

*Freeport Companion* is a 4th Edition rules supplement for the *Pirate's Guide to Freeport*. Its 176 pages are packed with all the support you need to run a 4E Freeport campaign. In addition to giving game stats for all the major characters, the Freeport Companion provides a new core class, famous magic items, an insanity system, creatures of Freeport, new rituals, and an introductory adventure.

# FREEPORT COMPANION



FREEPORT COMPANION

EXPEDITIOUS RETREAT PRESS

THE CITY OF ADVENTURE  
SOURCEBOOK FOR 4TH EDITION

For use with the 4th Edition

**DUNGEONS & DRAGONS**  
ROLEPLAYING GAME

Requires the use of the D&D Player's Handbook, Monster Manual, and Dungeon Master's Guide core rulebooks, available from Wizards of the Coast, Inc.

**XP**

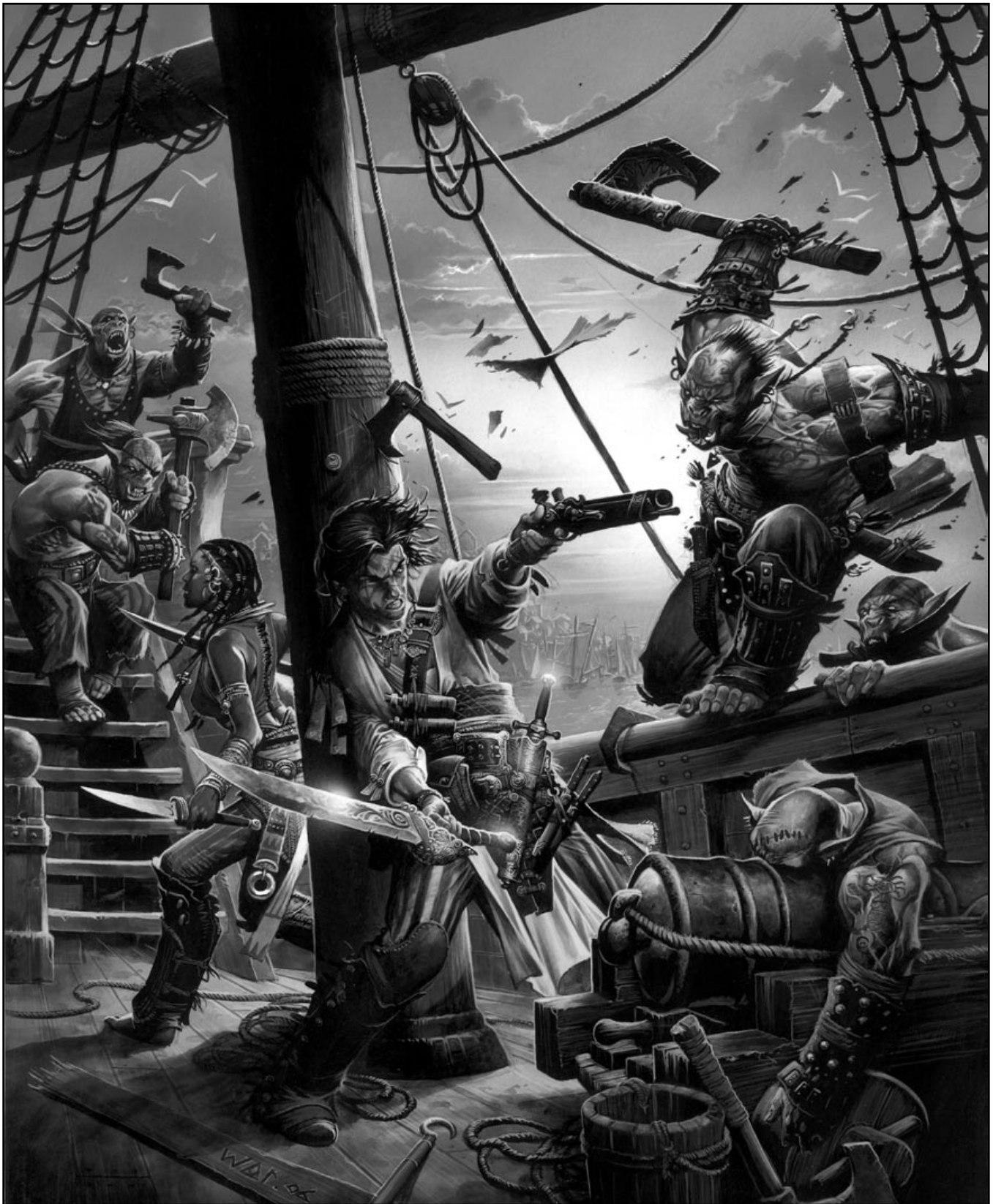
Expeditious Retreat Press

ISBN 978-1-934434-39-0

53200 >

9 781934 434390

# FREEPORT COMPANION



A MECHANICAL COMPANION FOR THE 4TH EDITION OF DUNGEONS & DRAGONS, DESIGNED FOR USE WITH THE PIRATE'S GUIDE TO FREEPORT

# CREDITS

AUTHORS: Jim Bishop, Joseph Browning, Ari Marmell, Chris Pramas, Robert J. Schwalb and Suzi Yee  
EDITING: JOSEPH BROWNING, Evan Sass, Tim Emrick and Suzi Yee  
ART DIRECTION AND GRAPHIC DESIGN: Hal Mangold  
LAYOUT: Suzi Yee  
COVER ART: Wayne Reynolds

INTERIOR ART: Ilya Astrakhan, Toren Atkinson, Drew Baker, Kent Burles, Paul Carrick, Marcio Fiorito, David Griffith, Danilo Guida, John Hunt, Jonathan Kirtz, Pat Loboyko, Britt Martin, Tony Parker, Michael Phillippi, James Ryman, Christophe Swal, and Mike Vilardi  
CARTOGRAPHY: Sean MacDonald

## TABLE OF CONTENTS

Introduction .....	3	Chapter Five Magic Items and Rituals.....	40
Chapter One Races of Freeport.....	4	Armor.....	40
Core Races .....	4	Weapons .....	41
Monstrous Races .....	6	Feet Slot Items .....	46
Other Races .....	8	Hands Slot Items .....	46
Chapter Two Corsair Class .....	11	Neck Slot Items.....	46
Chapter Three Supplemental Rules .....	28	Rings .....	46
Freeport Feats .....	28	Wondrous Items.....	48
Insanity and Madness .....	28	Potions and other consumables .....	55
Seasickness .....	33	Rituals .....	56
Chapter Four Goods and Gear.....	34	Chapter Six Freeport Bestiary .....	58
Wealth and Money.....	34	Chapter Seven Denizens of Freeport .....	90
Freeport Weaponry.....	34	Common Characters .....	90
Firearms.....	36	Notable Characters.....	99
Supply and Demand.....	36	Appendix Fury in Freeport .....	151
Rules For Firearms .....	37	Adventure Background.....	151
Adventuring Gear .....	38	Adventure Synopsis.....	154
Special Items .....	38	Getting Started .....	154
Services.....	39	Part I Break In.....	155
		Part II The Missing Case.....	159
		Part III Bloody Dawn .....	167
		Part IV The Narwhale .....	172
		Aftermath.....	176



DUNGEONS & DRAGONS, the DUNGEONS & DRAGONS Compatibility Logo, D&D, PLAYER'S HANDBOOK, DUNGEON MASTER'S GUIDE, and MONSTER MANUAL are trademarks of Wizards of the Coast, Inc. in the USA and other countries and are used with permission. Certain materials, including 4E References in this publication, D&D core rules mechanics, and all D&D characters and their distinctive likenesses, are property of Wizards of the Coast, Inc., and are used with permission under the Dungeons & Dragons 4th Edition Game System License. All 4E References are listed in the 4E System Reference Document, available at [www.wizards.com/d20](http://www.wizards.com/d20).

DUNGEONS & DRAGONS 4th Edition PLAYER'S HANDBOOK, written by Rob Heinsoo, Andy Collins, and James Wyatt; DUNGEON MASTER'S GUIDE, written by James Wyatt; and MONSTER MANUAL, written by Mike Mearls, Stephen Schubert and James Wyatt © 2008 Wizards of the Coast, Inc. All rights reserved.

All illustrations and maps are copyright Green Ronin Publishing, LLC, used with permission.

Freeport Companion is copyright © 2010 Expeditious Retreat Press. All rights reserved. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material. Green Ronin, Freeport, and their associated logos are trademarks of Green Ronin Publishing, LLC.

Produced under license from Green Ronin Publishing, LLC.

# INTRODUCTION

Freeport. City of Adventure. Haven of pirates, home of desperate men and women, scourge of the seas. Freeport is the door to a whole new world of adventure. It offers endless possibilities for fantasy gaming, whether you play the part of a dashing corsair sailing the high seas in search of plunder, or a grim hunter of cults, prowling the twisting streets of this corrupt city in search of blasphemous groups that worship dark and insane gods. You might be a thief, making ends meet by nicking purses, playing the Syndicate and the Canting Crew against one another while you struggle to build a new criminal organization and claim a piece of Freeport's golden pie. Or you might be a brave explorer, seeking lost civilizations, scouring the island for some clue, some scrap of the past to uncover secrets no man was meant to know. Whatever you decide, the Freeport Companion is an indispensable guide to running Freeport adventures and playing characters in this fabulous city-state.

*The Freeport Companion* is your mechanics supplement for using *The Pirate's Guide to Freeport* in your 4th Edition Dungeons & Dragons game. So to maximize this sourcebook's

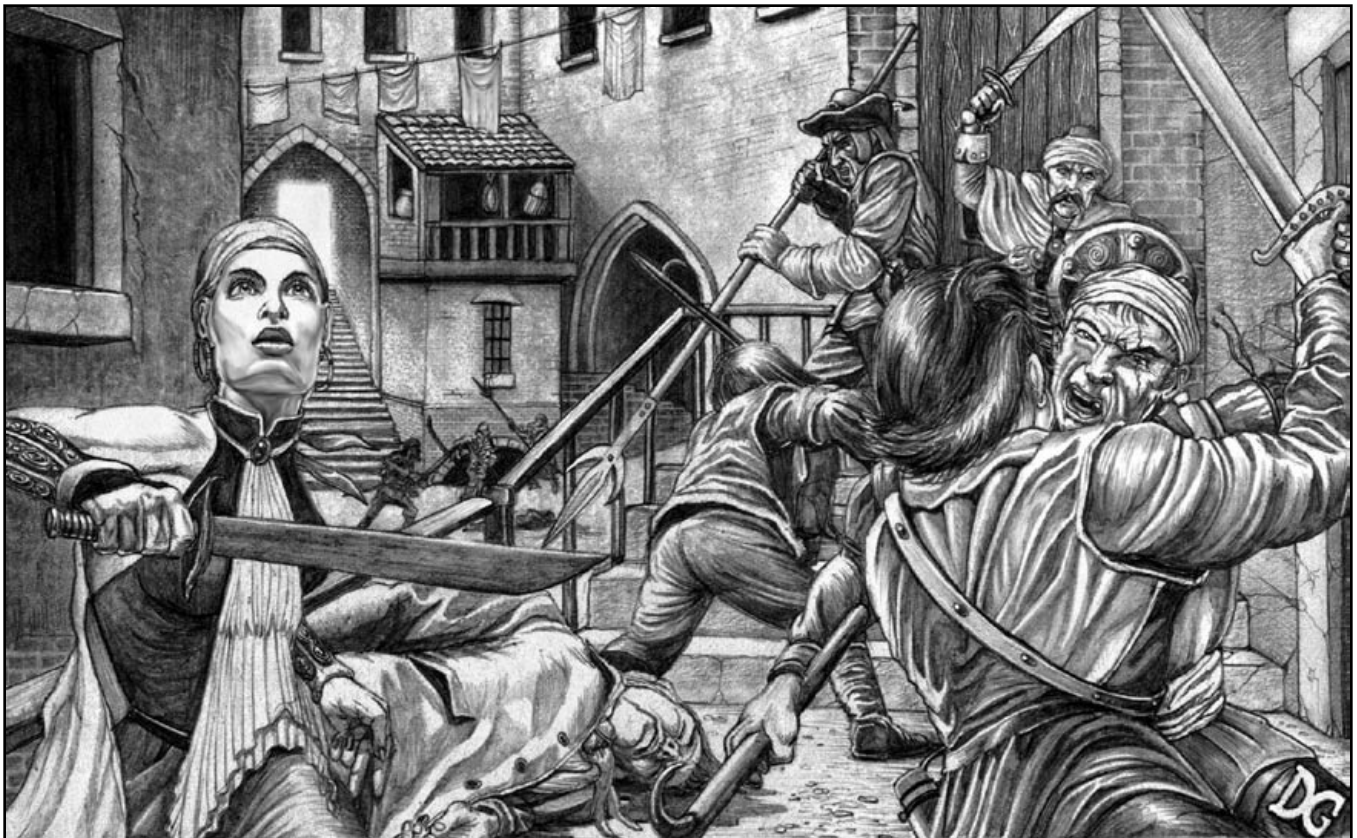
utility, you'll probably want to have a few other books. For setting information, *The Pirate's Guide to Freeport* is ideal since it not only updates the Freeport setting, but also provides extensive detail about the city, people, environs, and much more. For game rules, this Companion is designed to work with the 4th Edition of Dungeons & Dragons, and as such you'll need the core rule books for that system.

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

—Pious Pete, Guide and Famous Personage

While the Freeport Companion is intended to give you all the nuts and bolts you need to explore the mean streets of Freeport, you shouldn't feel obligated to use all of the information provided in this sourcebook. New races in Chapter One may not fit with your campaign setting. The corsair class may contradict

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



# CHAPTER ONE

## RACES OF FREEPORT

If Freeport has anything, it's diversity. Like flies to a pile of dung, people from all over the known world descend on this city looking for fortune, adventure, revenge, and countless other things. Freeport promises much for those with the grit and will to take it. Freeport is also a city that doesn't give a damn about the past or the future: It is a city of the

now, and good or bad, ugly or beautiful, it welcomes all to its labyrinthine streets, devouring the weak and embracing the strong. This is the City of Adventure, and any who seek thrills and danger may just find what they're looking for in the depths of this lively community.

### ~CORE RACES~

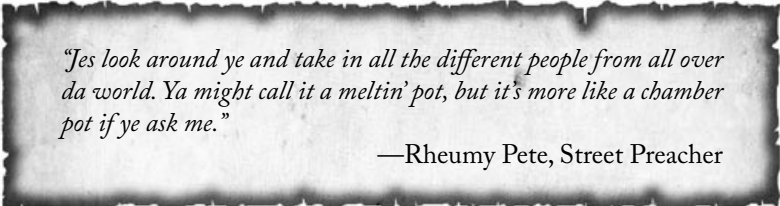
Freeport is, in many respects, a human city. Humans founded it, the majority of its leaders have been human, and most influential citizens are part of this prolific race. While humanity may be ubiquitous, Freeport is also home to numerous other humanoid races, and members of all the standard races can be found in varying numbers throughout. Freeport has its fair share of elves, dwarves, gnomes, halflings, to say nothing of orcs, hobgoblins, and dozens of other races, ranging from the different shades of more common races to the downright strange and disturbing.

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

### HUMANS

Humanity may be the dominant race in Freeport, but this fact does not create any sense of solidarity or give them a sense of entitlement or superiority. Sure, some bigoted humans may sneer at the riffraff in Bloodsalt, and nobody likes goblinoids, but Freeport humans don't make distinctions between themselves and most others who call the city home. The reason for this cosmopolitan outlook is human Freeporters often hail

from many lands, with different languages, outlooks, customs, beliefs, and everything in between. It is the fusion of cultures that gives Freeport its character, and if the city is willing to turn a blind eye toward a person hailing from a violent and sinister city, surely they can accept dwarves, elves, and others, right? For the most part, yes they can.



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

—Rheumy Pete, Street Preacher

It is important to note that Freeport's muddy heritage infuses the city, creating an often-unsettling fusion of architecture, cuisine, and dress. Matters of religion and philosophy

are equally diverse, and Freeport embraces those of just about every theological stripe. This aspect of Freeport is comforting to visitors and immigrants, since it usually guarantees there's something or someone from home nearby.

### DWARVES

Freeport dwarves are a curious lot. Since most dwarves have deep roots in their homelands, and given their famous dislike for the sea, it takes something serious for a dwarf to pick up and start a new life in Freeport. Dwarves must come to terms with the large orc and goblinoid population allowed to walk the streets with impunity. Though there are many reasons why dwarves would never come to Freeport, the amazing thing is that they do. Many are exiles, fleeing their homes for an accused or actual crime, while others may just be down-on-their-luck adventurers, winding up here with no way to get home. Of course, some bold or mad dwarves might end up in Freeport for the promise of gold, wealth, or in pursuit of some ancient foe in need of killing. Regardless of how and why they come to the city, they're here and they fit in just like anyone else.

# CHAPTER ONE RACES OF FREEPORT

## ELVES

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

## GNOMES

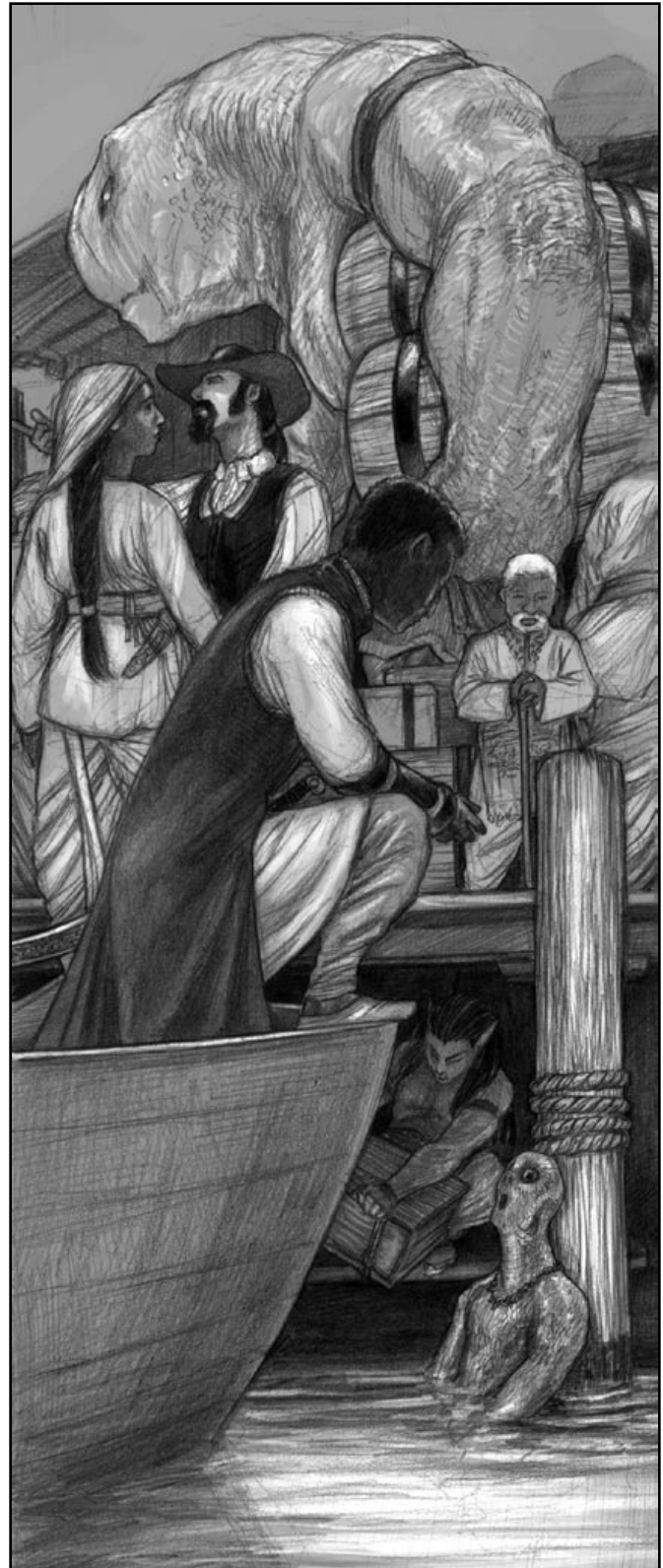
Where dwarves and elves are unusual, gnomes are far more common, and one of their own is even on the Captains' Council. Freeport appeals to their adventuring sensibilities. As natural entertainers and tricksters, they find the action here much to their liking. Gnomes live in the Docks, Scurvytown, and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

## HALF-ELVES

Wherever human and elven societies intersect, there are bound to be half-elves, and Freeport is no exception. Indeed, half-elves are easily more common here than their full-blooded elven kin. The city offers a great deal of tolerance and even a little envy toward these folks, welcoming them into the city and valuing them for their talents and skills. Half-elves fill the same roles that humans do, being pirates, tradesmen, mercenaries, and everything in between. Their natural adaptability and sharp wits help them carve out a place for themselves and many have become quite successful in business—both legitimately and otherwise.

## HALF-ORCS AND ORCS

Orcs have had a presence in Freeport for generations. Previous Sea Lords, merchants, and others have used them as labor, bringing them into the city from far-flung places on the mainland to do the heavy lifting, farming, mining, and scut work no one else wants to do. As a result, Freeport's population of orcs and their half-breed spawn grew, until they were as prevalent in the city as any other humanoid short of humans. Eventually, their brutish and violent ways pushed some people too far and the orcs and their kin faced hostility from



unexpected quarters. The people of Scurvytown used violence and intimidation to push these folks out of the city into the poisonous atmosphere of Bloodsalt, where they languish still. Not everyone in Freeport shares this hatred of the orcs, but the damage has been done and tensions between the orcs and the rest of Freeport have steadily grown in recent years.

# CHAPTER ONE RACES OF FREEPORT

## HALFLINGS

Halflings infest Freeport. They're everywhere. To them, Freeport is a magnet. They seem helplessly drawn to the busy streets and alleys here and over the years, they have fast become one of the largest minority groups in the city. What puzzles many is that there aren't halfling vessels, and there's never been a mass-migration of halfling populations. They just

seem to show up. This leads some to compare these diminutive people to rats, and it's commonly believed on the Docks that a ship is as likely to have halflings as it is to have other vermin. Of course, no one's foolish enough to say such nonsense around such folk, for everyone in Freeport knows that Finn, a crime lord of considerable power, doesn't tolerate abuse of his people. More than one foul-mouthed bastard has wound up face down in the harbor after crossing a halfling.

## ~ MONSTROUS RACES ~

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

## GOBLINS

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

## ORCS

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



# CHAPTER ONE RACES OF FREEPORT

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

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

## CRAG GNOMES

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

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

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

### RACIAL TRAITS

**Average Height:** 3'4" – 3'9"

**Average Weight:** 50 – 80 lbs.

**Ability Scores:** +2 Intelligence, +2 Charisma

**Size:** Small

**Speed:** 5 squares

**Vision:** Low-light

**Languages:** Common, Dwarven

**Skill Bonuses:** +2 Arcana, +2 Stealth

**Animal Affinity:** Crag gnomes have a strange, almost spiritual affinity for tiny burrowing mammals (rabbits, badgers, weasels, and the like). Once per day, you can cast the Commune With Animals ritual without cost, even if you do not formally know it or cannot normally cast rituals. You may only target tiny burrowing mammals when doing so. (You can choose to learn the ritual normally, in order to commune with other animals, but you must meet all prerequisites and pay all costs as normal.)

**Bastion of Illusion:** You gain a +1 racial bonus on your Will defense, and a +5 racial bonus to saving throws against illusion effects.

**Hasty Stealth:** If you have cover or concealment when you make an initiative check, you can make a Stealth check to escape notice.

**Battlefield Trickery:** You can use battlefield trickery as an at-will power.

### Battlefield Trickery

Crag Gnome Racial Power

*Through a combination of swift, deceptive motions and innate illusions, you avoid providing the opening your opponent expects.*

**At-Will**

**Minor Action**

**Personal**

**Effect:** The next ranged or area attack you make, so long as it occurs before the end of your next turn, does not provoke opportunity attacks.



# CHAPTER ONE RACES OF FREEPORT

## COMMUNE WITH ANIMALS

*As you finish your rites, the chittering of the frantic beast slowly resolves itself into intelligible words.*

**Level:** 1st  
**Category:** Exploration  
**Time:** 1 minute  
**Duration:** 10 minutes

**Component Cost:** 15 gp  
**Market Price:** 75 gp  
**Key Skill:** Nature

You enable yourself to speak with a specific animal, and to gain answers to your questions. The animal need not be present when you cast the ritual, but you must designate what *type* of animal you wish to speak to. And of course, you'll need to locate or attract an animal of that type before the duration of the ritual expires.

Most animals are, obviously, not particularly intelligent. They know what they've seen in the recent past. They answer your questions to the best of their ability, but they cannot understand abstract concepts, and they don't count very well.

Your Nature check result determines the number of questions you can ask.

Nature Check Result	Questions Allowed
Lower than 10	Zero
10–19	One
20–29	Two
30 or higher	Three

At the GM's option, questioning the animal might require a skill challenge, using either Diplomacy, or Nature in place of Diplomacy.

## HOBGOBLINS

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

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

# - OTHER RACES -

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

## NEW RACES

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

## AZHAR

The azhar (singular azhari) are a race of native outsiders that ply the waters around Freeport. Traders, explorers, and pirates, they are among the finest sailors in the World of Freeport. They claim descent from the efreeth of the fabled City of Brass, though if true, it is a distant kinship. Despite their fiery heritage, they are a race of great seamen, famed for their sailing prowess. Azhari merchants (and no few pirates) are fast becoming a common sight in the World of Freeport.

Play an azhari if you want...

- to be linked to a fiery heritage.
- to explore the high seas for adventure.
- to sail from port to port with the bounty of your escapades.
- to be a member of a complex society struggling between tradition and change.

# CHAPTER ONE RACES OF FREEPORT

## RACIAL TRAITS

**Average Height:** 5'6" – 6'2"

**Average Weight:** 135 – 220 lb.

**Ability Scores:** +2 Strength, +2 Charisma

**Size:** Medium

**Speed:** 6 squares

**Vision:** Low-light

**Languages:** Common, Azhar

**Skill Bonuses:** +2 Acrobatics, +2 Athletics

**Elemental Origin:** Your ancestors are native to the Elemental Chaos, so you are considered an elemental creature for purposes of effects that relate to creature origin.

**Fire Resistance:** You have resist fire 5 + one-half your level.

**Gifted Sailors:** You gain a +1 racial bonus to any activity involving sailing.

**Might of the Efreet:** You can use might of the efreet as an encounter power

to laugh, and live a life of passion. They crave excitement and hate the quiet, seeking to fill the silence with conversation, song, music, or anything else to distract them from boredom. They are impulsive to the point of being reckless. They never back down from a fight, withdrawing only if there is no chance of victory. No mission is too dangerous, no voyage too fraught with peril for them to refuse the adventure. They are adventurers to the core, and the fiery souls burning within them drive them to daring acts of heroism and appalling deeds of villainy.

Producing skilled sailors and born explorers, the azhari race offers an interesting mix of abilities and resistances. This makes them a unique addition to any adventuring group exploring Freeport and beyond. Exploration is the cornerstone of azhari society and all set sail as a right of passage to prove their worth to their people. Those who return with grand tales and grander treasures gain greater standing in their communities and so most azhar embrace the adventurer's life, if only for a time.

The azhar speak their own language, a lilting, sing-song tongue they speak rapidly—so fast non-native, though fluent, speakers have a hard time keeping up. Most azhar slow down their speech when dealing with non-azhars, but when angry or trying to conceal their conversation, they resume their normal cadence. The azhari people's dealings with other races has forced them to also learn the languages of their trading partners. Just about every azhari knows at least a smattering of Common, while the more learned people dabble in other languages. In all cases, whenever an azhari feels intense emotion, he's bound to slip into Azharan without even realizing it.

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

**Azhari Characteristics:** Adventurous, boisterous, courageous, impulsive, passionate, proud

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

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

## Might of the Efreet

Azhar Racial Power

*You carry the blood of the fiery efreet in your veins. You have a reserve of power from which you can draw in times of need.*

**Encounter • Fire**

**Minor Action          Personal**

**Effect:** You gain a +1 power bonus to your next attack against an enemy who has hit you since your last turn. If your attack hits and does damage, it deals an extra amount of fire damage equal to your Charisma modifier.

## PHYSICAL QUALITIES

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

## PLAYING AN AZHARI

Just talking to an azhari reveals why no one denies they are scions of the efreet. They are a tempestuous people, boisterous, filled with courage and pride. They are quick to anger, quicker

# CHAPTER ONE RACES OF FREEPORT

## AZHAR

### ADVENTURERS

Three sample Azhar adventurers are described below.

Hasibah is an Azhari corsair, fearlessly plowing the seas in the name of exploration and glory. Many a scrape she has slipped and fought her way out of and the only thing sharper than her blade is her wit. Her demeanor is pleasant and joyful, but her eyes hint at the depths of her wrath should someone be foolish enough to incur it. She lives the old ways of the Azhar, preferring the open sea to a house and field, not from any misplaced loyalty to tradition, but because it's just more fun.

Amjad is an Azhari cleric, steeped in the ways of his people and devoted to their traditional heroes. Unlike many of his people he is not at sea, choosing to serve the Azhar that choose a settled life in the Ivory ports. Ask his flock and they'll report of his generous nature and grand recounting of the great tales; however to his enemies, he is a fierce defender of his people who gives no ground. His holy symbol is a miniature anchor, only apropos as his duty keeps him from the sea as the anchor weights the ship.

Kameel is an Azhari fighter with a laugh as hearty as his anger is fierce. Never one for executive positions, Kameel crosses lands and seas as a sell-sword and gambler, riding the ebbs and flows of luck and fate like the tide.

## Azhar Society

All azhar hail from the Sultanate of Kizmir, a young country on the Continent. Just a century ago, the first Sultan led his people onto the continent, bringing savage war to the beleaguered kobolds. The gnomes of Iovan, sensing an opportunity, used the attack to finish their war against their

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

—Adelmar Galden, Explorer

ancestral enemies. Thus were the kobolds destroyed, scattered, and brought to ruin. The sudden appearance of this new nation plunged the continent into a

new war, the Second War of the Southern Seas. The conflict seemed about to encompass more territory when Kizmir moved quickly and ended the war by sacking the Ivory City of Newtown.

