws extended.

Once per day, the ship's commanding officer may activate this figurehead, causing it to come to life and attack any

#### FIGUREHEAD OF WAR

#### $CR - \cdot XP -$

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 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

enemy on board, as directed by the ship's captain. If the figurehead is reduced to 0 hit points, it is destroyed. The figurehead remains animate for 8 rounds before it disappears

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *animate objects*, *summon monster VII*; **COST** 22,500 gp

and then reappears, inanimate, attached to the ship's prow.

An animated figurehead of war uses the following statistics.

#### FLAG OF FRIENDSHIP

AURA faint illusion; CL 1st SLOT —; PRICE 2,000 gp; WEIGHT 5 lbs.

#### DESCRIPTION

When activated, this undecorated grey flag transforms its colors to appear like the standard of the government over whose waters it currently flies, and it remains so until taken down and furled. Suspicious observers must succeed at a DC 14 Will save to disbelieve the illusion.

#### **CONSTRUCTION**

**REQUIREMENTS** Craft Wondrous Item, *silent image*; **COST** 1,000 gp

#### **GOLD BUG**

AURA moderate divination and transmutation; CL 12th SLOT —; PRICE 5,000 gp; WEIGHT 1 lb.

#### DESCRIPTION

This diminutive clockwork beetle is wrought from gold and features a tiny onyx death's head set onto its back. A small key is installed on its underside.

A gold bug is a strange magical device designed to root out hidden treasure. When its key is wound, the 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 comes within 10 feet of any quantity of gold, it stops and the death's head on its back pulses dull red for 1 minute. During this time, any secret doors, snares, pits, or deadfalls within 60 feet of the device glow with the same color. Once the gold bug has located gold, it becomes inoperative for one week.

A gold bug can operate for 1 hour before it must be oiled and wound, requiring about 10 minutes. A gold bug has hardness 2, 1 hp, and a break DC of 20. If reduced to 0 hit points, it 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

AURA faint transmutation; CL 5th SLOT neck; PRICE 3,500 gp WEIGHT 1 lb.

#### DESCRIPTION

Close inspection of this ceremonial gorget reveals that the etchings, seeming at first to be flowers, are in fact explosions.

For as long as you wear this item, you get a +1 enhancement bonus on all attack rolls made with thrown weapons. In addition, you may double the range increment of any splash weapon you throw.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *bull's strength*; Cost 1,750 gp

#### LANTERN OF SIGNALING

AURA faint transmutation; CL 5th SLOT —; PRICE 500 gp; WEIGHT 1 lb.

#### DESCRIPTION

This bullseye lantern features a shutter than snaps open or closed at the tap of a finger.

This lantern grants literacy in Naval Code (see CHAPTER VI: SKILLS, FEATS AND TRAITS) to both the sender and anyone who sees the message. The lantern can transmit its coded messages at twice the usual range.

#### **CONSTRUCTION**

**REQUIREMENTS** Craft Wondrous Item, comprehend languages, daylight; COST 250 gp

#### LOADED DICE

AURA faint evocation; CL 3rd SLOT —; PRICE 1,500 gp WEIGHT —

#### DESCRIPTION

These shiny bone dice seem very dense, given the heavy, dull dick they make as they hit one another.

### SGRIMSHAW RELIGS

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 possibly over the ship itself or 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 position.

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*.

A pair of *loaded dice* grants the user a +5 luck bonus on all Bluff checks made to gamble (see CHAPTER VI: SKILLS, FEATS AND TRAITS). You must have both dice to gain the luck bonus.

In addition, if you hurl one of the loaded dice at a hard surface, it functions as a *sound burst* spell upon impact, though doing so destroys the die. Treat this as throwing a splash weapon with a range increment of 10 feet.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *divine favor, sound burst*; **COST** 750 gp

#### **MUNDANE ROBE**

AURA faint illusion; CL 6th SLOT body; PRICE 4,250 gp; WEIGHT 2 lbs.

#### DESCRIPTION

This long robe is well-tailored and stylish, but is otherwise unremarkable.

The *mundane robe* automatically masks all magical auras when worn, including its own. In addition, the wearer



may cast *disguise self* three times per day. Finally, the robe confers a +5 competence bonus on all Stealth checks made to hide by blending in among a crowd.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *disguise self, magic aura*; **COST** 2,125 gp

#### **SCRIMSHAW OF BATTLE**

AURA faint enchantment; CL 5th SLOT —; PRICE 15,000 gp; WEIGHT 3 lbs.

#### DESCRIPTION

This large tooth of some aquatic beast bears scrimshaw battle scenes.

All crew members 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

#### SCRIMSHAW OF HUNTING

AURA faint abjuration; CL 4th SLOT —; PRICE 4,000 gp; WEIGHT 2 lbs.

#### DESCRIPTION

The dozens of shark teeth on this cord are inscribed with scrimshaw hunting scenes.

