



DEATH IN FREEPORT

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A Shadow of the Demon Lord Adventure for Novice Characters

DEATH IN FREEPORT

A Freeport adventure for Shadow of the Demon Lord

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TABLE OF CONTENTS

A BRIEF HISTORY OF FREEPORT..... 3

The Rise of Freeport	3
War in Freeport	4
A Nation Emerges	5
A Century of Growth	5
A Bad Seed	5
Decade of Deceit	6
The Present Situation	6

THE CAPTAIN'S COUNCIL..... 6

Changing of the Guard	7
The Council Grows Stronger	7
Drac's Return	7
The Council's Workings	8

DEATH IN FREEPORT..... 9

Adventure Synopsis	10
Part 1: Baiting the Hook	10
The Press Gang	10
An Offer of Employment	11
News Around Freeport	11
Getting Settled	12
Part 2: A Promising Line of Inquiry	12
Milton's Folly	13
Location 1: Lucius's House	13
Location 2: The Bloody Vengeance	13
Captain Scarbelly	14
Kenzil's Staff	15
Location 3: The Temple	15
Milos	16
Yellow Shields at Sunset	17
Part 3: The Truth Sinks In	18
Checking out the Address	18
Following Milos	18
Location 4: The Bricked-Up House	18
Now You've Done It	20
How Unspeakable is Unspeakable?	21

AFTERMATH 23

Lucius's Story	23
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FURTHER ADVENTURES 24

Handout A	24
Handout B	25
Enlarged map of Freeport	26-27

A BRIEF HISTORY OF FREEPORT

While the current city of Freeport is only a few hundred years old, the site has been inhabited for far longer. Some two thousand years ago, this area was part of a much larger island known as Valossa. Stretching a thousand miles south to north and eight hundred east to west, Valossa was the heart of the empire of the serpent people. These sorcerous reptiles ruled vast swaths of territory when humanity was young, and pioneered magic and science when the elves still hid in their woods.

All was not well in the Valossan Empire, however. The serpent people had long worshiped Yig, the great snake god. But in the empire's latter days, a cult dedicated to the worship of the Unspeakable One, a dread alien power, sprang up in their cities. Called the Brotherhood of the Yellow Sign, the cult spurned Yig and embraced the madness of the Unspeakable One. The leaders of the serpent people, arrogant and vain in their high towers, allowed the cult to fester among the discontented. By the time the priests of Yig were roused to action, it was too late. The Brotherhood of the Yellow Sign enacted a ritual to summon their dark god, and the Valossan Empire was smashed for all time.

No witnesses survived to tell of the Great Old One's appearance, but evidence abounds of the destruction it wrought. Mighty Valossa was rent asunder, and sea water rushed in to drown the serpent people in the millions. Those who survived were driven mad, losing their civilization and magic in one terrible moment. Over ninety percent of Valossa slipped beneath the waves, leaving only scattered islands as a testimony to the once-great empire.

The crazed serpent people fled underground, where their degenerate descendants live to this day. Very few sorcerers and priests of Yig survived the Unspeakable One's wrath with their sanity intact. Those that did retreated into the shadows as humanity created their own realms. The centuries passed, and few remembered that the Valossan Empire had ever existed or that serpent people had once been civilized.

THE RISE OF FREEPORT

The largest surviving bit of Valossa is an island chain known as the Serpent's Teeth. The name might be a distant echo of the Valossan Empire, though locals ascribe it to the shape of the islands themselves. The most important of the Serpent's Teeth, A'Val, has a natural harbor that is easily defended. As humanity took to the seas, A'Val was quickly found by roving captains. At first, it was just a place to rest, get fresh water, and refit, but before long, a village sprang up, and as the years passed this village turned into a town.

ABOUT FREEPORT AND THE FREEPORT TRILOGY

Freeport is a generic city you can place in any campaign world. Its basic premise is a pirate city gone legit... at least on the surface. In truth, the pirate tradition is alive and well in Freeport, but it is camouflaged by a veneer of respectability. These days the city's pirates are privateers, legalized pirates that Freeport loans out to the highest bidder. You'll learn more in the short history of the city included in this adventure, which should help give you a good idea about the city and its atmosphere before the adventure proper begins. Of course, you can refer to *The Pirate's Guide to Freeport* for even more information about this exciting city.

The *Freeport Trilogy* consists of three linked adventures; *Death in Freeport* is first, followed by *Terror in Freeport*, and concluding with *Madness in Freeport*. The events described in these adventures take place five years before the city as it's described in *The Pirate's Guide to Freeport*. Although the *Freeport Trilogy* is a self-contained campaign, Green Ronin offers additional adventures and resources for expanding the city of Freeport, any of which can be easily converted for use with *Shadow of the Demon Lord*.

It was able to thrive by offering services to passing ships and providing refuge for those unwelcome elsewhere. The sailors took to calling it Freeport, and the name stuck.

With its remote location and natural attributes, Freeport became a magnet for buccaneers. Before long they had taken over the town, which became a notorious pirate haven. What made Freeport work in the early days was a simple pirate code: do whatever you want on the high seas, but don't go against your comrades in port. That meant no stealing, no killing, and no kidnapping. Duels did occur on occasion, but they were formal affairs conducted outside the city walls. Most satisfied themselves with drunken brawls, and of those there were plenty. By and large, though, the peace was kept in Freeport.

About two hundred years ago, the era of the rogue buccaneer came to an end. Lone ships increasingly faced threats from organized navies. At one time a single privateer could hunt merchant ships with impunity, but now it was a fox to the hounds of naval squadrons. As crew after crew was hunted down and destroyed, the pirates of Freeport knew they had to change their ways.

Freeport's captains realized that it would take a navy to fight a navy, so they decided to form a force of their own and then go raiding en masse. The only problem was choosing a leader. After much bickering, the pirates settled on two captains for the great fleet. Drac and Francisco were fierce rivals, and the assembled captains believed that anything the two could agree on would be a good decision.



For enlarged map see pages 26-27

It was not an ideal situation, but the pirates had surprise and numbers on their side. The combined fleet went on a three month raid that netted more money, valuables, foodstuffs, and booze than Freeport had ever seen. It was a spectacular success, and Captains Drac and Francisco were not slow in claiming credit. Before long, each had declared himself a Sea Lord of Freeport.

WAR IN FREEPORT

The next ten years were tense ones in Freeport. The great raid set off a panic on the continent, and the Empire spent huge amounts of money and resources building up larger navies. The Sea Lords were forced to fight battle after battle against determined foes. Freeport itself was assaulted on three separate occasions, but its defenses proved too strong for the attacking ships.

This undeclared war had no clear victor. Freeport withstood the assaults and inflicted several stinging defeats on its enemies, but attrition was high on both sides. In the end, the conflict petered out as the warring navies ran out of ships and crews to hurl into battle. After a decade of constant fighting, there was a long lull, during which each side licked its wounds.

During the war, adversity had kept the pirates united. When the pressure eased, however, trouble was not slow in coming. The Sea Lords had long hated each other, and this animosity flared up anew—with deadly consequences. After a series of provocations, real fighting broke out in Freeport for the first time in its history. The followers of Drac and Francisco killed one another in the streets, breaking forever the pirate code that had bound the city together.

Neither Sea Lord gained an upper hand. Before the conflict could be resolved, word came of yet another hostile fleet bound for the city. The pirates called a truce, and the fleet sailed out to defend Freeport, united once again—or so it seemed.

Captain Drac had realized that this ongoing war was one they could not ultimately win: the only chance for survival was to become a part of the world that was trying to destroy them. Drac entered secret negotiations with the enemy, using a wizard as a go-between. He agreed to betray Francisco in exchange for a truce and recognition of Freeport as a sovereign city-state. The enemy leaders were only too happy to sign such an agreement and end the ruinously expensive war.

With no knowledge of his comrade's duplicity, Captain Francisco led the fleet to the attack. Once his forces were engaged, Drac's ships simply sailed away, leaving Francisco's fleet exposed and without support; they were quickly surrounded and destroyed. In the meantime, Drac sailed back to Freeport to announce the new city-state and his new regime.

A NATION EMERGES

Captain Drac quickly consolidated his power. He declared himself the only Sea Lord of Freeport and eliminated his remaining enemies before they could organize against him. Some of the other pirate captains left Freeport rather than serve Drac, whom they despised for betraying Francisco and blamed for violating the pirate code. Most, however, seeing which way the salty wind was blowing, chose to remain in Freeport and ride out the storm.

As it turned out, Sea Lord Drac's reign was less bloody than anyone had believed possible. He ruled Freeport with a firm hand for the next thirty years, turning a pirate haven into a commercial hub of substantial importance. He set up trade routes with former enemies, cracked down on rogue pirates, and organized a Captains' Council. Drac's word was still law, but the Council was in charge of the city's day-to-day affairs and advised the Sea Lord on important matters.

Although Drac fancied himself a king, he resisted the urge to take the title. Somehow he knew that the citizens of Freeport would not accept something so contrary to their natures. Similarly, he knew that he could not found a dynasty. The Captains' Council would never submit to Drac's son, a mere boy who lacked the experience of those salty dogs. But Drac needed to ensure the survival of Freeport as an independent city-state after his death. With melancholy in his heart, he chose another old hand, Captain Crome, to be his successor. Furthermore, he even set into law a requirement that the Captains' Council approve the Sea Lord's nominee. At the end of life, Drac chose the interests of the city over his own glory, and for this he is remembered as a great man in Freeport.

A CENTURY OF GROWTH

The next hundred years were profitable ones. Freeport continued to grow, which necessitated building a newer and larger city wall. As new trade routes to the east opened up, the city became an even more important maritime center. Freeport was largely able to stay out of the wars that broke out on the continent, although it did cement alliances with several important powers. All in all, this was a period of stability and growth, with a succession of competent Sea Lords assuring the city's continued importance.

A BAD SHEP

Things began to change fifty years ago, when a descendent of Captain Drac succeeded the outgoing Sea Lord. Marten Drac is rumored to have used blackmail and assassination in his rise to power, and he most certainly did so to maintain his position. Marten ruled for only fourteen years, but the damage he did to the city was substantial. A series of burdensome duties and taxes fattened his coffers but drove away many merchants. More ominously, he drove through a new law, over the objections of the Captains' Council, that required the Sea Lord of Freeport to be a descendent of the original Captain Drac.

Marten's youngest brother, Anton, who became Sea Lord on Marten's death, saved the city from complete disaster. Anton Drac proved to be cut from the same cloth as his illustrious ancestor and was able to undo the worst excesses of Marten's reign. He abolished the unfair duties, as well as providing incentives to win back lost trade. He also gave limited military aid to several important nations, earning their thanks and their business.



Anton's one failing was that he did not abolish Marten's succession law. He was regularly urged to do so by the Captains' Council, but the Sea Lord could never quite bring himself to do it. Despite his enlightened rule, he did consider Freeport to belong to his family. This would bring about his undoing.

DECADE OF DECEIT

Over a decade ago, war broke out among the Nine Cities, which threatened to tear the Confederacy apart. Anton stayed out of it at first, but he knew he would have to honor the existing treaties. He announced to the Captains' Council that the Freeport navy would go to the aid of its allies in the spring—the first time the full fleet had sailed to war since the days of Drac and Francisco. The Council was torn on the issue, approving the move by only a single vote.

Anton had allowed enough time for preparations to be made throughout the winter. Unfortunately, this also gave his enemies several months to concoct an ambitious plan. In fact, it was so ambitious that many suspected the plotters had outside help from agents of governments that wanted Freeport to stay neutral. Rumors continue to circulate to this day.

Toward the end of winter, as the Sea Lord was inspecting the fleet on the docks, a single yellow-feathered arrow flew from the crow's nest of an anchored ship, piercing Anton's chest. The wound should not have been mortal, but the arrow was enchanted with Death magic. Anton died on the spot, leaving Freeport without a Sea Lord for the first time in centuries.

The assassin was cornered and killed before he could talk, and his body disappeared before priests could conjure up his soul for questioning. The Captains' Council dismissed the attack as the act of a lone renegade, hushing up its magical nature. The Council had more pressing business to attend to, namely, who would succeed Anton?