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

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

# CHAPTER TWO

## GORSAIR CLASS

### GORSAIR

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

—Bloody Lucille, Corsair

#### CLASS TRAITS

**Role: Striker.** You're in your element bobbing and weaving through enemies, hitting hard as you go. You favor using any trick or weapon that's available to deliver massive damage to those unfortunate to cross your path.

**Power Source:** Martial. You are well-trained in "dirty" combat, allowing you to slip past defenses and land crippling wounds. As you grow in power you become more comfortable in unstable environments, fighting with finesse anywhere, from the rigging of a ship to the rolling deck of a galleon in a storm-tossed sea.

**Key Abilities** Dexterity, Charisma.

**Armor Proficiencies:** Cloth, leather.

**Weapon Proficiencies:** Simple melee, cutlass, simple ranged

**Bonus to Defense:** +2 Reflex

**Hit Points at 1st Level:** 12 + Constitution score.

**Hit Points per Level Gained:** 5.

**Healing Surges per Day:** 6 + Constitution modifier.

**Trained Skills:** Acrobatics and Athletics. From the class skills list, choose four more trained skills at 1st level.

**Class Skills:** Acrobatics (Dex), Athletics (Str), Bluff (Cha), Insight (Wis), Intimidate (Cha), Endurance (Con), Perception (Wis), Stealth (Dex), Thievery (Dex).

**Build Options:** Debonair corsair, relentless corsair

**Class Features:** Dirty Fighting, Improvised Weapon Proficiency, One Step Ahead, Right Quick Bastard



# CHAPTER TWO CORSAIR CLASS

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

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

Will you yield to the call of the seas in search of booty and adventure?

## CREATING A CORSAIR

The corsair is a fast, agile combatant, capable of delivering devastating damage under the right circumstances. Maneuverability is the corsair's strength, slipping past the enemies' front lines to wreak havoc from behind, similar to how a rogue functions in combat. In addition, most corsairs are charismatic, having strong personalities that aid them in positions of leadership. There are two corsair builds: the debonair corsair who distracts opponents through witty and clever means and the relentless corsair whose steel speaks with ruthless efficiency.

### DEBONAIR CORSAIR

There are few things you can't act your charm your way out of, and you favor powers that take advantage of your Charisma. As many of your powers rely on Charisma, make that your highest ability. Make Dexterity your second highest ability, and Constitution or Strength is a good candidate for your third highest ability.

**Suggested Feat:** Improved Initiative (Human feat: Human Perseverance)

**Suggested Skills:** Acrobatics, Athletics, Bluff, Insight, Perception, Thievery.

**Suggested At-Will Powers:** *deceptive strike, have at you!*

**Suggested Encounter Power:** *unexpected missile*

**Suggested Daily Power:** *false weakness*

### RELENTLESS CORSAIR

Your problem-solving solutions involve speed and steel, and you like powers that rely on your Dexterity to deal extra damage and/or push, knock down, immobilize, slow, or otherwise weaken your enemies in battle. Your attacks use Dexterity, so that should be your highest ability score, followed closely by Constitution and Strength.

**Suggested Feat:** Nimble Blade (Human feat: Action Surge)

**Suggested Skills:** Acrobatics, Athletics, Intimidate, Endurance, Perception, Stealth

**Suggested At-Will Powers:** *flashing press, slowing strike*

**Suggested Encounter Power:** *whirling blade*

**Suggested Daily Power:** *dirty tactics*

## CORSAIR CLASS FEATURES

All corsairs share the following class features, one of which functions as a power.

### DIRTY FIGHTING

Once per round when you have combat advantage you can catch an opponent when he is unable to defend himself effectively from your attack. You must use a weapon from the light blade, the crossbow, the sling or the improvised weapon group to fight dirty. If your attack hits and deals normal damage, you may choose to deal extra damage to the enemy. As you advance in level, your ability to fight dirty increases.

Level	Dirty Fighting Damaged
1 <sup>st</sup> -10 <sup>th</sup>	+2d4
11 <sup>th</sup> -20 <sup>th</sup>	+3d4
21 <sup>st</sup> -30 <sup>th</sup>	+5d4

### IMPROVISED WEAPON PROFICIENCY

You are proficient in all improvised weapons and when wielding an improvised weapon you gain a +2 proficiency bonus to attack rolls.

### ONE STEP AHEAD

At the beginning of an encounter, you possess combat advantage against any enemies that have not yet acted in the encounter.

### Right-Quick Bastard Corsair Class Feature

*In the blink of an eye, you slam an unfriendly object into your foe.*

**At-Will • Martial, Weapon**

**Minor Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Dexterity or Charisma vs. AC

**Hit:** 1d4 damage.

Increase to 2d4 damage at 11th level, and to 3d4 damage at 21st level.

**Special:** No powers, magic items, or class features can increase the damage dealt by right-quick bastard, even if they normally add bonuses to damage. Similarly, you never deal extra dice with a critical hit when attacking with right-quick bastard, even if you have an item or power that normally lets you do so.

**Special:** You may only use this power once per turn, even if you have multiple minor actions available.

# CHAPTER TWO CORSAIR CLASS

## LEVEL I AT-WILL EXPLOITS

### **Deceptive Strike** Corsair Attack 1

*Your blade whirls and strikes a nearby foe expectedly.*

**At-Will • Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 1[W] damage, and when an enemy enters a square adjacent to you before the start of your next turn, you may deal damage to that enemy equal to your Charisma modifier.

Increase to 2[W] damage at 21st level.

### **Flashing Press** Corsair Attack 1

*You press your foe's defense and with a flash of your blade, his blood is spilled.*

**At-Will • Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage, and the next time the target takes damage from an attack before the start of your next turn it takes extra damage equal to your Dexterity modifier.

Increase to 2[W] + Dexterity modifier damage at 21st level.

### **Have at You!** Corsair Attack 1

*With mocking cry, you race towards your foe with surprising speed.*

**At-Will • Martial, Weapon**

**Standard Action** Melee weapon

**Effect:** You gain a +1 bonus to speed until the start of your next turn.

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** [1W] + Charisma modifier damage.

**Special:** This is a charge attack. You can move up to your speed +2 when making the charge, rather than being limited to just your speed.

Increase to 2[W] + Charisma modifier damage at 21st level.

### **Slowing Strike** Corsair Attack 1

*Darting in with a deep lunge, you deliver a painful wound to your foe's thigh.*

**At-Will • Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage, and the target is slowed until the start of your next turn.

Increase to 2[W] + Dexterity modifier damage at 21st level.



# CHAPTER TWO GORSAIR CLASS

## LEVEL I ENCOUNTER EXPLOITS

### Advantage Mine! Corsair Attack 1

*You press your advantage and your enemy feels the pain.*

**Encounter • Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage and you slide the target 1 square.

### Unexpected Missile Corsair Attack 1

*With a bold cry, you hurl your weapon at the nearest foe, sending the blade plunging into his flesh. Even as he staggers, you have leapt across the intervening distance to yank the blade from his body.*

**Encounter • Martial, Weapon**

**Standard Action** Ranged weapon (melee or thrown weapon only)

**Target:** One creature within 3 squares

**Attack:** Charisma vs. AC

**Hit:** [1W] + Charisma modifier damage.

**Effect:** You immediately shift up to 2 squares to stand adjacent to the foe, recovering your weapon (from the ground or the foe's flesh) in the process.

**Special:** This power allows you to throw a melee weapon normally not used in such a fashion. If the weapon you use actually has the thrown property, you may add your Dexterity modifier as a power bonus on the attack roll.

### Well-Timed Duck Corsair Attack 1

*You dip deep and your nearby enemies fumble to keep their footing.*

**Encounter • Martial, Weapon**

**Standard Action** Close burst 1

**Target:** Each enemy in burst you can see

**Attack:** Dexterity vs. Reflex

**Hit:** The target is knocked prone, and slowed until the end of your next turn.

### Whirling Blade Corsair Attack 1

*It seems as if your blade has a life of its own.*

**Encounter • Martial, Weapon**

**Standard Action** Close burst 1

**Target:** Each enemy in burst you can see.

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage.

## LEVEL I DAILY EXPLOITS

### Dirty Tactics Corsair Attack 1

*Calling upon inner reserves, you deliver a blow that slides through all defenses and injures a tender spot.*

**Daily • Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier Damage and the target grants combat advantage to you until the end of your next turn.

**Miss:** Half damage.

### False Weakness Corsair Attack 1

*You lure you opponent into a false sense of security and unexpectedly leap into the fray.*

**Daily • Martial**

**Immediate Reaction** Close burst 10

**Trigger:** Combat begins; make this attack before Initiative is rolled. (You cannot use this power if you are surprised at the start of combat.)

**Target:** All enemies in burst who can see you

**Attack:** Charisma vs. Will

**Hit:** Target must roll Initiative twice, each with a –2 penalty, and take the lower of the two rolls. You gain a bonus to damage equal to your Charisma modifier until the end of your next turn.

**Miss:** Target suffers a –2 penalty to Initiative. You gain a bonus to damage equal to your Charisma modifier until the end of your next turn.

### Eye of the Sea Dog Corsair Attack 1

*Your long experience on the sea couples with your squint-eye stare to freeze your opponents mid-step.*

**Daily • Martial, Fear**

**Standard Action** Ranged 6

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** The target is immobilized, and takes a –2 penalty to all attack rolls, until the end of your next turn.

**Miss:** Slowed until the end of your next turn.

# CHAPTER TWO CORSAIR CLASS



## LEVEL 2 UTILITY EXPLOITS

### Catch Your Breath Corsair Utility 2

*That last hit was too close! Time to step back and catch your breath.*

**Encounter • Martial**

**Immediate Reaction**      **Personal**

**Trigger:** An enemy damages you with an attack.

**Prerequisite:** You must be trained in Acrobatics.

**Effect:** You shift 2 squares and you gain a +2 power bonus to all defenses until the end of your next turn.

### Slippery Bastard Corsair Utility 2

*You pass by your enemies before they can ready an attack.*

**Encounter • Martial**

**Move Action**      **Personal**

**Prerequisite:** You must be trained in Acrobatics and Athletics.

**Effect:** You shift 3 squares.

### Snap Out of It Corsair Utility 2

*You ain't got time to bleed.*

**Encounter • Martial**

**Free Action**      **Personal**

**Trigger:** You may activate this power at any point while under the effects of a condition or ongoing damage that ends with a save.

**Effect:** Gain an immediate save against one condition or ongoing damage of your choice, with a +2 power bonus.

## LEVEL 3 ENCOUNTER EXPLOITS

### Hilt to the Head Corsair Attack 3

*Your enemy thought he could hold you, but a quick hilt to the head changed his mind.*

**Encounter • Martial, Weapon**

**Immediate Reaction**      **Personal**

**Trigger:** An enemy grabs you

**Attack:** Dexterity vs. Fortitude

**Effect:** You deal Dexterity modifier damage, escape from the grab and shift 2 squares.

### Patsy Attack Corsair Attack 3

*Your seemingly straightforward attack is merely a ruse for a deadlier strike.*

**Encounter • Martial, Weapon**

**Standard Action**      **Melee weapon**

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** You deal 2[W] + Charisma modifier damage, and you have combat advantage against the opponent until the end of your next round.

### Pointed Parry Corsair Attack 3

*With a mocking grin, you slip aside your opponent's blade at the last second, allowing his sword to cleave past you and into the flesh of your attacker's own companion.*

**Encounter • Martial**

**Immediate Interrupt**      **Melee**

**Trigger:** An adjacent enemy makes a melee attack against you while there is a second enemy also adjacent to you.

**Attack:** Charisma +2 vs. Reflex

**Hit:** Your enemy's attack is directed at another adjacent creature of your choice, rather than you.



# CHAPTER TWO GORSAIR CLASS

## The Upper Hand Corsair Attack 3

*You turn your opponent's attack and deftly grab him in a painful lock.*

**Encounter • Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 1[W] + Dexterity modifier damage and you grab the target.

## LEVEL 5 DAILY EXPLOITS

### Corsair's Luck Corsair Attack 5

*Relying upon your grace and balance you dash across the battlefield, leaving a trail of blood in your wake.*

**Daily • Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Effect:** Shift up to your full speed. You may make a basic attack against any and every foe you pass adjacent to during this shift.

### Legs of the Landlubber Corsair Attack 5

*Your agile body rolls with your attack, confusing your enemy.*

**Daily • Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. Reflex

**Hit:** 1[W] + Dexterity modifier + Strength modifier damage and the target is knocked prone. Until the end of the encounter, if the target moves at full speed in a single action, it falls prone at the end of its move.

**Special:** You can either shift 2 or move 4 before the attack, and ignore difficult terrain when doing so.

**Special:** You can use this power as part of a charge, as though it were a basic attack. (It does not qualify as a basic attack for any other purpose.)

### You're Coming With Me Corsair Attack 5

*As the blackness of death falls over your eyes, you make sure you're not traveling alone.*

**Daily • Martial, Weapon**

**Immediate Reaction**                      **Melee weapon**

**Trigger:** You are dropped from positive hit points to 0 or below

**Target:** The creature that dropped you

**Attack:** Charisma or Dexterity +4 vs. AC

**Hit:** 3[W] + Dexterity modifier + Strength modifier + Charisma modifier damage.

## LEVEL 6 UTILITY EXPLOITS

### Something's Up Corsair Utility 6

*The air has a foul odor, and you sense some scurvy dogs lurk in the shadows.*

**Daily • Martial, Weapon**

**Immediate Interrupt**                      **Personal**

**Trigger:** Activate this power when combat begins, even before initiative is rolled

**Effect:** You do not grant combat advantage due to surprise at the start of this encounter. In addition, you gain +4 on your Initiative check.

### Rope Monkey Corsair Utility 6

*You move through the rigging like a preternatural creature.*

**At-Will • Martial**

**Move Action**                                      **Personal**

**Prerequisite:** You must be trained in Athletics.

**Effect:** You can move at full speed when climbing if you succeed at an Athletics check.

### Walking the Plank Corsair Utility 6

*You feel your body moving against your will, but quickly regain your balance and move as you wish.*

**Encounter • Martial**

**Immediate Reaction**                      **Personal**

**Trigger:** You are subject to a push, pull, or slide effect.

**Effect:** You “take control” of the push, pull, or slide. Rather than move at the enemy's command, or where the power would normally take you, you may instead take an immediate shift, up to the number of squares allowed by the power, in any manner you prefer. (Thus, for instance, a power that normally has an effect of “push 3” would instead grant you an immediate shift 3, which you could use to move as you choose.)

## LEVEL 7 ENCOUNTER POWERS

### Blade Flash Corsair Attack 7

*You catch the light with your blade and reflect it into your opponent's face.*

**Encounter • Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Charisma vs. Reflex

**Hit:** 1[W] + Charisma modifier damage and the target is blinded until the end of your next turn.

## CHAPTER TWO CORSAIR CLASS

### Stricken Corsair Attack 7

*A quick blow and your enemy's strength leaves his body.*

#### Encounter • Martial, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 1[W] + Dexterity modifier damage and the target is weakened until the end of your next turn.

### Verbal Slap Corsair Attack 7

*You utter an insult like the crack of a whip and your opponent is visibly affected.*

#### Encounter • Martial

**Standard Action** Ranged 6

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 1[W] + Charisma modifier damage and the target takes a -1 penalty to AC and Will defense until the end of your next turn.

### Whirling Attack Corsair Attack 7

*Surrounded by opponents you whirl, weapon flying in almost every direction at once.*

#### Encounter • Martial, Weapon

**Standard Action** Close burst 1

**Target:** Each enemy in burst you can see

**Attack:** Dexterity +2 vs. AC

**Hit:** 1[W] + Dexterity modifier damage.

## LEVEL 9 DAILY EXPLOITS

### Bane of the Sinewed Corsair Attack 9

*An artful and resounding blow to the head, and down goes the muscle-bound.*

#### Daily • Martial, Weapon

**Standard Action** Melee weapon

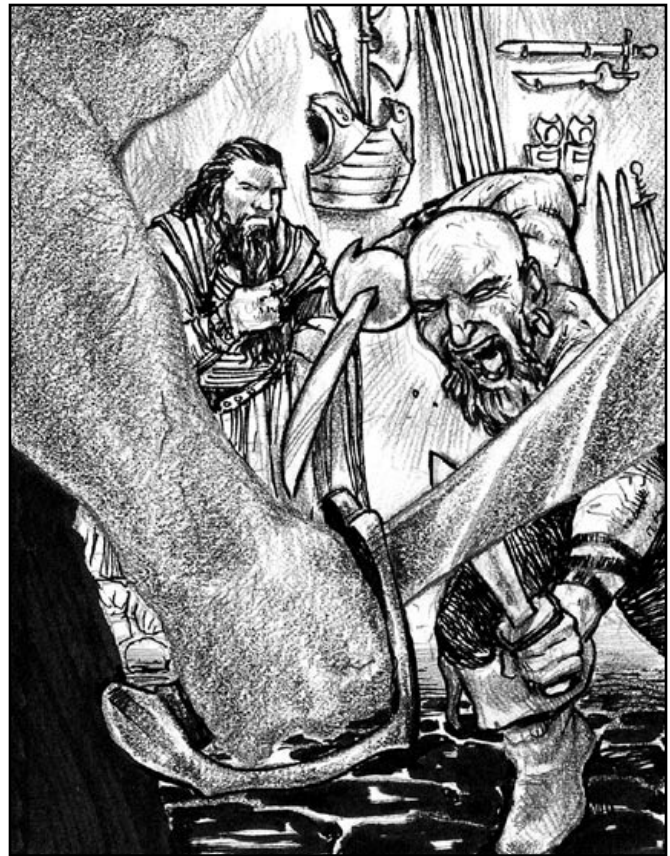
**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 1[W] + Dexterity modifier damage, and target falls unconscious until save or until he takes any damage. (Treat this as being asleep.)

**Miss:** Half damage and target is slowed and takes a -2 penalty to all attacks until the end of your next turn.

**Effect:** Your opponent makes saves against unconsciousness caused by this power at a penalty equal to his Strength modifier up to -5. For example, a Strength modifier of +4 in the target results in a -4 penalty to save against unconsciousness caused by this power.



### Redoublement Corsair Attack 9

*Your enemy may have parried your first attack, but he will not be so lucky against the follow-up!*

#### Daily • Martial, Weapon

**Immediate Reaction** Melee weapon

**Trigger:** You miss an attack against an opponent

**Target:** The opponent you attacked

**Attack:** Charisma +2 vs. Reflex

**Hit:** 2[W] + Charisma modifier damage and the target grants combat advantage to you until the end of your next turn.

**Miss:** Half damage, and no combat advantage.

### Serpent's Return Corsair Attack 9

*You move fast as a snake, striking back at those that strike at you.*

#### Daily • Martial, Weapon

**Immediate Reaction** Melee weapon

**Trigger:** An opponent makes a melee attack against you

**Target:** The opponent who attacked you

**Attack:** Dexterity vs. Reflex

**Hit:** 3[W] + Dexterity modifier damage.

**Miss:** Half damage.

# CHAPTER TWO CORSAIR CLASS



## LEVEL 10 UTILITY EXPLOITS

### Monkey Catch Corsair Utility 10

*Only a scurvy dog falls from the rigging towards death.*

**Encounter • Martial**

**Free Action** **Personal**

**Trigger:** You fall

**Effect:** You take no damage from the fall, and automatically roll to a standing position.

**Special:** You must be adjacent to a rope, a wall or some other vertical surface to use this power to its fullest. If you are, you can fall any distance in this manner. If you are not adjacent to a wall, you can safely fall only 30 feet in this fashion before you begin falling normally once more. (In other words, treat any such fall as 30 feet shorter than it actually is.)

### Roll with the Waves Corsair Utility 10

*Surefooted, you ease your way through whatever obstacles cross your path.*

**Daily • Martial**

**Move Action** **Personal**

**Effect:** Your movement is not hindered by difficult terrain.

### Dramatic Resourcefulness Corsair Utility 10

*No bind can pin your down.*

**Daily • Martial**

**Move Action** **Personal**

**Prerequisite:** You must be trained in Acrobatics.

**Effect:** You automatically succeed in an escape from a grab or from restraints using Acrobatics.

## LEVEL 13 ENCOUNTER EXPLOITS

### Deep Strike Corsair Attack 13

*A deep strike spurts blood and your mocking laugh instills fear.*

**Encounter • Fear, Martial, Weapon**

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Charisma vs. Fortitude

**Hit:** 3[W] + Charisma modifier damage, ongoing 5 damage (save ends) and your target takes -1 to all attacks until the end of your next turn.

# CHAPTER TWO CORSAIR CLASS

## Defense in Depth Corsair Attack 13

*Your flashing blade seems to weave a cage of protective steel around you.*

### Encounter • Martial, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity +2 vs. Reflex

**Hit:** 2[W] + Dexterity modifier damage. If you hit you gain a power bonus to AC equal to 2 + your Dexterity modifier until the end of your next turn.

## Preemptive Attack Corsair Attack 13

*A witty quip as the approaching foe draws near gives you just enough time to step aside and deliver a devastating straight-arm to his throat.*

### Encounter • Martial, Weapon

**Immediate Reaction** Melee weapon

**Trigger:** An enemy moves, shifts, or charges from at least 2 squares away to a point adjacent to you

**Target:** The moving creature

**Attack:** Charisma vs. Reflex

**Hit:** 2[W] + Charisma modifier damage, plus the target stops moving, even if it had movement remaining, and falls prone.

## Knock 'em Down Corsair Attack 13

*You deftly trip your enemy, sending them flailing as you choose a better spot on the battlefield.*

### Encounter • Martial, Weapon

**Standard Action** Melee weapon

**Trigger:** An enemy moves, shifts, or charges from at least 2 squares away to a point adjacent to you.

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage and you push the target a number of squares equal to your Dexterity modifier.

**Effect:** You shift 1 square.

## LEVEL 15 DAILY EXPLOITS

## Pirate's Jig Corsair Attack 15

*You dance through the battlefield with ease.*

### Daily • Martial, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Charisma vs. AC

**Hit:** 3[W] + Charisma modifier damage and you push the target 1 square.

**Miss:** You push the target 1 square.

**Effect:** After the attack, you shift 1 square and repeat the attack against another target within reach. You can attack twice with this power.

## Shark Strike Corsair Attack 15

*The smell of blood in the air moves you to end the combat now.*

### Daily • Martial, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage.

**Miss:** Half damage.

**Special:** If the target is bloodied, this attack does 6[W] + Dexterity + Strength modifier damage on a hit (half damage on a miss).

## Too Many Blades! Corsair Attack 15

*You attack so rapidly that your opponents seem unable to defend against your predatory steel.*

### Daily • Martial, Weapon

**Standard Action** Close burst 1

**Target:** Each enemy in burst you can see

**Attack:** Dexterity vs. Fortitude

**Hit:** 2[W] + Dexterity modifier damage.

**Miss:** Half damage.

## Twist of the Wrist Corsair Attack 15

*Distracted by your movements, your opponent shifts his attention elsewhere and you deftly turn your wrist and viciously cut your opponent, causing him to drop his weapons.*

### Daily • Martial, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 3[W] + Charisma modifier and target drops any and all items held in its hands.

**Miss:** Half damage.

# CHAPTER TWO CORSAIR CLASS

## LEVEL 16 UTILITY EXPLOITS

### Disengage Corsair Utility 16

*Yoinks... and away!*

**Daily • Martial**

**Immediate Interrupt** **Personal**

**Trigger:** An enemy hits you with a melee attack

**Effect:** Shift 1 square away from the enemy.

### Keep the Measure Corsair Utility 16

*You follow your enemy's movement, maintaining your distance.*

**Daily • Martial**

**Immediate Reaction** **Personal**

**Trigger:** An adjacent enemy moves away from you

**Effect:** Shift until adjacent to the enemy.

### What Ho! Corsair Utility 16

*You follow your enemy's movement, maintaining your distance.*

**Encounter • Martial**

**Immediate Interrupt** **Personal**

**Trigger:** You are attacked in melee

**Effect:** You and all allies within 4 squares gain a +2 power bonus to all defenses until the end of your next turn.

## LEVEL 17 ENCOUNTER EXPLOITS

### An Edge for All Corsair Attack 17

*You spin, dive, dodge, parry, and advance, leaving behind a series of wounds and a palpable air of surprise.*

**Encounter • Martial, Weapon**

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage.

**Special:** You may shift 2 before making the attack, ignoring difficult terrain.

If your first attack hits, you may make a second attack against another target within 3 squares.

**Secondary Target:** One creature

**Secondary Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage.

**Special:** You may shift 2 before making the attack, ignoring difficult terrain.

If your second attack hits, you may make a third attack against another target within 3 squares. (You cannot launch this attack against the first target; it must be a third creature.)

**Tertiary Target:** One creature

**Tertiary Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage.

**Special:** You may shift 2 before making the attack, and you may shift 1 after.

### Press the Advantage Corsair Attack 17

*To doggedly badger your opponent, taunting him to continue the fight.*

**Encounter • Martial, Weapon**

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Charisma vs. Fortitude

**Hit:** 2[W] + Charisma modifier + Dexterity modifier damage. If the target attacks you before the start of your next turn, you can attack it again as an immediate interrupt and deal 2[W] + Charisma modifier + Dexterity modifier damage.

### Wrath of the Sea Dog Corsair Attack 17

*You slam your weapon deep into your foe's flesh, spilling blood and bruising bone. His allies fall back, terrified at your glare that promises the same for them.*

**Encounter • Fear, Martial, Weapon**

**Standard Action** **Melee weapon**

**Primary Target:** One creature

**Primary Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage. If you hit, you may immediately attempt to demoralize the target's allies with a secondary attack.

**Secondary Targets:** Allies of the primary target within 10 squares.

**Secondary Attack:** Charisma vs. Will

**Hit:** Targets suffer a -2 penalty on attack rolls until the end of their next turn. This is a fear effect.

# CHAPTER TWO CORSAIR CLASS



## LEVEL 19 DAILY EXPLOITS

### Do You Want to Live Forever? Corsair Attack 19

*You launch an elaborate attack, intending less to cause damage and more to raise your comrades' flagging spirits.*

**Daily • Martial, Weapon**

**Standard Action**                      **Melee or Ranged** weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier + Strength modifier damage. Three allies within 6 squares gains temporary hit points equal to their healing surge value and gain +2 to attack rolls against the target for the remainder of the encounter.

**Miss:** One ally within 6 squares gains +2 to attack rolls against the target for the remainder of the encounter.

### I Am Not Left-Handed Corsair Attack 19

*A quick switch to your favored hand and you redouble your efforts.*

**Daily • Martial, Weapon**

**Immediate Reaction**                      **Melee or Ranged** weapon

**Trigger:** You miss an opponent

**Effect:** You gain a power bonus to your attack roll equal to your Charisma modifier on your next attack and you immediately attack the same opponent with the same attack that failed and which triggered this power.

### Not Your Puppet Corsair Attack 19

Corsair Attack 19

*You dance upon no man's strings.*

**Daily • Martial**

**Immediate Reaction**

**Melee or Ranged**

**Trigger:** You are subject to a push, pull, or slide effect by a foe

**Target:** The creature attempting to push, pull, or slide you

**Attack:** Dexterity vs. Fortitude (if it's a melee attack) or Charisma vs. Will (if it's a ranged, close, or area attack)

**Hit:** You ignore the effect, and instead subject the enemy to a slide of equal strength. For instance, if you are hit with a push 3 effect, and succeed in your attack, you instead slide the enemy 3.

**Miss:** You can ignore 1 square of the movement forced upon you.

## LEVEL 22 UTILITY EXPLOITS

### Impeccable Defense Corsair Utility 22

Corsair Utility 22

*You seem preternaturally aware of your surroundings.*

**Daily • Martial**

**Immediate Reaction**

**Personal**

**Trigger:** Combat begins, or any time you are flanked

**Effect:** For the duration of the encounter, you do not grant combat advantage from surprise or from being flanked (though other conditions or effects bestow combat advantage normally).

# CHAPTER TWO GORSAIR CLASS

## Lost in the Fray Corsair Utility 22

*Using the confusion of battle as cover, you seem to fade into the background.*

**Daily • Martial**

**Minor Action** **Personal**

**Prerequisite:** You must be trained in Stealth.

**Effect:** You are invisible for the duration of the encounter or until you end the effect by moving more than 1 square in a turn or by making any attack other than an at-will or basic attack.

## ...Prepare to Die! Corsair Utility 22

*Iron determination brings you back from the edge.*

**Daily • Healing, Martial**

**Immediate Reaction** **Personal**

**Trigger:** Your hit points drop to 0 or lower

**Effect:** You regain enough hit points to bring you to one-half maximum. Until the end of the encounter, you take a -2 penalty to AC.

## LEVEL 23 ENCOUNTER EXPLOITS

### Hurts, Doesn't It? Corsair Attack 23

*You strike deep and true, causing your enemy agonizing pain.*

**Encounter • Martial, Weapon**

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. Fortitude

**Hit:** 3[W] + Dexterity modifier damage, and target is dazed until the end of your next turn and slowed (save ends).

### Excuse You! Corsair Attack 23

*A quick stance change, a grab and a twist - even your enemies are weapons in your hands.*

**Encounter • Martial**

**Standard Action** **Melee**

**Primary Target:** One adjacent enemy of your size or smaller

**Primary Attack:** Dexterity vs. Reflex

**Hit:** Slide the target adjacent to a second enemy, of your size or smaller, that is also adjacent to you. This allows you to make the secondary attack.

**Secondary Target:** The second adjacent enemy

**Secondary Attack:** Dexterity +2 vs. Reflex

**Hit:** Both targets take 4d10 + Dexterity modifier damage, and are dazed until the end of their next turns. On a critical hit, they are stunned rather than dazed.

## Sea Style Corsair Attack 23

*Your blade twists and turns in an almost hypnotic pattern.*

**Encounter • Martial, Weapon**

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** 3[W] + Charisma modifier damage; the target grants combat advantage to all attacks and takes a -4 penalty to all attack rolls until the end of your next turn.

