



FREEPORT COMPANION



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A Shadow of the Demon Lord Supplement

SHADOW OF THE DEMON LORD FREEPORT COMPANION

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"It doesn't matter who you are, Freeport welcomes all. From fanatics to addicts, streetwalkers to high and mighty nobles, anyone can find a home in this den of pirates, this city of excess. Freeport might be a pirate haven, but truly, it is far more than that. It is a place of secrets, of history, of blood and treasure, and so much more. It is my city, and now it can be yours."

—Pious Pete, guide and famous personage

Approximately six hundred miles east of the Confederacy of Nine Cities lies a cluster of islands known as the Pirate Isles or, by locals, the Serpent's Teeth. On the largest island, A'Val, stands Freeport, the City of Adventure. Founded by pirates long ago, the city has evolved beyond its criminal origins and has become a legitimate port city on the edge of the known world. Nevertheless, Freeport has had trouble shedding its reputation as a lawless, riotous place that is home to pirates, scoundrels, mad thinkers, and exiles. To be sure, such people live in the city, but Freeport is home to honest people as well—explorers, farmers, laborers, and others struggling to carve out lives for themselves far from the mainland.

The city of Freeport, created by Chris Pramas and richly detailed in a variety of sourcebooks, notably *The Pirate's Guide to Freeport*, has appeared in numerous worlds and been interpreted in a variety of game systems. The city's lasting appeal comes from its blend of high fantasy, pirates, and cosmic horror, a perfect mix for a variety of games. Now, with the *Shadow of the Demon Lord Freeport Companion*, you can bring the City of Adventure to Urth and use the city as a setting for new adventures or as a haven for characters who dare to sail beyond the map's edge.

Although this supplement includes some information about the city, it is meant to be used with *The Pirate's Guide*, which you can grab from www.greenronin.com, and any of the other fine sourcebooks that have revealed the city, such as *Freeport: The City of Adventure* for the *Pathfinder* roleplaying game. In addition, Green Ronin Publishing offers a variety of adventures and supplements for the setting, such as the *Freeport Trilogy* and *Cults of Freeport*.

EXPLORING FREEPORT

It's no accident that the Pirate Isles made an appearance in *Shadow of the Demon Lord*. Freeport has always had a place in my heart, especially so after I joined the team at Green Ronin Publishing as a developer. Part of my job was to manage the Freeport line, and I had the distinct pleasure of helping to write *The Pirate's Guide*. What grabbed me most about Freeport was the inclusion of Robert Chambers's short story "The Yellow Sign," a nice alternative to

the Lovecraftian mythos that has long dominated the tabletop RPG scene. Add to that pirates, orcs, and weirdness, and Freeport was right up my alley. When it came time to build the world for my game, I had to leave a spot for one of my favorite fantasy cities.

Freeport does have a setting of its own, but it was always intended to be put into any fantasy world you like, whether you're using a published one or one of your own creation. In this way, Freeport slots right into the setting described in *Shadow of the Demon Lord*, and much of the lore and setting details can fit in with the conflict and trouble besetting the Empire. Then again, you could leave behind Urth and embrace the full weirdness of Freeport, using the setting as described in *The Pirate's Guide* in conjunction with *Shadow of the Demon Lord's* rules with no trouble at all.

That said, this supplement aims at bringing Freeport into the world of the Demon Lord, and showing you how to adapt the city to fit into the story of the game. Freeport is home to elves and gnomes, humans and orcs, all living alongside each other in the chaos that passes for day-to-day life in the City of Adventure, and this certainly holds true for the Demon Lord interpretation of the city. You'll find mad cults, cruel pirates, criminal organizations, a Wizards' Guild, and more in these pages. All these elements and others work within the framework of *Shadow's* setting, and where the two worlds don't quite mesh, this book offers guidance to help bind them together.

The setting differences between Freeport as presented in the past and the story in *Shadow* are sometimes considerable, but the settings overlap in plenty of places, too. Freeport stands on the ruins of an ancient civilization sworn to the alien god, Yig, and in those ruins their debased and degenerate descendants still live. Strange cults gather in the shadows of the city, offering deranged prayers to the Unspeakable One, a menacing figure similar to the Demon Lord in many respects, and lose their sanity struggling to puzzle out the power of the Yellow Sign. Freeport under the *Shadow of the Demon Lord* becomes a place of mystery and horror, a city steeped in the darkness of corruption—and a perfect place in which you can launch a new campaign.

A NOTE ON SOURCES

Some of the game elements used in this book are taken from products other than *Shadow of the Demon Lord*. Spells from the traditions of Death, Demonology, and Telepathy are described in the *Demon Lord's Companion*. Spells from the Fey tradition appear in *Terrible Beauty*. More information about gnomes can be found in *Children of the Restless Earth*. The text also mentions works that have more information on certain topics.



CHAPTER 1: FREEPORT CHARACTERS

People from all over the known world find their way to Freeport, hoping to find escape from the horrors of the world without, in the form of hope, fortune, fame, or something else. Most of all, they find adventure, for Freeport is a lively city, one perched on the edge of civilization, one where most people don't spare a second look when they see a clockwork ambling down a twisting street or an orc roughing up a fat merchant for the coins in his purse. It's a place where most people look the other way and keep their noses planted firmly in their own business.

Most people in the city began their lives somewhere else. Although there are second-, third-, and even fourth-generation Freeporters, the population has swelled through waves of refugees and exiles, adventures and explorers who brave the journey to the Serpent's Teeth and find the city to their liking. Freeport is a place of second and third chances, letting newcomers start with no questions asked and no judgment given.

Freeport's atmosphere of tolerance makes the city attractive to all kinds of people, from goblins and orcs to jotun and humans. In blended areas, such as the Docks, people shed their prejudices and find ways to work together. In other areas, especially the slum-ridden and dangerous Scurvytown, locals are not as welcoming and old bigotries flare into violence from time to time.

This chapter describes the various sorts of people living in Freeport and provides the rules needed to play them as characters. New ancestries, paths, spells, and more give you a variety of options. Of course, other character choices available in *Shadow* are also appropriate for the City of Adventure, since Freeport is large and cosmopolitan enough to accommodate almost any character you could want to play.

ANCESTRIES IN FREEPORT

When creating a character from Freeport, you can choose any ancestry. Below are special details on the existing ancestries and full descriptions of two new ones: serpent people and undines.

HUMANS

Despite the city's vaunted diversity, humans remain the dominant population in Freeport, and their numbers exceed all the rest by a significant margin. After all, humans founded Freeport, and humans have been coming to the city for generations. The humans living in Freeport belong to a wide range of ethnic groups; some trace their ancestors back to the First People, others to the Kalasans, and a few to the Men of Gog. Generations of interbreeding have blended these populations so much that no one even bothers to claim descent from one group or another.

DWARFS

Freeport has a small but growing population of dwarfs, even though few dwarfs have ever proclaimed a love for the sea. Most dwarfs living in the city came from the Freeholds of Nar after that place fell to whatever malevolent force that drove them out. A few have come from farther away, such as the Shield Mountains and the frozen wastes.

ELVES

No one knows when the first elves appeared in Freeport—some claim there have always been elves here—but now they comprise a noticeable part of the population. Freeport's elves have grown accustomed to living alongside mortals, to the extent that most elves now see them as people rather than as talking animals. As personable as elves in the city can be, they still tend to keep to themselves, living in their own neighborhoods, some of which are hidden from scrutiny by their powerful magic. *Terrible Beauty* includes rules for creating elf characters.

HALF-ELVES AND HALF-ORCS

The Pirate's Guide to Freeport mentions half-elves and half-orcs. Neither ancestry exists on Urth unless your group wants them to. The best way to handle half-elves is to assume they're humans with traces of faerie blood in their veins. Half-orcs are simply orcs who look more human than do their other kin.

GNOMES

As with gnomes found elsewhere in the world, the gnomes of Freeport arrived in the city after their homeland fell into ruin. Cave-ins and monstrous hordes forced them to leave behind their subterranean homes and make their way into the world above. While many settled in the lands of the Empire, a few pushed on, seeking safety at the edge of the known world. Gnomes in Freeport have adapted to their new environment, and many live in halfling communities. You can find rules for creating and playing gnomes in *Children of the Restless Earth*.

GOBLINS

Most of Freeport's other folk tolerate goblins, though few people have any real affection for them. Shoved to the side and forced to live in squalor and filth, goblins live as third-class citizens, not really welcome anywhere in the city aside from Bloodsalt.

HALFLINGS

Next to humans, halflings are the most numerous people in Freeport. No one knows how they reached the city, though a few people have suggested that they came in aboard ships along with the rats. Halflings in the city tend to be a bit more reclusive than they are on the mainland, likely owing to some abuses they suffered in the past. Other people tend to keep their distance because halflings have the protection of the Halfling Benevolent Association, which almost everyone knows is a front for a powerful crime syndicate run by a halfling named Finn. The *Demon Lord's Companion* includes rules for creating halfling characters.

ORCS

Because Freeport has prohibited slavery for almost all of its existence, the city became a beacon for the enslaved orcs of the mainland, generations of which had fought and died for the Empire. Orcs made their way across the seas to find refuge here and begin new lives as free people. Although the city afforded them the same protections granted to any individual, not everyone in Freeport was happy to see them arrive in such numbers. As a result, orcs clashed with natives in the Docks and Scurvytown, and ultimately many of the orcs were forced out of other districts in the city into the slums of Bloodsalt.

SALAMANDERS

Another unusual people found on Freeport's streets are the salamanders, known locally as the azhar. Hailing from a distant land on the other side of the world, the azhar are recent arrivals. Despite their fiery nature and unusual appearance, they have found the city to their liking and have gained reputations for being excellent sailors.

Salamanders in Freeport are the same as those described in *Tombs of the Desolation*, though these individuals have swarthy skin, bronze hair, and gleaming red eyes. Common azhari names include Afya, Amjad, Basilah, Durriyah, Essam, Fadilah, Fath, Hamzah, Hasibah, Kameel, Mishael, Nibras, Ra'id, and Shihab.

RARE ANCESTRIES

Some of the creatures that make Freeport their home are not often encountered, either because of their small numbers or their desire to avoid harm.

Clockworks: Only a few clockworks have made the journey from the continent to the city. Many Freeporters consider them novelties, although they are afforded the same rights and freedoms as living people.

Other Faeries: In times past, many other faerie peoples came to Freeport along with the elves, though few of these folk now remain. Some pixies occasionally flit through the streets after leaving their homes in the jungles outside the city. A scant population of hobgoblins is lumped together with the orcs and the goblins, most forced to live in Bloodsalt.

Fauns: Most fauns in Freeport live among the elves. Fittingly enough, people in the city consider fauns to be elves and treat them as such. Fauns typically come to Freeport from the Continent if they have nowhere else to go, but a few are here because they can claim a local elf prince or princess as a sire.

Undead: Freeporters destroy undead on sight, so revenants and vampires must keep hidden while in the city and wear disguises when they move among the living.

SERPENT PEOPLE

In a land far from Rûl, perhaps even in another world, at a time long ago when little separated humankind from the animals, stood the powerful empire of Valossa, unmatched in magic and technology and populated by a race of serpent people who had enslaved all the younger races that dwelled in their lands. The descendants of those people have spread across the world, staying hidden from view and biding their time until the day when they can rise up and reclaim their rightful place as masters of Urth.

Reptilian Humanoids: Serpent people, a general term used for Valossans, combine the features of snakes and humans. Typical individuals stand 6 feet tall and weigh around 150 pounds. Their slender bodies have short limbs that end in clawed digits. Serpent people have the heads of snakes, with some rare examples having the hoods of cobras as well. From the base of the spine extends a long tail that drags on the ground.

Children of Yig: The serpent people owed their empire and its advances to the beneficence of their god, Yig, a serpentine deity who has largely passed from memory. So long as the Valossans served the snake god, they prospered, but when the Demon Lord's shadow fell upon them, when arrogance led to corruption, Yig became angry and cast them down, shattering their empire and scattering the survivors across the world. Many serpent people became debased and degenerate, having forgotten who they were. Others evolved into different creatures, such as the lizardmen found in the swamps of Rûl. A few, though, managed to preserve their heritage and keep their traditions alive well enough to have the hope of one day rebuilding their civilization and returning to their exalted place as Yig's favored people.

A Divided People: Views on what to do to save their kind deeply divide the intelligent serpent people. A few cling to the worship of Yig, recalling their god as a good and virtuous deity, but a sect called the Sskethvai has grown to prominence. Its leaders deliver fiery sermons to embolden the serpent people to take the world by force and enslave the weaker peoples living there. The sect has had some success in gaining converts, and its actions have drawn attention from certain powerful figures.

Many serpent people now live in the caves and sewers beneath the city of Freeport; it is believed that long ago one of their greatest cities sank off the coast of the Serpent's Teeth. Most serpent people found in the city are degenerates, mad and vicious, but a few cling to the tattered remains of their civilization. Some worship the snake god Yig, while others are fully in the thrall of the Unspeakable One. In fact, serpent people played a key part in the efforts to summon forth the Unspeakable One from the Void (as detailed in the *Freeport Trilogy*). Now, serpent people of all motivations move in secret inside Freeport and elsewhere to shift history's course in their favor.

Shapechangers: As a naturally magical people, serpent people can alter their physical form to assume the appearance of other humanoid-shaped creatures. This ability was useful to the Valossans as they fled the destruction of their homeland, and remains so now as they seek to gather information about the present world and the peoples they once called their slaves. Unlike faeries that can change their shapes, serpent people have nothing to fear from iron and can remain in their changed forms for as long as they remain conscious.

Degenerate Serpent People: Serpent people who succumb to the temptations of darkness tend to lose their minds and devolve, becoming hideous degenerates that live little better than beasts in dark and dank places. This vulnerability could be a curse laid on them by their god, or it might be a side effect of their magical nature, but whatever the cause, serpent people who give in to dark temptations suffer the transformation.



Part of the reason that degenerate serpent people are more common than others is that serpent people do not shed Corruption when they die. Instead, the darkness stays with their souls and inhabits their new bodies. Thus, when a degenerate dies, it's almost a sure thing that a newly hatched serpent person will also be a degenerate.

Common Names: A'bar, E'star, I'dreken, K'stad, M'kath, N'stakth, S'seth, S'till, T'tlan.

CREATING A SERPENT PERSON

Attribute Scores Strength 8, Agility 10, Intellect 11, Will 10

Perception equals your Intellect score

Defense equals your Agility score

Health equals your Strength score

Healing Rate equals one-quarter your Health

Size 1, Speed 10, Power 0

0 Damage, 0 Insanity, 0 Corruption

Languages and Professions You speak, read, and write the Common Tongue. Roll a d6. On a 6, you can also speak, read, and write Valossa, and you add scholar of ancient Valossa to your list of professions.

Darksight You can see into areas obscured by shadows and darkness within medium range as if those areas were lit. Beyond this distance, you treat darkness as shadows and shadows as lit.

Teeth Your teeth count as basic weapons that deal 1d3 damage and have the finesse property.

Curse of Yig When you gain Corruption, you gain Insanity of an equal amount. Insanity gained in this way cannot be removed except by magic. If you go mad while you have Corruption, you take a penalty to Intellect equal to

half your Corruption. If this penalty would reduce your Intellect to 5 or lower, you immediately and permanently become a degenerate serpent person and use its statistics in place of your own. The GM then takes control of your character.

LEVEL 4 SERPENT PERSON EXPERT

Characteristics Health +4

You either learn one spell or gain Change Shape.

Change Shape You can use an action to assume the form of a different living creature. The new form must have a humanoid shape and be either Size 1/2 or Size 1. You remain in this form until you become incapacitated or use a triggered action at any time to return to your normal form. You can use this talent a number of times equal to 1 + your Power score. You regain expended uses when you complete a rest.

SERPENT PERSON AGE

3d6	Age
3	You are a child, no more than 10 years old. You are Size 1/2. Halve your height and weight.
4-5	You are an adolescent, from 11 to 15 years old. Reduce your height and weight by 25%.
6-8	You are a young adult, from 16 to 20 years old.
9-12	You are an adult, from 21 to 135 years old.
13-15	You are a middle-aged adult, from 136 to 200 years old.
16-17	You are an older adult, from 201 to 300 years old.
18	You are a venerable adult, 301 years old or older.

Serpent Person Build*

3d6	Build
3	Reduce your height by 4d6 inches and your weight by 2 pounds per inch. Reduce your Size to 1/2 if you are not Size 1/2 already.
4-5	Reduce your height by 3d6 inches and your weight by 1 pound per inch.
6-8	Reduce your weight by 4d6 pounds.
9-12	You are of average height and weight.
13-15	Increase your weight by 4d6 pounds.
16-17	Increase your height by 3d6 inches and your weight by 1 pound per inch.
18	Increase your height by 4d6 inches and your weight by 2 pounds per inch.

*The Build table modifies your starting height and weight. Regardless of gender, your starting height is 72 inches, and your starting weight is 150 pounds.

Serpent Person Appearance

3d6	Appearance
3	You are monstrous, freakish, and unpleasant to behold. You have stubby limbs and aropy body covered with thick scales marred by scars. You might have a cloudy eye, patches of missing scales, or a vile stench you cannot quite hide.
4-5	You have a bent body, appearing broken and malformed.
6-8	You have dull brown scales.
9-12	You look like most other serpent people, having a scaled, snakelike body with short limbs, a serpent head, and a long tail.
13-15	Your eyes gleam, and your silvery scales shine.
16-17	Your scales form a pleasing pattern on your body, and your eyes are gleaming gold.
18	You have a cobra's hood that opens when you are angry. Your scales are gold and green, and you have deep violet eyes.

Serpent Person Personality

3d6	Personality
3	You hear voices in your head that push you toward evil action. You have urges to kill, maim, and brutalize others, and it's but a matter of time before you give in.
4-5	You despise humans and other peoples. You have heard the stories of ancient times when they were your people's slaves. Your towering arrogance offends most people you meet.
6-8	You crave power, and you'll do anything to get it.
9-12	You escaped the horrors that have befallen your people and now, like others, hope to restore the Valossans to their former greatness. You don't have much of an opinion about other peoples; you are willing to treat them as they treat you, though part of you sees them as being little better than talking animals.
13-15	You seek to reclaim the glory of ancient Valossa and are interested in recovering your people's lost lore and technology.
16-17	You recognize the rampant corruption in your people and resist the temptation that darkness offers. You strive to do good.
18	You have a good heart and hope to leave the world a better place than you found it. Chiefly, you struggle to free your degenerate kin from the corruption that stains their souls and restore their minds.

Serpent Person Religion

3d6	Religion
3-5	You have a terrible secret, one you dare not reveal. You have been a servant of the Unspeakable One for many years and work to bring about his entry into the world. Gain 1d3 Corruption.
6-15	You worship Yig, the god of your people. Roll a d6. On a 1, you do not believe strongly. On a 6, you are especially devout. On any other number, you follow your god out of fear.
16-18	You are done with gods and have turned your back on them all.

Serpent Person Background

d20	Background
1	You discovered a sect dedicated to the Unspeakable One. The experience shook you, leaving you with 1d3 Insanity.
2	You uncovered a relic from ancient Valossa, but it was tainted by dark magic. Before you could rid yourself of it, you gained 1 Corruption.
3	You spent 1d6 years living among the degenerate serpent people, trying to understand them.
4	You murdered a human who had stumbled upon your people's caves. Start the game with 1 Corruption.
5	You caught a terrible disease, but you recovered.
6	You studied the teachings of Yig. Add scholar of religion to your list of professions.
7	A cruel wizard captured you and held you prisoner for 1d3 years before you escaped.
8	You spent years studying the world's history. Add scholar of history to your list of professions.
9	You were attacked and took a nasty wound. You have a scar somewhere on your body.
10	You lived among other Valossans while doing little of import.
11	You fell in love with a human woman. She does not know you exist, and you keep your forbidden feelings a secret.
12	You traveled to other enclaves of serpent people to learn more about your kind. Add one language to the list of languages you can speak.
13	You scoured the ruins of ancient Valossa and discovered something interesting. You begin with one additional interesting thing.
14	You studied humans extensively and befriended one. Work with the GM to determine the identity of this person and the nature of your relationship.
15	You saved your people from an attack by terrible monsters clawing their way up from the depths of the earth.
16	You brought a killer to justice, either a killer of your people or of another race.
17	You were born to a person of great importance or standing among your people.
18	You studied magic. Add scholar of magic to your list of professions.
19	You came into possession of ancient Valossan magic. Start the game with an incantation containing two rank 0 spells.
20	You came into money. Start the game with 2d6 cp.



UNDPINES

The wild people under the waves, called undines, have lived in the songs and stories of sailors for many years. They are considered by many a mythical race, every tale merely one more of the yarns spun by old salts deep in their cups. Some of those stories told of helpful water spirits who would save the drowning and lead the lost to safety. Others tell of wild and fierce people who swam up from the depths to drag vessels to a watery doom or called down wind and rain to batter ships and send them off course, lost forever. Whether they see the undines as friend or foe, most people who live by the sea swear that the creatures are real, even if those folk have never seen one.

Undines, of course, do exist, along with a variety of other ocean-dwelling peoples—merrows, nereids, sirens, and so forth. Undines stand apart from the faeries and spirits of the sea in that they are elementals, a soulless race created by the genies when the world was still young, ordered to shape, nurture, and protect their creation from the demons of the Void. Although the genies have since gone mad and become scattered across the lands far and wide, the undines and other elemental peoples live on, remnants of those powerful shapers of reality and keepers of the ancient lore.

Aloof Elementals: After the genies ceded their mastery of the world to the faeries and the mortal races, the elementals went their separate ways, with the gnomes withdrawing underground, the salamanders to the fiery, inhospitable places, and the sylphs to high mountain peaks. The undines withdrew to the ocean depths, where they have remained for thousands of years, sometimes glimpsed but rarely encountered. Undines divorced themselves from the lesser peoples and other elementals alike, distrusting all outsiders. Now that they have begun to return to the world, they do so cautiously, finding it much changed from the way they left it.

Returning to the World: Only in recent times have the undines shown themselves to surface-dwellers in any great numbers. What began as a trickle, with a few envoys and traders bearing wonders from the depths, has increased over the years as undine families have begun settling in Freeport, coastal communities, and other established settlements on remote islands. Though undines are as comfortable out of the water as in it, their recent arrival and commingling seems odd to most land-dwellers, but the undines keep their reasons to themselves, leaving only speculation over what accounts for the behavior.

Born from Water: A tall, willowy people, undines stand about 6 feet tall and weigh up to 120 pounds. They have smooth, moist skin tinged with blue, green, or, rarely, pink, and plain features, with large, dark eyes, two small slits for nostrils, and wide mouths with generous lips. Their skin sometimes shimmers, as if it were covered in fine scales. All have webbing between their fingers and toes.

Elementals: Undines, like other elementals, enjoy a long life span, surviving for two centuries or longer. Since they lack souls, they live but one life, and death is always permanent for them. In fact, when undines die, their bodies turn to water and collapse into a brief, rushing flood.

Dividers of Land: The genies made the undines, just as they made the gnomes, the sylphs, and the salamanders, and as such, the undines had a purpose: to enrich the lands with water and promote life all over the world. It fell to them to divide the lands with oceans, to carve out the beds for rivers and lakes, and to couple with the sylphs to make the clouds that brought the life-giving rains. When madness started to afflict the genies, the undines withdrew to the seas, leaving the world they had helped create to await a time when their masters would return. Now, with the shadow of the Demon Lord darkening the world, they believe the awaited time is at hand.

Changeable Nature: An undine can be as calm as a still pool or as tempestuous as a hurricane, liable to switch from one mood to another with little provocation and no warning. Undines can be warm and comforting, or cold and biting. They never cling to grudges, though, and consider the end of any altercation to be the end of the problem that caused it.

The King under the Waves: Like other elementals, undines do not worship gods in the manner of mortals and instead serve the genies, as they were made to do so long ago. Undines serve all the genies, but they hold an affinity for those who mastered the waters of the world. One figure in particular has risen to prominence among the undines, an entity they call the King under the Waves—a name they invoke but never explain. In truth, this entity is an ancient, insane genie locked beneath a sunken city. The undines who serve this being keep their master in a state of sleep, lest he waken and bring about the apocalypse. Devotees of the King under the Waves have access to the Destruction, Storm, and Water traditions.

Common Names: Anana, Bein, Callouch, Eeffre, Frish, Louschen, Mascha, Nahsh, Oola, Sselesh, Thundra, Yorrsh.

CREATING AN UNDINE

Attribute Scores Strength 10, Agility 10, Intellect 9, Will 10
Perception equals your Intellect score
Defense equals your Agility score
Health equals your Strength score
Healing Rate equals one-quarter your Health
Size 1, Speed 10, Power 0
0 Damage, 0 Insanity, 0 Corruption

Languages and Professions You speak the Common Tongue and Tidetongue, the language of the undine people.

Shadowsight You see into areas obscured by shadows as if those areas were lit.

Swimmer You ignore the effects of difficult terrain when you swim.

Water Breathing You can breathe air and water.

Fire Intolerant You take double damage from fire. When you take damage from fire, you also become impaired for 1 round.

Watery Death When you die, you collapse into a pool of water and spread across a flat surface out to a 3-yard radius. The water extinguishes all flames, and each standing creature in the area must get a success on an Agility challenge roll or fall prone.

Flowing Step You can use an action to assume a watery form, move up to your Speed, and return to your normal form. This movement does not trigger free attacks. As well, during this movement, you take half damage from weapons and you can move through spaces occupied by other creatures.

LEVEL 4 UNDINE EXPERT

Characteristics Health +5

You either learn one spell or gain Water's Might.

Water's Might When you use Flowing Step, you make attack rolls and challenge rolls with 1 boon for 1 round.

UNDINE AGE

3d6	Age
3	You are a child, no more than 8 years old. You are Size 1/2. Halve your height and weight.
4-5	You are an adolescent, from 9 to 15 years old. Reduce your height and weight by 25%.
6-8	You are a young adult, from 16 to 30 years old.
9-12	You are an adult, from 31 to 50 years old.
13-15	You are a middle-aged adult, from 51 to 100 years old.
16-17	You are an older adult, from 101 to 150 years old.
18	You are a venerable adult, 151 years old or older.

UNDINE BUILD*

3d6	Build
3	Reduce your height by 3d6 inches and your weight by 1-1/2 pounds per inch. Reduce your Size to 1/2 if you are not Size 1/2 already.
4-5	Reduce your height by 2d6 inches and your weight by 1 pound per inch.
6-8	Reduce your weight by 3d6 pounds.
9-12	You are of average height and weight.
13-15	Increase your weight by 3d6 pounds.
16-17	Increase your height by 2d6 inches and your weight by 1 pound per inch.
18	Increase your height by 3d6 inches and your weight by 1-1/2 pounds per inch.

*The Build table modifies your starting height and weight. Regardless of gender, your starting height is 72 inches, and your starting weight is 120 pounds.

UNPINE APPEARANCE

3d6	Appearance
3	You have gray, lusterless skin that peels and flakes, large, milky white eyes, and your limbs are all of differing lengths.
4-5	You have a hunched posture, a wide, toothy maw, and large, unblinking eyes.
6-8	You have mottled skin, with alternating patches of blue and green, overlarge eyes, and subtle facial features.
9-12	You are average in appearance, having blue, green, or pink skin, large dark eyes, and understated facial features.
13-15	You have a slender body with silvery skin. Your large eyes have a bluish color.
16-17	Fine silver and gold scales cover your body, and you have small fins at your elbows, at your knees, and growing from the top of your head.
18	Golden scales cover your sleek body, and a tall fin runs from the center of your forehead down the back of your skull, extending all the way to the middle of your back. Similar fins adorn your legs and arms. You are both striking and alien to humans.

UNPINE PERSONALITY

3d6	Personality
3	You are cruel, vicious, and loathsome. You might hide your nature or show your wickedness to all you encounter.
4-5	You are wild and free, laughing all the time. Others might find your personality uplifting, even infectious, while some might find you deeply irritating, never acting serious no matter how dire the situation.
6-8	You tend to be aggressive and given to violent outbursts. You can control yourself, but you find it hard to do so when faced with frustrating situations.
9-12	Your moods swing from one extreme to the other, your personality as changeable as the sea.
13-15	You feel your moods shift all the time, but you have learned to harness them and prevent them from having power over you. Others might find you intense, but you rarely lose control.
16-17	You rarely show emotion. Calm and collected, you display restraint in almost any situation.
18	You strive to do good in the world, to transform creation into something greater than the genies imagined, into a place where all worlds are free from the Void's shadow. You show compassion for other peoples and work to understand them and their kind, so you can help them realize a better path.

A swarm of mottled green sea demons bumped against the ship from sundown until sunrise. Working together, they rocked the ship port and starboard. One overly curious sailor lost his footing and tumbled overboard when he tried to peer over the rail at them. After a brief shriek, nothing but a bloom of blood remained.



UNPINE BELIEFS

3d6	Belief
3	You believe that some genies became the very gods that mortals now worship, and thus you commit yourself to one or more religions.
4-17	If the gods exist, they are powerful beings only masquerading as deities. You serve your makers, the genies, and believe them to be the true lords of creation.
18	The genies abandoned your people and proved themselves to be unworthy of respect or adoration. You serve no one but yourself.

UNPINE BACKGROUND

d20	Background
1	A brush with death left profound changes in your body. In places, your skin appears watery, almost translucent, and reveals your muscles, bones, and possibly organs underneath.
2	You explored waters beyond those in the known world and encountered many strange things. Gain 1d3 Insanity.
3	You were captured in a fisher's net and sold to a freak show. Then you were held in a water-filled tank for 1d6 years before you escaped.
4	You were exiled by your people and forced to make your way among the land-dwellers.
5	Deep ones besieged your homeland. Although you helped fight them off, they killed many people you loved.
6	You found an ancient sunken city that held many mind-bending wonders. Gain 1d3 Insanity.
7	You traveled to the far south to learn more about the jotun. Add Trollish to the list of languages you can speak.
8	A parent, spouse, or child disappeared, and you have spent your time since searching for them.
9	You spent time in one of the Nine Cities to learn more about humanity. You left unimpressed.
10	You earned a living working in your profession.
11	You fell in love with a member of a different ancestry. Roll a d6. On an odd number, your lover broke your heart. On an even number, you broke your lover's heart.
12	You have a spouse and 1d6 children.
13	You lived among the aquatic faerie for 1d6 years. Add Elvish to the list of languages you can speak.
14	Your parents are leaders in your home community, and you are expected to take their place when they retire.
15	You saved the life of someone important, and that person now owes you a favor. Work out the details of this relationship with your GM.
16	A magician used a spell to summon you from your homeland and bound you to serve her for the last 1d3 years.
17	You were separated from your family at a young age, became lost, and then found by a fisher who raised you.
18	You found something unusual under the sea. Begin the game with an additional interesting thing.
19	You helped defend your home community from monsters. Start the game with a spear.
20	You came into money. Start the game with 2d6 cp.

FREEPORT: A SHORT TOUR

The City of Adventure rises from the south side of the largest island in a group of isles known as the Pirate Isles or, locally, the Serpent's Teeth. Legend holds that the islands once belonged to the serpent people and their great and mighty empire long ago, but little is known of those creatures or about what happened to them. Aside from the abundance of reptiles found on the islands, there's little evidence to suggest that the stories are anything more than that.

Freeport began as a haven for bloodthirsty pirates, a neutral ground of sorts. From the city, the pirates launched attacks against the continent's ships and coastal settlements. After a terrible war with the Empire several centuries ago, Freeport began its journey toward civilization. The rule of law, as handed down by the Sea Lord and the Captains' Council, curbed the worst excesses and brought the fractious, unruly populace to heel. Now, the city has grown into a major mercantile hub, a place where goods from as far south as the frozen wastes and as far north as the Northern Reach find their way to the city's markets and bazaars. It is a place where people can find new lives for themselves, free from the oppression of tyrants, whether secular or religious, and can be who they were born to be without having to deal with the conflicts on the mainland that threaten to tear the Empire to pieces.

Freeport attracts people from all over the world. Some stay for a short time, while others find the city's spirit to their liking and settle down here to find their fortunes at the edge of the known world. The city is quite large, divided into nine districts, each with a distinctive character.

The best resource for learning more about the city is Green Ronin Publishing's *The Pirate's Guide to Freeport*, and it's recommended you have that book on hand to appreciate the city more fully. But if you don't have it, you can get an idea about the nature of the place by reading through the short presentation here.

The Docks: The gateway to the city, the Docks sees the greatest traffic into and out of the city, and businesses have grown up here to cater to those coming ashore. One can find brothels and taverns, inns and clothiers, and just about anything else a traveler might need for resupplying and resting between adventures.

Scurvytown: East of the Docks stands Scurvytown, a stretch of territory that is home to villains and scoundrels, dust addicts, and vile souls who have lost any hope of redemption. It is a desperate and dangerous place, where even the law fears to tread.

The Warehouse District: East of the Docks and Scurvytown stands the Warehouse District, a

largely commercial area set aside for holding cargo and materials for trade in and out of the city. Most warehouses employ private security to ensure that the goods stay where they belong.

The Merchant District: Home to Freeport's upper class, the Merchant District offers luxuries and comforts to those who can afford them. No one pays too much attention to how others might have come by their fortunes, so the district features retired pirates and merchant princes, expatriate nobles and skilled gamblers all living in proximity. The Merchant District lies north of the Warehouse District.

The Old City: Sequestered behind a wall one hundred feet high, the Old City is the political heart of Freeport. It is the place from which the Sea Lord rules, where the Courts dispense justice, and where the convicted go to rot in the Tombs. Long ago, all of Freeport sat within the district's high walls, but the growing city has long since spilled outside those confines. One can still find shops and curiosities in the Old City, offering diversions for anyone who works or lives here.



The Temple District: Northwest from the Old City stretches the Temple District. Religions of all kinds peddle their wares here, offering salvation, succor, hope, and more to anyone who will listen. Most major religions have places of worship here, often in strange and wondrous buildings, while smaller cults are represented by shrines tucked into alleys or clinging to the sides of larger temples.

Drac's End: A poor district caught between the Temple District to the west, the Old City to the south, and the Eastern District to the east, Drac's End took shape as a result of the Sea Lord's desire to expand the city. Efforts to develop this part of the city ended with the demise of the Sea Lord, and now Drac's End is a ramshackle environment.

The Eastern District: The largest district in Freeport spreads out from Drac's End and the Old City, extending south until it reaches the Docks. A community of brick buildings and cobbled streets, the Eastern District is home to the city's burgeoning middle class.

Bloodsalt: The latest addition to the City of Adventure, the district called Bloodsalt was formed by accident after the Great Green Fire—a conflagration that swept through the city following the events described in the *Freeport Trilogy*, tearing a swath of death and destruction. It was in this area where the combined efforts of wizards and priests fought back the elemental conflagration, but the landscape left behind was a toxic mess. Now Bloodsalt is a fetid, cruel place where most of the orcs, goblins, and other undesirables in the city live.



FREEPORT CHARACTERS

You can create a character native to the City of Adventure using the normal rules of the game. Here, you'll find a few supplementary tables to help you develop your character's background and place in the city.

LANGUAGES OF FREEPORT

In addition to the languages described in *Shadow of the Demon Lord*, some people use the following languages as well.

Azharan: Azharan is another name for Firespeak, the hissing, crackling language of the salamanders.

Naval Code: An ancient alphabet code with roots in the great elven navies that flourished at the time before the sinking of Valossa, naval code has since been modified for use with the Common alphabet and finds usage throughout the maritime nations.

Naval code substitutes long and short pulses of light for letters, using a signal lantern or a heliograph for transmission. Light from a signal lantern can reliably be seen up to 3 miles away during the day and as far as 10 miles away at night or in overcast conditions. The mirror of a heliograph can transmit messages over the horizon by projecting light against the bottom of clouds. Its use is limited by weather conditions, but reliable communication over 20 miles or more is not unusual.

Semaphore: The semaphore code is an alphabet signaling system that involves the display of a pair of flags in a particular configuration. It can be used to communicate in any language based on the Common alphabet, though variants may exist for other alphabets. The range of this communication is limited to line of sight, but is relatively swift: a full sentence can be communicated in 1 round of work.

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

Tidetongue: The language of the undines, Tidetongue has a wet, gurgling sound when spoken out of water and sounds like clicks and pops when heard underwater.

Valossan: The language of the serpent people, Valossan sees little use outside their communities, and is fully known only by the rare scholars who have made a study of this ancient civilization. Valossan separates words with hissing sounds of varying length, which contribute to the meaning.

HOME DISTRICT

Freeport has nine major districts. Roll to determine your home district or choose one.

HOME DISTRICT

d20	Home District
1-2	You lived in the Docks, the busiest part of the city, where people from all over the world can be found conducting business, trading rumors, and getting up to no good.
3-4	You lived in Scurvytown, a nasty and violent part of town where even the Sea Lord's Guard fears to tread.
5-6	You settled in Bloodsalt to keep a low profile. This district is a stretch of toxic land on the east side of the city.
7-8	You lived in the Eastern District, home to what passes for a middle class area in Freeport.
9-10	You lived in the Old City, the political center of Freeport.
11-12	You lived in Drac's End. This rough-and-tumble neighborhood sprang into existence during the reign of the corrupt Sea Lord Drac, who sought to expand the city out into the jungles that covered much of the island.
13-14	You lived in the Temple District, Freeport's religious heart.
15-16	You managed to eke out a living in the Warehouse District.
17-18	You were homeless, living in the gutter, and drifting from district to district. You might call the whole city home, or none of it.
19-20	You recently arrived and are still finding your way in the city.

BACKGROUND TABLES

You can roll on the following table in place of your ancestry's background table.

BACKGROUND

d20	Background
1	You were pressganged into serving on a ship for the last 1d3 years.
2	You ran with a gang, maybe to survive or just to see how the other side lived.
3	You were a member of the Sea Lord's Guard and spent time bashing heads to enforce the law.
4	You belonged to one of the many strange cults hidden in Freeport. Gain 1 Corruption or 1d3 Insanity.
5	You were caught in the Great Green Fire and only barely escaped. You bear scars from that magical conflagration.
6	Someone you knew was involved in uncovering Drac's conspiracy.
7	You once laid eyes on the Yellow Sign. Gain 1d3 Insanity.
8	You caught a nasty disease from a Scurvytown prostitute, but you're feeling much better now.
9	You recently recovered from an addiction to snakeweed. The smell still tempts you, however.
10	You made an enemy on the Captains' Council, and so you now keep a low profile.

11	You have a connection to an influential family in Freeport (of the GM's choice).
12	You spent time working as a privateer. You have recently returned to the city.
13	You have no idea how you came to Freeport. You are bewildered and trying to find your way home.
14	You were flogged for (your choice) arson, sedition, slavery, assault, counterfeiting, rioting, robbery, or vandalism.
15	You became enamored with one of Freeport's gods and spent most of your time among the faithful in the Temple District.
16	You pissed off the Halfling Benevolent Association, and you are sure the halflings now watch you all the time.
17	You spent a few years in the Tombs—prison ships—for a crime you did or did not commit. You escaped and live in terror of returning to that hellish place.
18	You worked in the Freeport Opera House, perhaps as a singer or a stagehand.
19	You got lost in the caves under Freeport and encountered the dreaded serpent people.
20	You spent time outside the city, exploring the Serpent's Teeth. You stumbled across some treasure, but you spent it on booze and prostitutes, leaving you with just 2d6 cp.

PROFESSIONS

Characters native to Freeport have access to the same range of professions as do those living on the continent, but certain professions are more common in the city than others. You can use the following professions tables in place of those in *Shadow of the Demon Lord*.

RANDOM PROFESSIONS

d6	Profession
1	Roll on the Scholar: Area of Scholarship table
2	Roll on the Common Profession table
3	Roll on the Criminal Profession table
4	Roll on the Military Profession table
5	Roll on the Religious Profession table
6	Roll on the Wilderness Profession table

SCHOLAR: AREA OF SCHOLARSHIP*

d20	Area of Scholarship	d20	Area of Scholarship
1-2	Architecture or engineering	12	Philosophy or theology
3-4	Etiquette, heraldry, law, or politics	13-14	Medicine
5-6	Astronomy or navigation	15-16	Nature
7-8	Imperial history or geography	17-18	War
9-10	Pre-Imperial history or geography	19-20	Magic
11	Literature and poetry		

*Add to your starting equipment one book covering topics related to your area of scholarship.

COMMON PROFESSIONS

d20	Profession
1	Apothecary or healer. You start with a healer's kit.
2	Artisan, such as baker, blacksmith, bookbinder, brewer, carpenter, chandler, cobbler, gem cutter, jeweler, leatherworker, mason, potter, printer, scribe, or tailor. You start with a tool kit.
3	Artist, such as painter or sculptor. If you're literate, you can choose writer or poet. You start with a tool kit or a writing kit.
4	Bartender or shopkeeper. You start with 1d6 cp.
5	Beggar or urchin. You start with a begging bowl or cap.
6	Boatman or ferryman. You start with a rowboat.
7	Conscript. You start with a uniform.
8	Cook, groom, scullion, or servant. You start with an extra set of clothing.
9	Courtesan or prostitute. You start with a cosmetics kit.
10	Fisher or whaler. You start with a fishing pole and tackle box, or a harpoon.
11	Entertainer, such as actor, athlete, comedian, dancer, orator, puppeteer, singer, or storyteller. You start with a costume, a dress, or fine clothing as appropriate for your profession.
12	Farmer. You start with a hoe, a shovel, or a rake.
13	Gambler. You start with a pair of dice or a deck of cards.
14	Laborer, such as porter, gravedigger, longshoreman, or stevedore. You start with a backpack, a shovel, a coil of rope, or something else chosen by the GM that's appropriate to your profession.
15	Merchant. You start the game with raw goods (textiles, grains, or something else) worth 1d6 ss.
16	Musician using a percussion, stringed, or wind instrument. You start with a musical instrument.
17	Pilot, sailor, or teamster. You start with 1d6 cp.
18	Rubbish collector, sewer wretch, or street sweeper. You start with filthy clothing.
19	Slave. You start with nasty scars and a length of chain.
20	Worker in a trade, such as carpenter, tailor, or butcher. You start with 2d6 bits.

CRIMINAL PROFESSION

d20	Profession
1-2	Agitator, rebel, saboteur, or terrorist. You start with 1d6 pamphlets related to the cause for which you fight.
3-4	Burglar or grave robber. You start with a set of lock picks.
5-6	Charlatan, confidence artist, informant, or spy. You start with a disguise kit.
7-8	Fence or smuggler. You start with 1d6 cp.
9-10	Forger. You start with a tool kit.
11-12	Mugger or thug. You start with 1d6 bits.
13-14	Murderer. You start with a garrote.
15-16	Pickpocket. You start with a stolen purse containing 1d6 cp.
17-18	Pirate. You start with a bottle of rotgut, and there is a wanted poster in circulation with your face on it.
19-20	Slaver. You start with a coil of rope.

MILITARY PROFESSION

d20	Profession
1-2	Private investigator. You start with a magnifying glass.
3-4	Sea Lord's Guard, a soldier of Freeport. You start with a spear and a uniform.
5-6	Guard or henchman. You start with a club and a uniform.
7-8	Jailer or torturer. You start with a pair of manacles or torturer's tools.
9-10	Marine. You start with a sword.
11-12	Mercenary. You start with a sword and a contract.
13-14	Officer. You start with a fancy uniform and a sword.
15-17	Member of the Watch. You start with a lantern and a flask of oil.
18-20	Soldier. You start with a uniform, a small shield, and a sword.

RELIGIOUS PROFESSION*

d6	Profession
1	Anchorite, flagellant, or fanatic. You start with a crude symbol of your faith that you keep safe in your quarters.
2	Evangelist or street preacher. You start with a well-kept, shining symbol of your faith that you display before others.
3	Acolyte, devotee, or initiate. You start with a small symbol of your faith that you keep on your person.
4	Militant, such as a crusader. You start with a mace.
5	Minister of a small temple. You live in a small temple inside the Temple District. You also start with a symbol of your faith that you keep on your person.
6	Minister of a large temple. You live in a large temple inside the Temple District. You also start with a symbol of your faith that you keep on your person.

*If you have a religious profession, it is normally related to your religious beliefs.

WILDERNESS PROFESSION

d20	Profession
1-2	Animal trainer. You start with a small animal that's friendly to you.
3-4	Apothecary or healer. You start with a healer's kit.
5-6	Envoy. You start with a set of fine clothing.
7-8	Exile. You start with a brand on your face or hand.
9-10	Explorer. You start with a map.
11-12	Hermit. You start with a week of rations and a waterskin.
13-14	Hunter. You start with a bow and 12 arrows.
15-16	Spelunker. You start with a lantern, a pick, and 2 flasks of oil.
17-18	Tracker. You start with a spear.
19-20	Woodcutter. You start with an axe.

RELIGION

Freeport is home to many religions, some originating on the continent and others peculiar to the city. The following table shows the correspondence between the names of the gods of Freeport and their counterparts on Urth, and also lists the traditions associated with each deity. More information on these deities can be found in *Shadow of the Demon Lord*, *Uncertain Faith*, *A Glorious Death*, and *Exquisite Agony*.

GODS OF FREEPORT

Freeport God	Urth Name	Traditions
God of Knowledge	The Seer	Curse, Divination, Telepathy
God of Luck	Revel	Enchantment, Fey, Illusion
God of Murder	The Devil	Enchantment, Fire, Shadow
God of Pirates	One-Eyed Pete	Air, Storm, Water
God of Retribution	The New God	Celestial, Life, Theurgy
God of the Sea	Oceanus	Destruction, Storm, Water
God of Warriors	Dark Gods	Battle, Destruction, Rune
Unspeakable One	The Demon Lord	Death, Demonology, Destruction
Yig, Hitthkai sect	(New)	Arcana, Divination, Primal
Yig, Sskethvai sect	(New)	Battle, Curse, Transformation

INTERESTING THINGS

If your character comes from Freeport, you can use the following table in place of the ones included in the main rulebook.

INTERESTING THINGS IN FREEPORT

d20	Interesting Thing	d20	Interesting Thing
1	A stoppered bottle containing a cryptic message	11	A bit of glass from Freeport's lighthouse
2	A bit of scrimshaw showing a kraken	12	A small glass bottle filled with glowing gas
3	An odd book with an unpleasant yellow sigil on the cover	13	A fearsome reputation
4	A small, bronze statuette showing a squid-headed humanoid	14	A badge stolen from a member of the Sea Lord's Guard
5	A monkey's paw	15	A spot at a bar in Scurvytown
6	An enormous stuffed fish	16	Acceptance by a gang in Bloodsalt
7	An abacus from a distant land	17	An eye patch
8	A bos'n's whistle	18	A pet parrot that shrieks curse words all the time
9	A pet crab	19	A barrel of rum
10	A chunk of rock covered in weird glyphs	20	A pirate flag



EXPERT PATHS

People of all walks find their way into the City of Adventure, from hard-bitten mercenaries to renegade sorcerers trying to stay one step ahead of the witch hunters. Here you will find new paths that expand options for characters who hail from Freeport or who settle here.

CELEBRANT

EXPERT PATH

The god of pirates, known throughout Freeport as One-Eyed Pete, is an unconventional deity by any standard. Most theologians consider the god to be nothing more than a symbol for the debauchery and cruelty one can find among those who live by plunder and robbery. Pirates and sailors alike invoke the god's name before a night of drinking, spit curses at him before going into battle—believing him too drunk to know which mortal roused his anger—and pour generous amounts of liquor into the sea to keep the mad god from swimming up from the depths to take his share of their spoils.



Celebrants come from the ranks of retired ship captains, usually those who were forcibly retired and now look for a way to keep their purses full of coin and beds full of lovers. Charged with keeping One-Eyed Pete at the bottom of the sea where he belongs, they wander the cities drunkenly, spitting dire warnings of trouble to come, while sticking out hands to passersby to collect tithes that will keep the mad god's anger from falling upon their heads. They are an unruly, sordid lot, every bit as much trouble as the god they purport to serve.

Although the celebrant expert path speaks to the unusual cult of the pirate god, you can also use the path to model worshipers of other faiths. In particular, it works well for followers of Revel, who is an unruly and sometimes dangerous god. If you serve a different god, replace the traditions mentioned in "Magic" with those associated with your deity.

CELEBRANT STORY DEVELOPMENT

d3 Story Development

- 1 You lost your ship to mutiny. Becoming a servant of the pirate god seemed a good way to get your boat back.
- 2 After a particularly spectacular bender, you blacked out and had a vision of you spreading the message of your god.
- 3 Intoxicating spirits have always been part of your sect's religious ceremonies, and you have developed a taste for the stuff.

LEVEL 3 CELEBRANT

Attributes Increase two by 1

Characteristics Health +3, Power +1

Languages and Professions Add drunkard to your list of professions.

Magic You discover the Air, Storm, or Water tradition, or you learn a spell from one of these traditions.

Holy Spirits If you spend at least 1 hour drinking rum or some other kind of intoxicant, you can become intoxicated for as long as you continue drinking and for 1d3 hours thereafter. While intoxicated, you are impaired and you take half damage from all sources. If you would become impaired again, you fall unconscious and remain that way until you sober up.

LEVEL 6 CELEBRANT

Characteristics Health +3

Magic You learn one spell.

Drunken Luck Whenever you roll a bane gained from being impaired and the number rolled is a 6, you treat the bane as if it were a boon. If you made the roll with 1 or more other banes, the boon created by rolling a 6 cancels out one other bane of your choice.

Power of Spirits Banes imposed by the impaired affliction do not apply on your attack rolls made from casting Air, Storm, or Water attack spells.

LEVEL 9 MASTER CELEBRANT

Characteristics Health +3 Power +1

Lowered Tolerance You need to spend only 1 minute drinking rum or some other kind of spirits in order to become intoxicated.

Drunken Fury Whenever you are intoxicated, your attacks with weapons deal 1d6 extra damage.

COURTIER

EXPERT PATH

Courtiers wage war in the halls of the nobility. Though they fight with innuendo and gossip instead of sword and dagger, the stakes are no less high. With but a whisper, a courtier can shift the tide of opinion against an enemy and ascend higher in the court's ranks. At the same time, courtiers must be vigilant against attacks by their rivals, who ply the same talents as they vie for their own space in the highest echelons of civilization.

Most courtiers pass their time in the halls of the rich and powerful, basking in the affluence of kings and queens, merchant princes, and, perhaps, crime lords. Rarely do courtiers find themselves far from the stage on which they perform, lest they sacrifice standing and influence. At times, circumstances drag courtiers out from their cloistered realms and into the perilous world, where they must survive by wits and words.

Typically, courtiers come from a background of wealth and privilege—rare is the one who comes from common stock. Rogues find that the courtier's life complements their training and talents, while magicians and some priests might find a comfortable place among the movers and shakers of the city.

COURTIER STORY DEVELOPMENT

d6 Story Development

- 1 Your family ties opened the door to society's upper echelons.
- 2 As a person of exceptional charisma, you found it easy to adapt to the intrigues of the noble's court.
- 3 An entertainer, an artist, or a politician discovered you and added you to his or her collection of notables.
- 4 You came from wealth and status, so you are accustomed to moving in elite circles.
- 5 You wheedled your way into your present position, using a combination of charm and wit to open the doors to your betters.
- 6 You grew up in a noble's court and learned the techniques of intrigue from a young age. Becoming a courtier represents your growing expertise in such environments.

LEVEL 3 COURTIER

Attributes Increase two by 1

Characteristics Perception +1, Health +3

Languages and Professions You speak another language and add retainer to your list of professions.

Accomplished Negotiator You make attack rolls in social situations with 1 boon.

Enamor If you spend at least 1 minute talking to a living creature that can understand what you say, you can make an Intellect attack roll against the target's Will. On a success, the target becomes charmed until it completes a rest or until you attack it. On a failure, the target becomes immune to your use of Enamor until the target completes a rest.

Quick Reflexes You can use a triggered action on your turn to hide or retreat.

LEVEL 6 COURTIER

Characteristics Health +3

Access Your position affords you certain benefits when it comes to dealing with your own kind. You exploit the standing obligations of hospitality maintained by local rulers and other nobles. As long as you travel in your homeland or a land friendly to your homeland, you need never pay for food or lodging, since you gain these things from the local aristocracy. This benefit might extend to your group, depending on your host and your host's attitude toward the members of your group (as determined by the GM).

Coerce You can use an action to make an Intellect attack roll against the Will of one creature charmed by you. On a success, the creature becomes compelled for 1 round.

LEVEL 9 MASTER COURTIER

Characteristics Health +3

Master the Room If you spend at least 1 minute talking, each creature within medium range that can see you, hear you, and understand you must make a Will challenge roll. On a failure, a creature becomes charmed for as long as it can see you and for 1 hour thereafter. If the creature takes any damage or gains Insanity, it removes the affliction. On a success, a creature becomes immune to your use of Master the Room until the creature completes a rest.



DROWNED ONE

EXPERT PATH

Long ago, the god of the seas, Oceanus, commanded a great following on Rûl, but as new religions appeared, offering less violent and destructive paths to salvation, the Sea God lost favor and faded from the land until just a few temples still stood. On the Pirate Isles and on the Kingdom of Sails, Oceanus maintains a greater following, since people there depend on the sea for their livelihood and fear the god's wrath if he's not appeased. Reminding the ordinary people of Oceanus's power are the drowned ones, a cabal of priests every bit as dour and frightful as the god they serve.

As the greatest of Oceanus's priests, the drowned ones receive power from their god after having proven their loyalty and devotion by surviving the rite of passage. In this cruel ceremony, candidates are brought out into the waters and, after extensive prayers and chanting, held under the water until



they drown. Once their struggling ceases, the drowned ones pull the acolytes out and attempt to restore them to life. Those who waken join the esteemed ranks, and those who don't are discarded.

Drowned ones do not exist in great numbers, for their god has largely fallen out of favor, and thus the priesthood finds it difficult to recruit new members. Because of the barbarous initiation ceremony, few find themselves moved to risk their lives to serve such a cruel deity. The ones who find a place in the Sea God's cult, however, receive respect and deference from anyone who sails the seas—for to offend a drowned one is to offend a god.

DROWNED ONE STORY DEVELOPMENT

d3 Story Development

- 1 You fell overboard in a storm, but a drowned one found you and hauled you to shore. You studied the teachings of the Sea God and joined the cult soon after.
- 2 You were raised in the cult of the Sea God, possibly as a ward of a local priest or a child in a family who feared the god. Your beliefs ran strong, and you eventually found the courage to undergo the rites of initiation.
- 3 You converted to the cult of the Sea God after becoming disillusioned with another faith. Your studies under the god's priests revealed a dark and twisting path to enlightenment.

LEVEL 3 DROWNED ONE

Attributes Increase two by 1

Characteristics Health +4, Power +1

Languages and Professions You speak an additional language or add sailor, pirate, navigator, or marine to your list of professions.

Magic You either discover the Destruction, Storm, or Water tradition, or you learn a spell from one of these traditions.

Swimmer You ignore the effects of difficult terrain when you swim.

Water Stride You can move across liquids as if they were solid ground. If you end your movement on a liquid surface, you sink as normal.

LEVEL 6 DROWNED ONE

Characteristics Health +4

Magic You learn one spell.

Tidal Waves At the end of each round, you can choose to roll a d6. If you roll a 1, indicating low tide, your power recedes; for the next round, when you cast an attack spell, you make the attack roll with 1 bane and you grant 1 boon to creatures making challenge rolls to resist your spell. If you roll a 6, indicating high tide, your power is at full force; for the next round, when you cast an attack spell, you make the attack roll with 2 boons and you impose 2 banes on creatures making challenge rolls to resist your spell.

LEVEL 9 MASTER DROWNED ONE

Characteristics Health +4, Power +1

Magic You learn one spell.

Blessing of the Sea God You can breathe water and air. In addition, when you would heal damage while submerged in water, you heal twice as much damage.



MARINER

EXPERT PATH

Expert navigators and sailors, mariners earn the respect of their fellow crewmembers by knowing all there is to know about travel on the seas. Mariners can read charts and instruments to guide a ship to the most far-flung ports, through the nastiest storms, and out of the maddening doldrums that leave ships becalmed. Mariners have the experience, courage, and skill to tame the seas—or at least to survive when the waters turn against them.

Mariners most often come from the ranks of rogues and warriors, though some dabble in magic. Most mariners can find steady employment, since their reputations precede them whenever they come to port; a few have their own ships and thus chart their own courses to adventure.