Captain Milton Drac stepped onto the stage of history. A distant cousin of Anton, Milton appeared as if from nowhere. He was not a member of the Council, but somehow he enjoyed tremendous support there. Those most likely to oppose him were strangely silent, as if they feared the consequences of such an action. In a matter of weeks, this previously unknown Drac became the new Sea Lord of Freeport.

Milton's first official act was to cancel all military aid to allied nations: the fleet was to restrict its activities to guarding commerce, nothing more. As war raged on the continent, Freeport stood neutral. This was a grave disappointment to the city-states counting on its navy, who branded Milton a traitor. Some called him the puppet of foreign agents or a religious cult. Milton denied these accusations and continued his rule of Freeport with little opposition.

After canceling the fleet action, Milton used the war chest to build a monument to his ambition: the

Lighthouse of Drac. It has been under construction since, on the closest island of the Serpent's Teeth. Meant to be one of the wonders of the age, the Lighthouse soars towards the heavens, taller than any structure in the world. The Sea Lord's stated goal is to make Freeport the preeminent maritime power of the world, but the reality has fallen short of that ideal. The Lighthouse of Drac, or "Milton's Folly," as some have taken to calling it, nearly bankrupted the city. Taxes and duties have risen steadily during its construction, and an army of orcs was needed to finish construction on time. It is finally approaching its scheduled completion date, three months from now. Milton is planning a gala celebration for its unveiling, and ships from around the world are expected to attend. This is an event not to be missed—or so Milton hopes.

THE PRESENT SITUATION

Milton is obsessed with his Lighthouse, but the Captains' Council still governs Freeport. Their task grew more arduous over the past ten years, as more and more money was sunk into Milton's Folly. Services have degenerated: the garrison has shrunk and is largely confined to the Old City, and the docks are policed haphazardly, if at all. Crime has skyrocketed, but as long as it remains in the shadows the Council is content to pretend it does not exist. Known pirates have even taken to frequenting the port again. As long as they bribe the dock officials, they can enjoy what Freeport has to offer. Ironically, the city is returning to its roots.

THE CAPTAINS' COUNCIL

The Captains' Council is the governing body of Freeport. Councilors make and enforce the laws, defend Freeport's interests at home and abroad, and generally ensure the city continues to prosper. Since Freeport is a city based on mercantilism and enlightened self-interest, councilors also ensure they profit from all of the above. The Captains' Council isn't only about prestige—it's also about filthy lucre.

The council, like many aspects of the city, is a legacy of Freeport's piratical past. In the rough-and-tumble early days, every pirate captain was considered an equal. Decisions were made by a simple majority, and duels were as common as debates.

As the city grew, there were just too many captains to continue on as before. When Captain Drac became sole Sea Lord of Freeport, he knew it was time for change. He also knew that if he disregarded the captains of Freeport his lordship would be over in a matter of days. Drac's solution was the creation of the Captains' Council. He chose six powerful captains to help him rule the city. They enforced Drac's edicts and handled the day-to-day business of governing the city. Under their rule, Freeport grew and prospered.

CHANGING OF THE GUARD

As the city grew, it changed in ways the pirates could not have anticipated. The captains on the council settled down and consolidated their power within the city, becoming the de facto nobility of Freeport. Stability in the government improved prospects for trade, so a merchant class established itself. As the population increased, so too did the demand for artisans and craftsmen. Soon a strong working class developed and settled in Freeport. It was a long time coming, but the city of rogues and buccaneers eventually grew into a powerful and independent city-state.

By the end of Drac's life, the council had gained much power in the city. They had influence with the other captains, the merchants, and the tradespeople. Although the Sea Lord's word was still law, Drac knew he could not blatantly defy their will. This—as well as his son being unfit for the job—convinced Drac to empower the council to approve anyone nominated for the title of Sea Lord. This was a defining moment for the Captains' Council, as it gave them some control over who would govern the city.

The council elected Drac's nominee, Captain Cromey, who proved an excellent choice. He treated the members of the Captains' Council as equals and thought of them as trusted advisors rather than lackeys. At the end of his rule, Cromey followed in Drac's footsteps by giving the council even more authority. Cromey issued an edict that the Captains' Council would not only approve nominations for Sea Lord but also for new council members. This would force the Sea Lord to work with the council to rule the city, and it provided a check to his absolute power.

THE COUNCIL GROWS STRONGER

About 30 years after the death of Drac, the city—which had almost doubled in size—faced a crisis. A war raged on the continent, disrupting trade and drawing away much of the city's navy. Freeport was in turmoil as food and other essential supplies became scarce. Angry riots were common. The Sea Lord Corliss and the council could barely keep order in the streets. An ambitious and popular councilor named Antonio Grossette saw this as an opportunity to increase the power and influence of the council.

Grossette proposed a plan to the Sea Lord to help him restore order. He asked Corliss to declare martial law in the city. Since most of the military was off honoring treaties on the continent, private forces would have to be used. To keep peace on the streets, the size of the council should be temporarily increased to twelve, Grossette argued. Each of the councilors would then be given an area of the city

to control and keep the order by means of their own forces. Once order was restored, martial law would be lifted and the council would return to its former size.

At first Corliss resisted. He knew the council would be a threat to his power if it grew too large. More importantly, endorsing private armies to roam the streets could become a problem itself if not watched carefully. But the situation in the city was worsening. (Many believe Antonio and his fellow councilors intentionally allowed things to deteriorate to force the Sea Lord's hand.) In the end, Corliss finally agreed to Antonio's plan, but he insisted on personally choosing the men who would be added to the council.

Grossette's plan worked. Order was restored in the city within a few weeks. Food and supplies were rationed, and the forces of the council kept the peace. When the war ended six months later, the city was already on the road to recovering nicely. Now Antonio could make his final gambit.

Corliss wanted to restore the council to its former size, as per the original agreement with Antonio. The councilors had other ideas. Grossette had convinced the councilors they did not have to give up their newfound power. Corliss was outraged and threatened to use the military to remove the councilors. Civil war was a real possibility.

Into this impasse stepped Antonio Grossette. He offered Corliss a choice. He could wage a civil war to remove the councilors, or if he left the councilors in power they would put their private military forces under the Sea Lord's control.

With his military tired from a bitter war on the continent, Corliss agreed to this compromise and enacted a law that the council would consist of twelve members henceforward. The councilors then surrendered control of their forces to the Sea Lord, and a new era in Freeport began. Antonio had increased the size of the council and at the same time diminished some of the Sea Lord's powers.

DRAC'S RETURN

About 50 years ago, Marten Drac—a direct descendant of the original Sea Lord—took over as the latest Sea Lord by means of blackmail and assassination. Among his most notorious deeds, he rammed a law through the council that required the Sea Lord of Freeport to count the original Drac as a blood ancestor.

Anton Drac assumed power in Freeport almost thirty years ago. Fortunately, he was able to undo much of the damage done to the city by his older brother Marten. During this time, the Captains' Council pressured the Sea Lord, hoping to capitalize on his efforts to change public opinion about the Drac family. First and foremost, they repeatedly attempted to get Anton to repeal the succession law.

When the councilors realized that Anton would not budge on the issue, they changed tactics. For decades, the Sea Lord had the power to nominate new members to the council. Although the council voted to confirm these nominees, they wanted to be able to put up their own candidates as well.

Anton was initially against the idea. He knew this would further diminish the powers of the Sea Lord. He also knew that the sting of Marten's hideous regime was still on everyone's mind, so he settled on a compromise. The council would have the power to nominate councilors. In return for this power, the Sea Lord could cast two votes for his nominee and break all ties. To elect their own nominee, at least eight councilors would have to vote against the Sea Lord.

At first, the councilors were not pleased with Anton's suggestion, holding out against it for many years. They changed their minds when Anton decided to go to war on the continent. The council feared he might die and they would get no deal at all. Shortly before Anton's assassination, the councilors accepted his offer and gained nominating power for the council members. This has come to be known as "Anton's Gift."

THE COUNCIL'S WORKINGS

Although the Sea Lord is able to enact laws, the Captains' Council limits his powers. In four important areas, the Sea Lord must gain the approval of the council before proceeding: declaring war, entering into treaties with foreign powers, allocating city funds, and levying taxes.

Councilors hold their posts for life—with the exception of the privateer seat—and can only be removed by vote of the council. Councilors are only removed if they commit treason or other heinous crimes against the city. (Bribery, nepotism, and extortion are not considered heinous crimes in Freeport.) If a council member is murdered, a family member has the right to assume his seat.

Councilors are nominated by the Sea Lord or by the council itself. A vote is then held, with the councilors placing one vote each and the Sea Lord placing two. If there is a tie, the Sea Lord's will prevails. The citizens of Freeport have no direct vote to elect councilors or the Sea Lord. This does not mean their opinions on the matter are ignored. Both the councilors and the Sea Lord understand electing unpopular officials can only lead to bad business and an unruly populace. For this reason, most members of the Captains' Council maintain influence and control over a faction of people. The current council is pushing this to the limit, as many councilors have been elected only because they support Milton Drac. If this continues, the city might eventually deteriorate into anarchy.

FREEPORT TIMELINE

Time Before Present	Notable Events
?	Valossa destroyed in cataclysm; Serpent's Teeth formed
900 years	Pirates settle the island A'Val
200 years	Captains Drac and Francisco lead combined fleet; each declares himself Sea Lord of Freeport
190 years	Civil war in Freeport; Drac betrays Francisco and assumes sole control of the city
160 years	Drac dies and is succeeded by Captain Cromey, initiating a century of prosperity
50 years	Marten Drac becomes Sea Lord, nearly bankrupting Freeport; institutes Drac succession law
36 years	Anton Drac succeeds Marten and repairs much of the damage but does not repeal succession law
11 years	Anton Drac assassinated; Milton Drac becomes Sea Lord
10 years	Construction begins on Lighthouse of Drac

The beast attached itself to the ship, boring into the hull. The men couldn't pry it off with poles, so we lowered Smythe over the side to attack it with his cutlass and encourage it to cast off. After a dozen hacks with a cutlass, it finally let go. Unfortunately, it took Smythe's lower half with it.





DEATH IN FREEPORT

The temple of the Seer, known by some as the God of Knowledge, is one of the largest in Freeport. A repository of ancient scrolls and arcane learning, it is a magnet to scholars and wizards alike. In addition to priests, the temple employs a large group of librarians, who maintain the collection and deal with visitors. Lucius was one of these librarians. He grew up in the temple and lived to serve.

Six years ago, something very strange happened to Lucius. A supernatural entity stole his body, displacing his consciousness and taking over his existence. For five years, the alien mind controlled Lucius's body, seeking to learn as much about the world as it could. The new "Lucius," nothing like the old, was expelled from the temple within a year for violating the sanctum. He then left Freeport altogether, traveling the world for four years before returning.

When the real Lucius returned to his rightful body, he did not remember where he had been or what he had done, and was mortified to learn of his possessor's activities in his absence. With deep shame he approached the temple, asking for forgiveness

and re-admittance. He offered the priests an amazing collection of scrolls and artifacts, apparently accumulated while his possessor journeyed abroad. They were in such awe of this collection that they reinstated Lucius and forgave him his transgressions. Both he and the priests were now happy, and each tried to forget the librarian's strange behavior.

Life for Lucius was tranquil for the next eight months. He fell back into his old patterns. The calmness of the library soothed him, and he lost himself in a world of books, scrolls, and artifacts.

Then the dreams came.

Lucius awoke screaming every night, again and again, his brain reeling with strange memories of gargantuan, cyclopean cities, monstrous creatures, and unspeakable rites. At first, he hoped that the nightmares would simply go away; instead, they got worse. Lucius did not want to accept the truth, but in the end, he had no choice. Whatever these dreams were, they were somehow connected with those five years of missing time. If he ever wanted to have a normal life again, he knew he would have to find out what exactly had happened to him.