All crew members gain a +4 morale bonus on saving throws against fear effects while on board their ship.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *remove fear*, **COST** 2,000 gp

#### SCRIMSHAW OF SAILING

AURA faint enchantment; CL 5th SLOT —; PRICE 3,000 gp; WEIGHT 7 lbs.

#### DESCRIPTION

Scrimshawed all across this massive sea creature's beak are images of sailing vessels.

All crew members gain a +5 competence bonus on Profession (sailor) checks while on board their ship.

#### **CONSTRUCTION**

**REQUIREMENTS** Craft Wondrous Item, *command*, creator must have 5 ranks of Profession (sailor); **COST** 1,500 gp

#### GHAPTER [7]

#### SHIP IN A BOTTLE

#### AURA strong transmutation; CL 15th

SLOT —; PRICE 15,000 gp (keelboat), 30,000 gp (sailing ship), 75,000 gp (warship), 90,000 gp (galley); WEIGHT: 2 lbs.

#### DESCRIPTION

Inside this clear glass bottle is a meticulously crafted model ship.

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 fullsized craft of the appropriate type 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 the ship 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, *polymorph any object*; **COST** 7,500 gp (keelboat); 15,000 gp (sailing ship); 37,500 gp (warship); 45,000 gp (galley)

#### SHIP'S CLOCK OF MIGHTY LIFTING

AURA faint transmutation; CL 3rd SLOT —; PRICE 5,000 gp; WEIGHT special

#### DESCRIPTION

Thick gears snake directly into the mainspring and thence to a heavy block-and-tackle.

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-andtackle has a Strength score of 45.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *bull's strength*, creator must have 3 ranks in Knowledge (engineering); **COST** 2,500 gp

#### SHIP'S CLOCK OF NAVIGATION

AURA faint divination; CL 5th SLOT —; PRICE 2,500 gp; WEIGHT special

### SHIPS' GLOGKS

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, month, and phase of the moon, though accuracy is often very poor,

On some ships, a mainspring fully 5 feet across is laid under the aft castle, and the ship's clock is rigged to this enormous contrivance. These advanced clocks are very accurate; further, because only a fraction of the mainspring's power is tapped, some captains arrange toothed gears along the spring and thus leach work from the passage of time itself. The price of this modification, including the clock, is 2,000 gp.

From these devices, or added onto them, some clever spellcasters engineer and enchant ingenious clockwork marvels.

#### DESCRIPTION

A metronome welded into the mainspring ticks out seconds and an alarm that may be set for any interval of time.

This device's perfect accuracy allows a ship's navigator to sail blind through the most treacherous waters by using a sea chart, granting a +5 competence bonus to Knowledge (geography) checks made to chart or follow a course.

#### **CONSTRUCTION**

**REQUIREMENTS** Craft Wondrous Item, *deadeye's lore, read weather,* creator must have 5 ranks in Knowledge (engineering); **COST** 1,250 gp

#### STYLUS OF THE UNSPEAKABLE ONE

AURA strong enchantment; CL 16th SLOT —; PRICE 35,000 gp; WEIGHT 1/2 lb.

#### DESCRIPTION

This sinister black instrument resembles a tool of torture more than it does a writing pen. Inscribed all along its length are runes that shift and wriggle as you observe them.



The runes inscribed onto the *stylus of the Unspeakable One* are actually a Valossan prayer to the King in Yellow. To use this item, one must first read the prayer, at which point the reader gains 1 insanity point. Henceforth, once per day, she can use the stylus to inscribe a *symbol of insanity*. A character may use this power only if she has 1 or more insanity points.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, symbol of insanity, creator must be chaotic evil; **COST** 17,500 gp

#### **UP SHE RISES**

AURA faint conjuration; CL 3rd SLOT —; PRICE 150 gp; WEIGHT —

#### DESCRIPTION

# This magical elixir is a powerful detoxicant most often used to shake off drunkenness.

When a character drinks the elixir, he gains a +4 morale bonus on Constitution checks and Fortitude saves for 1 hour and can make an immediate Fortitude save against any ongoing effects caused by drugs, intoxicants, or poisons.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *remove sickness*; Cost 75 gp

#### WATER CANNON

AURA moderate transmutation; CL 9th SLOT —; PRICE 9,000 gp; WEIGHT 15 lbs.

#### DESCRIPTION

Originally designed to fight fires in towns and cities on the continent, this device has found use as a "deck gun" to hurl sailors off nearby ships. Because of its weight, it is often braced on a rail or mounted on a swiveling stand.

Once per round, an adjacent character can use this device to fire a powerful surge of water that does not provoke an attack of opportunity. Any creature in a 60-foot line is subjected to a bull rush attack with a CMB of +8.

A *water cannon* extinguishes any normal fires on a creature or object within its line.

#### CONSTRUCTION

**REQUIREMENTS** Craft Wondrous Item, *hydraulic push*, *summon monster II*; Cost 4,500 gp

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