MARINER STORY DEVELOPMENT

d3 Story Development

- 1 You were pressganged and learned your techniques while on board the ship.
- 2 You were always a sailor, and becoming a mariner was a natural outgrowth of your experience.
- 3 Trouble forced you to take up a life at sea. You might have been accused of a crime or gained too many enemies. You found you had a talent for sailing and embraced your new life.

LEVEL 3 MARINER

Attributes Increase two by 1

Characteristics Perception +1, Health +3

Languages and Professions You speak an additional language or add sailor, pirate, navigator, or marine to your list of professions.

Expert Navigator You make challenge rolls to navigate and avoid becoming lost with 2 boons.

Sea Dog If you are not wearing heavy armor and not wielding a shield, you gain a +1 bonus to Defense, and you ignore the effects of difficult terrain when you climb or swim.

Sea Legs You make challenge rolls to maintain your balance, to climb, to swim, and to pilot seafaring vehicles with 1 boon.

LEVEL 6 MARINER

Characteristics Health +3

Iron Constitution You take half damage from disease and poison.

Omens Everywhere When you would make a challenge roll, you can use a triggered action to first make a Perception challenge roll. You make the triggering challenge roll with 2 boons on a success, or with 2 banes on a failure.

LEVEL 9 MASTER MARINER

Characteristics Health +3

Close Quarters Fighting When you are within the reach of at least two creatures or you are squeezed into a tight space, you make attack rolls using melee weapons with 1 boon.

Favored Vessel If you spend 1 hour exploring a vehicle, you can designate the vehicle your favored vessel. While on board such a vehicle, you make all attack rolls and challenge rolls with 1 boon.

MASTER PATHS

The most experienced individuals who have survived many perils go on to choose master paths. The following paths supplement those in the main rulebook.

MONSTER HUNTER

MASTER PATH

The world would still be a dangerous place if so many strange and awful creatures did not crowd its dark and unexplored places, but the abundance of these bizarre threats makes traveling through the wilderness a risky proposition. To help make safe the roads and routes across the land and sea, monster hunters offer their services and expertise.

Most monster hunters developed their talents the hard way, by venturing into regions overrun with horrible creatures that would happily tear them limb from limb. A few supplement their fighting skills with knowledge drawn from the accounts of others who survived fights with these hateful things. Regardless of how they come by their training, monster hunters are gritty survivors with the courage to stand against the horrors of the wilderness, no matter what forms they might take.

LEVEL 7 MONSTER HUNTER

Attributes Increase three by 1

Characteristics Health +5

Languages and Professions Add one wilderness profession to your list of professions.

Monster Lore You can use an action, or a triggered action on your turn, to choose one creature you can see within medium range. If that creature is a monster, you impose 1 bane on attack rolls it makes against you and you make challenge rolls to resist its attacks with 1 boon. The effect lasts until you complete a rest or you use this talent again.

Seen it All You are immune to the effects of the frightening trait, and you make challenge rolls to resist the effects of the horrifying trait with 1 boon.

LEVEL 10 MONSTER HUNTER

Characteristics Health +5

Battle-honed Reflexes When you would take damage from a monster, you can use a triggered action to take half the damage instead.

Slayer of Monsters You make attack rolls against monsters with 1 boon, and your attacks against monsters deal 1d6 extra damage. If you are injured, the extra damage increases to 2d6.

MUSKETEER

MASTER PATH

Musketeers focus their training on mastering swordplay and firearms to become even more effective and versatile combatants. Most musketeers belong to elite fighting forces in civilized lands, such as the fabled House Guard of Edene or the Royal Order of Musketeers who protected the rulers of the Kingdom of Sails in ancient times. Whether or not they belong to such an order, musketeers use their weaponry to great effect, baffling their enemies with finely honed exploits and maneuvers.

LEVEL 7 MUSKETEER

Attributes Increase three by 1

Characteristics Health +4, Speed +2

Languages and Professions You can speak another language or add a profession.

Disarm Expertise When you use an action to disarm and you are using a swift weapon, you make the attack roll with 1 boon. In addition, if the total of your roll is 20 or higher and beats the target number by 5 or more, you can also snatch the object out of the air if you have a hand free.

Firearms Drill You can use a triggered action on your turn to attempt to load a pistol or a rifle you are wielding. Make an Agility challenge roll. On a success, you load the weapon.

Nimble Defense You have a +1 bonus to Defense when you are not wearing medium or heavy armor.

LEVEL 10 MUSKETEER

Characteristics Health +4

Firearms Mastery Your attacks with pistols and rifles deal 1d6 extra damage.

Disarming Wit When you would make an attack with a melee weapon, you can use a triggered action to pepper your target with insults. If the target can hear and understand what you say, make an Intellect attack roll against the target's Will. On a success, the target is impaired for 1 round and you make your weapon attack roll against it with 1 boon. On a failure, the target becomes immune to your use of Disarming Wit until the target completes a rest.

MYSTIC NAVIGATOR

MASTER PATH

There are places on Urth where the seas and skies behave strangely, where time and distance distort, where the waters swallow ships and crews entirely. Wise sea captains bound for distant ports set aside coin to hire the services of a mystic navigator, a member of a society of scholars who have learned how to chart a safe course through the strangest of waters.

Most mystic navigators begin their careers as sailors, mariners, navigators, and scholars of cosmology and the occult, and then go on to delve into the secrets of magic. The study of magic is never necessary to join the order, which is open to anyone who has the will to learn. All mystic navigators wear on a cord around their necks a miniature ship's wheel made from iron or bronze.

LEVEL 7 MYSTIC NAVIGATOR

Attributes Increase three by 1

Characteristics Perception +1, Health +2, Power +1

Languages and Professions You speak an additional language or add a profession.

Magic You either discover a tradition of magic or learn one spell.

Far Sight You can see four times as far as can an ordinary creature of your ancestry.

Fastest Path You can find your way to almost any destination. If you concentrate for 1 hour on a specific location, you discover the fastest route to that destination. Until you complete a rest, you double the rate at which you and members of your group—or a vehicle you are on board—travel toward that destination;

and when the GM rolls for random encounters, she must roll twice and use the lower result. Once you use this talent, you cannot use it again until you complete a rest.

LEVEL 10 MYSTIC NAVIGATOR

Characteristics Health +2

Magic You learn one spell.

Commune with the Seas You can use an action to cast your senses out over and under the waters to learn hidden truths. If you concentrate for 1 minute, you learn three true things about the waters within 10 miles of you. Once you use this talent, you cannot use it again until you complete a rest.

Expeditious Travel When following a route you discover with your Fastest Path talent, you quadruple the rate of travel instead of doubling it.

PIT FIGHTER

MASTER PATH

People love their sport. They gather at the arenas to watch gladiators fight wild enemies, or hapless slaves, or each other. People always clamor to see fighters squaring off in a ring, beating each other to a pulp. Of all the violent spectacles that take place, pit fighting might be the most extreme. In a pit fight, two combatants are dropped into a pit—and only one is allowed to leave. Experienced pit fighters, for obvious reasons, are quite rare and are always vicious combatants.

LEVEL 7 PIT FIGHTER

Attributes Increase three by 1

Characteristics Health +5

Fight or Die When you would take damage, you can choose to take 1d6 extra damage. For 1 minute thereafter, your weapon attacks deal 1d6 extra damage. You derive no further benefit if you take damage while you are under the effect of this talent.

Maiming Strike When you get a success on an attack roll made using a weapon and your attack deals extra damage from Fight or Die, you can maim the target instead of dealing the extra damage. A target maimed in this way is impaired. At the end of each round, the target can make a Will challenge roll and removes the affliction on a success.

LEVEL 10 PIT FIGHTER

Characteristics Health +5

Ghastly Injuries A creature impaired from your use of Maiming Strike makes challenge rolls to remove the affliction with 2 banes.

Violent Resurgence When you heal damage, you can use a triggered action to make an attack with a melee weapon against a creature you can reach.

SEA CAPTAIN

MASTER PATH

Anyone can be in charge of a ship, but sea captains stand apart from the others thanks to their extensive experience and natural talent. When a sea captain takes control, everything onboard seems to fit into place, almost as if the captain had become an integral part of the vessel. The crew works harder, the ship

sails faster and seems to navigate dangerous waters more nimbly than before. For this reason, crews gravitate toward notable sea captains, who give them the best chance to survive a life at sea.

LEVEL 7 SEA CAPTAIN

Attributes Increase three by 1

Characteristics Health +4

Languages and Professions You speak an additional language and add sailor, navigator, or another profession related to sailing to your list of professions.

Commanding Presence You emit an aura of command that lasts for as long as you remain conscious. You grant 1 boon to attack rolls and challenge rolls made by any friendly creatures within 5 yards of you to resist being frightened.

Superior Sailing You increase the Defense and Agility of any ship you command by 1 + your Intellect modifier (minimum 0). Increase the ship's maximum Speed by 2. Finally, anyone who pilots a ship under your command makes challenge rolls to do so with 1 boon.

LEVEL 10 SEA CAPTAIN

Characteristics Health +4

Legendary Admiral You extend the range of your Commanding Presence talent from 5 yards to 100 yards and increase the number of boons you grant from 1 to 3. In addition, any crewmember under your command makes challenge rolls to carry out any duties related to sailing the ship with 1 boon.

SURVIVOR

MASTER PATH

When death comes to call, few people find the will to cling to life. Survivors, however, have refused death's advances in the past and are determined to push on no matter how terrible their injuries. A survivor might have come back from a near drowning, withstood the blackest magic, or repelled the claws and teeth of a dreadful beast: whatever a survivor's story, the common thread is that each stood up to death and said no.

LEVEL 7 SURVIVOR

Attributes Increase three by 1

Characteristics Health +5

Inexorable You have a +2 bonus to Defense while you are not wearing armor.

Fists of Fury Your unarmed strikes deal 1d6 extra damage.

Refuse Death When you take damage equal to your Health, you do not die. Instead, you become incapacitated.

LEVEL 10 SURVIVOR

Characteristics Health +5

Overcome Affliction If you are not injured at the end of the round, you can remove one affliction affecting you.

Injured Resolve While you are injured, you make attack rolls with 1 boon and gain a +2 bonus to Defense and Speed. In addition, when you are incapacitated and would make a fate roll, you can roll twice and use the higher result.

MAGIC

Because the city has long been a haven for exiles and refugees, Freeport was and is a popular place among users of magic, ranging from virtuous men and women seeking to advance their knowledge to diabolical maniacs hoping to increase their power without interference from witch hunters and inquisitors. Below is an assortment of spells that have a particular place in Freeport society, though they have certainly also spread to other lands.

AIR

EFFERVESCENCE

AIR UTILITY 3

Area A sphere with a 5-yard radius centered on a point you can reach
Duration 4 hours

For the duration, while you are underwater, bubbles of air fill the area. The area moves with you, remaining centered on a point you can reach. The bubbles partially obscure your space and allow air-breathing creatures to breathe normally while in the area.

Sacrifice You can use an action and expend a casting of this spell to cast the *thunderclap* Air spell.

ALTERATION

EAGLE EYES

ALTERATION UTILITY 1

Target One creature you can reach
Duration 1 hour

You touch the target and, for the duration, it makes Perception challenge rolls involving sight with 3 boons. In addition, the target can see an object or an area within 1,000 yards as if that object or area were just 5 yards away.

DENIZEN OF THE DEPTHS

ALTERATION UTILITY 2

Target Up to three creatures you can reach
Duration 1 hour

You touch each target. An unwilling target can resist this spell by getting a success on a Will challenge roll. If the target has Health 15 or higher, it makes the challenge roll with 2 boons. For 1 hour, a target creature gains the aquatic descriptor (see *Shadow*, page 214).

CELESTIAL

FLARE

CELESTIAL UTILITY 1

Target A point within long range
Duration 1 minute

A bead of red light rockets from your finger to the target point. When the bead reaches the target or encounters a solid surface before then, it bursts into a fountain of scarlet light that lasts for the duration. The fountain sheds light in a 200-yard radius.

CONJURATION

SHIP IN A BOTTLE

CONJURATION UTILITY 5

Target A model ship contained in a glass bottle (worth 5 cp)
Duration 24 hours

You place the target onto the surface of a body of water large enough to hold a Size 15 ship. After 1 minute, during which time the bottle becomes filmy and pliable, the bottle vanishes and the ship inside grows into a full-sized cog (see "Common Ships" in **chapter 3**) and remains at this size for the duration. When the effect ends, the vessel shrinks and returns to its sealed bottle form. Any creature on board the ship is shunted aside as the vessel shrinks. Cargo and nonliving matter on board are shrunk along with the vessel, and the entirety of the bottled ship is held in stasis—food does not spoil, wood does not rot, and the brass stays polished.

CAPTAIN'S CHEST

CONJURATION UTILITY 6

Target A chest, no larger than 1 yard on each side, that you can reach
Duration 1 year (see effect)

You touch the target and imbue it with magical power, a process that requires you to concentrate for 1 hour. At the end of this time, a lock that looks like a twisted pirate's face appears on the chest, and a gleaming golden key appears in your hand (or at your feet if your hands are full).

For 1 year, or until you cast this spell again, the chest functions as a normal chest and can be locked or unlocked using its key. If you turn the key twice in the same direction, however, the lid splits down the middle and the sides push out and fold down to reveal a full-sized wardrobe rising up from the gap until it stands 9 feet tall, 6 feet wide, and 3 feet deep. The wardrobe can be opened and closed. A steel vault inside the wardrobe can be opened only by the person holding the chest's key. You can use an action to turn the wardrobe into a chest or back to its original form.

Any creature inside the wardrobe when it becomes a chest cannot use actions or move. The creature perceives nothing and does not need to eat, drink, or sleep. When released from the wardrobe, the creature acts as if no time has passed.

Permanence If you cast this spell on the same target for 5 years in a row, the duration becomes permanent.

Sacrifice You can use an action and expend a casting of this spell to cause the target of a previous casting of this spell to teleport from anywhere to a flat surface in an open space within short range.

MAGIC FIGUREHEAD

CONJURATION UTILITY 6

Target One vehicle you can see floating upon a liquid surface within medium range
Duration Until you complete a rest

A magical figurehead appears at the front of the target ship and remains for the duration. When you cast this spell, choose one of the following effects.

Blue Water The figurehead assumes the form of a beautiful mermaid. Until the spell ends, each member of the vehicle's crew makes attack rolls and challenge rolls with 1 boon, and the vehicle gains a +8 bonus to Speed.

Portage The figurehead assumes the form of a red-skinned bull, its head twisted in rage, froth speckling its lips. Until the spell ends, you can use an action to command the figurehead to come to life. The figurehead leaps free of the vehicle, trailing a stout chain to which it is connected. The figurehead is a compelled **huge construct** that remains until you use an action to turn it back into an immobile figurehead or until it is destroyed. It can be ordered to start moving, to head in a certain direction, or to stop. When it moves, it can drag the ship to which it is attached across smooth ground at a rate of 4 miles per day.

Vigilance The figurehead assumes the form of a great eagle, wings outstretched to either side of the ship. Until the spell ends, each member of the crew gains a +4 bonus to Perception and gains darksight if the crewmember does not have this ability already.

War The figurehead assumes the form of a rampant lion. Until the spell ends, you can use an action to command the figurehead to come to life. The figurehead leaps from the vehicle to which it is attached, becoming a compelled **large construct** for 1 minute or until it is destroyed.

Sacrifice You can use an action and expend a casting of this spell to cast the *conjure huge monster* Conjuraton spell.

CURSE

SCARE

CURSE ATTACK 0

Target One creature within short range that can hear you

Make an Intellect attack roll against the target's Will. On a success, the target becomes frightened for 1 round.

Attack Roll 20+ The target also becomes immobilized while it is frightened.

DEATH

STRANGLE

DEATH ATTACK 3

Target One living and breathing creature within short range

Make a Will attack roll against the target's Strength. If the target has Health 15 or lower, you get an automatic success. If the target has Health 30 or higher, you make the attack roll with 1 bane. On a success, invisible bands of dark magic tighten around the target's chest and neck, forcing air from its lungs (or what passes for its lungs) and preventing it from breathing. The target takes 2d6 damage and becomes impaired.

At the end of each round when it remains impaired in this way, the target must make a Strength challenge roll. On a success, the target removes the impaired affliction and the effect ends. On a failure, the target falls prone and becomes defenseless. If the target was already defenseless, it becomes unconscious. If the target was already unconscious, it takes damage equal to its Health.

DEMONOLOGY

CALL X'SVAL

DEMONOLOGY UTILITY 6

Area A cube of space, 3 yards on each side, resting on a solid surface and originating from a point within short range.

Take 2d6 + 2 damage. Magical darkness fills the area and coalesces to become an **x'sval** that remains until it is destroyed. See page 70 for information on x'svals.

DIVINATION

FIND

DIVINATION UTILITY 0

Name one object, such as a weapon, a source of clean water, or a key. If the object is within short range of you, you are aware of that fact and you know in which direction from you it lies.

MYSTIC COMPASS

DIVINATION UTILITY 0

Target An iron nail you are holding
Duration Concentration, up to 1 hour

You imbue the target with magic that remains for the duration. When you cast the spell or when you use an action to concentrate on the nail, you can state a direction. The nail pivots so that it points in the chosen direction and remains pointed in that direction until you choose a different direction.

EARTH

SALTBURST

EARTH ATTACK 1

Target A point within short range

A large chunk of salt appears at the target point and then explodes, sending jagged shards in all directions. Each creature within 3 yards of the target point takes 1d6 + 2 damage, and fungi and plants take 2d6 extra damage. A creature that would take this damage can make an Agility challenge roll and instead takes half the damage on a success.

ENCHANTMENT

BAMBOOZLE

ENCHANTMENT ATTACK 1

Target One creature within short range

Make an Intellect attack roll against the target's Will. On a success, the target becomes frightened for 1 round and then cannot take fast turns for 1 minute.

Attack Roll 20+ While the target is frightened, it is also dazed.

PART CROWD

ENCHANTMENT ATTACK 2

Target One swarm or mob of creatures you can see within short range

Make an Intellect attack roll against the target's Will. If the target's Health is 15 or lower, you get an automatic success. If the target's Health is 30 or higher, you make the attack roll with 1 bane. On a success against a swarm, the swarm takes a -15 penalty to Health and becomes impaired for 1 minute. On a success against a mob, the mob dissipates into 1d6 + 3 base creatures if not injured or 1d6 base creatures if injured, and each creature moves half its Speed away from the space the mob occupied.

Sacrifice You can use an action or a triggered action on your turn to expend a casting of this spell. For 1 minute thereafter, you can move through spaces occupied by other creatures regardless of their Size.

FIRE

CALL FIREBIRD

FIRE UTILITY 5

Target A gemstone worth at least 10 gc
Duration 8 hours (see effect)

You touch the target and cause it to erupt in flames that destroy it utterly. A compelled firebird (see below) composed of red, orange, and white flames appears inside a cube of space, 2 yards on each side, originating from the gemstone, and remains for 8 hours or until it is destroyed.

You can ride the bird, and while doing so you are immune to damage from fire.

FIREBIRD

Size 2 spirit

Perception 15 (+5)

Defense 13; **Health** 30; **Insanity** —; **Corruption** 0

Strength 14 (+4), **Agility** 13 (+3), **Intellect** 10 (+0), **Will** 12 (+2)

Speed 20; flier (swoop)

Slow on Land A firebird moves at half Speed when on land.

Immune damage from disease, fire, poison; gaining Insanity; blinded, dazed, deafened, diseased, fatigued, frightened, immobilized, poisoned, prone, slowed, stunned

Fiery Form A firebird takes half damage from weapons. In addition, it blazes brightly, shedding light out to 10 yards around it.

Water Vulnerability A firebird cannot move across or into water or ice. It makes challenge rolls to resist Water spells with 1 bane and takes double damage from Water spells.

ATTACK OPTIONS

Fiery Talons (melee) +4 with 1 boon (2d6 plus 1d6 from fire)
Fiery Beak (melee) +4 with 1 boon (1d6 + 1 plus 1d6 from fire)

SPECIAL ATTACKS

Flurry of Attacks The firebird attacks with its talons and its beak.

END OF THE ROUND

Unnatural Aura Animals within 10 yards of the firebird must get a success on a Will challenge roll or become frightened for 1 minute. While frightened in this way, an animal must use its action to rush away from the firebird by the safest available route.

FORBIDDEN

SUMMON FLESHRAKER

FORBIDDEN UTILITY 3

Area A cube of space, 1 yard on each side, resting on a solid surface and originating from a point within short range
Duration 1 hour

If you concentrate for 1 minute, a **fleshraker** appears in the area and remains for the duration. When it appears, you can make an Intellect attack roll with 1 bane against the fleshraker's Will. On a success, the fleshraker is compelled until you die, until it dies, or until the spell ends.

HUNGER

FORBIDDEN UTILITY 3

Target One creature you can see within medium range

Make an Intellect attack roll against the target's Strength. On a success, the target takes a -2d6 penalty to Health that remains for 1 hour. While the target has this penalty, it is fatigued and slowed, and deals half damage on all weapon attacks.

Attack Roll 20+ The target takes a -3d6 penalty to its Health instead of -2d6.

REVEAL SECRET FACE

FORBIDDEN ATTACK 4

Target One living creature that is not a monster and is within medium range

Tendrils of writhing darkness fly from your hand toward the target. Make an Intellect attack roll against the target's Strength. If the target has Health 20 or lower, you make the attack roll with 1 boon. If the target has Health 40 or higher, you make the attack roll with 1 bane. On a success, you transform the target into a hideous **monster** of its Size that uses the monster's statistics in place of its own. The target also gains the horrifying trait. The effect lasts for 1 minute, during which time the target uses an action each round to make an attack. When the effect ends, the target returns to its normal form and must get a success on a Will challenge roll or gain 1d3 Insanity.

INSCRIBE YELLOW SIGN

FORBIDDEN UTILITY 5

Requirement You must have special ingredients worth 100 gc, including mercury, phosphorus, powdered lead, sulfur, and arsenic. You must also have at least 6 Insanity.
Target A flat surface you can reach
Duration Permanent (see effect)

You use the ingredients to inscribe the Yellow Sign on a flat surface you can reach. The sigil remains until the surface on which it is inscribed is destroyed. Any living creature that sees the Yellow Sign must make a Will challenge roll with 3 banes. On a failure, the creature gains Insanity equal to its Will score and goes mad. On a success, the creature becomes immune to this particular sigil until it completes a rest.

As long as the Yellow Sign remains, it enhances attack spells from dark magic traditions. Anyone within 10 yards of the Yellow Sign makes attack rolls with 1 boon from casting such spells, and creatures make challenge rolls with 1 bane to resist those castings.

AWAKEN MADNESS

FORBIDDEN UTILITY 6

Target Each creature other than you within short range

You utter a string of foul curses in the Dark Speech, causing reality to twist and writhe around you. Each target must get a success on a Will challenge roll with 1 bane. On a failure, a creature gains Insanity equal to its Will score.



THE YELLOW SIGN

Cultists of the Unspeakable One use the Yellow Sign to show their affiliation and devotion to their master, sometimes called the King in Yellow. The symbol is no more powerful than any other religious symbol or image, but a devotee of the Unspeakable One can empower it to awaken its dread essence.

ILLUSION

FLASH/BANG

ILLUSION UTILITY 0

Triggered You can use a triggered action on your turn to cast this spell. After a flash and a bang, smoke fills your space, totally obscuring it for 1 round.

MUNDANE ROBE

ILLUSION UTILITY 3

Duration 1 hour (see effect)

You weave together threads of magic to garb yourself in a loose, shapeless robe. The robe remains for the duration or until you remove it, after which it unravels into sparkling motes. The robe masks the auras emitted by any ongoing magical effects on you or your possessions, and you make challenge rolls to hide with 1 boon while you wear it. Also, while the robe remains, you can cast the *disguise* Illusion spell on yourself without expending a casting of that spell or even if you have not learned it. If you have learned the *disguise* spell, you can cast it using a triggered action on your turn instead of an action.

GHOST SHIP

ILLUSION UTILITY 6

Target One vehicle you can see within long range
Duration 8 hours

You cause the target, as well as everything on and in it, to become invisible to creatures more than 5 yards from it for the duration.

Sacrifice You can use an action and expend a casting of this spell to cast the *mirage* Illusion spell.

NECROMANCY

CREATE ACCURSED HAND

NECROMANCY UTILITY 1

Target A severed hand you can reach

You touch the target. If you concentrate and maintain contact with the target for 1 minute, the target becomes a compelled **accursed hand**.

Sacrifice You can use an action and expend a casting of this spell to cast the *spectral grasp* Necromancy spell.

CREATE SKIN CLOAK

NECROMANCY UTILITY 2

Target The intact hide of one Size 1 creature that you can reach

You touch the target. If you concentrate and maintain contact with the target for 1 minute, it becomes a compelled **skin cloak**.

Sacrifice You can use an action and expend a casting of this spell to cast the *animate corpse* Necromancy spell.

SUMMON FIRE SPECTER

NECROMANCY UTILITY 3

Area A cube of space, 1 yard on each side, resting on a solid surface and originating from a point within medium range
Duration 1 minute (see effect)

A compelled **fire specter** appears in the area and remains for the duration or until it is incapacitated, at which point it disappears. If you become incapacitated, the specter is no longer compelled and you cannot end the spell early.

PRIMAL

CALL SHRIEKING EELS

PRIMAL UTILITY 5

Target One body of water within medium range that is at least 20 yards in diameter

At the end of the round, 1d6 + 1 compelled **shrieking eels** appear in water-filled open spaces in the area. When the spell ends, the surviving eels remove the compelled affliction and behave normally for creatures of their kind.

PROTECTION

BRAVADO

PROTECTION UTILITY 1

Target One creature you can reach
Duration 1 minute

You touch the target. For the duration, the target makes attack rolls and challenge rolls to resist attacks with 1 boon.

SCALES OF THE SNAKEMEN

PROTECTION UTILITY 1

Target One creature you can reach
Duration 1 minute

You touch the target. For the duration, the target creature gains a +2 bonus to Defense and makes challenge rolls to resist or remove the poisoned affliction with 2 boons.

SECURE OBJECT

PROTECTION UTILITY 2

Target One Size 3 or smaller object that you have buried within short range.
Duration Permanent (see effect)

The target cannot be located by Divination spells, and each creature you choose within long range that had knowledge of the target instantly forgets that knowledge. The spell is permanent until the object is no longer buried.

Sacrifice You can use an action and expend a casting of this spell to cast the *protective field* Protection spell.

FORTIFY MIND

PROTECTION UTILITY 3

Target Up to three creatures within short range
Duration 1 minute

You remove the frightened affliction from each target. Then, for the duration, each target receives 3 boons on challenge rolls to resist the effects of the frightening and horrifying traits or to resist gaining Insanity.

RUNE

SCRIMSHAW OF BATTLE

RUNE UTILITY 1

Target A bit of bone, ivory, or horn worth 1 cp that you can reach
Duration 1 minute

You touch the target and cause a battle scene to appear on its surface. For the duration, you and each member of your group within short range of the target make attack rolls with 1 boon. In addition, any creature affected by this spell deals 1 extra damage on all attacks. When the spell ends, the target disappears.

SONG

SONG OF SERENITY

SONG UTILITY 2

Target Any number of creatures within short range
Duration Concentration, up to 1 minute

For the duration, and for as long as each target can hear you, you grant the targets 3 boons on challenge rolls made to resist the effects of the frightening and horrifying traits and to resist gaining Insanity. In addition, when you cast this spell and whenever you use an action to concentrate on it, you can remove the charmed or frightened affliction from every target.

SPIRITUALISM

MONKEY SPIRIT

SPIRITUALISM UTILITY 0

Target One creature you can see within short range
Duration 1 minute

A ghostly monkey spirit appears and moves into the target's body. It remains inside the target for the duration. During this time, the spirit grants 1 boon on challenge rolls the target makes to climb and enables the target to ignore the effects of difficult terrain when it climbs.

BOAR SPIRIT

SPIRITUALISM UTILITY 1

Target One creature you can see within short range
Duration 1 minute

A ghostly boar spirit appears and moves into the target's body, where it remains for the duration. While inside the target, the spirit grants the target a +5 bonus to Health. In addition, while the target is incapacitated, it can either use an action or move up to half its Speed.

OSPREY SPIRIT

SPIRITUALISM UTILITY 3

Target One creature you can see within short range
Duration 1 minute

A ghostly osprey spirit appears and moves into the target's body, where it remains for the duration. While the spirit is inside the target, the target can move by flying. In addition, the target's movement while flying does not trigger free attacks.

STORM

STUNNING BOLT

STORM ATTACK 1

Target One creature within short range

You loose crackling lightning from your outstretched finger in the direction of the target. Make a Will attack roll against the target's Agility. If the target wears metal armor or is made of metal, you make the attack roll with 1 boon. If the creature takes half damage from lightning or is immune to damage from lightning, this spell has no effect on it. On a success, the lightning hits the target. Roll 3d6. If the total of the roll equals or exceeds the target's Strength score, the target falls prone and becomes stunned for 1 round.

Attack Roll 20+ Roll 5d6 instead of 3d6.

SHAPE CLOUD

STORM UTILITY 2

Target One body of mist you can see that fits inside a cube of space up to 1 mile on a side
Duration 8 hours (see effect)

You shape the target to assume whatever form you choose. You can move the mist inside the space up to a half-mile in any direction. If you bring the mist to the ground, it heavily obscures its area. You can also alter the shape of the mist to take on whatever form you desire. Mist altered in this way retains its shape for the duration or until it is dispersed by a strong wind.

If you use this spell to alter the shape of clouds, the new shape can typically be seen from up to 5 miles away.

Sacrifice You can use an action and expend a casting of this spell to cast the *freezing fog* Storm spell.

TECHNOMANCY

LOADED DICE

TECHNOMANCY UTILITY 1

Target A pair of dice you can reach
Duration 1 hour

You touch the targets and imbue them with magic. For the duration, whenever you roll the target or targets, you decide what numbers appear from the roll.

In addition, you can use an action to throw one of the dice as a weapon. Choose a point within short range. When the die reaches that point or encounters a solid surface before then, the die explodes in a 1-yard radius, dealing 1d6 damage to everything in the area. A creature that gets a success on an Agility challenge roll takes half the damage, and becomes deafened for 1 minute on a failure.

GOLD BUG

TECHNOMANCY UTILITY 2

Target One gold crown you can reach
Duration 1 hour

You touch the target and cause it to sprout legs and antennae, becoming a golden beetle with a tiny onyx death's head on its back. The target remains in this form for the duration, after which time it reverts to an ordinary gold coin.

Sacrifice You can use an action and expend a casting of this spell to cast the *sparkling shield* Technomancy spell.

GOLD BUG

Size 1/8 construct

Perception 15 (+5); truesight

Defense 15; **Health** 1; **Insanity** —; **Corruption** 0

Strength 5 (–5), **Agility** 15 (+5), **Intellect** 5 (–5), **Will** 11 (+1)

Speed 10

Immune damage from disease or poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

Turn Limited A gold bug can take only fast turns.

END OF THE ROUND

Gold Sense The gold bug waves its antennae in the air.

If an object made from gold is somewhere within long range, the gold bug knows it and moves toward the closest such location on its next turn.

ASSEMBLE WAR MACHINE

TECHNOMANCY UTILITY 5

Area A cube of open space originating from a point within long range
Duration 1 hour

A war machine worth no more than 100 gc appears in the area and remains for the duration or until it is destroyed.

ASSEMBLE BOMBARD

TECHNOMANCY UTILITY 6

Area A cube of open space originating from a point within long range
Duration 1 hour

A bombard or light cannon appears in the area and remains for the duration or until it is destroyed.

ASSEMBLE HEAVY CANNON

TECHNOMANCY UTILITY 7

Area A cube of open space originating from a point within long range
Duration 1 hour

A heavy cannon appears in the area and remains for the duration or until it is destroyed.

TELEPATHY

MADDENING SCREAMS

TELEPATHY ATTACK 1

Target One creature you can see within short range

You flood the target's mind with inhuman screams. Make an Intellect attack roll against the target's Will. On a success, the target gains 1d6 Insanity.

TRANSFORMATION

SLIPPERY EVASION

TRANSFORMATION UTILITY 1

Triggered You can cast this spell using a triggered action on your turn. You immediately remove the grabbed, immobilized, or slowed afflictions if they affect you, and then you move half your Speed.

BODY OF EYES

TRANSFORMATION UTILITY 2

Duration 1 hour

Eye-shaped spots appear all over your body and clothing and then open. For the duration, you make all Perception rolls with 2 boons and you cannot be surprised. During that time, you cannot avert your eyes to avoid any effect that relies on sight.

WATER

CLEANSE WATER

WATER UTILITY 0

Target All water inside a cube of space, 1 yard on each side, originating from a point you can reach

The target becomes clean and safe to drink. If you cast this spell on part of a larger body of water, the purified water mingles with the unpurified water after a few minutes.

INK CLOUD

WATER UTILITY 1

Requirement You must be underwater

Area A 10-yard cone originating from a point you can reach
Duration 1 minute (see effect)

Black ink spreads through the area to totally obscure it. The ink remains for the duration or until a strong current dissipates it.

WATERSTRIDE

WATER UTILITY 1

Target One creature you can reach
Duration 1 hour

You touch the target and, for the duration, it can move across liquid surfaces as if those surfaces were solid ground.

WISE OF THE DEEP

WATER ATTACK 4

Target Up to five creatures you can see within long range

Incredible pressure bears down on each target. Creatures that have the swimmer trait are immune to this spell. A target must make a Strength challenge roll with 1 bane. It takes 3d6 + 2 damage and becomes deafened and slowed for 1 hour on a failure, or just takes half the damage on a success. If the total of the target's roll is 0 or lower, the deafened affliction becomes permanent for that target.

The beast was small, the body maybe a foot long and the tail another foot, but Higgins underestimated its ferocity. It coiled around her ankle in the shallow water, digging its nails and sucker-like mouth into her flesh. When we finally pulled it free, several inches of skin came off with it.

WALL OF ICE

WATER UTILITY 4

Area A shapeable line, 10 yards long, 5 yards high, and 1 yard wide, originating from a point within long range
Duration 1 hour (see effect)

Ice fills the area and remains for 1 hour or until it melts. Any creature in the area when the ice appears must make an Agility challenge roll. A creature moves 1 yard to either side of the wall on a success, or takes 3d6 damage and becomes immobilized on a failure. At the end of each round, a creature immobilized by this spell takes 1d6 damage from the cold. Each 3-yard-long section of wall has Defense 5 and Health 15. If a section of the wall is destroyed, any creature immobilized by it removes the immobilized affliction.

In addition, at the end of each round until the spell ends, any creature within 5 yards of the wall must get a success on a Strength challenge roll or take 1d6 damage from the bitter cold it generates.

CONTROL WATER

WATER UTILITY 6

Target Water inside a cube of space, 100 yards on each side, originating from a point you can reach
Duration Concentration, up to 1 hour

You take control of all the water in the area and maintain control for the duration. Choose one of the following effects.

Divide the Waters You separate the waters in the area to create a line of open space 10 yards tall, 20 yards wide, and 100 yards long. Creatures in the area are moved with the waters to one side or the other (GM's choice). A creature can move from the area and into the waters and back again. When the spell ends, the water slowly flows back into the area until it completely fills the space.

Raise the Waters You raise the surface of the water inside the cube up to 20 yards until the spell ends. Waters raised in this way might cause flooding, wash away a bridge, or capsize a vessel floating on the surface at the GM's discretion.

Lower the Waters You lower the surface of the water inside the cube as much as 20 yards. If the area is inside a large body of water, this effect creates a whirlpool that lasts until the spell ends. Any vehicle floating on the surface is pulled into the whirlpool and takes 1d6 damage at the end of each round until it is destroyed. A pilot can keep the vehicle from being pulled into the whirlpool by getting a success on an Agility challenge roll with 3 banes.





CHAPTER 2: EQUIPMENT

In the years since Freeport made its uneasy peace with the mainland, the city has undergone a transformation, becoming a true mercantile hub for people all over Rûl. Part of the success comes from the fact that the city is neutral ground, far removed from the sites of petty disputes and old grudges that can sometimes make trade agreements a challenge. Freeport's marketplaces are crowded with folk from all over the known world and beyond.

The influx of people into the city also means the city sees a steady flow of goods, from the mundane to the magical. In bazaars and shops, in open-air markets and among the peddlers hawking their wares in the Docks, one can find practically anything for sale in the city—swords, pistols, alchemical goods, weird potions, forbidden items, rare incantations, and much more.

This chapter expands on the equipment options found in *Shadow of the Demon Lord*, the *Demon Lord's Companion*, and other supplements with new weapons, clothing, and unusual items one might find in Freeport. It also details ships and the war machines that are used to protect them and to combat them.

LORDS, SKULLS, AND PENNIES

The people of Freeport accept currency from just about any land, but the city does mint its own coins. Gold coins are called lords, silver coins are called skulls, and coins of copper or brass are called pennies. Coins from Freeport have the same values as those minted on the mainland, and so this book uses the same abbreviations for coins that are used in *Shadow*.

WEAPONS

Freeport's forges produce swords and axes, daggers and knives, and such weapons can be found for sale anywhere in the City of Adventure. Firearms are also widely available in the city, though they remain just as expensive here as they are in other lands. You can add the following weapons to those described in the main rulebook.

Belaying Pin: This weapon is a short wooden club used to tie off ropes on a ship.

Cutlass: The cutlass is a heavy, short-bladed slashing sword with a basket hilt. When you use an action to disarm with a cutlass, you make the attack roll with 1 boon. This entry updates the cutlass described in *Shadow*.

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

Harpy Pistol: The harpy pistol is a short-barreled pistol that uses a simple charge to lob a crude grenade (5 ss each). When a grenade impacts against a solid surface, it explodes in a 2-yard radius centered on the point of impact. The target struck takes 2d6 damage, as does everything in the area of the explosion. This damage also applies in case of a misfire. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

WET POWDER

Black powder exposed to water loses its utility. Firearms are useless underwater, and they also misfire or refuse to work even if they are merely splashed with water or dampened by humidity. Keeping one's powder dry is not always easy.

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

Out of water, a weapon that uses wet powder deals half damage, and its range is halved.

In water, the weapon deals one-quarter damage, and its range is reduced to one-quarter of normal.

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

WEAPONS

Item	Damage	Hands	Properties	Price	Availability
Belaying pin	1d3	Off	Basic melee weapon; Finesse, thrown, range (short)	2 cp	C
Cutlass	1d6 + 1	One	Military melee weapon; Finesse, special	2 gc	C
Gaff	1d3 + 1	Off	Basic melee weapon; Finesse	1 ss	C
Harpy pistol	2d6	One	Misfire, range (medium), reload, uses grenades	10 gc	E

WEAPON ENHANCEMENTS

The following items enhance weapons, either making them more effective or providing additional options for their use.

WEAPON ENHANCEMENTS

Item	Price	Availability
Aiming stock	4 gc	U
Rummer's modification	1 gc+	R
Spring-loaded bayonet	5 gc	R

Aiming Stock: An aiming stock looks like a two-pronged pitchfork. It is designed to steady a firearm by suppressing its recoil and thus give the weapon increased accuracy. You can use an action to jam an aiming stock into the ground and lay a rifle between its prongs. So long as you don't move from that spot, you make attack rolls with the weapon with 1 boon.

Rummer's Modification: First developed by rum smugglers in the Serpent's Teeth, the rummer's modification has since gained wider use, especially among adventuring types. A modified weapon has a hollow handle or shaft that can be filled with up to 6 ounces of liquid. You can uncork the container and drink 1 ounce of the contents (or apply 1 ounce of an oil) using an action. The rummer's modification can be applied to military melee weapons, heavy melee weapons, and rifles.

Spring-loaded Bayonet: A loaded rifle is a tremendous asset in a fight, but a rifle with no ammunition is actually a liability in melee combat. If a rifle is equipped with a spring-loaded bayonet, a quick flick of a release catch turns the empty weapon into a spear. The blade of the bayonet folds under the stock of the weapon and can be deployed as a minor activity or retracted using an action. You cannot fire the weapon while the bayonet is extended.

SPECIAL SUBSTANCES AND ITEMS

The following unusual substances and items can be found in Freeport.

SPECIAL SUBSTANCES AND ITEMS

Item	Price	Availability
Abyss dust	1 ss	E
Assassin's quill	50 gc	E
Atomizer	5 ss	R
Cadaver	5 ss+	Varies
Cadaver parts	Varies	Varies
Captain's grog (cask)	1 gc	R
Cockleshell suit	25 gc	R
Devil wicks	3 cp	U
Marching powder	1 ss	U
Master Hovith's tired liver tonic	5 ss	R
Salt draughts (10 doses)	5 ss	U
Ship's clock	100 gc	R
Snakeweed	1 cp	C
Tallowtack	5 cp	E

Abyss Dust: A rich gray powder made from the specially treated petals of the sunburst flower, abyss dust causes hallucinations in any who inhale it. Any living creature that inhales the powder must make a Strength challenge roll. On a failure, the creature becomes poisoned for 1 hour. While poisoned in this way, the creature experiences hallucinations that impose 1 bane on Perception challenge rolls. The dust also boosts confidence, granting the creature 3 boons on attack rolls made in social situations.

When the effect ends, the creature gains 1 Insanity. If a creature inhales this substance multiple times before completing a rest, it instead gains 1d3 Insanity on every exposure after the first one.

Abyss dust is addictive and imposes 1 bane on challenge rolls made to resist becoming addicted to it. In addition, each time you get a failure on the challenge roll to fight your addiction, you take a cumulative -1d6 penalty to Health. You remove the penalty when you feed your addiction or overcome your addiction.

Assassin's Quill: This item is fashioned from a feather plucked from a winged devil, the point of the quill saturated with a contact poison. The Captains' Council banned these relics from the city a decade ago, and the punishment for having one of these quills in one's possession is death.

Anything written on paper, vellum, parchment, or a similar material using an assassin's quill becomes poisonous. The next creature to touch the page other

ADDICTION

Each time you use an addictive substance, you are at risk of becoming addicted to it. You must make a Strength challenge roll the next time you complete a rest. Some drugs are more or less addictive than others, granting boons or imposing banes on attempts to avoid the addiction.

On a failure, you become addicted to the drug. If you complete a rest without having fed your addiction at least once during the previous day, you must make a Strength challenge roll with 1 bane plus 1 bane for each day you have gone without after the first. On a failure, you become fatigued. If you're already fatigued from your addiction, you increase the number of banes imposed by the fatigued affliction by 1. Five consecutive successes ends your addiction.

than the owner of the quill must get a success on a Strength challenge roll or take 3d6 damage and become poisoned for 1 minute. At the end of this time, the poisoned creature must make another Strength challenge roll. On a failure, it takes 3d6 extra damage. Once the quill's owner writes a page of text with it, the item cannot be used again until the owner completes a rest.

Atomizer: An atomizer sprays liquids from its reservoir outward in a fine mist to fill the air inside a cube of space, up to 1 yard on a side, originating from



a point you can reach. Using an atomizer is a minor activity. Although it is generally used for applying perfumes, enterprising types have figured out that it can also spray a single dose of a liquid potion or poison into a cube of space, 1 yard on a side. Any creature in the space is affected by the spray as if it had consumed the potion or poison.

Cadaver: For those who have use for such resources, dead human bodies are never in short supply. Cadavers can be obtained from the Crematorium, plucked from where they float in the Underside, or bought and sold in the Black Mark, a secret marketplace in Freeport run by the smuggler Dimetrios. Outside Freeport, bodies and their parts might be found anywhere illegal items are traded. Generally, a poor beggar's remains can be had for about 5 ss, since it is a low-risk, non-specific request. Corpses of nonhuman ancestries cost a bit more, with most going for at least 1-2 gc and elves costing as much as 10 gc. Special requests, such as the remains of a specific person, can cost as much as double the normal price. A humanoid skeleton, conversely, costs half as much as an intact (or mostly intact) cadaver.

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

Captain's Grog: Anyone who drinks a measure of captain's grog at least once a day for a week straight makes attack rolls in social situations with 1 bane and makes challenge rolls to resist being charmed, compelled, or frightened with 1 bane.

A cask holds enough grog to serve a typical crew for two weeks.

Cockleshell Suit: A piece of diving gear used by the Society of Lobstermen, a cockleshell suit has a heavy hose that pumps air into the helmet from a bellows on the surface, allowing the wearer to breathe underwater for as long as someone on the surface keeps pumping air into the helmet. The suit allows the wearer to descend to a depth of about 50 yards. The suit counts as medium armor, and anyone wearing one has Defense 14. The biggest liability of a cockleshell suit is the exposed air hose, which can be punctured or severed. The hose has Defense 5 and Health 5. A creature that attacks the hose with a weapon makes the attack roll with 1 bane.

Devil Wicks: The legendary pirate captain Black Jules was the first to use the technique of tying matches into his beard and hair before attacking ships at sea. The humble alchemist Hu Li has perfected devil wicks in their modern form. You can use an action to tie these slow-burning fuses to your hair



and beard. Lighting them counts as a minor activity. The fuses burn for 1 minute, giving off a hellish light and a swirl of fumes. While burning, they grant you 1 boon on attack rolls made to intimidate or threaten. When the fuses go out, you take 1 damage.

Marching Powder: A pale yellow dust sold in packets, marching powder helps users fight off fatigue. A creature that inhales the powder becomes immune to the fatigued affliction for 8 hours and makes Strength challenge rolls with 1 boon during that time. When the effects wear off, the creature takes 1d6 damage and becomes fatigued for 1d3 hours.

Each dose a creature takes beyond the first before completing a rest requires the creature to make a Strength challenge roll with 1 bane. On a failure, the creature takes 1d6 damage as the powder ravages its system, though the creature still benefits from taking the additional dose.

Master Hovith's Tired Liver Tonic: A foul mixture of kaffee, cheap wine, poppy extract, and a few mysterious ingredients, Master Hovith's tonic is said to be the ultimate cure for just about any ailment. In truth, it just leaves its users reeling.

A creature that drinks the tonic becomes poisoned for 1d6 + 3 hours. While poisoned in this way, the creature is slowed but takes half damage from all sources. When the creature removes the affliction, it must get a success on a Strength challenge roll or become fatigued for 1d6 + 3 hours.

Salt Draughts: A staple of sea voyages, salt draughts are often packed on board in firkins (each holding 10 doses). A creature that swallows this vile concoction gains its benefits for 24 hours. The creature makes challenge rolls to resist ingested poisons with 3 boons and treats any liquid consumed as if it were fresh water.

Ship's Clock: These devices have been carried by ships at sea ever since their introduction from a distant land. A ship's clock in its common form is a simple mantelpiece with workings that move to display the current hour, month, and phase of the moon, though the accuracy of the most primitive models is often poor.

Snakeweed: The drug known as snakeweed is nothing more than the dried petals of a sunburst flower. A creature who smokes the substance becomes poisoned for 1d3 hours. While poisoned in this way, the creature makes Will challenge rolls with 2 boons. When the creature removes the poisoned affliction, it must get a success on a Will challenge roll or gain 1 Insanity.

Snakeweed is mildly addictive and grants 2 boons on challenge rolls made to resist becoming addicted to it.

Tallowtack: This alchemical mixture is highly prized by thieves, spies, and politicians. Tallowtack has two functions. When applied to solid wax, the substance renders the wax into the consistency of soft leather, making a seal that can be easily removed from a surface without breaking it. When mixed with melted wax, tallowtack forms a fast-setting adhesive. Spies and forgers use tallowtack to remove a seal from a document and to reattach the seal when they have examined the document's contents.

IMPLEMENTS

Freeport's markets offer oddities from all over the world. Among the most prized and valuable are those that have been carried to the city from faraway places.

TRINKETS

Trinket	Price
Abacus of rapid calculation	30 gc
Armillary sphere	600 gc
Bos'n's whistle of piping	30 gc

Abacus of Rapid Calculation: This small counting device has a rectangular wooden frame that holds a series of parallel brass wires, each strung with beads carved from semiprecious gemstones. If you make this device your implement, you can call upon its power after you complete a rest. Whenever you cast a spell that affects just one creature, you can use a triggered action to affect a second creature within range. You can use this device a number of times equal to your Power score, and you replenish your uses when you complete a rest.



Armillary Sphere: A veritable masterpiece of engineering, this device stands 30 inches tall and is formed from a number of interlocking rings that represent the rotation of the heavenly bodies.

If you make this device your implement, you count as if you had discovered the Teleportation tradition for the purpose of learning new spells. In addition, you increase the number of castings for rank 0 and rank 1 Teleportation spells you have learned by one.

Bos'n's Whistle of Piping: This silver boatswain's whistle functions as a normal musical instrument of its kind. If you make this device your implement, it grants you 1 boon on challenge rolls made to play music on it and to entertain crowds. In addition, you can use an action and expend the casting of a rank 1 or higher Song spell you have learned to grant one creature within medium range that can hear you 1 boon on Strength and Agility challenge rolls for a number of rounds equal to the rank of the spell you expended.

SERVICES

Sometimes the best way to accomplish something or to solve a problem is to hire someone else to take care of it for you. The following services are available in Freeport and most other cities.

SERVICES

Service	Price
Docking fees	Varies
Doctor	1 ss
Guide or urchin	1 cp per hour
Messenger	
Same district	2 cp
One district over	4 cp
Three or more districts away	1 ss
Through Scurvytown	5 cp+
Through Bloodsalt	1 gc+
Prostitute	
Cheap	1 cp per hour
Common	1 ss per hour
Fine	1 gc per hour
Rickshaw ride	
Same district	5 cp
One district over	1 ss
Three or more districts away	2 ss
Through Scurvytown	5 cp+
Through Bloodsalt	5 gc+
Ship's passage	1 ss per league

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 (5 cp per yard of the vessel's length per day), the Warehouse District and the Docks (1 cp per yard), or Scurvytown (5 bits per yard). In addition, the fees may vary depending on the season. Paying docking fees keeps one's ship from being hauled off by authorities and might provide some security for the vessel (anywhere but in Scurvytown).

Doctor: Doctors provide healing and surgical services to those in need. When a character enlists the aid of a doctor, the GM secretly rolls a d6. On a 1, the creature must get a success on a Strength challenge roll after visiting the doctor or become diseased for 1d6 days. On a 2–5, the creature heals damage equal to its healing rate. On a 6, the creature heals damage equal to its healing rate and removes the diseased, fatigued, or poisoned affliction from itself.

Guide or Urchin: Newcomers to Freeport can find the services of a guide or an urchin to be indispensable. Such characters can, for a fee, lead visitors to a named destination and usually by a direct and safe route.

Messenger: All over the city, messengers can be hired to convey information and small parcels from one place to another. Most messengers travel on foot, while a few are mounted; the latter generally charge a small premium for their services.

Prostitute: Men and women of a variety of ancestries offer their services to those who seek

companionship. The difference in quality describes the attractiveness, cleanliness, and skill of the companion.

Rickshaw Ride: A rickshaw, a cart drawn by a person or a creature, can carry up to two Size 1 or smaller creatures. A rickshaw moves as fast as the creature pulling it can walk.

Ship's Passage: Most ships do not specialize in carrying passengers, but many can take a few along when transporting cargo. The given price is doubled for creatures larger than Size 1 and for dangerous creatures or those that are difficult to handle, such as tigers, elephants, oozes, and most monsters—if these creatures are even permitted aboard.

VESSELS

Ships of all sizes sail in and out of Freeport constantly. Vessels common to the lands of Rûl are listed on the following table. Rules for using vessels in combat can be found in chapter 3.

VESSELS

Vessel	Price	Availability
Barge	300 gc	C
Caravel	500 gc	U
Cog	300 gc	U
Dromond	1,250 gc	R
Galleon	1,500 gc	U
Greatship	3,000 gc	E
Keelboat	150 gc	C
Launch	25 gc	C
Longship	500 gc	U
Pinnace	225 gc	U
Rowboat	5 gc	C
Trireme	600 gc	U

WAR MACHINES

No stranger to war, Freeport has had to defend itself from slavers, pirates, and warships launched by hostile nations on the mainland. The following weapons, not exclusive to Freeport, are used on ships to defend against attacking vessels or to bombard the mainland. Rules for using war machines can be found in chapter 3.

WAR MACHINES

Vessel	Price	Availability
Ballista	50 gc	U
Bombard	600 gc	R
Cannon, light	500 gc	E
Cannon, heavy	1,000 gc	E
Catapult	75 gc	U
Swivel gun	100 gc	E



CHAPTER 3: FREEPORT ADVENTURES

The first two chapters of this book are aimed at players, providing new ancestries, paths, spells, gear, and other game elements. This chapter and everything that comes after it are for you, the Game Master.

The book assumes that you will start with the city as presented in *The Pirate's Guide to Freeport* or another sourcebook and adapt it for use in the world presented in *Shadow of the Demon Lord*.

You might also decide to leave the world of Urth behind and use *Shadow's* rules to explore Freeport and whatever world in which you set it. Doing so requires little adjustment other than the advice covered in chapter 1 already.

While you will find information about the city in these pages, you will also find new material useful for any game that uses *Shadow* as your rules set. In this chapter are guidelines for conducting sea voyages, underwater exploration, naval battles, and a host of new relics drawn from the pages of Freeport's greatest supplements. Even if you're not planning to use the City of Adventure in your *Shadow of the Demon Lord* game, the material here greatly expands on what you can do with your game and opens up more opportunities for the characters to explore.

AQUATIC ADVENTURES

In and around a city that sprawls across an island, opportunities for aquatic adventures abound.

Whether characters are diving for treasure or struggling to survive after being washed overboard, the sea is a constant source of peril. The following rules elaborate upon those found in *Shadow* to help you resolve challenges that might crop up when characters explore and fight in an underwater environment.

SWIMMING

Characters can move through water, and anything else with water-like viscosity, by wading or swimming. Moving through a liquid, whether swimming or wading, counts as moving across difficult terrain.

Challenge Rolls: In rough water, during combat, or at other times when you choose, you can call for a creature to make a Strength challenge roll to see if it can swim. On a success, the creature swims normally. On a failure, the creature makes no progress, and if the total of the roll is 0 or lower, the creature instead sinks 1d3 yards. You can grant boons or impose banes based on the circumstances in which a creature attempts to

swim. For example, you might impose 1 bane on a roll if a creature tries to swim while loaded down with a heavy pack or while a severe storm rages all around.

Visibility Underwater: Whether features in the immediate vicinity can be seen in an underwater environment depends on the illumination conditions on the surface and if there is an underwater light source in the area. Typically, light above the surface extends 10 yards beneath the surface and is bright enough for characters to see out to about 20 yards. Beyond that distance, any area underwater counts as shadows. Silt, debris, bubbles, kelp, and more can partially, heavily, or totally obscure these areas at your discretion.

Depth and Pressure: The deeper one travels underwater, the greater the water pressure becomes. A creature without the aquatic descriptor can safely descend as deep as 20 yards. If such a creature descends below its safe limit, it must make a Strength challenge roll and repeat the roll at the end of each minute. On a failure, the creature takes 1d6 damage. A creature that has the aquatic descriptor can descend to any depth.

Hypothermia: Creatures without the swimmer trait are at risk of suffering the effects of exposure (see *Shadow*, page 201) when submerged in water with a temperature of 70 degrees or colder. A creature can safely spend up to 4 hours in water of 61 to 70 degrees, up to 2 hours in water of 51 to 60 degrees, up to 1 hour in water of 41 to 50 degrees, and up to 30 minutes in water of 32 to 40 degrees. At any temperature lower than 32 degrees, a creature can safely spend only 1 minute in the water before suffering the effects of exposure.

Once the indicated amount of time has elapsed, a creature must make the roll to resist the effects of exposure. That roll is repeated at the end of each similar unit of time the creature spends in the water. For example, a creature immersed in 55-degree water makes its first roll after 2 hours, then must make another roll after every additional 2 hours of immersion.

HOLDING BREATH AND DROWNING

A creature can hold its breath for a number of minutes equal to one-quarter of its Strength score. If no source of air is available when a creature stops holding its breath, the creature must get a success on a Strength challenge roll or take a -2d6 penalty to Health. It must repeat the roll at the end of each round thereafter, with 1 bane for every round it has gone without air. The penalty to Health worsens by 1d6 on each failure—until either the creature's Health drops to 0, at which point it dies, or the creature spends a few minutes breathing clean air, after which the penalty disappears.