The man who had spent so much time researching past lives now turned his skills to his own. He began to ask questions about what "he" had done and how "he" had acted during those five years. He spent countless hours reading over "his" journals, trying to find out who had possessed his body and why. The priests of

the temple grew uncomfortable with Lucius's line of questioning. They wanted this incident buried, not subject to new scrutiny. The high priest begged Lucius to let the past stay in the past, but the librarian could not agree.

Two days ago, Lucius disappeared.

ADVENTURE SYNOPSIS

Death in Freeport drops the player characters (PCs) into the midst of political and magical intrigue, as the hidden Brotherhood of the Yellow Sign manipulates events to bring its dread god to the world. Freeport is still a bustling center of trade, but evil currents run beneath the surface. There are secrets here, and questions unanswered. The characters will undoubtedly learn there is more here than they expect in a simple seaport. The question is, will that knowledge kill them?

As the adventure begins, the player characters have just come to Freeport on a merchant ship. While on the docks, the characters are attacked by a press gang, who mistake them for easy marks. The press gang is handily driven off; since they are unused to real resistance.

A bookish young man named Brother Egil then approaches the group. He says that he's been looking for people who can take care of themselves, and that he has a job for them if they are interested—to find a missing librarian. The missing man, Lucius, disappeared two days previously, and Egil is eager to find him.

Egil gives the characters some background on Lucius and his strange behavior. The characters are then free to investigate: they are likely to visit Lucius's home, the temple of the Seer, and an orc pirate ship. This should form a picture of Lucius as a man searching for his own past—who found something he wasn't counting on.

Following a trail of clues, the characters learn about the Brotherhood of the Yellow Sign. With a little luck, the characters can trail the cultists back to their hideout, penetrate the lair, and discover secret tunnels underneath it. Deep underground they find degenerate serpent people, and eventually Lucius himself. The librarian has been tortured badly and will die without aid.

The characters also have to deal with the leader of the cult, a man they may recognize from the temple. When the cult priest is slain, they are in for an even bigger surprise. He was not human at all, but a serpent man in disguise. What this means for Freeport only the gods can say.

Death in Freeport is designed for a group of novice characters. The group should be level 2 by the end of part 2 and level 3 at the end of the adventure.

PART I: BAITING THE HOOK

In which the characters drive off a cowardly attack and find gainful employment in the city of Freeport

The setup of the adventure assumes the PCs have just arrived in Freeport after serving on a merchant ship. You can easily alter the circumstances if that lets you kick off the adventure more smoothly; for example, perhaps one of the PCs is a friend of Egil's from the continent. This would give them more reason to trust the young librarian and a better motivation to help him find his friend. The only real requirement is that none of the characters should have been to Freeport before. Having inside knowledge of how the city works might ruin some of the fun, so it's best if the characters are from elsewhere.

THE PRESS GANG

The adventure opens with the player characters standing on Freeport's docks, having just disembarked from the ship they sailed upon to reach the city. You can describe the journey in whatever way that makes sense, identifying from where the characters came and why they wound up here. In all likelihood, the characters lack the funds to continue their journey if this city was not their destination.

The docks are crowded and busy, with sailors, merchants, and travelers from all across the known world gathered here. Flags from distant lands fly from the ships anchored in the port, and the sounds and smells and sights are overwhelming.

Before the characters have a chance to react to their new environs, a gang of men surrounds the group, rough, scarred, and crusty, each one armed with belaying pins. The leader steps forward, a toothless man with tattooed knuckles, smiles and says, "You've all just volunteered for an exciting life at sea. Do you want to go the easy way or the hard way?"

A band of 8 press-gangers surrounds the group. Old toothless picked his point of ambush well: boxes of goods dot the wharf, making it difficult to maneuver. The crowd is also thick, though it will begin to disperse if a fight erupts.

PRESS-GANGER

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

Belaying Pin (melee) +0 (1d3)

These sailors are old hands at the press gang game.

They don't wear any armor, but they are handy with their pins, which they attempt to use to knock the PCs unconscious. If things get serious, the sailors are not trying to get killed—they expect easy marks. Press gangs prey on weakness, so these bullies clear out when it becomes obvious the PCs can take care of themselves. Once three of them have been overcome, the rest flee.

AN OFFER OF EMPLOYMENT

After the characters defeat the press gang, a young man emerges from the watching crowds and says, laughing, "That'll teach them to pick on newcomers! But where are my manners? Allow me to introduce myself. I am Brother Egil, and I've been looking for people who can take care of themselves in a scrap. If you'll allow me to buy you a round of drinks, I'd like to talk to you about a job. What do you say?"

If the group is amenable, Brother Egil takes them to a nearby tavern, the Bilge Rat. It's as charming as it sounds, but the beer is better than one would expect. Egil buys the first round, and then makes his offer.



"Two days ago, a librarian from my temple disappeared. For reasons that are somewhat complicated, the high priest has declined to look into the matter. The missing man, Lucius, is a dear friend of mine, and I'm worried that evil may have befallen him. I'm willing to offer you 10 silver shillings each, five now and five on completion of the mission, if you can find Lucius and return him to the temple. I will provide you with any information I can, and healing should you require it. Interested?"

If the characters are too suspicious and don't accept the offer right away, Brother Egil says that it's a standing offer and that he can be found at the Seer's temple. Once they accept the job, Egil fills them in on the situation. He'll also volunteer this information if the party wants to hear more about the job before accepting. He is honestly concerned for his friend's wellbeing and has nothing to hide.

BROTHER EGIL

DIFFICULTY 5

Size 1 human

Perception 11 (+1)

Defense 10; **Health** 14

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

Speed 10

ATTACK OPTIONS

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

MAGIC

Power 1

Divination *eavesdrop* (2), *augur* (1)

NEWS AROUND FREEPORT

Enterprising characters might want to spend some time learning more about the city. Those who do will learn one of the following for each hour spent chatting up the locals.

- The Lighthouse of Drac is almost done now: only three more months until it's ready. They say the Sea Lord is planning a big celebration too.
- They don't call that infernal lighthouse "Milton's Folly" for nothing. Ten years to build, and now the city coffers are empty.
- The Sea Lord's Guard has been cut back so much that thieves are running wild. Only the Old City gets real protection.
- Pirates don't even bother to disguise themselves when they come to port these days. There are pirate ships here right now—some of the crews are even orcs!
- The Captains' Council has had enough of Sea Lord Milton Drac. He may have an "unfortunate accident" before his precious lighthouse is finished.

THE CASE OF THE MISSING LIBRARIAN

Egil's description of the case follows, along with his responses to some answers to likely questions.

"I have known Lucius for most of my life. We were both brought up in the temple. He became a librarian and I, a priest. But six years ago, something strange happened. He seemed to change overnight. One day he was my friend of many years, and the next he was a complete stranger. He asked bizarre questions, seemed to remember nothing of our friendship, and treated the temple as his own personal library. Some months later he was caught violating the sanctum and was expelled from the temple. Shortly thereafter, he left Freeport entirely and was gone for four years.

"When Lucius reappeared, he was like his old self. He came to the temple and begged to be readmitted, saying that he had no memory of the previous five years. Thuron, the high priest, seemed adamant about refusing Lucius's petition but changed his mind after a private meeting with him.

"Lucius returned to the temple, and it was just like old times for eight or nine months. Then he started to look haggard, and he told me he wasn't sleeping well. Something was disturbing him, but he wouldn't say what. He started asking questions about what he had been like right before his expulsion. The high priest talked to him about it, but Lucius wouldn't let it go.

"I grew increasingly worried for my friend. He seemed on the brink of insanity, as if one small thing could push him over the edge. Two days ago, he failed to come to the temple. I went to his home and found it empty. I searched all over but could not find him. The priests of my temple deny it, but I know that something has happened to Lucius. I want you to find out what."

WHAT EGIL KNOWS

The group might have additional questions for Brother Egil. Below are his answers to the most probable. He answers to the best of his knowledge, as he is sincerely concerned for his friend, so be reasonably open with information that he can be expected to have.

Where did Lucius go when he left Freeport? I don't know for sure, but Lucius seemed to think he had traveled quite widely.

Why did the high priest let him back into the temple? That question has puzzled me as well. Thuron is not a man who changes his mind easily, yet something that Lucius said or did during his meeting with the man swayed the high priest.

Can we search his house? Yes, certainly. I can take you there whenever you like.

Can we talk to Thuron or other members of the temple? Yes, but please do not mention my involvement with the matter at all. Better to say that you are old friends of Lucius from abroad and that you've come to Freeport to see him.

Can you recommend a place to stay? Certainly. The Scholar's Quill is a fine tavern located between Lucius's home and the temple. Many visitors to the temple lodge there, and it doesn't have the rough clientele that many local inns do.

GETTING SETTLED

Unless the group has other plans, Brother Egil takes them to the Scholar's Quill, a quiet inn situated off the main thoroughfare that caters to academics. He can get the characters a good rate on rooms, 1 cp per day.

The first floor consists of a dining room, kitchen, and larder, and eight guest rooms that sleep two each are upstairs. The innkeeper, a matronly woman named Desi (as a **commoner**), lives on the third floor with her two serving maids.

If the characters deign not to stay at the Quill, Freeport has plenty of inns. The following inns are all located in the Docks district.

The Rusty Hook: A notoriously dangerous inn, it stands near the docks.

The Keelhaul: A dangerous place known for attracting pirates.

The Broken Mug: Located on a wharf, fights happen hourly.

The Black Rose: A nicer establishment, it caters to merchants.

PART II: A PROMISING LINE OF INQUIRY

In which the player characters conduct an investigation and uncover diverse items of interest

The group has a mystery on their hands. You should be flexible as they investigate, since there's no way of knowing where they'll want to look first. What seems obvious to you may not be so obvious to the players.

The best place to start the investigation is at Lucius's home. Chances are the group will head there right away, but a nudge in that direction might be necessary. Brother Egil can guide them there, for example. ("Do you want to see Lucius's house now? We'll have to hurry so I can be back at the temple in time for evening prayers.")

Brother Egil accompanies the PCs to make sure they don't just toss the place. Not that there's much to steal here, but he's got Lucius's interests at heart.

MILTON'S FOLLY

When your characters first hear about Milton's Folly (see the "News Around Freeport" sidebar), the players might want to investigate it right away. While the lighthouse is key to this series' conclusion, at this stage it's simply a construction site. Let the characters run around if they want to, but they won't find anything at this time as there's nothing suspicious going on yet. You can find a map of Milton's Folly in *Madness in Freeport*.

LOCATION 1: LUCIUS'S HOUSE

Being a librarian in a trading city is not a lucrative job. Lucius's small home has only the ground floor, consisting of two rooms, although there is a basement. Most of the main room is cluttered with books, scrolls, quills, inkpots, and other tools of the scholar's trade. A cot is jammed into one corner, and there's a small desk under the front window. The small backroom is part kitchen, part junk storage. A trapdoor leads down to the basement.

Main Room: Most of the books and scrolls here are geographies detailing legendary and mythical places. Characters searching the room find among the scattered papers a hastily scribbled "to do list." Give the players **Handout A** on page 24. Any character searching the desk and getting a success on a Perception challenge roll discovers a drawer with a false bottom. Opening it reveals a diary written in the same hand as the list. It takes about half an hour to skim through the entries. Give the players **Handout B** on page 25.

Backroom: Dry goods and dirty clothes litter this otherwise empty room.

Cellar: A trapdoor opens to reveal a staircase descending into a large cellar that is bigger than the house above. Bookcases line the walls and there is a display case, all of which are empty. Any character examining the cases can smell the varnish, suggesting they are relatively new.

LOCATION 2: THE BLOODY VENGEANCE

Lucius's list mentions a Captain Scarbelly. Brother Egil doesn't know of such a man, though he admits that he doesn't get out of the temple much. If the group did not go to Lucius's house first, they might still decide to check out the pirate ship. Not only does it loom large in city gossip, it is moored in plain sight, with its orc crew not bothering to hide themselves or their vocation.