## LEVEL 25 DAILY EXPLOITS

### Denigrating Strike Corsair Attack 25

*A caustic word and a deeper wound strike to the quick.*

**Daily • Fear, Martial, Weapon**

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Charisma vs. Fortitude

**Hit:** 3[W] + Charisma modifier damage, ongoing 10 damage (save ends) and your target takes -2 to all attacks until the end of your next turn.

**Miss:** Half damage and the target takes ongoing 10 damage (save ends).

### Hydra's Blade Corsair Attack 25

*Like the heads of a hydra, you attack in many different directions at once.*

**Daily • Martial, Weapon**

**Standard Action** **Close burst 1**

**Target:** Each enemy in burst you can see

**Attack:** Dexterity vs. Fortitude

**Hit:** 3[W] + Dexterity modifier damage.

**Miss:** Half damage.

### Split the Bilge Rat Corsair Attack 25

*You treat your opponent like the vermin that he is.*

**Daily • Martial, Weapon**

**Standard Action** **Melee weapon**

**Target:** One creature

**Attack:** Charisma or Dexterity vs. AC

**Hit:** 6[W] + Charisma or Dexterity modifier damage and target is dazed until the end of your next turn.

**Miss:** Half damage.

**Special:** If the target is bloodied, this attack does 7[W] + Charisma or Dexterity + Strength modifier damage on a hit (half damage on a miss).

# CHAPTER TWO CORSAIR CLASS

## LEVEL 27 ENCOUNTER EXPLOITS

### Ferocious Attack Corsair Attack 27

*With a hearty cry and whirling blade, you move through the battlefield with devastating results.*

#### Encounter • Martial, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 4[W] + Dexterity modifier damage.

**Special:** You may shift 2 before making the attack, ignoring difficult terrain.

If your first attack hits, you may make a second attack against another target within 3 squares.

**Secondary Target:** One creature

**Secondary Attack:** Dexterity vs. AC

**Hit:** 3[W] + Dexterity modifier damage.

**Special:** You may shift 2 before making the attack, ignoring difficult terrain.

If your second attack hits, you may make a third attack against another target within 3 squares. (You cannot launch this attack against the first target; it must be a third creature.)

**Tertiary Target:** One creature

**Tertiary Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage.

**Special:** You may shift 2 before making the attack, and you may shift 1 after.

### Full Frontal Assault Corsair Attack 27

*You blast your enemy's defenses with a multitude of different harassments.*

#### Encounter • Martial, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Charisma vs. AC, Fortitude, Reflex

**Special:** You make a single attack roll, and if you exceed any of the three defenses you hit.

**Hit:** 4[W] + Charisma modifier damage. If you hit two defenses you deal an additional 1[W] damage. If you hit all three defenses you have combat advantage against the target until the end of your next turn.

### Save the Day!

Corsair Attack 27

*You batter all opponents around you, leap to a new position and attack again.*

#### Encounter • Martial, Weapon

**Standard Action** Close burst 1

**Target:** Each enemy in burst that you can see

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage.

**Effect:** You can shift 4 squares and make another close burst 1 attack (as above).

## LEVEL 29 DAILY EXPLOITS

### Brutal Barrage Corsair Attack 29

*You inflict a series of terrible wounds in quick succession and your enemy lies at your feet.*

#### Daily • Martial, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage and the target grants combat advantage to you until the end of your next turn.

**Special:** If your first attack hits, you may make a second attack against the same target.

**Secondary Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage and the target is dazed until the end of your next turn.

**Special:** If your second attack hits, you may make a third attack against the same target.

**Tertiary Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage and target is knocked prone.

### Safe Harbor Corsair Attack 29

*Your defenses can weather any storm.*

#### Daily • Martial, Weapon

**Minor Action** Personal

**Effect:** You do not grant combat advantage when flanked. In addition, powers that normally allow your foes to deal extra damage to you if they have allies adjacent to you (such as a hyena's pack attack power) do not deal extra damage against you.

**Effect:** A foe that begins its turn flanking you takes 1[W] damage and ongoing 10 damage (save ends).



# CHAPTER TWO CORSAIR CLASS

## -PARAGON PATHS-

### COMMANDER

*"Hoist the sails and let us plunder the horizon's treasure!"*

**Path Features:** Care for the Men, Lead by Example, Seize the Day

**Prerequisite:** Corsair class

You become a leader of men, boosting spirits and calming nerves. Your speech hints not at failure, nor defeat, nor death. You lead by example and the men are glad you are in their midst.

#### COMMANDER PATH FEATURES

All commanders have the following path features.

**Care for the Crew (11<sup>th</sup> level):** Any time you spend an action point, choose one ally within line of sight. That ally heals damage equal to half your level + your Charisma modifier.

**Lead by Example (11<sup>th</sup> level):** Allies gain a bonus to damage rolls equal to your Charisma modifier against enemies you and they are flanking.

**Seize the Day (16<sup>th</sup> level):** Allies shifting due your Rally Call power can use an at-will power instead of making a basic melee or ranged attack.

#### COMMANDER EXPLOITS

##### Rally Call Commander Attack 11

*A shout of encouragement allows your companions to surge forward and attack.*

**Encounter • Martial**

**Standard Action** **Range 10**

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** All your allies within 10 squares may immediately make a basic melee or ranged attack against the target if they have a weapon in hand that can reach. Three allies, of your choice, may shift 2 before making the attack, but they must attack; if they cannot or choose not to attack, they cannot shift either.

**Miss:** Two allies of your choice within 10 squares may immediately make a basic melee or ranged attack against the target, if they have a weapon in hand that can reach. One ally may shift 2 before making the attack, but he must attack; if he cannot or chooses not to attack, he cannot shift either.

##### Steel the Will

Commander Utility 12

*A well-timed word hardens the resolve of one of your men.*

**Daily • Martial**

**Minor Action**

**Range 10**

**Target:** One creature

**Effect:** You can make a saving throw to end a single effect upon an ally.

##### The Thrill of Victory

Commander Attack 20

*A hearty cry and the spirits of your men soar while those of the enemy plummet.*

**Daily • Martial, Weapon**

**Standard Action**

**Melee weapon**

**Target:** One creature

**Attack:** Charisma vs. Will

**Hit:** All your allies gain a +2 bonus to attack until the end of your next turn. All enemies take 5 ongoing damage (save ends).

**Miss:** All your allies gain a +1 bonus to attack until the end of your next turn.

### DUELIST

*"En Garde!"*

**Path Features:** Corps-A-Corps, Opportunity Strike, Luck Favors the Bold

**Prerequisite:** Corsair class

You've mastered your weapon and seek to further your knowledge through the furnace of combat. You are adept at finding and exploiting the enemy's weaknesses.

#### DUELIST PATH FEATURES

All duelists have the following path features.

**Corps-A-Corps (11<sup>th</sup> level):** Whenever you spend an action point to make an extra attack and that attack hits, you also knock the target prone. (If the attack would normally have knocked the foe prone, this power allows you to add push 2 to the effect instead.)

**Opportunity Strike (11<sup>th</sup> level):** You score a critical hit on a 19 or 20 when making opportunity attacks.

**Luck Favors the Bold (16<sup>th</sup> level):** Once per encounter, when bloodied, you can choose to roll twice when making a melee attack, and take the better of the two results.

# CHAPTER TWO CORSAIR CLASS



## DUELIST PATH FEATURES

### Eyes of the Duelist Duelist Attack 11

*You've found your enemy's weakness and exploit it fully.*

#### Encounter • Martial, Weapon

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC, Reflex, or Will

**Hit:** 2[W] + Dexterity modifier damage and the target grants combat advantage to you until the end of your turn after which the creature grant combat advantage to you (save ends).

**Special:** This power attacks the lowest of the target's defenses.

### Create An Advantage Duelist Utility 12

*You press your opponent relentlessly, creating an advantage where none before existed.*

#### Daily • Martial, Weapon

**Immediate Reaction** Melee weapon

**Trigger:** You take damage from a melee attack

**Effect:** Until the end of the encounter, your melee attacks against the enemy that attacked you deal 1d6 extra damage.

### Feet of the Duelist

Duelist Attack 20

*Your footwork in combat is unparalleled.*

#### Daily • Martial, Weapon

**Immediate Reaction** Melee weapon

**Trigger:** You are hit by a melee attack that includes a push, pull, slide, or knocked prone effect

**Target:** The creature attempting to push, pull, slide you, or knock you prone

**Attack:** Dexterity vs. Reflex

**Hit:** 4[W] + Dexterity modifier damage and knocked prone, and you ignore the push, pull, slide, or prone aspect of the attack (though you still take any damage, and suffer any other conditions, imposed by the attack).

**Miss:** Half damage and you can ignore 1 square of the movement forced upon you (but are still knocked prone, if that's an aspect of the attack).

# CHAPTER TWO GORSAIR CLASS

## PIRATE

*“Contrary to what you’ve heard, thievery is the oldest profession.”*

**Path Features:** Case the Joint, Deft Hand, Rambling Man, Master Thief

**Prerequisite:** Corsair class

You’re a thief at heart and ply your trade whenever the opportunity presents itself. Even in the midst of combat, you can find time to pick up an odd item here and there.

### PIRATE PATH FEATURES

All pirates have the following path features.

**Case the Joint (11th level):** You can use your Thievery skill in the place of the Streetwise and Diplomacy skills.

**Deft Hand (11th level):** You take no penalty when using Thievery to pick pocket in combat. In addition you must fail by 7 or more before the target notices your attempt.

**Rambling Man (11th level):** When you spend an action point for movement, you ignore difficult terrain.

**Master Thief (16th level):** When making a Thievery check, roll twice and use the higher result.

### PIRATE PATH FEATURES

#### **What’s Yours is Mine** Pirate Attack 11

*There’s always time for a bit of piracy.*

**Encounter • Martial, Weapon**

**Standard Action** Melee weapon

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 1[W] + Dexterity modifier damage and you can attempt to pick pocket your target.

#### **Got It!** Pirate Utility 12

*When blood’s on the line, failure’s not an option.*

**Daily • Martial, Weapon**

**Move Action** Personal

**Effect:** You automatically succeed on a Thievery check.

#### **In a Tight Spot** Pirate Attack 20

*They think they have you in a tight spot? Ha!*

**Daily • Martial, Weapon**

**Standard Action** Close burst 1

**Target:** All enemies in burst you can see

**Attack:** Dexterity vs. AC

**Hit:** 2[W] + Dexterity modifier damage, and each target takes a -2 penalty to all defenses and on opportunity attack rolls (save ends).

## SCOUNDREL

*“Some consider me a pox upon society, but I am only a mirror.”*

**Path Features:** Shoot First, Zig Zag, Shifty-Eyed Bastard

**Prerequisite:** Corsair class

You’ve become wise in the world and know that unpredictability is your greatest strength. What your opponents cannot predict, they cannot control.

### SCOUNDREL PATH FEATURES

All scoundrels have the following path features.

**Shoot First (11th level):** When you gain combat advantage due to surprise, or because the foe hasn’t yet acted in combat (via your One Step Ahead ability), your dirty fighting attack deals +1d4 damage.

**Zig Zag (11th level):** When charging you can ignore a number of squares of difficult terrain equal to your Dexterity modifier, and you need not end the charge in the square closest to the opponent; any square adjacent to the foe, that you can reach, is acceptable.

**Shifty-Eyed Bastard (16th level):** Whenever you spend an action point, you may shift 2 before and after your extra action.

### SCOUNDREL PATH FEATURES

#### **Stop Right There** Scoundrel Attack 11

*You twist and kick, knocking your opponent to the ground.*

**Encounter • Martial, Weapon**

**Immediate Reaction** Melee weapon

**Trigger:** An enemy moves, shifts, or charges from at least 2 squares away to a point adjacent to you

**Target:** The moving creature

**Attack:** Dexterity vs. Reflex

**Hit:** 1[W] + Dexterity modifier + Strength modifier damage, plus the target stops moving, even if it had movement remaining, and falls prone.

#### **Shifty Scoundrel** Scoundrel Utility 12

*A cunning quip leaves your enemy confused and exposed for your next strike.*

**Encounter • Martial**

**Minor Action** Personal

**Effect:** You have combat advantage for the next melee attack you make before the end of your next turn.

## CHAPTER TWO CORSAIR CLASS



### Greener Pastures

Scoundrel Attack 20

*One foe falls before you, creating an exploitable weakness in your enemies' ranks and giving you a bit of breathing room.*

**Daily • Charge, Martial, Weapon**

**Standard Action**                      **Melee weapon**

**Target:** One creature

**Attack:** Dexterity vs. AC

**Hit:** 4[W] + Dexterity modifier damage, plus target is knocked prone and slowed (save ends).

**Miss:** Half damage.

**Effect:** If you hit, you may immediately spend a healing surge.

**Special:** This is a charge attack.

# CHAPTER THREE

## SUPPLEMENTAL RULES

The core rulebooks give you all the building blocks you need to create a compelling hero or villain for the City of Adventure, but there are elements within Freeport that require a bit more definition. This chapter provides add-ons for your games,

offering new class and racial feats, rules for handling madness in your 4e game, as well as a disease track for seasickness. This useful chapter allows you to add or ignore these new rules depending on your tastes and style of play.

### ~FREEPORT FEATS~

The following feats emphasize unique elements of Freeport, namely class and racial feats.

#### HEROIC

##### DIRTIER FIGHTING

**Prerequisite:** Corsair, Dirty Fighting class feature

**Benefit:** The extra damage dice from your Dirty Fighting class feature increases from d4s to d6s.

##### BLOODY PRIDE

**Prerequisite:** Azhari

**Benefit:** While you are bloodied, you gain a +1 bonus to attack rolls.

#### PARAGON

##### ROLL WITH THE PUNCHES

**Prerequisite:** Corsair

**Benefit:** You gain a +1 bonus to all defenses.

##### FIERY TEMPER

**Prerequisite:** Azhari

**Benefit:** Any target you hit with a power that has the fire keyword gains vulnerable fire 5 until the end of your next turn.

#### EPIC

##### SUCKER PUNCH

**Prerequisite:** Corsair, Right-quick Bastard class feature.

**Benefit:** The damage dice from your Right-quick Bastard class feature increases from d4s to d8s.

### ~INSANITY AND MADNESS~

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

edge that Freeport offers, this chapter includes madness and insanity rules to reflect the strain that encounters with the horrific place on the mortal mind.

Before you jump in with both feet to use these rules, though, you should be aware of their implications. Most characters have plenty of vulnerabilities without introducing another one. Furthermore, characters are more likely to accumulate Insanity Points than are the villains, putting them at a slight or more considerable disadvantage. One way to soften the impact of these rules is to ensure villains are equally saddled with madness (as appropriate) to make sure that the villain does not have an unbalancing advantage.

## INSANITY POINTS

Insanity Points quantify a character's derangement, expressing how unhinged he becomes after numerous encounters with the awful. Each time a character studies a forbidden text, endures a profoundly terrible supernatural experience, or encounters a shifting abomination hauled up from the underworld to wreak havoc in the mortal plane, that character is at risk of gaining one or more points of insanity. The more points a character accumulates, the faster the character initiates the madness track.

## CONSEQUENCES OF INSANITY POINTS

Insanity Points might affect a number of different factors, but for the most part they affect a character's Wisdom score and most of its functions. For the purpose of skill checks or ability checks, a character's effective Wisdom is equal to their Wisdom score minus their Insanity Points. However, for the purpose of powers, the character's Wisdom score equals his Insanity Points plus his Wisdom score. A character cannot gain more Insanity Points than his Wisdom score. Should his Insanity Point score reduce his Wisdom to 0, the character immediately stops gaining Insanity Points and is permanently catatonic. At any time, a character may sacrifice a number of Insanity Points to begin traveling along the madness track.

## GETTING USED TO AWFULNESS

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

## GAINING INSANITY POINTS

There are three basic methods for acquiring Insanity Points: being affected by certain spells and powers, encountering terrifying creatures, and witnessing horrific acts of violence or other profoundly wrong acts. While the rules here assume groups will use all three methods of acquisition, you should feel free to ignore one or more triggers if you find it unbalances your game.

## SPELLS AND POWERS

Suffering from spells or powers that affect the mind can risk lasting damage, especially when it targets an unprepared mind. A character gains a number of Insanity Points equal to one-third the level of the attacker (round down) any time a character fails a saving throw by 3 or more against an effect with the keywords Charm, Fear, or Psychic. For example, a save failed by 3 or more against a 10<sup>th</sup> level monster would result in the character acquiring 3 Insanity Points.



# CHAPTER THREE SUPPLEMENTAL RULES

## MIND-RENDING ENCOUNTERS

Certain encounters and experiences are so profoundly awful that they can rend the mind. Seeing the shredded remains of a loved one, enduring extended torture sessions, being confined in a small space and buried alive, and so on, can all take their toll on a person's mind. Whether such experiences inflict Insanity Points is best adjudicated by the GM since some characters are less likely to be deeply affected by the horror while other characters may be more susceptible. Table 3-1: Mind-Rending Encounters provides a few benchmarks for GMs to gauge just how awful something is. A GM should roll an attack against the character's Will defense using the indicated bonus. If the attack is successful, the character gains the indicated Insanity Points.

## CREATURES

While magical creatures are an accepted reality to most Freeporters, such knowledge doesn't make encountering them any easier. Truly, the average Freeporter is not likely to encounter dragons, shambling undead, and the like through ordinary experience and an encounter with these horrors can leave a person forever after changed. As a result, most creatures in the D&D 4TH EDITION MONSTER MANUAL and other sources can bestow Insanity Points regardless of the creature's motivations or alignment.

The default assumption is that all creatures outside of natural beasts and natural and fey humanoids can bestow Insanity Points. Encountering a creature of any other type results in an Insanity Attack against the character's Will defense. The attack bonus of this attack is equal to the creature's

level + the creature's Charisma adjusted ability score modifier. For example: a Wight would attack at +9 because it is a 5<sup>th</sup> level creature with a Charisma adjusted ability score modifier of +4. If the attack fails, the character gains no Insanity Points and is not at risk of gaining Insanity Points from creatures of that type for 24 hours. If the attack hits, the character gains Insanity Points as shown on Table 3-2: Creatures and Insanity Points.

## INSANITY AND FEAR

In addition to the long-term effects of accumulated Insanity Points, characters that gain Insanity Points also suffer from a Fear effect at the moment they gain those points (any fear effect gained from Insanity Points does not itself inflict more Insanity Points—that would be silly). The intensity of the fear is determined by the number of Insanity Points gained (see Table 3-3: Insanity and Fear). The Fear effect lasts for a number of rounds equal to the Insanity Points gained and a character may make a save against the effect every round. A successful save reduces the fear effect's intensity by one-step (from hysterical to terrified, terrified to frightened, frightened to afraid, and afraid to normal).

## REMOVING INSANITY POINTS

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

**Table 3-1: Mind Rending Encounters**

Intensity	Attack	Insanity Points	Example
Mild	+5	1	Finding a severed body part in an unexpected place.
Moderate	+10	1d3	Endure violent torture for a few minutes.
Severe	+15	1d4	Being buried alive.
Extreme	+20	1d6+	Witness the extreme torture and brutal killing of a friend or loved one and being helpless to stop it.

**Table 3-2: Creatures and Insanity Points**

Level	Insanity Points
1-3	1
4-6	1d2
7-9	1d2+1
10-12	1d3+1
13-15	1d4+1
16-18	1d6+1
19-21	1d8+1
22+	2d6

**Table 3-3: Insanity and Fear**

Insanity Points Gained	Fear Effect
1	Afraid (-1 to attacks)
2-4	Frightened (-1 to attacks and -1 to damage)
5-7	Terrified (-1 to attacks and -1 to damage; unable to use daily powers)
8+	Hysterical (-2 to attacks and -2 to damage; unable to use daily and encounter powers)

# CHAPTER THREE SUPPLEMENTAL RULES

## RITUALS

The easiest way to remove Insanity Points is with rituals. A Cure Disease ritual with a check of 10 or higher removes 1d2+1 Insanity points while a Remove Affliction ritual with a check result of 10 or higher removes 1d4+1 Insanity Points. A result of less than 10 adds 1 Insanity point to the target.

## HEALING

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

## MADNESS

Madness in 4e Freeport functions as a release valve for accumulated Insanity Points. As a character accumulates these points, he must endure the reduced Wisdom score, with a number of effects on the character as described under the Consequences of Insanity Points. To give characters a chance to eliminate Insanity Points without need of a ritual or extensive healing, a character can spend Insanity Points

to acquire a madness. Acquiring a madness is not required since player characters should eventually find ways to remove Insanity Points, but gaining a madness is a useful way to continue participating in an encounter when the hoard of Insanity Points becomes too much to bear. At any time, a player character may remove a number of Insanity Points to purchase madness. Doing so is a free action and the effects of the madness are immediate.

## SHORT-TERM MADNESS

To acquire an short-term madness, a character must spend 2 Insanity Points. Roll on Table 3–4: Short-Term Madness (see below). The effects last for 1d10+4 rounds.

## LONG-TERM MADNESS

To acquire a long-term madness, a character must spend 4 Insanity Points. Roll on Table 3–5: Long -Term Madness. The effects last for 1d10 × 10 rounds.

## INDEFINITE MADNESS

To acquire an indefinite madness, a character must spend 8 Insanity Points. Roll on Table 3–6: Indefinite Madness. The effects are permanent.

**Table 3–4: Short-Term Madness**

D100	Effect
01–20	You faint. You can be awakened by vigorous action taking 1 round.
21–30	You have a screaming fit and must spend a standard action each round for the duration of the effect as you continue screaming.
31–40	You become afraid (-1 to attacks) for the duration.
41–50	You show physical hysterics or emotional outbursts (laughing, crying, and so on). You are afraid (-1 to attacks) for the duration.
51–55	You babble in a torrent of incoherent speech. You are afraid (-1 to attacks) and communicating is impossible for the duration.
56–60	You are gripped with an intense phobia and cannot move from your square for the duration of the effect.
61–65	You become homicidal and attack the closest creature each round for the duration of the effect.
66–70	You suffer hallucinations and take a –4 penalty to all attack rolls and skill and ability checks for the duration.
71–75	You are gripped with echopraxia or echolalia (doing or saying whatever those nearby do or say; 50% chance of either). You can take no action unless you receive instructions. It requires a free action to instruct you each round.
76–80	You are gripped with strange or deviant eating desire (dirt, slime, cannibalism, and so on). Each round, you must succeed on a save or spend the round indulging this hunger. If you succumb to your hunger, you become sickened (-2 to attacks and ability checks) for 1d10×10 minutes after this effect wears off.
81–90	You fall into a stupor, assume the fetal position, and can take no actions for the duration.
91–99	You become catatonic. You can stand, but have no will or interest; you may be led or forced to simple actions, but may take no independent actions.
00	Roll on Table 3–5: Long-Term Madness



# CHAPTER THREE SUPPLEMENTAL RULES



## REMOVING MADNESS

Acquiring a madness is serious business, even though the effects of short- and long-term madness go away on their own after a time. With indefinite madness, though, a character is saddled with a nasty vulnerability that can interfere with a variety of tasks and can be frustrating if the effects persist overlong. Removing a madness requires rituals or long-term healing.

### MAGIC

A Remove Affliction ritual is required to remove a madness and each casting removes just one form of madness. If removing a madness, a Remove Affliction does not also remove Insanity Points.

### HEALING

A character afflicted with a madness can also be helped with the Heal skill. Such treatment requires 1d6 months of confinement during which time the afflicted character is attended by a trained healer. At the end of the treatment period, the healer must succeed on a DC 25 Heal check. A Heal check that succeeds by 5 or more indicates the character makes a full recovery. A success by less than 5 less indicates that the madness is suppressed for a while, but the madness could resurface at any time. Any time a character with a suppressed madness gains 1 or more Insanity Points, the madness reasserts itself immediately.

**Table 3–5: Long -Term Madness**

D100	Effect
01-10	You perform compulsive rituals (washing hands constantly, praying, walking in a particular rhythm, never stepping on cracks, constantly checking to see if crossbow is loaded, and so on). For the duration, you take a –2 penalty on attack rolls and skill and ability checks.
11-20	You have hallucinations or delusions and take a –4 penalty to all attack rolls and skill and ability checks for the duration.
21-30	You become paranoid and take a –6 penalty on all Charisma-based skill checks for the duration.
31-40	You are gripped with severe phobia and refuse to approach the object of the phobia (either the cause of the madness or anything that reminds you of the cause) unless you succeed on a save.
41-45	You have aberrant sexual desires (exhibitionism, nymphomania or satyriasis, teratophilia, necrophilia, and so on). You take a –4 penalty to all attack rolls and skill and ability checks for the duration.
46-55	You develop an attachment to a “lucky charm” (embrace object, type of object, or person as a safety blanket; GM’s decision) and cannot function without it—you are considered helpless without the charm.
56-65	You develop psychosomatic blindness or deafness (50% chance of each).
66-75	You have uncontrollable tics or tremors and take a –4 penalty to all attack rolls and skill and ability checks (except for purely mental ones) for the duration.
76-85	You have amnesia and lose all memories of intimates and for the duration count as having a base skill check bonus of 0 in any Knowledge skills.
86-90	You have bouts of reactive psychosis and act as if you were blind (25%), or deaf (25%), or you attack the nearest creature (25%) or you attack yourself (25%) for the duration.
91-95	You lose the ability to communicate via speech or writing (50% chance of each).
96-00	You become catatonic. You can stand, but have no will or interest; you may be led or forced to simple actions, but may take no independent actions.

# CHAPTER THREE SUPPLEMENTAL RULES

**Table 3–6: Indefinite Madness**

D100	Effect
01–15	Anxiety (including severe phobias): You take a –4 penalty on initiative checks. As well, you cannot approach the source of your phobia unless you succeed on a save.
16–20	Dissociative (amnesia, multiple personalities, 50% chance of either): If amnesia, you lose all memory of friends and loved ones. If multiple personalities, roll 1d6 to determine the number of personalities. Each personality has a separate alignment. A random personality emerges whenever you take damage unless you succeed on a save. Work with your GM to define these personalities. Each personality has access to the same class features, feats, skills, and so on, and is generally not affected mechanically.
21–25	Eating (anorexia, bulimia): Each month after gaining this madness, lose 10% of your current weight (to a minimum of half your starting weight). Every two months (unless you are force fed and prevented from vomiting), you take a cumulative –2 penalty to your Constitution score. Should your Constitution fall to 0, you die.
26–30	Impulse control (compulsions): You take a –4 penalty on initiative checks. Anytime you are involved in a stressful situation, you must succeed on a save. On a failed save, you become dazed for the duration of the encounter.
31–35	Mood (manic/depressive): Each day, roll 1d6. On an odd result, you become manic and gain a +2 bonus on all ability and skill checks for the day. On an even result, you are depressed and take a –4 penalty on all ability and skill checks for the day.
36–45	Personality (various neuroses): You take a –2 penalty to your Charisma score.
46–50	Psychosexual (sadism, nymphomania): You take a –4 penalty on all Charisma-based skill checks, except when interacting with other people with psychosexual disorders, in which case you gain a +4 bonus instead.
51–70	Schizophrenia/psychotic: Your alignment immediately changes to unaligned and you take a –4 penalty to your Wisdom score. In stressful situations (i.e. combat), you must succeed on a save or enter into an uncontrollable rage for 1d6+1 rounds, attacking the closest creature (regardless of being an ally or enemy) for the duration of the rage.
71–80	Sleep (night terrors, sleepwalking): Whenever you would rest, you must succeed on a save or gain none of the beneficial effects of resting.
81–85	Somatoform (psychosomatic conditions): At the start of each day, you must succeed on a save. On a failed save, you become weakened for the remainder of the day.
86–95	Substance abuse: You gain an addiction to a particular substance and are weakened at the start of each day unless you succeed on a save.
96–00	Other: You suffer from a bizarre mental sickness. Take a –4 penalty to your Wisdom score. At the start of each day, you must succeed on a save or be suffer a -2 to all attack and damage rolls for the remainder of the day.

## SEASICKNESS

Once at sea, some people adjust quickly to the seesawing deck beneath their feet. Once they get their sea legs, they feel just as good at sea as they do on dry land. However, some folks just can't take the rolling waves and may end up handing off their lunch to the fish.

### Seasickness Level 2 Disease

*Your stomach churns as the waters roll rough.*

**Attack:** +5 vs. Fortitude in choppy seas; +10 vs. Fortitude in stormy weather

**Endurance:** improve DC 20, maintain DC 15, worse DC 15 or lower

The target is cured.

◆ **Initial Effect:** Target loses 1 healing surge.

◆ The target takes a -1 penalty to attack and damage rolls.

**Final State:** The target takes a -2 penalty to attack and damage rolls. Target is weakened.

# CHAPTER FOUR

## GOODS AND GEAR

Freeport's place as an important maritime trade city means it sees the comings and goings of all sorts of goods. From barges laden with trade goods freshly harvested from the Continent to a variety of weaponry and armor, Freeport sees it all. This chapter expands the equipment described in the D&D 4E PLAYERS HANDBOOK by offering new weapons, and general equipment.

### WEALTH AND MONEY

The most common coin is the lord, a gold coin of dubious quality (gp). A gold lord is worth 10 silver skulls (sp), with each worth 10 brass or copper pennies (cp). Though wealth is broken into these denominations, it's important to note that these are generalizations of the many and various coins in circulation. A gold piece could be a gold crown from the Ivory Ports or an ancient rectangular gold coin from some long forgotten empire. Rather than bog the game down with complex exchange rates, Freeport uses this simplified system to encompass the currency of all peoples and nations.



### FREEPORT WEAPONRY

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

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

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

**Cutlass:** The cutlass is a heavy, short-bladed slashing sword with a basket hilt.

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

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

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

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

**Harpy GG:** This short-barreled weapon uses a simple charge to lob a crude grenade out to some distance. Not exceptionally accurate, it explodes in a burst 2 at the point of impact. A Harpy cannot be used as a weapon when using a power.

**Medusa GG:** The Medusa has a shorter barrel than does the Gorgon due to its close-support role. Unlike other firearms, it is loaded with a bag of small lead pellets. This sprays out a hail of lead in front of the firer in a blast 3. A Medusa cannot be used as a weapon when using a power.