If a creature that is holding its breath underwater takes damage or gets a failure on a Strength challenge roll, it must immediately make a Will challenge roll. Banes that applied to the Strength challenge roll apply to this roll as well. On a failure, the creature stops holding its breath and inhales water. The

creature becomes dazed and takes 1d6 damage. At the end of each round, the creature takes 1d6 extra damage until it dies. If the creature gets to a place where it could breathe, it or another creature can use an action to force the water out of the creature's lungs so it can start breathing again.

FALLING AND DIVING

A creature that falls into a body of water or some other liquid is at risk of taking damage upon impact, depending on the height from which it fell (see the Falling Damage table in *Shadow*, page 38).

Diving: A creature can attempt to dive into a body of liquid by making an Agility challenge roll, with 1 bane for each die of damage it would normally take according to the distance of its fall onto the liquid surface. On a success, the creature dives into the water smoothly and takes no damage. On a failure, the creature takes half the normal damage from the fall, or the full damage (as given on the table) if the total of the roll was 0 or lower.

A creature that dives into a body of water descends to a depth equal to half the distance of the fall. A creature that falls into the water without diving descends to a depth equal to one-quarter of the distance fallen. If a falling or diving creature strikes a solid surface under the water while in motion, the creature takes damage as if it had impacted a solid surface.

SHIPS AND SEA VOYAGES

Freeport is one of the greatest maritime cities in the known world, and its ports witness the comings and goings of ships from all across Rûl and beyond. Whether the player characters set sail to reach Freeport or use the city as a base of operations for voyages to places beyond the map's edge, ships provide a way for adventurers to see new vistas, explore new lands, and brave new dangers.

SHIPS

One can find ships of all designs and styles in the ports of all the great maritime cities. The ships presented here represent the most common vessels available in the game.

STATISTICS

Ships use statistics boxes to organize their information for use in play. Each statistics box provides the following information.

Size: The ship's Size.

Objects: Ships are subject to all the rules concerning objects as described in the main rulebook. Unless a ship is under the control of a pilot or a captain, it is typically inert.

Defense: The ship's Defense. If a captain or a pilot controls the ship, the ship's Defense is equal to the ship's Agility score.

Health: The ship's Health.

Attributes: The ship's attribute scores and modifiers. If a captain or a pilot controls the ship, the ship's Agility is equal to half the pilot's Agility score.

Space: Space describes a ship's overall dimensions in yards, its width × its length at the widest point of its keel.

Draft: The minimum depth of water in yards required for a ship to float or to avoid running aground.

Speed: The vessel's typical maximum Speed. A ship might be propelled by oars, sails, or either one.

Crew: Each ship's Crew entry has three numbers. The second number is the number of crewmembers needed to dependably control the ship. The first number is the maximum number of crewmembers the ship can hold; having extra crew allows crewmembers to work in shifts rather than round the clock. The third number is the minimum number of crewmembers needed to operate the vessel. If a ship's crew is less than the second number but at least the third number, the pilot makes challenge rolls to control the ship with 1 bane. If a ship has fewer crew than the minimum required, it becomes uncontrolled.

See "Sailors" in chapter 4 for statistics that represent typical crewmembers.

Passengers: In addition to the crew, a ship might be able to carry some number of passengers. The given number assumes that all passengers are Size 1 creatures; thus, two Size 1/2 creatures would count as one passenger, while a Size 3 creature would count as three passengers.

Cargo: This entry gives the amount of cargo a ship can carry, expressed as the total of the Sizes of the objects that make up the cargo. A ship that has cargo 6 can hold six Size 1 objects, two Size 3 objects, or any other combination of items whose total Size is 6 or smaller.

Seaworthiness: A ship's stability and durability is expressed as a number of boons or banes, which the pilot applies to rolls made to keep the ship under control.

Maneuverability: A ship's maneuverability is represented as a number of boons or banes, which the pilot applies to rolls made to direct the ship in combat (see Ship Maneuvers, below).

Immune: All ships are unaffected by afflictions and certain kinds of attacks.

COMMON SHIPS

BARGE

Size 6 object (vehicle)

Defense 5; **Health** 60
Strength 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —
Space 4 × 8; **Draft** 2
Speed 3 (oars)
Crew 4/3/2

Passengers 2

Cargo 10

Seaworthiness 2 banes

Maneuverability 3 banes

Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

CARAVEL

Size 15 object (vehicle)

Defense 5; **Health** 250
Strength 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —
Space 7 × 25; **Draft** 3
Speed 18 (sails)
Crew 40/20/10
Passengers 20
Cargo 80
Seaworthiness 2 boons
Maneuverability 1 bane
Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

COG

Size 15 object (vehicle)

Defense 5; **Health** 200
Strength 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —
Space 7 × 22; **Draft** 3
Speed 12 (sails)
Crew 20/8/4
Passengers 5
Cargo 60
Seaworthiness 1 boon
Maneuverability 2 banes
Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

DROMOND

Size 30 object (vehicle)

Defense 5; **Health** 300
Strength 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —
Space 7 × 60; **Draft** 4
Speed 12 (sails) or 18 (oars)
Crew 200/85/30
Passengers 160
Cargo —
Seaworthiness 1 bane
Maneuverability 1 bane
Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

GALLEON

Size 25 object (vehicle)

Defense 5; **Health** 250
Strength 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —
Space 7 × 45; **Draft** 4
Speed 9 (sails) or 12 (oars)
Crew 100/40/10
Passengers 20
Cargo 100
Seaworthiness 3 boons
Maneuverability 2 banes
Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

GREATSHIP

Size 35 object (vehicle)

Defense 5; **Health** 350
Strength 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —
Space 10 × 60; **Draft** 5
Speed 15 (sails)
Crew 100/40/20
Passengers 40
Cargo 35
Seaworthiness 3 boons
Maneuverability 2 banes
Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

KEELBOAT

Size 4 object (vehicle)

Defense 5; **Health** 40
Strength 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —
Space 2 × 7; **Draft** 1/2
Speed 6 (sails) or 6 (oars)
Crew 1/1/1
Passengers 6
Cargo 4
Seaworthiness 1 bane
Maneuverability —
Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

LAUNCH

Size 4 object (vehicle)

Defense 5; **Health** 40
Strength 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —
Space 2 × 7; **Draft** 1/2
Speed 6 (oars)
Crew 1/1/1
Passengers 8
Cargo 2
Seaworthiness 1 bane
Maneuverability —
Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

LONGSHIP

Size 15 object (vehicle)

Defense 5; **Health** 150
Strength 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —
Space 5 × 25; **Draft** 2
Speed 9 (sails) or 12 (oars)
Crew 50/40/16
Passengers 150
Cargo 15
Seaworthiness 1 boon
Maneuverability 2 boons
Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

PINNANCE

Size 8 object (vehicle)

Defense 5; **Health** 250
Strength 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —
Space 4 × 12; **Draft** 3
Speed 18 (sails) or 3 (oars)
Crew 16/8/4

Passengers 6

Cargo 10

Seaworthiness 1 boon

Maneuverability 1 bane

Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

ROWBOAT

Size 3 object (vehicle)

Defense 5; Health 30

Strength 0 (-10), Agility 0 (-10), Intellect —, Will —

Space 2 × 5; Draft 1/2

Speed 6 (oars)

Crew 1/1/1

Passengers 3

Cargo 1

Seaworthiness 2 banes

Maneuverability 2 boons

Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

TRIEME

Size 25 object (vehicle)

Defense 5; Health 250

Strength 0 (-10), Agility 0 (-10), Intellect —, Will —

Space 5 × 45; Draft 2

Speed 9 (sails) or 12 (oars)

Crew 170/120/70

Passengers —

Cargo —

Seaworthiness 1 bane

Maneuverability —

Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls



PILOTS AND CAPTAINS

Every ship requires a pilot to control the vehicle or a captain to coordinate the efforts of the crew, which controls the ship's movement and performs other activities as instructed. Smaller vessels such as rowboats need only a pilot, while larger vessels such as triremes and galleons require a captain. To captain a ship, a character must have an appropriate profession (sailor, boatman, ferryman, pirate, fisher, whaler, or something similar).

A ship controlled by a pilot replaces its Agility with half the pilot's Agility score. A ship controlled by a captain replaces its Agility with half the captain's Intellect score or Will score. In both cases, the ship's Defense when it is piloted equals its Agility score (minimum 5).

NAUTICAL MOVEMENT

Ships move by being rowed with oars or by filling their sails with wind.

ROWING

Ships that list oars in their Speed entries can move at the indicated Speed by being rowed. On smaller vessels, the pilot uses an action to pull the oars, while larger vessels require each member of the crew to use an action to pull the oars under the direction of the captain. A creature can typically row for a number of consecutive hours equal to $1 +$ its Strength modifier (minimum 1 hour). At the end of that time, and again after each additional hour of continuous rowing, the creature must make a Strength challenge roll. On a failure, the creature becomes fatigued until it completes a rest. If the creature was already fatigued, it takes a $-1d6$ penalty to Health. A fatigued creature adds $1d6$ to this penalty for each subsequent failure. This penalty remains until the creature removes the fatigued affliction.

Current: The direction in which the water flows can make rowing harder or easier, depending on whether the vessel moves with or against the current. Rowing with a fast-flowing current can increase a ship's maximum Speed by half, while rowing against the current might reduce or even halve the ship's maximum Speed at your discretion.

Forced Rowing: A captain can goad the crew to push harder and thus move the vessel faster. The captain must make a Will attack roll against the crew's Will. On a success, the captain increases the ship's Speed by $1d6$ for 1 hour. At the end of that hour, members of the crew make challenge rolls to resist the effects of continuous rowing with 1 bane. On a failure, the captain cannot try to goad the crew again until after the captain completes a rest.

SAILING

Ships that list sails in their Speed entries can move at the indicated Speed by using wind for propulsion. While favorable winds can take days off a journey, unfavorable winds can add time and even strand a ship for days until the winds returns. Controlling a sailing vessel requires the pilot (for small sailboats) or the crew to use an action, or a triggered action, each round to tend to the vessel, which includes manipulating sails, checking rigging, and doing all the other tasks required to keep the ship heading in the right direction.

A ship with Speed given for both oars and sails can use one or the other propulsion method, but not both at the same time. Changing from one method to the other takes $1d6$ minutes.

Inspiring the Crew: A captain can attempt to inspire the crew by shouting words of encouragement and taking part in the effort to direct the ship. If the captain gets a success on a Will challenge roll, increase the ship's base Speed by $1d6$ for 1 hour. On a failure, the captain cannot try again for 1 hour.

SEASICKNESS

A common plight faced by people unaccustomed to sea travel, seasickness can lay low even the mightiest champion. Sometime after a creature boards a vessel that floats on a liquid surface, usually 1 hour or so, the creature must make a Will challenge roll. A creature that has a nautical profession gets an automatic success. You might grant boons for calm conditions or banes for stormy ones. A creature becomes immune to seasickness for the duration of the journey on a success. On a failure, the creature becomes dazed. While dazed from seasickness, the creature is also impaired. Each time a creature completes a rest, it can repeat the challenge roll and removes the dazed affliction on a success. Or, if the creature moves onto a solid, stationary surface and remains there for at least 1 hour, it also removes the affliction.

WIND STRENGTH AND DIRECTION

A sailing ship's movement depends on wind strength and direction. The Sailing Speed by Wind table shows how much a ship's Speed increases or decreases based on the wind strength and the direction the ship is moving relative to the direction the wind is blowing. A ship can move against the wind, at an angle across the wind's path, or with the wind. For example, a galleon has Speed 9. If it sails against a moderate wind, its Speed is 3. If it sails with a moderate wind, its Speed becomes 15. If it sails across a moderate wind, its Speed is 12.

If a modifier would reduce the ship's Speed to 0, the ship can move only if it is rowed.

SAILING SPEED BY WIND

Wind Strength	Direction	Speed Modifier
Calm	With	*
	Across	*
	Against	*
Light	With	+3
	Across	0
	Against	-3
Moderate	With	+6
	Across	+3
	Against	-6
Strong	With	+12
	Across	+9
	Against	*
Severe	With	+12
	Across	+9
	Against	+3**

*The ship must be rowed.

**The ship moves in the direction the wind is blowing.

Severe Weather: A result of severe wind strength indicates gale force winds or a storm. Severe weather typically lasts for 1d3 days, so your next roll for wind strength comes after this time instead of after 1 day. A ship sailing across the direction of severe winds is at risk of being blown off course. The captain must make an Intellect challenge roll. On a success, the ship maintains its course; on a failure, it is moved off course toward the direction the wind is blowing.

In severe weather, you might call for a pilot or a captain to make an Intellect challenge roll to avoid a mishap (see the Mishaps table, below). Boons or banes from the ship's seaworthiness apply. On a success, the ship is unharmed. On a failure, the ship takes 5d6 damage. If the total of the roll is 0 or lower, the ship takes damage equal to its Health and sinks. See "Damaging Ships" for more information.

Random Wind Strength: You can use the Random Wind Strength table to determine the strength of the wind when the voyage starts. Roll 2d6 and find the result on the table. The table also shows what die or dice you roll for the next day's wind strength. Continue in this way for each day of the voyage.

For example, if you roll an 8, the wind is moderate during the first day, and you would roll 1d6 + 2d3 to determine the strength of the wind during the next day. If you get a 10, the next day brings strong winds, and to determine the wind strength for the next day after, you roll 1d6 + 6.

WIND STRENGTH

2d6	Strength	Next Roll
2	Calm	1d3 + 1
3	Calm	1d6 + 1
4	Light	2d3 + 1
5	Light	2d6 + 2
6	Light	2d6
7	Moderate	2d6
8	Moderate	1d6 + 2d3
9	Strong	1d6 + 2d3
10	Strong	1d6 + 6
11	Severe	1d6 + 6*
12	Severe	2d6*

*See Severe Weather for details.

Random Wind Direction: Generally, prevailing winds in the northern half of the world blow north to northwest, while prevailing winds in the southern hemisphere blow east and south. If you want to account for variations from the norm, you can roll 2d6 and consult the Wind Direction table to determine the direction the wind is blowing at any given time. If you do so, the wind blows in the indicated direction for 1d3 days before changing.

WIND DIRECTION

2d6	Spring or Summer	Fall or Winter*
2	East	South
3	Southeast	Southeast
4	Southeast	East
5	South	Northeast
6	Southwest	Northeast
7	Southwest	North
8	West	Northwest
9	Northwest	Northwest
10	North	West
11	Northeast	Southwest
12	East	South

The seasonal terms apply to locations in the northern hemisphere. Transpose the column headings for locations in the southern hemisphere.

PRECIPITATION

You can use the Random Precipitation table to determine the overall weather conditions. Roll a d6 to determine the precipitation at the start of a voyage, and roll again every 1d3 days afterward. Rain, in freezing temperatures, becomes snow and sleet.

RANDOM PRECIPITATION

—Precipitation by Wind Strength—					
1d6	Calm	Light	Moderate	Strong	Severe
1	Fog	Fog	Clear	Clear	Clear
2	Fog	Clear	Clear	Clear	Rain
3	Clear	Clear	Clear	Rain	Rain
4	Clear	Clear	Rain	Rain	Storm*
5	Rain	Rain	Rain	Rain	Storm*
6	Rain	Rain	Rain	Storm*	Storm*

*Add 6 to rolls on the Wind Strength table.

Rain (or snow or sleet) imposes 1 bane on challenge rolls made to control a ship. In addition, the falling precipitation partially obscures the area within medium range of a creature and totally obscures the area beyond that distance.

Fog partially obscures the area within medium range of a creature and totally obscures the area beyond that distance.

A storm causes the sea to become rough and lashes everything on the surface with precipitation and wind. If a storm breaks out, treat it as severe weather regardless of wind strength.

SPOTTING DISTANCE

In the mostly featureless terrain of the ocean, those aboard a ship can see all the way to the distant horizon in the right conditions. The Spotting Distance table shows the maximum distance, in yards, at which creatures can spot ships and nearby land features based on the current visibility conditions. The Object column indicates the maximum distance at which a creature can spot something. The Shape column is the maximum distance at which one can make out the general shape of the object spotted—such as an island, another ship, or a kraken. Further detail is possible at your discretion, depending on the size and nature of the object spotted.

SPOTTING DISTANCE

Condition	Object	Shape
Clear	2,000	1,500
Fog	100	50
Night, full moon	200	100
Night, moonless	100	50
Rain	10	10
Twilight	500	300

UNCONTROLLED SHIPS

A ship becomes uncontrolled if it has no captain or pilot, or if the number of crewmembers is less than the minimum required. If such a ship is wind-powered, it continues moving in the same direction it was headed and at the same Speed, though brisk winds or turbulent waters can alter its course as you decide. If the ship was being propelled against the wind, it will gradually slow down until it stops and then begins to move with the wind.

An oar-powered ship moves its current Speed in the direction it was traveling at the end of the round in which it became uncontrolled, and then its Speed slows by 1d6 yards (minimum 0). You can alter the direction of travel if circumstances merit such a change. Similarly, a strong current can allow a ship to continue moving even when it is not controlled.

DAMAGING SHIPS

Severe weather, spells, war machines, and monsters can damage a ship. A ship can take some amount of damage and remain seaworthy, but if it takes too much damage, it can be scuttled or even sink.

Crew: When a ship takes any damage, any creature within 1 yard of the spot where the ship was struck must get a success on an Agility challenge roll or take half the damage. To account for the effect of the attack against crewmembers, assume that 5 to 10 percent of the crew is in the affected area.

Scuttled Ships: A ship becomes scuttled when its damage total equals half its Health. A scuttled ship has its Speed halved and adds 2 banes to its seaworthiness and its maneuverability. If it is not repaired, the ship will sink in 1d6 + 3 days.

Destroying a Ship: If a ship's damage total equals its Health or if a ship's Health is reduced to 0, the ship begins to sink. The pilot or captain must make an Intellect challenge roll, applying boons or banes from the ship's seaworthiness to the roll. On a success, the ship sinks at the end of a number of minutes equal to its Size. On a failure, the ship sinks immediately.

At the end of each minute while a ship is sinking, each creature on the ship must make an Agility challenge roll, applying boons or banes from seaworthiness to the roll. On a failure, the creature takes 1d6 damage from sliding debris.

Any creature on the ship when it sinks must get a success on an Agility challenge roll with 2 banes or be dragged under, tangled in debris, and take damage equal to its Health. A creature that gets a success on this roll still has to swim to escape the ship and might be forced to make Strength challenge rolls to do so.

RUNNING AGROUND

A ship is at risk of running aground if it moves into water of a depth less than the ship's draft, or if it is moored in a location close to shore when the tide goes out. A ship might be grounded intentionally or be run aground by severe weather. When a ship goes to ground for a reason beyond the control of its pilot or captain, the ship takes 3d6 damage and cannot be sailed or rowed until it is moved back into deeper waters. If a ship runs aground on rocks or a coral reef, the ship takes 1d6 damage each hour it remains there until it sinks.

SEA VOYAGES

Voyages on the water can be as important or as unimportant as you want. You might describe a ship's time at sea in a few sentences, highlighting the most important events, or you might play out key scenes to see what the characters do when presented with challenges.

TRAVEL TIMES

The Pirate Isles lie about 300 miles from the shores of the Confederacy of Nine Cities, a bit over 600 miles from the Freeholds of Nar, and about 1,500 miles from Blötland. A galleon sailing with a moderate wind could reach Freeport from the Nine Cities in about four days, in about eight days from the Freeholds, or in about twenty days from Blötland.

DISTANCE TRAVELED

The Speed and Distance table shows how far a ship can move in a given amount of time based on its present Speed. (Speeds greater than 18 are given to account for increases from a favorable wind or a favorable current.)

SPEED AND DISTANCE

Speed	Yards per Round	Yards per Minute	Miles per Hour	Miles per Day
3	3	18	1/2	12
6	6	36	1-1/4	30
9	9	54	2	48
12	12	72	2-1/2	60
15	15	90	3	72
18	18	108	3-1/2	84
21	21	126	4	96
24	24	144	5	120
27	27	162	5-1/2	132
30	30	180	6	144
33	33	198	7	168
36	36	216	7-1/2	180

RANDOM VOYAGE EVENTS

Rather than focus on the events of a voyage day by day, you can roll on the following table once every 1d6 days to determine what, if anything happens.

RANDOM VOYAGE EVENTS

3d6	Event
3	The ship sailed into doldrums and lost 1d6 days of travel time.
4	The crewmembers spot an albatross. Everyone on board the ship makes challenge rolls with 1 boon for the remainder of the voyage.
5	Dolphins or whales are spotted, which raises the crew's morale for 1d3 days, granting 1 boon on challenge rolls made by the crew.
6	Disease breaks out on the ship, or food spoils. One-quarter of the crew is lost to illness or malnutrition.
7-9	Unfavorable winds halve the distance the ship travels.
10-12	The voyage during this time is uneventful.
13-15	Favorable winds double the distance the ship travels.
16-17	The ship became lost and traveled in a direction of the GM's choosing for the duration.
18	A storm strikes, and the ship takes 5d6 damage. The pilot or captain can make a challenge roll (with boons and banes from seaworthiness) and halves the damage on a success.

SHIP-TO-SHIP COMBAT

Pirates, privateers, sailors from an enemy nation, or mad cultists wreaking havoc on the high seas can make an ordinary ocean voyage exciting and, most likely, dangerous. Distance, speed, and other factors can make ship-to-ship combat more complex than ordinary combat.

Of course, ships and their occupants are vulnerable to the effects of spells, relics, and talents that could resolve an episode of ship-to-ship combat in short order. Especially powerful spells can effectively end a battle before it begins by utterly destroying enemy ships, summoning storms, or bringing forth creatures that feast on enemy crews. Assuming such resources are not brought to bear, use the following rules when ships come into conflict with one another.

STARTING DISTANCE

Before the first round of combat begins, you set the stage by establishing the starting positions of each ship to be involved in the combat. Refer to the Spotting Distances table to gauge suitable distances.

ROUNDS AND TURNS

Combat involving ships unfolds in rounds, as does any other combat. Ship-to-ship combat, however, makes no distinction between fast turns and slow turns. Instead, the player characters, along with the ship or ships they are on, go first. Then, creatures and

ships you control go next. After that, you resolve the end of the round and proceed with the next round until the combat ends.

On each ship, the captain or pilot along with any active crewmembers use their actions to control the ship. Creatures not involved in controlling the ship can move and use actions to perform other activities.

SHIP MANEUVERS

During each round of combat, each captain or pilot chooses one maneuver from the following choices: flee, pursue, or ram.

Each time a captain performs a maneuver, the captain makes an Intellect attack roll against the Intellect of the opposing captain. Boons and banes from the ship's maneuverability apply to this roll. The result of the roll determines what happens on that attempt.

FLEE

Fleeing is an attempt to increase the distance between one ship and another.

20 or higher: The fleeing ship moves its Speed + 3 away from the other ship.

Success: The ship moves its Speed away from the other ship.

Failure: The ship moves half its Speed away from the other ship.

0 or lower: The ship moves one-quarter its Speed away from the other ship and suffers a mishap. Roll on the Mishaps table.

PURSUE

Pursuing is an attempt to decrease the distance between one ship and another.

20 or higher: The pursuing ship moves its Speed + 3 toward the other ship.

Success: The ship moves its Speed toward the other ship.

Failure: The ship moves half its Speed toward the other ship.

0 or lower: The ship moves one-quarter its Speed toward the other ship and suffers a mishap. Roll on the Mishaps table.

RAM

Ramming is an attempt to crash one ship into another. This maneuver is possible only if the ship could move into the other's ship's space on its current turn. See "Crashes" for more information on what happens.

20 or higher: The ramming ship crashes into the other ship and deals 3d6 extra damage.

Success: The ship crashes into the other ship.

Failure: The ship misses the other ship.

0 or lower: The ship misses the other ship and suffers a mishap. Roll on the Mishaps table.

CRASHES

A crash occurs when a ship collides with an object such as a pier, an iceberg, or another ship.

If the ship collides with an immovable object, the ship stops moving. Both the object and the ship take damage equal to half the ship's Health.

If a ship collides with an object that was moving across its path, both the ship and the object continue moving at half the Speed they were traveling before the crash. Both the ship and the object take damage equal to half the ship's Health.

If the ship collides with an object that was moving toward it, both the ship and the object stop moving. Add half the ship's Health to half the Health of the object and deal the total as damage to both the ship and the object struck.

PASSENGERS AND OCCUPANTS

Any creature on the object struck or the ship takes half the damage taken by the ship. A creature that gets a success on an Agility challenge roll reduces the damage taken by half.

MISHAPS

A mishap might result from an attack roll made to perform a maneuver or from the effects of severe weather.

MISHAPS

3d6	Mishap
3-5	The ship takes 4d6 damage and becomes uncontrolled for 1d3 rounds.
6-8	The ship lists at the end of the round, moving 1d20 yards in a direction the GM chooses. The ship becomes uncontrolled for 1d3 rounds.
9-12	The ship takes 2d6 damage and becomes uncontrolled for 1d3 rounds.
13-15	The ship rocks from side to side. Each creature standing on the ship's deck must get a success on an Agility challenge roll or fall prone.
16-17	Waves surge over the side of the ship. Each creature standing on the ship's deck must get a success on a Strength challenge roll with 1 bane or fall prone. If the total of the roll is 0 or lower, the creature is also washed overboard.
18	The ship tips and capsizes. It immediately begins sinking.

SPECIAL SITUATIONS

Here are a few guidelines for handling special situations that involve vehicles.

Boarding a Moving Ship: You determine if boarding a moving ship is possible. If the vessel is moving slowly enough, a creature might be able to grab the ship first and then climb onto it. You might also allow a creature to jump onto a moving ship with a success on an Agility challenge roll.

Attacks from a Moving Vehicle: Creatures on a moving ship make attack rolls with 1 bane against slower or faster moving targets.

WAR MACHINES ON SHIPS

Some ships might have light cannon, ballistas, or other war machines, each of which counts as cargo. Each war machine has its own crew in addition to the crew of a ship. The crew of a war machine can use their actions to aim and fire the weapons. The following section details war machines.

WAR MACHINES

On the high seas, vessels are at risk of encountering many dangers beyond those posed by natural conditions. Pirate ships, sea serpents, monsters, and other threats make sailing hazardous. Similarly, coastal communities face many of the same dangers, especially when bands of jotuns come up from the frozen wastes to plunder the civilized north or bloodthirsty pirates come to shore under the cover of night to work mischief on unsuspecting communities.

The task of protecting ships and communities often falls to the men and women charged with personally defending what is theirs. As technology advances and new discoveries are made, however, even deadlier weapons come into use. These war machines provide communities with the means to smash enemy ships at a distance and gives armies the ability to knock down the walls and fortifications of cities they besiege. Most ships are likewise armed with cannon to blast apart enemy ships or bombard coastal fortifications.

ATTACKING WITH WAR MACHINES

The category of war machines includes a variety of siege engines that are used to take down fortifications, sink ships, and knock airships from the skies. Most war machines are so large that they require more than one person to operate them. Three special actions are available to those who use war machines: load, aim, and fire.

Load

Loading a war machine takes one or more actions, as indicated by the “load” number in the description of the weapon’s special attack. If a weapon’s load number is 2 or higher, multiple people can use actions in the same round to load the weapon more quickly.

Aim

As with loading, aiming a war machine takes one or more actions, as indicated by the “aim” number in the description of the weapon’s special attack. If a weapon’s aim number is 2 or higher, multiple people can use actions in the same round to aim the weapon more quickly.

If a weapon is fired without being aimed, it launches its projectile at the same space that was targeted the last time it was fired.

When a crew aims a weapon, the crew must designate a 1-yard cube within the weapon’s range as the target of the shot.

Direct Fire: A war machine that attacks with direct fire looses its projectile at a chosen target within range. The projectile must have an unobstructed path to the target in order to strike it. Glass, cloth, and other fragile substances do not obstruct the projectile, though they might obscure what lies beyond. Similarly, a Size 1/2 creature standing in the path of a fired cannonball is not sufficient to stop the projectile, and it’s unlikely for the creature to obscure the intended target.

Indirect Fire: A war machine that attacks with indirect fire hurls its projectile arcing into the air to land in a chosen space, enabling its crew to launch projectiles up and over intervening obstacles. When aiming the projectile, the crew chooses any point within range, regardless of obstacles that block line of sight between the war machine and the target.

FIRE

Usually, only one creature needs to use an action to fire the weapon.

Direct Fire: A war machine that attacks with direct fire launches its projectile in a straight line toward the target. If something solid lies in the projectile’s path, the projectile hits it instead, likely damaging it. If the projectile destroys the object struck, it might continue moving, dealing any leftover damage when it strikes another obstacle or hits its target.

Indirect Fire: To fire a war machine that attacks with indirect fire, one member of the crew involved in aiming the weapon must make an Intellect challenge roll. (You might impose 1 or more banes on the roll based on the conditions.) On a success, the projectile lands at the desired location. On a failure, the projectile lands 1d6 yards away from that location in a random direction.

DAMAGED WAR MACHINES

If a war machine takes damage equal to half its Health or more, the damage imposes 1 bane on Intellect challenge rolls made to operate an indirect fire weapon and grants 1 boon on rolls made to resist attacks by such weapons.

MISFIRES

Some war machines can misfire, as noted in their statistics boxes. When this happens, roll a d6.

On an even number, the weapon simply misfired and can be fired again after it is repaired. Repairing a war machine takes twice as long as it takes to load the weapon.

On an odd number, the weapon explodes, taking damage equal to its Health and dealing damage equal to its Health to everything within 5 yards of it. A creature in the area of the explosion can make an Agility challenge roll and takes half the damage on a success.



BALLISTA

Size 2 object (war machine)

Defense 5; Health 20; Strength 0 (-10), Agility 0 (-10)

Space 2 × 2; **Crew** 1

Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

Ammunition spear (1 ss)

SPECIAL ATTACKS

Direct Fire (load 1, aim 1) The ballista hurls a spear into a cube of space, 1 yard on a side, within long range, dealing 3d6 damage to anything in the area. A targeted creature can make an Agility challenge roll with 1 bane and takes no damage on a success. If the spear fails to hit something in the area, it continues traveling until it reaches its maximum distance or until it impacts a solid surface. Any creature in the spear's path when it travels toward or beyond the target space can avoid the spear by getting a success on an Agility challenge roll with 1 bane.

BOMBARD

Size 3 object (war machine)

Defense 5; Health 60; Strength 0 (-10), Agility 0 (-10)

Space 3 × 3; **Crew** 2

Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

Ammunition ball (4 gc) or a round stone (free, but halves the range and damage)

SPECIAL ATTACKS

Indirect Fire (load 3, aim 1) Choose a cube of space, 3 yards on a side. The target space must be within 250 yards, but at least 50 yards away. If the number on the die for the challenge roll is a 1 or 2, the bombard misfires. Otherwise, the weapon lobbs a ball into the air, which comes down into the target space, dealing 8d6 damage to everything in the space and half the damage to everything within 1 yard of it. A targeted creature can make an Agility challenge roll and takes half the damage on a success.

CANNON, LIGHT

Size 2 object (war machine)

Defense 5; Health 40; Strength 0 (-10), Agility 0 (-10)

Space 2 × 2; **Crew** 2

Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

Ammunition cannonball (3 gc) or a round stone (free, but halves the range and damage)

SPECIAL ATTACKS

Direct Fire (load 3, aim 1) The cannon hurls a cannonball into a cube of space, 1 yard on a side, within 200 yards, dealing 6d6 damage to anything in the area. A targeted creature can make an Agility challenge roll with 2 banes and takes no damage on a success. If the cannonball fails to hit something in the area, it continues traveling until it reaches its maximum distance or until it impacts a solid surface. Any creature in the cannonball's path when it travels toward or beyond the target space can avoid the cannonball by getting a success on an Agility challenge roll with 2 banes.

CANNON, HEAVY

Size 3 object (war machine)

Defense 5; **Health** 60; **Strength** 0 (-10), **Agility** 0 (-10)

Space 3 × 3; **Crew** 3

Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

Ammunition cannonball (3 gc) or a round stone (free, but halves the range and damage)

SPECIAL ATTACKS

Direct Fire (load 3, aim 1) The cannon hurls a cannonball into a cube of space, 2 yards on a side, within 250 yards, dealing 10d6 damage to anything in the area. A targeted creature can make an Agility challenge roll with 3 banes and takes no damage on a success. If the cannonball fails to hit something in the area, it continues traveling until it reaches its maximum distance or until it impacts a solid surface. Any creature in the cannonball's path when it travels toward or beyond the target space can avoid the cannonball by getting a success on an Agility challenge roll with 3 banes.

CATAPULT

Size 3 object (war machine)

Defense 5; **Health** 30; **Strength** 0 (-10), **Agility** 0 (-10)

Space 3 × 3; **Crew** 3

Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

Ammunition stone (—)

SPECIAL ATTACKS

Indirect Fire (load 3, aim 2) Choose a cube of space, 1 yard on a side. The catapult hurls its ammunition to fall into a target space within 300 yards, but at least 40 yards away, dealing 6d6 damage to everything in the area. A targeted creature can make an Agility challenge roll and takes half the damage on a success.

SWIVEL GUN

Size 1 object (war machine)

Defense 5; **Health** 10; **Strength** 0 (-10), **Agility** 0 (-10)

Space 1 × 1; **Crew** 1

Immune afflictions; attack rolls against Intellect, Will, and Perception; attacks that can be resisted by Intellect, Will, and Perception challenge rolls

Ammunition shot (1 gc)

SPECIAL ATTACKS

Direct Fire (load 3, aim 1) The swivel gun blasts lead pellets into a 10-yard cone originating from a point in its space that deals 5d6 damage to everything in the area. A targeted creature can make an Agility challenge roll and takes half the damage on a success. If the total of the roll was 20 or higher, the creature instead takes no damage.

USING THE CONTINENT

The Pirate's Guide to Freeport describes a larger setting beyond the City of Adventure, exploring, from a bird's eye perspective, the Continent and the people that live there. During the history of Freeport, the Continent has been a source of both conflict and wealth for the city, and the city's relationships with the nations there have helped Freeport evolve into its present form.

You can disregard the Continent presented in *The Pirate's Guide* and assume that any mention of the mainland applies to Rûl. Or you can bring the Continent into the world of Urth, positioning it somewhere on the map so that it can still play a part in the city's development. If you decide to use the Continent, you might move it so that it lies to the north of Rûl, or invert it and place it somewhere east of Freeport.

If you use the Continent, you should also consider how the nations on this landmass interact with the Empire. The nations of the Continent might be hostile to Rûl, and rising tensions between the two could threaten to spill into a full-blown war. Or, the Continent might be far enough away that few people in the Empire even know of its existence.

RELICS

From the artifacts that were left behind by the ancient and ruined empire of Valossa to the strange objects that sometimes find their way into the City of Adventure, characters have plenty of opportunities to find and possess relics of true power.

BEAMSPLITTER

A heavy boarding axe with a crescent blade, *Beamsplitter* was the terror of the high seas for years. The tyrant who ruled the Kingdom of Sails commissioned it so he could carve holes in the hulls of pirate ships. The weapon served the Kingdom well until it sank to the bottom of the sea with the *Invincible*—a warship that was destroyed, ironically enough, by pirates.

Enchanted Battleaxe *Beamsplitter* is a battleaxe that deals 1d6 extra damage and grants 1 boon on attack rolls made with it.

Beamsplitter This relic deals 3d6 extra damage against creatures and objects made from wood.

BILE AND LASHES

This relic is a pair of leather gloves, with the left one bearing tarry black stains and the right one striped as if marked by the wounds from a scourge. Wicked men and women have used these gloves to spread murder and death in the world since they were first worn by a lost soul who gained them by bargaining with the Devil. The gloves grant the power to destroy one's enemies, but are cursed to be the instrument of their wearer's undoing.

Accursed Gloves When you don these gloves, you become cursed as if by a rank 8 spell. While cursed in this way, you cannot remove the gloves until you die or your hands are cut off.

The Devil's Gift While you wear the gloves, you gain the Devil's Gift at the end of each round. The Devil's Gift is represented by a pool of 3 points that you can spend in any way you choose. You can spend 1 or more points from the pool when you would make an attack roll or a challenge roll. For each point spent, you make the roll with 1 boon. Alternatively, when a creature attacks you, you can spend 1 or more points to impose an equal number of banes on the roll.

Lashes While wearing the right glove, you can use an action to attack with an unarmed strike. On a success, you take 1d6 damage, while the target takes 5d6 damage. If the damage causes the target to become incapacitated, it dissolves into a pile of dust, slain instantly. Each time you use Lashes, you must get a success on a Will challenge roll with 1 bane or gain 1 Corruption.

Bile While you wear the left glove, you can use an action, or a triggered action on your turn, to create a circle of solid darkness with a radius of up to 4 yards centered on a point within medium range. The circle remains for 1 minute and totally covers everything behind it. Nothing can pass through the circle. Each time you use Bile, you take 1d6 damage.

DNULPER

A mad hermit and necromancer named Friar Ingilterer fashioned a special polearm from the wood of a hangman's tree that had been struck by lightning and the blade of the grave-sword of an ancient Woad chieftain. He named the weapon *Dnulper* for his patron, a dread demon of great power and evil who worked through the corrupted man to spread darkness across the world.

Enchanted Polearm *Dnulper* is a halberd that deals 1d6 extra damage and grants 1 boon on attack rolls made to use it.

Raise the Dead When you kill a living creature with an attack made using this weapon, the target stands up at the end of the round as a compelled **animated corpse**. The target remains an animated corpse until it is slain, until you complete a rest, or until you move more than 20 yards from it. When the effect ends, the target falls prone and becomes an ordinary corpse.

FOUNTAIN OF FORTUNE

One of the must-see sights in Freeport's Merchant District is the Plaza of Gold. The Plaza is one of the oldest locations in Freeport outside the Old City, and it serves as the foundation on which the rest of this wealthy quarter stands. Although the Plaza by itself is indeed impressive, the *Fountain of Fortune* is the place's biggest draw.

Locals believe that anyone who throws a coin into the fountain might be granted a stroke of good fortune at some point during the day. Some say the structure was built to honor Revel, but the truth is that the fountain was here long before the city's founding. If the fishwives are to be believed, the pirates who settled the city discovered the site as they were scouring the land for building supplies. To say they were surprised by the appearance of this beautiful fountain on what was clearly a deserted island is an understatement.

The *Fountain of Fortune* is a 10-yard-wide marble fountain surrounded by a circular seating area at the center of the Plaza of Gold. Rising from the splashing waters is a statue of Revel holding aloft a marble staff, from which issues a continuous arc of water that cascades down to the fountain's base.

Revel's Blessing If you throw a coin into the fountain, roll 2d20. If both dice come up as 20s, you gain Revel's Blessing. Until you complete a rest, the Blessing grants you a number of boons on attack rolls and challenge rolls depending on the type of coin thrown. A copper penny grants 1 boon, a silver shilling grants 2 boons, and a gold

crown grants 3 boons. If you fail to gain Revel's Blessing, any further attempt to do so before you complete a rest automatically fails.

REAVERBANE

In the days before Freeport's founding, the manufacture of an enchanted sword was commissioned by a league of merchants. When *Reaverbane* was completed, it was put to work in the defense of the merchants' ships against the buccaneers and pirates plaguing the continent's coast. Many a corsair of the day tasted *Reaverbane's* edge—until a distant ancestor of Xavier Gordon captured the weapon from its owner in the merchant fleet.

Until recently, the weapon decorated the wall of the Captains' Council chamber, and barely anyone outside the council was aware of its existence or significance. When Marilise became the new Sea Lord, she claimed the weapon as her badge of office. Though she rarely brings the weapon out, she's sure to have it close by in times of great need or when she wants to make an impression.

The sword's blade is forged from blue steel and etched with symbols and prayers devoted to the Old Gods. Platinum wire wraps around the handle,



and an eagle's head serves as its pommel. A pair of eagles, with wings close to their bodies, necks craning forward, and beaks open in screams, serves as the crosspiece.

Enchanted Sword *Reaverbane* is a sword that deals 2d6 extra damage and grants 2 boons on attack rolls made to attack with it.

Sense Deception While wielding *Reaverbane*, you know whenever you hear someone knowingly speak a lie.

Thunderous Strike When you attack with *Reaverbane* and the total of your attack roll is 20 or higher and beats the target number by 5 or more, thunder booms from the blade, spreading across a 10-yard radius and dealing 3d6 damage to everything in the area other than you. A creature that gets a success on a Strength challenge roll takes half the damage, while on a failure the creature is also deafened and immobilized for 1 minute.

REVENGE

The weapon known as *Revenge* is believed to be possessed by the spirit of a vengeful ghost that seeks the death of anyone who betrayed her while she lived, as well as the deaths of all their descendants. *Revenge* has a tarnished blade, and the leather wrappings on its handle have all but rotted away.

Accursed Rapier *Revenge* is a rapier that imposes 1 bane on attack rolls you make using it.

Rouse the Blade When this property is not active and you take damage from an attack by any creature, the spirit in the blade becomes enraged. You replace the weapon's usual 1 bane on attack rolls with 1 boon when you attack the creature that triggered this property. In addition, each time the triggering creature damages you with an attack, you gain your choice of the following benefits:

- The blade grants 1 additional boon on the next attack roll you make against the triggering creature.
- The next attack you make against the triggering creature deals 1d6 extra damage.
- You impose 1 bane on the next attack made against you by the triggering creature.

The effects of this property last until you complete a rest, until you drop the weapon, or until the triggering creature becomes incapacitated. The benefits from this property apply only to one creature at a time, and you cannot gain the benefits against a different creature until the effect ends.

RING OF SORCERERS

Believed to hail from ancient Valossa, the fabled *Ring of Sorcerers* is a golden band wrought to look like a serpent biting its own tail, with tiny, glittering emeralds serving as its eyes. The ring is an artifact of considerable value to those who work magic, for it enhances the power of anyone who wears it. However, the relic also afflicts the wearer with a strange curse, one that pushes the wearer to revive a dead religion.

Accursed Ring When you don the *Ring of Sorcerers*, you must make a Will challenge roll with 3 banes. On a failure, you become cursed as if by a rank 9 spell. While cursed in this way, you dream of a great winged dragon and feel compelled to build a temple to honor this beast. You must spend at least one day each week working toward this end. If after seven consecutive days you have not worked toward building this temple, you gain 1d6 Insanity.

Sense Magic If you are wearing the ring, you can cast the *sense magic* spell from the magician path without expending a casting.

Boost Spell When you cast an attack spell while you are wearing the ring, you can use a triggered action to grant yourself 1 boon on the attack roll or impose 1 bane on the challenge roll made to resist the spell. If the target has a Power score of 1 or higher, increase the number of boons or banes by 1. Once you use this property, you must wait at least 1 minute before you can use it again.

Protection from Magic While you are wearing the ring, you impose 1 bane on attack rolls made by creatures using attack spells against you, and you make challenge rolls to resist such spells with 1 boon.

Instinctive Casting The ring can reduce the time it takes to cast your spells. If you are wearing the ring, you can use this property up to five times. You can cast any spell you have learned that normally requires an action to cast by instead using a triggered action on your turn. You replenish your uses when you complete a rest.

ROD OF THE BUCCANEER

A symbol of great wealth and status among the pirate lords, the *Rod of the Buccaneer* was fashioned by a powerful wizard of the Tower Arcane and gifted to one of the Sea Lords in the distant past. The relic was a badge of office for a time, until it was lost in a battle against the jotuns and presumed to have slipped beneath the waves. Whispers about the rod's final resting place make the rounds in Freeport's taverns and public houses, leading some brave adventurers to try claiming the device for themselves. Since the rod has not yet surfaced, most assume that all such expeditions have ended in disaster.

The *Rod of the Buccaneer* is a three-foot length of steel festooned with dials and switches. Manipulating these protrusions causes the relic to assume different forms.

Enchanted Mace The *Rod of the Buccaneer* is a mace that grants 2 boons on attack rolls made to attack with it.

Buttons The rod features three buttons along its length. You can push a button as a minor activity and cause the rod to assume a different form at the end of the round. The rod remains in this form until you press a different button or you press the same button again, causing the rod to revert to its normal (mace) form.

- **Button One:** The rod becomes a cutlass. While in this form, the weapon grants 1 boon to attack rolls instead of 2.
- **Button Two:** The rod becomes a pike. While in this form, the weapon grants 1 boon to attack rolls instead of 2.
- **Button Three:** The rod becomes a dagger. While in this form, the weapon grants 3 boons to attack rolls instead of 2.

Switches The rod in its normal (mace) form features three switches along its length. You can flip a switch as a minor activity to cause the rod to assume a different form at the end of the round. The rod remains in this form until you flip the same switch again, causing the rod to revert to its normal form. If you try to flip a switch while another one is already active, nothing happens.

- **Switch One:** The rod becomes a spyglass.
- **Switch Two:** The rod becomes a sextant. This tool grants 1 boon on challenge rolls made to navigate.
- **Switch Three:** The rod becomes a bilge pump. If you place one end in the bottom of a boat or some other accumulation of water and use an action to activate it, the pump removes 2 gallons of water per round.

Spells Inside If you make the rod your implement, you can access the spells within it. The rod has one casting of the *evoked gale* Air spell and one casting of the *fog* Storm spell. It regains expended castings when you complete a rest.

SIEGE CANNONS

The *Siege Cannons* have protected Freeport for generations. Long ago, in the wreckage of a strange and otherworldly ship that had washed up on the shores of the city, scavengers found five cylindrical devices of unknown purpose. For years, the best minds in the city labored to deduce what these things were. The only fact they felt sure of was that the devices were weapons of some sort, but the weapons' effects and the means to generate them remained the subject of conjecture. It wasn't until the city came under attack by a fleet of imperial warships that their theories came to be tested. While the stalwart Freeporters fought for their lives, the wise men who had toiled and argued over the devices finally discovered how to use the weapons.

When they were properly employed, spewing out from their barrels came balls of white-hot fire that shone like the sun as they streaked toward the enemy fleet. The ships they struck exploded in brilliant flashes, and when that faded, nothing remained of the targets but flaming debris and falling ash.

The five cannons are identical huge iron cylinders mounted on wooden, wheeled cradles. The barrels are twelve feet long and two feet in diameter. Although they have no discernible firing mechanism, there are three sets of human-sized handprints on the weapons, two on each side near the open end and the third in the center of the opposite end.

Fire Weapon The *Siege Cannon* draws strength from the energy of mortal souls. To use this property, three living creatures must each use an action to place their hands into the hand-shaped depressions. The person at the weapon's rear chooses the target, while the other two supply the energy. At the end of the round, the cannon launches a ball of roiling white fire toward a point within 1 mile. When the ball reaches that point or impacts a solid surface before then, it explodes in a 20-yard radius, dealing 20d6 damage to everything in the area. A creature that gets a success on an Agility challenge roll with 3 banes takes half the damage.

Each of the two creatures that activated the weapon takes a -4d6 penalty to Health. If this penalty reduces a creature's Health to 0, the creature evaporates in a flash of fire and smoke. The penalty for a particular creature lessens on subsequent uses by 1 point each time the creature completes a rest. This penalty cannot be removed by any other means.



The specimen seemed docile enough as it paddled amongst the seaweed. Von Nesse decided to wade out for a closer look. Six of them erupted from seaweed bed, bullrushing him. They ripped him to pieces before the crew could react.

SILVER SPHERE

An undine explorer retrieved the *Silver Sphere* decades ago from its resting place, buried in the sunken ruins of an ancient Valossan city. The relic has since changed hands many times, making its way around the world, but seems to always find its way back to Freeport. Scholars of antiquity claim that the relic was a gift from Yig to the serpent people, though in truth that is but speculation, and no one really knows from where this relic came.

Silver Ward Elementals, faeries, spirits, and undead are impaired while within short range of the *Silver Sphere*.

Serpent Tongue In social situations, you make attack rolls to interact with reptilian creatures such as lizardmen and serpent people with 2 boons.

Power of Water While you hold the *Silver Sphere*, you can cast any spell from the Water tradition by expending a casting of a different spell of the same or higher rank.

STAFF OF TEMPESTS

Carved from the trunk of a lightning-struck ash tree, this ancient, blackened staff was fashioned by a sea witch who is believed to have shared Sea Lord Drac's bed until he cast her out for consorting with devils. She then created the *Staff of Tempests*, imbuing it with all her hatred, to revenge herself on the lover who had spurned her. Before she could call upon its power, though, the devils came for her and spirited her off to Hell, leaving the staff behind to do its destructive work in the world.

Protection from Lightning While you hold the staff, you take half damage from lightning.

Lightning and Thunder While you wield the staff outdoors, you can use an action to call down a bolt of lightning from the sky to strike a point you choose within long range. The lightning hits and deals 3d6 damage to everything within 2 yards of the target point. A creature in the area must make a Strength challenge roll. A creature takes half the damage on a success, or falls prone and becomes deafened for 1d6 minutes on a failure. You can use this property a number of times equal to your Power + 1. You regain expended uses when you complete a rest.

Call Storm While you wield the staff outdoors, you can use an action to call down a storm. You must concentrate for 1 hour, during which time clouds pile up in the sky overhead and rain begins to fall. If you concentrate for the full hour, a savage storm lashes the area 1d6 miles around you for 1d6 hours. Once you use this property, you must complete a rest before you can use it again.

Wind Severe winds blow through the area, dissipating all vapors, gases, mists, fog, and the like. Unsecured objects of Size 1/2 or smaller are blown about.

Downpour A heavy downpour falls and heavily obscures the area. The rain extinguishes all exposed flames in the area.

Lightning Once every 1d6 minutes, a bolt of lightning strikes a point you choose, as if you had used the Lightning and Thunder property without expending a use.

THRONE OF THE UNSPEAKABLE ONE

The dreaded *Throne of the Unspeakable One* is thought to crown a sunken ziggurat, lost somewhere far to the east of Freeport and the known world. A place of dread power, many have set sail to find it, to destroy it, or to wrest power from it. Yet no expedition has ever returned with proof that it exists, though many bear the signs of its dread influence—ships limping back with sails tattered, masts broken, crews insane and riddled with disease, and worse. These failures have done nothing to deter the mad and the ambitious from setting out to do better.

The difficulty in locating the *Throne* raises questions about whether the relic or the structure that holds it even exists. But every now and then, people across the city and beyond wake up in the night, screaming and raving about the ziggurat and the Yellow King who sits atop it, his body wrapped in foul linens, his eyes gleaming with madness. These dreams, combined with the unnerving items sometimes pulled from the sea—odd statuettes, bizarre creatures, weapons and armor of unknown design, and more—suggest that something does wait under the waves, and thus the scholarly and the adventurous alike find themselves inexorably drawn to locate it.

Legends about the *Throne* suggest that it has many terrible powers, all seeming to involve amplifying the abilities of those sworn to the Unspeakable One in any of its guises. Of particular note is the ability for anyone seated on the *Throne* to foster madness in anyone else who looks upon the throne—and death to those who would climb the ziggurat's steps. Some tales claim that the *Throne* allows one who sits upon it to open rips in reality, fissures that reveal the Void and the horrors that dwell there. Others say that the *Throne* grants the power to unleash plagues, cause natural disasters, and even to remake the world. Whether or not the *Throne* truly offers such fabulous power is a truth most fear to have uncovered, lest the legends be proven valid.





CHAPTER 4: PEOPLE OF FREEPORT

In Freeport, people from all over the world cooperate in making the bustling city a decent place to live. Although old tensions and grudges sometimes resurface and lead to violence, most people manage to set aside their differences and find common ground enough for all to pursue dreams, secure property, and live to see another day. There are, of course, people of low character and dark allegiance, but most of Freeport's citizens just hope to live through the day and maybe find a way to make tomorrow better.

This chapter chronicles the many types of characters one might find on Freeport's streets. In addition, you'll find overviews of some of the unique individuals mentioned in *The Pirate's Guide to Freeport*.

COMMON CHARACTERS

The following character entries expand on those found in chapter 10 of *Shadow* by providing statistics boxes for other common kinds of people one might encounter in the city. You can use these entries for any characters mentioned in *The Pirate's Guide* that do not receive a full description later in this chapter or as the foundation for characters of your own invention.

All the common characters described in this section are human, but you can assign relevant traits as needed to convey the abilities of a different ancestry.

Unless otherwise noted, all common characters in Freeport can speak the Common Tongue. In addition, each such character typically has *Id3* – 1 Insanity and *Id3* – 2 Corruption.

ASSASSINS

Despite the city's prohibitions against assassination, murder for hire remains a lucrative trade in Freeport. For the right price, anyone can be the victim of a quick blade thrust, a poisoned cup, or a strangling cord.

ASSASSIN

DIFFICULTY 25

Size 1 human

Perception 13 (+3)
Defense 14 (soft leather armor); **Health** 19; **Insanity** 1d3;
Corruption 1d3
Strength 10 (+0), **Agility** 13 (+3), **Intellect** 12 (+0), **Will** 10 (+0)
Speed 10
Assassinate When a surprised creature or a creature from which the assassin is hidden takes damage from the assassin's attack, the creature must get a success on a Strength challenge roll or take damage equal to its Health.
Uncanny Skill The assassin makes challenge rolls with 1 boon.

ATTACK OPTIONS

Short Sword (melee) +3 with 1 boon (3d6 plus Poison)
Crossbow (long range) +3 with 1 boon (3d6 plus Poison)
Poison A living creature must get a success on a Strength challenge roll or take 1d6 extra damage and become poisoned for 1 minute.

SPECIAL ACTIONS

Quick Reflexes The assassin can use a triggered action on his or her turn to hide or retreat.

OTHER CHARACTERS

The *Pirate's Guide to Freeport* contains a vast catalogue of characters, so many that including them all here would be impossible. For characters not specifically represented in this book, you can use the statistics boxes for common characters presented in the *Freeport Bestiary* or in chapter 10 of *Shadow*. Apprentice characters ought to be Difficulty 1 or 5, journeymen characters Difficulty 10 or 25, and master characters Difficulty 50 or higher.

BEGGARS

One can find beggars and urchins throughout the city, but they run in the greatest numbers inside the Docks, Drac's End, the Temple District, and Scurvytown.

BEGGAR

DIFFICULTY 1

Size 1/2 or 1 human

Perception 10 (+0)
Defense 10; **Health** 10
Strength 10 (+0), **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 9 (-1)
Speed 10

ATTACK OPTIONS

Club (melee) +0 (1d6)

URCHIN

DIFFICULTY 1

Size 1/2 human

Perception 10 (+0)
Defense 11; **Health** 9
Strength 9 (-1), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 8

ATTACK OPTIONS

Dagger (melee) +1 (1d3)
Sling (medium range) +1 (1d3)

CULTISTS

Freeport's cosmopolitan views on religion make the city welcome to people of all faiths. One can find priests of the New God coexisting with those of the Old Faith and of other, stranger religions. This tolerance also paves the way for devotees of other, darker religions to come to the City of Adventure, and such groups have threatened Freeport many times over the years. While the authorities do tolerate almost any belief, a group that clearly poses a danger to the city or its people meets swift and lethal justice.

You can use the **cultist** and the **high cultist** from *Shadow* to represent these characters.

FREEPORTERS

Most Freeporters are common folk, ordinary men and women who live by their own labors, perhaps farming the land in Cabbage Crack or cleaning fish guts on the Docks. Some are doxies in search of a moneyed John, and others might be visitors to the city, recently arrived with coppers burning holes in their pockets.

FREEPORTER

DIFFICULTY 1

Size 1/2 or 1 human

Perception 10 (+0)
Defense 10; **Health** 10
Strength 10 (+0), **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Dagger (melee) +0 (1d3)

LOBSTERMEN

The secretive and wealthy Society of Lobstermen makes its fortune by recovering treasures from the bottom of the sea. Using expensive equipment manufactured by and for them, the lobstermen have a monopoly in their trade. Any who try to intrude into their territory find themselves in "deep" trouble.

Use the following statistics box for encounters featuring lobstermen underwater and dressed in cockleshell suits (see **chapter 2**). Note that such characters depend on others to operate the air pumps on the surface. Without a steady supply of air pumped into their helmets, the lobstermen are subject to the effects of suffocation (*Shadow*, page 202).

On the surface, lobstermen doff their cockleshell suits and have **Defense** 10.

LOBSTERMAN

DIFFICULTY 5

Size 1 human

Perception 10 (+0)
Defense 14 (cockleshell suit); **Health** 16
Strength 11 (+1), **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 8

ATTACK OPTIONS

Trident (melee or short range) +1 (1d6)
Dagger (melee or short range) +1 (1d3)

LONGSHOREMEN

The Longshoremen's Union had been a corrupt and violent organization until it was reshaped into an organized political force that quite often has final say over what happens in the Docks.