Asking around turns up information on Scarbelly, a notorious orc pirate who operates out of Freeport and

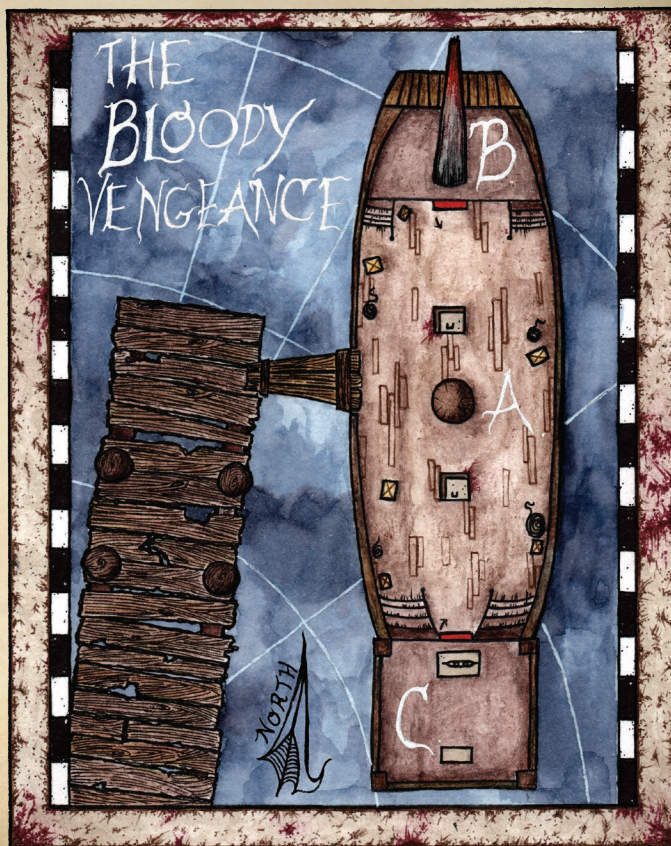
who captains the privateer *Bloody Vengeance*. Further questioning reveals the following information:

- The *Bloody Vengeance* pulled into port eleven days ago.
- The crew has largely stayed on their ship. They seem edgy and hostile.
- The ship has a crew of ten orcs, including a brutal first mate.
- Captain Scarbelly has killed twenty-nine men in hand-to-hand combat.

The *Bloody Vengeance* is a crudely built orc ship, roughly 30 yards long. The ship is battle-scarred but seaworthy, and no other ships moor nearby. The sail is furled, but the crow's nest holds an orc lookout armed with a bow. Two other orcs guard the gangway, their scowls and jagged swords encouraging passersby to keep on walking.

The guards are as hostile as they seem. Anyone attempting to talk to them or request a meeting with Captain Scarbelly is told to clear off in no uncertain terms. The orcs follow up this instruction with a physical demonstration if the characters persist and do not appear much of a threat. Otherwise, the pirates call for the first mate, Aggro.

A massive, hulking orc, he's pissed if called out from the forecastle. He loudly snorts, hawks, and spits while the characters inquire about Lucius. Aggro says, "He was here last week, sniveling for an audience with the captain. I told him the same thing I'm telling you: Sod off!"



CAPTAIN SCARBELLY

Merchants and seafarers alike fear Captain Scarbelly, and for good reason. He and his crew have terrorized the sea lanes for years, and they know whom to bribe in Freeport to keep it that way.

Since he's waiting for the wizard Kenzil, Scarbelly spends most of his time on the ship. Once in a while, though, he does slip off for a drink and a meal, and this might give the characters a chance to talk to him. The old pirate won't say anything about Lucius unless he's bribed, but with sufficient incentive he relates the whole story.

The captain recognized Lucius right way, for he had indeed been on the *Bloody Vengeance* some four years ago. The librarian bought him a drink and asked many questions about that time, which seemed odd to Scarbelly; the human had been right there! Lucius had paid Captain Scarbelly a handsome sum to travel with the pirates, observe them, and take notes. The orcs found it strange, but his money was good, and he stayed out of the way during fights. After a few months, Lucius moved on, and that was the last Scarbelly saw of him until a few days ago.

In his money pouch the captain also has a note from Lucius, passed to him by Aggro. It reads, "Captain, my name is Lucius and I believe you know me. I'd like to talk to you about my time on your ship. Please tell your mate to let me aboard next I call."

Once Aggro has told the characters off, have everyone in the group make Perception challenge rolls. A success reveals that the archer in the crow's nest has an arrow nocked. Aggro and the guards finger the pommels of their wicked scimitars. They're clearly itching for a fight.

Aggro told the truth about sending Lucius on his way. The orcs are touchy because a powerful wizard named Kenzil hired them to attack a particular ship and acquire a magic staff for him. Captain Scarbelly doesn't like dealing with wizards, but the money was too good to pass up. He has the staff locked up in his cabin, and his crew is guarding it around the clock until Kenzil shows up. Scarbelly is on edge and eager to see the staff safely delivered—he is certainly going to resist anyone who boards his ship.

What Aggro does not know is that Lucius did manage to talk to the orc captain while he was visiting a tavern. Lucius had come to suspect that he had spent time on the *Bloody Vengeance* during his missing years, so he sought out the orc captain. Turned away by Aggro, Lucius followed Scarbelly and asked him some questions. See the **Captain Scarbelly** sidebar for more information.

ALL HANDS ON DECK

The group has a few options for handling the orcs. They might simply rush the crew and start a brawl, or they can watch the ship and try to spy on Scarbelly. Sneaky characters might try to slip on board at night to have a look around.

Attacking the orcs is likely a mistake, but the group probably won't realize this right away. The lack of the

Sea Lord's Guard on the docks means a fight can rage without interference. Although Lucius is not here, there is loot—if the group survives the experience.

Captain Scarbelly has not survived this many years as a pirate by being stupid. His crew is well trained, and they know what to do in case of an attack. When the first blows are struck, the orcs on guard raise the alarm with a terrific shout. They stay on board the ship, concentrating their defense on the officers' quarters. The orcs in the forecabin and aftcabin use bows to neutralize obvious threats. The sleeping orcs wake 1d3 rounds later and join the fight. Aggro comes out to the main deck to organize the defense. However, if the captain is not aboard, the first mate instead guards the staff in the officers' quarters.

LOCATIONS

The following locations correspond to those marked on *The Bloody Vengeance* map.

A. Main Deck: The mast rises from the center of the deck, which is covered in coils of rope and other supplies. Two large trapdoors lead to the hold below, which contains some food and grog stores.

There are 1d3 orc pirates guarding the gangplank and one more in the forecabin and aftcabin, which provide half cover from attacks originating beyond these positions.

ORC PIRATE

DIFFICULTY 5

Size 1 orc

Perception 9 (-1); shadowsight

Defense 12 (soft leather); **Health** 17

Strength 12 (+2), **Agility** 10 (+0), **Intellect** 8 (-2), **Will** 9 (-1)

Speed 12

Sea Legs An orc pirate can move at full Speed while balancing.

ATTACK OPTIONS

Scimitar (melee) +2 with 1 boon (1d6 + 1)

Bow (long) +0 with 1 boon (1d6)

B. Officers' Quarters: Captain Scarbelly and First Mate Aggro share a cabin beneath the forecabin—unlike human sailors, they like the way the ship's prow goes up and down. The room is crammed with stuff. There are two beds, a table, and a chest, all nailed to the floor to keep things from flying about during storms.

The chest is quite large—it could easily hold a person—and doubles as a table. On the table are sea charts and navigational equipment. A large iron lock secures the hasp, a lock protected by a trap. Any creature attempting to open the lock without using the key triggers the trap, which causes a needle smeared with poison to jab out from the lock. A creature handling the lock when the trap triggers must get a success on an Agility challenge roll with 2 banes or take 1 damage. A creature that takes this damage must also get a success on a Strength

challenge roll with 1 bane or take 1d6 + 1 damage and become poisoned for 1 hour.

A searching character can find the trap with a success on a Perception challenge roll made with 1 bane. A character can attempt to disarm the trap by spending 1 minute using a tool kit to disarm the trap. Captain Scarbelly has the key.

The chest holds the pirates' swag: 100 ss, 125 cp, and 50 bits. The magical staff the wizard Kenzil hired Scarbelly to retrieve lies on top of the coins (see sidebar).

KENZIL'S STAFF

A relic reputed to have originated from a lost empire, the staff is just one of many treasures to have been recovered from the ruins scattered across the Serpent's Teeth, other islands, and beneath the waves. *Kenzil's staff* is a length of dark wood carved to look like it's covered in scales.

Enchanted Staff The staff has the defense +2 property.

Spells Inside If your Power is 1 or higher, while wielding the staff, you count as if you had learned the *arcane shield* Arcana spell.

Kenzil still wants his staff, and if the group takes it, he tries to track it down. He might pursue the characters immediately on his arrival in Freeport. Alternatively, it might take him some time to learn the item's fate, making him a suitable challenge for a higher-level group. Kenzil does not play a direct role in the adventure, so no details are provided here. This gives you an opportunity to introduce a suitable NPC of your own creation. Kenzil could become a thorn in the group's side, or appear just once as a seemingly random encounter.

During the day, either Aggro or Scarbelly is here, and both are on site at night.

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 Scarbelly 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)

AGGRO

DIFFICULTY 10

Size 1 orc

Perception 10 (+0); shadowsight
Defense 16 (mail, small shield); **Health** 17; **Insanity** 1;
Corruption 2
Strength 12 (+2), **Agility** 10 (+0), **Intellect** 10 (+0), **Will** 10 (+0)
Speed 12
Sea Legs Aggro can move at full Speed while balancing.

ATTACK OPTIONS

Scimitar (melee) +2 with 1 boon (1d6 + 1)

C. Crew Quarters: The remaining 8 orc pirates share this room under the aftcastle. Each wall has two hammocks and a small chest for personal effects, which consists of dirty laundry and little else of interest. While the ship is in port, there are always 1d3 orc pirates here sleeping.

LOCATION 3: THE TEMPLE

Eventually, the group should investigate the temple of the Seer. The building is quite large and easily visible from most parts of the city. The temple is an impressive structure, its vaulted frame soaring up one hundred feet. Large bronze doors stand open, revealing a tiled atrium. Statues of the god indicate that this chamber is the center of worship, but balconies lined with books reach all the way to the frescoed ceiling. This place appears as much library as temple, and the rows of silent scholars working in the balconies attest to this fact.

When the characters step inside, a young man approaches them and introduces himself as Norton, a temple novice, and he asks how he can be of assistance. Norton can take the group to the high priest's office, which is one level down. There they are handed over to Milos, a slight man with horn-rimmed glasses who is Thuron's assistant.

Milos introduces himself and tells the characters that "I'm afraid a meeting with the high priest is simply not possible. He's extremely busy planning for the dedication of the Lighthouse of Drac and cannot be disturbed. However, I am Thuron's eyes and ears, so you can ask me your questions."

Milos is as far as they can get; the priest simply will not allow the characters access to the high priest. If the characters try to use force in the temple, a dozen temple guards (as **mercenaries**) arrive on the scene in minutes. Combat here might have far-reaching repercussions.

Likely questions the characters might pose, and Milos's answers, follow.

What is the Lighthouse of Drac? You must have seen it on your way into Freeport—an enormous structure. Sea Lord Drac, Freeport's ruler, is building it to commemorate his glorious ancestors. The lighthouse has been under construction for some ten years, and its dedication is in three months.

What can you tell us about Lucius? He is an excellent librarian, though he made several poor choices in his time. He was away from the temple a good four years but returned last year. He has not been here in a couple of days, and I do not know where he is.

Has Lucius been acting strange lately? He has appeared increasingly haggard over the past few months. He also began asking some very strange questions. The high priest himself had a talk with the man, but this seemed to do no good.



What sort of questions was Lucius asking? He was asking about his activities in the temple in the time leading up to his expulsion. As if he weren't here himself! No one needs to be reminded that Lucius violated the sanctum, but he would not let it rest.

What did the high priest say to him? Lucius has been very lax in his duties of late, and Thuron warned him to be more diligent. The high priest told him to forget the past and concentrate on the present: It is best if everyone forgets the events of five years ago.