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

**Stinger FP:** A small discrete weapon, the Stinger FP is lightweight and concealable.

**Titan GG Swivel Gun:** A Titan is too big for a person to wield and so it must be mounted. Like the Medusa, a Titan fires a spray of lead pellets (or, in a pinch, nails or rocks). Ideal for boarding actions, a Titan GG can sweep a deck clear in seconds. A swivel gun is normally crewed by two men. It takes one man 3 rounds to reload this weapon, or two men working together 2 rounds. A Titan cannot be used as a weapon when using a power.

# CHAPTER FOUR GOODS AND GEAR

Table 4-1: Freeport Weapons

SIMPLE MELEE WEAPONS							
<i>One-Handed</i>							
Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Belaying Pin	+2	1d6	—	1 gp	2 lb.	Mace	—
Boarding axe	+2	1d8	—	10 gp	4 lb.	Axe	Versatile
Chain	+2	1d6	—	5 gp	4 lb.	Mace	—
Gaff	+2	1d6	—	5 gp	5 lb.	Pick	—
Gauntlet, spiked	+2	1d4	—	10 gp	1 lb.	Mace	Off-hand
Kama	+2	1d6	—	2 gp	2 lb.	Light Blade	Off-hand
Kukri	+3	1d6	—	10 gp	2 lb.	Light Blade	Off-hand
Nunchaku	+2	1d6	—	10 gp	2 lb.	Mace	Off-hand
Sai	+2	1d6	—	10 gp	1 lb.	Light Blade	Off-hand
<i>Two-Handed</i>							
Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Greatlance	+2	1d8	—	10 gp	8 lb.	Polearm, spear	Reach
MILITARY MELEE WEAPONS							
<i>One-Handed</i>							
Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Cutlass	+3	1d6	—	10 gp	3 lb.	Light Blade	Off-hand
Foil	+3	1d6	—	10 gp	1 lb.	Light Blade	—
Trident	+3	1d8	3/6	15 gp	9 lb.	Spear	High Crit
Tulwar	+2	1d8	—	15 gp	4 lb.	Heavy Blade	High Crit
FIREARMS							
<i>One-Handed</i>							
Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Dragon FP	+3	3d8	10/20	500 gp	4 lb.	Firearm	Load 3 rounds
Privateer FP	+3	3d6	15/30	400 gp	3 lb.	Firearm	Load 3 rounds
Stinger FP	+3	3d6	5/10	100 gp	1 lb.	Firearm	Load 3 rounds
<i>Two-Handed</i>							
Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Gorgon GC	+3	4d6	20/40	400 gp	10 lb.	Firearm	Load 3 rounds
Harpy GC	+1	2d6	Area burst 2 within 15	650 gp	7 lb.	Firearm	Load 3 rounds
Medusa GC	+3	3d6	Blast 3	750 gp	8 lb.	Firearm	Load 3 rounds
Siege Weapon	Prof.	Damage	Range	Price	Weight	Group	Properties
Titan Swivel Gun GC	+3	3d8	Blast 4	1,500 gp	25 lb.	Firearm	Load 3 rounds

## CHAPTER FOUR GOODS AND GEAR



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

### FIREARMS

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

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

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

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

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

### SUPPLY AND DEMAND

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

# CHAPTER FOUR GOODS AND GEAR

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

## KOLTER NOW

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

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

## RULES FOR FIREARMS

Although these weapons are fast becoming popular, they are still expensive and uncommon at best. Reloading these weapons is particularly slow. Powder must be poured down the barrel and the lead shot rammed home. It takes 3 rounds to reload a firearm, and the reloading provokes opportunity attacks.

Firearms cannot be used in rainy situations, nor underwater, and the GM may create a failure chance for steamy, damp environments if he chooses. Players should be informed of such rules.

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

Firearms can be magically enchanted like other ranged weapons, but the ammunition cannot. Firearms follow the standard rules for magical item creation and cost. However, they cannot be enchanted with any speed increasing or heat-based enhancements.

## WET POWDER

One of the greatest limitations of firearms is the vulnerability of black powder to moisture. Not only does this make firearms useless underwater, but they might also misfire or refuse

Table 4-2: Firearms Misfire

D20	Effect
1-3	Kaboom! Weapon explodes and deals its normal damage to you.
4-8	Fouled. The barrel becomes fouled. Before you can use the weapon again, you must spend an hour to clean it out.
9-12	Jammed. The clockwork firing mechanism jams. Clearing the jam requires 1d6+1 rounds. You may fire the weapon the round after clearing it.
13-16	Weak Charge. You used too little powder to prime the weapon, so the shot fired weakly and with no effect. Reload as normal.
17-20	Failed Ignition. Either the firing mechanism fails to produce a spark or the powder simply fails to ignite. The weapon doesn't go off, but you may fire it again on the following round without having to reload.

to work even if they are merely splashed by seawater or dampened by rain and humidity. Keeping one's powder dry is not always easy.

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

Wet powder behaves similarly to conventional powder with the following exceptions:

- Out of the water, the weapon's damage is reduced by 2 (minimum 1 point of damage), and the weapon's range is halved.
- In the water, the weapon's damage is reduced by 4 (minimum 1 point of damage) and the weapon's range increment is one-quarter its normal distance. Ammunition that includes wet powder costs three times the normal amount.

## CLUBBING FIREARMS

The long reload time of firearms make them less than useful after the first round of combat, especially in close quarters. However, pirates, being such resourceful types, have learned to "club" a discharged firearm—grasping it by the barrel and using the wooden stock as a bludgeoning weapon for melee combat. You cannot use a swivel gun in this way.

Clubbed pistols deal 1d4 points of damage, while clubbed muskets and similar weapons deal 1d6 points of damage. All clubbed firearms function as clubs in all other ways. However, any attack roll that results in a natural 1 using a firearm in this way indicates the weapon is ruined and cannot be fired until repaired.

# CHAPTER FOUR GOODS AND GEAR

## ADVENTURING GEAR

The following items expand those available in the D&D 4E *Player's Handbook*.

**Aiming Stock:** An aiming stock looks like a pitchfork or military fork, but anyone feeling the poor balance will quickly conclude it is not a weapon itself. Rather, it's an aid to help steady the recoil of some of the firearms and give them increased accuracy. As a move action, the aiming stock can be jammed into the ground and a musket laid into its V section. As long as the firer doesn't move from that spot, all attacks made with the firearm gain a +1 circumstance bonus to hit. At the moment, the only weapon that benefits from the aiming stock is the Gorgon GG musket.

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

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

## SPECIAL ITEMS

Freeport is home to a number of unique items available for the right price.

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

**Cadaver:** Human bodies are always available—from the Crematorium, floating in the Underside, or sold in the Black Mark. Generally a poor beggar's remains will cost about 100 gp, since it is a low-risk, non-specific request. Corpses of other races are a bit more costly, with most going for 200 gp and elves going for as much as 1,000 gp. For specific requests, the cost is 100 gp × the corpse's Hit Dice or level. Specific requests such as a particular person can cost as much as double the normal price. A humanoid skeleton, on the other hand, costs half as much as an intact (or mostly intact corpse).

Table 4-3: Adventuring Gear

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

Table 4-4: Special Substances & Items

Item	Cost	Weight
Body Parts	Varies	Varies
Cadaver	100 gp+	100–200 lb.
Cask of Captain's Grog	2,000 gp	60 lb.
Salt Draughts	150 gp	—
Tallowtack	50 gp	—

**Captain's Grog:** On the wild seas of the Serpent's Teeth, a captain's first concern (after pirates of course) is a mutinous crew. Since the violent overthrow of three whaling vessels at the turn of the last century, many captains have turned to the brew of rum and tropical herbs now called captain's grog. It is an open secret that the crews of naval vessels are routinely issued casks of the grog instead of plain rum, and many captains wouldn't consider sailing without it. Anyone who drinks a measure of captain's grog at least once a day for a week straight takes a –4 competence penalty on Intimidate checks and on saves against powers with charm or fear keywords. A successful save halves these penalties, but a new save must be made after every dose. A cask holds enough fluid to serve a typical crew drinks for two weeks.

**Salt Draughts:** A staple of sea voyages, salt draughts are often packed on board in firkins in case of bad weather or shipwrecks. A dose of this vile concoction allows the imbiber to drink liquids like seawater, vinegar, and even urine as if it were fresh water. The effects of one dose last for 24 hours. In addition, for the first minute after drinking salt draughts, the imbiber also gains a +4 bonus on saves against powers with a poison keyword.

**Tallowtack:** This alchemical mixture is highly prized by thieves, spies, and politicians. Those who manufacture it, and those who use it, closely guard its existence due to the nature of its use. Tallowtack has two functions. When applied to solid wax, tallowtack temporarily gives it the consistency of soft leather, making it easily removed from surfaces without breaking. Mixed with liquid wax, tallowtack forms a fast-setting adhesive. Spies and forgers use tallowtack to remove the seal from a document without breaking it and to reattach the seal when they are finished.

# CHAPTER FOUR GOODS AND GEAR



## SERVICES

Sometimes the best solution for a problem is to hire someone else to take care of it.

**Docking Fees:** Freeport's Harbormaster charges each ship a fee for docking in the city. The amount varies depending on whether the ship docks in the Marina (the highest fees), the Warehouse District, the Docks, or Scurvytown. In addition, the fees may vary depending on the season. Typically, a ship's captain must pay 1 penny per yard of his vessel's length, per day.

**Hireling, Trained:** The amount given is the typical daily wage for mercenary warriors, masons, craftsmen, scribes, teamsters, and other trained hirelings. This value represents a minimum wage; many such hirelings require significantly higher pay.

**Hireling, Untrained:** The amount shown is the typical daily wage for laborers, porters, cooks, maids, and other menial workers.

**Messenger:** This entry includes horse-riding messengers and runners. Those willing to carry a message to a place they were going anyway may ask for only half the indicated amount.

**Ship's Passage:** Most ships do not specialize in passengers, but many have the capability to take a few along when transporting cargo. Double the given cost for creatures larger than Medium or creatures otherwise difficult to bring aboard a ship.

Table 4-5: Services

Service	Cost
Docking Fees	Varies
Hireling, trained	3 sp per day
Hireling, untrained	1 sp per day
Messenger	
Same district	2 cp
One district over	4 cp
Three or more districts away	1 sp
Through Scurvytown	extra 5 cp
Through Bloodsalt	extra 1 gp
Rickshaw Ride	
Same district	5 cp
One district over	1 sp
Three or more districts away	2 sp
Through Scurvytown	extra 5 cp
Through Bloodsalt	extra 5 gp
Portage Fee	extra 1 cp per bag
Ship's Passage	1 sp per league
Whore	
Poor	1 cp per hour
Average	1 sp per hour
Good	1 gp per hour
Excellent	10 gp per hour



# CHAPTER FIVE

## MAGIC ITEMS AND RITUALS

Freeport is very much a maritime city, typical in that it sees the comings and goings of travelers, it thrives on trade, and it can look the other way when it comes to making a profit. Freeporters' general unwillingness to ask too many questions allows all sorts of strange things to slip inside the city. Certainly, the harbormaster and his agents do their best—well, they try—to keep an eye on goods moving through the Docks, but there are many other ways into the city and even through legitimate means, a stiff bribe can get an official to pretend he never met the smuggler. This chapter explores the unique magic items and rituals of Freeport—those things available due to the city's inability to control what comes inside.

### ARMOR

Magic armor may be an important component for most landlubber adventurers, but those who've spent any time at sea know that a suit of armor can be a death sentence. Most magical armors found in Freeport take this fact into account and provide a number of subtle benefits to ensure the wearer is both protected and can use the armor even at sea.

Armor of Authority		Level 2+
<i>This suit of armor is emblazoned with symbols of civil, military, or religious authority, plucked from the minds of whoever beholds the suit of armor.</i>		

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

**Armor:** Any

**Enhancement:** AC

**Property:** Wearing this armor grants a +2 item bonus to Intimidate checks.  
*Level 17 or 22 or 27:* You no longer suffer a penalty for speaking a language the target does not understand.  
*Level 22 or 27:* +4 item bonus to Intimidate checks.  
*Level 27:* Hostile creatures are treated as if Unfriendly.

**Power (Daily):** Free action. You can use this power when making an Intimidate check. You can reroll the check and use the new result.

### MAGIC ARMOR

Lvl	Names	Price (gp)	Categories
2	Authority +1	520	Any
2	Cutpurse +1	520	Cloth, Leather
2	Emulation +1	520	Cloth, Leather
2	Mundane Robe +1	520	Cloth
7	Authority +2	2,600	Any
7	Cutpurse +2	2,600	Cloth, Leather
7	Emulation +2	2,600	Cloth, Leather
7	Mundane Robe +2	2,600	Cloth
12	Authority +3	13,000	Any
12	Cutpurse +3	13,000	Cloth, Leather
12	Emulation +3	13,000	Cloth, Leather
12	Mundane Robe +3	13,000	Cloth
17	Authority +4	65,000	Any
17	Cutpurse +4	65,000	Cloth, Leather
17	Emulation +4	65,000	Cloth, Leather
17	Mundane Robe +4	65,000	Cloth
22	Authority +5	325,000	Any
22	Cutpurse +5	325,000	Cloth, Leather
22	Emulation +5	325,000	Cloth, Leather
22	Mundane Robe +5	325,000	Cloth
27	Authority +6	1,625,000	Any
27	Cutpurse +6	1,625,000	Cloth, Leather
27	Emulation +6	1,625,000	Cloth, Leather
27	Mundane Robe +6	1,625,000	Cloth

Armor of the Cutpurse		Level 2+
<i>This suit of armor incorporates a diverse section of concealed features: an array of hidden pouches, false pockets, and concealed blades.</i>		

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

**Armor:** Cloth, Leather

**Enhancement:** AC

**Property:** Wearing this armor grants a +5 item bonus to Thievery checks involving Sleight of Hand.

# CHAPTER FIVE MAGIC ITEMS AND RITUALS

## Armor of Emulation Level 2+

*This suit of armor is covered with engraved arcane runes. Bits and scraps of parchment are pinned to it as well, each containing a variety of mystical diagrams, words, and other esoteric information.*

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

**Armor:** Cloth, Leather

**Enhancement:** AC

**Property:** You can use wands even if you do not normally possess the ability to do so.

## Mundane Robes Level 2+

*This long robe is well-tailored and stylish, but is otherwise utterly unremarkable.*

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

**Armor:** Cloth

**Enhancement:** AC

**Property:** Detect Magic attempts made against you have their DC increased by 10.

*Level 7 or 12, or 22 or 27:* Wearing this armor grants an item bonus to Stealth checks equal to its enhancement bonus.

## WEAPONS

Most magic weapons in Freeport wind up in the city as booty and plunder taken from the corpses of the city's enemies. This provides a startling variety of weapons that range from enchanted firearms to artifact-quality swords.

## Accurate Catapult Level 20+

*This catapult is equipped with a difference engine, a type of counting machine that streamlines the calculation of range, wind speed, and trajectory.*

Lvl 20	+4	125,000 gp	Lvl 30	+6	125,000 gp
Lvl 25	+5	625,000 gp			

**Enhancement:** Attack rolls and damage rolls

**Critical:** + 1d10 per plus

**Range and Base Damage:** 60/120; 4d10 damage

**Accurate Shot (Encounter):** Standard Action. Use this power when you attack with the weapon. Add +6 to the normal enhancement bonus to your attack. For example: a Lvl 20 Accurate Shot would be made at +10 while a Lvl 30 Accurate Shot would be +12.

**Special Rules:** You cannot use a weapon power with an accurate catapult. Reloading an accurate catapult requires 5 rounds. An accurate catapult cannot target creatures within 10 squares.

## Adroit Weapon Level 2+

*This weapon is constructed from lightweight materials and features ingenious arches and honeycomb patterns in its construction.*

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** + 1d6 per plus

**Property:** You may add your Dexterity modifier in place of your Strength modifier on basic attack rolls.

## Ballista of Piercing Level 20+

*This otherwise ordinary ballista is strung with a thick metal cord and its arms are forged from spring-steel. These dread weapons trace their origins back to the first Sea Lords, who used them in the defense of their young city against sahuagin and other hostile aquatic creatures.*

Lvl 20	+4	125,000 gp
Lvl 25	+5	625,000 gp
Lvl 30	+6	3,125,000 gp

**Enhancement:** Attack rolls and damage rolls

**Critical:** + 1d8 per plus

**Range and Base Damage:** 40/80; 4d6 damage

**Volley (Daily):** Standard Action. Use this power when you attack with the weapon. You attack each creature in a burst 3 within 20 squares for 3d6 damage.

**Lance (Daily):** Standard Action. Use this power when you attack with the weapon. You make a Reflex attack against every creature in a single line out to 20 squares for 1d6 damage.

**Special Rules:** You cannot use a weapon power with a ballista of piercing. Reloading a ballista of piercing requires 3 rounds.

## Crippling Weapon Level 4+

*This weapon is snarled with cruel hooks and barbs and incorporates a motif of anguished torture and suffering.*

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

**Weapon:** Flail, Pick, Polearm

**Enhancement:** Attack rolls and damage rolls

**Critical:** + 1d6 per plus

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Make a secondary attack against the target's Fortitude defense, with an attack bonus equal to the level of the weapon plus its enhancement bonus. If this attack hits, the target falls prone (save ends).

# CHAPTER FIVE MAGIC ITEMS AND RITUALS

## MAGIC WEAPONS

Lvl	Names	Price (gp)	Categories
2	Adroit +1	520	Any melee
2	Sea Legs +1	520	Any melee
2	Whaler's +1	520	Longspear
4	Crippling +1	840	Flail, Pick, Polearm
4	Septic +1	840	Any
7	Adroit +2	2,600	Any melee
7	Sea Legs +2	2,600	Any melee
7	Whaler's +2	2,600	Longspear
9	Crippling +2	4,200	Flail, Pick, Polearm
9	Shadow+2	4,200	Light Blade
9	Septic +2	4,200	Any
10	Tangling +2	5,000	Any
12	Adroit +3	13,000	Any melee
12	Sea Legs +3	13,000	Any melee
12	Whaler's +3	13,000	Longspear
14	Crippling +3	21,000	Flail, Pick, Polearm
14	Septic +3	21,000	Any
14	Shadow +3	21,000	Light Blade
15	Tangling +3	25,000	Any
17	Adroit +4	65,000	Any melee
17	Sea Legs +4	65,000	Any melee
17	Whaler's +4	65,000	Longspear
19	Crippling +4	105,000	Flail, Pick, Polearm

## MAGIC WEAPONS CONT.

Lvl	Names	Price (gp)	Categories
19	Septic +4	105,000	Any
19	Shadow +4	105,000	Light Blade
20	Ballista of Piercing +4	125,000	Special
20	Accurate Catapult +4	125,000	Special
20	Tangling +4	125,000	Any
22	Adroit +5	325,000	Any melee
22	Sea Legs +5	325,000	Any melee
22	Whaler's +5	325,000	Longspear
24	Crippling +5	525,000	Flail, Pick, Polearm
24	Septic +5	525,000	Any
24	Shadow +5	525,000	Light Blade
25	Accurate Catapult +5	625,000	Special
25	Ballista of Piercing+5	625,000	Special
25	Tangling +5	625,000	Any
27	Adroit +6	1,625,000	Any melee
27	Sea Legs +6	1,625,000	Any melee
27	Whaler's +6	1,625,000	Longspear
29	Crippling +6	2,625,000	Flail, Pick, Polearm
29	Septic +6	2,625,000	Any
29	Shadow +6	2,625,000	Light Blade
30	Accurate Catapult +6	3,125,000	Special
30	Ballista of Piercing+6	3,125,000	Special
30	Tangling +6	3,125,000	Any

### Sea Legs Weapon

### Level 2+

*This weapon is decorated with nautical scenes and features a brass grommet that allows it to be lashed to a ship's deck.*

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

**Weapon:** Any melee

**Enhancement:** Attack rolls and damage rolls

**Critical:** + 1d6 per plus

**Property:** You gain an additional +2 item bonus to attack and damage rolls when both you and your opponent stand on the deck of a ship. In addition, you gain a +2 item bonus to swim checks.

### Septic Weapon

### Level 4+

*This weapon stinks of rot and crawls with flies and maggots.*

Lvl 4	+1	840 gp	Lvl 19	+4	105,000 gp
Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** + 1d6 per plus

**Power (Daily • Disease):** Free Action. Use this power when you hit with the weapon. Make a secondary attack against the target's Fortitude defense, with an attack bonus equal to the level of the weapon plus its enhancement bonus. If this attack hits, the target is infected by filth fever.

# CHAPTER FIVE MAGIC ITEMS AND RITUALS

## Shadow Weapon Level 9+

*The blade of this slender dagger is black and it seems to fade when shadows fall upon it.*

Lvl 9	+2	4,200 gp	Lvl 24	+5	525,000 gp
Lvl 14	+3	21,000 gp	Lvl 29	+6	2,625,000 gp
Lvl 19	+4	105,000 gp			

**Weapon:** Light Blade

**Enhancement:** Attack rolls and damage rolls

**Critical:** + 1d6 per plus

**Power (Encounter):** Free Action. Use this power when you hit with the weapon. You gain combat advantage on your next attack.

## Tangling Weapon Level 10+

*This weapon is sticky to the touch and sweats a thick resinous goo.*

Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp
Lvl 20	+4	125,000 gp			

**Weapon:** Any

**Enhancement:** Attack rolls and damage rolls

**Critical:** +1 d6 per plus

**Power (Daily):** Free Action. Use this power when you hit with the weapon. Make a secondary attack against the target's Fortitude defense, with an attack bonus equal to the level of the weapon plus its enhancement bonus. If this attack hits, the target is restrained (save ends). If the target saves, it is no longer restrained, but becomes slowed (save ends). If the target is flying when restrained, it safely descends a distance equal to its fly speed. If it doesn't reach the ground, it falls.

## Whaler's Weapon Level 2+

*The shaft of this longspear is formed from a single piece of whalebone covered in scrimshaw hunting scenes. The weapon's head is fully four feet long, with a blade as sharp as a shaving razor.*

Lvl 2	+1	520 gp	Lvl 17	+4	65,000 gp
Lvl 7	+2	2,600 gp	Lvl 22	+5	325,000 gp
Lvl 12	+3	13,000 gp	Lvl 27	+6	1,625,000 gp

**Weapon:** Longspear

**Enhancement:** Attack rolls and damage rolls

**Critical:** + 1d8 per plus, or + 1d12 per plus against a target with the aquatic keyword.

**Property:** You gain an additional +2 to attack and damage rolls against a target with the aquatic keyword.



# CHAPTER FIVE MAGIC ITEMS AND RITUALS

## UNIQUE MAGIC WEAPONS

Most specific weapons found in Freeport have a colorful story and place in Freeport's long and checkered history.

### Beamsplitter (unique weapon) Paragon Level

*This weapon is a stout boarding axe with a leather-wrapped handle and crescent shaped blade.*

Beamsplitter is a +3 boarding axe.

**Enhancement:** Attack rolls and damage rolls

**Critical:** + 2d8

**Property:** You deal triple damage to wooden objects and creatures composed of wood.

**Legends:** Beamsplitter was commissioned years ago by one of the Continental navies for use in scuttling the ships of pirates and raiders (History DC 20). It was lost in the sinking of the Continental warship Invincible and sent to the bottom, ironically enough, by pirates (History DC 25), but rumors occasionally surface of it in the hands of sahuagin, merrow, and even local pirates (History DC 20).

### Dnulper (unique weapon) Paragon Level

*The shaft of this wicked looking guisarme is blackened as if scorched and the blade is a dull gray color.*

Dnulper is a +2 guisarme.

**Enhancement:** Attack rolls and damage rolls

**Critical:** + 1d6 necrotic energy per plus

**Property:** Any living, corporeal creature slain by Dnulper rises on the following turn as a zombie under your control. These creations remain animated until the next sunrise or sunset, whichever comes first. Zombies created by this weapon must remain within 10 squares of the wielder or revert to inanimate corpses. There is no limit to the number of zombies that may be created in this manner.

**Power (At-Will • Necrotic):** Free Action. All damage dealt by this weapon is necrotic damage. Another free action returns the weapon to normal damage.

**Legends:** Dnulper is said to be the creation of Friar Ingiltere, a mad monk and necromancer of Freeport's distant past (History DC 25), and named for the villain's wicked patron, a demon of unsurpassed power (History DC 30). The weapon's shaft is carved from a lightning-struck trunk of a hangman's tree, and the head is forged from the grave sword of an ancient chieftain (History DC 25).

### Reaverbane (unique weapon)

### Epic Level

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

Reaverbane is a +6 longsword.

**Enhancement:** Attack rolls and damage rolls

**Critical:** + 1d8 per plus

**Property:** You act as if under a continual Discern Lies ritual.

**Power (Encounter • Radiant):** Standard Action. Area burst 2 within 10 squares; targets enemies; base attack +6 vs. Will. Each hit enemy within the burst takes 4d8 radiant damage. In addition, each ally in the blast regains 15 hit points and may make a saving throw.

**Legends:** Reaverbane was commissioned by a league of merchants in the early days before Freeport's founding and was put to work defending their ships against the buccaneers and pirates that plagued the Serpent's Teeth (History DC 25). Many a corsair of the day tasted Reaverbane's edge—until a distant ancestor of Xavier Gordon captured the weapon from the merchant fleet (History DC 30).



# CHAPTER FIVE MAGIC ITEMS AND RITUALS

Up until recently, the weapon decorated the wall of the Captains' Council chamber and barely anyone outside of the Council was even aware of its existence or significance. When Marilise became the new Sea Lord, she claimed the weapon as a badge of office. She rarely brings the weapon out, but in times of great need, or when she needs to make an impression, she's sure to have it close by (History DC 30).

## Vengeance (unique weapon) Paragon Level

*The blade of this old-fashioned rapier is tarnished and in poor repair. Indeed, the entire weapon looks ready to fall apart at any time.*

Vengeance is a -2 rapier.

**Enhancement:** Attack rolls and damage rolls

**Critical:** + 1d6 per plus (at the time of delivery)

**Power (Encounter):** Immediate reaction, when a melee attack hits you. The attack and damage penalty of vengeance is replaced by a +1 to attack and damage rolls against the target that struck you. Each time you are hit by the same opponent in melee, you gain any one of the following effects: +1 to attack rolls, +1 to damage rolls, or +1 to AC. These benefits only apply to the opponent that injured you. If multiple opponents strike you in the same round, the bonuses apply to each opponent. The weapon reverts to its normal characteristics at the end of the encounter.

**Legends:** Vengeance was the weapon used by a pirate named Rubius Croy, nearly a century ago, who's crew mutinied and threw him overboard. The pirate washed up on a tiny island the next day vowing on his sword he would have vengeance, but before he could exact his revenge, he starved to death (History DC 20). Years later, the rapier was found and returned to Freeport and who came into the rapier's possession felt compelled to seek out and kill the crew that betrayed their captain. When the weapon finished its business, the spirit of the old captain left, but the weapon retained some of the supernatural energies gained from its possession and remains a potent item to this day (History 25).

## The Siege Cannon (unique weapons) Epic Level

*This massive cannon features a 12-foot-long and 2-foot-wide iron barrel marked with brass fittings. Mounted on a wooden, wheeled cradle, it can be maneuvered with a little effort. There is no clear firing mechanism, but inspection reveals a set of human handprints on each side of the weapon and a third set at the butt of the gun.*

**Critical:** + 1d10 per plus

**Attack Information:** Area burst 8 within 500; +25 vs. AC; 20d6 fire damage

**Legends:** Freeport's secret weapons are its siege cannon.

Discovered years ago when the wreckage of a strange and otherworldly ship washed up on the shores of the city, scavengers found five strange tube-like devices of unknown purpose (History DC 25). For years, the best minds in the city labored to deduce exactly what these things were, and while there were a variety of theories, nothing was certain. The only thing they knew for sure was that they were weapons of some sort, but their effects and the means to generate them remained a mystery (History DC 20). It wasn't until the city came under attack by a fleet of Continental warships their theories were tested. While the stalwart Freeporters fought for their lives, the wise men that had toiled and argued over the cannon went to work and soon after, one of their theories proved correct. Spewing out from its barrel was a ball of white-hot fire that shone like the sun and streaked toward the enemy fleet. The ship it struck exploded with a brilliant flash and when people's vision returned, there was little left of the target except for flaming debris and falling ashes. With that one shot, the fleet quit the battle and fled the harbor and the Serpent's Teeth (History DC 15).

**Special Rules:** You cannot use a weapon power with The Siege Cannon. Firing The Siege Cannon is not particularly easy, nor is it desirable, for the weapon exacts a terrible price. The Cannon draws its strength from energy generated by mortal souls and those that have fired these weapons are either incinerated by the weapon's function or laid up for months of recovery. To activate these weapons, a three living mortals must place their hands into the hand-shaped depressions situated on either side and at the weapon's butt. The person at the cannon's rear designates the target, while those on either side supply the required energy. Within seconds, the cannon fires, launching a ball of roiling white fire. The cannon also deals 4d6 points of fire damage to the people touching the handprints. This damage cannot be healed by any magical means. It heals at a rate of 10 points per day of complete bed rest.

# CHAPTER FIVE MAGIC ITEMS AND RITUALS

## FEET SLOT ITEMS

### Boots of Ropewalking Level 3

*These comfortable sailor's boots are finely and lightly built, featuring a split toe to help the wearer grasp rigging with his feet.*

**Item Slot:** Feet 680 gp

**Property:** Gain a +1 item bonus to Acrobatics checks.

**Power (At-Will):** Move Action. You can move at full speed when making an Acrobatics Balance check.

## HANDS SLOT ITEMS

### Bile and Lashes (unique hand slot) Epic Level

*These gauntlets are simple oiled leather gloves. The left is stained with tarry black streaks, while the right is marked with cruel stripes, possibly from a scourge.*

Bile and Lashes are supple leather gloves.

**Power (Daily):** Free Action. Bile and Lashes provides a +10 bonus that can be applied to attack, damage, Fortitude defence, Reflex defence, or Will defence in any manner. This bonus can be split among the five options or concentrated into one area only. At activation of this power, you choose the distribution of the bonus and this distribution cannot change.