LONGSHOREMAN

DIFFICULTY 1

Size 1 human

Perception 10 (+0)
Defense 11 (soft leather); **Health** 11
Strength 11 (+1), **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Club (melee) +1 (1d6)
Dagger (melee or short range) +1 (1d3)

MAGICIANS

The presence of Freeport's famed and powerful Wizards' Guild has led to a burgeoning population of magic-using citizens in the city. Freeport attracts magicians, sorcerers, wizards, and other spell-users from the Empire, especially those who have faced persecution for the objects of their magical studies.

You can use the **apprentice witch** and the **apprentice wizard** from *Shadow* for most magicians at large in the city, adjusting their traditions and spells as necessary.

MERCENARIES

People who have skill with a blade and a willingness to use it can always find work in Freeport. Merchant princes and aristocrats rely on such men and women for protection, while cargo ships employ mercenary marines to safeguard the contents of their holds from pirates, sea devils, and worse. A mercenary's life is perilous, but it comes with commensurate rewards.

You can use the **mercenary** and the **veteran** from *Shadow* to represent these characters.

MERCHANTS

Merchants are the lifeblood of Freeport, bringing essential supplies to the remote city. Their combined influence over Freeport's economy makes them some of the most important citizens in the city.

MERCHANT

DIFFICULTY 1

Size 1 human

Perception 11 (+1)
Defense 10; **Health** 9
Strength 9 (-1), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Dagger (melee or short range) +0 (1d3)

SPECIAL ATTACKS

Subterfuge The merchant makes an Intellect attack roll against the Intellect of one creature within short range that can hear and understand what the merchant says. On a success, the target becomes charmed for 1 round or until the merchant attacks it. On a failure, the target becomes immune to the merchant's use of Subterfuge until the target completes a rest.

PIRATES

Freeport might have gone legit in recent times, but it still attracts scoundrels to its docks, and one can find pirates just about anywhere in the city. Some of these individuals are little better than murderous cutthroats, but a few are heroic swashbucklers and daring adventurers.

PIRATE

DIFFICULTY 5

Size 1 human

Perception 9 (-1)
Defense 12 (soft leather); **Health** 15
Strength 10 (+0), **Agility** 11 (+1), **Intellect** 9 (-1), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Cutlass (melee) +1 with 1 boon (1d6 + 1)

PIRATE CAPTAIN

DIFFICULTY 25

Size 1 human

Perception 11 (+1)
Defense 14 (hard leather); **Health** 26
Strength 11 (+1), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 9 (-1)
Speed 10

ATTACK OPTIONS

Cutlass (melee) +2 with 1 boon (2d6 + 1)
Pistol (medium range) +2 with 1 boon (3d6)

SPECIAL ATTACKS

Stab and Shoot If the captain's pistol is loaded, the captain makes a cutlass attack and a pistol attack against two different targets. The captain makes each of these attack rolls with 1 bane.

SPECIAL ACTIONS

Stiffen Yer Spines The captain can use an action, or triggered action on his or her turn, to remove the frightened affliction from up to five creatures within short range that can hear and understand what the captain says.

PRIESTS

Priests of all gods, real and invented, roam the city streets and serve at places of worship in the Temple District. In addition to the **acolyte of the New God** and the **initiate of the Old Faith** described in *Shadow*, the following priests represent two other important local religions. You can create other priests of other gods by using the character templates found in *Shadow* (page 265).

CELEBRANT OF THE PIRATE GOD DIFFICULTY 5

Size 1 human

Perception 9 (-1)

Defense 11; **Health** 14

Strength 10 (+0), **Agility** 11 (+1), **Intellect** 9 (-1), **Will** 11 (+1)
Speed 10

Drunkard At the start of combat, roll a d6. On an even number, the celebrant is drunk until he or she takes damage. While drunk, the celebrant cannot be frightened, makes attack rolls and challenge rolls with 1 bane, and deals 1d6 extra damage on weapon attacks.

ATTACK OPTIONS

Cutlass (melee) +1 (1d6 + 1)

SPECIAL ACTIONS

Prayer When a creature within short range makes an attack roll or a challenge roll, the celebrant can use a triggered action to grant the triggering creature 1 boon on the roll.

MAGIC

Power 1

Storm *fog* (2), *St. Astrid's flame* (1)

DEVOTEE OF THE SEA GOD DIFFICULTY 5

Size 1 human

Perception 11 (+1)

Defense 9; **Health** 15

Strength 11 (+1), **Agility** 9 (-1), **Intellect** 11 (+1), **Will** 11 (+1)
Speed 10

ATTACK OPTIONS

Trident (melee) +1 (1d6)

SPECIAL ACTIONS

Prayer When a creature within short range makes an attack roll or a challenge roll, the devotee can use a triggered action to grant the triggering creature 1 boon on the roll.

MAGIC

Power 1

Water *produce water* (2), *drown* (1)

SAILORS

Sailors fill the Docks and other districts in the city. While some call Freeport home, many more hail from other cities, enjoying all the City of Adventure has to offer while they are on shore leave.



SAILOR

DIFFICULTY 1

Size 1 human

Perception 9 (-1)
Defense 11; **Health** 10
Strength 10 (+0), **Agility** 11 (+1), **Intellect** 9 (-1), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Belaying Pin (melee) +1 (1d3)

SEA LORD'S GUARD

For generations, the Sea Lord's Guard served as the city's watch, but with the ascent of Marilise as the new Sea Lord, the Guard's role has changed. Now, it functions as a fighting force trained to defend the city from attack. Guard recruits are hardened toughs, men and women who know their way around weapons and who have no qualms about cracking heads.

SEA LORD'S GUARD

DIFFICULTY 10

Size 1 human

Perception 10 (+0)
Defense 17 (mail, large shield); **Health** 16
Strength 13 (+3), **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Sword (melee) +3 with 1 boon (1d6 + 2)
Spear (melee or short range) +3 with 1 boon (1d6)

GUARD SERGEANT

DIFFICULTY 25

Size 1 human

Perception 10 (+0)
Defense 19 (plate and mail, large shield); **Health** 25
Strength 15 (+5), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 8
Shouted Orders Any member of the Sea Lord's Guard within short range makes challenge rolls with 1 boon.

ATTACK OPTIONS

Sword (melee) +5 with 2 boons (2d6 + 2)
Crossbow (long range) +5 with 2 boons (3d6)

THIEVES AND THUGS

Freeport is rife with those who live a life of crime—from cutpurses working the Docks, to brutish muggers who take what they want by force, to agents of the crime lords Finn and Mister Wednesday. These individuals might be professionals, but many are amateurs forced into the trade by circumstances. Despite increased efforts by the Watch to crack down on crime in recent times, thievery remains a problem throughout the city.

For typical thieves and thugs, you can use the pickpocket and the hired killer from *Shadow*.

THE WATCH

When Sea Lord Marilise repurposed the Sea Lord's Guard, she needed an organization to fill the gap these soldiers left, and thus she formed the Watch, a band of constables recruited from the citizenry to police the streets and keep crime in check. Despite the efforts of Enoch Holliver, who now controls the Watch, corruption riddles the organization, and many patrollers are little better than the criminals they are empowered to hunt down and apprehend. Watch members take bribes, sell their services to criminal groups, and squeeze locals for protection money. That said, the Watch can be depended upon to handle serious threats to the city, such as riots, the efforts of wicked cults to destabilize the city, and monsters running amok. The Watch comes out in force, cracks a few heads, and restores order, if only for a little while.

Use the **patroller** from *Shadow* to represent regular members of the Watch.

FREEPORT WATCH SERGEANT

DIFFICULTY 25

Size 1 human

Perception 10 (+0)
Defense 15 (mail); **Health** 23
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 11 (+1)
Speed 10

ATTACK OPTIONS

Mace (melee) +3 with 1 boon (2d6 plus Bash on attack roll 20+)
Crossbow (long range) +1 with 1 boon (2d6)
Bash The target must get a success on a Strength challenge roll or become dazed for 1 round.

UNIQUE CHARACTERS

The City of Adventure is home to thousands of people. A few stand out from the rest because of their wicked character or courageous achievements. These individuals might become patrons for the player characters, important contacts, or dangerous enemies as you decide.

ALCINDAR

Famed for his fastidiousness, Alcindar has become one of the preeminent clothiers in the city. He runs a small shop on the Street of Dreams called the Sharp Needle. His proximity to those in power means that he hears some of the most interesting things, and he might be willing to share his information for the right price.

Alcindar speaks, reads, and writes the Common Tongue and Dwarfish.

ALCINDAR

DIFFICULTY 5

Size 1/2 dwarf

Perception 13 (+3); **darksight**
Defense 13; **Health** 18; **Insanity** 0; **Corruption** 0
Strength 10 (+0), **Agility** 13 (+3), **Intellect** 12 (+2), **Will** 11 (+1)
Speed 8
Hates Orcs Alcindar makes attack rolls against orcs with 1 boon.
Robust Constitution Alcindar takes half damage from poison and makes challenge rolls to avoid or remove the poisoned affliction with 1 boon.

ATTACK OPTIONS

Dagger (melee or short range) +3 (1d3)

MAGIC

Power 1
Alteration *comprehension* (2)
Arcana *arcane armor* (2)
Conjuration *conjure useful item* (2), *conjure small monster* (1)

ALEKSANDER TOVAC

As members of the the Sea Lord's Guard a few years ago, Aleksander Tovac and his partner Tanko Sandek did their part in cleaning up Freeport. A brilliant investigator, Aleksander was the pride of his precinct, and the toughest cases always came to him. After Enoch Holliver took over the Watch and the Sea Lord's Guard became a military force, Aleksander made himself unpopular by investigating the corruption in the Watch, and he eventually found he had outlived his usefulness as a public servant. He now works as a private investigator and is fast becoming one of the most respected detectives in Freeport.

Aleksander speaks, reads, and writes the Common Tongue.

ALEKSANDER TOVAC

DIFFICULTY 25

Size 1 human

Perception 15 (+5)
Defense 11; **Health** 28; **Insanity** 0; **Corruption** 0
Strength 10 (+0), **Agility** 11 (+1), **Intellect** 15 (+5), **Will** 10 (+0)
Speed 10
Uncanny Skill Aleksander makes challenge rolls with 1 boon.

ATTACK OPTIONS

Dagger (melee or short range) +1 with 1 boon (1d3 plus 2d6)

MAGIC

Power 2
Conjuration *conjure useful item* (3), *conjure medium monster* (1)
Divination *eavesdrop* (3), *foretell* (2), *psychometry* (2), *truth ear* (1)

ALFHILD

Faced with the prospect of an arranged marriage to a fearsome and boorish jotun warrior named Ragnar, Alfild left behind the frozen wastes for a life on the high seas. Since then, she has made a name for herself as an erratic and unpredictable warrior, one

who follows the pirate's code when it suits her—which is not often the case. She's only an infrequent visitor to Freeport, which is good for the city, since trouble seems to follow her around.

Alfild speaks the Common Tongue and Trollish.

ALFHILD

DIFFICULTY 100

Size 2 jotun

Perception 11 (+1)
Defense 18 (scale, large shield); **Health** 56; **Insanity** 2; **Corruption** 4
Strength 15 (+5), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 11 (+1)
Speed 12
Inured to Cold Alfild takes half damage from cold and is never subject to the effects of exposure to cold.
Berserk When Alfild takes damage and is not fatigued, she can choose to go berserk for 1 minute or until she becomes unconscious. Each creature within short range that can see her must get a success on a Will challenge roll or become frightened for 1 round. When the effect ends, Alfild becomes fatigued for 1 minute and must get a success on a Will challenge roll or gain 1 Insanity. While she is berserk, Alfild uses the Berserk Alfild statistics box (below).
Blood of Giants Whenever Alfild heals damage, she makes Strength attack rolls and challenge rolls with 1 boon for 1 round.
Powerful Charge When Alfild uses an action to charge, her movement does not trigger free attacks, and the attack she makes during her movement deals 1d6 extra damage.

ATTACK OPTIONS

Sword (melee) +5 with 1 boon (3d6 + 2 plus Combat Expertise, plus Titan's Strike on attack roll 20+)
Spear (melee or short range) +5 with 1 boon (3d6 plus Combat Expertise, plus Titan's Strike on attack roll 20+)
Longbow (long range) +2 with 1 boon (3d6 + 1 plus Combat Expertise, plus Titan's Strike on attack roll 20+)
Combat Expertise Once per round, Alfild can deal 1d6 extra damage or make another attack against a different target before the end of her turn.
Titan's Strike The target takes 1d6 extra damage and must get a success on a Strength challenge roll or fall prone.

BERSERK ALFHILD

Size 2 jotun

Perception 11 (+1)
Defense 18 (scale, large shield); **Health** 66; **Insanity** 2; **Corruption** 4
Strength 15 (+5), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 11 (+1)
Speed 14
Immune charmed, compelled, frightened
Berserk While she is berserk, Alfild must use an action each round to make an attack of any kind.

ATTACK OPTIONS

Sword (melee) +5 (4d6 + 2 plus Combat Expertise, plus Titan's Strike on attack roll 20+)
Spear (melee or short range) +5 (4d6 plus Combat Expertise, plus Titan's Strike on attack roll 20+)
Longbow (long range) +2 (4d6 + 1 plus Combat Expertise, plus Titan's Strike on attack roll 20+)
Combat Expertise Once per round, Alfild can deal 1d6 extra damage or make another attack against a different target before the end of her turn.
Titan's Strike The target takes 1d6 extra damage and must get a success on a Strength challenge roll or fall prone.

ANDREA BLAX

In the aftermath of Sea Lord Drac's death, Andrea Blax came forward, claiming that she was the Sea Lord's heir and that she had proof of her bloodline (although such "proof" actually consisted of forged documents).

Before the authenticity of her claim could be ascertained, however, the Captains' Council repealed the Law of Succession, leaving Andrea holding nothing but a crumbling dream. After this betrayal (as she chooses to see it), she set up camp on Windward, a small island that's part of the Serpent's Teeth. There she presides over a colony of castoffs and reprobates as the self-styled Queen of Pirates.

Andrea speaks the Common Tongue and the secret language of thieves.

ANDREA BLAX

DIFFICULTY 25

Size 1 human

Perception 11 (+1)

Defense 17 (mail, small shield); **Health** 25; **Insanity** 1; **Corruption** 4

Strength 11 (+1), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 11 (+1)
Speed 12

Luck of the Pirates Once per round, Andrea can make a challenge roll to resist an attack with 1 boon.

Determined When Andrea rolls a 1 for a boon, she can reroll the die and use the new result.

ATTACK OPTIONS

Cutlass (melee) +3 with 1 boon (3d6 + 1)

Crossbow (long range) +3 with 1 boon (4d6)

SPECIAL ATTACKS

Skirmish Andrea can use an action to move up to half her Speed without triggering free attacks. During the move, she can make an attack roll with 1 bane, and the attack deals 1d6 extra damage.

ANGELO STAMPFEL

Angelo began his life as an urchin and soon found he had a nose for trouble. He somehow convinced C. Q. Calame to give him a job on the city's newspaper, and it didn't take long for him to prove he had the chops to be a good reporter. A slimy man of low morals, he will stoop to anything to get the story.

Angelo speaks, reads, and writes the Common Tongue.

ANGELO STAMPFEL

DIFFICULTY 10

Size 1 human

Perception 13 (+3)

Defense 13 (hard leather); **Health** 20; **Insanity** 0; **Corruption** 0
Strength 11 (+1), **Agility** 11 (+1), **Intellect** 12 (+2), **Will** 11 (+1)
Speed 10

Uncanny Skill Angelo makes challenge rolls with 1 boon.

Keen Senses Angelo makes Perception rolls with 1 boon.

Hide in Shadows Angelo can attempt to hide when he is in an area at least partially obscured by shadows, even if he is being observed.

ATTACK OPTIONS

Club (melee) +1 with 1 boon (3d6)

SPECIAL ACTIONS

Quick Reflexes Angelo can use a triggered action on his turn to hide or retreat.

ARENA QUEN

Arena Quen is a priestess of the Old Faith who lives outside the city. She visits regularly to sell vegetables, herbs, and the like to the people of Drac's End. Considered an eccentric by her apologists and a witch by her critics, she doesn't help her image any when she throws clods of dirt at those who offend her.

Arena speaks the Common Tongue.

ARENA QUEN

DIFFICULTY 5

Size 1 human

Perception 10 (+0)

Defense 12 (soft leather); **Health** 9; **Insanity** 2; **Corruption** 0
Strength 9 (-1), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 12 (+2)
Speed 10

Animal Friendship Arena makes attack rolls in social situations to influence animals with 1 boon.

ATTACK OPTIONS

Sickle (melee) +1 (1d6)

Staff (melee) +1 (1d6 + 1)

SPECIAL ACTIONS

Blessing of Nature Arena can use an action to cause new growth to spread across the ground from a point she can reach, out in a 2-yard radius. The area becomes difficult terrain for 1 round. At the end of the round, Arena and any creatures she chooses in the area heal damage, with each affected creature healing damage equal to half its healing rate. Once Arena uses Blessing of Nature, she cannot do so again until she completes a rest.

MAGIC

Power 1

Nature oak hide (2), healing berries (1)

Primal beast within (2)

ARGYLE MCGILL

Argyle McGill is an ex-pirate and a collector of unusual relics. He runs a small shop tucked away in the Old City, in which he has numerous items from all over the world for sale. Locals whisper that he has a great deal more somewhere inside his "shop" than what is on display.

Argyle speaks, reads, and writes the Common Tongue, Dark Speech, Elfish, High Archaic, and Valossan.

ARGYLE MCGILL

DIFFICULTY 1

Size 1 human

Perception 11 (+1)

Defense 12 (soft leather); **Health** 12; **Insanity** 3; **Corruption** 0
Strength 12 (+2), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 13 (+3)
Speed 10

ATTACK OPTIONS

Dagger (melee or short range) +2 (1d3)

SPECIAL ATTACKS

Acid Argyle throws acid at a creature within short range. The target must get a success on an Agility challenge roll with 1 bane or be splashed with the acid, taking 1d6 damage. Argyle can use this attack three times before he runs out of acid.

ASHA SANTE

Asha Sante is a priestess of the God of Retribution. When she came to Freeport, she helped to build an organization of agents whose job it was to root out corruption in the city. After her patrons died or vanished, her group disbanded and she went underground.

Asha speaks, reads, and writes the Common Tongue.

ASHA SANTE

DIFFICULTY 10

Size 1 human

Perception 11 (+1)
Defense 13 (brigandine); **Health** 27; **Insanity** 0; **Corruption** 0
Strength 11 (+1), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 12 (+2)
Speed 12
Alertness Asha makes Perception rolls with 1 boon. She cannot be surprised while conscious.
Forward Observer When Asha makes a challenge roll to hide or sneak and she is more than 5 yards from other members of her group, she makes the roll with 1 boon.
Trackless When Asha moves across solid ground, she leaves tracks only if she chooses to do so.

ATTACK OPTIONS

Mace (melee) +1 (1d6)
Spear (melee) +1 (1d6)

SPECIAL ACTIONS

Prayer When a creature within short range makes an attack roll or a challenge roll, Asha can use a triggered action to grant the triggering creature 1 boon on the roll.

MAGIC

Power 1
Life *minor healing* (2), *light healing* (1)
Theurgy *denounce* (2), *blessing* (1), *censure* (1), *hallowed ground* (1)

BIANKA ALTANISH

The Altanish family has made a modest fortune as merchants and managed to secure property in the Merchant District, where the clan has enjoyed middling success. But rather than take up her family's trade, Bianka Altanish abandoned all claims to her kin and their money to pursue much darker interests: the dead.

Bianka began her studies in the Crematorium, but she recently took a position as the head of Freeport's asylum—a place where no one will care or even notice if a crazed inmate or two goes missing.

Bianka speaks, reads, and writes the Common Tongue, Dark Speech, and High Archaic.

BIANKA ALTANISH

DIFFICULTY 10

Size 1 human

Perception 11 (+1)
Defense 10; **Health** 20; **Insanity** 4; **Corruption** 3
Strength 10 (+0), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 12 (+2)
Speed 10

ATTACK OPTIONS

Dagger (melee or short range) +0 (1d3)

SPECIAL ACTIONS

Death Knell Bianka can use an action to force one creature she can see within short range to make a Strength challenge roll. On a failure, the creature takes damage equal to its healing rate, and Bianka heals 5 damage. Once she uses this talent, she cannot use it again until she completes a rest.
Prayer When a creature within short range makes an attack roll or a challenge roll, Bianka can use a triggered action to grant the triggering creature 1 boon on the roll.

MAGIC

Power 2
Curse *pox* (3)
Death *killing touch* (3), *life drain* (2)
Necromancy *hide from undead* (3), *animate corpse* (2), *harvest soul* (2)

BILL SANGAPULATELE

A former pirate, Bill Sangapulatele settled in Freeport to start a bodyguard business. During the six years that he has protected Freeport's finest, he's made quite a name for himself. His success stems not only from the services he personally provides, but also for his willingness to teach others how to defend themselves.

Bill speaks the Common Tongue.

BILL SANGAPULATELE

DIFFICULTY 25

Size 1 human

Perception 9 (-1)
Defense 14; **Health** 38; **Insanity** 0; **Corruption** 0
Strength 13 (+3), **Agility** 13 (+3), **Intellect** 9 (-1), **Will** 11 (+1)
Speed 10
Determined When Bill rolls a 1 for a boon, he can reroll the die and use the new result.

ATTACK OPTIONS

Falchion (melee) +3 with 1 boon (2d6 + 2 plus Combat Expertise)
Unarmed Strike +3 with 1 boon (2d6 plus Combat Expertise)
Combat Expertise Once per round, Bill can deal 1d6 extra damage or make another attack against a different target before the end of his turn.

BOBBIN BRANDYPDALE

Bobbin Brandydale runs the Last Resort, a popular inn and tavern in the Merchant District. He is discreet and committed to protecting his guests' privacy, even if doing so means covering up criminal and immoral acts.

Bobbin speaks the Common Tongue.

BOBBIN BRANDYDALE

DIFFICULTY 5

Size 1/2 halfling

Perception 11 (+1)
Defense 11; **Health** 13; **Insanity** 0; **Corruption** 0
Strength 10 (+0), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 10 (+0)
Speed 8

ATTACK OPTIONS

Dagger (melee) +1 with 1 boon (1d3 plus 1d6)

SPECIAL ACTIONS

Bestow Good Fortune Whenever a creature within short range rolls a 1 on any die, Bobbin can use a triggered action to discard the roll and enable the creature to roll the die again.

Uncommon Courage When Bobbin becomes frightened, he can use a triggered action to make a Will challenge roll. On a success, he removes the frightened affliction.

BUSTER WALLACE

A few years ago, Buster Wallace's father, a member of the Captains' Council, was murdered and replaced by a shapechanging Valossan (see the *Freeport Trilogy*). Although the impostor had done much damage to the family name, Buster was still poised to take his father's place. But the corruption in the Captains' Council and its inability to make Freeport truly free led Buster to quit Freeport for Libertyville, a colony on a nearby island, where he and his wife, Petra Wallace, are working to create a rival city-state. He has bought into the rhetoric of anarchy that his new home embraces. His family history, however, keeps him from gaining the full trust of the locals, and he spends more time watching his back than leading the people.

Buster speaks, reads, and writes the Common Tongue.

BUSTER WALLACE

DIFFICULTY 10

Size 1 human

Perception 12 (+2)
Defense 13 (brigandine); **Health** 25; **Insanity** 0; **Corruption** 0
Strength 11 (+1), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 11 (+1)
Speed 10

Uncanny Skill Buster makes challenge rolls with 1 boon.

Determined When Buster rolls a 1 for a boon, he can reroll the die and use the new result.

Inveigle If Buster spends at least 1 minute talking to a creature that can hear and understand what he says, the creature must make a Will challenge roll. On a failure, the creature becomes charmed for as long as it can see Buster or until it takes damage. On a success, the creature becomes immune to Buster's use of Inveigle until the creature completes a rest.

ATTACK OPTIONS

Sword (melee) +1 with 1 boon (2d6 + 2)
Crossbow (long range) +0 with 1 boon (3d6)

SPECIAL ATTACKS

Skirmish Buster can use an action to move up to half his Speed without triggering free attacks. During the move, he can make an attack roll with 1 bane, and the attack deals 1d6 extra damage.

Mislead Buster can use an action to trick one creature within short range that can see him, hear him, and understand what he says. Buster makes an Intellect attack roll with 1 boon against the target's Perception. Buster makes the attack roll with 1 additional boon if the target is charmed, compelled, or impaired. On a success, Buster moves the target up to half its Speed, and the next creature to attack it before the end of the round makes the attack roll with 2 boons.

SPECIAL ACTIONS

Quick Reflexes Buster can use a triggered action on his turn to hide or retreat.

CELESTE D'ARRAN

Celeste D'Arran is a senior agent in the Office of Dredging and the heir apparent to Marcus Roberts, the current head of the organization. After serving as a diplomat and a spy in the Empire, she has returned to Freeport to train new recruits while she monitors developments in the city.

Celeste speaks, reads, and writes the Common Tongue, Dwarfish, Elfish, and Gnomish.

CELESTE D'ARRAN

DIFFICULTY 50

Size 1 human

Perception 14 (+4)
Defense 12; **Health** 34; **Insanity** 0; **Corruption** 1
Strength 11 (+1), **Agility** 12 (+2), **Intellect** 14 (+4), **Will** 10 (+0)
Speed 10

Uncanny Skill Celeste makes challenge rolls with 1 boon.

Determined When Celeste rolls a 1 for a boon, she can reroll the die and use the new result.

Assassinate When a surprised creature or a creature from which Celeste is hidden takes damage from her attack, the creature must get a success on a Strength challenge roll or take damage equal to its Health.

ATTACK OPTIONS

Short Sword (melee) +2 with 1 boon (3d6)
Longbow (long range) +2 with 1 boon (3d6 + 1)

SPECIAL ACTIONS

Quick Reflexes Celeste can use a triggered action on her turn to hide or retreat.

MAGIC

Power 1
Alteration *distort appearance* (2), *spider climb* (1)
Battle *celerity* (2)
Illusion *disguise* (2)

COUNTESS D'AMBERVILLE

The Countess hails from a distant land, though from exactly where she has never revealed. No one knows anything about her, except that she runs the Salon du Masque, an upscale club in the Merchant District. The place is extremely exclusive, and the admission fee of 100 gc is enough to keep out all but the wealthiest of Freeport's citizens.

The Countess speaks, reads, and writes the Common Tongue and High Archaic.

COUNTESS D'AMBERVILLE

DIFFICULTY 100

Size 1 human

Perception 15 (+5)

Defense 16; **Health** 45; **Insanity** 0; **Corruption** 2

Strength 10 (+0), **Agility** 15 (+5), **Intellect** 14 (+4), **Will** 11 (+1)

Speed 10

Determined When the Countess rolls a 1 for a boon, she can reroll the die and use the new result.

Assassinate When a surprised creature or a creature from which the Countess is hidden takes damage from her attack, the creature must get a success on a Strength challenge roll or take damage equal to its Health.

Execute Once per round, when the Countess uses an action to make an attack with a weapon against one creature she can reach, she makes the attack roll with 1 boon and deals 1d6 extra damage on a success. If the damage would cause the target to become injured, it must get a success on a Strength challenge roll or take extra damage equal to its Health.

ATTACK OPTIONS

Rapier (melee) +5 with 1 boon (3d6 + 1 plus Poison and Combat Mastery)

Crossbow (long range) +5 with 1 boon (5d6 plus Poison and Combat Mastery)

Poison A living creature must get a success on a Strength challenge roll or take 3d6 extra damage and become poisoned for 1 minute.

Combat Mastery Twice per round, the Countess can deal 1d6 extra damage or make another attack against a different target before the end of her turn.

SPECIAL ATTACKS

Exacting Strike When the Countess gets a success on an attack roll made using a weapon, she can use a triggered action to deal the weapon's maximum damage.

Killer's Eye The Countess can use an action to choose one creature within long range from which she is hidden. If the Countess gets a success on a Perception challenge roll, for 1 minute she makes attack rolls against the target with 1 boon, and those attacks deal 2d6 extra damage.

SPECIAL ACTIONS

Catch Your Breath The Countess can use an action, or a triggered action on her turn, to heal 11 damage. Once she uses this talent twice, she cannot use it again until she completes a rest.

Quick Reflexes The Countess can use a triggered action on her turn to hide or retreat.

C.Q. CALAME

C.Q. Calame runs the city's newspaper, the *Shipping News*. Even though most people in Freeport can't read, they enjoy gathering around those who can and listening to the gossip found in this widely circulated rag. C.Q. Calame is the consummate professional, and he takes his job and his paper seriously.

C.Q. speaks, reads, and writes the Common Tongue, Dwarfish, Elfish, and High Archaic.

C.Q. CALAME

DIFFICULTY 5

Size 1 human

Perception 13 (+3)

Defense 10; **Health** 13; **Insanity** 0; **Corruption** 0

Strength 10 (+0), **Agility** 11 (+1), **Intellect** 13 (+2), **Will** 11 (+1)

Speed 10

ATTACK OPTIONS

Long Knife (melee) +1 with 1 boon (1d6)

SPECIAL ATTACKS

Berate C.Q. can use an action to make an Intellect attack roll with 1 boon against the Intellect of one creature within short range that can hear and understand what he says. On a success, the target becomes dazed for 1 minute or until it takes damage. On a failure, the target becomes immune to C.Q.'s use of Berate until the target completes a rest.

Cragwipe

Krom's Throat is one of the nastiest and most dangerous taverns in Freeport, and that's just how Cragwipe likes things at his establishment. He originally had a place in Scurvytown, but racial tensions and violence drove him out, along with most of the other orcs, and into Bloodsalt. Cragwipe has rebuilt his business, and the new place is more or less the same as the old.

Cragwipe speaks the Common Tongue and Dark Speech.

Cragwipe

DIFFICULTY 10

Size 1 orc

Perception 11 (+1); shadowsight

Defense 13 (hard leather); **Health** 12; **Insanity** 0; **Corruption** 1

Strength 12 (+2), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 10 (+0)

Speed 12

ATTACK OPTIONS

Mace (melee) +2 (2d6)

Unarmed Strike (melee) +2 with 1 boon (1d6 + 1 plus Grab)

Crossbow (long range) +1 (2d6)

Grab Cragwipe can attempt to grab the target.

SPECIAL ATTACKS

Stunning Slam Cragwipe makes a Strength attack roll with 1 boon against the Strength of one creature he is grabbing. On a success, the target falls prone and becomes stunned for 1 round.

CYRIL BERRYHILL

Cyril Berryhill is widely known as the accountant for the Halfling Benevolent Society, an organization founded to protect halflings from exploitation and harm. In truth, the society is a front for a criminal organization led by Finn, and Berryhill has a secret, more sinister role in the organization. When called upon, he assumes the identity of Mouse, a vicious killer who eliminates those that cause trouble for his master. Cyril's demeanor is quiet and unassuming, the perfect cover for his murderous exploits.

Cyril speaks the Common Tongue.

CYRIL BERRYHILL

DIFFICULTY 10

Size 1/2 halfling

Perception 12 (+2)

Defense 12; **Health** 23; **Insanity** 1; **Corruption** 2

Strength 10 (+0), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 11 (+1)
Speed 8

Rising Fortunes Whenever Cyril rolls a 6 for a boon, he makes attack rolls and challenge rolls with 1 boon for 1 round.

Assassinate When a surprised creature or a creature from which Cyril is hidden takes damage from his attack, the creature must get a success on a Strength challenge roll or take damage equal to its Health.

ATTACK OPTIONS

Dagger (melee or short range) +2 with 1 boon (1d3 + 1d6 plus Poison)

Hand Crossbow (short range) +2 with 1 boon (1d6 plus Poison)

Poison A living creature must get a success on a Strength challenge roll with 1 bane or take 1d6 extra damage from the weapon's poison and become poisoned for 1 minute. At the end of this time, the creature must repeat the roll and takes 1d6 extra damage on a failure.

SPECIAL ACTIONS

Bestow Good Fortune Whenever a creature within short range rolls a 1 on any die, Cyril can use a triggered action to discard the roll and enable the creature to roll the die again.

Uncommon Courage When Cyril becomes frightened, he can use a triggered action to make a Will challenge roll. On a success, Cyril removes the frightened affliction.

Quick Reflexes Cyril can use a triggered action on his turn to hide or retreat.



DARIUS DORVIN

Darius is living proof of why one should always be suspicious of halflings. A gifted child impersonator, he haunts the Eastern District and the Old City, where he pretends to be a weeping child who has lost his mother. Before his mark is any wiser, he snatches the person's purse and darts off, shouting, "I found her!"

Darius speaks the Common Tongue.

DARIUS DORVIN

DIFFICULTY 5

Size 1/2 halfling

Perception 11 (+1)

Defense 13 (soft leather); **Health** 15; **Insanity** 0; **Corruption** 1

Strength 9 (-1), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 10 (+0)
Speed 8

ATTACK OPTIONS

Dagger (melee) +2 with 1 boon (1d3 plus 1d6)

SPECIAL ATTACKS

Subterfuge Darius can use an action to make an Intellect attack roll against the Intellect of one creature within short range that can hear and understand what he says. On a success, the target becomes charmed for 1 round or until Darius attacks it. On a failure, the target becomes immune to Darius's use of Subterfuge until the target completes a rest.

SPECIAL ACTIONS

Bestow Good Fortune Whenever a creature within short range rolls a 1 on any die, Darius can use a triggered action to discard the roll and enable the creature to roll the die again.

Uncommon Courage When Darius becomes frightened, he can use a triggered action to make a Will challenge roll. On a success, he removes the frightened affliction.

DIMETRÍOS

Dimetrios is a known smuggler who hops from place to place in the Docks. Although the authorities are aware of his illicit activities, he's considered too small a fish to be worth their attention. How wrong they are.

Dimetrios speaks, reads, and writes the Common Tongue.

DIMETRÍOS

DIFFICULTY 25

Size 1 human

Perception 12 (+2)

Defense 13 (brigandine); **Health** 28; **Insanity** 2; **Corruption** 1

Strength 15 (+5), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 9 (-1)
Speed 10

Hide in Shadows Dimetrios can attempt to hide when he is in an area at least partially obscured by shadows, even if he is being observed.

ATTACK OPTIONS

Battleaxe (melee) +5 with 1 boon (2d6 + 2)

SPECIAL ACTIONS

Quick Reflexes Dimetrios can use a triggered action on his turn to hide or retreat.

DIRK HASLINGER

Dirk Haslinger has never done an honest day of work in his life. Though he was once a man of means, the Great Green Fire burned down his house and left him destitute. Now he is a junkie and a squatter, hopelessly addicted to abyss dust. He'll do anything for a fix. *Anything*.

Dirk speaks, reads, and writes the Common Tongue.

DIRK HASLINGER

DIFFICULTY 5

Size 1 human

Perception 11 (+1)
Defense 14 (hard leather); **Health** 11; **Insanity** 2; **Corruption** 1
Strength 11 (+1), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 10 (+0)
Speed 10
Uncanny Skill Dirk makes challenge rolls with 1 boon.

ATTACK OPTIONS

Short Sword (melee) +2 with 1 boon (2d6)

SPECIAL ACTIONS

Quick Reflexes Dirk can use a triggered action on his turn to hide or retreat.

DIRWIN "NIMBLEFINGERS" ARNIG

The most well-known gnome in Freeport, Dirwin Arnig divides his time between sitting on the Captains' Council and working for the Jewelers and Gemcutters' Guild. He is sick of politics and would like nothing better than to find a way to exit the Council gracefully, but he realizes that he fulfills an important role in the city for his people—because as long as he holds his seat, gnomes have a voice in the city's governance. Despite his willingness to cede his post to an ambitious heir, no such individual has surfaced, and thus he retains it and probably will do so until he dies.

Dirwin speaks, reads, and writes the Common Tongue and Gnomish.

DIRWIN "NIMBLEFINGERS" ARNIG

DIFFICULTY 5

Size 1/2 elemental (gnome)

Perception 13 (+3); darksight
Defense 14; **Health** 11; **Insanity** 0; **Corruption** 0
Strength 11 (+1), **Agility** 14 (+4), **Intellect** 12 (+2), **Will** 12 (+2)
Speed 8
Immune damage from disease or poison; diseased, poisoned
Impaired by Light When he is not wearing protective covering over his eyes, Dirwin is impaired while in an area of sunlight.
Dead and Gone When Dirwin dies, he turns into a stone statue and explodes. Everything within short range of Dirwin takes damage equal to half Dirwin's Health. A creature in the area can make an Agility challenge roll and takes half the damage on a success.

ATTACK OPTIONS

Dagger (melee or short range) +4 (1d3)

SPECIAL ACTIONS

Harden Dirwin can use an action, or a triggered action on his turn, to harden his skin for as long as he concentrates, up to 1 minute. Until the effect ends, he takes half damage. Dirwin can use Harden twice and regains expended uses when he completes a rest.

MAGIC

Power 1

Illusion *clamor* (2), *figment* (1)

DRAEGAR REDBLADE

The Redblade Militia, the police force that controls Bloodsalt, takes its name from the group's influential commander. Draegar Redblade makes no secret of the fact that he wants more power and more control over the city. His efforts to incite the goblins, hobgoblins, and orcs in Bloodsalt into taking up against the Watch have earned him the attention of the Captains' Council.

Draegar speaks the Common Tongue and Elfish.

DRAEGAR REDBLADE

DIFFICULTY 50

Size 1 faerie (hobgoblin)

Perception 12 (+2); shadowsight
Defense 18 (bronze mail, large shield); **Health** 45; **Insanity** 3;
Corruption 3
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 10 (+0)
Speed 10
Immune damage from disease, charmed, diseased
Brawn Draegar makes Strength attack rolls and challenge rolls with 1 boon (already included in his attacks).
Iron Vulnerability Draegar is impaired while he is in contact with iron.

ATTACK OPTIONS

Sword (melee) +3 with 2 boons (2d6 + 2 plus Combat Expertise)
Large Shield (melee) +3 with 2 boons (1d3 plus 1d6 plus Combat Expertise plus Shield Bash)
Crossbow (long range) +1 with 1 boon (2d6 plus Combat Expertise)
Combat Expertise Once per round, Draegar can deal 1d6 extra damage or make another attack against a different target before the end of his turn.
Shield Bash The next time Draegar attacks the target of his triggering shield attack before the end of the next round, he makes the attack roll with 2 boons.

SPECIAL ACTIONS

Catch Your Breath Draegar can use an action, or a triggered action on his turn, to heal 15 damage. Once he uses this talent, he cannot use it again until he completes a rest.
Control Frenzy While he is subject to his Frenzy trait, Draegar can use a triggered action on his turn to make a Will challenge roll. On a success, the effects of Frenzy end and Draegar loses the use of Frenzy for 1 minute.

END OF THE ROUND

Frenzy If Draegar is not incapacitated and not presently subject to this trait, roll a d6. On a 6, Draegar becomes frenzied for 1 minute. While he is frenzied, he cannot be frightened, his attacks deal 1d6 extra damage, and other creatures gain 1 boon on attack rolls made against him.

DREIDEN SIMMERSWELL

Dreiden Simmerswell is the owner and proprietor of the Diving Fin, a high-end restaurant in the Docks. A former adventurer, he came to Freeport thinking he would find wealth and plenty, but he found neither. With no adventures in the offing and a dwindling supply of coin, Dreiden was left with few alternatives. Rather than scrounge for food, he opened a restaurant to help fill the city's culinary void and has done quite well for himself ever since.

Dreiden speaks the Common Tongue.

DREIDEN SIMMERSWELL

DIFFICULTY 5

Size 1/2 halfling

Perception 10 (+0)

Defense 13 (soft leather); **Health** 16; **Insanity** 0; **Corruption** 0

Strength 10 (+0), **Agility** 12 (+2), **Intellect** 10 (+0), **Will** 10 (+0)

Speed 8

Uncanny Skill Dreiden makes challenge rolls with 1 boon.

ATTACK OPTIONS

Dagger (melee or short range) +2 with 1 boon (1d3 plus 1d6)

SPECIAL ATTACKS

Subterfuge Dreiden makes an Intellect attack roll with 1 boon against the Intellect of one creature within short range that can hear and understand what he says. On a success, the creature becomes charmed for 1 round or until Dreiden attacks it. On a failure, the creature becomes immune to Dreiden's use of Subterfuge until the creature completes a rest.

SPECIAL ACTIONS

Bestow Good Fortune Whenever a creature within short range rolls a 1 on any die, Dreiden can use a triggered action to discard the roll and enable the creature to roll the die again.

Uncommon Courage When Dreiden becomes frightened, he can use a triggered action to make a Will challenge roll. On a success, he removes the frightened affliction.

DUNBAR

Dunbar works for Finn's Syndicate and has helped the halfling assume control over the Eastern District. He received, as a reward, a sumptuous home that he promptly had remodeled to serve as headquarters for his team of Hellhounds. Dunbar makes sure the Eastern District stays in line, using violence and threats to encourage people to heed what he says.

Dunbar speaks the Common Tongue.

DUNBAR

DIFFICULTY 25

Size 1 human

Perception 12 (+2)

Defense 15 (mail); **Health** 33; **Insanity** 0; **Corruption** 1

Strength 13 (+3), **Agility** 12 (+2), **Intellect** 12 (+2), **Will** 10 (+0)

Speed 10

Fight with Two Weapons When Dunbar attacks with two weapons, he makes the attack rolls with 1 boon.

Determined When Dunbar rolls a 1 for a boon, he can reroll the die and use the new result.

ATTACK OPTIONS

Rapier (melee) +3 with 1 boon (2d6 + 1)

Dagger (melee or short range) +3 with 1 boon (1d3 plus 1d6)

THE HELLHOUNDS

Dunbar relies on a group of handpicked brutes to patrol the Eastern District and rough up people who have angered Finn. The Hellhounds, named for their loyalty to Dunbar and their viciousness, are widely feared throughout the district where they operate.

HELLHOUND

DIFFICULTY 25

Size 1 human

Perception 10 (+0)

Defense 14 (hard leather); **Health** 21

Strength 11 (+1), **Agility** 12 (+2), **Intellect** 10 (+0), **Will** 10 (+0)

Speed 10

ATTACK OPTIONS

Rapier (melee) +2 with 1 boon (2d6 + 1 plus Stab on attack roll 20+)

Dagger (melee or short range) +2 with 1 boon (1d3 plus 1d6)

Stab The hellhound makes an attack with his or her dagger against the same target.

EGIL

As a young priest in the temple of the God of Knowledge, Brother Egil was involved in exposing the scandal involving Sea Lord Drac and enjoyed a meteoric rise in status as a result, as detailed in the *Freeport Trilogy*. When his predecessor, the serpent person masquerading as the high priest Thuron, stepped down, the impostor named Egil as his successor. The new priest has kept secret both the truth about his benefactor and the full story of the events of the conspiracy involving the Yellow Sign. Egil's solitary nature and his young age have caused many of his fellow priests to question his ability to perform his new role.

Egil speaks, reads, and writes the Common Tongue, High Archaic, and Valossan.

EGIL

DIFFICULTY 25

Size 1 human

Perception 11 (+1)

Defense 11 (soft leather); **Health** 35; **Insanity** 0; **Corruption** 0

Strength 10 (+0), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 15 (+5)

Speed 10

Conviction Egil makes Will challenge rolls with 1 boon to resist the effects of the frightening and horrifying traits.

Determined When Egil rolls a 1 for a boon, he can reroll the die and use the new result.

ATTACK OPTIONS

Club (melee) +0 (1d6)

SPECIAL ACTIONS

Prayer When a creature within short range makes an attack roll or a challenge roll, Egil can use a triggered action to grant the triggering creature 1 boon on the roll. If the boon is applied to an attack roll, the attack deals 1d6 extra damage.

MAGIC

Power 3

Divination *eavesdrop* (2), *augur* (2), *foretell* (2), *locate* (1)
Telepathy *sense thoughts* (2), *message* (2), *read minds* (1),
erase presence (1)

ENOCH HOLLIVER

Enoch Holliver is the Commissioner of Freeport's Watch, a position given to him by the Sea Lord. An ex-mercenary who worked on the Continent, Enoch was lured to Freeport by the promise of gold and the expectation of no questions about his suspicious past. Since assuming his position, he has brought the previously corrupt and inefficient Watch under some semblance of control. When not overseeing Freeport's security, he attends to matters of governance, since he also has a seat on the Captains' Council.

Enoch speaks, reads, and writes the Common Tongue.

ENOCH HOLLIVER

DIFFICULTY 50

Size 1 human

Perception 11 (+1)

Defense 20 (full plate, large shield); **Health** 40; **Insanity** 0;
Corruption 1

Strength 15 (+5), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 11 (+1)
Speed 8

Determined When Enoch rolls a 1 for a boon, he can reroll the die and use the new result.

ATTACK OPTIONS

Sword (melee) +5 with 1 boon (2d6 + 2 plus Combat Expertise)

Spear (melee or short range) +5 with 1 boon (2d6 plus Combat Expertise)

Combat Expertise Once per round, Enoch can deal 1d6 extra damage or make another attack against a different target before the end of his turn.

SPECIAL ACTIONS

Catch Your Breath Enoch can use an action, or a triggered action on his turn, to heal 10 damage. Once he uses this talent, he cannot use it again until he completes a rest.

EUDOKIA KASOVAR

Eudokia Kasovar leads an underground society made up of people who share her vision that they are all descendants of some draconic proto-being. For the last five years, the cult has had little success growing its numbers, and it remains a small and insignificant organization. The group has, however, attracted attention from the Wizards' Guild, whose members worry about the reckless use of magic displayed by the cultists and do not take kindly to their attempts at seducing the guild's students to their cause.

Eudokia speaks, reads, and writes the Common Tongue and High Archaic.

EUDOKIA KASOVAR

DIFFICULTY 25

Size 1 human

Perception 13 (+3)

Defense 11; **Health** 25; **Insanity** 5; **Corruption** 1

Strength 10 (+0), **Agility** 11 (+1), **Intellect** 13 (+3), **Will** 13 (+3)
Speed 10

Sorcery When Eudokia casts an attack spell, she can use this talent to make the attack roll with 1 boon and impose 1 bane on challenge rolls made to resist it. After resolving the spell's effect, Eudokia gains 1 strain, which remains until she completes a rest.

ATTACK OPTIONS

Dagger (melee or short range) +1 (1d3)

SPECIAL ACTIONS

Counterspell When a creature Eudokia can see attacks her with a spell, Eudokia can use a triggered action to counter it. The triggering creature makes the attack roll with 1 bane, and Eudokia makes the challenge roll to resist it with 1 boon.

MAGIC

Power 3

Arcana *arcane armor* (4), *magic dart* (4)

Enchantment *bewitch* (4), *presence* (4), *command* (2),
compel (1), *cower* (1)

Magician *sense magic* (4)

Protection *magic lock* (4), *secure site* (4), *evade* (2)

Theurgy *create holy symbol* (4), *denounce* (4), *revelation* (1),
wrath of god (1)

END OF THE ROUND

Sorcerous Outburst If Eudokia gained 1 or more strain during this round, she must make a Will challenge roll with a number of banes equal to her strain total. On a failure, magical energy explodes from a point within her reach into a sphere with a radius in yards equal to her strain total. The energy deals 3d6 damage to everything in the area other than her. A creature in the area that gets a success on an Agility challenge roll instead takes half the damage. After Eudokia triggers her Sorcerous Outburst, her strain total drops to 0.

FALTHAR

Falthar used to run a small shop called Falthar's Curios, a place noted for its unusual assortment of products. He did a steady business catering to wizards, sorcerers, and no few priests. After jotuns attacked the city and abducted Falthar's companion, Nell, he closed his shop and set out to accomplish some unknown task. Romantics suggest that he's searching for Nell, while other gossips whisper that he's looking for some dangerous relic with which he will be able to get revenge on the monsters that ruined his life.

Falthar speaks, reads, and writes the Common Tongue, Dark Speech, and High Archaic.

FALTHAR

DIFFICULTY 50

Size 1 human

Perception 16 (+6)

Defense 11; **Health** 22; **Insanity** 3; **Corruption** 0

Strength 9 (-1), **Agility** 10 (+0), **Intellect** 16 (+6), **Will** 12 (+2)
Speed 10

Determined When Falthar rolls a 1 for a boon, he can reroll the die and use the new result.

Omens When Falthar makes an attack roll or a challenge roll, he can expend the casting of a Divination spell to make the roll with a number of boons equal to the spell's rank.

ATTACK OPTIONS

Dagger (melee) +0 (1d3)

SPECIAL ACTIONS

Counterspell When a creature Falthar can see attacks him with a spell, Falthar can use a triggered action to counter it. The triggering creature makes the attack roll with 1 bane, and Falthar makes the challenge roll to resist it with 1 boon.

MAGIC

Power 4

Alteration *comprehension* (5), *distort appearance* (5)

Divination *eavesdrop* (5), *epiphany* (5), *psychometry* (2), *reading* (2), *locate* (1), *vision* (1)

Fire *control flame* (5), *flame missile* (5), *fiery volley* (2), *wall of flames* (1)

Magician *sense magic* (5)

Protection *magic lock* (5), *secure site* (5), *force field* (2), *protective field* (1)

FARGAS IRONFOOT

A cruel and heartless scoundrel whose deeds are bound to live in infamy, Fargas Ironfoot captains the galleon named *Widowmaker*. Fargas thrives as a buccaneer, inspiring terror wherever he sails. Part of his nasty reputation stems from his practice of pitting captives against one another, granting the victor a place in his crew and the loser a place with the sharks. Fargas speaks the Common Tongue.

FARGAS IRONFOOT

DIFFICULTY 50

Size 1/2 halfling

Perception 12 (+2)

Defense 19; **Health** 38; **Insanity** 1; **Corruption** 5

Strength 11 (+1), **Agility** 17 (+7), **Intellect** 12 (+2), **Will** 11 (+1)

Speed 8; climber, swimmer

Iron Constitution Fargas takes half damage from disease and poison.

Rising Fortunes When Fargas rolls a 6 for a boon, he makes attack rolls and challenge rolls with 1 boon for 1 round.

ATTACK OPTIONS

Cutlass (melee) +7 with 1 boon (2d6 + 1 plus Combat Expertise)

Dagger (melee or short range) +7 with 1 boon (1d3 plus 1d6 plus Combat Expertise)

Combat Expertise Once per round, Fargas can deal 1d6 extra damage or make another attack against a different target before the end of his turn.

SPECIAL ACTIONS

Bestow Good Fortune Whenever a creature within short range rolls a 1 on any die, Fargas can use a triggered action to discard the roll and enable the creature to roll the die again.

Uncommon Courage When Fargas becomes frightened, he can use a triggered action to make a Will challenge roll. On a success, he removes the frightened affliction.

Omens Everywhere When Fargas would make a challenge roll, he can use a triggered action to first make a Perception challenge roll. Fargas makes the triggering challenge roll with 2 boons on a success, or with 2 banes on a failure.



FINN

Finn leads the Halfling Benevolent Association, an organization ostensibly formed to protect Freeport's halflings and their interests. In truth, the association is the front for an extensive and powerful criminal organization called the Syndicate. Aside from Mister Wednesday, Finn is the most powerful criminal kingpin in the city.

Finn speaks, reads, and writes the Common Tongue.

FINN

DIFFICULTY 100

Size 1/2 halfling

Perception 12 (+2)

Defense 16; **Health** 41; **Insanity** 0; **Corruption** 1

Strength 10 (+0), **Agility** 16 (+6), **Intellect** 11 (+1), **Will** 10 (+0)

Speed 8

Uncanny Skill Finn makes challenge rolls with 1 boon.

Rising Fortunes When Finn rolls a 6 for a boon, he makes

attack rolls and challenge rolls with 1 boon for 1 round.

Battlefield Leadership When Finn gets a success on an attack roll, he can choose one creature within short range. Before the end of the round, the target makes its

next attack roll with 1 boon.

ATTACK OPTIONS

Dagger (melee) +6 with 2 boons (1d3 plus 2d6, plus Exploit Opportunity on attack roll 20+)

Exploit Opportunity Once per round, Finn can take another turn before the end of the round.

SPECIAL ATTACKS

Mislead Finn can use an action to trick one creature within short range that can see him, hear him, and understand what he says. Finn makes an Intellect attack roll with 1 boon against the target's Perception. He makes the attack roll with 1 additional boon if the target is charmed, compelled, or impaired. On a success, Finn moves the target up to half its Speed, and the next creature to attack it before the end of the round makes the attack roll with 2 boons.

Threats Finn can use an action, or a triggered action on his turn, to make an Intellect attack roll with 1 boon against the Will of one creature within short range that can see and hear him. On a success, the target becomes frightened for 1 round. On a failure, the target becomes immune to Finn's use of Threats until the target completes a rest.

SPECIAL ACTIONS

Attack Command Finn can use an action on his turn to choose one creature within short range. If the target can hear and understand Finn, it can use a triggered action to attack, making its attack roll with 1 boon and dealing 1d6 extra damage.

Direct the Troops Finn can use an action, or a triggered action on his turn, to enable one creature within short range that can hear and understand him to move up to half its Speed.

Cunning Betrayal When a creature makes an attack roll against Finn, he can use a triggered action to make an Agility challenge roll. On a success, Finn swaps places with one creature within 2 yards of him, and that creature becomes the target of the attack instead.

Quick Reflexes Finn can use a triggered action on his turn to hide or retreat.

Bestow Good Fortune Whenever a creature within short range rolls a 1 on any die, Finn can use a triggered action to discard the roll and enable the creature to roll the die again.

Uncommon Courage When Finn becomes frightened, he can use a triggered action to make a Will challenge roll. On a success, he removes the frightened affliction.

GAREK

Garek runs the Dented Helm, a tavern and brewery in the Docks. Though the place isn't much to look at, the quality of the brew attracts a steady stream of regular customers. Garek is noted for the dented helm he always wears, the tale behind which changes with each telling.

Garek speaks the Common Tongue and Trollish. He also speaks, reads, and writes Dwarfish.

GAREK

DIFFICULTY 10

Size 1/2 dwarf

Perception 12 (+2); darksight

Defense 17 (plate and mail); **Health** 20; **Insanity** 3; **Corruption** 0

Strength 11 (+1), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 10 (+0) **Speed** 8

Hates Goblins Garek makes attack rolls against goblins with 1 boon.

Robust Constitution Garek takes half damage from poison and makes challenge rolls to avoid or remove the poisoned affliction with 1 boon.

ATTACK OPTIONS

Hammer (melee or short range) +1 with 1 boon (1d6 plus Knockback on attack roll 20+)

Knockback The target must get a success on a Strength challenge roll, or Garek can move the target up to 2 yards away from him.

GARTH VARELLION

Garth Varellion has long had designs on becoming the Sea Lord, and though his efforts have gone unrewarded, he clings to his dreams still. Garth fails to understand that his dreams will never be realized, because people consider him a vain and arrogant fool. He's the least popular member of the Captains' Council, and if the law did not prohibit removing Councilors, he would have lost his seat years ago.

Garth speaks, reads, and writes the Common Tongue.

GARTH VARELLION

DIFFICULTY 50

Size 1 human

Perception 11 (+1)

Defense 15; **Health** 35 **Insanity** 0; **Corruption** 1

Strength 11 (+1), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 10 (+0) **Speed** 10

Uncanny Skill Garth makes challenge rolls with 1 boon.

ATTACK OPTIONS

Saber (melee) +3 with 1 boon (3d6 + 1)

Dagger (melee or short range) +3 with 1 boon (1d3 plus 2d6)

SPECIAL ATTACKS

Skirmish Garth can use an action to move up to half his Speed without triggering free attacks. During the move, he can make an attack roll with 1 boon, and the attack deals 1d6 extra damage.

GITCH

Before the Great Green Fire swept through Freeport, Gitch served as the city's "fire marshal," his task to keep fires under control. But the conflagration destroyed his wagon, and without it he could not do his job. So Gitch settled in Bloodsalt, where he lives in a rundown tower, dubbed by the locals the Tower of High Sorcery. Whether he wants the role or not, he has become recognized as the spokesperson for Freeport's goblin population.

Gitch speaks the Common Tongue and Elfish.