Did Lucius have any enemies? None that I am aware of. Anything may have happened in the years he was gone from Freeport, of course, but I know nothing about that time.

Why was Lucius let back into the temple? He had acquired a very interesting library of books during his worldly travels. He offered to donate this collection to the temple as a penance, and the high priest accepted.

Can we see these books? They have not been made public yet. Our experts are still evaluating them and checking their authenticity. They should be available for examination next year.

If Lucius is missing, why aren't you looking for him? We do not have the resources to mount search parties for every librarian who fails to come to work. In any case, there is no evidence of foul play. I am sure Lucius is just sleeping off a hangover somewhere.

LUCIUS'S COLLECTION

The donated books were in Lucius's basement and include the travel logs mentioned in the "to do" list. Lucius wrote these logs during his possession, but they have proven difficult to decipher. Not only is much of the writing in an unknown language—which could normally be circumvented with magic—but it is also in a complex code. Even after the librarians manage to break this code, they will have the same problem that they face with the other donated books: the subject matter is rather esoteric, and much of it is simply alien.

Milos

Milos has been living in Freeport for decades, posing as a variety of city folk and changing identities when necessary. His parents were both members of the Brotherhood of the Yellow Sign, and he was brought up in the faith. His position in the Seer's temple has been very useful to the cult: he not only has access to enormous amounts of research material, but also has the ear of an influential figure in the city.

In his researches, Milos learned of alien entities that possessed mortal hosts to study different times and places. When Lucius underwent a personality change overnight, Milos knew just what was going on—but, to his frustration, he also knew that when the real Lucius returned, he wouldn't remember anything of his time away. When the librarian began having his nightmares and memory problems, Milos took notice. Apparently, Lucius was remembering something of his time while his mind was away. Milos decided to kidnap the man and torture the information out of him. Such arcane knowledge could benefit the Brotherhood greatly.

This scheme did not work out, though. Lucius had some vivid memories, but they were fragmentary and of little use. More significantly, the kidnapping put investigators on a trail straight to the cult's temple. Freeport is the nexus of an ambitious plan, and the Brotherhood's leaders don't need their underlings drawing attention to them at this crucial time. In the unlikely event that Milos survives the final encounter, his superiors will be most displeased.

QUESTIONS AT THE TEMPLE

After their interview with Milos, the characters can talk to other people around the temple. They can find four types of people here: priests, lay librarians and clerks, scholars, and worshipers. Temple regulars know Lucius, but they are not forthcoming with information. (Milos has already instructed the staff to put Lucius from their minds.) If the characters run into Brother Egil at the temple, he pretends not to know them.

Later, the characters might want to ask Egil about Milos. He can tell them that Milos, although not a priest himself, is Thuron's right-hand man, and that the high priest doesn't make any decision without

him. He's been at the temple for fifteen years and is dedicated to his own ambitions, the temple, and Thuron—in that order.

YELLOW SHIELDS AT SUNSET

The PCs' investigation does not go unnoticed: Milos is in fact highly placed in the Brotherhood of the Yellow Sign. After the party's visit to the temple, he decides that he must take action and orders one of the cultists to arrange their elimination. The cultist, Enzo, recruited a small band of mercenaries known as the Yellow Shields and provided them with the characters' descriptions.

Members of the Yellow Shields then fan out across the city. When exactly they do this is up to you, but a good time is shortly after the group has visited the three locations described above. You should save the mercenary encounter for when they are out of clues and need a bit of a push, or are about to do something really stupid (such as fighting their way into the temple to see Thuron).

Once the mercenaries have established where the characters are staying, they organize an ambush. They strike at sunset, hoping to hit the group on their way back from a long day of investigation when their guard is down. The Yellow Shields consists of 2 Yellow Shield archers, 2 Yellow Shield foot soldiers, a spellcaster named Belko, and the mercenaries' leader, Rittoro.

The mercenaries position themselves along a lengthy block to hem the party in. An archer has partial cover on a rooftop at the front of the block and fires at characters on the ground. Rittoro and two foot soldiers come out of an alley to seal off the street ahead of the party, while Belko and another archer block the back. Before the combat begins, have everyone in the group make Perception challenge rolls with 2 banes. Modify the number of banes according to the precautions, if any, the characters have taken. Those characters who get failures are surprised during the first round.



*Jenkins' had his
throat cut when hood's
caught him cheating
at cards. He'd won
a handful of coins
we've never seen.
Marek pocketed
them in the fracas.*

*Still, a fine specimen
of a trade coin from
the southern isles.*

YELLOW SHIELD ARCHER

DIFFICULTY 5

Size 1 human

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

ATTACK OPTIONS

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

YELLOW SHIELD FOOT SOLDIER

DIFFICULTY 5

Size 1 human

Perception 9 (-1)
Defense 13 (hard leather, small shield); **Health** 12; **Insanity** 1;
Corruption 0
Strength 12 (+2), **Agility** 10 (+0), **Intellect** 9 (-1), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Sword (melee) +2 with 1 boon (1d6 + 2)
Small Shield (melee) +2 with 1 boon (1)

BELKO

DIFFICULTY 5

Size 1 human

Perception 11 (+1)
Defense 12 (arcane armor); **Health** 12; **Insanity** 0;
Corruption 0
Strength 10 (+0), **Agility** 11 (+1), **Intellect** 11 (+1), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

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

MAGIC

Power 1
Arcana arcane armor (2), arcane sight (1), unerring darts (1)
Chaos erratic bolt (2), capricious devastation (1)

RITTORO

DIFFICULTY 10

Size 1 human

Perception 11 (+1)
Defense 14 (brigandine, small shield); **Health** 16
Strength 11 (+1), **Agility** 10 (+0), **Intellect** 11 (+1), **Will** 10 (+0)
Speed 10

ATTACK OPTIONS

Battleaxe (melee) +1 with 1 boon (1d6 + 2)

The mercenaries work to bottleneck the characters and then finish them off with a combination of missile fire and hand-to-hand combat. They target spellcasters and dangerous combatants first. They stand fast until Rittoro, the leader, falls, at which point the rest try to flee.

If any of the mercenaries are captured, they admit that they don't know who hired them. Rittoro took care of that, and he won't be able to talk if he's dead. If Rittoro survives the battle, he plays tough for a while but eventually reveals that a man named Enzo hired him. Even Rittoro doesn't know anything about Enzo, though: he had money, and that was enough for the Yellow Shields.

Rittoro does have a piece of parchment with an address written on it. The address is where he's supposed to meet his contact after the job to receive payment. If the characters search his possessions, they also find an ivory-handled dagger with an "L" carved in the hilt. The dagger belonged to Lucius and was given to Rittoro as a down payment on the contract. He has no information about its origin.

The archers and foot soldiers each carry a pouch with 3 cp, while Belko has a brooch worth 5 ss and a pouch containing 5 cp. Rittoro has a silver ring worth 3 ss and a neck pouch containing 10 ss.

PART 3: THE TRUTH SINKS IN

In which the player characters uncover a devilish underside to the city and reveal an agent of evil

After the attack of the Yellow Shields, the characters should realize that their investigation has aroused interest of a most unfriendly kind. At this point, they can solve the mystery in two different ways, depending on what evidence they have found so far.

CHECKING OUT THE ADDRESS

If the group takes the address from Rittoro, they find that it corresponds to a tavern called the Black Gull, a rather seedy dive near the docks. Rittoro, if alive, tells the characters that he was supposed to meet Enzo there at dark with proof of his completed mission. Otherwise, the characters might stake the place out. Enzo is easy enough to spot. He's a thin, nervous-looking man—distinctly out of place in the tough crowd at the Black Gull. The easiest thing to do is simply follow him: he can lead them straight to the cult's temple, a bricked-up house on an out-of-the-way street.

ENZO

While Enzo dreams of gaining power from the Brotherhood of the Yellow Sign, in reality he is nothing more than a peon and an errand boy. A tailor by trade and a weak, unfocused individual, he turned to the occult in a desperate attempt to take control of his own life. The Brotherhood recruited him after he was seen visiting curio shops and booksellers, asking after magical secrets. Enzo has not yet been fully initiated into the cult, but he has proven to be a useful gopher. Milos had him hire the Yellow Shields to see if the man could be discreet, not considering the characters a serious threat.

Enzo (as a **commoner**) won't fight. If the characters confront him, he immediately crumbles. He's a coward at heart and has been bullied so often throughout life that groveling is second nature to him. He reveals the orders he was given and can lead the group to the cult's headquarters. However, Enzo's

knowledge is quite limited. He can only reveal the following information:

- The cult is called the Brotherhood. Enzo is not yet worthy to know their dark patron's name.
- The leader of the cult is very powerful. Enzo knows him only as the Master.
- The group angered the Master and so earned themselves a death sentence.
- There are some rooms beneath the bricked-up building, but Enzo has never been down there.
- Enzo was ordered to bring food to the building twice in the last few days. This doesn't usually happen.

FOLLOWING MILOS

After visiting the temple of the Seer and being stymied in their investigation by Milos, the group might become suspicious of him. They can learn quite a bit by shadowing him. He doesn't leave the temple often, but when he does he visits some strange places. On a typical outing, Milos might stop in at a curio store or wizardly supply shop to purchase esoteric ingredients (strange for someone who is supposedly not a user of magic), or an open-air market for a live animal, such as a black goat—even though the Seer never requires blood sacrifices. Eventually, he heads to a bricked-up building on a little-used side street and disappears inside.

If the group is stumped and can't figure out a next move, you can gently steer them in the right direction. For example, they might catch sight of Milos across the crowded marketplace. Although not dressed in his temple robes, he is unmistakable, yet does not respond to any hails. This should rouse the group's interest enough to follow him, although this is difficult in the busy streets—have the characters make Agility attack rolls against Milos's Perception score to stay out of his sight. Milos eventually disappears inside the bricked-up building.

LOCATION 4: THE BRICKED-UP HOUSE

The cult uses this building as their headquarters and it's where they hold Lucius. The building faces a deserted side street that sees almost no traffic at all. Nondescript, it is a one-story building, about 6 yards by 10 yards. The dilapidated exterior is made of wood, but the windows have all been bricked up. Two steps lead up to a stout-looking wooden door.

The door is locked. A character can attempt to open the lock with lock picks by spending 1 minute working on it and getting a success on an Intellect challenge roll at the end of this time. Alternatively, a character can attempt to kick in the door by making a Strength challenge roll with 1 bane, but doing so makes a lot of noise. Finally, the door can be hacked down—it is an object with Health 10.

Once inside, the characters see that the place is a wreck. Piles of masonry and refuse are everywhere, and it's impossible to tell how many rooms the place once had. Anyone looking around and getting a success on a Perception challenge roll with 1 bane notices that parts of the foundation seem to be from an older construction: the stone is of better quality and finished with more skill.

Toward the back of the house, a wooden trapdoor sits in the floor. Opening it reveals a staircase leading down.

1. Wine Cellar: The stairs end in an old wine cellar with nine large oak casks, each about 6 feet tall and 8 feet long, lining the walls. They appear to have been here for a long time, though the room contains little dust.

Five casks still have wine in them, but it has turned to vinegar. The remaining four casks make hollow sounds when struck. One cask on the west wall conceals an entrance. Any character with the tracker profession or a character who gets a success on a Perception challenge roll with 1 bane notices faint footprints leading from the stairs to the cask.

The cask is hinged on the inside, and releasing a hidden latch causes the entire front half to swing out, revealing a stone passage and more stairs leading down. Characters inspecting the cask find the secret mechanism after a few minutes of searching. If the characters hack at the casks, treat them as Size 2 objects with Health 15 each.

Milos has cast the *secure site* Protection spell from an incantation on the concealed entrance, so he knows when anyone moves through it. Although the sanctity of the secret temple has never been compromised, Milos is ready for the possibility. If he is not already onsite, he finds a secluded area within range and casts the *portal* Teleportation spell as an incantation to travel to the cult's temple proper (area 7).

Milos then runs to the caves (area 6) and rouses the degenerate serpent people there. He orders them into the tunnels to ambush the intruders in the intersection (area 2) or the treasury (area 4). Once he's sent off the serpent people, Milos prepares for a fight in the temple.