**Legends:** While chronicled in arcane scrolls and captains' logbooks since the beginning of history, the exact age of bile and lashes is unknown. No one is quite certain about from where they came or for what purpose, though in every recorded instance, death heralds their appearance (History DC 25).

## NECK SLOT ITEMS

### Amulet of the Serpent Level 5+

*This amulet is crafted to look like a knot of writhing snakes. It glows faintly, giving off a green light.*

Lvl 5	+1	1,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Wearing this amulet grants a +2 item bonus to saving throws against effects with the poison keyword

**Power (Daily):** Free Action. Use this power when you roll a poor save against a poison keyword effect. You can reroll the check and use the new result.

### Gorget of the Grenadier Level 10+

*Carved with what at first seem to be flowers, closer inspection of this ceremonial gorget reveals that the etchings are in fact explosions.*

Lvl 10	+2	5,000 gp	Lvl 20	+4	125,000 gp
Lvl 10	+2	5,000 gp	Lvl 25	+5	625,000 gp
Lvl 15	+3	25,000 gp	Lvl 30	+6	3,125,000 gp

**Item Slot:** Neck

**Enhancement:** Fortitude, Reflex, and Will

**Property:** Wearing this amulet grants a +1 item bonus to all thrown weapon attack rolls.

Level 20: A +2 item bonus to attack rolls.

Level 30: A +3 item bonus to attack rolls.

## RINGS

Magical rings are especially useful items in Freeport since they can easily be disguised as ordinary jewelry.

### Ring of the Boar Level 16

*This ring is a simple ivory band marked with strange glyphs and sigils.*

**Item Slot:** Ring 45,000 gp

**Property:** You activate Second Wind as a Minor Action.

**Power (Daily):** Standard Action. Activating this power allows you to Second Wind even if you have already done so during this encounter. If you have not, you may still Second Wind after using this power. If you've reached at least one milestone today, you gain 10 temporary hit points.

### Ring of Bravado Level 11

*This is a simple and plain bronze ring.*

**Item Slot:** Ring 9,000 gp

**Property:** You Resist 5 against Unarmed attacks. This does not affect natural weapon attacks.

**Power (Daily):** Immediate Interrupt. Use this power when you would be hit by an attack with the Fear keyword. Gain a +2 power bonus to all defenses against that attack. If you've reached at least one milestone today, you gain a +4 power bonus to all defenses against that attack.

### Ring of the Monkey Level 15

*This curious ring is fashioned from coarse hair.*

**Item Slot:** Ring 25,000 gp

**Property:** Gain a +2 item bonus to Acrobatics and you may choose to apply your Dexterity bonus to Athletics checks instead of Strength.

**Power (Daily):** Free Action. You gain a climb speed equal to your speed. If you've reached at least one milestone today, you gain a climb speed equal to twice your speed.

# CHAPTER FIVE MAGIC ITEMS AND RITUALS

## RINGS

Lvl	Name	Price (gp)
11	Ring of Bravada	9,000
12	Ring of the Wolf	13,000
14	Ring of the Owl	21,000
15	Ring of the Monkey	25,000
16	Ring of the Bear	45,000
20	Ring of the Osprey	125,000
21	Ring of the Sorcerers	225,000

### Ring of the Osprey Level 20

*This translucent bone ring fits snugly over the finger, and once in place, dark images of flying birds appear on its surface.*

**Item Slot:** Ring                      125,000 gp

**Property:** When you use a flying power, you increase your speed by 2.

**Power (Daily):** Immediate Interrupt. When you are flying and you would be hit by an attack that forces you to move - through a push, pull or slide - you instead move the attacker in an amount equal to their attack effect.

If you've reached at least one milestone today, the attack misses, but you still move the attacker as if it had hit.

### Ring of the Owl Level 14

*This odd ring appears to be fashion from several tiny and delicate bones.*

**Item Slot:** Ring                      21,000 gp

**Property:** Gain a +1 item bonus to Perception checks.

**Power (Daily):** Standard Action. Gain a +2 item bonus to Perception checks until the end of the encounter or for 5 minutes.

If you've reached at least one milestone today, allies within 10 squares also benefit.

### Ring of the Sorcerers Level 21

*This beautifully crafted gold ring is shaped like a serpent biting its own tail. Its eyes are tiny emeralds.*

**Item Slot:** Ring                      225,000 gp

**Property:** You can identify creatures that have use of the arcane power source to a range of 20 squares.

**Power (Daily):** Immediate Interrupt. Use this power when you would be hit by an attack with the arcane, charm, fear, illusion, or psychic keywords. Gain a +2 power bonus to all defenses against that attack.

If you've reached at least one milestone today, you gain a +4 power bonus to all defenses against that attack.





# CHAPTER FIVE MAGIC ITEMS AND RITUALS

## Ring of the Wolf Level 12

*Fashioned from a strip of wolf's pelt, this ring completely covers your finger.*

**Item Slot:** Ring 13,000 gp

**Property:** Gain a +1 item bonus to initiative and passive Perception checks.

**Power (Daily):** Free Action. Use this power when you hit a target you have Combat Advantage against. The target is knocked prone.

If you've reached at least one milestone today, when you hit a target you have Combat Advantage against, the target is knocked prone. In addition add 1 extra die of critical hit damage if you critical the target you knock prone.

## WONDROUS ITEMS

When it comes to magical tools, Freeport's artificers are among some of the greatest in the world. Some of these wondrous items enhance or augment a ship's capabilities. A ship can only benefit from one of each type of ship device at a time—one figurehead, one crow's nest, and so on. Installing or removing these items takes 8 hours of work.

## Abacus of Rapid Calculation Level 5

*This odd device consists of a rectangular wooden frame that holds a series of parallel brass wires, each of which is strung with beads made from semiprecious gemstones.*

**Wondrous Item** 1,000 gp

**Property:** When used to calculate the value of a ship's hold or any other assortment of items in a physical space no larger than 24-cubic squares, the item halves the time it takes to determine the value of non-magical items in the hold.

**Background:** This counting device, a recent import from a far-off land, is now much in demand by merchant seamen, excisemen, and the more civilized captains of Freeport. Unlike many magic items, there are many duplicates of this item, and the more successful merchants are bound to have at least one of these items.

## Andoine's Sea Anchor Level 10

*This odd item is a huge open cone sewn from canvas.*

**Wondrous Item** 5,000 gp

**Property:** When properly deployed, the sea anchor keeps a ship's bow to the wind, allowing seas to pass beneath while the ship drifts slowly leeward, keeping the boat steady in bad weather.

**Background:** The great engineer Andoine introduced this ingenious device in the days before the Sea Lords, when merchant ships first braved the open sea to avoid pirate-infested coastal waters. It is most useful when trailed behind a ship in treacherous waters.

## Armillary Sphere Level 9

*This intricate item stands 30 inches tall and is formed from a number of interlocking rings.*

**Wondrous Item** 4,200 gp

**Property:** When properly used, an armillary sphere allows the user to chart a course across the seas. To utilize the armillary sphere, you must spend at least two hours studying the device and at the end of this time succeed on a DC 20 Arcana check. Each hour spent studying the sphere beyond the two required grants you a +1 bonus (maximum +5) on your check.

**Background:** Maps of the heavens have been circulated since man first looked to the stars, but only until the invention of the armillary sphere were the intricacies of planetary and planar movements laid bare. The interlocking rings signify the rotation of heavenly and planar bodies.

## Assassin's Quill Level 15

*This black feather quill is cold to the touch and leaks a pale gray fluid from its tip.*

**Wondrous Item** 25,000 gp

**Power (Daily • Poison):** You can scribe a letter, document, or message with this quill and the next creature to read the writing is subject to a deadly attack: +20 vs. Fortitude; 4d8 + 5 poison damage plus ongoing 10 poison damage and target is immobilized (save ends both). This pen is mightier than the sword.

**Background:** These quill pens are crafted from the feathers of fiendish creatures, and the nubs are usually stamped from a poisonous metal such as cobalt or vanadium. In an uncharacteristically authoritarian move, the Captains' Council banned possession of the quills over two decades ago, under penalty of death. As such, only a handful of these items are known to exist, and they all rest in the hands of professional killers and fiends.

## Atomizer of Lady Droos Level 5

*This elegant item is a lady's perfume atomizer with platinum cap and tip, and a ball decorated with tiny freshwater pearls. Its crystal reservoir holds one ounce of liquid.*

**Wondrous Item** 1,000 gp

**Power (Daily):** Standard Action. You may spray the contents of the atomizer (any liquid poison or liquid consumable), covering 1 square with mist. The liquid poison or liquid consumable takes effect as normal.

**Background:** Although many versions of this item can be found in Freeport and beyond, the first atomizer was commissioned almost a century ago by Lady Droos, a wealthy woman of Freeport haunted by the spirits of her dead family. Insubstantial creatures can pick up and manipulate the atomizer. The atomizer can hold enough fluid for one spray before needing to be refilled.

# CHAPTER FIVE MAGIC ITEMS AND RITUALS



## WONDROUS ITEMS

Lvl	Name	Price (gp)
2	Loaded Dice	520
2	Ship's Clock of Mighty Lifting	520
3	Lantern of Signaling	680
5	Abacus of Rapid Calculation	1,000
5	Atomizer of Lady Droos	1,000
5	Bos'ns' Whistle of Piping	1,000
5	Crow's Nest of the Stormwatch	1,000
5	Figurehead of the Blue Water	1,000
6	Gold Bug	1,800
7	Compass of True Seeking	2,600
8	Cartographer's Table	3,400
8	Scrimshaw Relic of Hunting	3,400
8	Ship's Clock of Navigation	3,400
9	Armillary Sphere	4,200
10	Andoine's Sea Anchor	5,000
10	Ship in a Bottle-Keelboat	5,000
12	Captain's Chest	13,000
12	Figurehead of Vigilance	13,000
12	Figurehead of War	13,000
12	Scrimshaw Relic of Battle	13,000
15	Assassin's Quill	25,000

Lvl	Name	Price (gp)
15	Figurehead of Portage	25,000
15	Ship in a Bottle-Sailing Ship	25,000
15	Spyglass of the Buccaneer	25,000
18	Ship in a Bottle-Warship	85,000
19	Ship in a Bottle-Galley	105,000
20	Scrimshaw Relic of Sailing	125,000
Epic	Silver Sphere	Priceless
Epic	Valossan Engine	Priceless

### Bos'ns' Whistle of Piping Level 5

*This small instrument is an example of a traditional boatswain's whistle.*

**Wondrous Item** 1,000 gp

**Property:** Gain a +1 item bonus to Intimidate checks.

**Background:** According to local sailors, there are many such supernatural whistles in the employ of bos'ns around the wharfs, though any wizard can tell you such claims are nonsense. The real Bos'ns' Whistle was owned by Terrible Tom, a vicious first mate who could scare loyalty into the most bloodthirsty and treasonous sorts. So impressed was one passenger by his command of the crew, the man crafted for him a special whistle that would augment his already fearsome disposition. Old Tom is long dead and his whistle is believed lost, but from time to time, there's someone strutting about claiming he's found it.

# CHAPTER FIVE MAGIC ITEMS AND RITUALS

## Captain's Chest

Level 12

*Although this item appears to be an ordinary and weathered sea chest, it has an unusual locking mechanism on its face. It's carved to resemble a twisted pirate's face with the keyhole as its mouth.*

**Wondrous Item** 13,000 gp

**Property:** When you speak the command word, the lid of this chest splits in the middle and pushes out to the sides before folding down. From the gap created, a full-sized wardrobe rises up from an extradimensional space, standing eight feet tall, four feet wide, and three feet deep. Opening the wardrobe requires a second command word. The wardrobe has resist 20 to all damage, 60 hit points, and it regenerates 5 hit points per hour. The wardrobe holds up to 96 cubic feet of supplies and also contains a locked steel chest (Open Lock DC 33) mounted in the floor (resist 10 to all damage, 30 hit points, regenerates 2 hit point per hour), which can hold up to 1 cubic foot.

## Cartographer's Table

Level 8

*The many drawers in this magnificent wooden drafting table contain an army of mapping tools, including rules and levels, magnifying lenses, compasses, and templates, along with pens, brushes, and inks of a rainbow of colors. It's even equipped with a pair of fine oil lamps.*

**Wondrous Item** 3,400 gp

**Power (Daily):** You summon a spectral draftsman to faithfully record landmarks, currents, winds, and any other geographical or oceanographic data that's noticeable without magical means. The spectral draftsman cannot be harmed in any way and after 8 hours of work and study an accurate map appears on the table.

## Compass of True Seeking

Level 7

*This fine ship's compass is housed in a tall wooden cabinet, its needle suspended in alcohol to stay liquid when sailing at colder latitudes.*

**Wondrous Item** 2,600 gp

**Power (Daily):** Upon command, the needle of this compass locates the nearest source of fresh (non-salt) water, nearest dry land, or nearest ship. The needle functions with perfect accuracy and points unerringly in the direction of the target for 8 hours, after which it reverts to a normal compass. The item's maximum range is 100 leagues. The needle does not distinguish between clean or brackish water, a tiny island or full continent, or a friendly ship or pirate's galleon.

## Crow's Nest of the Stormwatch

Level 5

*This enclosed crow's nest fits on the mainmast of a full sailing ship, allowing a sailor to sit in comfort out of the elements while keeping watch for whales, bad weather, or approaching ships. It includes a spyglass mounted to its banister and meteorological instruments to measure rainfall, barometric pressure, and temperature.*

**Wondrous Item** 1,000 gp

**Property:** Gain a +4 item bonus to Perception when standing watch in this crow's nest.

## Figurehead of Blue Water

Level 5

*This figurehead is carved in the likeness of a beautiful mermaid.*

**Wondrous Item** 1,000 gp

**Property:** Any creature stepping on the deck of a ship with this figurehead gains a +2 item bonus to Swim checks lasting for 24 hours.

**Power (Daily):** Standard Action. A crewman who touches the figurehead and speaks the command word triggers this power. Any creature on the deck of the ship gains water breathing for 4 hours.

## Figurehead of Portage

Level 15

*This wooden figurehead is carved in the likeness of a red-skinned bull, its horned head twisting in rage, and froth painted on its lips.*

**Wondrous Item** 25,000 gp

**Property:** Any creature stepping on the deck of a ship with this figurehead gains a +2 item bonus to Swim checks lasting for 24 hours.

**Power (Daily):** Standard Action. A crewman who touches the figurehead and speaks the command word triggers this power. The figurehead leaps free from the ship, trailing behind it a stout metal chain. The figurehead then pulls the ship across smooth ground at a rate of 1 mile per day. It follows the commands (stop, start, and heading) of the ship's commanding officer. An animated figurehead of portage has defenses of 30, resist 10 to all damage, and 200 hp. It cannot attack even to defend itself.

# CHAPTER FIVE MAGIC ITEMS AND RITUALS



## Figurehead of Vigilance Level 12

*This wooden figurehead resembles a great eagle, its wings outstretched to either side of the ship.*

**Wondrous Item** 13,000 gp

**Property:** Any creature stepping on the deck of a ship with this figurehead gains a +1 item bonus to Perception checks lasting for 24 hours.

**Power (Daily):** Standard Action. A commanding officer who touches the figurehead and speaks the command word triggers this power. For the next five minutes, the officer gains a +4 item bonus to one of the following skill checks: Bluff, Diplomacy, Insight, Intimidation, Perception, or Streetwise.

## Figurehead of War Level 12

*This impressive golden figurehead is wrought to resemble a rampant lion, long fangs bared and claws extended.*

**Wondrous Item** 13,000 gp

**Power (Daily):** Standard Action. A commanding officer who touches the figurehead and speaks the command word triggers this power. The figurehead comes to life and attack the closest enemy as directed by the ship's commanding officer. If the figurehead is reduced to 0 hit points, it is destroyed. A figurehead of war remains animated for 8 rounds before it disappears and reappears inanimate and attached to the ship's prow. An animated figurehead of war uses following statistics below.

## Figurehead of War Level 12 Elite Brute

Large natural animate (construct) 350 XP

**Initiative** +9 **Senses** Perception +5; darkvision

**HP** 304; **Bloodied** 152

**AC** 26; **Fortitude** 26, **Reflex** 26, **Will** 24

**Saving Throws** +2

**Speed** 10, swim 10

**Action Points** 1

⊕ **Claw** (standard; at-will)

Reach 2; +16 vs. AC; 2d8 + 5 damage plus 5 ongoing damage (save ends).

⊕ **Double Attack** (standard; at-will)

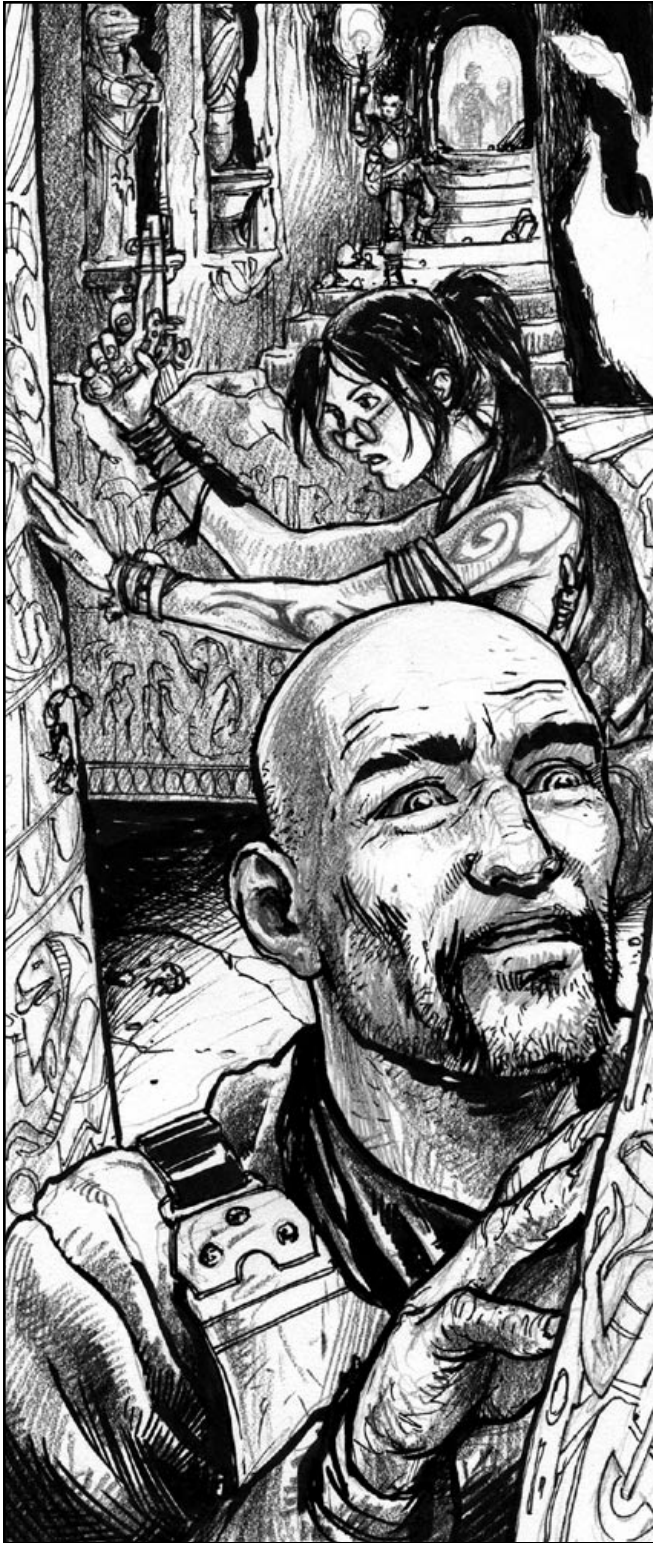
The Figurehead of war makes two claw attacks.

**Alignment** Unaligned **Languages** –

**Str** 20 (+11) **Dex** 16 (+7) **Wis** 8 (+5)

**Con** 22 (+12) **Int** 3 (+2) **Cha** 3 (+2)

# CHAPTER FIVE MAGIC ITEMS AND RITUALS



## Gold Bug

Level 6

*This diminutive clockwork beetle is wrought from gold and features a tiny onyx death's head set onto its back. A small key installed on its underside turns easily.*

**Wondrous Item** 1,800 gp

**Power (Daily):** Standard Action. When its key is wound, a gold bug's antennae sample the air for 2 rounds and then it marches unerringly in the direction of the nearest quantity of gold, from a single coin to a dragon's hoard. When the gold bug is within 2 squares of any quantity of gold, it stops and the death's head on its back pulses dull red for one minute. During this time, any secret doors, snares, pits, or deadfalls within 12 squares of the device glow with the same color. A gold bug can operate for one hour before it must be oiled and wound—a process that takes about 10 minutes. Once a gold bug has located a cache of gold, it becomes inoperative for one week. A gold bug has defenses of 15, resist 5 to all damage, and 2 hp. It cannot attack even to defend itself. If reduced to 0 hit points, the device is destroyed.

## Lantern of Signaling

Level 3

*This exceptional bullseye lantern features a spring-loaded shutter that can be opened and closed with a finger's tap.*

**Wondrous Item** 680 gp

**Power (Daily):** Standard Action. For 5 minutes, you can send encoded flashing messages to a particular person or ship. Your messages are understood by your target, but are incomprehensible by anyone other than who you intend.

## Loaded Dice

Level 2

*Inside a small filthy pouch is a pair of shiny new dice.*

**Wondrous Item** 520 gp

**Property:** You can roll a desired number 50% of the time with these dice.

**Power (Daily):** Standard Action. When you throw the dice with great force against a hard surface, you make an attack: Close blast 3; +5 vs. Fortitude; on a hit the target takes 1d6 thunder damage and is dazed until the end of your next turn.

# CHAPTER FIVE MAGIC ITEMS AND RITUALS

## SCRIMSHAW RELICS

The craft of scrimshaw is one of the truly nautical arts, practiced almost exclusively by sailors on long ocean voyages. Sailors in the Serpent's Teeth do not restrict themselves to whale and walrus ivory; the teeth of sea monsters are also fair game, and some enterprising few even have scrimshawed scenes on the beaks of krakens and giant squids.

When enchanted by a spellcaster, a scrimshaw relic has power over an entire crew, and even the seas and winds. In all cases, the bonuses apply only to the sailors and mates who serve on a ship; they do not apply to passengers, captives, or attackers who are on the decks of the ship. To gain the benefits of these items, the scrimshaw must be mounted or affixed to the ship's structure—the wall of the wheelhouse is a favorite post. A ship may benefit from just one scrimshaw relic at a time. If two are affixed, the relic with the higher caster level drowns out the lesser relic.

### Scrimshaw Relic of Battle Level 12

*This large tooth of some aquatic beast bears scrimshaw battle scenes.*

**Wondrous Item** 13,000 gp

**Property:** Any ally on the deck of a ship with this scrimshaw relic affixed on the wall of the wheelhouse gains a +1 item bonus to attack and damage rolls.

**Power (Daily):** Standard Action. A commanding officer who touches the scrimshaw relic of battle and speaks the command word triggers this power. For the next five rounds, the officer gains a item bonus of +2 to AC and +2 to attack and damage rolls.

### Scrimshaw Relic of Hunting Level 8

*These large teeth are inscribed with scrimshaw hunting scenes.*

**Wondrous Item** 3,400 gp

**Property:** Any ally on the deck of a ship with this scrimshaw relic affixed on the wall of the wheelhouse gains a +4 item bonus to saves made against attacks with the Fear keyword.

**Power (Daily):** Standard Action. A commanding officer who touches the scrimshaw relic of hunting and speaks the command word triggers this power. For the next five rounds, the officer gains a item bonus of +2 to Will and +6 to to saves made against attacks with the Fear keyword.

### Scrimshaw Relic of Sailing Level 20

*Scrimshawed all across this massive beak are images of sailing vessels.*

**Wondrous Item** 125,000 gp

**Property:** Any ally on the deck of a ship with this scrimshaw relic affixed on the wall of the wheelhouse gains a +2 to Perception checks.

**Power (Daily):** Standard Action. A commanding officer who touches the scrimshaw relic of sailing and speaks the command word triggers this power. Any ally on the deck may Second Wind even if they already done so during an encounter. If they have not, they may still Second Wind after using this power.

### Ship in a Bottle Level 10+

*Inside this clear glass bottle is a meticulously-crafted model ship.*

Level 10 Wondrous Item - Keelboat 5,000 gp

Level 15 Wondrous Item - Sailing Ship 25,000 gp

Level 18 Wondrous Item - Warship 85,000 gp

Level 19 Wondrous Item - Galley 105,000 gp

**Power (Daily):** Standard Action. When you lay a ship in a bottle upon the water and speak the command word, the bottle becomes filmy and pliable, eventually vanishing as the ship inside grows into a full-sized craft after 1 minute. There are four known varieties: the keelboat, sailing ship, warship, and galley. When the command word is again spoken, the vessel shrinks and returns to its sealed bottle form. Any creature on board the ship is shunted aside as the vessel shrinks. Cargo and nonliving matter on board are shrunk along with the vessel, and the entirety of the bottled ship is held in stasis—food does not spoil, wood does not rot, and even the brass stays polished.

## SHIP'S CLOCKS

Carried by ships at sea ever since their introduction from a distant land, a ship's clock in its most common form is a simple mantle-piece that displays the hour, the month, and the phase of the moon, though accuracy is very poor. On some ships, a mainspring fully five feet across is laid under the aft castle and the ships' clock is rigged to this enormous contrivance. These clocks are accurate to the second, and because only a fraction of the mainspring's power is tapped, some captains rig toothed gears to the spring and so leach work from the passing of time itself. The price of the modification and clock is 2,000 gp.

# CHAPTER FIVE MAGIC ITEMS AND RITUALS

## Ship's Clock of Mighty Lifting Level 2

*This modification attaches heavy snake gears directly to the clock's mainspring and then to a heavy block-and-tackle.*

**Wondrous Item** 520 gp

**Property:** When rigged up, this device allows the ship to haul great weights from its hold, or from the sea onto the deck in the case of a whaling ship. For the purposes of lifting, the block-and-tackle can lift up to 5 tons.

## Ship's Clock of Navigation Level 8

*This clock modification attaches a metronome that ticks out seconds and an alarm that may be set for any fraction of time.*

**Wondrous Item** 3,400 gp

**Property:** Because of this device's perfect accuracy, it allows a ship to sail blind through the most treacherous waters by reckoning against a high-quality sea chart.

## Spyglass of the Buccaneer Level 15

*This heavy, elaborate spyglass is ornamented with dials, levers, and switches all along its length.*

**Wondrous Item** 25,000 gp

**Property:** This well-crafted spyglass provides x3 magnification. There are six switches upon the spyglass. Pressing a switch is a minor action. The switches transform the spyglass into the following:

- Switch 1:* A +2 mace.
- Switch 2:* A +2 cutlass.
- Switch 3:* A +2 longspear.
- Switch 4:* A +2 dagger.
- Switch 5:* The spyglass splits into a sextant and astrolabe.
- Switch 6:* The spyglass becomes a bilge pump capable of removing 10 gallons of water per minute

**Background:** Something of a status symbol to the most powerful pirate lords, the spyglass of the buccaneer is a highly coveted item for its surprising array of useful functions.

## Silver Sphere (unique wondrous item) Epic Level

*This perfectly smooth two-foot-radius sphere is wrought of solid silver.*

**Property:** During an extended rest a good creature can place a daily divine power into the sphere for use in the future. This power remains in the sphere until replaced by another divine daily power. A good creature also gains a +6 to Diplomacy checks when interacting with reptiles.

**Power (Daily• Divine):** Standard Action. You use the power stored in the sphere by spending an action point and a healing surge.

**Legends:** The silver sphere was found deep beneath the sea, lying amidst the shattered ruins of an ancient Valossan city (DC 25 History). A triton explorer came across the item first years ago, but lost it after his encampment was overrun by a vampiric kraken (DC 30 History). Some claim this device is a gift from Yig, but those familiar with the snake god know this cannot be true given the aura of good that surrounds this powerful relic (DC 35 History).

## Valossan Engine (unique wondrous item) Epic Level

*This massive construct is about the size of a house and constructed from stone and metal, with dozens of arms tipped with tools and powerful tracks for legs.*

**Property:** If you present the Valossan engine with building plans, the engine roars to life and constructs the building depicted therein. One day of work by the engine is equal to the work of a thousand humans laboring for a year. There is no limit to the size of the building that can be constructed, but after 7 days of work, the Valossan engine powers down for one month of rest.

**Legends:** This relic of Valossa's golden age sank beneath the waves during the cataclysm, but legends tell of its use by undersea races to construct some of the vast palaces and walled cities of their underwater realms (DC 25 History).

# CHAPTER FIVE MAGIC ITEMS AND RITUALS

## POTIONS AND OTHER CONSUMABLES

### Devil Wicks Level 10

*Inside a small wooden box are a number of black matches tipped with sulfur.*

**Other Consumable** 200 gp

**Property:** These slow-burning fuses matches are tied to the user's hair and beard, and lit before a combat. They burn for 5 rounds, giving off a hellish light and a swirl of fumes. When the fuses burn out, you suffer 1d6 fire damage.

**Power (Consumable):** Standard Action. When lit, you may make an attack: Close blast 1; +5 vs. Fortitude; on a hit the target is dazed (save ends).

**Background:** The legendary pirate captain Black Jules was the first to tie matches into his beard and hair before attacking ships at seam but the humble alchemist Hu Li perfected their modern form, still in use by reavers across the known world.

### Elixir of Three-Part Poison Level 5

*Inside a tiny container is a colorless, odorless fluid.*

**Other Consumable** 50 gp

**Property:** Elixir of three-part poison is a special magical additive that divides a poison into three component parts that, individually, are harmless, but regain their potency when a target is exposed to all three. The parts all retain their normal delivery methods, so the component parts of a contact poison all require contact to affect the victim. All three parts must be introduced to the victim within a one-hour span or the poison has no effect. The victim is attacked only when exposed to the third ingredient. The separate parts do not register as poison.