GITCH

DIFFICULTY 10

Size 1/2 faerie (goblin)

Perception 13 (+3); shadowsight

Defense 11; **Health** 17; **Insanity** 1; **Corruption** 0

Strength 9 (-1), **Agility** 11 (+1), **Intellect** 12 (+2), **Will** 9 (-1) **Speed** 10

Immune damage from disease; charmed, diseased

Iron Vulnerability Gitch is impaired while he is in contact with iron.

Sneaky Gitch makes challenge rolls to hide and sneak with 1 boon.

ATTACK OPTIONS

Club (melee) -1 (1d6)

MAGIC

Power 2

Arcana *magic dart* (3), *arcane shield* (2), *unerring darts* (2)

Fire *control flame* (3), *fire blast* (2), *flame ward* (2), *fiery volley* (1)

Magician *sense magic* (3)

GRINGA

Gringa manages the bar at the Diving Fin, a high-end restaurant in the Docks. She sees to it that the customers behave themselves and staff members do their jobs quickly and efficiently. Most of the time, she works behind the bar, mixing drinks and keeping the occasional pirate or ne'er-do-well from causing too much trouble.

Gringa speaks the Common Tongue and Dark Speech.

GRINGA

DIFFICULTY 25

Size I orc

Perception 10 (+0); shadowsight

Defense 15 (mail); **Health** 40; **Insanity** 0; **Corruption** 1

Strength 13 (+3), **Agility** 11 (+1), **Intellect** 9 (-1), **Will** 10 (+0)

Speed 12

Rising Fury When Gringa takes damage, she makes her next attack roll before the end of the next round with 1 boon.

Injured Wrath While Gringa is injured, she makes attack rolls with 1 boon and her attacks deal 1d6 extra damage.

ATTACK OPTIONS

Greataxe (melee) +3 (3d6)

SISTER GWENDOLYN

On the Captains' Council, Sister Gwendolyn represents the Temple of the Sea God. Since the beginning of the Council, back when the city was founded, the group has always included such a figure, because appeasing the Sea God is vital to the city's survival. Gwendolyn is well known in Freeport, since she has invested a great deal of time and energy into making a place for herself in the city's government. The time she has spent trying to increase her power on the Council leads some to question her motives and her commitment to her faith, since she seems so focused on amassing influence and wealth.

Gwendolyn speaks, reads, and writes the Common Tongue and Tidetongue, the language of the undine.

SISTER GWENDOLYN

DIFFICULTY 25

Size I human

Perception 12 (+2)

Defense 11; **Health** 27

Strength 10 (+0), **Agility** 11 (+1), **Intellect** 12 (+2), **Will** 14 (+4)

Speed 10

Blessing of the Sea God Gwendolyn can breathe water as easily as air. In addition, when she would heal damage while submerged in water, she heals twice as much damage.

ATTACK OPTIONS

Scourge (melee) +1 (1d6)

SPECIAL ACTIONS

Prayer When a creature within short range makes an attack roll or a challenge roll, Gwendolyn can use a triggered action to grant the triggering creature 1 boon on the roll.

MAGIC

Power 2

Storm *fog* (3), *forked lightning* (2), *call lightning* (1)

Water *produce water* (3), *drown* (2), *wellspring of life* (2), *wave* (1)

HALKOS TREMIIR

Halkos runs a barbershop in the Seaside Market in the Docks—little more than a tent, really. Because he has recently lived in both Scurvytown and the Eastern District, he's a good source of information about those areas. That fact is not lost on some of the criminal elements in Freeport, and rumors swirl that Halkos sells what he knows to a variety of shady figures who come to his stall.

Halkos speaks, reads, and writes the Common Tongue and Elfish.

HALKOS TREMIIR

DIFFICULTY 10

Size I faerie (elf)

Perception 14 (+4); shadowsight

Defense 11; **Health** 27; **Insanity** 0; **Corruption** 4

Strength 10 (+0), **Agility** 11 (+1), **Intellect** 12 (+2), **Will** 11 (+1)

Speed 12



Immune damage from disease; charmed, diseased
Keen Senses Halkos makes Perception rolls with 1 boon.
Move Silently Halkos makes challenge rolls to sneak with 2 boons.

Spell Defense Halkos takes half damage from spells. He makes challenge rolls to resist a spell with 1 boon. A creature attacking him with a spell makes the attack roll with 1 bane.

Bewitching Presence Halkos's magical nature alters how others see him and behave around him. He makes attack rolls in social situations with 1 boon.

Iron Vulnerability Halkos is impaired while he is in contact with iron. In addition, if he touches or is touched by an object made of iron, he loses Spell Defense and Bewitching Presence for as long as he remains in contact with the metal and for 1 minute afterward.

ATTACK OPTIONS

Unarmed Strike (melee) +1 with 1 boon (1d6 + 1)
Dagger (melee or short range) +1 with 1 boon (1d3 plus 1d6)

SPECIAL ACTIONS

Quick Reflexes Halkos can use a triggered action on his turn to hide or retreat.

HARCOURT HORKEL

Con artists can be found on practically any corner in the Docks, but few can match the sliminess of Harcourt Horkel. A hustler through and through, he works as a cardsharp and a charlatan, fleecing anyone who has the misfortune to cross his path.

Harcourt speaks, reads, and writes the Common Tongue.

HARCOURT HORKEL

DIFFICULTY 25

Size 1 human

Perception 14 (+4)
Defense 13; **Health** 19; **Insanity** 0; **Corruption** 1
Strength 10 (+0), **Agility** 13 (+3), **Intellect** 13 (+3), **Will** 10 (+0)
Speed 10
Uncanny Skill Harcourt makes challenge rolls with 1 boon.
Determined When Harcourt rolls a 1 for a boon, he can reroll the die and use the new result.
Inveigle When Harcourt spends at least 1 minute talking to a creature that can hear and understand what he says, the creature must make a Will challenge roll. On a failure, the creature becomes charmed for as long as it can see Harcourt or until it takes damage. On a success, the creature becomes immune to Harcourt's use of Inveigle until the creature completes a rest.

ATTACK OPTIONS

Rapier (melee) +3 with 1 boon (3d6 + 1)
Dagger (melee or short range) +3 with 1 boon (1d3 plus 2d6)

SPECIAL ATTACKS

Mislead Harcourt can use an action to trick one creature within short range that can see him, hear him, and understand what he says. Harcourt makes an Intellect attack roll with 1 boon against the target's Perception. If the target is charmed, compelled, or impaired, Harcourt makes the attack roll with 1 additional boon. On a success, Harcourt moves the target up to half its Speed, and the next creature to attack it before the end of the round makes the attack roll with 1 boon.

SPECIAL ACTIONS

Quick Reflexes Harcourt can use a triggered action on his turn to hide or retreat.

MAGIC

Power 2

Enchantment *presence* (3), *charm* (2), *command* (2), *question* (2), *mind bondage* (1)

HECTOR TORIAN

Hector Torian is a crusty old pirate and the former captain of the *Sea Ghost*, a ship he sold when he retired from the sea nearly a decade ago to become a politician. Ever since Milton Drac granted him a seat on the Captains' Council, Hector has been a loyal supporter of the Drac family, even to his own detriment.

Hector speaks, reads, and writes the Common Tongue.

HECTOR TORIAN

DIFFICULTY 50

Size 1 human

Perception 13 (+3)
Defense 16 (hard leather); **Health** 27; **Insanity** 0; **Corruption** 0
Strength 10 (+0), **Agility** 13 (+3), **Intellect** 12 (+2), **Will** 11 (+1)
Speed 10
Uncanny Skill Hector makes challenge rolls with 1 boon.

ATTACK OPTIONS

Cutlass (melee) +3 with 1 boon (3d6 + 1)
Dagger (melee or short range) +3 with 1 boon (1d3 plus 2d6)

SPECIAL ATTACKS

Threats Hector uses an action, or a triggered action on his turn, to make an Intellect attack roll with 2 boons against the Will of one creature within short range that can see and hear him. On a success, the target becomes frightened for 1 round. On a failure, the target becomes immune to Hector's use of Threats until the target completes a rest.

ADMIRAL HROTHY

Before settling in Freeport, Hrothy served the Empire as an admiral in its navy. Ruthless, he never gave quarter to enemy ships, consigning countless sailors to graves at the bottom of the sea. He retired to Freeport to live out his golden years in comfort. Though he crossed swords with many Freeporters in his past, Hrothy has now become a socialite, rubbing elbows with the city's elite. Unfortunately for his "friends," none of them know he's really a spy for the Empire.

The admiral speaks, reads, and writes the Common Tongue.

ADMIRAL HROTHY

DIFFICULTY 25

Size 1 human

Perception 13 (+3)
Defense 11; **Health** 32; **Insanity** 0; **Corruption** 0
Strength 11 (+1), **Agility** 10 (+0), **Intellect** 12 (+2), **Will** 10 (+0)
Speed 10; climber, swimmer
Uncanny Skill Hrothy makes challenge rolls with 1 boon.
Determined When Hrothy rolls a 1 for a boon, he can reroll the die and use the new result.

ATTACK OPTIONS

Cutlass (melee) +1 with 1 boon (2d6 + 1)

SPECIAL ATTACKS

Subterfuge Hrothy makes an Intellect attack roll with 1 boon against the Intellect of one creature within short range that can hear and understand what Hrothy says. On a success, the creature becomes charmed for 1 round or until Hrothy attacks it. On a failure, the creature becomes immune to Hrothy's use of Subterfuge until the creature completes a rest.

JACOB LYDON

When Captain Jacob Lydon settled in Freeport, he did so with the intention of getting into politics. An inveterate gambler, he had amassed an astonishing amount of debt, and he believed he would accumulate enough wealth through bribes and kickbacks to keep his creditors at bay. Milton Drac courted him for a seat on the Council, believing he would be a useful and obedient servant. Although Drac was later discredited and revealed to be a cultist, Lydon's popularity nevertheless won him a seat. Since then, he has squandered all the financial gains he had made from his elevated station, and his recklessness has distanced him from the real power brokers on the Council.

Jacob speaks, reads, and writes the Common Tongue.

JACOB LYDON

DIFFICULTY 25

Size 1 human

Perception 11 (+1)
Defense 12 (soft leather); **Health** 29; **Insanity** 2; **Corruption** 0
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 12 (+2)
Speed 10
Uncanny Skill Jacob makes challenge rolls with 1 boon.

ATTACK OPTIONS

Saber (melee) +3 with 1 boon against Agility (2d6)
Dagger (melee or short range) +3 with 1 boon against Agility (1d3 plus 1d6)

SPECIAL ATTACKS

Threats Jacob can use an action, or a triggered action on his turn, to make an Intellect attack roll with 2 boons against the Will of one creature within short range that can see and hear him. On a success, the target becomes frightened for 1 round. On a failure, the target becomes immune to Jacob's use of Threats until the target completes a rest.

JANIS HAWTHORNE

Janis Hawthorne blends in with the everyday people of Freeport, just another fruit-seller struggling to make ends meet. Cheerful, pleasant, and always friendly, she makes a good impression wherever she goes. Because people open up to her so easily, she picks up all sorts of information—which makes her an excellent source of the latest gossip.

Janis speaks the Common Tongue and Elfish.

JANIS HAWTHORNE

DIFFICULTY 1

Size 1 faerie (changeling)

Perception 13 (+3); shadowsight
Defense 10; **Health** 11; **Insanity** 0; **Corruption** 0
Strength 11 (+1), **Agility** 10 (+0), **Intellect** 12 (+2), **Will** 12 (+2)
Speed 10
Immune damage from disease; charmed, diseased
Iron Vulnerability Janis is impaired while she is in contact with iron.

ATTACK OPTIONS

Club (melee) +1 (1d6)

SPECIAL ACTIONS

Steal Identity Janis can use an action to alter her appearance to match that of a living creature she can see within short range. The target must be Size 1/2 or Size 1 and have a humanoid shape made of flesh and blood. Her body changes to look like the target's, though her clothing and possessions remain unchanged. The effect lasts until she uses this talent again. If Janis becomes incapacitated or touches an object made from iron, she immediately reverts to her natural appearance.

JOZAN FEG

Jozan Feg is a prosperous merchant in the Old City. He was one of Eudokia's first converts and is now her cohort. It is at his house that the cult secretly congregates for instruction and worship.

Jozan speaks the Common Tongue.



JOZAN FEG

DIFFICULTY 5

Size 1 human (mutated)

Perception 12 (+2); shadowsight
Defense 11; **Health** 15; **Insanity** 3; **Corruption** 1
Strength 11 (+1), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 9 (-1)
Speed 10

ATTACK OPTIONS

Claws and Teeth (melee) +1 (1d6 + 2)

SPECIAL ATTACKS

Exhale Flames Jozan spews flames into a 6-yard-long cone, dealing 1d6 damage to everything in the area. A creature that gets a success on an Agility challenge roll takes half the damage. Once Jozan uses Exhale Flames, he cannot do so again until he completes a rest.

MAGIC

Power 1
Enchantment *presence* (2), *charm* (1)
Illusion *disguise* (2)

KARL THE KRAKEN

For years, Karl was a professional thug, a brute for hire who was noted for not asking questions and for being good at smashing faces. But he had a tendency to kill when lethal force wasn't needed, a fact that often tempered potential clients' zeal for hiring him. After the Great Green Fire, Karl relocated to Bloodsalt along with most of the other orcs in the city. He isn't nearly as busy as he was in the good old days, and he sometimes takes out his frustration on the occasional hobgoblin.

Karl speaks the Common Tongue and Dark Speech.

KARL THE KRAKEN

DIFFICULTY 50

Size 1 orc

Perception 12 (+2); shadowsight
Defense 17 (mail); **Health** 40; **Insanity** 2; **Corruption** 1
Strength 14 (+4), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 11 (+1)
Speed 12

Rising Fury When Karl takes damage, he makes his next attack roll before the end of the next round with 1 boon.

ATTACK OPTIONS

Flail (melee) +4 with 1 boon (2d6 + 2 plus Combat Expertise)

Spiked Gauntlet (melee) +4 with 1 boon (1d3 plus 1d6 plus Combat Expertise)

Combat Expertise Once per round, Karl can deal 1d6 extra damage or make another attack against a different target before the end of his turn.

SPECIAL ACTIONS

Demoralize Karl can use an action, or a triggered action, to make a Will attack roll against the Will of one creature that can see and hear him within short range. If the target is injured, Karl makes the attack roll with 1 boon. On a success, the creature becomes frightened for 1 round. On a failure, the creature becomes immune to Karl's use of Demoralize until the creature completes a rest.

SPECIAL ACTIONS

Catch Your Breath Karl can use an action, or a triggered action on his turn, to heal 10 damage. Once he uses this talent, he cannot do so again until he completes a rest.



K'STALLO

Until recently, K'Stallo had been impersonating Thuron, the high priest of the God of Knowledge, unbeknownst to anyone but his ally, Brother Egil. K'Stallo used his guise to learn what he could of the mysterious places beneath Freeport, hoping to liberate the degenerate serpent people from their barbarism. K'Stallo aided Egil and his adventurer companions in thwarting Milton Drac's plans, and once they had achieved that victory, the Valossan turned his full attention to his lost kin, leaving the temple in Egil's capable hands.

K'Stallo speaks, reads, and writes the Common Tongue, High Archaic, and Valossan.

K'STALLO

DIFFICULTY 100

Size 1 serpent person

Perception 13 (+3); darksight
Defense 10; **Health** 40; **Insanity** 0; **Corruption** 0
Strength 10 (+0), **Agility** 10 (+0), **Intellect** 12 (+2), **Will** 18 (+8)
Speed 10; swimmer

Omens When K'Stallo makes an attack roll or a challenge roll, he can expend a casting of a Divination spell to make the roll with a number of boons equal to the rank of the spell.

ATTACK OPTIONS

Staff (melee) +0 (1d6+1)

SPECIAL ACTIONS

Change Shape K'Stallo can use an action, or a triggered action on his turn, to transform into a different living creature. The new form must have a humanoid shape and be either Size 1/2 or Size 1. He remains in this form until he becomes incapacitated or uses a triggered action at any time to return to his normal form. K'Stallo can use this talent six times and regains expended uses when he completes a rest.

Shared Recovery K'Stallo can use an action to heal 10 damage and enable one other creature within short range to heal damage equal to its healing rate. K'Stallo can use Shared Recovery twice and regains expended uses when he completes a rest.

Divine Ecstasy K'Stallo can use an action to enter a state of divine ecstasy that lasts for 1 minute, granting him the following benefits for the duration.

- +10 bonus to Health
- +1 bonus to Defense
- Immune to charmed, compelled, and frightened; gaining Insanity
- Makes attack rolls and challenge rolls with 1 boon.
- Deals 1d6 extra damage on attacks.

Alternatively, K'Stallo can choose to enter a trance. If he concentrates until the effect ends, he can ask Yig up to three questions that can be answered with yes, no, or maybe. He then makes a Will challenge roll with 1 bane. On a success, Yig must answer these questions truthfully. On a failure, K'Stallo gains 1 Insanity.

MAGIC

Power 5

Arcana *arcane armor* (5), *arcane sight* (3), *unerring darts* (3), *arcane lightning* (2), *harness magic* (1)

Divination *eavesdrop* (5), *foretell* (3), *reading* (3), *see the future* (2), *vision* (1), *clairvoyance* (1)

KYRGA STONEFOOT

After being exiled from a holdfast for behavior unbecoming a dwarf, Kyrga Stonefoot made Freeport her new home. She found the city distasteful, but had no better alternatives, so she turned to exploiting her only real talents—being strong and quick. She decided to open a rickshaw company and has since carved out a niche for herself by being dependable and never asking personal questions of her customers.

Kyrga speaks the Common Tongue, Dwarfish, Elfish, and Trollish. She can read and write the Common Tongue and Dwarfish.

KYRGA STONEFOOT

DIFFICULTY 5

Size 1/2 dwarf

Perception 11 (+1); darksight

Defense 10; **Health** 21; **Insanity** 0; **Corruption** 0

Strength 12 (+2), **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 10 (+0)

Speed 8

Hates Orcs Kyrga makes attack rolls against orcs with 1 boon.

Robust Constitution Kyrga takes half damage from poison and makes challenge rolls to avoid or remove the poisoned affliction with 1 boon.

ATTACK OPTIONS

Unarmed strike (melee) +2 with 1 boon (1)

LARIA SYRTIS

Laria Syrtis is the captain of the *Sunrunner*, a sleek elfin galleon she inherited from her father. She has secured a place as a captain in the Admiralty, a group of sea captains charged with defending the Pirate Isles.

Laria speaks, reads, and writes the Common Tongue, Elfish, and Tidetongue.

LARIA SYRTIS

DIFFICULTY 25

Size 1 faerie (elf)

Perception 17 (+7); shadowsight

Defense 14; **Health** 27; **Insanity** 0; **Corruption** 4

Strength 10 (+0), **Agility** 13 (+3), **Intellect** 15 (+5), **Will** 11 (+1)

Speed 12; climber, swimmer

Immune damage from disease; charmed, diseased

Spell Defense Laria takes half damage from spells. She makes challenge rolls to resist a spell with 1 boon. A creature attacking her with a spell makes the attack roll with 1 bane.

Uncanny Skill Laria makes challenge rolls with 1 boon.

Bewitching Presence Laria's magical nature alters how others see her and behave around her. She makes attack rolls in social situations with 1 boon.

Iron Vulnerability Laria is impaired while she is in contact with iron. In addition, if she touches or is touched by an object made of iron, she loses Spell Defense and Bewitching Presence for as long as she remains in contact with the metal and for 1 minute afterward.



ATTACK OPTIONS

Spear (melee) +3 with 1 boon (2d6)
Bow (long range) +3 with 1 boon (2d6)

SPECIAL ACTIONS

Omens Everywhere When Laria would make a challenge roll, she can use a triggered action to first make a Perception challenge roll. She makes the triggering challenge roll with 2 boons on a success, or with 2 banes on a failure.

MAGIC

Power 1
Fey *misdirect* (2)
Song *song of friendship* (2), *song of courage* (1), *song of valor* (1)

LEXI

One of the most requested courtesans at the Serenity House, a popular and expensive brothel in the Old City, Lexi has earned a measure of renown by knowing how to anticipate her clients' fantasies. She conceals the fact that she was poorly treated at her father's brothel on Dreaming Street, and she believes she is again being exploited for her talents. She killed her father, and she would not be above killing her present employer to escape a bad situation.

Lexi speaks, reads, and writes the Common Tongue and Elvish.

LEXI

DIFFICULTY 10

Size 1 human

Perception 12 (+2)
Defense 10; **Health** 16; **Insanity** 3; **Corruption** 2
Strength 10 (+0), **Agility** 10 (+0), **Intellect** 12 (+2), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Dagger (melee or short range) +0 (1d3)

MAGIC

Power 2
Enchantment *presence* (3), *charm* (2), *compel* (1)
Illusion *disguise* (3)
Magician *sense magic* (3)
Telepathy *sense thoughts* (3), *mind stab* (2)

LIAM BLACKHAMMER

Considered the everyman's champion, Liam Blackhammer has gained a reputation for fighting for the common man, which sets him apart from the privileged and self-interested members of the Captains' Council and has made him a hero of the people. The other members of the Council do not share the people's high opinion of the man, seeing him as uncompromising and as stubborn as a mule on just about every measure they try to pass. Although Liam is disliked by his peers, the Council tolerates his presence because of his years of experience as a public servant and his unflagging popularity among

the city's rank and file. He has value, the other Councilors believe, if and when he can be convinced to support the Council's designs.

Liam speaks, reads, and writes the Common Tongue.

LIAM BLACKHAMMER

DIFFICULTY 10

Size 1 human

Perception 12 (+2)
Defense 15 (mail); **Health** 18; **Insanity** 0; **Corruption** 0
Strength 13 (+3), **Agility** 8 (-2), **Intellect** 12 (+2), **Will** 12 (+2)
Speed 10

ATTACK OPTIONS

Warhammer (melee) +3 (2d6)

MARCUS ROBERTS

One of the most famous people in Freeport and a beloved member of the Captains' Council, Marcus Roberts represents the city's interests on the Continent and negotiates with the Nine Cities, the Empire, and other lands. Marcus's charm and his skill at diplomacy won him his place as the city's ambassador. His forays to the mainland over the years have resulted in his making numerous contacts throughout the Empire. Marcus's natural charisma and good looks prove useful when he tends to matters on the Council and also when he operates as the city's spymaster. Through his business interests, he has also managed to take over stewardship of the Office of Dredging.

Marcus speaks, reads, and writes the Common Tongue.



MARCUS ROBERTS

DIFFICULTY 25

Size 1 human

Perception 14 (+4)

Defense 13; **Health** 25; **Insanity** 0; **Corruption** 0

Strength 11 (+1), **Agility** 13 (+3), **Intellect** 13 (+3), **Will** 12 (+2)

Speed 10

Inveigle If Marcus spends at least 1 minute talking to a creature that can hear and understand what he says, the creature must make a Will challenge roll. On a failure, the creature becomes charmed for as long as it can see Marcus or until it takes damage. On a success, the creature becomes immune to Marcus's use of Inveigle until the creature completes a rest.

Uncanny Skill Marcus makes challenge rolls with 1 boon.

ATTACK OPTIONS

Small Sword (melee) +3 with 1 boon (2d6)

SPECIAL ATTACKS

Subterfuge Marcus uses an action to make an Intellect attack roll with 1 boon against the Intellect of one creature within short range that can hear and understand him. On a success, the creature becomes charmed for 1 round or until Marcus attacks it. On a failure, the creature becomes immune to Marcus's use of Subterfuge until the creature completes a rest.

Mislead Marcus uses an action to make an Intellect attack roll with 1 boon against the Perception of one creature within short range that can see him, and hear and understand what Marcus says. If the target is charmed, compelled, or impaired, Marcus makes the attack roll with 1 additional boon. On a success, Marcus moves the target up to half its Speed, and the next creature to attack the target before the end of the round makes the attack roll with 2 boons.

SPECIAL ACTIONS

Quick Reflexes Marcus can use a triggered action on his turn to hide or retreat.

MARILISE MAEORGAN

Marilise Maeorgan filled the vacuum left when the last Sea Lord, Milton Drac, died. Through cunning negotiating and politicking, she has since become the most powerful and influential person in the city. Her ascent lifted the city out of uncertainty following Milton Drac's fall, and she has ushered in a new chapter of Freeport's history. For all the stability the new Sea Lord brings, she has a reputation for being fiery and tempestuous, which makes many citizens nervous. Some wonder if they have traded uncertainty for the rule of a madwoman whose designs are as dangerous as her predecessor's. Despite those concerns, she has proven an able and competent leader, and seems capable of manipulating the Council into getting what she wants.

Marilise speaks, reads, and writes the Common Tongue and High Archaic.

MARILISE MAEORGAN

DIFFICULTY 10

Size 1 human

Perception 13 (+3)

Defense 12; **Health** 25; **Insanity** 0; **Corruption** 1

Strength 11 (+1), **Agility** 12 (+2), **Intellect** 12 (+2), **Will** 13 (+3)

Speed 10

Uncanny Skill Marilise makes challenge rolls with 1 boon.

Determined When Marilise rolls a 1 for a boon, she can reroll the die and use the new result.

Sense Deception While she is holding *Reaverbane*, Marilise knows whenever anyone knowingly speaks a lie.

Enamor If Marilise spends at least 1 minute talking to a living creature, she can make an Intellect attack roll against the target's Will. On a success, the target becomes charmed until it completes a rest or until Marilise attacks it. On a failure, the target becomes immune to Marilise's use of Enamor until the target completes a rest.

ATTACK OPTIONS

Reaverbane (melee) +1 with 3 boons (4d6 + 4 plus Thunderous Strike on attack roll 20+)*

Thunderous Strike Thunder booms from the blade, spreading out in a 10-yard radius and dealing 3d6 damage to everyone in the area other than Marilise. A creature must make a Strength challenge roll. A creature takes half the damage on a success, or becomes deafened and immobilized for 1 minute on a failure.

Dagger (melee or short range) +2 (1d3 plus 1d6)

*See chapter 3 for more information about *Reaverbane*.

SPECIAL ATTACKS

Threats Marilise can use an action, or a triggered action on her turn, to make an Intellect attack roll with 1 boon against the Will of one creature within short range that can see and hear her. On a success, the target becomes frightened for 1 round. On a failure, the target becomes immune to Marilise's use of Threats until the target completes a rest.

SPECIAL ACTIONS

Quick Reflexes Marilise can use a triggered action on her turn to hide or retreat.

MASSON FRANCISCO

Masson Francisco, the speaker of Libertyville, represents the people of his growing community. A vocal opponent of the decadence in Freeport and the societal injustices upheld by the ruling class, he has been branded a revolutionary by his opponents both in his community and in Freeport. Those who have heard any of his stirring speeches see him as a visionary and know that the future lies in his words. Masson speaks the Common Tongue.

MASSON FRANCISCO

DIFFICULTY 10

Size 1 human rogue swashbuckler 4

Perception 12 (+2)

Defense 15 (hard leather); **Health** 30; **Insanity** 0; **Corruption** 0

Strength 11 (+1), **Agility** 12 (+2), **Intellect** 12 (+2), **Will** 10 (+0)

Speed 12

Determined When Masson rolls a 1 for a boon, he can reroll the die and use the new result.

ATTACK OPTIONS

Rapier (melee) +2 with 1 boon (2d6 + 1)

Pistol (medium range) +2 with 1 boon (3d6)

SPECIAL ACTIONS

Combat Feint Masson can use a triggered action on his turn to feint against one creature that can see him and is within short range. Until the end of the round, Masson makes attack rolls with swift weapons against that creature with 1 boon, and the creature makes attack rolls against Masson with 1 bane.

MENDOR MAEORGAN

The Sea Lord's cousin, who lives under a cloud of suspicion due to his support for Milton Drac, Mendor Maeorgan got his start with a gang known as the Joy Boys. After that bunch fell apart, he founded and still leads the notorious Rakeshames, a group of disaffected and bored noble youths who create trouble. Although the gang is vicious and terrible, his henchmen, which include Vikki Tarjay, are not monsters like he is. Those who knew him as a youngster realize that he has undergone a profound change in his temperament and appearance. He is now larger than he used to be, sinister, and thoroughly mad.

Mendor speaks, reads, and writes the Common Tongue.

MENDOR MAEORGAN

DIFFICULTY 50

Size 1 monster

Perception 10 (+0)

Defense 15 (mail); **Health** 25; **Insanity** 4; **Corruption** 6

Strength 15 (+5), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 9 (-1)

Speed 10

Determined When Mendor rolls a 1 for a boon, he can reroll the die and use the new result.

Hideous Transformation When Mendor becomes injured, he undergoes a profound transformation. Each creature that can see him must get a success on a Will challenge roll with 1 bane or gain 1 Insanity. While he is in his hideous form, Mendor cannot gain Insanity or become frightened, and his attacks deal 1d6 extra damage. Mendor remains in hideous form until he is no longer injured.

Thrall to the Unspeakable One Mendor makes attack rolls and challenge rolls with 1 boon.

ATTACK OPTIONS

Bastard Sword (melee) +5 with 1 boon (3d6)

Venomous Teeth (melee) +5 with 2 boons (1d6 + 2 plus Poison)

Poison A living creature must get a success on a Strength challenge roll or take 1d6 damage, gain 1 Insanity, and become poisoned for 1 minute. If a creature is already poisoned, the creature instead takes 1d6 extra damage and gains 1 additional Insanity.

SPECIAL ATTACKS

Stab and Bite Mendor makes an attack with a melee weapon and another attack with his venomous teeth.

MOTHER MIRREN

As the matriarch of a large, extended family, Mother Mirren oversees the affairs of literally scores of descendants. She had many children, who in turn had many children, who had many children themselves. Although they are not the wealthiest of families in Freeport, their sheer numbers give them political influence, since the family members are embedded in almost every industry and have the ears of many famous captains. And Mirren has control over them all.

Mother Mirren speaks, reads, and writes the Common Tongue.

MOTHER MIRREN

DIFFICULTY 1

Size 1 human

Perception 11 (+1)

Defense 9; **Health** 9; **Insanity** 0; **Corruption** 0

Strength 9 (-1), **Agility** 9 (-1), **Intellect** 11 (+1), **Will** 13 (+3)

Speed 8

ATTACK OPTIONS

Dagger (melee or short range) -1 (1d3)

MORGAN BAUMANN

Morgan Baumann is the notorious captain of the *Kraken's Claw*, a pirate ship reputed to have sunk over twenty vessels. Although Morgan sometimes comes ashore in Freeport, she is not often welcome because she laughs off the city's laws and rules, causing problems for Freeport and for other ships that dock here. She depends on her first mate, Shantar Froese, to keep control of her crew and to keep her out of too much trouble.

Morgan speaks the Common Tongue.



MORGAN BAUMANN

DIFFICULTY 25

Size 1 human

Perception 11 (+1)
Defense 13; **Health** 33; **Insanity** 0; **Corruption** 3
Strength 11 (+1), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 10 (+0)
Speed 12
Uncanny Skill Morgan makes challenge rolls with 1 boon.
Determined When Morgan rolls a 1 for a boon, she can reroll the die and use the new result.

ATTACK OPTIONS

Cutlass (melee) +2 with 2 boons (4d6 + 1, plus Exploit Opportunity on attack roll 20+)
Pistol (medium range) +2 with 2 boons (4d6, plus Exploit Opportunity on attack roll 20+)
Exploit Opportunity Once per round, Morgan can take another turn before the end of the round.

SPECIAL ATTACKS

Combat Feint Morgan can use a triggered action on her turn to feint against one creature that can see her and is within short range. Until the end of the round, Morgan makes attack rolls with swift weapons against that creature with 1 boon, and the creature makes attack rolls against Morgan with 1 bane. In addition, when Morgan gets a success on an attack roll against the target, she can move up to 3 yards, and the target must also move to remain within her reach. This movement does not trigger free attacks.
Skirmish Morgan can use an action to move up to half her Speed without triggering free attacks. During the move, she can make an attack roll with 1 bane, and the attack deals 1d6 extra damage.

SPECIAL ACTIONS

Tumbling Advance Morgan moves up to twice her speed. This movement does not trigger free attacks, and she can move through spaces occupied by other creatures.

NATHAN GRYMES

Nathan Grymes recently gained a seat on the Captains' Council. Few know much about him or his past, but it seems he greased the right palms and had support from the sellers in the Merchant District. Some whisper that he has ties to a distant slaver, but no one has produced proof of such a connection.

Nathan speaks, reads, and writes the Common Tongue and Azharan.

NATHAN GRYMES

DIFFICULTY 10

Size 1 human

Perception 12 (+2)
Defense 14 (hard leather, small shield); **Health** 24; **Insanity** 0; **Corruption** 2
Strength 10 (+0), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 10 (+0)
Speed 10
Uncanny Skill Nathan makes challenge rolls with 1 boon.
Determined When Nathan rolls a 1 for a boon, he can reroll the die and use the new result.

ATTACK OPTIONS

Rapier (melee) +1 with 1 boon (2d6 + 1)
Pistol (medium range) +1 with 1 boon (3d6)

SPECIAL ATTACKS

Subterfuge Nathan makes an Intellect attack roll with 1 boon against the Intellect of one creature within short range that can hear and understand what he says. On a success, the creature becomes charmed for 1 round or until Nathan attacks it. On a failure, the creature becomes immune to Nathan's use of Subterfuge until the creature completes a rest.

SPECIAL ACTIONS

Quick Reflexes Nathan can use a triggered action on his turn to hide or retreat.

NEVTALATHIEN

Nevtalathien, or Nev to her friends, settled in Freeport to make an honest living after a career of adventuring. She now runs a leatherworking shop in the Seaside Market, but still finds it hard to resist the call to adventure and frequently disappears for weeks at a time. When she returns, she generally carries a fresh batch of scars and a heavy sack of treasure.

Nevtalathien speaks the Common Tongue and Elfish.

NEVTALATHIEN

DIFFICULTY 25

Size 1 faun

Perception 11 (+1); shadowsight
Defense 14 (hard leather); **Health** 38 **Insanity** 0; **Corruption** 0
Strength 11 (+1), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 11 (+1)
Speed 12
Alertness Nevtalathien makes Perception rolls with 1 boon. She cannot be surprised while conscious.
Quick Step When Nevtalathien uses an action, she can move 1 yard before or after the action, provided her Speed is greater than 0.
Skittish Nevtalathien makes Will challenge rolls with 1 bane.

ATTACK OPTIONS

Sword (melee) +1 with 1 boon (2d6 + 2 plus Combat Expertise)
Short Sword (melee) +1 with 1 boon (2d6 plus Combat Expertise)
Bow (long range) +1 with 1 boon (2d6 + 1 plus Combat Expertise)
Combat Expertise Once per round, Nevtalathien can deal 1d6 extra damage or make another attack against a different target before the end of her turn.

SPECIAL ACTIONS

Hunt Prey Nevtalathien can use an action, or a triggered action on her turn, to choose one creature she can see. The target becomes her prey until she uses this talent again, until she becomes unconscious, or until she completes a rest. Nevtalathien makes attacks rolls against her prey, as well as challenge rolls to find or track her prey, with 1 boon.

NIFUR ROBERTS

A few years ago, most merchant princes dismissed Nifur Roberts, the daughter of Marcus Roberts, as a reckless and flighty young woman, one who would masquerade at nights as a bravo and found no shortage of trouble in the taverns of Drac's End and the Merchant District. She abandoned her childish exploits after she and her sisters got themselves in a great deal of trouble by running with a gang. Now she runs her own business, importing and exporting

weaponry. Her business savvy as well as her father's station on the Council makes her something of a celebrity in the city.

Nifur speaks, reads, and writes the Common Tongue.

NIFUR ROBERTS

DIFFICULTY 5

Size 1 human

Perception 11 (+1)
Defense 11; **Health** 20; **Insanity** 0; **Corruption** 0
Strength 10 (+0), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 9 (-1)
Speed 10

ATTACK OPTIONS

Rapier (melee) +1 with 1 boon (2d6 + 1)

OMAR NKOTA

Engaged in a career that most deem foolhardy if not suicidal, Omar Nkota runs a compound at the edge of Drac's End, where he stables and trains animals and strange monsters collected from all over the known world.

Omar speaks the Common Tongue.

OMAR NKOTA

DIFFICULTY 10

Size 1 human

Perception 12 (+2)
Defense 11; **Health** 24; **Insanity** 0; **Corruption** 0
Strength 10 (+0), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 11 (+1)
Speed 12
Alertness Omar makes Perception rolls with 1 boon. He cannot be surprised while conscious.
Forward Observer When Omar makes a challenge roll to hide or sneak and he is more than 5 yards from other members of his group, he makes the roll with 1 boon.
Uncanny Skill Omar makes challenge rolls with 1 boon.
Trackless When Omar moves across solid ground, he leaves tracks only if he chooses to do so.

ATTACK OPTIONS

Scimitar (melee) +1 with 1 boon (2d6 + 1)
Dagger (melee or short range) +1 with 1 boon (1d3 plus 1d6)

MAGIC

Power 1
Primal *hide from animals* (2), *beast tongue* (1), *befriend animal* (1), *call small animal* (1)

OTTO PARSAM

An ex-adventurer, Otto Parsam retired in Freeport and opened a weapon shop. He has seen his fair share of action and knows what a difference a superior weapon can make in a fight. Although he lives in Scurvytown, no one anywhere in the city is foolish enough to give him trouble. He still knows his way around a field of battle.

Otto speaks, reads, and writes the Common Tongue.

OTTO PARSAM

DIFFICULTY 25

Size 1 human

Perception 11 (+1)
Defense 16 (mail); **Health** 39; **Insanity** 0; **Corruption** 0
Strength 14 (+4), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 11 (+1)
Speed 10
Determined When Otto rolls a 1 for a boon, he can reroll the die and use the new result.

ATTACK OPTIONS

Bastard Sword (melee) +4 (3d6 plus Combat Expertise, plus Bleeding Wound on attack roll 20+)
Combat Expertise Once per round, Otto can deal 1d6 extra damage or make another attack against a different target before the end of his turn.
Bleeding Wound A living creature must get a success on a Strength challenge roll or suffer a bleeding wound until it heals any damage. At the end of each round when a creature suffers a bleeding wound, it takes 1d6 damage.

SPECIAL ATTACKS

Powerful Attack Otto attacks with his bastard sword, making the attack roll with 1 bane and dealing 1d6 extra damage on a success.

PATAMON

Patamon is a flamboyant rogue and stealer of hearts. It's said he once ran with one of Freeport's gangs, but fled the city when something went wrong. Since he's now back in the city, it seems the dust must have settled. But those who know him claim he still spends a fair bit of time looking over his shoulder.

Patamon speaks, reads, and writes the Common Tongue.

PATAMON

DIFFICULTY 25

Size 1 human

Perception 11 (+1)
Defense 14 (soft leather); **Health** 26; **Insanity** 0; **Corruption** 0
Strength 10 (+0), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 11 (+1)
Speed 10
Uncanny Skill Patamon makes challenge rolls with 1 boon.
Spell Trickery When Patamon casts attack spells, he makes the attack rolls, if any, with 1 boon.

ATTACK OPTIONS

Long Knife (melee) +3 with 1 boon (3d6)
Hand Crossbow (short range) +3 with 1 boon (3d6)

MAGIC

Power 2
Arcana *arcane armor* (3), *arcane shield* (2)
Celestial *burning beam* (3)
Enchantment *bewitch* (3), *charm* (2)

PETRA WALLACE

Petra Wallace led the Guild of Craftsmen in Freeport and hoped to gain the vacant seat on the Captains' Council and put her energy into improving the city. Her idealism and earnestness, however, presented her with more barriers than she could overcome.

She became fed up and left Freeport to work in Libertyville, set on making that community a place that would one day eclipse Freeport as the dominant city in the Serpent's Teeth. It's a long shot, and the community has not yet attracted the numbers she hoped, but she remains committed to her new home.

Petra speaks, reads, and writes the Common Tongue.

PETRA WALLACE

DIFFICULTY 5

Size 1 human

Perception 11 (+1)

Defense 12; **Health** 16; **Insanity** 0; **Corruption** 0

Strength 10 (+0), **Agility** 12 (+2), **Intellect** 13 (+3), **Will** 11 (+1)

Speed 10

Uncanny Skill Petra makes challenge rolls with 1 boon.

ATTACK OPTIONS

Staff (melee) +2 with 1 boon (2d6 + 1)

Dagger (melee or short range) +2 with 1 boon (1d3 plus 1d6)

SPECIAL ATTACKS

Subterfuge Petra makes an Intellect attack roll with 1 boon against the Intellect of one creature within short range that can hear and understand what she says. On a success, the creature becomes charmed for 1 round or until Petra attacks it. On a failure, the creature becomes immune to Petra's use of Subterfuge until the creature completes a rest.

POPPY BRAGG

Poppy Bragg leads the Longshoremen's Union. With the help of his equally fiery wife, he has fought to clean up corruption in the Docks by strongarming ship captains, the Council, and anyone else who got in his way, with the ultimate goals of looking after his people and expanding his union's control over the Docks. Poppy has become one of the city's most important citizens.

He speaks the Common Tongue and Dark Speech.

POPPY BRAGG

DIFFICULTY 5

Size 1 human

Perception 11 (+1)

Defense 12 (hard leather); **Health** 20; **Insanity** 0; **Corruption** 0

Strength 14 (+4), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 11 (+1)

Speed 10

Determined When Poppy rolls a 1 for a boon, he can reroll the die and use the new result.

ATTACK OPTIONS

Club (melee) +4 (1d6)

PRENDAG THE HIGH DEATH

Prendag, called the High Death by his followers, leads a small but dangerous cult called the Bleeding Fist. Dedicated to spreading the influence of the Murder God throughout Freeport, Prendag's organized mob of killers and thugs haunts Scurvytown and Bloodsalt. His successes have made him something of a hero to the



orcs of Bloodsalt, and many seek to join the Bleeding Fist to recapture the power they believe was stolen from them by the hobgoblins who share their ghetto.

Prendag speaks the Common Tongue and Dark Speech.

PRENDAG THE HIGH DEATH

DIFFICULTY 25

Size 1 orc

Perception 11 (+1); shadowsight

Defense 13 (brigandine); **Health** 39; **Insanity** 4; **Corruption** 5

Strength 13 (+3), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 12 (+2)

Speed 12

Rising Fury When Prendag takes damage, he makes his next attack roll before the end of the next round with 1 boon.

Injured Wrath While he is injured, Prendag makes Strength attack rolls and challenge rolls with 1 boon.

Warpriest When Prendag gets a success on an attack roll, he grants 1 boon on the next attack made by a creature of his choice within short range.

ATTACK OPTIONS

Spiked Gauntlet (melee) +3 (1d3)

Dagger (melee or short range) +3 with 1 boon (1d3)

SPECIAL ACTIONS

Prayer When a creature within short range makes an attack roll or a challenge roll, Prendag can use a triggered action to grant the triggering creature 1 boon on the roll. If the boon is applied to an attack roll, the attack deals 1d6 extra damage.

Awaken Savagery When a creature within short range deals damage with a weapon attack, Prendag can use a triggered action to expend a casting of a spell. The triggering creature gains 1 Insanity, and its attack deals 1d6 extra damage per rank of the spell expended (minimum 1d6 extra damage). Once Prendag uses this talent, he cannot use it again for 1 minute.

MAGIC

Power 3

Curse *hex* (4), *frighten* (2), *weakness* (1)

Death *killing touch* (4), *injure* (2)

Shadow *nightfall blade* (4), *darkness* (2), *black bolts of the Underworld* (1)

RED ALICE

The scourge of young noblemen in the Merchant District, Red Alice (named for her auburn locks and for the blood she has spilled) is a larger-than-life murderess. Once an aspiring actress, she adopted the Red Alice persona after a harrowing night involving a vile and vicious nobleman. She escaped her attacker and now preys on other young lords, painting the streets red with their blood as her revenge against the villain who left her so horribly scarred. The Watch is on the lookout for Alice, though most of its members fear her and hope they don't have to encounter her. Of late, the young nobles now travel in groups to avoid attracting her attention. When Alice is not stalking the entitled sons of rich merchants and nobles, she works as an assassin.

Red Alice speaks the Common Tongue.

RED ALICE

DIFFICULTY 10

Size 1 frightening human

Perception 13 (+3)

Defense 15 (soft leather); **Health** 24; **Insanity** 4; **Corruption** 3

Strength 10 (+0), **Agility** 14 (+4), **Intellect** 12 (+2), **Will** 10 (+0)

Speed 10

Uncanny Skill Red Alice makes challenge rolls with 1 boon.

Assassinate When a surprised creature or a creature from which Red Alice is hidden takes damage from her attack, the target creature must get a success on a Strength challenge roll or take damage equal to its Health.

ATTACK OPTIONS

Short Sword (melee) +4 with 1 boon (3d6)

Crossbow (long range) +4 with 1 boon (4d6)

SPECIAL ACTIONS

Quick Reflexes Red Alice can use a triggered action on her turn to hide or retreat.

RIKARD BURBAGE

Freeport's Opera House is the centerpiece of the city's cultural identity, and it falls to Rikard Burbage, the theatre's director, to keep the place in operation.

A shrewd businessman and not a bad thespian in his own right, merchants adore him for the fabulous shows he stages, while the actors he employs resent him for his strictness and impossible demands.

Rikard speaks, reads, and writes the Common Tongue, High Archaic, and Elfish.

RIKARD BURBAGE

DIFFICULTY 10

Size 1 faerie (elf)

Perception 12 (+2); shadowsight

Defense 13 (hard leather); **Health** 24; **Insanity** 0; **Corruption** 0

Strength 11 (+1), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 10 (+0)

Speed 12

Immune damage from disease; charmed, diseased

Spell Defense Rikard takes half damage from spells.

He makes challenge rolls to resist a spell with 1 boon.

A creature attacking him with a spell makes the attack roll with 1 bane.

Bewitching Presence Rikard's magical nature alters how others see him and behave around him. He makes attack rolls in social situations with 1 boon.

Iron Vulnerability Rikard is impaired while he is in contact with iron. In addition, if he touches or is touched by an object made of iron, he loses Spell Defense and Bewitching Presence for as long as he remains in contact with the metal and for 1 minute afterward.

ATTACK OPTIONS

Bronze Rapier (melee) +1 with 1 boon (1d6 + 1)

SPECIAL ATTACKS

Subterfuge Rikard can use an action to make an Intellect attack roll with 1 boon against the Intellect of one creature within short range that can hear him and understand what he says. On a success, the target becomes charmed for 1 round or until Rikard attacks it. On a failure, the target becomes immune to Rikard's use of Subterfuge until the target completes a rest.

MAGIC

Power 2

Enchantment *presence* (3), *charm* (2), *compel* (1)

Illusion *clamor* (3), *figment* (2), *invisibility* (1)

RUDIMAR HARROW

Rudimar Harrow's life as a priest of the New God changed the moment he died. He came back to life (after a fashion), but the experience left him with horrible visions of Hell, and a sense that if he didn't change his ways, he would go right back there if he ever stayed dead.

Rudimar walks the streets of Freeport, driven to warn others against walking the dark and sordid path lest they tumble into Hell. His deathly pallor is enough to make some pay attention, but most flee from him, worried that he is some kind of monster or undead horror. Rudimar is rather unusual for a revenant, since it seems his mission is to save souls rather than get vengeance.

Rudimar speaks the Common Tongue.

RUDIMAR HARROW

DIFFICULTY 25

Size 1 human (revenant)

Perception 10 (+0); darksight
Defense 16 (mail, large shield); **Health** 30; **Insanity** 3; **Corruption** 1
Strength 11 (+1), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 11 (+1)
Speed 10
Immune damage from disease and poison; diseased, fatigued, poisoned
Conviction Rudimar makes Will challenge rolls with 1 boon to resist the effects of the frightening and horrifying traits.
One Foot in the Grave When Rudimar would heal damage from a spell effect or a potion, he heals half the normal amount.
Eternal Returns Rudimar dies when he becomes incapacitated and remains dead for 1d3 hours. At the end of this time, if his head is still attached to his body, he returns to life, heals 7 damage, and gains 1d3 Insanity. Otherwise, he is destroyed.
Icon of Faith When Rudimar casts an attack spell from the Theurgy tradition while he is wearing or wielding a holy symbol, he makes his attack roll with 1 boon and creatures make challenge rolls to resist the attack with 1 bane.

ATTACK OPTIONS

Hammer (melee or short range) +1 with 1 boon (2d6)
Longbow (long range) +1 with 1 boon (2d6 + 1)

MAGIC

Power 1
Theurgy *denounce* (2), *censure* (1)

CAPTAIN SCARBELLY

The infamous captain of the *Bloody Vengeance*, a rotting galleon crewed exclusively by orcs, Scarbелly is known throughout Freeport. He has little use for the city except as a place to wench, to drink, and to offload his ill-gotten gains. The locals give him and his boys a wide berth when they come to town.

Scarbелly speaks the Common Tongue and Dark Speech.

CAPTAIN SCARBELLY

DIFFICULTY 10

Size 1 orc

Perception 12 (+2); shadowsight
Defense 15 (mail); **Health** 33; **Insanity** 2; **Corruption** 5
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 12; climber, swimmer
Rising Fury When Scarbелly takes damage, he makes his next attack roll before the end of the next round with 1 boon.

ATTACK OPTIONS

Battleaxe (melee) +3 with 1 boon (2d6 + 2)
Pistol (medium range) +1 with 1 boon (3d6)

SHANTAR FROESE

Shantar Froese is the first mate on the *Kraken's Claw* and the friend, constant companion, and lover of the ship's captain. He has sailed with Morgan Baumann from the start, having been one of her first recruits. Shantar has no intention of replacing her, which is no doubt a factor in Morgan's willingness to take him to her bed.

Shantar speaks, reads, and writes the Common Tongue and Elfish.

SHANTAR FROESE

DIFFICULTY 25

Size 1 faerie (elf)

Perception 12 (+2); shadowsight
Defense 15 (hard leather); **Health** 30; **Insanity** 0; **Corruption** 2
Strength 12 (+2), **Agility** 12 (+2), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 12
Immune damage from disease; charmed, diseased
Spell Defense Shantar takes half damage from spells. He makes challenge rolls to resist a spell with 1 boon. A creature attacking him with a spell makes the attack roll with 1 bane.
Bewitching Presence Shantar's magical nature alters how others see him and behave around him. He makes attack rolls in social situations with 1 boon.
Iron Vulnerability Shantar is impaired while he is in contact with iron. In addition, if he touches or is touched by an object made of iron, he loses Spell Defense and Bewitching Presence for as long as he remains in contact with the metal and for 1 minute afterward.

ATTACK OPTIONS

Bronze Sword (melee) +2 with 1 boon (2d6 + 2)
Longbow (long range) +2 with 1 boon (2d6 + 1)

TALBOUS MOG

When most people think of priests, they conjure up visions of holy figures working to spread the influence of their deity by doing good (or not so good) works. Talbous Mog finds that approach unattractive. Although he does perform good deeds, he always charges a price for his services. A healer with a strong mercenary streak, he wore out his welcome in the Docks and now operates out of a small stall in the Fool's Market in the Temple District.

Talbous speaks, reads, and writes the Common Tongue and Gnomish.

TALBOUS MOG

DIFFICULTY 10

Size 1/2 elemental (gnome)

Perception 11 (+1); darksight
Defense 11 (soft leather); **Health** 22; **Insanity** 0; **Corruption** 0
Strength 10 (+0), **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 13 (+3)
Speed 8
Immune damage from disease and poison; diseased, poisoned
Impaired by Light When he is not wearing protective covering over his eyes, Talbous is impaired while in an area of sunlight.
Deep Sense Talbous cannot become lost while traveling underground.
Dead and Gone When Talbous dies, he turns into a stone statue and then explodes, throwing shards of stone into a 1-yard radius and dealing 11 damage to everything in the area. A creature in the area that gets a success on an Agility challenge roll takes half the damage.

ATTACK OPTIONS

Club (melee) +0 (1d6)

SPECIAL ACTIONS

Harden Talbous can use an action, or a triggered action on his turn, to harden his skin for as long as he concentrates, up to 1 minute. Until the effect ends, he takes half damage. Talbous can use Harden three times and regains expended uses when he completes a rest.
Prayer When a creature within short range makes an attack roll or a challenge roll, Talbous can use a triggered action to grant the triggering creature 1 boon on the roll.

MAGIC

Power 2

Earth *earth spike* (3), *stone blades* (2)

Life *minor healing* (3), *cure* (2), *light healing* (2), *moderate healing* (1)

TANKO SANDEK

Tanko Sandek was once an up-and-coming sergeant in the Sea Lord's Guard, but he lost support following Commissioner Williams' death, as the Watch gained responsibility for policing the streets and his commitment to justice didn't fit into the thinking of the new order. Now he is saddled with the thankless task of managing the Sewer Watch, a branch of the Watch charged with ensuring that the sewers are free of monsters. He hopes to find a better job in the city and return to the task of cleaning up Freeport proper.

Tanko speaks the Common Tongue.

TANKO SANDEK

DIFFICULTY 50

Size *human*

Perception 12 (+2)

Defense 15 (mail); **Health** 37; **Insanity** 0; **Corruption** 0

Strength 15 (+5), **Agility** 11 (+1), **Intellect** 12 (+2), **Will** 11 (+1)

Speed 10

Immune damage from disease, poison; **diseased**, **poisoned**

Uncanny Skill Tanko makes challenge rolls with 1 boon.

ATTACK OPTIONS

Sword (melee) +5 with 1 boon (3d6 + 2 plus Divine Smite)

Divine Smite Tanko can expend a casting of a spell. The attack deals 1d6 extra damage per rank of that spell (minimum 1d6). If the target is a demon, devil, faerie, spirit, or undead, the extra damage increases by 1d6.

SPECIAL ATTACKS

Threats Tanko can use an action, or a triggered action on his turn, to make an Intellect attack roll with 1 boon against the Will of one creature within short range that can see and hear him. On a success, the target becomes frightened for 1 round. On a failure, the target becomes immune to Tanko's use of Threats until the target completes a rest.

SPECIAL ACTIONS

Faith Healing Tanko can use an action to touch one living creature he can reach and expend a casting of a spell to grant one of the following benefits:

- The target heals damage equal to half its healing rate.
- Tanko removes a diseased affliction from the target.
- Tanko removes a poisoned affliction from the target.

Sense Enemies Tanko can use an action, or a triggered action on his turn, to find his foes. For 1 minute, no creature within medium range can hide from Tanko, and Tanko's attack rolls ignore the effects of obscurement. Tanko can use this talent once and regains the ability to use it when he completes a rest.

MAGIC

Power 1

Theurgy *denounce* (2), *blessing* (1), *hallowed ground* (1)

TARMON, HIGH WIZARD

Tarmon has held the post of high wizard in the Wizards' Guild of Freeport for many years. Until recently, he was an advisor to the Captains' Council,



weighing in with advice whenever it was needed.

Liam Blackhammer nominated him to fill a vacant seat, and the other members agreed, so he was voted in as a full-fledged member. Tarmon is the first wizard to hold such a position in the city; the Council expressly forbade wizards and their ilk from holding seats on the Council until after Milton Drac's failed attempt to destroy the city.

Tarmon speaks, reads, and writes the Common Tongue, Dark Speech, and Elfish.

TARMON

DIFFICULTY 500

Size *human*

Perception 14 (+4)

Defense 14; **Health** 36; **Insanity** 0; **Corruption** 0

Strength 11 (+1), **Agility** 13 (+3), **Intellect** 14 (+4), **Will** 13 (+3)

Speed 10

Grimoires Tarmon carries two tomes filled with magical lore.

Either tome grants 1 boon on Intellect challenge rolls he makes to recall information about magic. The first tome contains the Telepathy spell *read minds*, the Primal spell *call medium animal*, and the Protection spell *force field*. The second tome contains the Air spell *bestow flight*, the Fire spell *fireball*, and the Protection spell *protection from spells*. If Tarmon is holding a grimoire, he can cast a spell it contains by expending a casting of a spell he has learned of the same or a higher rank.

Staff of Magic When Tarmon uses this implement to cast an attack spell, he makes the attack roll with 1 boon, and creatures make challenge rolls to resist the spell with 1 bane.

Spell Mastery Tarmon has 6 spell points. When he casts a spell, he can spend a number of spell points equal to the spell's rank (minimum 1 point) to cast the spell without expending a casting or to cast a spell for which he has no castings remaining. He regains expended spell points when he completes a rest.