2. Intersection: The narrow stairs open into a corridor of finished stone that heads north and ends in a T-intersection. There are doors on the east and north walls.

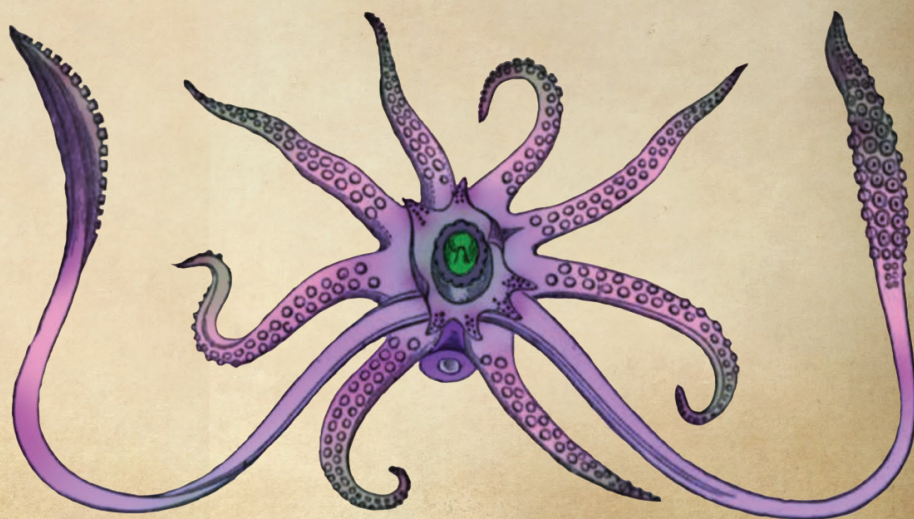
There's a covered pit trap at the beginning of the intersection. Once found or triggered, it is easy enough to walk around. Anyone tapping the false floor covering the pit detects the trap, as does anyone who examines the floor in that area.

A Size 1/2 or larger creature that steps on the lid triggers the trap. The triggering creature must get a success on an Agility challenge roll with 1 bane or fall down into the pit, taking 1d6 damage on landing. The pit is 5 yards deep and the walls are smooth and cannot be climbed without lowering a rope, using climbing tools, or carving out handholds in the rock.

The north door opens into a corridor that veers northeast, with two doors visible. The east door of the intersection leads to the initiation chamber (area 3). The west wall of the T-junction hides a secret door that connects to the caves. If Milos has time to rouse the serpent people, 5 **degenerate serpent people** come out from the secret door and attack.

If the serpent people miss the group, they lurk in area 2 and await a suitable opportunity. They are most likely to attack when the characters head down the corridor towards the temple proper (area 7).

The beast coiled its suckered tendrils around Marek's left arm. Before we could react, it snapped his arm off at the elbow with a fierce squeeze, and retreated to the depths of the sea. Marek died 6 days later when the wound festered, and we tossed his corpse into the sea.



DEGENERATE SERPENT PERSON DIFFICULTY 5

Size I Valossan

Perception 8 (-2); **darksight**
Defense 12 (large shield); **Health** 11; **Insanity** 8; **Corruption** 3
Strength 11 (+1), **Agility** 10 (+0), **Intellect** 8 (-2), **Will** 9 (-1)
Speed 10

ATTACK OPTIONS

Spear (melee) +1 with 1 boon (1d6 plus Poisonous Bite on attack roll 20+)

Large Shield (melee) +1 with 1 boon (1d3)

Poisonous Bite The degenerate serpent person makes a Strength roll against the same target's Agility. On a success, the degenerate 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 from the poison.

3. Initiation Chamber: The door swings open to reveal an octagonal chamber. The entire room has been painted black and the ceiling shimmers with stars like the sky at night. There is a circular depression in the center of the room, about 3 yards deep. On the far wall stands a sturdy table covered with ritual paraphernalia. The room radiates menace.

This room is the initiation chamber for the Brotherhood of the Yellow Sign. It is painted black in honor of the Unspeakable One's starry home. Recruits who have proved themselves are brought here to be judged by that dread entity. A candidate undergoing initiation is stripped naked and pushed into the depression. Milos then enacts a ritual to draw the attention of the Unspeakable One. An unpleasant

NOW YOU'VE DONE IT

Messing around with the items in this room is very dangerous, as it might accidentally trigger the ritual. If the characters light the candles, burn the incense, and strike the gong three times, the Unspeakable One takes notice.

The room reverberates with the sound of the gong and the stars in the ceiling begin to twinkle. The characters then feel a presence—and the circular depression erupts with black tentacles.

Anyone in the room when this happens must get a success on a Will challenge roll or gain 1d3 Insanity. The tentacles are immune to damage and ignore all spell effects. They remain for 2 rounds and then disappear. The tentacles engulf any character inside the depression, squeezing, pulling, and prodding. Inhuman voices fill the characters' heads, uttering terrible words and evoking images of horror. Though this lasts for only a short time, it seems like an eternity to anyone subject to the experience. When the tentacles withdraw, anyone subjected to this experience gains 2d6 Insanity. If this causes a character to go mad, the character falls into a catatonic state, tormented by the nightmares of the Unspeakable One for 3d6 minutes instead of the normal effects of madness. Upon awakening, the character gains 1 Corruption.

experience, it is one that cowards like Enzo are unlikely to withstand.

The items on the table are of considerable interest. The candelabras are made of pure silver and shaped like coiling serpents. Quite old, the craftsmanship is exquisite. Each would fetch 5 gc on the street, double that if sold to a knowledgeable wizard or sorcerer. The candles are black, but are otherwise unremarkable. The incense burners are made of bronze (5 ss each) and are full and ready for the flame. Several small cases lie nearby, containing additional cubes of incense (total worth 15 ss). The large gong has pride of place on the table. It too is made of bronze and features a serpent motif (1 gc).

4. Treasury: This small, cramped room is the cult's treasury. Chests lie scattered about the floor and garish, purple curtains hang from the walls. Guarding this room are **8 animated corpses** that are little more than skeletons. A cult superior recently animated the remains of some dead initiates to guard the treasure.

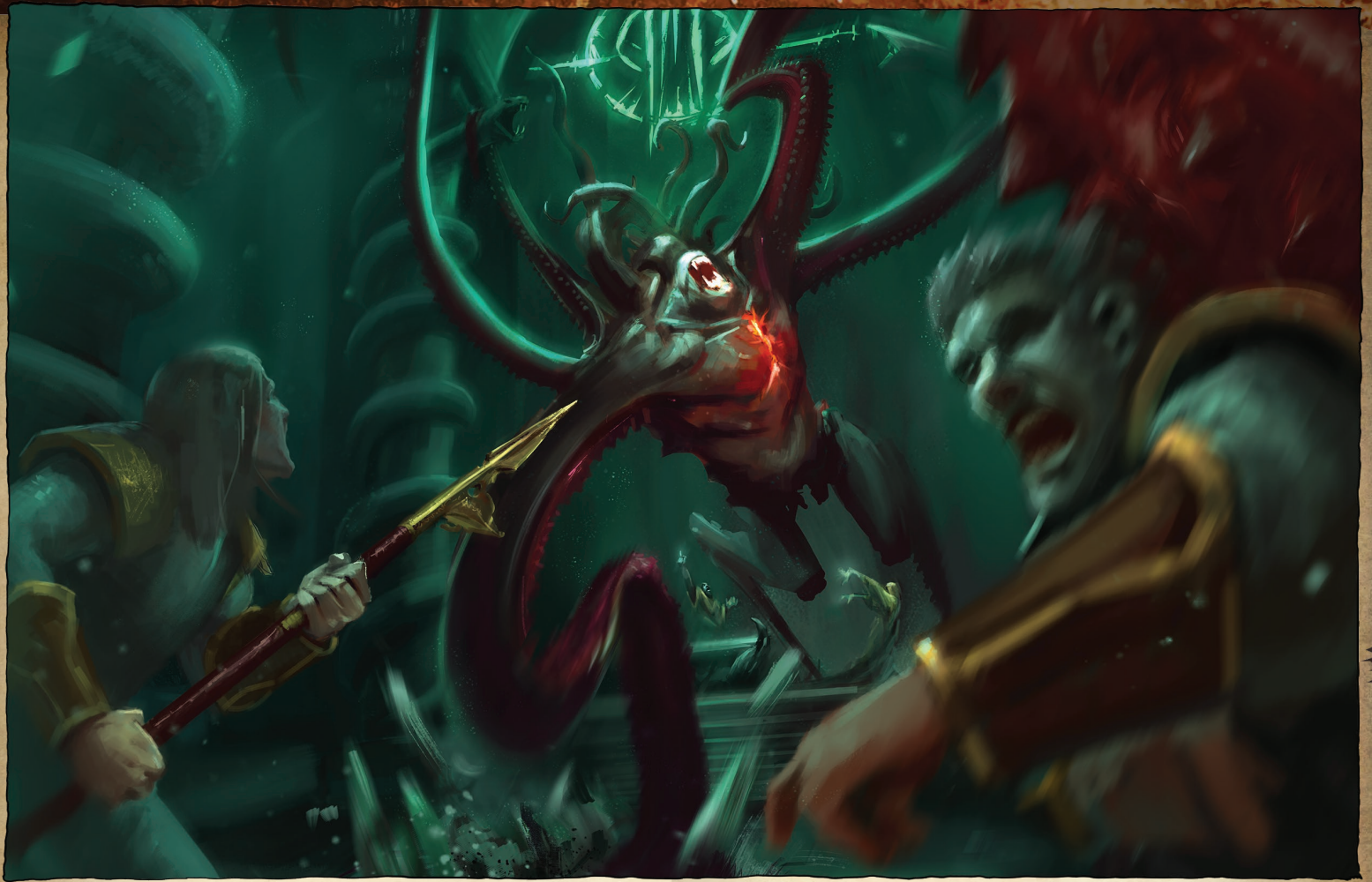
The curtains are mostly decorative but do help conceal a secret door that leads to the ancient tunnels of the serpent people. Anyone looking behind the curtains finds the door.

The degenerate serpent people from area 6 might join the fight if they have not yet been encountered, though this might make the fight too difficult. If the characters appear to have their hands full with the animated corpses, delay the entry of the serpent people until they have destroyed most of them.

There are four chests here, all of which are locked. Milos carries the keys with him at all times. A character can spend 1 minute working with lock picks to unlock the locks. The first chest contains 50 ss and 150 cp. The second contains 300 cp and a *healing potion*. The third contains 250 cp and four onyx gemstones, each worth 1 gc. The last chest contains 220 cp and an enchanted object. Finally, there's another enchanted object behind the curtains in the southwest corner of the room.

5. Library: Another octagonal room, this small chamber looks to be a study or library. A teak wood desk stands against the far wall, flanked by low shelves that are crammed with books and scrolls. An oil lamp hangs from chains in the center of the room, its flame burning low—the room seems alive with shadows.

The desk is a beautiful piece of work and has been lovingly maintained. On it lays a large book bound in black leather and finished with silver. The tome's title reads: *The Book of the Unspeakable One*. It is full of rituals and stories involving the dread god, and its pages are for cult members only. If a character attempts to read the book without having gone through the initiation (see the "Now You've Done It" sidebar), the character takes 1d6 damage from an electric jolt and gains 1d6 Insanity. A character takes this damage and gains this Insanity after each attempt to read the pages. If the Insanity gain would cause the character to go mad, he or she also gains 1 Corruption.



HOW UNSPEAKABLE IS UNSPEAKABLE?

Once the characters discover the nature of the cult, they might know something of the Unspeakable One or learn about the god through research. Any character with an area of scholarship related to the occult knows that the Unspeakable One is an evil god whose worship is proscribed in many nations. The god is dedicated to madness and destruction, and his cults have been suppressed numerous times over the centuries.