### Feather Mark (Flash) Level 4

*This scarlet feather feels warm to the touch.*

**Other Consumable** 40 gp

**Power (Consumable):** Standard Action. Upon speaking the command word, the feather mark rockets up 200 feet into the sky and bursts into a fountain of scarlet light, illuminating a 100 square diameter area in bright light and 100 squares further in dim light. The light remains for 5 rounds before winking out



### POTIONS AND OTHER CONSUMABLES

Lvl	Name	Price (gp)
4	Feather Mark (Flash)	40
5	Elixir of Three-Part Poison	50
8	Feather Mark (Fog)	125
10	Devil Wicks	200

### Feather Mark (Fog) Level 8

*This downy gray feather feels damp.*

**Other Consumable** 125 gp

**Power (Consumable):** Standard Action. Upon speaking the command word, the feather mark creates a 20 square burst of thick fog granting concealment to all creatures in the area. The fog remains for 5 rounds before dispersing.



# CHAPTER FIVE MAGIC ITEMS AND RITUALS

## RITUALS

### CLOUD SHAPE

*You invoke the spirits of the air, bending and folding a cloud into the shape that matches your artistic intent.*

**Level:** 4                      **Component Cost:** 25 gp  
**Category:** Exploration    **Market Price:** 150 gp  
**Time:** 10 minutes        **Key Skill:** Nature  
**Duration:** 30 minutes

You alter the appearance of a single cloud (or any other natural cloud or plume of non-magical gas, smoke, or mist) to take on any shape you desire. Generally, the affected cloud is visible from anywhere below it in a 5-mile radius (more or less depending on other conditions at the GM's discretions).

Cloud shape does not grant viewers any ability to understand written messages in the clouds if they don't know the language. Once the spell's duration expires, the cloud slowly (or rapidly) loses its shape over a period of 1d6 minutes. As the cloud unravels, witnesses can still determine the cloud's message or appearance by succeeding on a Wisdom check (DC 5 + 5 per minute that passes after the end of the spell).

While under the effects of this ritual, the cloud is resistant to any non-magical winds, holding its shape even in a gale. However, magical winds of strong or stronger force disperse the target cloud immediately.

### DIVE

*Water bubbles up between your fingers as you press your hands on the target of this ritual deeper under water.*

**Level:** 12                      **Component Cost:** 200 gp  
**Category:** Exploration    **Market Price:** 1,000 gp  
**Time:** 10 minutes        **Key Skill:** Arcana or Nature  
**Duration:** 24 hours

Dive grants the recipient the ability to withstand the environmental perils of the murky depths. The recipient of this ritual gains the ability to breathe normally in water and ignore rough water while swimming. It never needs to make Athletics checks to swim and while affected, the recipient can move and attack normally while underwater, even with slashing and bludgeoning weapons.

Dive does not change the recipient's ability to breathe air or grant the recipient a greater swim speed. Dive also does not protect any gear the recipient carries, such as books and scrolls, from damage.

**Focus:** A tiny bronze bell.

### RITUALS BY LEVEL

Lvl	Ritual	Key Skill
4	Cloud Shape	Nature
6	Fortify Mind	Arcana or Religion
10	Pirate's Booty	Arcana
12	Dive	Arcana or Nature
14	Inscribe Yellow Sign	Religion

### FORTIFY MIND

*The snake weed in your hands ignites sending plumes of sweet smelling smoke into the air.*

**Level:** 6                      **Component Cost:** 50 gp  
**Category:** Warding        **Market Price:** 250 gp  
**Time:** 30 minutes        **Key Skill:** Arcana or Religion  
**Duration:** 10 minutes

Whenever a creature warded by fortify mind would gain Insanity Points, that creature first reduces the number of Insanity Points (determined by the skill check result).

Arcana or Religion Check Result	Insanity Point Reduction
9 or lower	1
10-19	2
20-29	3
30-39	4
40 or higher	5

### INSCRIBE YELLOW SIGN

*As you smear the prepared materials onto a surface, they combine, twisting and writhing, issuing puffs of acrid smoke, until they finally coalesce into a disturbing sigil that glows with a malevolent saffron hue.*

**Level:** 14                      **Component Cost:** 1,000 gp  
**Category:** Warding        **Market Price:** 4,200 gp  
**Time:** 1 hour              **Key Skill:** Religion  
**Duration:** Permanent

You inscribe a potent version of the Yellow Sign, the symbol of the Unspeakable One. Any living creature with an Intelligence of 3 or higher that gazes upon the sigil automatically gains 1 Insanity Point and gains an additional 2 Insanity Points every round until a save is made. Animals, while not subject to the Insanity Points effect, will not willingly approach within 30 feet of the Yellow Sign and if forced to do so, they become panicked for as long as they remain within 30 feet. Finally, all evil creatures within 30 feet of the Yellow Sign gain a +1 circumstantial bonus to attack rolls.

**Special Prerequisite:** You must have 6 or more Insanity Points to perform this ritual.

# CHAPTER FIVE MAGIC ITEMS AND RITUALS

## NONMAGICAL YELLOW SIGNS

Inscribe Yellow Sign allows a people to create a powerful version of the more mundane sigil used by cultists of the Unspeakable One, and although this is the preferred method to honor the King in Yellow, few cultists have the power or means to perform this ritual, let alone the mental resolve to gaze upon its uncanny form for long. Thus, many cultists make do by inscribing a mundane Yellow Sign, packing the carving with gold, sulfur, or some other yellow substance. Generally, this symbol is no more powerful than any other religious symbol or image employed by classes powered by the divine, however, the inscriber may make attempt a DC 25 level check to call upon the Unspeakable One's attention while scribing. If this check succeeds, the Yellow Sign becomes imbued with malevolent power. Henceforth, all evil creatures in a square adjacent to the sign of the Yellow Sign gain a +1 circumstantial bonus to attack rolls. As well, anyone who looks upon the empowered sigil gains 1 Insanity Point. A creature can only be affected by an empowered sigil once.

## DESTROYING THE YELLOW SIGN

Once inscribed—mundane, empowered, or magical—the Yellow Sign can be destroyed as any other inscription, such as by tearing the parchment, shattering the stone, burning the painting on which it has been described. The Yellow Sign has the defenses, hit points, and break DC of the material where it's found.

## PIRATE'S BOOTY

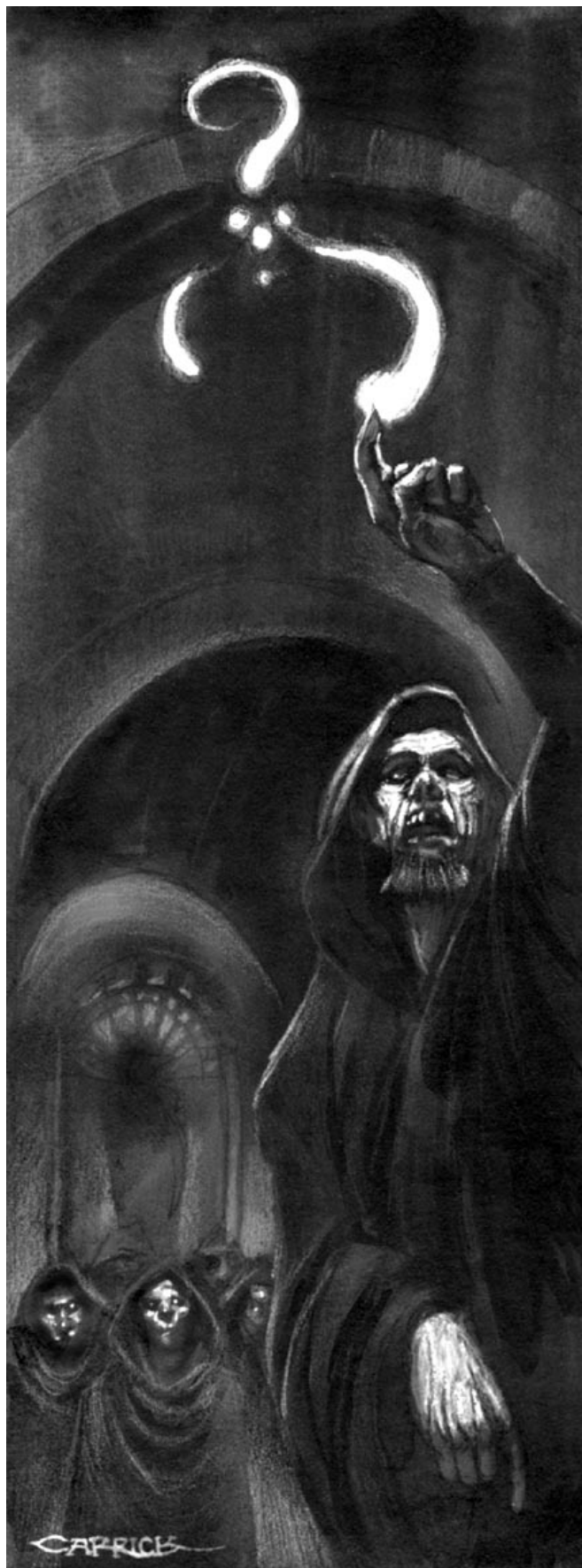
*As you intone the final words of the ritual, you completely forget what it was that you were doing.*

**Level:** 10                      **Component Cost:** 400 gp  
**Category:** Deception        **Market Price:** 1,000 gp  
**Time:** 30 minutes            **Key Skill:** Arcana  
**Duration:** Permanent

This ritual is performed in conjunction with the burial of a chest of treasure. A successful performance of this ritual immediately eliminates any recollection of the burial site as well as the contents of the treasure chest from up to 100 Hit Dice of living creatures within 1 mile. You may also choose to lose your memory of the site, but within a day of casting the spell, a tattooed map appears on your back. At your option, you may grant a single creature, which can be you, the ability to decode the map and thereby gain full memory of the location and the treasure chest's contents, even if the target was not present at the time of the original burial.

**Focus:** One treasure chest and all its contents.

**Special Component:** The head of a sailor with sewn-up eyes and mouth, which is buried with the chest.



# CHAPTER SIX

## FREEPORT BESTIARY

The Serpent's Teeth host a disturbing assortment of creatures, from vicious demons to shuddering abominations. This chapter expands your monstrous options, presenting a catalog of foes and friends to use in your Freeport adventures and beyond.

### ANT

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

<b>Ant Swarm</b>	<b>Level 10 Soldier</b>	
Medium natural beast (swarm)	500 XP	
<b>Initiative</b> +11	<b>Senses</b> Perception +7; tremorsense 5	
<b>Swarm Attack</b> aura 1; the ant swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.		
<b>HP</b> 109; <b>Bloodied</b> 54		
<b>AC</b> 26; <b>Fortitude</b> 23, <b>Reflex</b> 22, <b>Will</b> 22		
<b>Resist</b> half damage from melee and ranged attacks; <b>Vulnerable</b> 10 against close and area attacks		
<b>Speed</b> 6, climb 6		
⊕ <b>Swarming Mandibles</b> (standard; at-will)		
+15 vs. Reflex; 2d6 + 5 damage.		
⚡ <b>Acidic Spray</b> (standard; at-will) • Acid		
Close burst 1; +15 vs. Reflex; 1d8 + 5 and 5 ongoing acid damage (save ends).		
<b>Alignment</b> Unaligned	<b>Languages</b> –	
<b>Str</b> 18 (+9)	<b>Dex</b> 19 (+9)	<b>Wis</b> 15 (+7)
<b>Con</b> 21 (+10)	<b>Int</b> 1 (+0)	<b>Cha</b> 8 (+4)

### ARANEA

An aranea is an intelligent, shapechanging spider. In its natural form, an aranea resembles a big spider, with a humpbacked body a little bigger than a human torso. It has fanged mandibles like a normal spider. Two small arms, each about 2

feet long, lie below the mandibles. Each arm has a hand with four many-jointed fingers and a double-jointed thumb. Most spiderkith have none of the wicked ambitions attributed to them as a race, but those who have made their presence known in Freeport are anything but peaceful, and given their ability to blend in with the locals, they are a breed to be feared. Aranea surround themselves with spider servants and their lairs are almost always shrouded in webbing.

### ARANEA LORE

Characters with ranks in Nature can learn more about the aranea with a successful skill check.

**DC 15:** Aranea are spiders with the ability to change shape into human form.

**DC 20:** In their spider form, their bite slows their targets while their cocoon ability immobilizes their prey.



# CHAPTER SIX FREEPORT BESTIARY

**Aranea (Spiderkith)**      **Level 5 Controller (Leader)**

Medium natural humanoid (shapechanger)      **XP 200**

**Initiative** +4      **Senses** Perception +9; darkvision

**HP** 66; **Bloodied** 33

**AC** 18, **Fortitude** 17, **Reflex** 16, **Will** 16

**Resist** poison 10

**Speed** 6, climb 6 (spider climb); see also *web step*

⚔ **Shortsword** (standard; at-will) • **Weapon**

+9 vs. AC; 1d6 + 4 damage, and the aranea shifts 1 square.

‡ **Fanged Bite** (standard; at-will) • **Poison**

+10 vs. AC; 1d6 + 3 damage and the target takes ongoing 5 poison damage and is slowed (save ends both).

↘ **Cocoon** (minor 1/round; at-will)

Ranged 10; +6 vs. Reflex: the target is immobilized (save ends).

✱ **Spiderkith Slam** (standard; encounter) • **Force**

Area burst 2 within 10; +8 vs. Fortitude; 1d8 + 2 force damage, and the target is dazed (save ends).

↔ **Spider's Call** (standard; recharge ☞ ☞)

Close burst 5; allies in the burst shift 5 squares.

**Change Shape** (minor; at-will) • **Polymorph**

An aranea can alter its physical form to a deathjump spider or a unique human form. It loses its fanged bite attack in human form and cannot make a shortshort attack in spider form.

**Web Step**

An aranea ignores the movement effects of spider webs and difficult terrain related to swarming spiders.

**Alignment** Unaligned      **Languages** Common

**Skills** Stealth +10

**Str** 17 (+5)      **Dex** 15 (+4)      **Wis** 14 (+4)

**Con** 18 (+6)      **Int** 11 (+2)      **Cha** 13 (+3)

**Equipment** leather armor, shortsword

## BLEMMYÆ

A blemmyae is a strange sentient found on remote tropical islands far from the trade routes of the known world. A blemmyae has the general appearance of a normal human, although with a somewhat bulkier torso. Where they differ is in their lack of a head. Instead, their faces peer out from their chests or backs, equipped with two eyes, a nose, and a mouth. A blemmyae stands about five feet tall and weighs on average just under 200 pounds.

Gathered into small tribes of twenty to thirty adult members with half again as many young, blemmyae are reclusive, fiercely defending the borders of their territory, even against other tribes of blemmyae. These peoples brook no trespass and are quick to resort to violence to ensure their lands are secure. Thus, war between competing tribes is common and usually persists until one tribe is destroyed. The same hostility shown to other tribes also extends to non-blemmyae, but for different reasons. These savage people are conscious of their odd appearance and, according to their myths, believe they live under a dreadful curse that left them with their unnatural shape. Encounters with non-blemmyae individuals fill these primitives with shame and self-loathing, so much so that the blemmyae is likely to use violence to remove the offending victim from their sight.

Although wild and unpredictable, they are never wasteful, understanding the preciousness of their resources and thus work well within their ecosystems. Omnivores, they harvest their own crops, supplementing this fare with meat brought back by their hunters and fish pulled from the seas.

## BLEMMYÆ LORE

Characters with ranks in History can learn more about blemmyae with a successful skill check.

**DC 15** This strange creature is a blemmyae, a race of xenophobic savages that dwell in remote islands far from the routes traveled by more civilized races.

**DC 20** Blemmyae possess a potent scream that fills those who hear it with terror and may even deafen those who stand too close. Blemmyae often use this scream to call for help from fellow hunters.

*"Serpent people? They're the least of our troubles, son. The Serpent's Teeth are home to all sorts of terrifying monsters. All of which are in need of killin', if ya ask me."*

—Captain Sylus Crant, Captain of the Midwife

# CHAPTER SIX FREEPORT BESTIARY

**Blemmyae** **Level 2 Brute**  
Medium natural humanoid XP 125

**Initiative** +3 **Senses** Perception +2; darkvision

**HP** 48; **Bloodied** 24

**AC** 16, **Fortitude** 15, **Reflex** 13, **Will** 12

**Speed** 6

⚔ **Greatclub** (standard; at-will) • **Weapon**

+6 vs. AC; 1d10 + 4 damage.

🏹 **Javelin** (standard; at-will) • **Weapon**

Ranged 10/20; +6 vs. AC; 1d6 + 1 damage.

⚡ **Scream of Rage** (standard; recharge 2) • **Fear, Thunder**

Close burst 5; +7 vs. Fortitude; 1d6 + 1 damage, the target is deafened and takes a -2 penalty to defenses (save ends both).

**Alignment** Unaligned **Languages** Blemmyae

**Skills** Acrobatics +6, Nature +6, Stealth +6

**Str** 16 (+4) **Dex** 15 (+3) **Wis** 12 (+2)

**Con** 18 (+5) **Int** 10 (+1) **Cha** 10 (+1)

**Equipment** leather armor, greatclub, 5 javelins in sheaf

## BRASS MONKEY

Brass monkeys are exquisitely crafted from polished brass, standing about four feet tall and weighing around 250 pounds. Unlike other brass materials, these constructs never tarnish. Each brass monkey is unique, reflecting the artistry of its maker.

### BRASS MONKEY LORE

Characters with ranks in Arcana can learn more about brass monkeys with a successful skill check.

**DC 11:** This creature is a brass monkey, a simple construct designed for labor. This result reveals all construct traits.

**DC 16:** A brass monkey activates and deactivates with a simple command word.

**Brass Monkey** **Level 2 Lurker**  
Small natural animate (construct) XP 125

**Initiative** +7 **Senses** Perception +0; darkvision

**Aura of Distraction** aura 10; all creatures within the aura attack the brass monkey's master at a -2 penalty.

**HP** 30; **Bloodied** 15

**AC** 16; **Fortitude** 13, **Reflex** 14, **Will** 15

**Immune** disease, poison

**Speed** 8, climb 6

⚔ **Bite** (standard; at-will)

+3 vs. AC; 1d6 + 3 damage.

### Obey Master

The brass monkey gains a +4 bonus to attack rolls against a single target indicated by its master.

**Protect Master** (immediate interrupt, when the brass monkey's master is targeted by a melee or a ranged attack; recharge 2)

The brass monkey makes an attack against the attacker: +5 vs. Will; the triggering attack targets a creature adjacent to the brass monkey's master instead (as chosen by the brass monkey).

**Alignment** Unaligned **Languages** –

**Skills** Stealth +8

**Str** 11 (+1) **Dex** 14 (+3) **Wis** 8 (+0)

**Con** 12 (+2) **Int** 3 (-3) **Cha** 3 (-3)

## BOAR

**Boar** **Level 1 Brute**  
Medium natural beast XP 100

**Initiative** +1 **Senses** Perception +4

**HP** 36; **Bloodied** 18

**AC** 13; **Fortitude** 14, **Reflex** 13, **Will** 13

**Speed** 8

⚔ **Gore** (standard; at-will)

+4 vs. AC; 1d6 + 3 damage.

⚔ **Pig-headed** (when reduced to 0 hit points.)

The boar makes a gore attack.

**Rushing Charge**

When a boar charges, its gore deals an extra 5 damage and pushes a target 2 squares on a hit.

**Alignment** Unaligned **Languages** –

**Str** 16 (+3) **Dex** 10 (+1) **Wis** 9 (-1)

**Con** 16 (+3) **Int** 2 (-4) **Cha** 9 (-1)

## BURNLING

Burnlings are balls of bright green fire, about the size of a man's head. When they move, they leave a tracer of flickering flame to mark their passage. They are weightless and are capable of shaping their bodies to fit through the narrowest of gaps.

Spawned by the Great Green Fire that immolated much of A'Val's jungles, burnlings seem to delight in burning their victims alive. Those encountered on this plane are accidental inhabitants, beings that slipped free during a botched incantation by a foolish young wizard named Gregor Fenwick. As a result, burnlings are a destructive presence and they work to spread fire and devastation wherever they go.

# CHAPTER SIX FREEPORT BESTIARY

## BURNLING LORE

Characters with ranks in Arcana can learn more about burnlings with a successful skill check.

**DC 15:** This creature is a burnling, a malicious entity not native to this plane. This result reveals all elemental and fire subtype traits.

**DC 20:** A burnling attacks by leaping from one target to the next, igniting everything it touches.

**DC 25:** A burnling's form is gaseous, allowing it to slip through the tiniest gaps with ease. However, winds seem not to touch the burnling, so only water and other liquids stand a chance at barring a burnling's progress.

<b>Burnling</b>	<b>Level 3 Skirmisher</b>	
Small elemental magical beast (air, fire)	XP 150	
<b>Initiative</b> +6	<b>Senses</b> Perception +1; blindsight 10	
<b>HP</b> 45; <b>Bloodied</b> 22		
<b>AC</b> 18, <b>Fortitude</b> 14, <b>Reflex</b> 16, <b>Will</b> 16		
<b>Resist</b> 20 fire, insubstantial; <b>Vulnerable</b> 10 cold		
<b>Speed</b> 8		
⊕ <b>Ignite</b> (standard; at-will) • <b>Fire</b>		
+6 vs. Reflex; 1d4 fire damage plus ongoing 5 fire damage (save ends).		
⊕ <b>Fiery Leap</b> (standard; at-will)		
The burnling moves its speed. At any four points during its move, the burnling makes a melee basic attack at a -2 penalty.		
<b>Gaseous Form</b>		
See D&D 4E MONSTER MANUAL. A burnling can attack while in gaseous form.		
<b>Alignment</b> Chaotic evil	<b>Languages</b> Primordial	
<b>Str</b> 11 (+1)	<b>Dex</b> 16 (+4)	<b>Wis</b> 10 (+1)
<b>Con</b> 13 (+2)	<b>Int</b> 3 (-3)	<b>Cha</b> 3 (-3)

## CHEMICAL GOLEM

A chemical golem appears to be a shifting mass of liquids contained in a thin, transparent skin. It can reshape itself at will, rising up as tall as twelve feet. When it attacks, it forms a fist from its mass to slam into its foes. Chemical golems can weigh as much as 2,000 pounds.

Accidental creatures spawned from the unpredictable mixture of alchemical substances used to reclaim the warped and damaged sections of A'Val, these vile creations tear free from the chemical soup to feast upon the living.

While the only known chemical golems exist on the edges of Freeport, it's possible for other chemical golems to exist in the World of Freeport. No one is quite sure why they form or what fell power gives them the ability to animate, but efforts to reconstruct a chemical golem using the normal methods for construct creation have failed.

## CHEMICAL GOLEM LORE

Characters with ranks in Arcana can learn more about chemical golems with a successful skill check.

**DC 28:** This creature is a chemical golem, a deadly horror born from the irresponsible use of power by Freeport's mages in their desperate efforts to reclaim land savaged by the Great Green Fire. This result reveals all construct traits.

**DC 33:** A chemical golem's body is a thin membrane that contains a viscous soup of toxic sludge, burning gasses, and flesh-eating acid. Piercing its hide can cause it to rupture, spilling its foulness in all directions, though it can also spew out the vile stuff periodically on its own.

**DC 38:** Chemical golems are resilient to most attacks, especially ones with fire as a keyword.

**DC 43:** When destroyed, a chemical golem explodes in a shower of poisonous gasses and scalding fluids.

<b>Chemical Golem</b>	<b>Level 14 Elite Brute</b>	
Large natural animate (construct)	XP 2,000	
<b>Initiative</b> +5	<b>Senses</b> Perception +6; darkvision	
<b>HP</b> 346; <b>Bloodied</b> 173		
<b>AC</b> 28, <b>Fortitude</b> 29, <b>Reflex</b> 22, <b>Will</b> 23		
<b>Immune</b> disease, fire, poison; <b>Resist</b> 20 acid		
<b>Saving Throws</b> +2		
<b>Speed</b> 6; can't shift		
<b>Action Points</b> 1		
⊕ <b>Slam</b> (standard; at-will)		
Reach 2; +17 vs. AC; 2d8 + 6, and the target is pushed 1 square.		
⊕ <b>Double Attack</b> (standard; at-will)		
The chemical golem makes two slam attacks.		
↩ <b>Breath Weapon</b> (standard; recharge ☞ ☞) • <b>Acid</b>		
Close blast 5; +15 vs. Reflex; 3d6 + 6 acid damage plus 5 ongoing acid damage (save ends).		
↩ <b>Rupture</b> (immediate reaction, when a melee attack hits the chemical golem; recharge ☞ ☞ ☞ ☞) • <b>Fire</b>		
Close burst 2; +15 vs. Reflex; 1d6 + 6 fire damage plus 5 ongoing fire damage (save ends).		
↩ <b>Death Throes</b> (when reduced to 0 hit points) • <b>Fire</b>		
The chemical golem bursts in a cloud of foul burning liquids and deadly gases; close burst 5; +15 vs. Reflex; 3d6 fire damage. <i>Miss</i> : Half damage.		
<b>Alignment</b> Unaligned	<b>Languages</b> –	
<b>Str</b> 23 (+13)	<b>Dex</b> 7 (+5)	<b>Wis</b> 8 (+6)
<b>Con</b> 23 (+13)	<b>Int</b> 3 (+3)	<b>Cha</b> 3 (+3)

# CHAPTER SIX FREEPORT BESTIARY

## CHIAO

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

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

**Chiao Warrior** **Level 3 Lurker**  
Medium natural humanoid XP 150

**Initiative** +7 **Senses** Perception +8

**HP** 41; **Bloodied** 20

**AC** 17, **Fortitude** 15, **Reflex** 14, **Will** 14

**Speed** 6

⚔ **Javelin** (standard; at-will) • **Weapon**

+8 vs. AC; 1d8 + 3.

⚔ **Claw** (standard; at-will)

+8 vs. AC; 1d4 + 3 damage.

↘ **Javelin** (standard; at-will) • **Weapon**

Ranged 10/20; + 8 vs. AC; 1d6 + 3 damage.

⚡ **Frenzy** (standard ; recharge ☞☞☞☞)

A chiao warrior makes two claw attacks dealing an extra 5 damage per hit.

**Camouflage**

If a chiao warrior has cover or concealment when making an initiative check it is considered invisible until it attacks or loses cover or concealment.

**Alignment** Evil **Languages** Chiao

**Skills** Endurance +6, Nature +6, Stealth +10

**Str** 17 (+4) **Dex** 15 (+3) **Wis** 14 (+3)

**Con** 16 (+4) **Int** 10 (+1) **Cha** 11 (+1)

**Equipment** leather armor, 5 javelins in sheaf

## CHIAO LORE

Characters with ranks in Nature or History can learn more about the Chiao with a successful skill check.

**DC 15:** The Chiao are a fierce group of humanoids that live in remote tropical islands, hunting both for sport and food.

**DC 20:** Their bodies are covered with tiger stripes, making easy for them to hide while stalking their prey, waiting for the right moment to move in for the kill.

**DC 25:** Not only do the Chiao have stripped bodies like the tiger, but they have vicious claws they can use in melee.

## CLAM

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

## CLAM LORE

Characters with ranks in Nature can learn more about clams with a successful skill check.

**DC 15:** Identifies the creature as a monstrous clam.



# CHAPTER SIX FREEPORT BESTIARY

**Giant Clam** **Level 1 Brute**  
Medium natural beast (aquatic, blind) 100 XP

**Initiative** -4 **Senses** Perception -4; tremorsense 5

**HP** 36; **Bloodied** 18

**AC** 15; **Fortitude** 14, **Reflex** 10, **Will** 10

**Speed** swim 2

⊕ **Snap Shell** (standard; at-will)

+6 vs. AC; 1d10 + 3 damage and target is grabbed.

‡ **Crush** (standard; at-will)

Grabbed targets only; +6 vs. AC; 3d6 + 3 damage.

**Alignment** Unaligned **Languages** –

**Str** 17 (+3) **Dex** 2 (-4) **Wis** 2 (-4)

**Con** 16 (+3) **Int** 1 (-5) **Cha** 1 (-5)

**Enormous Clam** **Level 2 Brute**  
Large natural beast (aquatic, blind) 125 XP

**Initiative** -3 **Senses** Perception -3; tremorsense 10

**HP** 47; **Bloodied** 23

**AC** 17; **Fortitude** 15, **Reflex** 11, **Will** 11

**Speed** swim 3

⊕ **Snap Shell** (standard; at-will)

+5 vs. AC; 2d6 + 3 damage and target is grabbed.

‡ **Crush** (standard; at-will)

Grabbed targets only; +6 vs. AC; 3d8 + 3 damage.

**Alignment** Unaligned **Languages** –

**Str** 19 (+5) **Dex** 2 (-3) **Wis** 2 (-3)

**Con** 17 (+4) **Int** 1 (-4) **Cha** 1 (-4)

## CRAB

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

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

As dangerous as these swarms can be, they pale in comparison to death crab swarms. It is said that death crabs are a solid manifestation of the spirits of long-dead pirates, and they commonly swarm around hidden caches of pirate treasure or the ruins of ancient armadas, attacking any who come too near. The crabs suck the soul out of their victims, condemning the spirits of the slain to spend eternity as part

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

## CRAB LORE

Characters with ranks in Nature can learn more about crabs with a successful skill check.

**DC 15:** Identifies the creature as a monstrous crab.

**DC 17:** Identifies the location as a probable home to a crab swarm.

**DC 25:** Identifies a death crab swarm.

**Giant Crab** **Level 2 Brute**  
Medium natural beast (aquatic) 125 XP

**Initiative** +2 **Senses** Perception +0

**HP** 47; **Bloodied** 23

**AC** 14; **Fortitude** 15, **Reflex** 14, **Will** 13

**Speed** 5, swim 5

⊕ **Claw** (standard; at-will)

+5 vs. AC; 1d10 + 3 damage and target is grabbed.

‡ **Rend** (standard; at-will)

Grabbed targets only; +5 vs. AC; 3d6 + 3 damage.

‡ **Rushing Snap** (standard; at-will)

+5 vs. AC; 1d10 + 3 damage, the target is pushed 1 square, and the giant crab occupies the vacated space.