ATTACK OPTIONS

Staff of Magic (melee) +3 with 1 boon (2d6 + 1)

SPECIAL ACTIONS

Spell Recovery Tarmon uses an action to heal 9 damage and regain two expended castings. Once he uses this talent, he cannot do so again until he completes a rest.

Counterspell When a creature Tarmon can see attacks him with a spell, Tarmon can use a triggered action to counter it. The triggering creature makes the attack roll with 1 bane, and Tarmon makes the challenge roll to resist it with 1 boon.

Legendary Casting On his turn, Tarmon can use a triggered action to cast a spell of rank 3 or lower. He can use Legendary Casting six times. He replenishes his uses when he completes a rest.

MAGIC

Power 6

Arcana *arcane armor* (8), *magic dart* (8), *arcane shield* (4), *arcane sight* (4), *explosive darts* (2), *destroy magic* (2), *harness magic* (2), *arcane retribution* (1)

Enchantment *bewitch* (8), *presence* (8), *charm* (4)

Illusion *clamor* (8), *disguise* (8), *invisibility* (2), *decoy* (2), *mirage* (2), *illusory double* (1)

Magician *sense magic* (8)

TENCH PRESCOTT

Tench Prescott holds the Privateer's Seat on the Captains' Council. A man with a sordid reputation that arises from his unusual sexual appetites, he has become an embarrassment to the Council, which can't do anything to remove him until his term is up. According to those close to the Council, Tench accepted the appointment to keep his coffers full through bribes and use those funds to slake his thirst for the ladies. No one on the Council knew of his reputation or his moral laxity, so his disinterest in politics came as a big surprise to the group.

Tench speaks the Common Tongue.

TENCH PRESCOTT

DIFFICULTY 10

Size 1 human

Perception 12 (+2)

Defense 14 (hard leather); **Health** 20; **Insanity** 0; **Corruption** 0

Strength 11 (+1), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 9 (-1)

Speed 10; climber

Uncanny Skill Tench makes challenge rolls with 1 boon.

Keen Senses Tench makes Perception rolls with 1 boon.

Scale Walls Tench makes challenge rolls to climb with 1 boon.

ATTACK OPTIONS

Rapier (melee) +2 with 1 boon (2d6 + 1)

Hand Crossbow (short range) +2 with 1 boon (2d6)

SPECIAL ATTACKS

Subterfuge Tench makes an Intellect attack roll with 1 boon against the Intellect of one creature within short range that can hear and understand what Tench says. On a success, the creature becomes charmed for 1 round or until Tench attacks it. On a failure, the creature becomes immune to Tench's use of Subterfuge until the creature completes a rest.

SPECIAL ACTIONS

Quick Reflexes Tench can use a triggered action on his turn to hide or retreat.

THORGRIM

In his capacity as Lord Defender, Thorgrim protects the Wizards' Guild. According to rumors, he is a man out of time, one who lay inert for centuries after being petrified by some fantastical monster. His odd customs and strange manner of speech seem to support this contention. Regardless, Thorgrim has impeccable loyalty to the guild and is one of Tarmon's staunchest supporters.

Thorgrim speaks, reads, and writes the Common Tongue.

THORGRIM

DIFFICULTY 50

Size 1 human

Perception 13 (+3)

Defense 13; **Health** 47; **Insanity** 3; **Corruption** 0

Strength 14 (+4), **Agility** 12 (+2), **Intellect** 13 (+3), **Will** 10 (+0)

Speed 10

Escalating Violence When Thorgrim casts a spell, he makes attack rolls for weapon attacks with 1 boon for 1 round.

ATTACK OPTIONS

Bastard Sword (melee) +4 (3d6 plus Combat Mastery)

Combat Mastery Twice per round, Thorgrim can deal 1d6 extra damage or make another attack against a different target before the end of his turn.

SPECIAL ACTIONS

Catch Your Breath Thorgrim can use an action, or a triggered action on his turn, to heal 11 damage. Once he uses this talent twice, he cannot use it again until he completes a rest.

Invest Power Thorgrim can use an action, or a triggered action on his turn, to invest greater power into the target of his *spellbound weapon* spell. He expends the casting of a rank 1 or higher spell. For 1 minute, eldritch flames dance across the weapon, lighting the area within 10 yards of it. Until the effect ends, his attacks with the weapon deal 1d6 extra damage.

MAGIC

Power 2

Arcana *magic dart* (3)

Battle *celerity* (3)

Fire *flame missile* (3), *fire blast* (2)

Spellbinder *spellbound weapon* (3)

THULMIR QUENT

For those who need money and don't mind a bit of danger, Thulmir Quent can provide opportunities. As a broker for mercenaries, explorers, and adventurers, he keeps his ear to the ground, always listening for news of potential expeditions in need of a little muscle. Thulmir has contacts throughout the city and beyond.

He speaks, reads, and writes the Common Tongue, Dark Speech, Dwarfish, Elfish, High Archaic, and Trollish.

THULMIR QUENT

DIFFICULTY 5

Size 1 human

Perception 13 (+3)

Defense 11 (soft leather); **Health** 19; **Insanity** 0; **Corruption** 0

Strength 10 (+0), **Agility** 10 (+0), **Intellect** 12 (+2), **Will** 12 (+2)

Speed 12

Alertness Thulmir makes Perception rolls with 1 boon. He cannot be surprised while conscious.

Forward Observer When Thulmir makes a challenge roll to hide or sneak and he is more than 5 yards from other members of his group, he makes the roll with 1 boon.

Uncanny Skill Thulmir makes challenge rolls with 1 boon.

Trackless When Thulmir moves across solid ground, he leaves tracks only if he chooses to do so.

ATTACK OPTIONS

Dagger (melee or short range) +0 with 1 boon (1d3 plus 2d6)

ADMIRAL THURLOW RANKIN

Admiral Thurlow Rankin is a stodgy old man whose job is to make sure Freeport's fleet stays in shape and ready for battle. He has served under many masters over his years and doesn't waste time worrying about their virtues or their flaws. Thurlow takes orders well, which is why he has held onto his job for so long.

The admiral speaks, reads, and writes the Common Tongue and naval code. He also knows semaphore.

ADMIRAL THURLOW RANKIN DIFFICULTY 25

Size 1 human

Perception 13 (+3)

Defense 15 (soft leather); **Health** 34; **Insanity** 0; **Corruption** 0

Strength 10 (+0), **Agility** 12 (+2), **Intellect** 12 (+2), **Will** 10 (+0)

Speed 10; climber, swimmer

Determined When Thurlow rolls a 1 for a boon, he can reroll the die and use the new result.

ATTACK OPTIONS

Rapier (melee) +2 with 1 boon (2d6 + 1 plus Combat Expertise)

Long Knife (melee) +2 with 1 boon (2d6 plus Combat Expertise)

Combat Expertise Once per round, Thurlow can deal 1d6 extra damage or make another attack against a different target before the end of his turn.

TIMOTHY

When Timothy was a child in Scurvytown, his keen wit and quick feet gave him an edge in surviving the mean streets of the city's nastiest district. He earned himself a job in the Syndicate when he tried to pick Dunbar's pocket and almost got away with it. Since then, he has worked as a messenger and thief.

Timothy speaks the Common Tongue and the secret language of thieves.

TIMOTHY DIFFICULTY 5

Size 1/2 human

Perception 10 (+0)

Defense 12 (soft leather); **Health** 16; **Insanity** 0; **Corruption** 0

Strength 10 (+0), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 11 (+1)

Speed 10

Uncanny Skill Timothy makes challenge rolls with 1 boon.

ATTACK OPTIONS

Short Sword (melee) +1 with 1 boon (2d6)

Sling (medium range) +1 with 1 boon (1d3 plus 1d6)

SPECIAL ATTACKS

Skirmish Timothy can use an action to move up to half his Speed without triggering free attacks. During the move, he can make an attack roll with 1 bane, and the attack deals 1d6 extra damage.

TORYA IRONTOOTH

The daughter of a human and an orc, Torya spent her youth among Freeport's upper class. It wasn't until the racist attacks occurred in Scurvytown that Torya realized she was nothing more than a curiosity to her "friends." She relocated to Bloodsalt and helped found the Irontooth Enclave, where orcs could live without being victimized by the other scum in the district.

Torya speaks, reads, and writes the Common Tongue and High Archaic.

TORYA IRONTOOTH

DIFFICULTY 1

Size 1 orc

Perception 13 (+3); shadowsight

Defense 11 (soft leather); **Health** 11; **Insanity** 0; **Corruption** 1

Strength 11 (+1), **Agility** 10 (+0), **Intellect** 12 (+2), **Will** 10 (+0)

Speed 12

ATTACK OPTIONS

Sword (melee) +1 (1d6 + 2)

SPECIAL ACTIONS

Call to Arms Torya can use an action to shout encouragement to her allies. Each creature she chooses within short range that can hear her makes attack rolls with 1 boon for 1 round.

TRASK

Trask leads Finn's squad of enforcers and is second in command in the Syndicate, even though he's not a halfling. His support and dedicated service have begun to have an effect on Finn, resulting in the powerful halfling's agreeing to extend the Syndicate's protection to gnomes as well as halflings. Trask surrounds himself with enforcers wherever he goes, knowing that he has more than a few enemies in the city.

He speaks, reads, and writes the Common Tongue and Gnomish.

TRASK

DIFFICULTY 25

Size 1/2 elemental (gnome)

Perception 12 (+2); darksight

Defense 13; **Health** 25; **Insanity** 0; **Corruption** 2

Strength 10 (+0), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 10 (+0)

Speed 8

Immune damage from disease and poison; diseased, poisoned
Elude Divination Trask cannot be perceived by Divination spells.

Impaired by Light When he is not wearing protective covering over his eyes, Trask is impaired while in an area of sunlight.

Deep Sense Trask cannot become lost while traveling underground.

Dead and Gone When Trask dies, he turns into a stone statue and then explodes, throwing shards of stone into a 3-yard radius and dealing 12 damage to everything in the area. A creature in the area that gets a success on an Agility challenge roll takes half the damage.

ATTACK OPTIONS

Short Sword (melee) +3 (1d6)

SPECIAL ACTIONS

Counterspell When a creature Trask can see attacks him with a spell, Trask can use a triggered action to counter it. The triggering creature makes the attack roll with 1 bane, and Trask makes the challenge roll to resist it with 1 boon.

Harden Trask can use an action, or a triggered action on his turn, to harden his skin for as long as he concentrates, up to 1 minute. Until the effect ends, he takes half damage. Trask can use Harden four times and regains expended uses when he completes a rest.

Steal Spell When a creature within medium range casts a spell, Trask can use a triggered action to make an Intellect attack roll against the triggering creature's Intellect. On a success, the spell has no effect. If Trask's Power is high enough to cast the spell, he gains one casting of the spell that was cast. He retains this casting until he expends it (to cast the spell or to use Vanish) or until he completes a rest. Trask can use Steal Spell twice and regains expended uses when he completes a rest.

Vanish When Trask takes damage, he can use a triggered action to become invisible for 1 round or until he attacks. If he has gained a casting of a spell from Steal Spell, he can expend the casting to become invisible for 1 minute instead.

MAGIC

Power 3

Arcana *arcane armor* (4), *magic dart* (4)

Curse *hex* (4), *pox* (4), *frighten* (2), *dread* (1)

Illusion *clamor* (4), *disguise* (4), *figment* (2), *vertigo* (2), *glamer* (1), *invisibility* (1), *decoy* (1)

Magician *sense magic* (4)

SYNDICATE ENFORCERS

Trask employs a band of bravos and toughs to do the bloody work for Finn's Syndicate.

SYNDICATE ENFORCER

DIFFICULTY 10

Size 1 human

Perception 9 (-1)

Defense 16 (mail, small shield); **Health** 13; **Insanity** 1;

Corruption 2

Strength 13 (+3), **Agility** 11 (+1), **Intellect** 9 (-1), **Will** 10 (+0)

Speed 10

ATTACK OPTIONS

Sword (melee) +3 with 1 boon (1d6 + 2)

Small Shield (melee) +3 with 1 boon (1)

Crossbow (long range) +1 with 1 boon (2d6)

VIKKI TARJAY

Vikki Tarjay is the daughter of the powerful Tarjay merchant family. Like Nifur Roberts, she chafed under the demands of her station, and when the opportunity arose she happily joined Nifur in her nocturnal exploits. Unlike Nifur, however, Vikki was not content with just causing trouble and discovered she enjoyed hurting people. When Nifur's crew disbanded, Vikki joined up with Mendor Maeorgan and is now one of the ranking members of his vile gang, the Rakeshames.

Vikki speaks, reads, and writes the Common Tongue.

VIKKI TARJAY

DIFFICULTY 5

Size 1 human

Perception 11 (+1)

Defense 14 (soft leather, small shield); **Health** 16; **Insanity** 1;

Corruption 2

Strength 10 (+0), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 11 (+1)

Speed 10

Uncanny Skill Vikki makes challenge rolls with 1 boon.

ATTACK OPTIONS

Short Sword (melee) +2 with 1 boon (3d6)

Small Shield (melee) +0 with 1 boon (1d6 + 1)

Crossbow (long range) +2 with 1 boon (3d6 plus Poison)

Poison A living creature must get a success on a Strength challenge roll or take 1d6 damage and become poisoned for 1 minute.

MISTER WEDNESDAY

Mister Wednesday leads the criminal organization known as the Canting Crew, which holds sway over the Warehouse District, parts of the Docks, and the Merchant District. He is the Syndicate's biggest rival and its biggest problem. Mister Wednesday's crew has recently been aggressive, edging into Finn's territory, which leads many to wonder if war is brewing between the two crime lords.

Mister Wednesday speaks, reads, and writes the Common Tongue.



MISTER WEDNESDAY

DIFFICULTY 50

Size 1 human

Perception 15 (+5)

Defense 17 (hard leather); **Health** 34; **Insanity** 0; **Corruption** 1
Strength 11 (+1), **Agility** 15 (+5), **Intellect** 12 (+2), **Will** 10 (+0)
Speed 10

Uncanny Skill Mister Wednesday makes challenge rolls with 1 boon.

Determined When Mister Wednesday rolls a 1 for a boon, he can reroll the die and use the new result.

ATTACK OPTIONS

Short Sword (melee) +5 with 2 boons (4d6)

Hand Crossbow (short range) +5 with 2 boons (4d6)

SPECIAL ATTACKS

Threats Mister Wednesday can use an action, or a triggered action on his turn, to make an Intellect attack roll with 1 boon against the Will of one creature within short range that can see and hear him. On a success, the target becomes frightened for 1 round. On a failure, the target becomes immune to Mister Wednesday's use of Threats until the target completes a rest.

SPECIAL ACTIONS

Dodge Mister Wednesday can use an action, or a triggered action on his turn, to choose one creature he can see within short range. Until the end of the round, Mister Wednesday imposes 1 bane on the target creature's attack rolls against him, and he makes challenge rolls to resist the target's attacks with 1 boon.

Quick Reflexes Mister Wednesday can use a triggered action on his turn to hide or retreat.

XAVIER GORDON

Before he became a full member of the Captains' Council, Xavier Gordon held the Privateer's Seat, a temporary post given to one of the privateers in service to the city. He nearly lost his place on the Council when his term expired, but his allies enabled him to stay on by offering him one of the seats left vacant after Drac and his supporters were thwarted.

Xavier speaks, reads, and writes the Common Tongue and Azharan.

XAVIER GORDON

DIFFICULTY 10

Size 1 human

Perception 11 (+1)

Defense 15 (hard leather); **Health** 17; **Insanity** 0; **Corruption** 0
Strength 12 (+2), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 11 (+1)
Speed 10

ATTACK OPTIONS

Scimitar (melee) +3 with 1 boon (1d6 + 1)

Crossbow (long range) +3 with 1 boon (2d6)

XORT

No one is sure where Xort came from or even what he is, because he looks unlike any other Freeporter. Although he can pass for human from a distance when he's huddled under a cloak, his bright green eyes stare out from a hideous face, making it clear that his origins are not natural. Xort's disdain for the

Wizards' Guild is well known, and he warns anyone who will listen not to trust the guild because it hides a foul purpose and seeks destructive ends. Many people who have heard his harangues speculate that it's just a matter of time before someone silences him permanently.

Xort speaks, reads, and writes the Common Tongue and Elfish.

XORT

DIFFICULTY 25

Size 1 cambion

Perception 12 (+2); darksight

Defense 12; **Health** 23; **Insanity** 2; **Corruption** 1

Strength 10 (+0), **Agility** 12 (+2), **Intellect** 12 (+2), **Will** 12 (+2)
Speed 10

Immune damage from disease and poison; diseased, poisoned

Child of Hell Xort takes half damage from fire.

Servant of Flame When Xort attacks with a Fire spell, he makes the attack roll with 1 boon and imposes 1 bane on challenge rolls to resist the spell.

Revel in Darkness For 1 minute after Xort gains Corruption, he makes attack rolls and challenge rolls with 1 boon.

Iron Vulnerability Xort is impaired while he is in contact with iron.

ATTACK OPTIONS

Staff (melee) +2 (1d6 + 1)

SPECIAL ACTIONS

Counterspell When a creature Xort can see attacks him with a spell, Xort can use a triggered action to counter it. The triggering creature makes the attack roll with 1 bane, and Xort makes the challenge roll to resist it with 1 boon.

MAGIC

Power 3

Arcana *arcane armor* (4), *magic dart* (4)

Alteration *comprehension* (4), *distort appearance* (4), *spider climb* (2)

Fire *control flame* (4), *flame missile* (4), *fire blast* (2), *meteor* (2), *fiery volley* (1), *flaming shroud* (1), *fireball* (1)

Magician *sense magic* (4)

ZACH

Zach is an up-and-coming young man who works the Docks, where he hires himself out as a guide to newly arrived visitors. Unlike almost all other people in his trade, Zach is honest and always keeps his customers' best interests at heart. His good nature and upstanding character have made him the darling of the whores who work the Docks, and if he wasn't so embarrassed at the prospect, he could have all the ladies he could ever want.

Zach speaks the Common Tongue.

ZACH

DIFFICULTY 1

Size 1 human

Perception 10 (+0)

Defense 10; **Health** 10; **Insanity** 0; **Corruption** 0

Strength 10 (+0), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 11 (+1)
Speed 10

ATTACK OPTIONS

Dagger (melee or short range) +0 (1d3)



CHAPTER 5: FREEPORT BESTIARY

Situated at the edge of the known world, the Serpent's Teeth is the gateway to unexplored waters and strange islands, new and unknown lands waiting to be explored. With new lands come new threats, dangers to the foolhardy and courageous who dare sail beyond the map's edge. From great, twisting sea serpents to demonic threats that leak out from the edges of reality, there is no end to the terrors beyond the known world.

This chapter presents a selection of new creatures found in the waters and lands around Freeport and elsewhere in the world. Although many of these creatures are designed for nautical settings, you can adapt them to other environments as needed. For information on reading statistics boxes, check out chapter 10 in *Shadow of the Demon Lord*.

In addition, the creatures presented here, along with many others found in the main rulebook and other supplements, are useful for action set in and around the City of Adventure. In particular, refer to *A Glorious Death* for the kraken, sea serpent, and wyverns. The arachne, bestia, mog, slime brute, and spider

assassin described in the *Demon Lord's Companion* are also creatures one might find on the strange islands beyond Freeport's waters.

ACCURSED HAND

Necromancers and other students of the dark arts sometimes infuse severed limbs with dark power to give them a semblance of life, so that they might serve even after death. Accursed hands scuttle about like spiders, creeping through the shadows, eager to wrap their filthy fingers around the throats of living things they encounter.

ACCURSED HAND

DIFFICULTY 1

Size 1/8 frightening undead

Perception 10 (+0); sightless

Defense 13; **Health** 6; **Insanity** --; **Corruption** 5

Strength 12 (+2), **Agility** 13 (+3), **Intellect** 6 (-4), **Will** 10 (+0)

Speed 8; climber

Immune damage from cold, disease, poison; gaining Insanity; asleep, blinded, charmed, dazed, deafened, diseased, fatigued, frightened, poisoned, stunned

ATTACK OPTIONS

Claw (melee) +3 with 1 boon (1d3 plus the target is grabbed on attack roll 20+). Against a prone target, this attack deals 1d6 extra damage.

SPECIAL ATTACKS

Throttle The hand throttles a creature it is grabbing. The hand deals 1d3 + 1 damage to the creature and maintains the grabbed affliction for 1 additional round.

ALCHEMIST'S FAULT

Efforts to reclaim the warped and ruined sections of Freeport led to the accidental creation of strange and deadly monsters, foul things that locals call alchemist's faults. Great, heaving masses of boiling chemicals and scalding vapor, they assume vaguely humanoid shapes that lurch across the ruined landscape. Although they are known to exist only on the borders of Bloodsalt, one could form anywhere magic goes awry.

ALCHEMIST'S FAULT

DIFFICULTY 250

Size 2 frightening monster

Perception 10 (+0); shadowsight
Defense 15; **Health** 83; **Insanity** --; **Corruption** 0
Strength 18 (+8), **Agility** 10 (+0), **Intellect** 6 (-4), **Will** 10 (+0)
Speed 8

Immune any spell effect or effect from a potion, an enchanted object, or a relic; damage from acid, disease, or poison; gaining Insanity; asleep, diseased, fatigued, poisoned

Amorphous An alchemist's fault can move freely through openings wide enough to permit the passage of water, and it can move through spaces occupied by other creatures.

Rupture When an alchemist's fault takes 10 damage or more from a weapon attack, it ruptures. Boiling, toxic liquid spews from a point in its space out into a 3-yard cone in the direction of the triggering attack. The fluids deal 3d6 damage to everything in the area. In addition, a creature in the area must make a Strength challenge roll with 1 bane. The creature becomes poisoned for 1 minute (or takes 3d6 extra damage if already poisoned) on a failure, or takes half the damage on a success.

ATTACK OPTIONS

Fist (melee) +8 with 1 boon (3d6)

SPECIAL ATTACKS

Double Attack The alchemist's fault makes two attacks with its fists.

END OF THE ROUND

Scalding Vapor Each creature that has a physical body (not a spirit, for example) and is within 2 yards of the alchemist's fault must make a Strength challenge roll. On a failure, a creature takes 1d6 damage.

BLEMMYÆ

Bizarre humanoid creatures found in extended tribes on remote islands, the blemmyæ lack heads, and their faces emerge from the centers of their chests. These visages are exaggerated and monstrous, with wide lips and bulging eyes. Completing their hideous appearance is the coarse black hair that covers their bodies, matted in their pits and groins, sometimes clotted with blood, mud, and suspicious juices.

Blemmyæ see any other creature as an opportunity to fill their gullets, and they set upon travelers with their stone-tipped spears while hooting and roaring, a mad chorus of the thoroughly deranged. Some scholars of monstrous lore have suggested that blemmyæ are cousins to the boggarts found in the Empire's lands, a theory supported by their madness and their strange form. Others who know of them claim they are people cursed by dark and angry gods for committing some heinous crime. Even if the blemmyæ were willing to recount their people's origins, their bizarre, debased language has proven difficult for others to decipher.

BLEMMYÆ

DIFFICULTY 10

Size 1 monster

Perception 10 (+0); shadowsight
Defense 12; **Health** 23; **Insanity** 5; **Corruption** 1
Strength 14 (+4), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 10; climber

Vulnerable Flanks A blemmyæ has poor peripheral vision. When it is within the reach of two or more hostile creatures, it grants 1 boon on their attack rolls against it.

ATTACK OPTIONS

Spear (melee) +4 (2d6)

SPECIAL ATTACKS

Primal Scream The blemmyæ uses an action to loose a terrifying scream. Each creature within 10 yards of it that is not a monster and that can hear the scream must make a Will challenge roll. On a failure, the creature becomes frightened for 1 minute. On a success, the creature becomes immune to this blemmyæ's use of Primal Scream until the creature completes a rest.

BRASS MONKEY

Each brass monkey owes its creation to an artisan of unsurpassed skill and talent. No two brass monkeys look alike, and each is a unique vision of its maker's imagination. Each of these four-foot-tall monkeys is assembled from brass components, polished to a mirror finish so it gleams in the light.

Artificers who make these constructs imprint in them loyalty and obedience by giving them specific names. If spoken aloud, the name can bring a monkey to life or return it to an attractive, inanimate form. The artificers keep these names secret, passing them on only to those who can afford to purchase their creations.

Once its name is spoken, a brass monkey obeys the speaker's commands, refusing no order, no matter how dangerous or vile. It is important to note that a monkey's loyalty belongs to the one who has most recently spoken its name. More than one brass monkey has been compelled to turn on its owner after an enterprising thief roused it from its inanimate slumber by whispering the name that the owner had unwisely revealed.

Brass monkeys understand the Common Tongue, but they do not speak.

BRASS MONKEY (CREATURE)

DIFFICULTY 5

Size 1 construct

Perception 11 (+1); darksight

Defense 12; **Health** 11; **Insanity** --; **Corruption** 0

Strength 11 (+1), **Agility** 11 (+1), **Intellect** 6 (-4), **Will** 10 (+0)

Speed 12; climber

Immune damage from disease or poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

Object Form When a creature within short range speaks the brass monkey's secret name, the brass monkey immediately becomes an object and uses its object statistics.

ATTACK OPTIONS

Teeth (melee) +1 with 1 boon (1d6 + 1)

BRASS MONKEY (OBJECT)

Size 1 object

Perception —

Defense 5; **Health** 10

Strength 0 (-10), **Agility** 0 (-10), **Intellect** —, **Will** —

Speed 0

Immune attack rolls against Intellect, Will, or Perception; attacks that allow challenge rolls to resist using Intellect, Will, or Perception

Suppressed Afflictions Any afflictions the brass monkey had when it became an object have no effect while it remains an object. Any time it spends in object form, however, does not count against the duration of those afflictions.

Object The brass monkey cannot use actions or triggered actions, nor can it move. It is insensate.

Creature Form When a creature within short range speaks the brass monkey's secret name, the brass monkey immediately becomes a creature and uses its creature statistics. While it is a creature, the brass monkey is compelled by the creature that spoke its name. It remains compelled until it becomes an object or until the speaker becomes incapacitated, at which point the brass monkey removes the compelled affliction and loses Object Form.

BURNLING

The Great Green Fire reduced much of the jungles east of Freeport to ash, leaving behind a broken landscape littered with brightly glowing green balls of flame. Strangely sentient, these burnlings seek out the living as if driven by some unholy desire to watch them burn. So eager are these vicious balls of fire to immolate victims that they pursue prey into the city. Member of the Wizards' Guild are assigned to watch for them and destroy them before they can spread destruction once again.

BURNLING

DIFFICULTY 10

Size 1/4 genie

Perception 13 (+3); sightless

Defense 13; **Health** 17; **Insanity** --; **Corruption** 5

Strength 5 (-5), **Agility** 13 (+3), **Intellect** 6 (-4), **Will** 11 (+1)

Speed 8; flier

Immune damage from disease, fire, poison; gaining Insanity; blinded, dazed, deafened, diseased, fatigued, frightened, immobilized, poisoned, prone, slowed, stunned, any effect that would change the burnling's shape

Fiery Form A burnling takes half damage from weapons. In addition, it sheds light in a 5-yard radius.

Amorphous A burnling can move through openings wide enough to permit the passage of air, and it can move through spaces occupied by other creatures.

ATTACK OPTIONS

Fiery Touch (melee) +3 against Agility (1d6 plus Ignite on attack roll 20+)

Catch Fire The target must get a success on an Agility challenge roll or catch fire (see *Shadow*, page 201).

SPECIAL ATTACKS

Fire Dance The burnling makes a Fiery Touch attack and notes the total of the attack roll. It then moves up to its Speed. This movement does not trigger free attacks. Each time it enters the space of a creature, it attacks that creature with its Fiery Touch, using its earlier attack roll against the creature's Agility.

CHIAO

Sailors claim that the chiao live on a string of sweltering islands to the east, far beyond the horizon, in strange seas and under stranger skies. These people are of human shape, but have striped skin that makes them look like tigers. Despite their similarity to humans, they have more in common with beasts, for they are cruel and rapacious killers. The chiao worship a tyrannical god who takes the heads of his most valued servants and replaces them with the heads of tigers.

Chiao speak their own language.



CHIAO

DIFFICULTY 5

Size 1 human

Perception 10 (+0)
Defense 12; **Health** 11; **Insanity** 0; **Corruption** 1
Strength 11 (+1), **Agility** 12 (+2), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Claws (melee) +2 with 1 boon (1d3 + 1)
Bow (long range) +2 with 1 boon (1d6)

SPECIAL ATTACKS

Frenzied Attack The chiao attacks two different targets with its claws, making each attack roll with 1 bane.

SPECIAL ACTIONS

Hide in Nature When a chiao is partially obscured by foliage, it can use an action, or a triggered action on its turn, to become hidden.

DEADWOOD TREE

During the time of Valossa, the spirit lizards (described later in this chapter) dwelled among the great trees of the civilization's jungles. When the cataclysm that destroyed ancient Valossa struck, the trees were slain along with most other living things. Some spirit lizards, however, became trapped inside these dead or dying trees and became fused to them through the warping influence of the Unspeakable One. These abominations became the first of the deadwood trees.

Deadwood trees despise living things. They revel in the slaughter of creatures they find in the jungles and imbue their carcasses with dark power, transforming them into animated corpses. Luckily for everyone else, these horrid monsters are rare on A'Val, but the ones that do remain pose great danger to those who would explore the island's jungles.

DEADWOOD TREE

DIFFICULTY 100

Size 3 horrifying undead

Perception 13 (+3); shadowsight
Defense 17; **Health** 48; **Insanity** --; **Corruption** 6
Strength 18 (+8), **Agility** 9 (-1), **Intellect** 13 (+3), **Will** 12 (+2)
Speed 10

Immune damage from cold, disease, poison; gaining Insanity; asleep, charmed, dazed, diseased, fatigued, frightened, poisoned, stunned

Command the Dead Each undead creature within medium range that has a Health score of 20 or lower is compelled by the deadwood tree for as long as it remains within range.

Vulnerable to Fire A deadwood tree takes double damage from fire.

ATTACK OPTIONS

Branches (melee) +8 with 1 boon (3d6 + 2 plus Corrupt Life)
Corrupt Life A living creature must get a success on a Strength challenge roll or take 1d6 extra damage and gain 1 Corruption, while the deadwood tree heals 1d6 damage. If the damage would incapacitate the target creature, it dies and stands up 1d6 rounds later as an animated corpse. A creature can be the target of Corrupt Life no more than once each round.

SPECIAL ATTACKS

Double Attack The deadwood tree attacks twice with its branches.

Dead Growth The deadwood tree causes brown and black tendrils to rise from the ground in a circle with a radius of up to 5 yards originating from a point the tree can reach. The tendrils remain for 1 minute or until the tree makes this attack again. Each creature in the area when the dead growth appears or that enters it must make an Agility challenge roll with 1 bane. On a failure, the creature becomes immobilized until the effect ends. A creature immobilized in this way can use an action to make a Strength challenge roll with 1 bane and removes the affliction on a success.

DEEP ONE

Tales of sunken cities and lost civilizations circulate around the drinking halls of Freeport and other maritime cities. The stories paint fabulous pictures of great wealth and wonders lost. Such places do exist under the world, some of them inhabited by the undines and others claimed by nereids and other aquatic folk. A few harken back to older, darker times, when terrible beings were trapped in an ageless slumber awaiting the last days of the world so they could emerge and again lay claim to what was once theirs.



These strange places warp the area around them, bringing about freakish mutations in living creatures and reaching out into the dreams of those who live by the sea. As a result, bizarre cults sometimes grow up around one of these forgotten places—and if the faith of the cultists is strong enough, sometimes the slumbering gods send forth minions to reward their devotion. Such visitations can have disastrous results for the rest of the world.

Since the distant past, the deep ones have lived only in legend and story for so long that few people believed they actually exist. But recent times have seen these strange dwellers of the deep emerge from the depths to seize ships and raid coastal settlements. Deep ones are thought to be a debased people utterly in thrall to the Unspeakable One.

Deep ones have a humanoid shape with pale, rubbery skin and an overlarge head of a fish with wide, unblinking eyes. They rarely wear clothing, but sometimes adorn their bodies with found objects. They carry spears made from whalebone.

Deep ones typically emerge from the waters to make slaves of mortal creatures. They use their teeth to attack, transmitting to their victims the darkness that contaminates their bodies. They resort to spears only when their corrupting efforts fail.

Deep ones speak their own foul language.

DEEP ONE

DIFFICULTY 10

Size 1 frightening deep one (aquatic)

Perception 11 (+1); shadowsight
Defense 14; **Health** 22; **Insanity** --; **Corruption** 5
Strength 12 (+2), **Agility** 11 (+1), **Intellect** 9 (-1), **Will** 11 (+1)
Speed 8; swimmer
Immune gaining Insanity
Vulnerable to Fire A deep one takes double damage from fire.

ATTACK OPTIONS

Spear (melee) +2 with 1 boon (2d6)
Teeth (melee) +2 with 1 boon (1d6 plus Dark Infestation)
Dark Infestation A living creature must get a success on a Strength challenge roll or gain 1 Corruption. A creature that gains Corruption in this way must also get a success on a Will challenge roll or become compelled. Each time a compelled creature takes damage or completes a rest, it can repeat the challenge roll and removes the affliction on a success.

DEVIL LIZARD

Ages ago, before the fall of the Valossan Empire, spirit lizards lived in the jungles of that ancient land. These faeries cared nothing for the machinations and wars of conquest perpetrated by the serpent people, and they did their best to avoid being drawn into the Valossans' intrigues. When the Unspeakable One destroyed the serpent people and their lands, the spirit lizards and the trees in which they lived became fused, turning into horrid abominations known as deadwood trees (see above). The lizards that escaped

this fate withdrew into the depths of the jungles, where many became infused with the hatred and madness of the Unspeakable One, which transformed them into devil lizards.

A devil lizard stands about 2 feet tall and weighs no more than 35 pounds. The creatures have short, sharp talons at the ends of their fingers and toes, and a row of spines that rises from the top of their heads and extends down to the middle of their backs. Their mottled, warty skin is dark gray with blotches of black, brown, and green.

Devil lizards speak Elfish and Valossan.

DEVIL LIZARD

DIFFICULTY 25

Size 1/4 frightening faerie (devil)

Perception 12 (+2); shadowsight
Defense 15; **Health** 30
Strength 10 (+0), **Agility** 15 (+5), **Intellect** 10 (+0), **Will** 11 (+1)
Speed 14; climber
Immune damage from disease; charmed, diseased
Wild Frenzy When a devil lizard becomes injured, it goes into a wild frenzy that lasts for 1 minute. During that time, it makes attack rolls with 1 boon and its attacks deal 1d6 extra damage.
Nature's Passage The devil lizard ignores the effects of moving across difficult terrain caused by plants, and it can move through spaces occupied by plants, though it cannot end its move in such places.
Iron Vulnerability A devil lizard is impaired while it is in contact with iron. Also, the devil lizard loses Regenerate for as long as it remains in contact with iron and for 1 minute after.

ATTACK OPTIONS

Teeth (melee) +5 (1d3 plus Poison)
Claws (melee) +5 (1d6 plus Disrupt Essence on attack roll 20+)
Poison A living creature must get a success on a Strength challenge roll or become poisoned for 1 minute. While poisoned in this way, the creature is dazed. If the creature is already poisoned, it takes 1d6 extra damage.
Disrupt Essence A living creature takes 1d6 extra damage and becomes impaired for 1 minute.

SPECIAL ATTACKS

Double Attack The devil lizard attacks with its teeth and its claws.

END OF THE ROUND

Regenerate The devil lizard heals 1d3 damage.

DREAM CHILD

Bizarre creatures of hideous aspect, dream children take shape out of the fragments and echoes of the dreams experienced by people who die in their sleep. As creatures of dream, they prowl the borders of reality, moving freely into the minds of their sleeping victims. Dream children have hideous, mind-shattering forms, with wide, fleshy torsos, in the center of which spreads a toothy maw. They scuttle about on what look to be seven arms, hands splayed and gripping the ground. Two bizarre appendages, looking like human legs, sprout from the torso, displaying bloodshot eyes in the soles of their "feet."

Dream children gather in small bands of one to six members. Sleeping, intelligent creatures attract their presence, and a rash of unexplained, sudden deaths in the night might suggest that an infestation is near.

Dream children understand all languages, though they do not speak.

DREAM CHILD

DIFFICULTY 25

Size 1 horrifying spirit

Perception 10 (+0); **true sight**
Defense 14; **Health** 48; **Insanity** --; **Corruption** 5
Strength 12 (+2), **Agility** 14 (+4), **Intellect** 10 (+0), **Will** 11 (+1)
Speed 8
Immune damage from cold, disease, fire, poison; gaining Insanity

ATTACK OPTIONS

Teeth (melee) +4 with 1 boon (2d6)

SPECIAL ATTACKS

Return to Rest The dream child makes a Will attack roll against the Will of one living creature within short range. On a success, the creature falls prone and goes to sleep. The creature remains asleep for 1d6 hours, until it takes any damage, or until another creature uses an action to slap or shake the affected creature, removing the asleep affliction.

Enter Dreams The dream child moves up to half its Speed. If it ends its movement in a space occupied by an asleep creature, the dream child's body disappears and enters the sleeping creature's dreams. While it is in a creature's dreams, the dream child is immune to any effect that originates from outside the sleeping creature whose dreams it inhabits. The dream child can leave the sleeping creature's dreams by moving out of the creature's space, reappearing when it does. The dream child is also forced out of the dreams if the sleeping creature wakes up.

If an asleep creature dies with a dream child in its dreams, the dream child reappears in an open space within 1 yard of the dead creature. At the end of the round, the soul of the dreaming creature that died in this way emerges into an open space of its choice within 1 yard of the creature's body and materializes as a new dream child.

Nightmares Given Form If a dream child inhabits the dreams of a sleeping creature, it can make a Will attack roll against the sleeping creature's Will. On a success, the sleeping creature takes 2d6 damage, gains 1 Insanity, and cannot wake up or be awakened for 1 round. Damage from this special attack does not remove the asleep affliction from the sleeping creature. On a failure, the dream child takes 1d6 damage and the sleeping creature removes the asleep affliction.



CORPSE FLOWER

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

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

The carcasses that litter the ground around a corpse flower speak to the danger that these nasty plants pose. Native to the deep jungles of A'Val and the other islands of the Serpent's Teeth, the corpse flower has broad, shiny leaves and colored flowers that grow to the height of a tall human, all emerging from a squat trunk that is several feet in diameter in a mature specimen.

The corpse flower gives off a sickly odor that smells of rotting flesh and is dangerous to living things. When any living, breathing creature moves to within short range of a corpse flower and again at the end of each round when a creature remains within this distance, the creature must make a Strength challenge roll with 1 bane. On a failure, the creature suffers from the toxic stench, with the effect determined by its distance from the flower.

5 yards: The creature becomes poisoned for as long as it remains within short range and for 1 minute after.

3 or 4 yards: The creature takes 1d6 damage from the poisonous atmosphere, falls prone, and becomes poisoned for as long as it remains within short range and for 1 minute after. While poisoned in this way, the creature is stunned.

2 yards: As 3 or 4 yards, but the creature takes 2d6 damage instead of 1d6.

1 yard: As 3 or 4 yards, but the creature takes 3d6 damage instead of 1d6.

Destroying the Flower: A corpse flower has Defense 5 and Health 20. If it takes damage equal to its Health, it is destroyed and explodes in a burst of compressed gas, spreading its stench out in a 10-yard radius, where the odor lingers for 1d4 rounds. Each living, breathing creature in the area when the stench spreads or that enters the area must get a success on a Strength challenge roll with 1 bane or take 4d6 damage, fall prone, and become poisoned for as long as it remains in the area and for 1 minute after.

FIRE SPECTER

When flames consume black-hearted villains and others whose hate runs hot enough, something of the victim's spirit remains, anchored to the world by those same flames. These burning spirits, called fire specters, become supernatural terrors of hideous countenances. The infernal flames that burn their bodies have long ago stripped away their flesh and boiled away their blood, leaving only blackened bones behind. In the dark of their eye sockets burn white flames that flicker and dance, turning to fix upon whatever unfortunate happens to draw their attention. Although the flames that sheathe fire specters clearly torment the creatures, evidenced by their twitching bodies and raspy screams, the fire does not hinder them and instead augments their fighting prowess, scorching foes who dare to strike them as well as enemies they assault.

A fire specter speaks the languages it knew in life, typically the Common Tongue.

FIRE SPECTER

DIFFICULTY 25

Size 1 horrifying undead

Perception 9 (-1); darksight

Defense 13; **Health** 21; **Insanity** --; **Corruption** 5

Strength 11 (+1), **Agility** 11 (+1), **Intellect** 9 (-1), **Will** 10 (+0)

Speed 10

Immune damage from disease, fire, poison; gaining

Insanity; asleep, diseased, fatigued, poisoned

Hellish Light Illumination from a fire specter's body lights the area within 2 yards of it.

Sheathed in Flames When a creature within 1 yard of a fire specter gets a success on an attack roll against it, the creature takes 1d3 damage from the flames that flare out from the specter's body.

Immolating Ire When a fire specter becomes injured, its body gives off hellish flames that deal 3d6 damage to everything within 1 yard of it. A creature that gets a success on an Agility challenge roll takes half the damage. Once the fire specter uses Immolating Ire, it cannot do so again until it completes a rest.

ATTACK OPTIONS

Cutlass (melee) +1 with 1 boon (1d6 + 1 plus 1d3 from fire)



The serpent was so large it did not seem to notice our ship as it passed. We were but a speck compared to its glory.

THE WINDS OF HELL

It was the cursed crew of the *Winds of Hell* that brought knowledge of the fire specters to Freeport. Every person who died on board that flaming ship rose up as an undead horror, and the ship boasts the same complement of sailors as it did the day they were awakened. As a result, an encounter with this fiery vessel involves a crew of thirty fire specters under the command of Captain Kothar, an adversary few wish to face.

The *Winds of Hell* haunts the waters of the Serpent's Teeth still, though few have seen it in recent days. When the ship does appear, it shows itself only at dawn or dusk, appearing as a billowing ball of fire and smoke on the horizon. The flames burn always, but never consume the rigging, sails, or wood of the vessel. They simply roil about, blackening everything they touch. Of course, the flames' inability to harm the ship does not extend to other nearby vessels. Many ships have caught fire from drifting cinders and the flames given off by attackers as the fire specters swing across the gap on scorched ropes to board their latest target.

KOTHAR THE ACCURSED

Long ago, Captain Kothar terrorized the seas, a feared and reviled pirate infamous for his viciousness, bloodthirsty tactics, and wanton cruelty. The *Winds of Hell*, a rival vessel, vexed Captain Kothar and so he and his crew sought out and boarded the ship, putting each man and woman to the sword, and claimed the vessel for themselves. However, not long after, the pirates were captured, tried, and executed for their crimes. The Captains' Council decreed they should be lashed to the deck of their bloody ship while the vessel burned to the waterline.

Unbeknownst to the Council or anyone else, Kothar's hate ran hotter than the flames. He refused to go to Hell until he got his vengeance against Freeport. Because of this determination, he emerged from the pyre as a powerful fire specter and once again the leader of his crew, all of them now damned just as he is.

Kothar speaks the Common Tongue and High Archaic.

KOTHAR THE ACCURSED

DIFFICULTY 50

Size 1 horrifying undead

Perception 11 (+1); darksight

Defense 15 (mail); **Health** 43; immolating ire

Strength 13 (+3), **Agility** 13 (+3), **Intellect** 11 (+1), **Will** 12 (+2)

Speed 10

Immune damage from disease, fire, poison; gaining

Insanity; asleep, diseased, fatigued, poisoned

Hellish Light Illumination from Kothar's body lights the area within 2 yards of it.

Sheathed in Flames When a creature within 1 yard of the fire specter gets a success on an attack roll against Kothar, the creature takes 1d3 damage from the flames sheathing Kothar's body.

Immolating Ire When Kothar becomes injured, his body flares with hellish flames that deal 3d6 damage to everything within 1 yard of it. A creature that gets a success on an Agility challenge roll takes half the damage.

ATTACK OPTIONS

Cutlass (melee) +2 with 2 boons (3d6 + 2 plus 1d6 from fire plus Rapid Step)

Dagger (melee or short range) +2 with 2 boons (1d3 plus 2d6 plus 1d6 from fire plus Rapid Step)

Rapid Step Kothar can move up to 2 yards. This movement does not trigger free attacks.

FLESHRAKER

Hell's denizens are many and varied, but they are unified in their hatred for mortals, and they let that hatred drive them to corrupt and destroy those who stole the world from them. Some devils use subtle methods, tempting mortals with promises of earthly rewards, while others prefer a more direct approach. Fleshrakers are the least subtle of the devils, since their interests focus on spreading fear and despair by slaughtering the weak and dragging their souls to Hell.

Fleshakers readily answer any call to enter the mortal world, but few mortals ever summon them because they are hard to control. The devils have human forms with deep crimson skin and tangled, matted black hair that hangs from their heads in knots. Scars and obscene tattoos on their bodies tell the story of their hatred for mortals, and each time a fleshraker kills, a new image appears in its flesh. When they travel away from Hell, fleshrakers don tall black hats and long black cloaks to conceal their hideous forms. They prowl the poor quarters of urban areas, where the hunting is good and where few will notice yet another mangled corpse.

Fleshrakers speak the Common Tongue, Elfish, and High Archaic.

FLESHRAKER

DIFFICULTY 25

Size 1 horrifying faerie (devil)

Perception 15 (+5); darksight

Defense 14; **Health** 24; **Insanity** --; **Corruption** 6

Strength 11 (+1), **Agility** 14 (+4), **Intellect** 13 (+3), **Will** 11 (+1)

Speed 10

Immune damage from disease, fire, poison; gaining

Insanity; asleep, diseased, frightened, poisoned

Ultraviolence A fleshraker makes attack rolls with 1 boon, and it grants 1 boon on attack rolls made against it.

ATTACK OPTIONS

Bone Razor (melee) +4 with 1 boon (1d6 + 2 plus Bleeding Wound on attack roll 20+)

Bleeding Wound A living creature must get a success on a Strength challenge roll or suffer a bleeding wound until it heals any damage. At the end of each round when a creature suffers a bleeding wound, it takes 1d6 damage.

FLYING LIZARD

The flying lizards of the Serpent's Teeth were present long before humans ever settled these islands. Many breeds exist, but the three described here are the most common. The sleek and graceful scalewing is about the same size as a gull, and it competes with seafowl for fish, crab, and small children. The irontooth is a bit more vicious, snatching travelers for a quick meal and harassing fishermen who stray too close to

their roosts. The enormous blackwing lurks at the heights of Mount A'Val, soaring around the peak and descending only to snatch prey when it needs to eat.

Regardless of size, all flying lizards have two remarkable features. Their jaws are extremely powerful, and once they have locked onto their prey, they are difficult to pry loose. They also have long, serpentine tails, strong and flexible, which they use to hold their prey long enough for the lizard's jaws to bite off their heads.

SCALEWING

DIFFICULTY 5

Size 1/4 animal

Perception 12 (+2)

Defense 12; **Health** 8; **Insanity** 0; **Corruption** 0

Strength 8 (-2), **Agility** 11 (+1), **Intellect** 6 (-4), **Will** 10 (+0)

Speed 14; flier

ATTACK OPTIONS

Teeth (melee) +1 with 1 boon, or 2 boons if it has the target grabbed (1d3 plus Clamping Jaws on attack roll 20+)

Clamping Jaws The scalewing enters the target's space, and the target becomes grabbed for as long as the scalewing concentrates. Each time it uses an action to concentrate, the target takes 1d3 + 1 damage. If the target attempts to escape, it makes the challenge roll with 2 banes.

Tail (melee) +1 with 1 boon (target becomes grabbed for 1 round)

IRONTTOOTH

DIFFICULTY 25

Size 1 animal

Perception 12 (+2)

Defense 13; **Health** 22; **Insanity** 0; **Corruption** 0

Strength 12 (+2), **Agility** 10 (+0), **Intellect** 6 (-4), **Will** 10 (+0)

Speed 14; flier

ATTACK OPTIONS

Teeth (melee) +2 with 1 boon or 2 boons if it has the target grabbed (1d6 + 2 plus Clamping Jaws on attack roll 20+)

Clamping Jaws The irontooth enters the target's space, and the target becomes grabbed for as long as the irontooth concentrates. Each time it uses an action to concentrate, the target takes 2d6 damage. If the target attempts to escape, it makes the challenge roll with 2 banes.

Tail (melee) +2 with 1 boon (target becomes grabbed for 1 round)

BLACKWING

DIFFICULTY 50

Size 3 animal

Perception 12 (+2)

Defense 16; **Health** 54; **Insanity** 0; **Corruption** 0

Strength 15 (+5), **Agility** 10 (+0), **Intellect** 6 (-4), **Will** 10 (+0)

Speed 12; flier

ATTACK OPTIONS

Teeth (melee) +5 with 1 boon or 2 boons if it has the target grabbed (3d6 plus Clamping Jaws on attack roll 20+)

Clamping Jaws The blackwing enters the target's space, and the target becomes grabbed for as long as the blackwing concentrates. Each time it uses an action to concentrate, the target takes 3d6 damage. If the target attempts to escape, it makes the challenge roll with 2 banes.

Tail (melee) +5 with 1 boon (target becomes grabbed for 1 round)



DEAD MAN'S BRAIN

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

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

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

The dead man's brain is a variety of coral found growing on the bones of dead creatures. It is able to broadcast powerful telepathic signals, consisting of a barrage of the last thoughts experienced by those creatures on which the dead man's brain feeds. An encounter with one of these disturbing creatures fills the mind with psychic cries, pleading, screams, and painful wailing, all of which are enough to drive the most stalwart person mad.

A single dead man's brain is a brain-like growth of coral about 8 feet in diameter. It is rooted firmly to its meal and is immobile. It is hardy and resistant to damage, having Defense 5 and Health 40. Although technically an animal with plant-like qualities, it counts as an object for the purpose of affecting it with spells.

The dead man's brain attracts its meals by constantly projecting a mental cacophony. At the end of each round, any living creature within short range must get a success on a Will challenge roll or become impaired until it completes a rest. In addition, an affected creature must also get a success on an Intellect challenge roll or be compelled by the dead man's brain. When the creature takes its turn, the brain forces it to move toward the brain and touch it with an unprotected limb. If the creature does so, the brain injects its spores into the victim's flesh, forcing the creature to make a Strength challenge roll with 1 bane. On a failure, the creature becomes diseased.

A creature diseased in this way suffers a profound headache that worsens over time. The headache imposes 1 bane on attack rolls and challenge rolls. Each time the creature completes a rest, the number of imposed banes increases by 1. When the number of banes would reach 5, the creature dies as coral protrusions force their way free from the victim's flesh.

GHOST EATER

Many strange things inhabit the jungles of the Serpent's Teeth, but the ghost eaters are among the oddest. These diminutive, gray-furred, tailed humanoids lurk on the edges of human settlements, especially near burial grounds where they can feed on the spirits of the recently dead. Their unnatural diet confers on them a set of unusual abilities.

Ghost eaters avoid living creatures when possible, but might be drawn to settlements by the presence of undead creatures in or around one. When on the hunt, they move with caution, aware of their own limitations when fighting undead. They use speed and stealth to bring down their prey.

GHOST EATER

DIFFICULTY 5

Size 1/2 monster

Perception 12 (+2); darksight

Defense 11; **Health** 15; **Insanity** 0; **Corruption** 1

Strength 10 (+0), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 11 (+1)

Speed 10; climber

Undead Defense A ghost eater imposes 1 bane on attack rolls against it made by undead.

Sense Undead A ghost eater knows the location of any undead within medium range, and such creatures cannot hide from a ghost eater.

Final Repose An undead creature incapacitated by a ghost eater dies and remains dead. It cannot be turned into an undead creature again by any means.

ATTACK OPTIONS

Teeth (melee) +1 with 1 boon (1d6, or 2d6 against undead)

SPECIAL ATTACKS

Eerie Howl The ghost eater howls. Each creature within long range must get a success on a Will challenge roll or gain 1 Insanity. Once a creature makes this roll, it becomes immune to any ghost eater's use of Eerie Howl until the creature completes a rest.

INFERNAL AUTOMATON

The devils despise iron as much as any faerie does, and thus it's a wonder that the devils would ever employ such things as infernal automatons. In truth, these creations do not find their origins in Hell, but in the workshops of corrupted engineers who fell under the influence of these cruel faeries and taught them unholy secrets to bring darkness into the mortal world.

As created beings, infernal automatons appear as their makers design them to, though they all share certain characteristics. Most infernal automatons have squat, headless bodies made from rusty green metal. Each one's torso acts as a furnace to heat the water contained in the reservoirs on its back. Inside these furnaces burn souls stolen from Hell, and the steam given off travels by way of leathery hoses to the limbs, granting the creatures mobility. At the center of the squat body is a hatch, wrought to resemble a tormented face, sometimes masculine and sometimes feminine, in accordance with the maker's desires.



Infernal automatons do not speak, but they understand Dark Speech.

INFERNAL AUTOMATON

DIFFICULTY 50

Size 2 frightening construct

Perception 9 (-1); darksight
Defense 18; **Health** 50; **Insanity** --; **Corruption** 5
Strength 10 (+0), **Agility** 14 (+4), **Intellect** 7 (-3), **Will** 10 (+0)
Speed 8

Immune damage from disease, fire, poison; gaining Insanity; asleep, charmed, diseased, fatigued, frightened, poisoned

Vulnerable to Cold An infernal automaton takes double damage from cold.

Explosive Death When an infernal automaton becomes incapacitated, it is not immediately destroyed. Instead, its body trembles for 1d3 rounds. At the end of this time, it explodes in a 5-yard radius, becoming destroyed in the process. Everything in the area takes 3d6 damage from flames and flying debris. A creature that gets a success on an Agility challenge roll takes half the damage.

ATTACK OPTIONS

Fist (melee) +4 with 1 boon (1d6 plus 1d6 from fire)

SPECIAL ATTACKS

Open the Blast Door A hatch on the front of the infernal automaton's body falls open. A blast of flame erupts that fills a 6-yard-long cone, dealing 3d6 damage to everything in the area. A creature that gets a success on an Agility challenge roll takes half the damage. After the automaton makes this attack, the hatch slams shut and the automaton must wait 1 minute before it can do so again.

END OF THE ROUND

Steam The infernal automaton releases a blast of steam from its body. The steam spreads out from a point in its space to fill a cube of space 2 yards on each side that remains for 1 round. The steam partially obscures its area. When it first appears, each living creature that has a physical body and is in the area must get a success on a Strength challenge roll or take 1d3 damage and become impaired for 1 round.

MALKIN

Most Freeporters tread carefully around the cats that roam the alleys and sewers of the city, for one never knows if an ordinary cat is in fact a malkin. According to legend, malkins appeared in the city when a magical being stumbled into the world here and became trapped in the body of a cat. Some claim that this being was a powerful servant of the gods, while others whisper that it was a faerie, a devil, or perhaps something worse. Regardless of its origin, a great number of these fickle beasts descended from it—so many that a few of the magic-using types began keeping them as helpers and companions. Powerful sea captains also employ them, since they are thought to be creatures that bring good luck.

Larger and heavier than most cats, malkins can grow up to 3 feet long and weigh as much as 30 pounds. They display the same range of coloring found in ordinary cats. Malkins are fickle creatures, rarely forming lasting attachments with mortals, though a steady supply of food and a warm place to sleep can keep a malkin around for a time.

Malkins do not speak, but they can communicate telepathically with any creature within short range that speaks at least one language.

MALKIN

DIFFICULTY 5

Size 1/4 faerie

Perception 12 (+2); truesight, sense corruption
Defense 14; **Health** 16; **Insanity** --; **Corruption** 0
Strength 9 (-1), **Agility** 14 (+4), **Intellect** 10 (+0), **Will** 11 (+1)
Speed 10

Immune damage from disease, poison; gaining Insanity; diseased, fatigued, immobilized, poisoned, slowed

Sense Corruption A malkin knows the location of any creature within medium range that has 1 Corruption or more, and such creatures cannot hide from a malkin.

Spell Defense A malkin takes half damage from spells. It makes challenge rolls to resist a spell with 1 boon. A creature attacking a malkin with a spell makes the attack roll with 1 bane.