A character knowledgeable of the Unspeakable One can also make an Intellect challenge roll. On a success, the character knows worship of the Unspeakable One dates back to ancient times. Legends speak of a race of serpent people dedicated to his worship. Even scholars are afraid to whisper the name of his cult: The Brotherhood of the Yellow Sign. If the total of the roll is 20 or higher, the character also knows that the Unspeakable One is believed to be yet another mask of the Demon Lord.

Characters can also learn this information by researching at the temple of the Seer, discussing the topic with Egil, or through other means at your discretion.

There are several letters scattered across the desk. Two of them are progress reports on the construction of the Lighthouse of Drac. The third is short but to the point:

Our preparations are almost complete. We will arrive in Freeport on schedule. Make sure that all is ready for us. The Brotherhood is counting on you.

—N'Tal

The letter's implications become more important in *Terror in Freeport* and *Madness in Freeport*. For now, it serves to make clear that this temple is not the cult's only center of operations.

The rest of the library is full of old books and scrolls. Most are in unfamiliar and unknown languages. Even if deciphered by magic, the contents make little sense. A few titles suggest that they are best left alone: *Cult of the Bloody Heart*, *Spawn of the Ages*, and *Rebirth of the Old Ones*. Any of these books might be worth a great deal of money to the right people, but shopping them around surely attracts the wrong kind of attention. The books, if deciphered, grant 2 boons on challenge rolls made to find out information related to the occult.

6. Cave of the Degenerates: Unbeknownst to the inhabitants of Freeport, many bands of degenerate serpent people live in tunnels underneath the city. The small section shown here actually connects to a much larger network. When the civilized serpent people of the Brotherhood built this temple complex, they made sure to connect it with the crude tunnels of their cousins, which gave them access to the nearby mindless reinforcements if needed.

The group is not likely to encounter the degenerate serpent people at this location. Unlike the rest of the complex, these tunnels are rough-hewn and unfinished. They lead to a large cave where the degenerates spend most of their time.

The cave floor is strewn with bones, refuse, and filth. Water from a large dark pool laps against the rocky shore in the northwest corner. A short corridor heads northeast and then ends abruptly. A secret door heading east, found with a success on a Perception challenge roll with 1 bane, leads to the main temple (area 7).

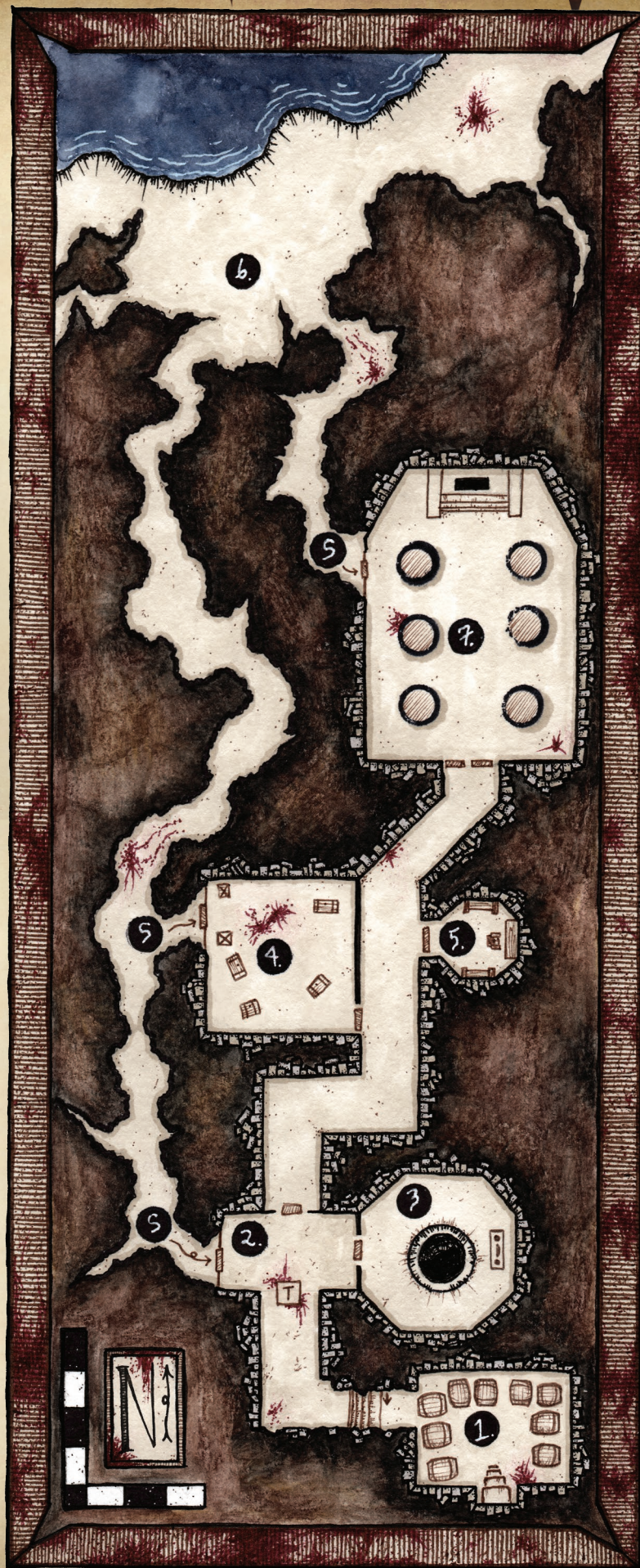
As well, a tunnel below the pool's surface leads deeper underground. Where the submerged tunnel leads is up to you, and is a great way to expand this adventure or to lead into a different adventure.

7. Temple of the Unspeakable One: Two double doors lead to the temple proper. Beyond the doors is a long hall flanked by six pillars that each appear to have giant snakes coiled about them. Frescoes on the walls behind the columns continue the serpent theme.

An altar of black basalt stands at the far end of the hall, and a strange yellow symbol is inscribed on the wall above and behind it. Between the altar and the wall stands an idol of some tentacle horror.

Three figures in robes lurk behind the far pillars, loaded crossbows at the ready. Behind the altar stands a small man wearing black robes with a full hood. When the characters enter, he throws back his hood, revealing Milos wearing his familiar horn-rimmed glasses. He smiles at the characters and says, "You are the first outsiders to ever reach the Temple of the Unspeakable One. Your achievement deserves congratulations. It is also your doom!"

Now it's a fight to the finish. Milos has chosen a position to give him the most advantage in a fight. He has the help of 3 temple attendants, who are always on hand.



MILOS

DIFFICULTY 25

Size 1 serpent person

Perception 11 (+1); darksight

Defense 11; **Health** 26; **Insanity** 5; **Corruption** 6

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

Speed 10

Mad Devotion When Milos makes an attack roll or a challenge roll, he can choose to make the roll with 1 boon. On a failure, Milos gains 1 Insanity.

Sorcery Whenever Milos casts an attack spell, he can use this talent to make the attack roll with 1 boon or to impose 1 bane on challenge rolls made to resist the attack.

Each time he uses this talent, he gains 1 strain. If Milos has any strain when he completes a rest, his strain total drops to 0.

ATTACK OPTIONS

Spear (melee) +1 (1d6)

Teeth (melee) +1 (1d3)

SPECIAL ACTIONS

Change Shape Milos 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. He remains in this form until he becomes incapacitated or uses a triggered action at any time to return to his normal form. He can use this talent 3 times and regains expended uses when he completes a rest.

Mad Recovery Milos can use a triggered action on his turn to heal 6 damage and gain 1 Insanity. If he does not go mad from gaining Insanity in this way, he makes attack rolls and challenge rolls with 1 boon for 1 round instead of becoming frightened. Once he uses Mad Recovery, he cannot use it again until after he completes a rest.

MAGIC

Power 2

Death⁺ *killing touch* (3), *injure* (2), *poisonous breath* (1)

Destruction *ruin* (3), *dissolve* (2), *erode* (1)

⁺See the *Demon Lord's Companion*. If you don't have this book, replace this tradition and spells with another of your choice.

END OF THE ROUND

Sorcerous Outburst At the end of any round in which Milos gained 1 or more strain, he must make a Will challenge roll with a number of banes equal to his strain total. On a failure, magical energy explodes from a point within his reach into a sphere with a radius in yards equal to his strain total. The energy deals 2d6 damage to everything in the area other than Milos. A creature in the area that gets a success on an Agility challenge roll takes half the damage. Once Milos triggers his Sorcerous Outburst, his strain total drops to 0.

TEMPLE ATTENDANT

DIFFICULTY 5

Size 1 human

Perception 10 (+0)

Defense 15 (mail); **Health** 15; **Insanity** 5; **Corruption** 4

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

Speed 10

ATTACK OPTIONS

Long Knife (melee) +1 (1d6)

Crossbow (long range) +0 (2d6)

MAGIC

Power 1

Death⁺ *killing touch* (2), *life drain* (1)

Destruction *ruin* (2), *rend* (1)

⁺See the *Demon Lord's Companion*. If you don't have this book, replace this tradition and spells with another of your choice.

When the combat begins, all three cultists have partial cover. The battle opens at range: the attendants fire their crossbows and Milos casts spells. During the battle, the cult leader deflects all questions about Lucius and taunts the characters about their lack of knowledge, saying things like, "Why you are so interested in that librarian I'll never know, but you are welcome to die for him!"

AFTERMATH

If the group finally defeats Milos, the characters discover he was not human at all, as his true form becomes apparent in his defeat. When incapacitated, Milos slumps to the floor, lifeblood pumping onto the tiles of the blasphemous temple. He raises his head one last time, saying, "By the Yellow Sign, we will rule!" and then he expires. As his eyes glaze over into death, a terrible transformation takes place. His skin and bones rearrange themselves in a most unnatural way, and soon his human visage is gone. Milos now lies revealed as a monstrous creature: a serpent person with scaly skin and forked tongue. Only the ill-fitting horn-rimmed glasses on his ophidian head hint at the thing's former identity.

Once the battle is over and the ramifications of Milos's true nature sink in, the characters can at last turn their attention to locating and tending to poor Lucius (as a **commoner**). Milos had secreted Lucius behind the altar, tied up and hidden from view. Torture has left him unconscious, but he can be roused with a healer's kit, *healing potion*, or a spell that heals any damage. If the characters have none of these, he awakens after 1d3 hours.

LUCIUS'S STORY

When Lucius wakes, he sighs with relief and thanks the characters profusely, saying they saved him from certain, painful death, and for that he is eternally grateful. If the characters mention Brother Egil, Lucius expresses concern for his friend, wishing to leave the temple immediately to find him, though he is willing to tell the group what little he knows, should they ask.

Lucius blurts out the whole tale of his possession, return, and subsequent trouble. He explains that Milos sent him on an errand to the bricked-up house, where he was overpowered and taken below. Milos spoke of the alien entities, but he did not name them nor say why they studied other worlds. The sinister serpent man then tortured Lucius, asking question

after question about what he remembered while he was removed from his body. Clearly Milos believed that valuable knowledge was locked in Lucius's head, but the librarian could not tell him very much. The cultist became increasingly frustrated, and told Lucius that he was going to kill him—and probably would have, without the group's timely intervention.

Returning Lucius to Brother Egil finds the priest very pleased and he gladly pays the agreed upon fee (although the characters have likely gotten out of the temple with a good deal more). Both he and Lucius offer their services if needed. Their ability to do research in the Seer's temple could be very handy indeed.

As for Lucius, his future is uncertain. Milos provided some of the answers he was looking for, but he'd like to find out more. He does not know if he'll stay at the temple or leave Freeport to discover what happened during his missing years. Sadly, Lucius may never again know peace after the theft of five years of his life.

What else lurks below the skin of Freeport? Well, that's a story for another time.