**Alignment** Unaligned **Languages** –

**Str** 17 (+4) **Dex** 12 (+2) **Wis** 8 (+0)

**Con** 17 (+4) **Int** 2 (-3) **Cha** 8 (+0)

**Enormous Crab** **Level 4 Brute**  
Large natural beast (aquatic) 175 XP

**Initiative** +3 **Senses** Perception +1

**HP** 68; **Bloodied** 34

**AC** 16; **Fortitude** 17, **Reflex** 16, **Will** 15

**Speed** 5, swim 5

⊕ **Claw** (standard; at-will)

Reach 2; +7 vs. AC; 1d10 + 4 damage and target is grabbed.

‡ **Rend** (standard; at-will)

Grabbed targets only; +5 vs. AC; 3d6 + 4 damage.

‡ **Rushing Snap** (standard; at-will)

+5 vs. AC; 1d10 + 4 damage, the target is pushed 1 square, and the enormous crab occupies the vacated space.

**Alignment** Unaligned **Languages** –

**Str** 19 (+5) **Dex** 12 (+3) **Wis** 8 (+1)

**Con** 18 (+5) **Int** 2 (-2) **Cha** 8 (+1)



# CHAPTER SIX FREEPORT BESTIARY

**Crab Swarm** **Level 8 Soldier**  
Medium natural beast (swarm) 350 XP

**Initiative** +9 **Senses** Perception +6; tremorsense 5  
**Swarm Attack** aura 1; the crab swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.  
**HP** 92; **Bloodied** 46  
**AC** 24; **Fortitude** 21, **Reflex** 20, **Will** 20  
**Resist** half damage from melee and ranged attacks;  
**Vulnerable** 10 against close and area attacks  
**Speed** 5, climb 5, swim 4

⊕ **Swarming Claws** (standard; at-will)  
+13 vs. Reflex; 2d6 + 5 damage.

<b>Alignment</b> Unaligned	<b>Languages</b> –	
<b>Str</b> 21 (+9)	<b>Dex</b> 17 (+7)	<b>Wis</b> 15 (+6)
<b>Con</b> 20 (+9)	<b>Int</b> 1 (-1)	<b>Cha</b> 8 (+3)

**Death Crab Swarm** **Level 12 Soldier**  
Medium natural beast (swarm, undead) 700 XP

**Initiative** +12 **Senses** Perception +8; tremorsense 5  
**Swarm Attack** aura 1; the death crab swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.  
**Soul Devour (Necrotic)** aura 2; any creature that begins its turn in the aura takes 10 necrotic damage.  
**HP** 92; **Bloodied** 46  
**AC** 24; **Fortitude** 21, **Reflex** 20, **Will** 20  
**Resist** 10 necrotic, half damage from melee and ranged attacks; **Vulnerable** 5 against close and area attacks  
**Speed** 5, climb 5, swim 4

⊕ **Swarming Claws** (standard; at-will)  
+17 vs. Reflex; 3d6 + 5 damage.

**Soul Trap**  
A creature killed by a death crab swarm can't be returned to life with a Raise Dead ritual.

<b>Alignment</b> Evil	<b>Languages</b> –	
<b>Str</b> 23 (+12)	<b>Dex</b> 19 (+10)	<b>Wis</b> 15 (+8)
<b>Con</b> 22 (+12)	<b>Int</b> 1 (+1)	<b>Cha</b> 8 (+5)

## CRAWLING CLAW

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

**Crawling Claw** **Level 1 Skirmisher**  
Tiny natural animate (undead, blind) XP 100

**Initiative** +5 **Senses** Perception -1; blindsight 10  
**HP** 32; **Bloodied** 16  
**AC** 14, **Fortitude** 9, **Reflex** 13, **Will** 10  
**Immune** disease, gaze, poison; **Resist** 10 necrotic;  
**Vulnerable** 5 radiant  
**Speed** 4

⊕ **Claw** (standard; at-will)  
+6 vs. AC; 1d6 + 3 damage; see also *pull down*.

⊥ **Pull Down** (immediate reaction, when an enemy is hit by any two crawling claws in one turn; at-will)

The enemy is knocked prone and grabbed. Escaping from the grab requires a successful check against a DC 15.

⊥ **Smite Fallen** (standard ; at-will)

Against a prone or grabbed foe only; +6 vs. AC: 2d6 + 6 damage.

<b>Alignment</b> Unaligned	<b>Languages</b> –	
<b>Str</b> 10 (+0)	<b>Dex</b> 16 (+3)	<b>Wis</b> 8 (-1)
<b>Con</b> 16 (+3)	<b>Int</b> 1 (-5)	<b>Cha</b> 3 (-4)

**Crawling Claw Minion** **Level 1 Minion**  
Tiny natural animate (undead, blind) XP 100

**Initiative** +3 **Senses** Perception -1; blindsight 10  
**HP** 1; a missed attack never damages a minion.  
**AC** 14, **Fortitude** 9, **Reflex** 13, **Will** 10  
**Immune** disease, gaze, poison; **Resist** 10 necrotic;  
**Vulnerable** 5 radiant  
**Speed** 4

⊕ **Claw** (standard; at-will)  
+6 vs. AC; 3 damage; see also *pull down*.

⊥ **Pull Down** (immediate reaction, when an enemy is hit by any two crawling claws in one turn; at-will)

The enemy is knocked prone and grabbed. Escaping from the grab requires a successful check against a DC 15.

⊥ **Smite Fallen** (standard ; at-will)

Against a prone or grabbed foe only; +6 vs. AC: 6 damage.

<b>Alignment</b> Unaligned	<b>Languages</b> –	
<b>Str</b> 10 (+0)	<b>Dex</b> 16 (+3)	<b>Wis</b> 8 (-1)
<b>Con</b> 16 (+3)	<b>Int</b> 1 (-5)	<b>Cha</b> 3 (-4)

# CHAPTER SIX FREEPORT BESTIARY

## DEADWOOD TREE

Before the fall of the serpent people, spirit lizards inhabited the great trees of Valossa's jungles. When the cataclysm struck, the trees were slain along with most other living things. A few spirit lizards, however, were trapped inside their dead and dying trees, fusing with them by the warping influence of the Unspeakable One. These became the first of the deadwood trees. Driven by an insane hatred of living things, they attack without warning and fight until they or their victims are destroyed.

### DEADWOOD TREE LORE

Characters with ranks in Nature can learn more about the deadwood tree with a successful skill check.

**DC 20:** Deadwood trees are rare sentient mobile plants.

**DC 25:** They are in fact undead plants, dealing necrotic damage when they slam their thick limbs into the living.

Deadwood Tree		Level 16 Elite Controller	
Large natural magical beast (plant, undead)		XP 2,000	
<b>Initiative</b> +9		<b>Senses</b> Perception +15; darkvision	
<b>Entangling Roots</b> aura 2; nonflying enemies treat the area as difficult terrain.			
<b>HP</b> 320; <b>Bloodied</b> 160			
<b>AC</b> 32, <b>Fortitude</b> 31, <b>Reflex</b> 28, <b>Will</b> 30			
<b>Immune</b> cold, disease, lightning, poison; <b>Resist</b> 20 necrotic; <b>Vulnerable</b> fire (a deadwood tree takes ongoing 5 fire damage [save ends] when damaged by fire), 5 radiant.			
<b>Saving Throws</b> +2			
<b>Speed</b> 8 (forest walk)			
<b>Action Points</b> 1			
⊕ <b>Slam</b> (standard; at-will) • <b>Necrotic</b>			
Reach 3; +21 vs. AC; 1d8 + 7 damage plus 1d8 necrotic damage, and the target is pushed 2 squares and knocked prone.			
⊕ <b>Double Attack</b> (standard; at-will)			
The deadwood tree makes two slam attacks.			
↔ <b>Soul-sucking Fear</b> (standard ; encounter) • <b>Fear, Healing, Necrotic</b>			
Close burst 5; +20 vs. Fortitude; 3d6 + 3 necrotic damage and the target is weakened (save ends) and the deadwood tree regains 5 hit points for every creature damaged by the attack.			
<b>Alignment</b> Evil	<b>Languages</b> Common		
<b>Str</b> 25 (+15)	<b>Dex</b> 13 (+9)	<b>Wis</b> 25 (+15)	
<b>Con</b> 24 (+15)	<b>Int</b> 15 (+10)	<b>Cha</b> 13 (+9)	

## DEVIL LIZARD

Ages ago, before the fall of the Valossan Empire, spirit lizards roamed the jungles of that ancient land. They cared nothing for the machinations and wars of conquest committed by the serpent people and they did their best to avoid being drawn into their intrigues. Tragically, when the Unspeakable One destroyed the serpent people and their lands, the spirit lizards and the trees in which they lived were fused, becoming horrid abominations known as deadwood trees.

Those that escaped this fate withdrew into the depths of the jungles were changed, twisted and transformed into devil lizards and infused with the hatred and madness spread by the Unspeakable One. As humans settled the Serpent's Teeth, they encroached upon the jungle homes of the surviving devil lizards. Conflicts blossomed wherever the two peoples met and the devil lizards grew to hate the humanoids, killing them whenever their paths crossed.

Devil Lizard		Level 10 Controller	
Small fey magical beast (reptile)		XP 500	
<b>Initiative</b> +9		<b>Senses</b> Perception +7; darkvision	
<b>HP</b> 109; <b>Bloodied</b> 54			
<b>Regeneration</b> 10 (if the devil lizard takes acid or fire damage, regeneration does not function until the end of its next turn)			
<b>AC</b> 24, <b>Fortitude</b> 23, <b>Reflex</b> 22, <b>Will</b> 22			
<b>Speed</b> 7, climb 5			
⊕ <b>Essence Disruption</b> (standard; at-will) • <b>Psychic</b>			
+14 vs. Will; 1d8 + 5 psychic damage plus the target slides 3 squares and is dazed until the end of the devil lizard's next turn.			
⊕ <b>Devil's Bite</b> (standard; at-will) • <b>Poison</b>			
+14 vs. Will; 2d6 + 5 poison damage and the target is slowed (save ends).			
⊕ <b>Frenzy</b> (standard; usable only when bloodied) • <b>Psychic</b>			
+14 vs. Will; 3d6 + 5 psychic damage plus the target slides 3 squares and is dazed until the end of the devil lizard's next turn.			
<b>Nature's Passage</b>			
A devil lizard ignores the movement effects related to natural thorns, briars, overgrown areas, and similar terrain.			
<b>Alignment</b> Unaligned		<b>Languages</b> Common, Elven	
<b>Skills</b> Bluff +14, Insight+14, Stealth +14			
<b>Str</b> 21 (+10)	<b>Dex</b> 18 (+9)	<b>Wis</b> 14 (+7)	
<b>Con</b> 21 (+10)	<b>Int</b> 10 (+5)	<b>Cha</b> 9 (+4)	

# CHAPTER SIX FREEPORT BESTIARY

A devil lizard is a bipedal reptilian creature that stands about two-feet tall and weighs no more than 35 pounds. Its hands and feet sport sharp talons and a row of spines rises from the top of its head down to the middle of its back. Its mottled warty skin is dark gray with blotches of black, brown, and green.

## DEVIL LIZARD LORE

Characters with ranks in Nature can learn more about the devil lizard with a successful skill check.

**DC 10:** Devil lizards are hardy reptilian creatures with sharp talons and an unpleasant disposition.

**DC 15:** They are in fact fey creatures that move through the forest with ease.

**DC 20:** Devil lizards have a poisonous bite and their talons deal psychic damage, leaving their prey dazed.

## DREAM CHILD

<b>Dream Child</b>	<b>Level 18 Controller</b>
Medium aberrant magical beast	XP 2,000
<b>Initiative</b> +13	<b>Senses Perception</b> +13; darkvision
<b>Dark Dreams</b> aura 10; any enemy that enters or begins its turn in the aura is slowed (save ends). If the target fails its first save against this aura, the target becomes unconscious (save ends). A target that has regained consciousness through a save cannot again fall unconscious from this aura unless it exits the aura and then returns.	
<b>HP</b> 169; <b>Bloodied</b> 84	
<b>AC</b> 32, <b>Fortitude</b> 31, <b>Reflex</b> 30, <b>Will</b> 30	
<b>Speed</b> 5; teleport 5	
⊕ <b>Bite</b> (standard; at-will) • <b>Psychic</b> +23 vs. AC; 2d6 + 7 psychic damage.	
↻ <b>Return to Rest</b> (free, once on the dream child's turn before it takes other actions; at-will) • <b>Psychic</b> Ranged 10; only against a foe that has regained consciousness within the past turn; +20 vs. Will; 1d6 + 1 psychic damage and the target becomes unconscious (save ends).	
↔ <b>Dream Again</b> (free, when first bloodied; encounter) • <b>Psychic</b> Close burst 10; targets enemies; +20 vs. Will; 1d6 + 1 psychic damage and the target becomes unconscious (save ends).	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Str</b> 21 (+14)	<b>Dex</b> 18 (+13) <b>Wis</b> 18 (+13)
<b>Con</b> 17 (+12)	<b>Int</b> 10 (+9) <b>Cha</b> 13 (+10)

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

## DREAM CHILDREN LORE

Characters with ranks in Religion can learn more about the dream children with a successful skill check.

**DC 20:** Dream children are the restless creatures plucked from dreams and nightmares hungry for living flesh.

**DC 25:** They are not undead, rather aberrant magical beasts with an aura that can lead to unconsciousness.

## FIRE SPECTRE

Not a strip of flesh remains on the fire spectres' bodies; the perpetual flames that bathe them have long since seared hair, skin, and sinew away. Burning within the sockets of their skulls are white-hot orbs that flicker and dance, intensifying when a victim is near. Fire spectres use the weapons they carried in life, although the flames make wielding firearms impossible.

The most famous fire spectre is Captain Kothar. In life, Captain Kothar was a vicious pirate noted for his bloodthirsty tactics and wanton cruelty. After he and his crew attacked and murdered their rivals, claiming their vessel the Winds of Hell for themselves, they were captured, tried, and executed for their crimes. The Captains' Council decreed they should be lashed to the deck of their bloody ship while the vessel burned down to the waterline. Kothar's hate ran hotter than the flames and he refused to go to the Nine Hells until he got his vengeance.

The Winds of Hell haunts the waters of the Serpent's Teeth. Rarely seen these days, when it appears it does so at dawn or dusk as a billowing ball of fire on the horizon. Though the flames burn without end, they never consume the rigging, sails, or wood itself, and simply roil about, blackening everything they touch. Of course, the flames' inability to harm the Winds does not extend to other ships in proximity, and many a vessel has caught fire from drifting cinders and the raging fires as they fought back the tide of attackers. To make matters worse, the smoke is unbearable and when the Winds come alongside its prey, black clouds blot out the sun and choke the living as they fiery blades of undead pirates rain down upon them.

Fire spectres are unnatural creatures, and in their undead state they have little use for societal rules. Most of these creatures are raging monstrosities, bent on murder and mayhem and little else. In the case of the Winds of Hell, however, the crew is just as disciplined (and evil) as they were in life, and they observe the pecking order on their ship, with Kothar at

## CHAPTER SIX FREEPORT BESTIARY

the top. What keeps the fire spectres going is their hunger for revenge, their need to murder, and they are implacable foes always driven to extend their own fate to others.

### WINDS OF HELL LORE

Characters with ranks in History can learn more about the Winds of Hell with a successful skill check.

DC 15: The Winds of Hell is a ghost ship that sails the seas around the Serpent's Teeth. Crewed by devils conjured up from the bowels of Hell, they prey on any who drift from the sea lanes.

DC 20: While it is true that the Winds is a ghost ship, it is crewed by the undead remains of the bloodthirsty Captain Kothar and his crew, now called the Accursed. These horrid creatures are no ordinary undead; they're fire spectres, the burning souls of the damned.

DC 25: Captain Kothar the Accursed seeks vengeance and can only attain it by slaughtering each and every member of the Captains' Council, though none of them are to blame for his execution. Only with their blood will Kothar relent and descend to the Nine Hells.

**Fire Spectre** **Level 6 Soldier**  
Medium natural animate (fire, undead) XP 500

**Initiative** +5 **Senses** Perception +4; darkvision

**Fear** aura 5; any enemy that enters or begins its turn in the aura takes a -2 penalty to attack rolls (save ends).

**Flaming Death** aura 2; any enemy that enters or begins its turn in the aura takes 5 fire damage.

**HP** 71; **Bloodied** 35

**AC** 22, **Fortitude** 20, **Reflex** 16, **Will** 16

**Immune** disease, poison; **Resist** 20 fire; **Vulnerable** 5 cold, 5 radiant

**Speed** 6

⊕ **Cutlass** (standard; at-will) • **Fire, Weapon**

+11 vs. Will; 1d6 + 4 damage plus 1d6 fire damage.

↘ **Javelin** (standard; at-will) • **Fire, Weapon**

Ranged 10/20; +10 vs. AC; 1d6 + 1 damage plus 1d6 fire damage.

↩ **Immolating Ire** (free, when first bloodied; encounter) • **Fire**

Close burst 2; +11 vs. Reflex; 3d6 + 4 fire damage.

**Alignment** Unaligned **Languages** Common

**Skills** Acrobatics +10, Athletics +10, Intimidate +10

**Str** 19 (+7) **Dex** 10 (+3) **Wis** 12 (+4)

**Con** 15 (+15) **Int** 8 (+2) **Cha** 10 (+3)

**Equipment** Cutlass, 5 javelins in sheaf



# CHAPTER SIX FREEPORT BESTIARY

## FIRE SPECTRE LORE

Characters with ranks in Religion can learn more about fire spectres with a successful skill check.

**DC 12:** This creature is a fire spectre, an undead abomination that houses the tortured spirit of a black-hearted villain. This result reveals all undead traits.

**DC 17:** Although fire spectres are formidable opponents in their own right, it is the visions that plague those who face them that weaken their resolve to fight and thus give the undead the advantage they need to slaughter their victims.

**DC 22:** Fire spectres have a tendency to flare up with flames when damaged, manifesting the spirits' hate and rage.

## FLAYED MAN

A flayed man is gruesome indeed. It appears as a humanoid, and tattered bits of skin cling to the flat, muscle, and sinew exposed by the terrible magic that created it, its eyes burning with unspeakable malevolence. It stands as it did in life, usually just under six feet tall and weighing about 150 pounds.

Flayed men represent yet another pitfall of mortal ambition. The procedure for attaining lichdom is perilous indeed, and those incautious fools who dabble in the black arts are at risk of major mishap when they attempt to circumvent the natural order. Flayed men are created whenever a mortal seeks to transcend death and become a lich, but fails to attain the proper ingredients or is otherwise interrupted while in the midst of the ritual. The flesh sloughs from the necromancer's body in pieces, leaving curled bits of skin to writhe atop of the glistening muscle and sinew. The newly created flayed man has, in some respects, attained its goal, but lacks the power it held in life.

With their accursed existence, flayed men shun their former societies and set out to spread woe and misery wherever they can. Any sense of society and all ties to their former culture are severed as they give in to their monstrous natures. Strangely, flayed men gather zombies by impulse, murdering to assemble an army of undead minions to aid them in their efforts to destroy and ruin.

## FLAYED MAN LORE

Characters with ranks in Arcana or Religion can learn more about flayed men with a successful skill check.

**DC 20:** This horrible creature is a flayed man, an undead abomination. This result reveals all undead traits.

**DC 25:** Just being near a flayed man fully is enough to rob the most stalwart hero of his or her resolve.

**DC 30:** A flayed man's touch can flense the flesh, weakening its foes by the dreadful injuries it inflicts.

**DC 35:** Upon death, a flayed man delivers a potent torrent of negative energy that weakens and shrivels the body.

**Flayed Man** **Level 7 Elite Controller**  
Medium natural humanoid (undead) XP 500

**Initiative** +6 **Senses** Perception +15; darkvision

**Fear** aura 5; any enemy that enters or begins its turn in the aura takes a -2 penalty to attack rolls (save ends).

**HP** 166; **Bloodied** 83

**AC** 23, **Fortitude** 19, **Reflex** 21, **Will** 22

**Immune** disease, poison; **Resist** 10 necrotic; **Vulnerable** 5 radiant.

**Saving Throws** +2

**Speed** 6

**Action Points** 1

⊕ **Flense** (standard; at-will) • **Healing, Necrotic**

+12 vs. AC; 1d8 + 5 necrotic damage, and the flayed man is healed 5 hit points.

↘ **Lifedrain** (standard; at-will) • **Healing, Necrotic**

Ranged 20; +10 vs. Fortitude; 2d8 +5 necrotic damage and the flayed man is healed 5 hit points.

✱ **Zombie Mastery** (standard; encounter) • **Healing, Necrotic**

Area burst 4 within 10; +10 vs. Fortitude; 1d8 + 2 necrotic damage, all zombies within the area are healed 10 hit points, and all zombies shift 3 squares.

**Death Throes** (when reduced to 0 hit points) • **Necrotic**

The flayed man explodes in a burst of foul necrotic energy; close burst 5; +8 vs. Reflex; 3d6 necrotic damage. *Miss:* Half damage.

**Spawn Zombie**

Any humanoid slain by a flayed man rises as zombie at the start of the flayed man's next turn, appearing in the space where it died (or in the nearest unoccupied space). A spawned zombie is under the control of the flayed man that created it. If a spawned zombie is killed, the corpse can be raised (using the Raise Dead ritual), returning the original humanoid to life.

**Alignment** Chaotic evil **Languages** Common

**Skills** Arcana +12, History +12, Insight +6

**Str** 18 (+7) **Dex** 16 (+6) **Wis** 16 (+6)

**Con** 19 (+7) **Int** 17 (+6) **Cha** 13 (+4)

# CHAPTER SIX FREEPORT BESTIARY

## FLESHRAKER

Fleshrakers are terrible fiends conjured up from Hell to spread death and misery in the mortal world. Consumed by an unspeakable need to commit murder, these villains haunt the poor, crowded districts, where a few murdered victims might go unnoticed. It's believed at least one of the murder sprees that have plagued Freeport have rested on the razor wielded by one of these terrible fiends.

A fleshraker stands just over six-feet tall and weighs 175 pounds. It has deep crimson skin and long black hair. Its flesh is marred with ritual scars and obscene tattoos. Their faces are long and twisted with an insane smile that spreads wide revealing black teeth when close to killing their prey. These creatures are quick to acquire clothing once they enter the mortal world and can often be seen wearing tall, wide-brimmed hats and long black robes to conceal their ghastly appearance.

### FLESHRAKER LORE

Characters with ranks in Arcana or Religion can learn more about fleshraker with a successful skill check.

**DC 20:** This creature is a fleshraker, a ruthless killer you don't want to grant combat advantage to.

**DC 25:** It is a fiendish immortal that attacks with a razor-sharp dagger, driven by the need to kill.

<b>Fleshraker</b>	<b>Level 7 Lurker</b>
Medium immortal humanoid (fiend)	XP 300
<b>Initiative</b> +10	<b>Senses</b> Perception +6; darkvision
<b>HP</b> 67; <b>Bloodied</b> 33	
<b>AC</b> 21, <b>Fortitude</b> 19, <b>Reflex</b> 20, <b>Will</b> 19	
<b>Immune</b> disease, poison; <b>Resist</b> 20 fire; <b>Vulnerable</b> 5 cold, 5 radiant	
<b>Speed</b> 6	
⊕ <b>Wounding Razor Dagger</b> (standard; at-will) • <b>Weapon</b>	
+12 vs. Will; 2d8 + 5 damage plus the target is stunned.	
<b>Combat Advantage</b>	
A fleshraker deals an extra 1d6 damage on any attack against a target it has combat advantage against.	
<b>Death Hunger</b>	
A fleshraker loses 5 hit points for every 24 hours it goes without killing a humanoid creature. All hit points lost in this manner are instantly healed as soon as a humanoid creature is killed by the fleshraker.	
<b>Alignment</b> Evil	<b>Languages</b> Supernal
<b>Skills</b> Bluff +12, Stealth +13, Intimidate +10	
<b>Str</b> 18 (+7)	<b>Dex</b> 17 (+6) <b>Wis</b> 17 (+6)
<b>Con</b> 19 (+7)	<b>Int</b> 10 (+3) <b>Cha</b> 16 (+6)
<b>Equipment</b> dagger	

## GHOST EATER

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

### GHOST EATER LORE

Characters with ranks in Religion can learn more about the ghost eater with a successful skill check.

**DC 20:** Identifies the creature as a ghost eater.

**DC 25:** The ghost eater lets out an eerie howl that strikes fear in the hearts of those near to it.

<b>Ghost Eater</b>	<b>Level 3 Lurker</b>
Small natural humanoid	XP 500
<b>Initiative</b> +8	<b>Senses</b> Perception +4; darkvision
<b>HP</b> 41; <b>Bloodied</b> 20	
<b>AC</b> 18, <b>Fortitude</b> 17, <b>Reflex</b> 16, <b>Will</b> 16	
<b>Resist</b> 10 necrotic	
<b>Speed</b> 5	
⊕ <b>Disrupting Bite</b> (standard; at-will)	
+8 vs. AC; 1d10 + 3 damage. Undead creatures take 2d8 +4 damage from a disrupting bite.	
↶ <b>Eerie Howl</b> (standard; at-will) • <b>Fear</b>	
Close burst 5; +6 vs. Will; 1d6 + 3 damage and the target takes a -2 penalty to attack rolls (save ends).	
<b>Ghostly Resilience</b>	
When attacked by undead, a ghost eater's AC and defenses are increased by 10 each.	
<b>Sense Undead</b>	
A ghost eater is always aware of the presence or absence of undead creatures within 30 squares.	
<b>Final Repose</b>	
Any undead slain by a ghost eater is permanently dead.	
<b>Alignment</b> Chaotic evil	<b>Languages</b> Common
<b>Skills</b> Stealth +8	
<b>Str</b> 12 (+1)	<b>Dex</b> 15 (+4) <b>Wis</b> 14 (+4)
<b>Con</b> 14 (+4)	<b>Int</b> 3 (-3) <b>Cha</b> 13 (+2)

# CHAPTER SIX FREEPORT BESTIARY

## INFERNAL AUTOMATON

Infernal automatons are headless constructs that have the general shape and size of short humanoids. Their bodies are barrel shaped and covered with leathery hoses that channel steam to their spindly limbs to provide propulsion. These hoses are poorly made and spew superheated water into the air. The “skin” of these constructs is made of rusty green metal, pocked and dented from hard use. Staring out from the center of the rounded torso is a twisted face. Each automaton is unique, with some having a female appearance and others with moustaches and beards. It’s whispered the faces are those of the souls contained by the metal bodies.

Infernal automatons are not natural creatures; they are products of vile ingenuity. Fashioned from a queer green metal found only in the Hell, their shells are assembled in great factories with countless lesser fiends working themselves to death to meet the demands of their overseers. Once a shell is finished, infernal soul binders harvest up a maggot-like soul and bind it with fell magic to the shell, fusing it with the unquenchable fires of this dreaded plane. Once the ritual is complete, the face on the automaton’s torso animates with a wail as the soul experiences the full weight of its appalling fate.

### INFERNAL AUTOMATON LORE

Characters with ranks in Arcana can learn more about Infernal Automatons with a successful skill check.

**DC 13:** This creature is an infernal automaton, a dreaded construct assembled by fiendish engineers to serve as a reliable servant. This result reveals all construct traits.

<b>Infernal Automaton</b>	<b>Level 5 Soldier</b>	
Medium natural animate (construct)	XP 200	
<b>Initiative</b> +6	<b>Senses</b> Perception +0; darkvision	
<b>Steam</b> aura 2; any enemy that enters or begins its turn in the aura takes a -2 penalty to attack rolls (save ends).		
<b>HP</b> 66; <b>Bloodied</b> 33		
<b>AC</b> 21, <b>Fortitude</b> 18, <b>Reflex</b> 15, <b>Will</b> 15		
<b>Immune</b> disease, poison; <b>Resist</b> 20 fire		
<b>Speed</b> 6		
⬇ <b>Scalding Strike</b> (standard; at-will) • Fire		
+12 vs. AC; 1d6 + 4 plus 1d6 fire damage		
⬅ <b>Breath Weapon</b> (standard; recharge 2/3) • Fire		
Close blast 3; +10 vs. Reflex; 3d4 +4 fire damage.		
<b>Death Throes</b> (two turns after being reduced to 0 hit points) • Fire		
The infernal automaton explodes in a burst hot steam; close burst 4; +10 vs. Reflex; 3d6 +4 fire damage.		
<b>Alignment</b> Evil	<b>Languages</b> –	
<b>Str</b> 11 (+2)	<b>Dex</b> 15 (+4)	<b>Wis</b> 8 (+0)
<b>Con</b> 18 (+6)	<b>Int</b> 3 (-2)	<b>Cha</b> 3 (-2)

**DC 23:** The souls fused to their metal bodies burn hot with hate as evidenced by the scalding steam that blasts from their bodies and maws. It is said that when the shells are destroyed, the souls burst free in a blast of fire that destroys everything around them.

## JELLYFISH

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

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

### JELLYFISH LORE

Characters with ranks in Nature can learn more about jellyfish with a successful skill check.

**DC 10:** This creature is a giant jellyfish.

**DC 15:** This creature is a jellyfish swarm.



# CHAPTER SIX FREEPORT BESTIARY

## Giant Jellyfish Level 2 Brute

Medium natural beast (aquatic) 125 XP

**Initiative** +1 **Senses** Perception -4

**HP** 47; **Bloodied** 23

**AC** 14; **Fortitude** 15, **Reflex** 14, **Will** 13

**Speed** swim 1

### ⊕ **Stinging Tendrils** (standard; at-will) • **Poison**

+5 vs. AC; 1d10 + 3 poison damage, the target is immobilized, and takes ongoing 5 poison damage.

### ⊕ **Digest** (standard; at-will)

Immobilized targets only; +5 vs. AC; 2d10 + 3 damage.

<b>Alignment</b> Unaligned	<b>Languages</b> –	
<b>Str</b> 10 (+1)	<b>Dex</b> 10 (+1)	<b>Wis</b> 1 (-4)
<b>Con</b> 17 (+4)	<b>Int</b> 1 (-4)	<b>Cha</b> 2 (-3)

## Jellyfish Swarm Level 2 Soldier

Medium natural beast (swarm) 700 XP

**Initiative** +5 **Senses** Perception +0

**Swarm Attack** aura 2; the jellyfish swarm makes a basic attack as a free action against each enemy that begins its turn in the aura.