ATTACK OPTIONS

Claws and Teeth (melee) +4 (1d3 + 1)

MONSTROUS GLAM

Monstrous clams thrive in the waters around the Serpent's Teeth and elsewhere. Normally not a threat to other creatures, they tend to close their shells when disturbed, which can trap the hand or leg of any swimmer who ventures too close.

MONSTROUS CLAM

DIFFICULTY 5

Size 1 animal

Perception 5 (-5); sightless
Defense 5; **Health** 31; **Insanity** --; **Corruption** 0
Strength 11 (+1), **Agility** 5 (-5), **Intellect** 5 (-5), **Will** 10 (+0)
Speed 0
Immune gaining Insanity; blinded

SPECIAL ATTACKS

Snap Shut When a creature within the clam's reach would use an action, the clam can use a triggered action to snap shut its shell. The triggering creature must get a success on an Agility challenge roll with 1 bane or take 1d6 damage and become grabbed. Whether or not the creature gets a success, the creature resolves the use of its action as normal. The monstrous clam continues to grab the target each round for 1d6 + 1 rounds. At the end of each round that a creature spends grabbed in this way, it takes 1d3 damage. A creature that attempts to escape the monstrous clam makes the attack roll with 1 bane.

MONSTROUS CRAB

Crabs of all sizes range across the sea floor, feeding on whatever they can scavenge. Although they are seldom aggressive, they defend themselves when attacked. A monstrous crab is fully amphibious, but it does not actually swim; instead, it crawls along the bottom, so anyone in the water can usually escape a monstrous crab by swimming straight up.

MONSTROUS CRAB

DIFFICULTY 5

Size 1 animal

Perception 11 (+1); shadowsight
Defense 13; **Health** 15; **Insanity** --; **Corruption** 0
Strength 11 (+1), **Agility** 11 (+1), **Intellect** 7 (-3), **Will** 10 (+0)
Speed 10; swimmer
Immune gaining Insanity

ATTACK OPTIONS

Large Pincer (melee) +1 with 1 boon (1d6 plus target becomes grabbed on attack roll 20+)
Small Pincer (melee) +1 with 1 boon (1d3 + 1)

SPECIAL ATTACKS

Constricting Grab If the monstrous crab is grabbing a creature on its turn, it can use a triggered action to deal 1d3 damage to the creature and maintain the grabbed affliction for 1 additional round.

MONSTROUS JELLYFISH

The warm temperature of the waters around the Serpent's Teeth allows jellyfish to grow to incredible size. Though they are easily avoided if encountered singly, swarms of these fish pose great danger to those caught in their midst. Monstrous jellyfish do not attack so much as they drag their streaming tendrils behind and below them as the current pulls them along. They move by pulsing their mantles, which produces a water-pumping action, but they are neither fast nor agile swimmers.

SWARM OF MONSTROUS JELLYFISH

DIFFICULTY 10

Size 1 animal (swarm)

Perception 5 (-5); sightless
Defense 6; **Health** 8; **Insanity** --; **Corruption** 0
Strength 8 (-2), **Agility** 6 (-4), **Intellect** 1 (-9), **Will** 10 (+0)
Speed 4; swimmer
Immune gaining Insanity; blinded, charmed, deafened, frightened, grabbed, immobilized, prone, slowed, stunned
Multitude A swarm takes half damage from attacks that use an attack roll and double damage from attacks and effects that require it to make a challenge roll.
Revulsion Creatures that are not swarms are impaired while they remain in the swarm's space or within 1 yard of it.

END OF THE ROUND

Mass Tendrils A mass of tendrils spreads out from a point in the swarm's space into a 3-yard cone, extending from its body in the direction opposite from the swarm's movement or below the creature if it is not moving. Any living creature in the area must get a success on an Agility challenge roll with 1 bane or take 1d3 damage. A creature that takes this damage must also get a success on a Strength challenge roll with 2 banes or become poisoned for 1 minute. While poisoned in this way, the creature is defenseless and immobilized. If the creature is already poisoned in this way, it takes 1d6 extra damage and extends the duration of the affliction by 1 minute.

OCEAN WYRM

One of the most feared creatures living in the far-flung waters beyond the Serpent's Teeth is the ocean wyrm (as a **sea serpent**; see *A Glorious Death*). An enormous aquatic serpent capable of crushing a small ship in its coils, it has a massive dragon-like head and a long, sinuous body with a flattened tail. A spiny crest runs the length of its back, and on each side of its body is a ridge of flattened, projecting scales. It moves through the water with an undulating motion, traveling with incredible speed. When it rises, the water seems to cling to it, as if the creature was somehow part of the ocean itself.

Some people on remote islands regard ocean wyrms as sacred. One tribe in particular claims that these beasts are the children of a mighty sea god named Kolan—indeed, the wyrm's name in their tongue is *kolan'tathok*, which means "Children of Kolan." According to folklore, Kolan was jealous of the other gods' faithful following, so he turned himself into a great and terrible serpent to threaten them. The people of this distant island placate the *kolan'tathok*—and through them, their legendary father Kolan—with offerings of food and the occasional sacrifice, building shrines in front of their lairs that their priests tend. A steady supply of offerings relieves these great serpents of the need to hunt, and many have not left their coral caves for centuries.

MONSTROUS LEECH

As with many other creatures found in the Serpent's Teeth, leeches can grow to immense size, making them much more fearsome than their normal diminutive counterparts.

MONSTROUS LEECH

DIFFICULTY 10

Size 1 animal (aquatic)

Perception 9 (-1); sightless

Defense 12; **Health** 14; **Insanity** --; **Corruption** 0

Strength 10 (+0), **Agility** 12 (+2), **Intellect** 5 (-5), **Will** 10 (+0)

Speed 8; swimmer

Immune gaining Insanity; blinded

Slowed on Dry Land A monstrous leech is slowed while it is not submerged in water.

ATTACK OPTIONS

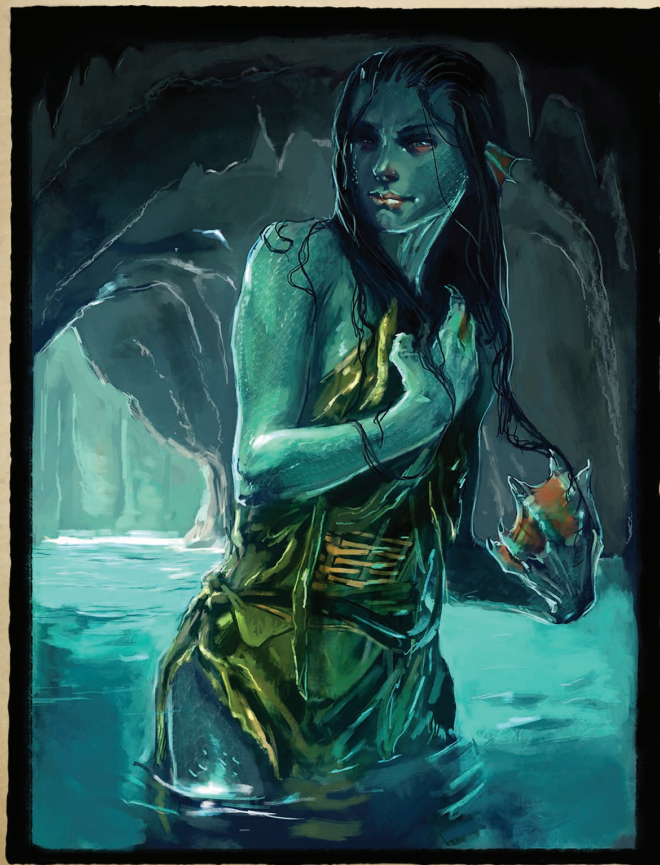
Teeth (melee) +2 with 1 boon (1d6 + 1 plus Leech Disease, plus Attach on attack roll 20+)

Leech Disease A living creature must get a success on a Strength challenge roll or become diseased. While diseased in this way, the creature heals half damage. Each time the diseased creature completes a rest, it can make a Strength challenge roll. The creature removes the diseased affliction on a success, or takes 1d6 damage on a failure.

Attach The target becomes grabbed for as long as the leech concentrates. Each time the leech uses an action to concentrate, it drains the creature's blood, imposing a -1d6 penalty to its Health or worsening the penalty to Health by 1d6. The target removes the penalty to its Health when it completes a rest.

NEREID

Nereids remained in the world after the faeries withdrew, taking refuge in the murky depths far beneath the waves. A reclusive people, they avoid mortals and land-dwellers, appearing only when they decide to play tricks on foolish sailors or get revenge on those who despoil their waters. From time to time, nereids might help sailors in trouble, especially those whom they have observed showing respect for the old customs.



A nereid has a human form, with blue-green skin covered in fine scales and webs stretching between its fingers and toes. Females often wear long, flowing robes of woven seaweed along with jewelry made of pearls and shells, while males favor knee-length kilts of seaweed. They live in sea caves, coral reefs, and in the ruins of sunken cities.

NEREID

DIFFICULTY 10

Size 1 faerie

Perception 15 (+5); shadowsight

Defense 13; **Health** 14; **Insanity** 1; **Corruption** 0

Strength 10 (+0), **Agility** 13 (+3), **Intellect** 13 (+3), **Will** 11 (+1)

Speed 12; swimmer

Immune damage from disease; charmed, diseased

Oceanbound A nereid can breathe air and water. A nereid can remain out of water for a number of hours equal to its Strength score. Each hour thereafter, the nereid takes a cumulative -1d6 penalty to Health. For each hour the nereid spends submerged in water, it lessens this penalty by 1d6 (to a minimum of 0).

Iron Vulnerability A nereid is impaired while it is in contact with iron.

ATTACK OPTIONS

Bone Knife (melee) +3 with 1 boon (1d6)

SPECIAL ACTIONS

Bestow Water Breathing A nereid can use an action to grant one creature it can reach the ability to breathe water for up to 1 hour or until the nereid uses an action to remove this ability.

Water Leap A nereid can use an action, or a triggered action on its turn, to teleport to a space filled with water that it can see within short range.

MAGIC

Power 2

Enchantment bewitch (3), charm (2), command (2), mind bondage (1)

Fey misdirect (3), fade (2), slumber (1)

PICACOUATL

Explorers in A'Val's jungles might catch a glimpse of these fabled flying serpents—small, feathered and winged snakes with bright scales, riotous-colored wings, and glittering emerald eyes. These strange creatures can grow up to 6 feet long, and their wingspans can reach up to 6 feet.

Called picacouatls for their resemblance to another, larger flying serpent thought to inhabit a mythical land far to the east, these creatures exist in small numbers and rarely show themselves unless frightened. Locals believe them to be noble and fair-minded spirits and sometimes leave them offerings to curry favor with them. The truth is that these beings are faeries that have dwelled on the Serpent's Teeth since before the rise of mankind. They do in fact have a kindly disposition and might lead travelers away from danger.

Picacouatls speak Elfish.

PICACOUATL

DIFFICULTY 10

Size 1/2 faerie

Perception 12 (+2); shadowsight
Defense 14; **Health** 13; **Insanity** 0; **Corruption** 0
Strength 9 (-1), **Agility** 13 (+3), **Intellect** 8 (-2), **Will** 11 (+1)
Speed 10; flier
Immune damage from disease; charmed, diseased
Coiling Body If a picacouatl has a creature grabbed, the picacouatl can use a triggered action on its turn to maintain the grab for 1 round.
Iron Vulnerability A picacouatl is impaired while it is in contact with iron.

ATTACK OPTIONS

Fangs (melee) +3 with 1 boon (1d3 plus Venom, plus target becomes grabbed on attack roll 20+)
Venom A creature must get a success on a Strength challenge roll or take 1d6 damage and become poisoned for 1 hour. A creature with 1 Corruption or more makes the roll with 1 bane and takes 2d6 extra damage on a failure. A creature already poisoned in this way takes 1d6 extra damage.

SPECIAL ATTACKS

Brilliant Radiance A flash of bright, dazzling light erupts from a point in the picacouatl's space out to a 5-yard radius. Each creature in the area other than the picacouatl must make a Will challenge roll, with 1 bane per point of Corruption it has. On a failure, the creature takes 1d6 + 1 damage from the radiance and becomes blinded for 1 hour. Once the picacouatl uses Brilliant Radiance, it cannot do so again until it completes a rest.

PIT-BRIAR

In the tangled forests of Hell, pit-briars hunt down damned souls, rending them with thorny vines and sinking their roots in their dying flesh to draw forth their vital fluids. Although pit-briars resemble ordinary bramble bushes, they do not sink their roots into the soil and instead use them as appendages to pull themselves across the ground. Rarely, pit-briar seedlings make their way into the world of mortals, where they grow into malicious predators, dangers to all things that live in the lands they inhabit. In Hell, pit-briars might gather in small bands, while on Urth they tend to appear singly.

PIT-BRIAR

DIFFICULTY 50

Size 2 plant

Perception 11 (+1); shadowsight
Defense 18; **Health** 31; **Insanity** --; **Corruption** 3
Strength 11 (+1), **Agility** 15 (+5), **Intellect** 7 (-3), **Will** 10 (+0)
Speed 4
Immune gaining Insanity; asleep, blinded, dazed, fatigued, frightened, stunned
Camouflage A pit-briar in an area of foliage is hidden until it uses an action or moves.

ATTACK OPTIONS

Thorny Tendril (melee) +5 with 1 boon (1d6 + 2 plus target becomes grabbed on attack roll 20+)

SPECIAL ATTACKS

Tendril Flurry The pit-briar attacks three times with its thorny tendrils, less one time for each creature it has grabbed. The pit-briar automatically deals 1d6 + 2 damage to any creatures it already has grabbed and maintains the grabbed affliction for 1 additional round.

PWALG

A pwalg begins its unnatural existence as a cancerous tumor that grows on a demon after it enters the world, and then it pulls free from its host's body after gaining sentience.

Pwalgs appear as quivering blobs of fatty tissue, limbs sprouting in random directions. They are dimpled with many orifices from which weep streams of a brown, milky substance. They lurk in dark places, chuckling evilly, until something draws near, at which point they heave up their bulky bodies to lurch forward and investigate.

Pwalgs understand Dark Speech, but do not speak.

PWALG

DIFFICULTY 25

Size 1/2 horrifying demon

Perception 9 (-1); truesight
Defense 14; **Health** 28; **Insanity** --; **Corruption** 7
Strength 13 (+3), **Agility** 11 (+1), **Intellect** 7 (-3), **Will** 13 (+3)
Speed 8
Immune damage from disease, poison; gaining Insanity; dazed, fatigued, frightened, immobilized, impaired, poisoned, slowed, stunned
Shuddering Ejaculate Whenever a pwalg moves, it sprays corrosive juices up to 5 yards in all directions. Up to three creatures the pwalg chooses during its movement must each get a success on an Agility challenge roll or take 1d3 damage from the fluid.

ATTACK OPTIONS

Teeth (melee) +3 with 1 boon (1d6 plus 1d3 from acid)

END OF THE ROUND

Vile Stench The pwalg reeks of rotten meat and feces. Each breathing creature within short range of it must get a success on a Strength challenge roll or become impaired for 1 round.

REEF EEL

Reef eels attack anything they detect in the waters around them, darting out from hiding to latch their fangs around their victims. The creatures grow up to 7 feet long and have ribbon-like bodies with pointed heads equipped with toothy maws. Reef eels lair in places barely wider than their bodies, so they can back into their hiding spots and leave their heads facing outward to watch for prey.

REEF EEL

DIFFICULTY 5

Size 1 animal (aquatic)

Perception 10 (+0); darksight
Defense 12; **Health** 10; **Insanity** 0; **Corruption** 0
Strength 10 (+0), **Agility** 12 (+2), **Intellect** 6 (-4), **Will** 10 (+0)
Speed 8; swimmer

ATTACK OPTIONS

Teeth (melee) +2 with 1 boon (1d6 + 1 plus Attach, plus Maim on attack roll 20+)

Attach When a reef eel gets a success on an attack roll using its teeth, it can use a triggered action to cause the target to become grabbed for as long as the eel concentrates. Each time the eel uses an action to concentrate, the creature to which it is attached takes 1d6 + 1 damage.

Maim The target takes a -2 penalty to Speed until it heals any damage.

SERPENT PERSON

In ancient times, the Valossan civilization accomplished much in the fields of magic and technology, far exceeding the achievements of any other people on Urth. But the great power they attained failed to protect them from the corrupting influence of the Unspeakable One, and the Valossans were unable to protect their civilization from the cataclysm that shattered their empire.

The children of Yig, the snake god, fell into disarray, the survivors descending into savagery until they became degenerates. A few of the serpent folk preserved some fragments of their old lore and did their best to keep alive their culture over the intervening thousand years, and thus the Valossans became divided into two peoples—those who remained loyal to Yig, and the degenerates who were lost to the influence of the Unspeakable One.

Small numbers of surviving Valossans, often called serpent people, spread across the world and hid from those they once enslaved. Their enclaves rest in isolated valleys, primeval jungles, and in caves deep underground. In Freeport, they haunt the caves under the city.

Serpent people appear as human-sized snakes with thin arms and legs, and wide, flat heads equipped with glittering eyes. Tall and lanky, most stand about 6 feet and weigh around 150 pounds. Fine scales, usually green or brown, cover their lithe bodies, and their hands and feet end in small claws. Some have the hoods of cobras, but most do not. Civilized serpent people wear clothing, usually long robes with hoods, to conceal their appearance from outsiders.

Most serpent people develop the ability to assume different forms. They use this ability to infiltrate other societies so they can move undetected among their rivals and discover their secrets.

Serpent people speak the Common Tongue, and many can speak Valossan.

SERPENT PERSON

DIFFICULTY 10

Size 1 serpent person

Perception 12 (+2); darksight

Defense 12; **Health** 22; **Insanity** 0; **Corruption** 1d3-1

Strength 9 (-1), **Agility** 12 (+2), **Intellect** 12 (+2), **Will** 10 (+0)

Speed 10

ATTACK OPTIONS

Short Sword (melee) +2 with 1 boon (2d6)

SPECIAL ACTIONS

Change Shape A serpent person can use an action, or a triggered action on its turn, to transform into a different living creature. The new form must have a humanoid shape and be either Size 1/2 or Size 1. The serpent person remains in this form until it becomes incapacitated or until it uses a triggered action at any time to return to its normal form. It can use this talent three times and regains expended uses when it completes a rest.

MAGIC

Power 2

Teleportation *dismiss* (3), *hole of glory* (2), *swap* (2), *shortcut* (1)

Valossan mystics belong to the dark sect of Yig followers who see the world as belonging to them and the people living in it as their slaves. These individuals move in secret among their enemies, working evil plots to prepare the way for their return to power.



VALOSSAN MYSTIC

DIFFICULTY 10

Size 1 serpent person

Perception 13 (+3); **darksight**
Defense 11; **Health** 24; **Insanity** 3; **Corruption** 5
Strength 8 (-2), **Agility** 11 (+1), **Intellect** 13 (+3), **Will** 11 (+1)
Speed 10

Blasphemous Presence Creatures within short range that have 0 Corruption are impaired for as long as they remain within that distance.

ATTACK OPTIONS

Scimitar (melee) +1 (1d6 + 1)

SPECIAL ACTIONS

Dark Prayer When a creature the mystic can see within short range makes an attack roll or a challenge roll, the mystic can use a triggered action to impose 1 bane on the roll. If the roll results in a failure, the triggering creature takes 1d6 damage.

Change Shape The mystic can use an action, or a triggered action on its turn, to transform into a different living creature. The new form must have a humanoid shape and be either Size 1/2 or Size 1. The mystic remains in this form until it becomes incapacitated or until it uses a triggered action at any time to return to its normal form. The mystic can use this talent three times and regains expended uses when it completes a rest.

MAGIC

Power 2

Battle celerity (3), *close wounds* (2), *arc of death* (1)

Curse hex (3), *frighten* (2), *vulnerability* (1)

The serpent people who fled underground and gave themselves fully to the King in Yellow became wretched things—feral degenerates. They recall next to nothing of the past glory of Valossa and have become slaves of their dread master. Degenerates eschew clothing and live little better than animals.

DEGENERATE SERPENT PERSON

DIFFICULTY 5

Size 1 serpent person

Perception 8 (-2); **darksight**
Defense 12 (large shield); **Health** 11; **Insanity** 8; **Corruption** 5
Strength 11 (+1), **Agility** 10 (+0), **Intellect** 8 (-2), **Will** 9 (-1)
Speed 10; swimmer

ATTACK OPTIONS

Spear (melee) +1 with 1 boon (1d6 plus Venomous Bite on attack roll 20+)

Large Shield (melee) +1 with 1 boon (1d3)

Venomous Bite The degenerate serpent person makes a Strength roll against the target's Agility. On a success, the serpent person bites the target, dealing 1d3 damage. In addition, the target must get a success on a Strength challenge roll or take 1d6 extra damage and gain 1 Insanity.

SHADOW SERPENT

When Valossa became infested by the minions of the Unspeakable One, the serpent god Yig cast down the Valossan Empire and cursed his priests for failing in their sacred duty to safeguard their people and keep their faith in him pure. On them the god laid a terrible curse, transforming their souls into spirits and binding them into the world where they would be forced to witness the consequences of their failures.

Shadow serpents appear as twitching ribbons of darkness flowing through the air. When they sense the presence of living beings, they take the form of hideous, insubstantial serpents with glowing crimson eyes. Their bodies emit an awful chill, what some have described as the breath of the Underworld.

Given their origins, shadow serpents rarely appear in groups of two or more, and then only in places that were lost to the Valossans during the great cataclysm that shattered their empire. Places of great importance to the serpent people, such as the Sunken Temple of Yig, might have a large population of these spirits.

Shadow serpents speak Valossan.

SHADOW SERPENT

DIFFICULTY 50

Size 1 horrifying spirit

Perception 14 (+4); **darksight**
Defense 15; **Health** 22; **Insanity** --; **Corruption** 5
Strength --, **Agility** 15 (+5), **Intellect** 8 (-2), **Will** 11 (+1)
Speed 8; flier

Immune damage from cold, disease, fire, poison; gaining Insanity; asleep, blinded, deafened, diseased, fatigued, immobilized, poisoned, slowed

Insubstantial A shadow serpent takes half damage from weapons, can move through solid objects and other creatures, and ignores the effects of moving across difficult terrain.

Become the Night A shadow serpent is invisible in areas partially obscured by shadows.

ATTACK OPTIONS

Draining Touch (melee) +5 with 1 boon (2d6 plus Drain on attack roll 20+)

Drain A living target gains 1 Corruption and takes a -6 penalty to Health that lasts until it completes a rest. While subject to this penalty, the target makes Strength attack rolls and challenge rolls with 1 bane.

If the target becomes incapacitated by an attack a shadow serpent makes while the target has this penalty, the target creature dies. At the end of the next round, a **shadow** (see *The Hunger in the Void*) wriggles free from the body and stands up in the nearest open space. The new shadow can take the next available turn.

END OF THE ROUND

Unnatural Chill Each living creature within short range must get a success on a Strength challenge roll or take 1d3 damage from bone-chilling cold and become slowed for 1 round.

Burned by Sunlight A shadow serpent takes 2d6 damage if it is in an area lit by sunlight.

SHARKMAN

The savage and brutal sharkmen surrendered their civility to bloodlust long ago and roam the waters in search of prey to feed their insatiable appetites. Like fomors and wargs, sharkmen inherited the curse that let loose the beastmen into the world. Each one has human features commingled with those of a shark. Many strains of sharkmen exist, usually resembling particular types of sharks. For instance, one can find sharkmen that appear to be related to great white sharks, tiger sharks, and even hammerhead sharks. Regardless of their cosmetic differences, they are all thoroughly vicious and slaves to their constant need to eat.



Sharkmen might hunt alone or in small groups. They communicate in Dark Speech and have little use for anything other than food.

SHARKMAN

DIFFICULTY 50

Size 1 beastman

Perception 10 (+0); shadowsight
Defense 13; **Health** 49; **Insanity** 2; **Corruption** 3
Strength 14 (+4), **Agility** 11 (+1), **Intellect** 8 (-2), **Will** 11 (+1)
Speed 10; swimmer
Blood Frenzy A sharkman makes attack rolls against injured targets with 1 boon.

ATTACK OPTIONS

Teeth (melee) +4 with 2 boons (5d6 plus Rend Flesh on attack roll 20+)
Rend Flesh A living creature of flesh and blood suffers a bleeding wound that remains until it heals any damage. At the end of each round when a creature suffers a bleeding wound, the creature takes 1d6 damage from blood loss.

SPECIAL ATTACKS

Darting Attack The sharkman moves up to half its Speed and attacks with its teeth. If the sharkman gets a failure on the attack roll, it can move up to half its Speed without triggering free attacks.

SKIN CLOAK

A skin cloak is created from the flayed hide of a humanoid, which is imbued with dark power to turn it into a creature driven by its hatred of the living. Most skin cloaks come from the remains of people who cross necromancers, having offended one of them in some way, and are left to roam the area near the place of their horrific rebirth. Skin cloaks tend to gather in small groups of two to six.

A skin cloak resembles a large piece of leather or canvas when it is at rest. It makes no sound as it moves, the evidence of its torment revealed by the gaping holes in its stretched features. When it notices the presence of others, a skin cloak gathers itself and lurches grotesquely, twitching and twisting, toward its intended victim.

SKIN CLOAK

DIFFICULTY 10

Size 1/2 horrifying undead

Perception 12 (+2); darksight
Defense 11; **Health** 19; **Insanity** --; **Corruption** 5
Strength 11 (+1), **Agility** 11 (+1), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 8; flier
Immune damage from cold, disease, poison; gaining Insanity; asleep, diseased, fatigued, grabbed, poisoned
Silent Moves A skin cloak makes no sound when it moves.

ATTACK OPTIONS

Ropy Limb (melee) +1 with 2 boons (1d3 + 1 plus target becomes grabbed on attack roll 20+). If the skin cloak has a creature grabbed, it cannot use this attack option.

SPECIAL ATTACKS

Constrict The skin cloak uses an action to tighten its body around a creature it is grabbing. The target takes 2d3 + 2 damage and becomes grabbed for 1 round.

SPIRIT LIZARD

The spirit lizards once protected and nurtured the jungles in which they lived. The destruction wrought by the Unspeakable One left the surviving spirit lizards in peril. Some escaped by hiding in the jungle, but many of those were merged into trees and became the hideous undead monstrosities known as deadwood trees. The surviving spirit lizards watch over the jungles of the Serpent's Teeth, protecting them from mortals who would take too much of their riches or would clear away the foliage for expansion and cultivation. Primarily, they fight deadwood trees and devil lizards, both of which they regard as tragic and dangerous creatures.

Spirit lizards have small, humanoid shapes, but of clear reptilian origin; all have crests rising from the tops of their heads. They stand about 2 feet tall, with scales all over their bodies, and have long-fingered hands.

SPIRIT LIZARD

DIFFICULTY 10

Size 1/4 faerie

Perception 13 (+3); shadowsight

Defense 14; **Health** 20; **Insanity** 0; **Corruption** 0

Strength 9 (-1), **Agility** 12 (+2), **Intellect** 11 (+1), **Will** 12 (+2)

Speed 10; climber

Immune damage from disease; charmed, diseased

Nature Stride A spirit lizard ignores the effects of difficult terrain caused by thick undergrowth or other foliage.

Tree Bond Each spirit lizard has a magical bond with a particular tree. When a spirit lizard is inside its bonded tree, it heals 1 damage at the end of each round. If its bonded tree is destroyed, the spirit lizard must get a success on a Strength challenge roll or take damage equal to its Health. A spirit lizard can bond with a different tree by entering its space and remaining there for seven consecutive days.

Plant Merge A spirit lizard can move through spaces occupied by ordinary plants and plant creatures and can end its movement in such spaces. While in a plant's space, a spirit lizard has total cover. If a plant is destroyed while a spirit lizard is in its space, the spirit lizard appears in the same space and must get a success on a Strength challenge roll or take damage equal to its Health.

Iron Vulnerability A spirit lizard is impaired while it is in contact with iron.

ATTACK OPTIONS

Teeth (melee) +2 with 1 boon (1d3 plus Venom)

Venom A living creature must get a success on a Strength challenge roll with 1 bane or fall prone and go to sleep for 1d3 hours. An asleep creature awakens automatically if it takes any damage.

SPECIAL ATTACKS

Grasping Undergrowth The spirit lizard causes grass, roots, and vines covering the ground to animate for 1 minute. The affected area is a circle with a radius of up to 5 yards centered on a point the lizard chooses within medium range. The area counts as difficult terrain. If a creature falls prone in the area, it becomes immobilized, and any creature that is immobilized in this way at the end of the round takes 1d6 damage. A creature can remove this affliction by getting a success on a Strength challenge roll with 1 bane.

TAVI

The first tavi were created by the Wizards' Guild to combat the growing troubles posed by the serpents and reptilian creatures that infest the islands of the Serpent's Teeth. They have since been introduced to other parts of the world, where their peculiar talents come in handy. Tavi resemble large mongooses, standing about 3 feet tall when balanced on their hind legs, or the height of a small dog when on all fours. They have gray-brown fur, pointed snouts, rounded ears, and long tails. Their black eyes gleam with intelligence, and their front paws are particularly agile. Tavi can stand upright and use their front paws to manipulate objects, but they drop onto all fours for running.

Tavi raised in captivity understand the Common Tongue, though they cannot speak.

TAVI

DIFFICULTY 5

Size 1/2 monster

Perception 12 (+2); shadowsight

Defense 13; **Health** 10; **Insanity** 0; **Corruption** 0

Strength 10 (+0), **Agility** 13 (+3), **Intellect** 8 (-2), **Will** 10 (+0)

Speed 10; climber

Pack Fighting When a tavi attacks a creature within the reach of another tavi, it makes the attack roll with 1 boon.

Robust Constitution A tavi takes half damage from poison and makes challenge rolls to avoid or remove the poisoned affliction with 1 boon.

Serpent Hatred Tavi make attack rolls against reptiles and reptile-like creatures with 1 boon.

ATTACK OPTIONS

Teeth (melee) +3 with 1 boon (1d3 plus Attach)

Attach The target becomes grabbed by the tavi. While a tavi has a creature grabbed, it can use an action to deal 1d3 damage to the target and maintain the grabbed affliction for 1 additional round.

THANATOS

A horrific abomination of the deepest waters, the thanatos exists between life and death. Its bony head looks eerily like a monstrous skull, and its eyes are pearly white. Great rents and tears in the scales along its sides reveal tattered flesh beneath. It has translucent scales and flesh, revealing hints of its skeleton here and there. The creature glows with an unnatural greenish-white light, and its mouth is full of long, jagged teeth.

A thanatos frequents the deepest, darkest depths of the ocean, feeding on the corpses of creatures that sink to the bottom. Occasionally, however, one rises to a shallower depth to attack the settlements of aquatic people. Some have even been known to attack ships.

THANATOS

DIFFICULTY 100

Size 5 horrifying undead (aquatic)

Perception 10 (+0); sightless

Defense 15; **Health** 69; **Insanity** --; **Corruption** 6

Strength 19 (+9), **Agility** 9 (-1), **Intellect** 6 (-4), **Will** 12 (+2)

Speed 10; swimmer

Immune damage from cold, disease, lightning, poison; gaining Insanity; asleep, blinded, charmed, dazed, diseased, fatigued, frightened, poisoned, stunned

Leprous Light The thanatos sheds light in a 5-yard radius. Undead in the area of light make attack rolls and challenge rolls with 1 boon.

ATTACK OPTIONS

Teeth (melee) +9 with 2 boons (4d6 plus Life Drain, plus Swallow on attack roll 20+)

Life Drain A living creature must get a success on a Strength challenge roll with 1 bane or take a cumulative -1d6 penalty to Health. While a creature has this penalty, it is also impaired. A creature lessens the penalty by 1d6 each time it completes a rest.

Swallow A Size 3 or smaller creature is swallowed by the thanatos. The creature moves into the thanatos's space, entering its gullet, where it remains until it escapes. A swallowed creature is blinded and grabbed and takes 1d6 damage at the end of each round. A swallowed creature can use an action to attempt to escape and emerges from the thanatos's mouth on a success. A creature also escapes automatically if the thanatos is incapacitated.

END OF THE ROUND

Regenerate The thanatos heals 1d6 damage.

Spawn Animated Corpse A living creature that has a penalty from Life Drain and dies as a result stands up at the end of the round as an **animated corpse** of its Size.

UNDINE

Elemental people of the oceans and seas, lakes and rivers, the undines were charged by the genies with defining and confining the lands of the world. After the fall of their makers, the undines retreated to the depths, living in grand undersea coral cities or at the bottoms of the deepest lakes. Although a reclusive people normally, they sometimes trade with land dwellers, either by visiting coastal settlements or boarding passing ships.

Like other elementals, undines have humanoid bodies, standing just shy of 5 feet tall and weighing around 120 pounds. The fine scales that cover their blue-green bodies shimmer in the light. They have overlarge, dark eyes, suited to navigating the depths, and a nictitating membrane periodically snaps over them, keeping the sensitive organs free of silt and debris.

Undines speak Tidetongue, their native language, and most know a bit of the Common Tongue.

UNDINE

DIFFICULTY 1

Size 1 elemental

Perception 9 (-1); shadowsight

Defense 10; **Health** 11; **Insanity** 0; **Corruption** 0

Strength 11 (+1), **Agility** 10 (+0), **Intellect** 9 (-1), **Will** 9 (-1)

Speed 10; swimmer

Immune damage from disease, poison, and Water spells; diseased, poisoned

Water Breathing An undine can breathe air and water.

Fire Intolerant An undine takes double damage from fire. When it takes damage from fire, it also becomes impaired for 1 round.

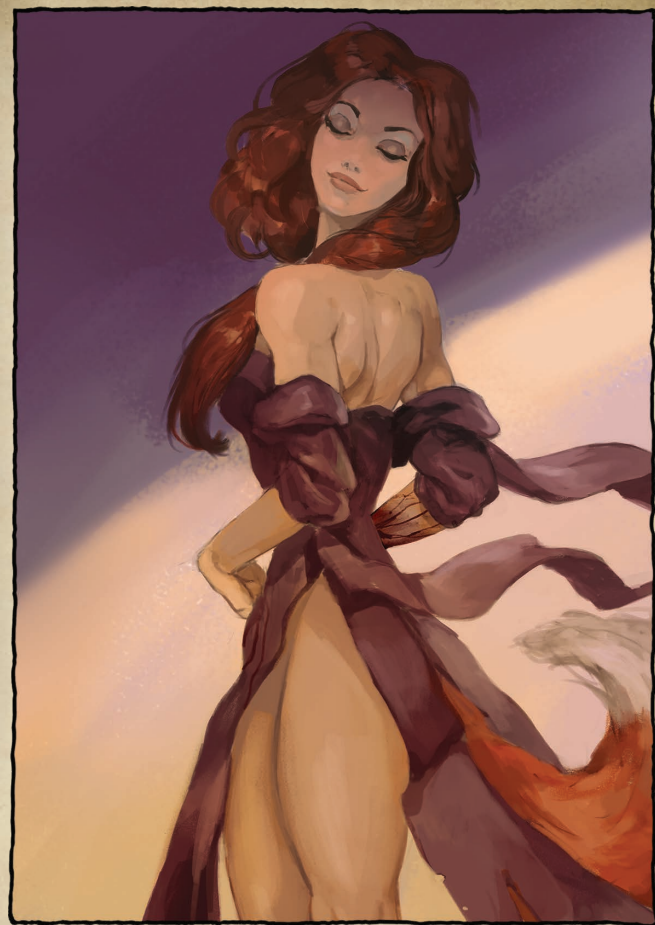
Watery Death When an undine dies, it collapses into a pool of water and spreads across the ground out to a 3-yard radius. The water extinguishes all flames, and each standing creature in the area must get a success on an Agility challenge roll or fall prone.

ATTACK OPTIONS

Trident (melee) +1 (1d6 + 1)

SPECIAL ACTIONS

Flowing Step The undine can use an action to assume a watery form, move up to its Speed, and return to its normal form. This movement does not trigger free attacks. In addition, during this movement, the undine takes half damage from weapons and can move through spaces occupied by other creatures.



VULPINE

Vulpines deceive and play tricks on other creatures, especially humans, and these faeries prefer to live among the creatures they torment. They use their magic to adopt any human form they choose, whether to impersonate someone or to become someone new. Their shapechanging, however, does not affect their tails—in any form they assume, a fox's tail always protrudes from the appropriate place. In their natural form, vulpines look like ordinary foxes, though they are much more cunning and tricky than the animals they resemble.

Vulpines speak the Common Tongue and Elfish.

VULPINE

DIFFICULTY 25

Size 1 faerie

Perception 16 (+6); darksight

Defense 14; **Health** 18; **Insanity** 1d3; **Corruption** 1

Strength 10 (+0), **Agility** 12 (+2), **Intellect** 14 (+4), **Will** 11 (+1)

Speed 10

Immune damage from disease; charmed, diseased; effects of Curse and Enchantment spells

Spell Defense A vulpine takes half damage from spells.

It makes challenge rolls to resist a spell with 1 boon.

A creature attacking a vulpine with a spell makes the attack roll with 1 bane.

Iron Vulnerability A vulpine is impaired while it is in contact with iron.

ATTACK OPTIONS

Bone Rapier (melee) +2 with 2 boons (1d6 + 1) when in human form

Teeth (melee) +2 with 2 boons (1d3 + 1 plus Confusion) when in fox form

Confusion A living creature must get a success on a Will challenge roll or gain 1 Insanity and become dazed for 1 minute. A creature dazed in this way must take a fast turn. When it does so, roll a d6 to see what happens.

- 1: The creature becomes immobilized for 1 round and does nothing but gibber.
- 2: The creature can use an action this turn, but it must use that action to charge a randomly determined creature.
- 3: The creature can use an action this turn, but it must use that action to rush in a random direction.
- 4: The creature falls prone.
- 5: The creature can use an action this turn.
- 6: The creature removes the dazed affliction.

SPECIAL ACTIONS

Change Form A vulpine can use an action, or a triggered action on its turn, to assume a different form, either that of a human with a fox's tail or that of a fox. In human form, it cannot attack with its teeth. In fox form, it cannot attack with weapons other than its teeth.

MAGIC

Power 3

Enchantment bewitch (4), charm (2), command (2), mind bondage (1), implant suggestion (1)



Markham didn't feel the fish attach itself to her leg when she waded from the dinghy to the shore. It drilled a hole into her calf, where it latched on with its invasive sucker and fed on her blood. It took two men to hold her down while a third pried it off.

X'SVAL, AVATAR OF THE UNSPEAKABLE ONE

Cultists of the Unspeakable One can call forth avatars of their dreaded master—great, roiling clouds of red mist—to spread madness and chaos into the world. Although these avatars are demons, the spell that draws them forth prevents them from fully assuming physical form, though this fact makes them no less dangerous. The billowing clouds shift and change shape constantly, and sometimes hideous, distorted faces form and dissolve. The demon moves slowly but with purpose, reaching out with pseudopods and flowing through the narrowest of openings.

X'svals communicate in Dark Speech.

X'SVAL

DIFFICULTY 250

Size 2 horrifying demon

Perception 12 (+2); truesight

Defense 16; **Health** 128; **Insanity** --; **Corruption** 8

Strength 18 (+8), **Agility** 12 (+2), **Intellect** 10 (+0), **Will** 10 (+0)

Speed 8; flier

Immune damage from cold, disease, poison; gaining Insanity; dazed, fatigued, frightened, immobilized, impaired, poisoned, slowed, stunned; any effect that would change the x'sval's shape

Spell Defense An x'sval takes half damage from spells. It makes challenge rolls to resist a spell with 1 boon. A creature attacking an x'sval with a spell makes the attack roll with 1 bane.

Demonic Cloud An x'sval takes half damage from weapons. Other creatures can move through the x'sval's space and end their movement in it. The x'sval partially obscures the space it occupies. The x'sval ignores difficult terrain and can move through openings wide enough to permit the passage of air.

Sanity-Blasting Horror Creatures that gain Insanity from seeing an x'sval gain 1d3 extra Insanity. In addition, a creature is dazed for as long as it is frightened from gaining Insanity from the x'sval.

ATTACK OPTIONS

Demonic Touch (melee; reach +2) +8 with 2 boons (2d6 + 3 plus Essence Disruption, plus Possession on attack roll 20+)

Essence Disruption The target creature must get a success on a Will challenge roll with 1 bane or gain 1 Corruption. When a creature gains Corruption in this way, it becomes compelled by the x'sval for a number of rounds equal to its Corruption score.

Possession The target creature must get a success on a Will challenge roll with 2 banes or become possessed (*Shadow*, page 227 or *The Hunger in the Void*, page 50) by a demon. Roll a d6 to determine the demon's Size: 1-2, tiny; 3-4, small; 5-6, medium.

SPECIAL ATTACKS

Spreading Tendrils The x'sval attacks up to three different creatures with its demonic touch.

END OF THE ROUND

Foul Stench of the Void Each creature that is not a demon inside the x'sval's space or within short range of the x'sval must get a success on a Strength challenge roll or take 1d6 damage and become impaired for 1 round.

CHAPTER 6: OLD HATREDS

It has been five years since the fall of Milton Drac, the last Sea Lord to bear his name, after his connections to the Brotherhood of the Yellow Sign were exposed and the insidious plot to use the great lighthouse to release the Unspeakable One into the world was thwarted. In the time since those chaotic days, Freeport has fought off reavers, stamped out more cults, elected a new Sea Lord, and managed to resurrect itself following the conflagration known as the Great Green Fire. All these developments have seen Freeport take strides toward greater legitimacy and finding a place as a leading maritime power in the world, even as the Empire in the west seems to be coming closer to collapse. Against this backdrop, however, a new threat emerges—one that could plunge the City of Adventure into chaos once more and set in motion a chain of events that could bring about the end of all things.

Old Hatreds is an adventure for a group of novice characters. The group finds itself drawn into a tangled mystery involving vengeance, addiction, deception, and horrific evil. As the characters move through the story, the group will have an opportunity to increase in level. The adventure ends when they unravel the plot and rid the city of a corrupted relic.

BACKGROUND

The story begins a century ago, at a time when the Sea Lord had just declared war on the city's Thieves' Guild for having ties with slavers on the Continent. Although Freeport has ever been a tolerant city, there was never room for slavery in the City of Adventure. It was a city established by free people, and free the people would continue to be. What is now called the Back Alley War was a brutal struggle that saw the streets run red with the blood of thieves and slavers who were trafficking in flesh, culminating with the annihilation of the Thieves' Guild and a ban against the formation of a similar organization forever after.

During this time, slavers regularly dealt with the representatives of the guild, who were kidnapping the poor and downtrodden and selling them to the slavers, who would then spirit them from the city. One such slaver was Amerin Farastay, a thoroughly disreputable individual who had enriched his family in Dis, a member of the Confederacy of the Nine Cities, through the slave trade. Farastay was also a secret member of the Brotherhood of Shadows, an insidious organization devoted to an aspect of the Demon Lord. (For more information on this cult, see *The Hunger in the Void*.) Aside from his desire to

acquire choice slaves, he had also come to the city to make contact with the Brotherhood of the Yellow Sign, which had a small but growing presence in the city.

While Farastay was conducting his business in the marketplace, a thief named Melanie Crump spotted him and marked him as a wealthy merchant. Of particular note was the jeweled dagger he wore in a scabbard on his belt. For the sake of feeding her hungry children, she filched the dagger and slipped away through the crowd. Unfortunately for the young thief, that night also marked the first of the Sea Lord's Guard's efforts to eradicate the Thieves' Guild and drive the slavers from the city.

When Melanie returned to her home, she found it in flames—from a fire caused accidentally during an impromptu raid—and members of the Guard all around. She knew her children were inside, and tried to get into the building to rescue them, but the Guard blocked but the Guard blocked her from entering the raging inferno. She lashed out with the stolen knife and was surprised to see it instantly killed the first man she cut. Before she could do anything else, one of the other guards shot her. As she lay dying, Melanie's last thoughts were on vengeance against the men she believed were responsible for killing her children.

THE VENGEFUL SPIRIT

Rage and hatred prevented the spirit of Melanie Crump from moving on to the Underworld and kept her bound to the mortal world until she could get her revenge. The blade held her transfixed, and she found she could not leave it behind. Her spirit entered the relic and would remain there until someone of weak will took it up. Then, she would possess that wielder and use the victim as her instrument of justice.

THE GREENSTONE BLADE

Melanie Crump had no idea that the blade she stole from Amerin Farastay was a relic of great, demonic power. In her eyes, the glittering emerald that served as its pommel would fetch a high price and would keep her small family in house and home for a year or longer. The *Greenstone Blade* was, in fact, the slaver's implement, a device he used to perform diabolical rites and ceremonies to honor the Eternal Shadow and draw demonic power from the Void. Forged by Gog demon-binders, the weapon can cut holes in reality to release demons and bind them to their liberator's will.

Accursed Relic If you touch the *Greenstone Blade* and you are not already cursed by it, you must make a Will challenge roll with 1 bane. On a success, you are immune to the weapon's curse until you complete a rest. On a failure, you gain 1 Corruption and become cursed by the relic (as if by a rank 3 spell). While cursed by the relic, you are impaired.

Forged for Darkness If you are cursed by this relic and you gain Corruption, you become immune to the weapon's curse until you complete a rest.

Demonic Implement If you make this relic your implement, you do not take damage from casting Demonology spells.

Enchanted Dagger The relic grants you 2 boons on attack rolls you make with it.

Soul Eater Whenever a creature takes damage from the blade, it must make a Strength challenge roll with 2 banes. A creature takes damage equal to half its Health on a failure, or damage equal to its Health if the total of its roll was 0 or lower. A creature killed by this property cannot be restored to life, since its soul has been devoured by the Void.

Release Demon While you are holding the relic and are cursed by it, you can use an action to tear a hole to the Void inside a cube of space, 1 yard on a side, originating from a point you can reach. Roll a d6. On a 1, nothing happens. On a 2-5, a **small demon** appears in that space. On a 6, a **medium demon** appears in that space. The hole snaps shut. Once you use this property, you cannot use it again until you complete a rest.

Bind Demon While you are holding the relic and are cursed by it, you can use an action, or a triggered action on your turn, to make a Will attack roll against the Will of one demon within short range. On a success, the demon either becomes compelled for 1 hour or returns to the Void. Once you use this property, you cannot use it again until you complete a rest.

Since the *Greenstone Blade* vanished, members of the Farastay family have scoured the city and beyond for any sign of the relic. They consulted oracles and diviners, but no magic was powerful enough to find it. The reason for the weapon's disappearance was that members of a diabolical cult discovered the weapon shortly after Melanie's death and, sensing its great power, concealed it with potent spells to ensure that it would remain in their possession. The relic would change hands many times over the years, while the wards concealing it remained intact. It wound up concealed beneath the floorboards of the house that would come to be owned by Delinda Knorrbertal.

Two years ago, the Great Green Fire raged across Freeport and would have consumed the city had it not been for the sacrifices of some of Freeport's greatest citizens. Among those claimed by this magical conflagration was Delinda Knorrbertal, who took her knowledge of the blade with her when she died. Her home and all its contents went to a distant cousin, who was recently murdered in the house and whose blood leaked through the boards to soak the case containing the relic. The fresh blood stirred the spirit that had lain dormant within and eroded the protections that had kept the relic concealed for so long.

THE MAN IN WHITE

Generations of Farastays have scoured the known world for the *Greenstone Blade*. Now, the task of finding the relic has fallen to the last descendant of Amerin Farastay—a slaver, merchant, and thoroughly despicable member of the Brotherhood of Shadows known as Otakan Farastay. Unlike his ancestors, reclaiming the blade is not enough for him. Once he recovers the weapon, he intends to use it in a terrible ritual that will culminate with the release of a titanic demon to reduce Freeport to rubble at the behest of his obscene master.

Otakan Farastay has traveled from his home city, Dis, to Freeport many times since he came of age. While masquerading as a grain seller, he has established many contacts throughout the city, contacts he hoped would reveal the relic's location. In recent times, he befriended none other than Tarmon, a member of the Captains' Council and the head of the Wizards' Guild in Freeport. Farastay, with the aid of an enchanted object loaned to him by Tarmon, has learned that the blade lay somewhere in the house once owned by Delinda Knorrbertal. But he was unable to investigate the house because, according to the terms of a will that surfaced mere hours after the last occupant was found murdered, the city was empowered to auction off the house's contents to raise funds to help the city's orphans. Rather than cause unnecessary trouble by breaking into the house,



Farastay decided he would bid on the relic when it came up at auction, thus acquiring it by legitimate means.

Otakan Farastay is an attractive man in his middle years. He has swarthy skin, black hair, golden eyes, and a ready smile. Warm and personable, he makes friends wherever he goes. He dresses in fine white robes with a red sash cinched about his waist. When not in the lodgings he has secured for himself in the city, he's on his ship, a caravel named the *Narwhal*.

Otakan speaks, reads, and writes the Common Tongue, Dark Speech, and High Archaic.

OTAKAN FARASTAY

DIFFICULTY 25

Size 1 human

Perception 12 (+2)

Defense 11; **Health** 21; **Insanity** 2; **Corruption** 3

Strength 11 (+1), **Agility** 11 (+1), **Intellect** 12 (+2), **Will** 11 (+1)

Speed 10

ATTACK OPTIONS

Dagger (melee or short range) +1 (1d3)

MAGIC

Power 2

Curse *hex* (3), *frighten* (2), *weakness* (1)

Demonology *demonic guidance* (3), *compel demon* (2), *favor of the Demon Lord* (2), *call lesser demon* (1)

Forbidden *harm* (3), *obedience* (2), *vision's end* (1)

THE APPICT

If Aporcus Beedle had been a better man, he would have inherited the estate of his aunt, Delinda Knorrbertal, and his financial troubles would now be at an end. But his life has been defined by a series of poor decisions that landed him in his present predicament. After being orphaned at a young age, he was taken in by his aunt. When he showed promise in magical matters as an adolescent, Knorrbertal found a place for him as a student in the Wizards' Guild. Despite his natural talent for magic and his keen mind, Aporcus was a loner who did not fit in with the other students. Left to his own devices, he got in trouble time and time again until the guild finally tossed him out.

He returned to his aunt's house, but he was uninterested in learning herbalism. So he took to the streets, running with people of low character, and soon developed a taste for snakeweed. That taste became an addiction, requiring more and more of his meager income to feed his need. He resorted to theft, prostitution, and anything else he could do to earn a few extra coins. When his aunt discovered his addiction, she cut off his allowance until he gave up snakeweed. In the throes of his addiction, he foolishly tried to poison her—an attempt the woman easily noticed, given her training in herbalism. Despite his attempt on her life, she chose not to have him arrested. Maybe she thought his attempt was a cry for

help, or perhaps she believed that making him fend for himself would bring him to his senses. Whatever the reason, she threw her nephew out and removed him from her will.

Somehow, Aporcus has managed to survive and feed his addiction since that time. He makes most of his income nowadays selling his magical services to criminals, such as the Blackened Knot in Scurvytown or any of the other vicious gangs working in the city. With his meager earnings, he was able to afford a squalid flat in Kergen's Kradle in the Docks. He's always short of money, and always looking for more, because he still likes to smoke snakeweed.

Aporcus has spent the last few years in the throes of his drug of choice, and so has given little consideration to the magical conflagration or other events that have happened in the city during that time. He never thought about his aunt, other than to curse her name, and thus had no idea she had died until a couple of days ago. When he learned about her death, he also found out that her inheritance had passed to some distant relative who was even now living in her house.

The news that he had been left out of the will enraged Aporcus. Looking to reclaim what was rightfully his, he went over to the house and broke in when he thought no one was home. But, much to his surprise, the place was occupied. A fight broke out and Aporcus, in a drug-induced frenzy, stabbed the last remaining family member in the heart. Filled with terror, he fled without taking anything with him.

Soon thereafter, Aporcus learned the house's contents would be auctioned off, so he went back to the place with his friend, Slick, to rob it while everything was still inside. Unfortunately for them, the property was already crawling with workers and guards. Slick hid from the guards' view, while Aporcus slipped into the back of a wagon the workers were loading. There, he unearthed a small black case with a jeweled dagger inside. But before he could make off with the case, one of the guards found him and dragged him off for questioning. By the time he got free from the guards, the wagon and the dagger with it were on their way to the Municipal Auction House for the sale that was to take place the next day. As for Slick, the man was nowhere to be found.

Beedle has pinched features and an irritating smirk. A mop of greasy brown hair hangs like rat tails from his head, and he has a long, pointed nose. A foul, swollen blister presents itself from his bottom lip, threatening to burst at the slightest touch. He reeks of strange-smelling smoke that anyone can identify as snakeweed. He wears a stained brown shirt, black breeches with a tear in the left knee, and the memory of leather shoes on his filthy feet.

Aporcus speaks, reads, and writes the Common Tongue and High Archaic.

APORCUS BEEDLE

DIFFICULTY 5

Size 1 human

Perception 10 (+0)

Defense 10; **Health** 17; **Insanity** 2; **Corruption** 2

Strength 10 (+0), **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 9 (-1)

Speed 10

ATTACK OPTIONS

Dagger (melee or short range) +0 (1d3)

Hand Crossbow (short range) +0 (1d6)

MAGIC

Power 1

Conjuration *conjure useful item* (2), *conjure small monster* (1)

Fire *flame missile* (2), *fire blast* (1)

SLICK

What Aporcus did not realize was that his “friend,” Slick (a **pickpocket**), came forward during the commotion that Aporcus caused and spotted the case inside the wagon. He took that opportunity to make off with the case and a few other odds and ends, believing that everything he had taken would fetch him a good price. He just needs to find a couple of willing buyers.

THE WIZARD

Tarmon, a member of the Captains’ Council and the head of the Wizards’ Guild, is always on the watch for powerful relics that surface anywhere in the city. For the last three years, he has detected disturbing currents in the field of magic swirling around the city, but he could not pinpoint their location until two days ago. He discovered, through divinations, that the source of strangeness emanated from the old house of Delinda Knorrbertal, though where in the house he could not say. The last occupant had been found murdered, so, moving quickly, Tarmon secured the house and its contents so he could sift through them and determine if the relic was dangerous to the city. The occupant’s will, which is on record, required the house and all its contents to be auctioned off, with the funds raised going to the orphans of the city. To his irritation, the object went missing right under his nose, but he did learn that Aporcus Beedle was seen snooping around the house when the contents were shipped off. He suspects Beedle stole the item, but has no proof. Yet.

See **chapter 4** for Tarmon’s statistics.

GETTING STARTED

You can run this adventure with characters who have established themselves in Freeport or as travelers who have only recently arrived. If you start with established characters, you should arrange events before the adventure to put them into financial

trouble, to entice them into taking on a job for Aporcus Beedle. If the characters are recent arrivals, work with the players to come up with a suitable reason for why their characters would make the journey. You might also expand on the adventure to include the voyage. Off the boat, the characters’ funds ought to be low, which makes them more likely to become involved in the adventure.

Old Hatreds takes place at the time described in *The Pirate’s Guide to Freeport*, five years after the events described in the *Freeport Trilogy*.

Below, you’ll find two ways to draw the characters into the plot. Choose the one you think will work best.

HOOK 1: A DUBIOUS OFFER

Aporcus Beedle approaches the characters shortly after they enter the city at the Docks, preferably someplace where he can talk to them without being overheard. He asks the characters if they are interested in making some money. If they bite, he lays out the job’s basics.

Beedle tells the characters that he needs them to break into the Municipal Auction House today or tonight and retrieve something that was stolen from him and is due to go up for auction tomorrow. The object he wants is a long, thin black case with a silver skull latch that he believes is among the items of the Knorrbertal estate. He provides the characters with directions to the Auction House and then asks them to bring the case to him at the Chumhouse in Scurvytown when they have it. He’ll give them half of what he gets for selling it, claiming he can get at least 500 gc for it from his buyer, but he will not divulge the buyer’s identity (he doesn’t have one yet) or indicate what’s inside the case.

He warns them to keep a low profile. The Municipal Auction House is guarded, and any commotion could bring the Watch. If the characters agree to the terms, go to **Part I**. They have until morning to complete this mission.

LEARNING MORE ABOUT BEEDLE

The characters might want to find out something about their unsavory employer. By asking around at a few of the local watering holes, the characters can obtain the following information, starting with the first result and proceeding to the last.

- “Beedle, you say? Yeah, I know him. He haunts the back alleys of the Docks mostly, though I’ve heard he’s been spending more time in Scurvytown.”
- “Aporcus. If you see him, tell him he ain’t welcome ’round here. Bastard owes me 2 shillings!”
- “He’s a thief, as I hear it, and not a good one. Seventy-seven Hells, even the Canting Crew won’t have anything to do with ’im.”