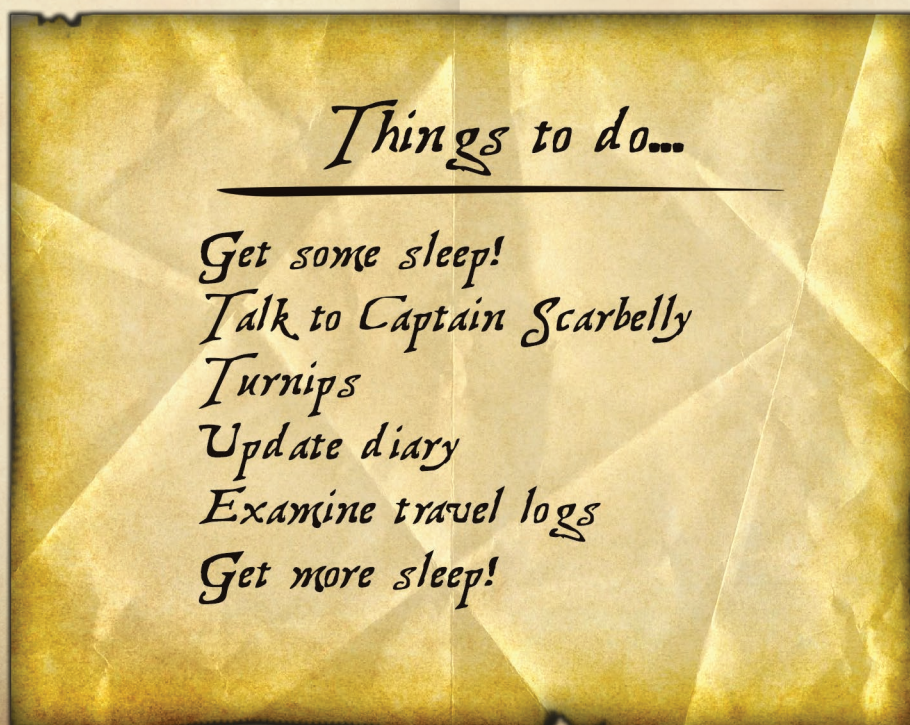
FURTHER ADVENTURES

Terror in Freeport and *Madness in Freeport* deal with the continuing machinations of the Brotherhood of the Yellow Sign, the secrets of the Sea Lord, and the ultimate purpose of Milton's Folly. However, if you want to run your players through some other adventures, Freeport makes a fine base of operations

for pre-published modules and stories of your own. The events in *Death in Freeport* can also lead to several developments, some of which are suggested here.

- The characters might try to decipher or sell the volumes from Milos's library. Many of those books contain dark secrets, though, and what begins as a simple sale may become something far more dangerous.
- The Yellow Sign is revealed only at the end of this adventure. The group might want to investigate this strange symbol further to learn its connection with the Unspeakable One. The sign is a symbol of madness and destruction: any research into its meaning is sure to lead down a dark path.
- There are more degenerate serpent people living under Freeport, and their tunnels make for a fine "dungeon crawl."
- The characters could launch an expedition, and in the process, find out about the breaking of Valossa and the first coming of the Unspeakable One.
- Surviving members of Milos's cult, or cult officials from outside Freeport, might discover the temple's destruction. Some of these cultists are sure to be from wealthy families and would have the means to make life very difficult for the group. A string of arrests and assassination attempts should be a strong hint that someone wants revenge.

HANDOUT A:



HANDOUT B:

FROM SIX YEARS AGO:

I awoke this morning frightfully fatigued. I feel like I spent the night in combat, not sleeping. My head hurts, and I feel weak. I can't miss work at the temple, but I'll confine myself to light tasks today.

THE NEXT ENTRY, DATED FIVE YEARS LATER:

The god help me! What happened? I awoke from some strange dream to find that five years have passed! Egil told me I was kicked out of the temple four years ago for violating the sanctum. Surely this is madness!

FROM SIX MONTHS AGO:

Life has resumed a sort of normalcy. I have won admittance back into the temple. My reception was strange, but everyone seems relieved that I am back to my old self. I have so many questions about these missing years, but it seems best to simply move on with my life now. If the god wills it knowledge will come to me.

FROM FOUR MONTHS AGO:

Egil says that Milos was asking after me again, that he was worried about another "episode." Maybe he's simply concerned for the temple, but surely I have sufficiently proven myself by now. My life is mine again, and I'm not giving it up.

FROM TWO MONTHS AGO:

The dreams came again last night. I don't know that I'll ever get a good night's sleep! I dreamt of cities as tall as the clouds and creatures so alien in form that I can't describe them. Does this have something to do with my lost years or is this some fresh torment?

FROM ONE MONTH AGO:

It's clear to me now that I must find some answer if I'm ever to make the dreams stop. Thuron and Milos tried to discourage me. I think they fear what might happen to their temple. A pity their compassion does not extend to a living being.

FROM ONE WEEK AGO:

I have begun to feel like I'm being watched. I pray this is not a further milestone on the road to madness. I think I'll take my dagger with me in the morning. In a city like Freeport, I suppose one can't be too careful. Especially with pirates in port.

OLD CITY

- 1 - SEA LORD'S PALACE
- 2 - GUARDSMEN'S FACILITIES
- 3 - COURTS
- 4 - TEMES
- 5 - RATTERS' GUILD
- 6 - MARQUE'S MOON
- 7 - HOUSE OF THE DRAGON
- 8 - ZIRBUARD'S COMPASS AND CARTOGRAPHY
- 9 - BATHS
- 10 - GRAYLE MCGILL'S GURIO SHOP
- 11 - WIZARD'S GUILD
- 12 - HOUSE OF SERENITY
- 13 - KEELHAUL
- 14 - BLACK ROSE
- 15 - DEALFISH
- 16 - WIZARD'S POUCH
- 17 - GREGOR'S BREWERY
- 18 - SUNKEN TREASURES
- 19 - TIROLIN'S FINE CLOTHING
- 20 - MATCHLOCK
- 21 - MICKEY'S PLEASURES
- 22 - GENTLEMAN'S CLUB

TEMPLE DISTRICT

- 1 - FOOL'S MARKET
- 2 - TEMPLE OF THE GOD OF KNOWLEDGE
- 3 - TEMPLE OF THE WAR GOD
- 4 - TEMPLE OF THE SEA GOD
- 5 - GODSHOP
- 6 - CHAPEL OF HOPE
- 7 - TEMPLE OF THE GOD OF PIRATES
- 8 - SWORDS OF THE EDICT
- 9 - TEMPLE OF THE DEATH GOD
- 10 - SHRINE OF THE MAGIC GOD
- 11 - STATUS OF THE GOD OF REAPS
- 12 - SHRINE TO THE GOD OF STRENGTH
- 13 - SHRINE TO THE GOD OF PENITENCE

MERCHANT DISTRICT

- 1 - PLAZA OF GOLD
- 2 - MARINA
- 3 - MERCHANTS' GUILDHOUSE
- 4 - GILT CLUB
- 5 - LAST RESORT
- 6 - FREEPORT OPERA HOUSE
- 7 - KELLAMING'S BELL SHOP
- 8 - MAURICE'S
- 9 - MASBORGAN MANOR
- 10 - FREEPORT CONTRACTORS
- 11 - THE JEWELERS' AND GEMCUTTERS' GUILD
- 12 - SALON DU MASQUE
- 13 - FINAL TRIGGER
- 14 - THE LAST PART

WAREHOUSE DISTRICT

CITY DISTRICTS

- 1 - THE DOCKS
- 2 - SCORBYTOWN
- 3 - BLOODSALT
- 4 - EASTERN DISTRICT
- 5 - OLD CITY
- 6 - DRAC'S END
- 7 - TEMPLE DISTRICT
- 8 - MERCHANT DISTRICT
- 9 - WAREHOUSE DISTRICT

BORDER MARKERS



WAREHOUSE DISTRICT

- 1 - THE VENUE
- 2 - BLACK AND TACKLE
- 3 - MUNICIPAL AUCTION HOUSE
- 4 - OFFICE OF PUBLIC RECORDS
- 5 - FREELAND SHIPYARD
- 6 - BARREL KING
- 7 - FREEPORT PILOTS' GUILD
- 8 - CROCKER'S BRICK
- 9 - RAINMAKERS GROUP
- 10 - FREEPORT ORPHANS

DOCKS

- 1 - LONGSHOREMEN'S UNION
- 2 - SEASIDE MARKET
- 3 - HELKERN'S BOAT & SHIP BOILERS
- 4 - BLACK GULL
- 5 - RUSTY HOOK
- 6 - SOCIETY OF LOBSTERMEN
- 7 - SHIPPING NEWS
- 8 - ONE RING
- 9 - BROKEN MUG
- 10 - DIVING FIN
- 11 - STAR OF THE SEA
- 12 - DENTED HELM
- 13 - LAST LASS
- 14 - CRACKED POT
- 15 - KARGEN'S KRABIE
- 16 - DODGE'S LAP
- 17 - BLUE RAT
- 18 - ULRAN'S FORGE
- 19 - HIDDEN HIDE
- 20 - ROSE ALLEY
- 21 - BLISS
- 22 - EDDIES
- 23 - HOLLEY POT
- 24 - WHORL

↑ TO THE HULKS

↑ TO DRAC'S LIGHTHOUSE



WATCH PRECINCTS

P - Precinct House

EASTERN DISTRICT

- 1 - CHAMBERS ASYLUM
- 2 - FIELD OF HONOR
- 3 - GOLDEN PILLAR SOCIETY
- 4 - SANTORI'S HAT AND HATTERS
- 5 - HELPLING BENEVOLENT SOCIETY
- 6 - HELLHOUND SOCIAL CLUB
- 7 - KOFFE LUKIN
- 8 - STREBECK'S BEER HALL
- 9 - WARG COMPANY
- 10 - PETE'S
- 11 - SEACAT'S FOLLY
- 12 - SEA LADY'S LUCK

- 13 - GENTLEMAN JOHN'S
- 14 - ASAP'S SMOKE SHOP
- 15 - ALCHEMICAL ODDITIES
- 16 - EDGAR'S APPAREL
- 17 - THE STORE
- 18 - CORBEN'S SWORDS
- 19 - TURTLE'S SHELL
- 20 - HERBERT'S PAVON
- 21 - TREASURE TREAS
- 22 - DEMI'S LUCK
- 23 - ALICE'S HOUSE
- 24 - OLD STAGE

DRAC'S END

- 1 - TENT TOWN
- 2 - FORTUNE TELLER AND CARD READER
- 3 - TENT TOWN MISSION
- 4 - PEON'S SHOP
- 5 - FREEPORT INSTITUTE
- 6 - THE CLUSTER
- 7 - INDECIPHERABLE SCROLL
- 8 - TRANQUIL SHARK PROTECTION AGENCY
- 9 - FANG AND GLEW
- 10 - DRAC'S ENDLESS ROGERS
- 11 - GREG POT
- 12 - MERMAID
- 13 - SCHOLAR'S QUILL
- 14 - SWORD AND ANCHOR
- 15 - FINNEGAN'S BOOKS
- 16 - TREACHEROUS PLOTS
- 17 - DEAD PORTS
- 18 - MELTED POT
- 19 - LUCKY LADY
- 20 - BELLE'S WELL

BLOODSALT

- 1 - RECLAMATION PROJECT CAMP
- 2 - REDBLADE BARRACKS
- 3 - KRON'S THROAT
- 4 - IRONTOTH ENCLAVE
- 5 - TROLL TOWN
- 6 - GITCH'S TOWER
- 7 - COMMUNE OF THE BURNING HORIZON

SCURDYTOWN

- 1 - DREAMING STREET
- 2 - DEAD PELICAN
- 3 - SWEET DREAMS GAMBLING HOUSE
- 4 - OTTO'S BLADES & BALDRICKS
- 5 - FREEPORT FISHERY & MARKET

- 6 - MOUTH OF HELL
- 7 - CHUMHOUSE
- 8 - OLD WHORE
- 9 - FISH STEW
- 10 - DREAD'S PLACE
- 11 - HEADS HO
- 12 - RAZOR'S EDGE
- 13 - KILL SHOP
- 14 - PLUNDER
- 15 - JEFFERS GOODS

- 16 - GRUNT
- 17 - HARUS'S LEAP
- 18 - JUNK STORE
- 19 - BLOOD DEN

FREEPORT

THE CITY OF ADVENTURE

Scale: 0 50 100 250 500 feet





THE FREEPORT TRILOGY
CONTINUES WITH
TERROR IN FREEPORT



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