- “Beedle’s a piece of work. They say he tried to kill his aunt, gods bless her. To think, Knorrbertal could be kin to him! You ought to steer clear of Beedle. He’d stick a knife in you if he thought you had two pennies to rub together.” (This clue could lead the characters to the Knorrbertal House. See Encounter E in Part II.)

HOOK 2: A WIZARD IN NEED

The high wizard Tarmon finds the characters and offers them a job. He asks them to locate Aporcus Beedle and bring the young magician to him at the Wizards’ Guild. Tarmon explains that he cannot operate through normal channels, which is why he needs to hire freelancers, and that he needs Beedle taken quietly. He offers the group 10 gc if they bring Beedle in.

Tarmon can tell the player characters that Aporcus is the nephew of the late Delinda Knorrbertal and that the contents of her home are to be auctioned. Tarmon is not sure if Aporcus knows about the auction, so he suggests the characters start by asking after him in the Docks, since he’s known to haunt that district. Doing so can reveal information about the scoundrel as described above.

In addition, the characters learn from one of the locals that Aporcus was trying to con a group of mercenaries into robbing the Municipal Auction House for him. The informant suggests that the characters might find him there, watching from the shadows, or biding his time at the Chumhouse, which is described in Part II.

PART I: MUNICIPAL AUCTION HOUSE

The Municipal Auction House stands at the center of the Warehouse District, surrounded by warehouses and shadowy alleys. A 20-foot-high stone wall surrounds the building, which looks like a bunker built from gray stone.

Who hired the group determines why the characters might come here. See “Breaking In” if the characters are working for Beedle. Otherwise, see “Surveillance.”

Breaking In: To get the case for Beedle, the characters need to find a way into the Auction House and without alerting security. The primary ways of entry include going through the front door or entering from the roof. Entertain any reasonable plan, but alert the guards when and if it makes sense.

Surveillance: The characters might come to the Auction House if they learn that Aporcus Beedle hired some toughs to break in. If the characters watch the Auction House, they spot 3 pickpockets climbing the walls. There is no sign of their quarry, however. If the characters watch, they see the thieves slip over

the wall, scale the side of the building, and then enter through a vent in the roof. Unless the characters stop them, the intruders kill the two guards in the warehouse, quickly search the place, and fail to find the case. If the characters follow the thieves into the Auction House before the guards can be killed, the guards treat the player characters as intruders.

SECURITY

Protecting the contents of the Auction House falls to a team of off-duty members of the Watch that consists of **7 patrollers** and **1 guard sergeant**. The guards can be found at the following locations:

- One stands at the gated entrance (area 2).
- Two patrollers walk the yard between the building and the outer wall (area 3).
- The sergeant and one patroller sit in the main room (area 5). The sergeant carries an amulet that lets him transmit a message to the Wizards’ Guild to request backup. If half the guards fall, the sergeant uses the medallion, and 1d6 minutes later **1 apprentice wizard** and **1d6 patrollers** show up to help.
- Two patrollers watch over the storage room (area 8).

The guards change locations every hour to keep fresh. During a shift change, the guards in area 3 move to the gate in area 2 and head inside to trade up with the guards in the storage room, leaving the yard unguarded for about 5 minutes.

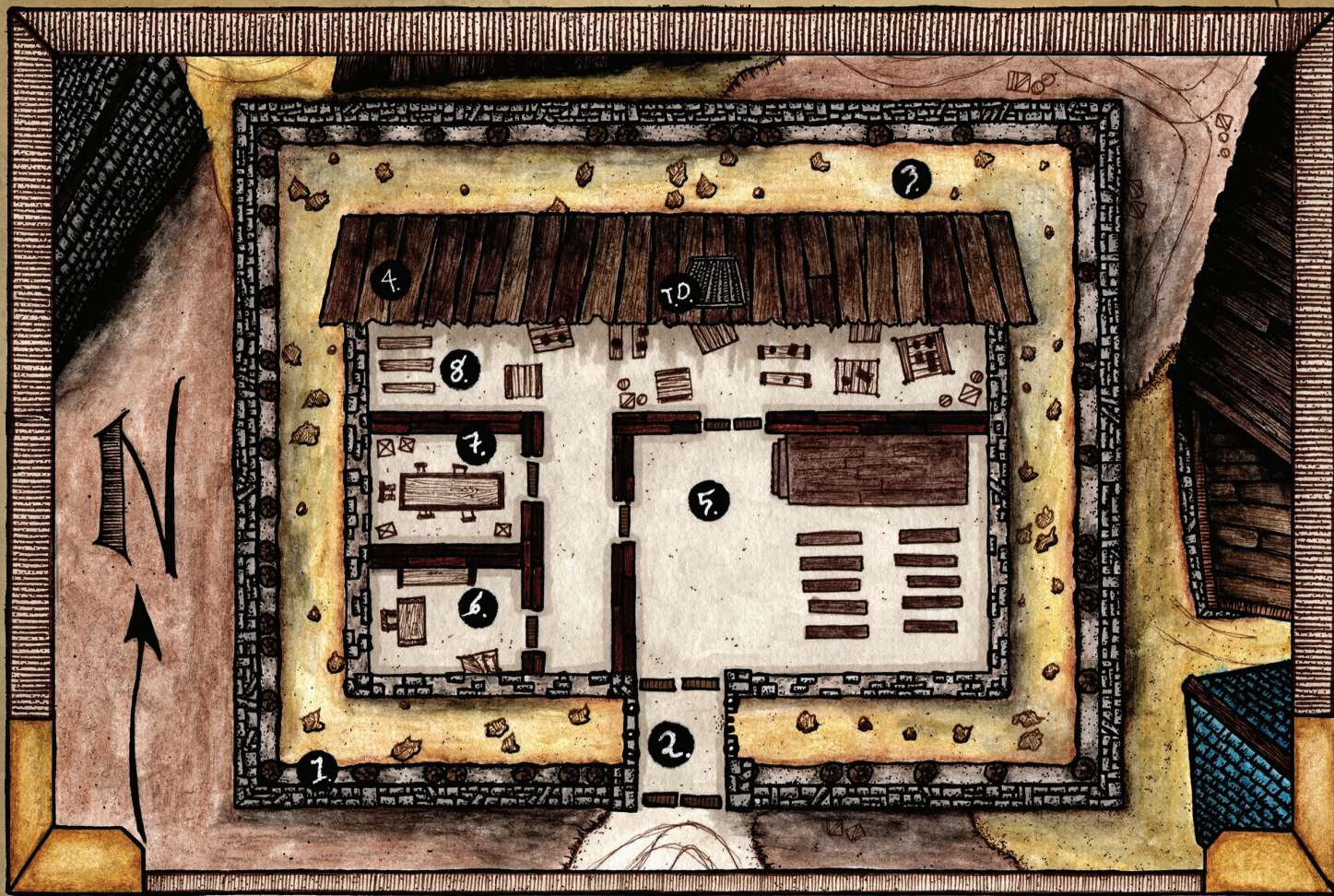
DEMONIC DEVELOPMENTS

One of the guards is possessed by a small demon. The guard has no idea of his predicament and currently shows no sign of possession. If the possessed guard dies, the demon emerges from his corpse as a round, greasy thing with spindly limbs and blackened claws. It has a human-like visage, but twisted, droopy, and altogether hideous. The demon attacks whatever it can reach and fights until it’s destroyed.

CRASK TOLBERG

In addition to the guards, Crask Tolberg (a dwarf) can always be found in his office (area 6) at night. Tolberg runs the Auction House, taking a cut from every sale of goods. He is a gruff, unfriendly fellow. If there’s trouble, he hides under his desk. If cornered, he tearfully begs the characters to let him live, offering to do anything they want.

It’s important for Crask to survive this part so that the auction can proceed the next morning. Crask might flee the Auction House if combat breaks out between the player characters and the guards, or hide somewhere to avoid harm. If he does die, someone else takes over the auction the next morning, dedicating the event to the late, great Tolberg.



KEY LOCATIONS

These descriptions correspond to the numbered locations on the Municipal Auction House map.

1. Wall: The wall stands 20 feet tall and fully surrounds the Auction House. The wall has few handholds and can be climbed only with a success on a Strength challenge roll with 1 bane. Spikes line the wall's top. Any creature that falls prone atop the wall or falls onto the top of the wall must get a success on an Agility challenge roll with 1 bane or take 1d6 damage from the spikes.

2. Gauntlet: A pair of stout wooden doors bars the only way through the wall. At night, the door guard lowers a heavy bar across the outer doors to secure them. The double door counts as a Size 2 object with Health 20.

The outer doors open into a 3-yard-wide corridor that ends at another pair of wooden double doors. The corridor's walls are a 10-foot-high iron fence with a locked hinged gate on the eastern side. A creature can climb over the fence with a success on a Strength challenge roll with 1 boon. The lock in the hinged gate can be opened with lock picks and a success on an Intellect challenge roll with 1 bane. Or, the gate can be forced open with a success on a Strength challenge roll with 2 banes, but doing so automatically alerts any guards inside the building.

3. Yard: The gap between the outer wall and the house proper is a yard of sand, loose stone, and trash. The terrain imposes 1 bane on challenge rolls made to sneak.

4. Roof: The Auction House's roof has a ceiling vent large enough to permit entry to a Size 1 or smaller creature. Removing the ceiling vent requires a success on a Strength challenge roll (a total of 0 or lower causes the vent's scraping against the roof to alert the guards).

5. Main Auction Room: This chamber holds five pairs of benches, a stage with a brown tarp that serves as a backdrop, and a lectern on which rests a gavel. Steps lead up to the stage. A double door in the north wall leads to the warehouse, and a single door on the west wall leads toward the office.

6. Office: The room holds a cot, a desk, a lamp, and a sagging set of shelves that overflow with papers, junk, and old food. Searching the room turns up 55 ss and a fist-sized green gem worth 25 ss. In addition, the characters find a manifest that defines the labels marking the pallets in the warehouse, which makes it easier to locate the Knorrbertal merchandise.

7. Meeting Room: A large oak table and several chairs occupy the room's center. A few wooden crates sit in the corners, holding worthless junk, including a broken wheel, an empty vial, an old moldy piece of bread, a ship in a bottle missing its model ship, darkly

stained rags, hideous goblin pornography, and a bag of spit. These objects are items that failed to sell at auction and that Crask has not yet hauled off to the dump.

8. Warehouse: The largest room in the building, the warehouse measures about 25 yards across and 15 yards deep. The ceiling stretches 8 yards overhead. Boxes, barrels, and crates—some covered with canvas, others only with dust—sit on wooden pallets marked in chalk to identify the lot. The air is thick with dust, mildew, and rot. A hallway to the south leads toward the office.

If the characters found the manifest showing the contents of the warehouse, they know that the Knorrbertal lot is marked with a K. It takes about 5 minutes to find the pallet with the manifest. Otherwise, finding the pallet without the aid of the manifest takes 10 minutes.

If the characters have not yet neutralized the guards, there's a chance that their search of this room draws attention. After each minute the characters spend searching for the pallet, roll a d20. On a 2 to 6, a number of guards equal to half the number rolled enter the warehouse to look around.

Searching the pallet's contents takes about 5 minutes, but fails to turn up the case.

The characters might think to avail themselves of the other goods lying around inside the Auction House. If so, many of the items here are too large to transport easily—furniture, chests, and heaps of clothing. Other items have limited value, some of them worth something only to buyers who know an object's function or purpose.

CAUGHT CHARACTERS

If the Auction House burglary goes bad, the characters might wind up arrested by the Watch. If so, they are taken to the Tombs and tossed into a cell to await trial the next day. Describe this incident in as much detail as you can, paying special attention to the squalor and filth of Freeport's infamous dungeon. Have a few prisoners make suggestive offers to the characters, and a guard smile at them showing blackened teeth and mention the hanging that's sure to greet them come morning, and be sure to mention the rats.

Eventually, Tarmon shows up. If the characters were working for him, he frees them and urges them to find Beedle straightaway. Otherwise, Tarmon asks them what they were doing in the Auction House, who they were working for, and what they sought. Once he is satisfied that the characters are not plotting some treachery against the city, Tarmon reveals that he too was interested in the Auction House and believed there was something dangerous inside. After a thorough search, however, he learned the item he sought wasn't there. Either a thief managed to slip in and steal the item, or else the item was never there in the first place. He offers to let the characters go if they agree to locate Beedle and the contents of the case and deliver both to him. If they take the deal, he snaps a finger and the locks on their doors open. If they refuse, the characters will have to find their own way out of this mess.

PART II: THE MISSING CASE

The characters, having come up empty at the Auction House, should decide their next step. They could try to track down the case and its contents, perhaps visiting the Knorrbertal House (go to **lead E**). The characters might try to settle a score with Aporcus or track him down for Tarmon (go to **lead B**). Then again, the characters might attend the auction to see who else might be interested in the Knorrbertal items (go to **lead A**).

This part of the adventure takes the characters to different locations and introduces them to a variety of people. You can run this part for as long as you like, but when it starts to bog down or wind down, you should proceed with **Part III**. Once the characters complete this part, increase the group's level by one.

A. THE AUCTION

Regardless of whatever events occurred the night before, the Knorrbertal auction proceeds as planned at ten o'clock. A number of bidders show up, including several nondescript wizards, a fat merchant of little import, and a handsome man in white, who is Otakan Farastay (see **The Man in White**, above).

If the characters broke into the Auction House the night before and encountered Crask, he recognizes them soon after they show up and quietly puts out a call for the Watch. A patrol station is nearby, and so 1 guard sergeant and 1d6 + 3 patrollers show up 1d6 minutes later to arrest the characters (see the **Captured Characters** sidebar).

During the hour-long auction, the case is never auctioned off because the case isn't here. Any characters who have been watching the crowd can make Perception challenge rolls to notice that Farastay appears particularly disappointed when the auction ends. Such characters also recall that he bid on nothing.

Gathering Rumors: Even if the characters do not attend the auction, they can find out the information above by talking to people who did attend. Tracking down such individuals takes a couple of hours and should require roleplaying and, possibly, social attack rolls as you decide.

The characters might get descriptions of the various people who bid on parts of the lot (make up these details), and would certainly learn about Farastay's odd behavior (which was noticed by many of those in attendance). If the characters try to follow up on other individuals at the auction, this gives you a chance to plant hooks for future adventures, or these investigations could just lead to dead ends.

For more information about Farastay, go to **lead G**.

B. CHUMHOUSE

If Beedle hired the characters, he told them to find him at the Chumhouse in Scurvytown when their job was finished. If the characters are working for Tarmon, they might learn that Beedle is a regular at that watering hole. Asking around about the district reveals that it is a rough-and-tumble neighborhood, terrorized by local gangs. The area is so run-down and dangerous that the Watch doesn't bother to patrol there, and the district is especially unwelcoming to nonhumans.

THE BLACKENED KNOT

The gang called the Blackened Knot was formed to drive nonhumans out of Scurvytown, and the Knotters, all humans, have spent the last few years assaulting and murdering orcs, goblins, and other such creatures. Although they have succeeded in pushing most of the undesirables into Bloodsalt, they still patrol the streets of their turf and occasionally lynch anyone they think is sympathetic to the nonhumans.

At some point when the characters are en route to the Chumhouse, a band of Knotters finds them. The band consists of **1 hired killer** plus one more for every two members of the group. They move out from concealed positions to surround the characters. If the group includes any nonhumans, the gang attacks. Otherwise, the gang leader questions them about their opinion of nonhumans. If the characters reply with bigoted remarks that mollify the gang, the Knotters let them go. Otherwise, they attack. The Knotters fight until half their numbers fall, at which point the rest attempt to flee.

If any of these gang members get away, the characters become enemies of the Blackened Knot. You can have the gang harass the group a few more times before the adventure ends. Captured gang members offer no information beyond a torrent of anti-humanoid rhetoric, name-calling, and curses.

A NASTY DIVE

The Chumhouse stands at the end of one of the short piers in Scurvytown. It is a dilapidated, sagging building covered in gull droppings and slime, and the stench of the nearby fishery only adds to its ambience. There's no sign over the door or any other markings to indicate that the building is a place of business.

During the day, the place is empty except for Abel Wackets (a **hired killer**), the owner and the leader of the Blackened Knot. Wackets is a thickset, bald man with a thick moustache and scars all over his hands and arms. He's charming, but thoroughly psychotic.

At night, members of Abel's gang fill the place. Every "regular" is suspicious of newcomers. Human guests can come and go without much trouble, provided they haven't crossed the Knotters before,

they mind their manners, and they can put up with some off-color comments. A group of characters that includes anything other than humans is faced with a wall of hostile glares and grumbling. Orcs and goblins get an even uglier reception—**5 hired killers**, plus **1** more for each member of the group, attack any goblins or orcs that set foot in the place. If the characters manage to beat back these adversaries, Abel Wackets becomes very friendly and helpful, answering whatever questions the characters might have.

Though the patrons are initially unfriendly and close-lipped, the characters can improve their dispositions by spouting racist statements against nonhumans or by succeeding on social attack rolls. Mentioning Beedle doesn't help or hurt the characters' chances of getting someone to talk.

Any locals who are persuaded to talk say that they know Beedle, but they haven't seen him for a few days. They don't have anything good to say about him, grouching about his loose loyalties and lack of commitment to their cause. Pressing one of these individuals further (or perhaps providing a bit of coin) enables the characters to find out that Beedle sometimes stays at Kergen's Kradle in the Docks (see lead C).

Characters who speak directly to Wackets might have a bit more luck. During the day he's unfriendly, but at night he's a little tipsy and given to conversation. He's not happy with Beedle and would love to get his hands on him.

If the characters befriend Wackets, he goes into detail, revealing that Beedle stood him up. His boys were planning to string up a stubborn orc who refused to leave Scurvytown, and Wackets suggested that they take Beedle along to provide a bit of magical muscle. Because Wackets vouched for Beedle, now he looks bad to his henchmen because the magician didn't show up for the job. He intends to find Beedle and pay him back for his failure to appear.

Wackets does tell the characters that Beedle is not a member of the gang—just an occasional ally. Wackets also mentions that Beedle had been talking about possibly coming into some money, which might suggest a reason for his absence.

Wackets can also tell the characters the information to be gained from the other patrons. He was planning on dispatching a couple of toughs to rough up Beedle at his flat, but hasn't gotten around to it yet.

G. KERGEN'S KRADLE

From either the patrons at the Chumhouse or people the characters interview in the Docks, the group learns that Beedle lives at a flophouse named Kergen's Kradle. The Kradle rents rooms to sailors, vagabonds, and anyone looking for a few hours (or minutes) of privacy. The place is notorious for its

flexible rental rates as well as its uncommonly filthy rooms. Few folks live here by choice, and most landed here because they had nowhere else to go. Finding Kergen's Kradle is easy; it's the tallest building in a neighborhood infested with hovels, pubs, and shops of dubious character.

The Kradle stands two stories tall with bars on all the windows. A single door at the front of the building grants access to the foyer, where Kergen (a **commoner**) sits inside a fortified room with a barred window through which he can safely talk to his guests. A lever inside the strong room unlocks the door that leads to the rest of the place.

Kergen is a disgusting man with an olive complexion, a sweep of pustules around his mouth, and a greasy mop of black hair glued to his sweating brow. He wears a sleeveless, stained white shirt that reveals arms covered in lewd tattoos.

He is unhelpful to start with, but the characters can get Kergen to talk through roleplaying, with a success on a Will attack roll against his Will, or with a bribe of 5 cp or more. Kergen reveals that Beedle hasn't been around for a couple days and is late on his rent to boot, so Kergen plans to sell his stuff. Kergen blames Beedle's troubles on his addiction to snakeweed, and on Slick, the dealer, who sometimes hangs around.

If the characters ask about Slick, Kergen provides them with a description and tells the group the dealer usually haunts the Seaside Market by day and the Docks by night. He occasionally comes to the Kradle, usually to see Beedle. If the characters decide to pursue Slick, proceed with **lead D**.

Kergen, if he is made friendly, lets the characters see Beedle's room. It's a filthy one-room apartment, walls stained yellow from smoke. A stained mattress sits on the floor, and a burlap bag sits near the barred window. Inside the bag is a bloodstained shirt, a pair of soiled underclothes, one weighted knucklebone die, a broken knife, a wooden token, and a silk bag embroidered with a stylized DK, which is worth 1 ss. If the characters went to the Municipal Auction House and examined the Knorrbertal items for auction, they might have seen the same symbol on other items. If the characters decide to investigate the Knorrbertal House, proceed with **lead E**.

D. SLICK

A petty, no-good piece of street scum, Slick (a **pickpocket**) survives by stealing and selling drugs. Slick is a scrawny man, about forty, and filthy. He has a mess of fresh burns on his face.

Slick shows up near the Kradle from time to time to do business with a few regulars, but the characters might find him more quickly if they try his other regular haunts—he's spending much of this coming night at the Rusty Hook. Characters can learn more



about Slick by talking to prostitutes, drug addicts, and other thieves, gaining some or all of the following information:

- Slick is widely disliked. He's a known thief and steals from anyone, rich or poor.
- He's not affiliated with any criminal organization.
- He peddles snakeweed and abyss dust.
- He can usually be found clipping purses in the Seaside Market during the day and pushing his poison in the Docks at night.

No matter where the characters find him, the encounter unfolds in the same way. When Slick spots the group coming toward him, he expects the worst and flees. Depending on the set-up, the characters might be able to catch him by using spells or simply chase him down. You can narrate the chase sequence, calling for a few Agility challenge rolls to avoid or slip around obstacles while running, or you can use the chase mechanics found in *Forbidden Rules*.

If the characters catch Slick, he weeps and begs them to let him live, saying he'll do whatever they want. Slick knows the following information.

- A couple days ago, Slick and Beedle went to rob the Knorrbertal House after they learned the old hag had died.

- There were too many guards, so Slick didn't get too close. But Beedle barged ahead and tried to sneak into a wagon loaded with his aunt's stuff. He got caught by the guards and dragged off.
- While the guards were distracted, Slick snuck inside the wagon and found a small black case and some other things that were easy to carry. He took them and slipped away.
- The other things included a black bag full of teeth, a small jar of paste, and an old scroll covered in weird writing.
- The case contained a fine dagger.
- Slick sold the teeth to a witch in the Seaside Market, the jar of paste to a man who had just gotten off the boat, and the scroll to a wizard in the guild. It took him a day or so to get rid of these items.
- He saved the dagger for last, since he wasn't sure he was going to sell it. He wanted it and felt like the blade was trying to communicate with him. He was inspecting the blade not far from Kergen's Kradle when a spellcaster robbed him. He's almost sure it was Beedle who attacked him.
- The dagger has a wavy blade, pitted and rusty, but it has a big, fat emerald set in its pommel. He felt funny while he held it, almost as if the dagger wanted him to do something. While he carried the dagger, he kept seeing a dead woman out of the corner of his eye. When he turned to look, she would disappear.

The characters might ask Slick where he gets the drugs he sells. He admits that a smuggler named Dimetrios keeps him supplied. Slick was supposed to meet up with him earlier to see if the man might be interested in buying the knife, but that appointment didn't happen because Dimetrios was meeting with a mysterious man in white. Following up on Dimetrios takes the characters to **lead I**. Otherwise, you can proceed to **Part III**.

FALSE LEADS

Investigating the buyers of the items that Slick sold provides no useful information about the adventure. Nonetheless, you can use these leads to introduce new developments or different story lines.

Bag of Teeth: Slick sold the bag to a hedge witch named Cleita. She sells love potions and herbal remedies in the Seaside Market. She readily shows the characters the bag of teeth and explains she bought it because she felt bad for Slick after she sold him a cure for warts that didn't work and actually made them worse. She doesn't think the bag or the teeth inside have any value. (She's right.) Cleita might provide the characters with potions in exchange for coin or a service as you decide.

Jar of Paste: The man with the jar of paste could be anyone in the city. Finding him is almost impossible, even with a description. If the characters do make inquiries about him, using the description Slick provided could lead them into interesting places: they might be ambushed by thieves, stumble into a fleshraker unleashed on Freeport by mistake, or into an entirely different side plot of your making.

The Scroll: The scroll went to a member of the Wizards' Guild. If the characters try to learn about the buyer, see **lead F**. What this scroll is and who purchased it is a good way to kick off another adventure, but if you're not inclined to do so, this can be another dead end.

E. THE KNORRBERTAL HOUSE

The Knorrbertal House faces the Street of Dreams in the Old City. When Delinda Knorrbertal was alive, she ran a successful business as an alchemist, offering cure-alls and remedies that actually worked. As noted above, she died in the Great Green Fire and the contents of her house, now vacant again after the death of its most recent occupant, have been claimed by the Captains' Council at Tarmon's behest, to be sold at auction.

The Old City is quite busy during the day, and a group of armed individuals is bound to attract attention. At night, though, the Old City more or less shuts down and few people move about the district.

Like many buildings on the Street of Dreams, the Knorrbertal House is a two-story structure with a shop on the ground floor and living quarters above. A sign that reads "Knorrbertal's Herbs" still hangs over the door, though it's faded and peeling. The front door is locked, and the place has no other entrance from the street. Windows facing to the front and the rear are unlocked and open easily. The place is unguarded now that the building has been emptied.

The interior is unfurnished and practically empty. A scattering of rooms connected by short halls contain nothing but dusty corners and empty closets. A staircase leads up to the second story. Empty shelves



hang on the walls of the shop. In addition, the shop has a countertop, several glass cases, and some hooks for drying herbs mounted on the beams running across the ceiling. Toward the back, a door leads to a dark storeroom where the outlines of crates, barrels, and other assorted objects are visible in the dust-covered floor.

The floor in one of the ground-level rooms is torn up, with a pile of loose floorboards left near the hole. Inspection of the opening reveals a long, shallow cavity large enough to hold a small case of the sort they are seeking. There's nothing else of interest here.

NOZY NEIGHBORS

Once the characters have had a chance to look around, they hear a knocking on the front door. At the door is a middle-aged man. If the characters explore this place at night, the man wears a nightshirt and boots. If by day, the man is dressed in fine clothes, suggesting he's a merchant or a member of a guild.

The man is Uri Tasovar (a **Freeporter**). He runs a small tailor's shop next door and he has come over to see who is inside. Uri doesn't want any trouble, and if the characters make any threatening gestures, he flees, returning to his shop. He bolts the door behind him and then cowers in a closet.

Uri is a terrible gossip and happily shares what he knows. He is friendly to the characters as long as he believes they are supposed to be in the house. If for any reason this situation changes, he clams up and makes an excuse to leave. If allowed to go, he either returns home, as above, or heads to the closest Watch precinct to report the suspicious activity.

Uri knows the following facts, and reveals as much or as little as you like based on the questions the characters ask.

- "People have been coming and going from the house for days."
- "Even that wizard on the Council, Tarmon, came by. He went in and left."
- "A few days after that, a guard posted a notice on the door that said the house's contents were to be sold off at the Municipal Auction House. Workers then showed up and emptied the place."
- "The most surprising visitor was none other than Delinda's nephew, Aporcus Beedle. I saw him skulking about with a suspicious-looking fellow. Aporcus climbed into the wagon, and I went up to one of the workers to let him know. Well, Aporcus was dragged out of that wagon and taken away."
- "Then that suspicious fellow with Beedle went up to the wagon and took some things from inside it. By the time I could get anyone's attention to stop him, the young man had fled."

If asked for details, Uri can describe the suspicious young man, who is Beedle's friend, Slick. Further questioning about Beedle gets him to reveal that he thought the young man had left Freeport altogether, that he was an unsavory sort who had been drummed out of the Wizards' Guild and who had fallen in with unsavory people.

Go to **lead F** if the characters follow up on the lead about the Wizards' Guild or **lead D** if they decide to look for Slick.

F. THE WIZARDS' GUILD

Attempts to investigate the Wizards' Guild lead nowhere. Lucky and charismatic characters might get into the courtyard, but Thorgrim (see **chapter 4**) meets them, tells them Tarmon is unavailable, and does not let them wait. If the characters press the matter, 3d6 guards (**veterans**) and 1d6 **apprentice magicians** appear and do their best to toss the characters out on the street. Breaking into the guild building is beyond the scope of this adventure. If the characters do so, come up with any consequences you like, making certain to give such ambitious adventurers a brutal, bloody, and spectacular end in the fortress's eldritch interior.

G. THE MAN IN WHITE

The characters can investigate the mysterious "man in white" by interviewing people in the Docks, especially stevedores, sailors, and those who work in similar roles. The characters can learn some or all of the following facts:

- The man in white, named Otakan Farastay, is not from Freeport. Most believe he hails from one of the Nine Cities. One person the characters interview can tell them that he comes from Dis, the City of Chains.
- He is the captain of a caravel named the *Narwhal*. The ship is docked off a pier fronting the Warehouse District.
- At least one person the characters interview can tell the group that Farastay is often seen in the company of the wizard Tarmon.

From information gained about Otakan Farastay, the characters might attempt to interview Tarmon with little success (see **lead F**) or investigate the *Narwhal* (see **lead H**). In the case of the latter, any longshoreman can point the way to Farastay's ship.

H. THE NARWHAL

The *Narwhal* is a sleek caravel in excellent repair. The bowsprit is carved to resemble a unicorn's horn, and it extends some nine feet from the front of the hull. The name "Narwhal" is painted in white on its hull.

A band of thirty sinister men (**pirates**) with bronze skin, their black hair tied in topknots, crew the ship and do not leave the vessel unless commanded to do so by their master. Each crewmember wears a curved blade in a sash cinched around his waist. These hostile individuals threaten or drive off any who come too close to the ship, but always do so without speaking. Characters who watch the crew from afar notice that the men never talk to each other, but communicate using hand gestures. (Farastay's crew is made up of slaves who have had their tongues cut from their mouths.)

The *Narwhal* and its crew are described in detail in **Part IV**. If the characters attempt to storm the ship, you can proceed with that part of the adventure.

INVESTIGATING THE *NARWHAL*

Any old-timers around the wharves of the Warehouse District can tell the group that the *Narwhal* comes to port about once a year carrying foodstuffs. The captain, Otakan Farastay, negotiates for a fair price, but he never haggles hard or for long. Once he has offloaded his goods, he spends about a week in the city and then leaves. Each time, his crew is the same—silent and spooky. Aside from Farastay, no one ever leaves the ship.

Characters who do a bit more digging and spend at least 1 ss to bribe a few unsavory, criminal types learn that Captain Farastay has dealings with Freeport's

criminal underworld, specifically a minor smuggler named Dimetrios. If the characters would speak to Dimetrios, go to **lead I**.

MEETING OTAKAN FARASTAY

You might allow the characters to run into Captain Farastay while in the city. Farastay is charming and polite to the characters. He claims he's a humble merchant from the Continent here to do some business in the city and to spend time with friends. As for his cargo, he claims he deals mostly in dry goods. He denies any connection to Dis or Dimetrios, and says he has no interest in the Knorrbertal estate or the missing case.

I. DIMETRÍOS

A notorious smuggler and popular knave in both the Docks and Scurvytown, Dimetrios (see **chapter 4**) has enjoyed success moving illicit cargo in and out of the city by paying people to look the other way. One of the worst kept secrets in the Docks, however, is that Dimetrios is the “doorway” to the Black Mark, Freeport's nexus of smuggling activity. Through him, the Black Mark acquires all sorts of contraband, from dangerous supernatural items to drugs, forbidden texts, stolen goods, and the like.

Dimetrios can be found in the Docks at any one of the district's various watering holes and brothels. When the characters track him down, they find him seated at a large table surrounded by six women. Dimetrios is a fat man, piggish in appearance, with black hair, a thick mustache, and tiny black eyes.

TALKING TO DIMETRÍOS

Dimetrios denies knowing Slick, denies dealing in drugs, and denies any connection to the Black Mark. Intimidation and threats don't work on him. Hidden among the other patrons are **6 hired killers**, who come forward at a gesture from their boss to protect him and deal with his enemies. However, a character who shows respect and exercises subtlety can get Dimetrios to talk with a success on an Intellect or Will attack roll against his Will. If the character mentions Slick and circumspectly tells the smuggler that the group knows about his other enterprises, the roll is made with 1 boon. If the characters get on his good side, Dimetrios can reveal several important clues.

- Dimetrios has been working with Otakan Farastay for years by helping him move illegal goods into the city, transported inside the sacks of grain stowed in his hold.
- Otakan Farastay comes from Dis, the City of Chains, a notorious slaving city on the Continent. Dimetrios has asked Farastay if he deals in slaves, and the man denies doing so. Dimetrios still has his suspicions, however.



- Dimetrios warns the characters that Farastay has powerful friends in the city, including High Wizard Tarmon.
- Dimetrios does not know why Farastay is in the city now, and the two have yet to speak.

Dimetrios, like most Freeporters, hates slavers and has been working with Farastay only because he took the man at his word, even though his crew is oddly silent. (When it's necessary, Farastay explains to the locals that he hired his crewmembers from a distant trading city and they have all taken vows of silence in accordance with their strange religion.) If the characters can bring Dimetrios proof that Farastay is in fact a slaver, the smuggler might be of help in Part IV.

PART III: BLOODY DAWN

Not long after the characters discover that Beedle has the strange knife, events take a turn for the worse. The spirit haunting the relic has possessed Beedle and now stalks the descendants of the guards she holds responsible for the deaths of her children. Only four of the guards there had such offspring. Within hours after becoming possessed by the spirit, Beedle has murdered three of them and now hunts the fourth: Uri Tasovar.

At some point after the third murder, a constable, having heard of the characters' exploits in dealing with the Blackened Knot, approaches the group for help in bringing the killer to justice. Assuming that the characters have not caused trouble in the city, the constable offers them 1 gc per member of the group for their assistance. If the characters refuse to help the Watch, you could also use Tarmon to put a little pressure on them. One way or another, they become involved in the investigation.

TARMON OFFERS AID

Tarmon might have approached the characters previously and maybe even hired them. If not, he might approach them now. In either case, he authorizes them to investigate the murders on behalf of the Wizards' Guild, sensing there might be some magical force behind the killings and also to steer them away from asking him questions about Farastay.

The characters might suspect Tarmon of being involved in the present strangeness, especially if they learned of Otakan Farastay and his connection to the High Wizard. Tarmon denies any involvement in the whole mess, but admits Farastay is an old friend. He says Farastay is indeed from Dis, but the man has nothing to do with the traffic of human flesh. He refuses to listen to any accusations about Farastay and grows angry if the characters press the issue without presenting hard evidence.

OTHER LEADS

If the characters still haven't exhausted their leads from Part II, you can let them spend as much time as they need in talking to the various characters and following up on leads—this gives the adventure more time, giving Beedle more of an opportunity to locate Uri Tasovar (see Part IV).

INVESTIGATING THE MURDERS

Whether they were deputized by the Watch or recruited by Tarmon, the characters look into the murders and might, as a result, realize a connection between the killings and the elusive blade. Asking around can reveal all of the following information:

- Each victim was stabbed to death with a knife or a dagger.
- At two crime scenes, the killer used the victim's blood to write a message: "For my children."
- The first victim was Old Sasha, a prostitute who worked in Rose Alley.
- The second victim was Reinholt Proy. He was a member of the Watch and used to brag that his grandfather was a member of the Sea Lord's Guard. He was found floating in the harbor.
- The third victim was Rene Montblanc. She had only recently returned from the Continent. She was killed in Kergen's Kradle.

CRIME SCENES

At each crime scene, the characters find 1d3 patrollers standing guard. These guards can provide details described above and clues the characters miss when they investigate the locations.

ROSE ALLEY

This side street is a place noted for cheap prostitutes. The walls are covered with lewd graffiti and suspicious stains. Locals can reveal that Sasha had a customer and took him deep into the alley for privacy. One prostitute tearfully offers a description of a young man who sounds like he could be Aporcus Beedle.

KERGEN'S KRADLE

Characters who visit or return to the Kradle to investigate the murder of Rene Montblanc can find Kergen in his office, terrified. He tells the characters, as he told the Watch, that he didn't see anything. The Watch interviewed everyone who lives here, but poor security and easy access to any of the rooms means anyone could have done the deed.

If the characters can get Kergen alone and get a success on a Will attack roll against his Will to intimidate him, he starts blubbering, saying he knows who did it—Beedle. Kergen tells of how Beedle came back here a while ago looking strange, his eyes glowing green. He walked right past Kergen and up the stairwell, then a few minutes later came back down and walked out the front door muttering something. Kergen is also sad that the Watch confiscated all of Montblanc's possessions before Kergen got a chance to pick them over.

Characters who succeed by 5 or more on the Will attack roll jog Kergen's memory further, getting him to add that Montblanc had come back to the city to learn more about her grandfather, who was a member of the Sea Lord's Guard. She told him that she was planning to go to the Office of Public Records. Kergen also recalls that Beedle was saying the name "Tasovar" over and over as he walked past Kergen on his way out.

THE HARBOR

The crime scene lacks any appreciable evidence. No one saw anything, or if anyone did, they aren't saying. If the characters spend 30 minutes interviewing locals, they discover only that the victim's body was found floating near the *Narwhal*.

The characters might, however, have the victim's name and, if so, they can search his apartment. It takes about an hour to locate the place—a tenement in the Docks near the edge of the Warehouse District.

The apartment sits at the top of a flight of stairs, facing the bay. The door is locked (the quality of the lock imposes 1 bane on the Intellect challenge roll to unlock it with tools). Getting the manager to part with the keys requires a bribe of at least 5 cp or a success on an Intellect or Will attack roll against his Will of 10.

The apartment's interior holds a narrow bed, a table, a water basin, a mirror, a shaving knife, and a chest filled with uniforms, clothes, and personal effects. A crusty loaf of bread, partially eaten, sits on a cutting board on the table next to a bag of wine. A search of the room turns up an old, battered journal. The pages are yellowed and the writing is cramped. The dates on the entries place the events described at about a hundred years ago. The entries describe the life of a guard in service to the Sea Lord.

Of particular note is the final entry, which describes the guard's role in the death of Melanie's children. The author mentions her efforts to save her trapped children and her accidental death, his guilt over the matter, and the unusual weapon she carried—a dagger that killed with a touch, and which matches the description of the missing blade.

The journal identifies the guards who were with this man, calling them Henry, Montblanc, and Tasovar.

The writer also describes the outbreak of the Back Alley War. Any character with a profession related to history can make an Intellect challenge roll. On a success, the character knows the basics of this conflict as described in the **Background**.

The Tasovar name should stand out to characters who met Uri Tasovar, and it might dawn on them that he could be in danger. If they head in that direction, proceed with **The Last Descendant**. Otherwise, the characters might ask around about the names, which should point the group to the Office of Public Records.

OFFICE OF PUBLIC RECORDS

The characters might head over the Office of Public Records for more information to supplement the journal they found in Reinholt Proy's apartment (you can point them to this location if they don't know about the place already) or to see what Rene Montblanc was interested in.

The Office of Public Records is a two-story building in the Warehouse District. The structure is old and filled to the rafters with a mess of documents, papers, and logbooks. Sifting through the information could take a lifetime without the help of Old Reed, the Record Keeper and the only person who knows where to find anything in this ramshackle building.

The man is unpleasant and cranky, making getting his help a chore. He needs to be massaged, placated, and made to feel important, all of which entails offering some fawning compliments. Once the characters make him friendly, he assists them in finding whatever they're looking for.

If the group came to look into what Rene Montblanc was after, Old Reed tells them she was looking into her grandfather, who served in the Sea Lord's Guard. She explained that her grandfather had been shaken by some experience he had during his service, and had left the Guard and Freeport soon after. Her research here revealed to her the events of the Back Alley War—including the fact that her grandfather was involved in a fire that claimed the lives of several people, including two children.

If the characters came to the office to follow up on the three other guards mentioned in the journal, they discover that all the victims were direct descendants of those people. Only one descendant from this group still lives: Uri Tasovar. Old Reed can provide the characters with an address for Uri if the characters need it. He lives on the Street of Dreams, next door to the Knorrbertal House. Of course, if the characters previously investigated the Knorrbertal House, they should know Uri Tasovar already.

THE LAST DESCENDANT

Uri Tasovar is in danger. The ghost of Melanie Crump is driving Aporcus Beedle to kill him, just as he has all the other guards' descendants. If the characters have followed the clues concerning the danger to Uri Tasovar, and if they know that Beedle has the knife and is responsible for the murders, it stands to reason that he will come for Uri Tasovar next, even if the group does not know why Beedle is killing these people.

MISSING THE URI CONNECTION

It is possible for the group to overlook the danger to Uri Tasovar and not seek him out. If this happens, Aporcus Beedle murders the man. When he does so, the spirit haunting the blade departs the mortal world and tumbles into Hell. Before Aporcus can figure out what has been happening to him, though, sailors in Otakan Farastay's employ find him and drag him back to the *Narwhal*. Beedle creates quite a scene using his magic to fight back against his captors. Thus, if the characters are still looking for Beedle, they can easily follow the path taken by the sailors to the ship and proceed with **Part IV**.

If the characters go to Uri Tasovar's house in hopes of preventing his demise, they find him within. If they try to explain the situation to him, Uri becomes upset and threatens to summon the Watch. Calming him down requires a success on an Intellect or Will attack roll against his Will. If the characters get him to listen to them, Uri becomes cooperative, trusting his life to the characters.

TASOVAR'S SHOP

Uri runs a tailor's shop on the Street of Dreams. It sits next door to the Knorrbertal House. Key locations on the Tasovar's Shop Map are described below.

A. Showroom: The showroom contains manikins, bolts of cloth, stools, mirrors, and other accouterments of dressmaking. Two displays for the windows can be reached by a short set of steps near the front of the area. A long table separates the customer area from where Tasovar does his work.

B. Office: This small room serves as Tasovar's office. Sketches of dresses hang on the walls, and the place is in utter disarray. Tasovar hides 25 ss here.

C. Storeroom: Tasovar keeps his supplies in this room. Bolts of material, including silk, linen, cotton, wool, and more lay in neat piles. Ribbons, lace, and buckets of buttons, along with bags of needles and spools of thread fill the room near to bursting.

D. Sitting Room: This hall doubles as a sitting room. A table, three comfortable chairs, and a painting of a sylvan scene with capering fairies in lewd positions fill this room.

E. Kitchen: This is a small kitchen and dining area. The cupboards hold fine dishes, dried foods, and whatnot. A wood-burning stove stands against the far wall. A table and four chairs sit near the stove.

F. Tasovar's Bedroom: This finely furnished bedchamber features a large four-poster bed piled high with pillows in the center. A wardrobe holds several smart suits, and a dresser contains socks, small clothes, and other personal effects.

G. Spare Bedroom: Another bedroom, almost as fine as Tasovar's room, holds a simple bed, a table, an empty dresser, and a wardrobe.

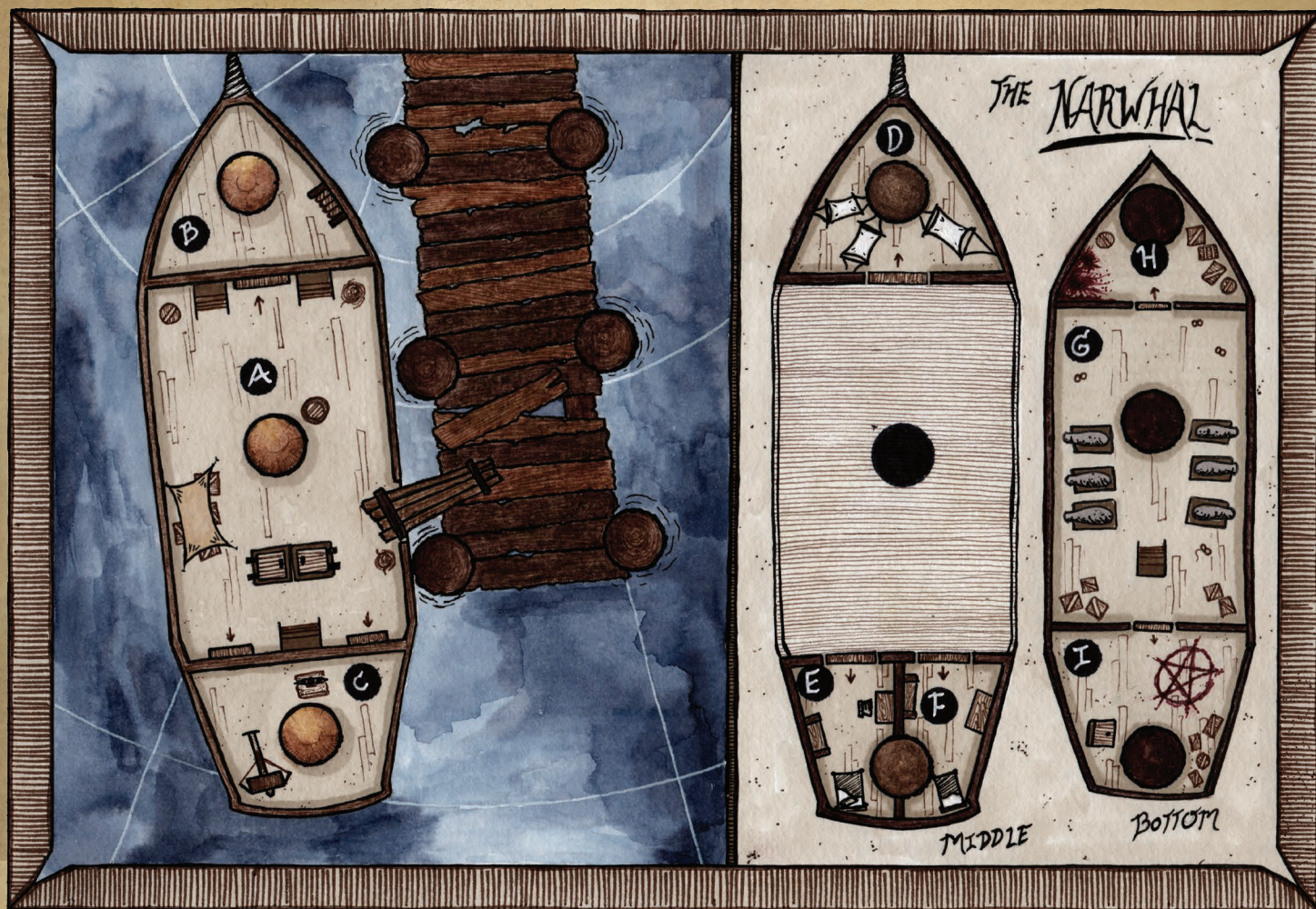
BEEDLE'S RETURN

That night, when the Old City quiets down, Aporcus Beedle comes to Tasovar's shop to kill Uri. Assuming the characters are present, they can attempt to stop him. The spirit that drives Beedle is enraged, however, and she forces her slave to fight. If Beedle becomes injured or incapacitated, the spirit emerges from his body as a wraith that fights until destroyed. If freed from her control, Beedle runs off, but he won't get far (see below).

FARASTAY'S MEN

While the characters have been searching for Beedle and trying to make sense of the plot, Otakan Farastay has been scouring the city as well and has discovered that Aporcus Beedle now has the blade. A group of 8 pirates, crewmembers of the *Narwhal*, have followed Beedle to Tasovar's house. Once Beedle has killed Uri,





or if a fight breaks out between him and the group, the pirates burst in through the front door to retrieve the knife. Beedle might still hold the knife and, if so, the pirates kill him and take it from him. Once one of the pirates gets the relic, he flees and leaves his fellows to cover his retreat.

If the characters defeat the pirates, Beedle, and the spirit, they can take the relic. Farastay will not let them keep it for long, though. If the group does not soon thereafter go to confront the man in white, he and a dozen sailors come after the characters at a time and place of your choosing. If the group defeats Farastay and his sailors under these circumstances, proceed to the **Conclusion**.

PART IV: THE NARWHAL

Part IV of the adventure takes place only if the characters go to his ship to confront the mysterious man in white. They might do so for many reasons: if they decide to storm the ship to deal with Farastay, if Beedle is captured by the pirates and brought to the ship, or if the pirates stole the relic from Beedle

and brought it back to their master. Regardless of the reason for doing so, making a direct assault on the ship without assistance is dangerous because the crew is unswervingly loyal and will fight to the death.

Getting Help: The prospect of taking on a couple of dozen pirates might make the group think twice about boarding the ship without help. The characters might recruit members of the Blackened Knot, depending on how they dealt with the gang earlier. Or, they might turn to Dimetrios for help if they promise to bring him proof that Farastay is in fact a slaver. In either case, the group can recruit 6 hired killers to help them.

KEY LOCATIONS

The following locations correspond to the lettered locations on the *Narwhal* map.

A. Main Deck: The main deck of the *Narwhal* is uncluttered, holding only a few coils of rope, barrels to catch rainwater, and neatly stacked wooden crates tied down beneath a tarp. A trapdoor leads down to the hold. Two ladders lead up to the forecandle, and another one leads up to the aft candle. The crow's nest sits atop the mainmast.

B. Forecastle: The forecastle has a mast and a chain that leads to the dropped anchor. A capstan enables the crew to wind up the anchor.

C. Aft Castle: The aft castle holds the mizzenmast, the helm, and the wheel as well as a ballista that points aft.

D. Forward Cabins: This area serves as the cabin quarters for the crew. Hammocks hang stretched across the area, crisscrossing the room. There are accommodations here for a dozen men. The crew works in rotations, getting sleep between shifts.

E. Captain's Quarters: This room serves as Otakan Farastay's personal chambers. It contains a bed, a small writing desk, and a wardrobe for spare clothes. A search turns up the captain's log, a small book filled with tight, neat writing. Notes in the book indicate that the *Narwhal* calls Dis home and that Farastay deals in drugs and, sometimes, slaves. Presenting this log to Tarmon is enough to convince the wizard of his friend's duplicity. It can also persuade Dimetrios to help the group.

F. First Mate's Quarters: This room is similar to the captain's quarters and houses the first mate, a foul sorcerer of the blackest arts. He knows little about sailing, but he keeps the crew in line through fear of his terrible gifts.

G. Hold and Cannon Deck: This large area is where the sailors man the light cannon as well as keep extra cargo. Manacles set in the floor suggest the "special" type of cargo sometimes carried by the ship. A pile of cannonballs stands in a pyramid near the mainmast.

H. Mess: This room holds the ship's kitchens and supplies. There's enough food and potable water for a month at sea. Heaped in a pile in the corner of this room are six bloated bodies crawling with vermin. Any creature that sees the pile must get a success on a Will challenge roll or gain 1 Insanity. The bodies have been cut up and used for food.

I. Stores: This room holds spare sails, an extra anchor, a length of chain, tar, and other gear one would expect to find on a ship.

All of the supplies have been shoved against the walls to make room for a pentagram painted in blood on the floor. Farastay and his sorcerer use the summoning circle to call demons from the Void. The stench of blood and death hangs heavy in the air. Black candles still sit arranged in a circle around the symbol.

A copy of the *Liber Demonica*—a blasphemous tome that Farastay and the sorcerer use to perform the rituals to summon their demonic servants—lies on the floor in a pool of blood. Inside this book is an incantation of a powerful Demonology spell (rank 9) that will release a titanic demon from the Void. This spell is beyond the ability of the characters to cast, but it's the one Farastay intends to use to destroy Freeport.

CREW

The ship's occupants include a crew of 30 mute slave sailors, a cook, the first mate, and Captain Otakan Farastay.

SLAVE SAILORS

The 30 sailors (pirates) wear black breeches and red sashes around their waists. Ritual scars and flesh rings adorn their chests. A few have begun the process of transforming into ghouls, having sampled human flesh, though their statistics remain unchanged.

THE COOK

Hulking and hideous, the cook (a ghoul) wears a mail apron and carries a rusty hatchet. He's an idiot, and strings of drool hang from his chin. When he attacks, he screams "Meat!"

FIRST MATE

The first mate is pale and wiry, painted in blood and filth. Because of its appalling appearance, Farastay keeps the creature hidden on the *Narwhal*. During combat, it spits at its foes and hisses dreadful curses.

DERANGED FIRST MATE

DIFFICULTY 50

Size 1 frightening monster (ghoul)

Perception 16 (+6); shadowsight

Defense 13; **Health** 18; **Insanity** 6; **Corruption** 5

Strength 10 (+0), **Agility** 11 (+1), **Intellect** 12 (+2), **Will** 10 (+0)
Speed 8

Immune damage from disease or poison; diseased, poisoned

Fear of the Gods The first mate makes attack rolls with 1 bane against creatures wearing or wielding holy symbols.

ATTACK OPTIONS

Claws and Teeth (melee) +1 with 1 boon (2d6 + 3 plus Drink Blood on attack roll 20+)

Drink Blood If the target is a living creature of flesh and blood, it takes 1d6 extra damage and becomes fatigued for 1 minute. While fatigued in this way, the target is also slowed. If the target was already fatigued, it instead takes 1d6 extra damage.

SPECIAL ACTIONS

Unholy Feast The first mate eats one dead creature it can reach, which requires it to concentrate for 1 minute. At the end of this time, the first mate utterly consumes the corpse and assumes the creature's appearance for 24 hours. While wearing the new form, the first mate loses its frightening trait.

MAGIC

Power 1

Arcana magic dart (2), arcane shield (1)

Storm shock (2), forked lightning (1)

BATTLE FOR THE NARWHAL

If Farastay has the relic, the sailors are on guard at the ship, ready to protect their master, and they prevent anyone from simply climbing on board. The slave sailors hold the following positions or move to them: five on the main deck (area A), three on the forecastle

(area B), two on the aft castle (area C), and four in the forward cabins (area D). The remaining sailors of the thirty making up the crew are in the hold. Deduct any slain slave sailors from the ones on the ship. The sailors attack intruders as they come on board, squaring off in pairs against the characters, with the leftover part of the force ganging up against any warriors. If eight sailors fall, two others move to the aft castle and swing one of the ballistas around to fire at the characters. See **chapter 2** for details on ballistas.

The cook emerges from the mess (area H) and joins the fight after 4 rounds. The first mate, which remains in its quarters, throws open the door and attacks targets it can reach with its spells.

If Farastay is on board, he might fight alongside his crew, joining the battle in 2 rounds, but only if he doesn't yet have the knife. If he has the relic, he's in the stores (area I) finishing the incantation in his blasphemous tome to summon a **large demon** that has wings and +20 to its Health. He intends to send the demon after the characters. Eight rounds after the battle begins, he completes the incantation. The demon and Farastay then join the fight, at which point he uses the relic to release another demon.

If the characters interrupt the ritual, Farastay uses the properties of the relic to kill as many characters as he can before he dies.

CONCLUSION

The adventure can end in a couple of basic ways. The best possible result is for the characters to defeat Farastay, recover the *Greenstone Blade*, save Aporcus Beedle, and present proof of Farastay's wickedness to the Watch, Dimetrios, or Tarmon. This is a tall order, since it requires the characters to uncover all the clues, follow all the leads to their conclusions, and correctly deduce what's going on. Regardless of how well the characters do at unraveling the plot, the adventure ends whenever Farastay dies or escapes.

At the other extreme, it is possible for the adventure to go horribly wrong. Farastay might gain the relic and let loose the large demon to track down and kill the characters. He then slips away to either become a recurring villain or a looming threat whose continued existence portends some future horror that will befall the City of Adventure.

Aporcus Beedle, if he survives, slinks off and disappears into Scurvytown. If he is captured, the characters can turn him over to the Watch, in which case he is tried for his crimes and imprisoned for a time, though this is likely not the last the characters will see of young master Beedle.

If Tarmon has been involved, he thanks the characters for their help, clears their names of any charges or suspicions, and rewards them for their efforts. He gives them 5 gc each if they recovered the relic or 1 gc each if they tried and failed.

Undoubtedly, the characters have made many contacts during their time in Freeport so far—and might have made a few enemies, too. Will Dimetrios try to eliminate the characters to keep his association with the slaver a secret? Will Tarmon take similar steps to avoid implicating himself through his own friendship with Farastay?

Finally, there is the matter of the relic. Even though the spirit is gone, it remains a dangerous demonic device. If the characters give the blade to Tarmon, he hides it someplace safe, though he might eventually become corrupted by it. Alternatively, the characters might decide they should destroy it, in which case they are bound to have an exciting adventure to make this happen. Of course, a character who decides to keep the weapon could bring a whole world of trouble down on the group's head. All of these threads and others can be the basis of future challenges set in the City of Adventure.



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shadow of the demon lord

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