**HP** 41; **Bloodied** 20

**AC** 18; **Fortitude** 15, **Reflex** 14, **Will** 14

**Resist** half damage from melee and ranged attacks;

**Vulnerable** 10 against close and area attacks

**Speed** swim 1

### ⊕ **Swarming Tendrils** (standard; at-will) • **Poison**

+7 vs. Reflex; 1d6 + 3 damage and 5 ongoing poison damage (save ends).

<b>Alignment</b> Unaligned	<b>Languages</b> –	
<b>Str</b> 10 (+1)	<b>Dex</b> 14 (+3)	<b>Wis</b> 8 (+0)
<b>Con</b> 17 (+4)	<b>Int</b> 1 (-4)	<b>Cha</b> 8 (+0)

## LEECH

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

A life leech is a hideous creature that resembles a normal bat, but sized to that of a man. It has barbs on the end of its wings, and drooling fangs emerge from its slobbering mouth. Found in remote islets scattered south of the Serpent's Teeth, sailors whisper these things seem to exist only to feed on the souls of the living.

## LEECH LORE

Characters with ranks in Nature can learn more about leeches with a successful skill check.

**DC 10:** This creature is a monstrous leech, and their bite carries leech fever.

**DC 15:** This creature is a life leech.

**DC 20:** Life leeches have a debilitating aura that makes it harder to fight off the life leech.

## Giant Leach Level 2 Lurker

Medium natural beast 125 XP

**Initiative** +5 **Senses** Perception +0

**HP** 35; **Bloodied** 17

**AC** 16; **Fortitude** 15, **Reflex** 11, **Will** 11

**Speed** 4, swim 4

### ⊕ **Bite** (standard; at-will)

+7 vs. AC; 1d6 damage, and the target is grabbed (until escape). A grabbed target takes ongoing 5 damage and is subject to a disease attack (see below) every turn until it escapes. At attached giant leach cannot make additional attack rolls while grabbing an opponent and suffers a -5 penalty to AC.

### ⊕ **Disease** (standard; at-will)

Grabbed targets only; +5 vs. AC; 1d4 damage and the target contracts *leech fever* (see next page).

<b>Alignment</b> Unaligned	<b>Languages</b> –	
<b>Str</b> 10 (+1)	<b>Dex</b> 10 (+1)	<b>Wis</b> 8 (+0)
<b>Con</b> 16 (+4)	<b>Int</b> 1 (-4)	<b>Cha</b> 2 (-3)

## Enormous Leach Level 4 Lurker

Large natural beast 175 XP

**Initiative** +6 **Senses** Perception +1

**HP** 48; **Bloodied** 24

**AC** 18; **Fortitude** 17, **Reflex** 13, **Will** 13

**Speed** 6, swim 6

### ⊕ **Bite** (standard; at-will)

+9 vs. AC; 1d8 damage, and the target is grabbed (until escape). A grabbed target takes ongoing 10 damage and is subject to a disease attack (see below) every turn until it escapes. At attached giant leach cannot make additional attack rolls while grabbing an opponent and suffers a -5 penalty to AC.

### ⊕ **Disease** (standard; at-will)

Grabbed targets only; +7 vs. AC; 1d6 damage and the target contracts *leech fever* (see next page).

<b>Alignment</b> Unaligned	<b>Languages</b> –	
<b>Str</b> 12 (+3)	<b>Dex</b> 10 (+2)	<b>Wis</b> 8 (+1)
<b>Con</b> 18 (+6)	<b>Int</b> 1 (-3)	<b>Cha</b> 2 (-2)



# CHAPTER SIX FREEPORT BESTIARY

## Leech Fever Level 5 Disease

*Found lurking in the bite of giant and enormous leeches, this disease attacks its victims' virility, leaving the body drained and dazed.*

**Attack:** +7 vs. Fortitude.

**Endurance:** improve DC 22, maintain DC 17, worse DC 16 or lower

The target is cured.

◆ **Initial Effect:** Target loses 1 healing surge.

◆ The target takes a -2 penalty to attack and damage rolls.

**Final State:** The target takes a -4 penalty to attack and damage rolls. Target is dazed.

## Life Leech Level 7 Lurker

Medium magical beast XP 300

**Initiative** +10 **Senses** Perception +8; darkvision

**Steam** aura 2; any enemy that enters or begins its turn in the aura takes a -2 penalty to attack rolls (save ends).

**HP** 67; **Bloodied** 33

**AC** 21, **Fortitude** 20, **Reflex** 19, **Will** 19

**Speed** 6, fly 8

⊕ **Draining Strike** (standard; at-will)

+12 vs. AC; 1d8 + 5 damage, the target is grabbed (save ends), takes ongoing 5 damage and is slowed (save ends).

⊕ **Lethargic Drain** (standard; at-will)

Slowed target only; +12 vs. AC; 1d8 + 5 damage, and the target is stunned until the end of the life leech's next turn.

⊕ **Life Leech** (standard; at-will)

Stunned target only; +12 vs. AC; 1d8 + 5 damage, and the target is unconscious (save ends).

**Alignment** Chaotic evil **Languages** Common

**Str** 19 (+7) **Dex** 16 (+6) **Wis** 10 (+3)

**Con** 19 (+7) **Int** 10 (+3) **Cha** 5 (+0)

# LIZARD

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

## LIZARD LORE

Characters with ranks in Nature can learn more about lizards with a successful skill check.

**DC 10:** This creature is a giant lizard

**DC 15:** Their bite is poisonous.

## Small Giant Lizard Level 1 Brute

Small natural beast XP 100

**Initiative** +1 **Senses** Perception -1; low-light vision

**HP** 36; **Bloodied** 18

**AC** 13, **Fortitude** 14, **Reflex** 13, **Will** 13

**Speed** 5

⊕ **Bite** (standard; at-will) • **Poison**

+4 vs. AC; 1d6 + 3 damage, and the giant lizard makes a secondary attack against the same target. *Secondary attack:* +2 vs. Fortitude; 1d8 + 2 poison damage.

**Alignment** Unaligned **Languages** –

**Str** 17 (+3) **Dex** 13 (+1) **Wis** 9 (-1)

**Con** 16 (+3) **Int** 2 (-4) **Cha** 7 (-2)

## Medium Giant Lizard Level 2 Brute

Medium natural beast XP 125

**Initiative** +2 **Senses** Perception +0; low-light vision

**HP** 47; **Bloodied** 23

**AC** 14, **Fortitude** 15, **Reflex** 14, **Will** 14

**Speed** 6

⊕ **Bite** (standard; at-will) • **Poison**

+5 vs. AC; 1d6 + 3 damage, and the giant lizard makes a secondary attack against the same target. *Secondary attack:* +3 vs. Fortitude; 1d8 + 3 poison damage.

**Alignment** Unaligned **Languages** –

**Str** 19 (+5) **Dex** 12 (+2) **Wis** 9 (+0)

**Con** 17 (+4) **Int** 2 (-3) **Cha** 7 (-1)

**Large Giant Lizard** **Level 4 Brute**  
 Large natural beast (mount) XP 175

**Initiative** +3 **Senses** Perception +1; low-light vision

**HP** 68; **Bloodied** 34

**AC** 16, **Fortitude** 17, **Reflex** 16, **Will** 16

**Speed** 6

⊕ **Bite** (standard; at-will) • **Poison**

+7 vs. AC; 1d6 + 4 damage, and the giant lizard makes a secondary attack against the same target. *Secondary attack*: +4 vs. Fortitude; 1d8 + 4 poison damage.

**Alignment** Unaligned **Languages** –

**Str** 21 (+7) **Dex** 12 (+3) **Wis** 9 (+1)

**Con** 18 (+6) **Int** 2 (-2) **Cha** 7 (+0)

## LIZARD, FLYING

There are several different varieties of flying lizards found among the Serpent's Teeth. Many scholars of the Freeport Institute believe the flying lizards infesting the islands of the Serpent's Teeth are survivors of Valossa's destruction. While they have nothing to substantiate this theory, the lizards were present on the island before mankind erected settlements and don't seem to be going anywhere soon.

Of the many different breeds, three are the most common. The sleek and graceful scalewing is about the same size as a gull and it competes with sea fowl for fish, crab, and small children. The irontooth is a bit more vicious, snatching travelers for a meal and harassing fishermen who stray too close to their roosts, while the massive blackwing lurks at the heights of Mount A'Val.

### FLYING LIZARD LORE

Characters with ranks in Nature can learn more about flying lizards with a successful skill check.

**DC 15:** This creature is a flying lizard

**DC 20:** Their jaws are extremely powerful and once they have locked onto their prey, they are very difficult to pry loose. In addition, they all have long serpentine tails that are strong and flexible. In combat, it snakes its tail around its foes, holds them fast, while it snaps off their heads.



# CHAPTER SIX FREEPORT BESTIARY

## Scalewing Flying Lizard Level 1 Skirmisher Small natural beast (reptile) XP 100

**Initiative** +5 **Senses** Perception +0; low-light vision  
**HP** 32; **Bloodied** 16  
**AC** 16, **Fortitude** 13, **Reflex** 14, **Will** 12  
**Speed** 3, fly 6 (hover)

### ⊕ Talons (standard; at-will)

+6 vs. AC; 1d4 + 3 damage.

### ⊕ Iron Jaws (standard; at-will)

+6 vs. AC; 1d4 + 3 damage plus the target is grabbed (until escape).

### ⊕ Tail Lash (standard; at-will)

+6 vs. AC; 1d4 + 3 damage.

### ⊕ Ripping Frenzy (standard; recharge Ⓢ Ⓢ Ⓢ Ⓢ)

Grabbed target only; +6 vs. AC; 3d8 + 3 damage.

**Alignment** Unaligned **Languages** –  
**Str** 13 (+1) **Dex** 17 (+3) **Wis** 11 (+0)  
**Con** 16 (+3) **Int** 2 (-4) **Cha** 13 (+1)

## Irontooth Flying Lizard Level 4 Skirmisher Medium natural beast (reptile) XP 175

**Initiative** +7 **Senses** Perception +2; low-light vision  
**HP** 58; **Bloodied** 29  
**AC** 19, **Fortitude** 16, **Reflex** 17, **Will** 15  
**Speed** 6, fly 8 (hover)

### ⊕ Talons (standard; at-will)

+9 vs. AC; 1d6 + 4 damage.

### ⊕ Iron Jaws (standard; at-will)

+9 vs. AC; 1d6 + 4 damage plus the target is grabbed (until escape).

### ⊕ Tail Lash (standard; at-will)

+9 vs. AC; 1d6 + 4 damage.

### ⊕ Ripping Frenzy (standard; recharge Ⓢ Ⓢ Ⓢ Ⓢ)

Grabbed target only; +9 vs. AC; 3d10 + 4 damage.

**Alignment** Unaligned **Languages** –  
**Str** 15 (+4) **Dex** 17 (+5) **Wis** 11 (+2)  
**Con** 18 (+6) **Int** 2 (-2) **Cha** 13 (+3)

## Blackscale Flying Lizard Level 8 Skirmisher Large natural beast (reptile) XP 350

**Initiative** +11 **Senses** Perception +5; low-light vision  
**HP** 92; **Bloodied** 46  
**AC** 23, **Fortitude** 20, **Reflex** 21, **Will** 19  
**Speed** 8, fly 10 (hover)

### ⊕ Talons (standard; at-will)

+13 vs. AC; 1d8 + 5 damage.

### ⊕ Iron Jaws (standard; at-will)

+13 vs. AC; 1d8 + 5 damage plus the target is grabbed (until escape).

### ⊕ Tail Lash (standard; at-will)

+13 vs. AC; 1d8 + 5 damage.

### ⊕ Ripping Frenzy (standard; recharge Ⓢ Ⓢ Ⓢ Ⓢ)

Grabbed target only; +13 vs. AC; 3d12 + 5 damage.

**Alignment** Unaligned **Languages** –  
**Str** 17 (+7) **Dex** 20 (+9) **Wis** 12 (+5)  
**Con** 20 (+9) **Int** 2 (+0) **Cha** 13 (+5)

## LYCANTHROPE, WERESHARK

Weresharks in humanoid form tend to be sleek, but muscular, with little or no body hair. They usually shave their heads or keep their hair short—most have dark gray hair. Their mouths are wide and their smiles reveal a multitude of teeth. Many weresharks have charcoal-colored eyes with an almost dull look. In human form, they are virtually indistinguishable from other folks in terms of their dress, though most favor loose and baggy clothing to accommodate their growth when they use their alternate form abilities.

### WERESHARK LORE

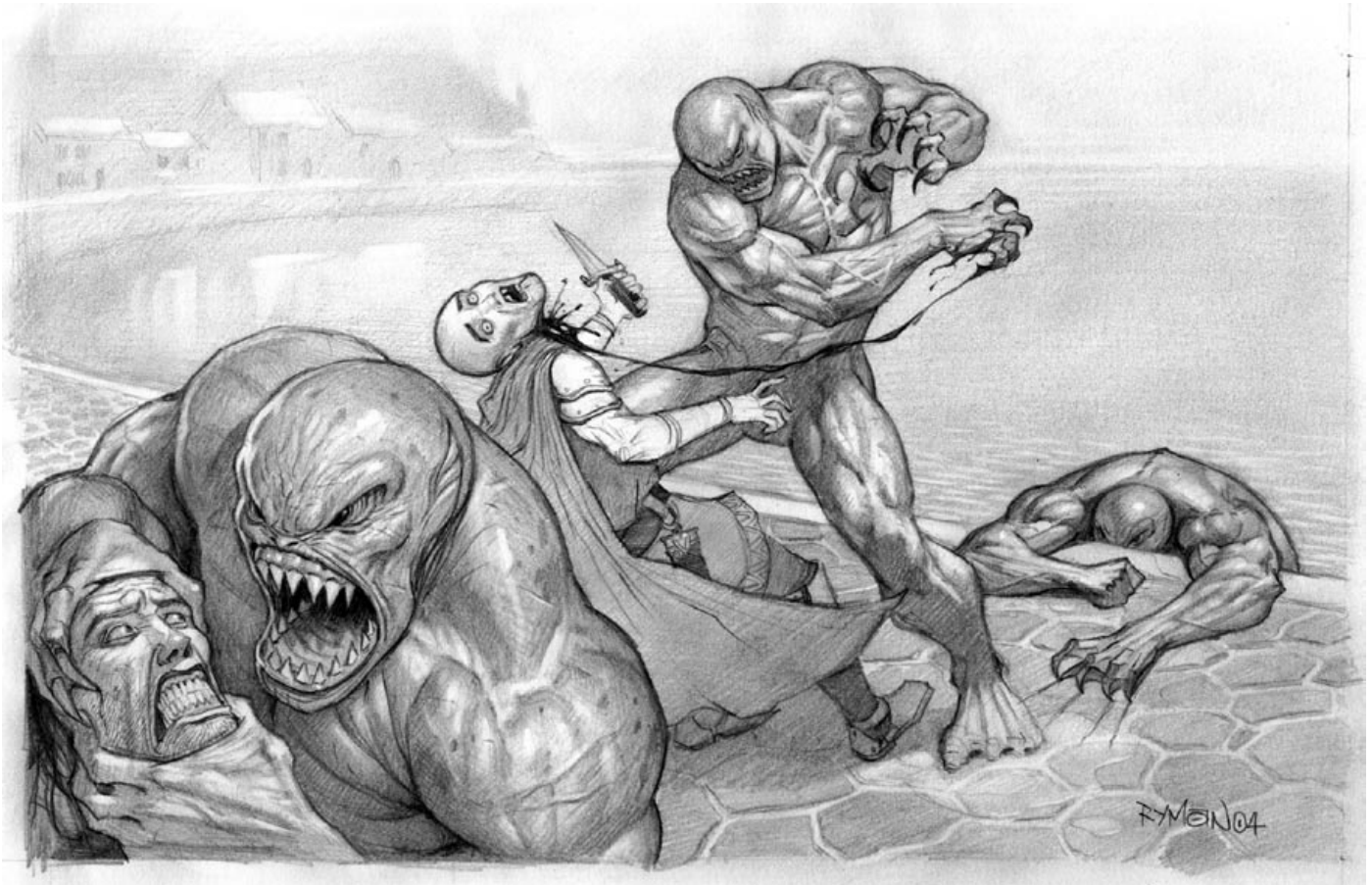
Characters with ranks in Nature can learn more about weresharks with a successful skill check.

**DC 15:** This creature is a wereshark, a shape-shifting lycanthrope with a nasty bite and claw in its humanoid form.

## Wereshark Level 8 Elite Brute Medium natural humanoid (shapechanger) 1,750 XP

**Initiative** +6 **Senses** Perception +5; low-light vision  
**HP** 220; **Bloodied** 110  
**AC** 24; **Fortitude** 20, **Reflex** 20, **Will** 20  
**Saving Throws** +2  
**Speed** 6, swim 10  
**Action Points** 1

## CHAPTER SIX FREEPORT BESTIARY



### ⊕ Longsword (standard; at-will)

+11 vs. AC; 2d6 + 5 damage.

### ⊕ Rending Bite (standard; at-will)

+11 vs. AC; 2d8 + 5 damage plus ongoing 5 damage (save ends).

### ⊕ Claw (standard; at-will)

+11 vs. AC; 2d6 + 5 damage.

### Shark Telepathy

A weresharek can telepathically communicate with any shark within 20 squares.

### Change Shape (minor ; at-will) • Polymorph

A wereshark can alter its physical form to appear as a shark or a unique human. It cannot make longsword or claw attacks in shark form.

**Alignment** Evil

**Languages** Common

**Skills** Endurance +13, Intimidate +12, Nature +10

**Str** 20 (+9)      **Dex** 14 (+6)      **Wis** 12 (+5)

**Con** 20 (+9)      **Int** 10 (+4)      **Cha** 10 (+4)

**Equipment** longsword

## MALKIN

A malkin resembles a normal housecat, but its physical appearance is the extent of their similarities. A malkin is far more intelligent and armed with a variety of powers that makes them particularly valuable to adepts of all stripes.

Legend holds they were first created when an outsider traveling to the world of Freeport and became trapped in the form of a cat. Whether this mysterious ancestor was a virtuous or villainous outsider is lost—and often influenced by the individual teller's opinions in general about cats. Regardless of their ethical qualities and origins, any who dabble in the occult should find value in these unusual creatures, and many classed people who derive their power from arcane sources keep these creatures as companions and helpers, although an individual malkin does not form lasting attachments to their bipedal masters, being fickle and capricious creatures capable of leaving on a whim.

### MALKIN LORE

Characters with ranks in Arcana can learn more about malkins with a successful skill check.

**DC 20:** This creature is no ordinary housecat, but a malkin.

# CHAPTER SIX FREEPORT BESTIARY

Malkin	Level 3 Lurker		
Small natural beast	150 XP		
<b>Initiative</b> +9	<b>Senses</b> Perception +8; low-light vision		
<b>HP</b> 40; <b>Bloodied</b> 20			
<b>AC</b> 17; <b>Fortitude</b> 14, <b>Reflex</b> 15, <b>Will</b> 14			
<b>Speed</b> 6			
⊕ <b>Claw</b> (standard; at-will)			
+8 vs. AC; 2d6 + 3 damage.			
⊕ <b>Bite</b> (standard; at-will)			
+8 vs. AC; 2d6 + 3 damage.			
<b>Sense Corruption</b>			
A malkin can unerringly sense evil creatures within 10 squares.			
<b>Telepathy</b>			
A malkin can telepathically communicate with any creature within 20 squares.			
<b>True Sight</b>			
A malkin is unaffected by any illusion keyword power.			
<b>Alignment</b> Unaligned <b>Languages</b> –			
<b>Skills</b> Insight +8, Perception +8, Stealth +8			
<b>Str</b> 13 (+2)	<b>Dex</b> 18 (+5)	<b>Wis</b> 15 (+3)	
<b>Con</b> 16 (+4)	<b>Int</b> 6 (-1)	<b>Cha</b> 17 (+4)	

## OCEAN WYRM

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

Ocean wyrms are regarded as sacred by the locathah, who claim that the serpents are the children of a mighty sea god named Kolan—indeed, their name in the locathah tongue, Kolan’Tathok, means “Children of Kolan.” According to folklore, Kolan was the younger brother of the God of Locathah and Merfolk. Jealous of his elder’s faithful following among the aquatic peoples, he turned himself into a great and terrible sea serpent to threaten them.

The locathah placate the kolan’tathok—and through them their legendary father Kolan—with offerings of food and the occasional sacrifices, building shrines in front of their lairs which are attended by priests. A steady supply of offerings relieves the great serpents of the need to hunt, and many have not left their coral caves for centuries. The ocean wyrm is a distant threat to Freeporters since none of these terrifying creatures have ever been found in the waters of the Serpent’s Teeth. The locathah communities that revered

Ocean Wyrms	Level 15 Solo Brute		
Huge natural magical beast	6,000 XP		
<b>Initiative</b> +12	<b>Senses</b> Perception +8; low-light vision		
<b>HP</b> 755; <b>Bloodied</b> 377			
<b>AC</b> 29; <b>Fortitude</b> 30, <b>Reflex</b> 28, <b>Will</b> 27			
<b>Saving Throws</b> +5			
<b>Speed</b> swim 12			
<b>Action Points</b> 2			
⊕ <b>Bite</b> (standard; at-will)			
Reach 3; +18 vs. AC; 3d6 + 6 damage, plus the target is grabbed (until escape). An ocean wyrm cannot make a bite attack while grabbing a creature, but it can use <i>constrict</i> .			
⊕ <b>Constrict</b> (standard; at-will)			
If an ocean wyrm begins its turn with a grabbed target it makes an attack against the target; +18 vs. AC; 3d6 + 6 damage plus the target is dazed (save ends).			
⊕ <b>Swallow Whole</b> (standard; at-will)			
An ocean wyrm may attempt to swallow a grabbed and dazed large (or smaller) creature; +16 vs. Reflex; on a hit, the target is swallowed and restrained (no save) and takes 10 damage plus 5 acid damage on the ocean wyrm’s turn. A swallowed creature can make basic melee attacks while swallowed. If the ocean wyrm dies, a swallowed creature can free itself as a move action.			
<b>Drench</b>			
The touch of an ocean wyrm automatically extinguishes non-magical fires of Large size or smaller. Magical fires are extinguished for 10 rounds before returning to normal.			
<b>Alignment</b> Unaligned <b>Languages</b> –			
<b>Str</b> 22 (+13)	<b>Dex</b> 20 (+12)	<b>Wis</b> 12 (+8)	
<b>Con</b> 23 (+13)	<b>Int</b> 3 (+3)	<b>Cha</b> 6 (+6)	

these creatures are far from Freeport and were legendary even among the local colonies of merfolk.

With the recent upheaval and activity of the sea devils, though, the merfolk have vanished and the locathah are less inclined to visit the Serpent’s Teeth. Those familiar with the depth have begun to worry that the outlying locathah villages are being abandoned as well, and if this is true, then there are none to placate these horrors—a fact that could prove disastrous for Freeport and beyond.

## OCEAN WYRM LORE

Characters with ranks in History can learn more about ocean wyrms with a successful skill check.

**DC 20:** This creature is an ocean wyrm, the great magical beast of legend.

**DC 25:** Its hunger is great, swallowing whole its prey to sate its appetite.

# CHAPTER SIX FREEPORT BESTIARY



# CHAPTER SIX FREEPORT BESTIARY

## PICACOUATL

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

### PICACOUATL LORE

Characters with ranks in Nature can learn more about picacouatls with a successful skill check.

**DC 15:** This creature is a picacouatl.

**DC 20:** When it is hit, a burst of energy radiates from the creature in defense, potentially stunning those next to it.



<b>Picacouatl</b>	<b>Level 1 Lurker</b>
Small magical beast	100 XP
<b>Initiative</b> +6	<b>Senses Perception</b> +1
<b>HP</b> 24; <b>Bloodied</b> 12	
<b>AC</b> 15; <b>Fortitude</b> 13, <b>Reflex</b> 14, <b>Will</b> 13	
<b>Speed</b> 5, fly 5	
⊕ <b>Bite</b> (standard; at-will) • <b>Poison</b>	
+6 vs. AC; 1d6+3 and ongoing 5 poison damage (save ends).	
⊕ <b>Holy Bite</b> (standard; encounter) • <b>Poison</b>	
+6 vs. AC; 3d6+3 and ongoing 5 poison damage (save ends).	
↩ <b>Holy Shield</b> (immediate reaction, when hit by a melee attack; encounter)	
Close burst 1; +6 vs. Will; 1d10 + 3 damage and the target is stunned.	
<b>Alignment</b> Good	<b>Languages</b> –
<b>Skills</b> Stealth +8	
<b>Str</b> 10 (+0)	<b>Dex</b> 14 (+2) <b>Wis</b> 12 (+1)
<b>Con</b> 12 (+1)	<b>Int</b> 2 (-4) <b>Cha</b> 8 (-1)

## PIT BRIER

A pit-brier is a stealthy predator of the lower planes, thriving in all but the most inhospitable environment. It's easy to mistake a pit-brier for a bramble bush, except that it bears no fruit and stands black and withered regardless of the season. Most pit-briers have numerous branches and tendrils, but they can attack with only three at a time.

Although they are predators, a pit-brier lacks a mouth or digestive system. Instead, it drags the remains of its victims to a barrow, a deep pit filled with rotten flesh and bleached bones. It sinks its thin roots into the soupy mess, drinking deep the decomposing flesh and taking in the noxious vapors rising from the horrible mess.

Pit-briers reproduce asexually, dropping seeds covered in razor-sharp barbs into a rich corpse where they incubate for six weeks. At the end of this time, a new young brier hatches and springs up filled with an unspeakable hunger. Younger pit-briers may form up into small packs to bring down large prey.

## CHAPTER SIX FREEPORT BESTIARY

Pit Briar		Level 5 Lurker	
Medium elemental plant		200 XP	
<b>Initiative</b> +6	<b>Senses</b> Perception +3		
<b>HP</b> 55; <b>Bloodied</b> 27			
<b>AC</b> 19; <b>Fortitude</b> 18, <b>Reflex</b> 16, <b>Will</b> 17			
<b>Resist</b> 5 cold, 5 fire			
<b>Speed</b> 6			
⊕ <b>Tendril</b> (standard; at-will)			
Reach 2; +10 vs. AC; 1d10 + 4 damage.			
↓ <b>Double Attack</b> (standard; at-will)			
A pit briar makes 2 tendril attacks.			
⊕ <b>Rend</b> (free action, when both tendrils hit a single target; encounter)			
Target takes 3d8 + 3 damage.			
<b>Alignment</b> Evil	<b>Languages</b> –		
<b>Skills</b> Stealth +10			
<b>Str</b> 18 (+6)	<b>Dex</b> 10 (+2)	<b>Wis</b> 13 (+3)	
<b>Con</b> 19 (+6)	<b>Int</b> 2 (-2)	<b>Cha</b> 9 (+1)	

### PIT-BRIER LORE

Characters with ranks in Arcana can learn more about pit-briers with a successful skill check.

**DC 16:** This creature is a carnivorous plant known as a pit-briar. This result reveals all plant traits.

**DC 21:** Pit briers are equipped with thorny tendrils, perfect for catching the flesh. Once it sinks two tendrils in its foe, it begins to rip and tear the flesh.

**DC 26:** Hardy creatures, pit-briers are capable of withstanding extremes of cold and heat.

### Pwaig

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

### PWAIG LORE

Characters with ranks in Arcana or Religion can learn more about pwaigs with a successful skill check.

**DC 20:** This creature is a pwaig, a foul aberrant creature that spews filth from its body.

**DC 25:** The pwaig is surrounded by an aura of stench.

Pwalg		Level 6 Artillery	
Small aberrant humanoid		250 XP	
<b>Initiative</b> +7	<b>Senses</b> Perception +4		
<b>Stench</b> aura 6; any enemy that enters or begins its turn in the aura takes a -2 penalty to attack rolls (save ends).			
<b>HP</b> 58; <b>Bloodied</b> 29			
<b>AC</b> 18; <b>Fortitude</b> 19, <b>Reflex</b> 19, <b>Will</b> 17			
<b>Speed</b> 5			
⊕ <b>Bite</b> (standard; at-will) • <b>Acid</b>			
+13 vs. AC; 1d6 + 4 acid damage.			
↔ <b>Acid Squirt</b> (standard; at-will) • <b>Acid</b>			
Close burst 6; +11 vs. Reflex; 1d6 + 4 acid damage.			
↔ <b>Acidic Slime</b> (immediate reaction, when hit by a melee attack; at-will) • <b>Acid</b>			
Close burst 1; +11 vs. Reflex; 1d10 + 4 and 5 ongoing acid damage (save ends).			
<b>Alignment</b> Chaotic Evil	<b>Languages</b> Common		
<b>Str</b> 17 (+6)	<b>Dex</b> 19 (+7)	<b>Wis</b> 13 (+4)	
<b>Con</b> 16 (+6)	<b>Int</b> 8 (+2)	<b>Cha</b> 9 (+2)	

### RAVENOUS ZOMBIE

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

### RAVENOUS ZOMBIE LORE

Characters with ranks in Religion can learn more about ravenous zombies with a successful skill check.

**DC 20:** This creature is a ravenous zombie.

Ravenous Zombie		Level 1 Brute	
Medium natural animate (undead)		100 XP	
<b>Initiative</b> +0	<b>Senses</b> Perception +0		
<b>HP</b> 36; <b>Bloodied</b> 18			
<b>AC</b> 13; <b>Fortitude</b> 12, <b>Reflex</b> 14, <b>Will</b> 13			
<b>Speed</b> 6			
⊕ <b>Slam</b> (standard; at-will)			
+4 vs. AC; 1d10 + 3 damage.			
↓ <b>Ravenous Fury</b> (standard; encounter)			
+4 vs. Reflex; 3d6+3 damage.			
<b>Alignment</b> Unaligned	<b>Languages</b> –		
<b>Str</b> 17 (+3)	<b>Dex</b> 10 (+0)	<b>Wis</b> 10 (+0)	
<b>Con</b> 16 (+3)	<b>Int</b> 3 (-4)	<b>Cha</b> 5 (-3)	



# CHAPTER SIX FREEPORT BESTIARY

## RAZORSWARM

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

### RAZORSWARM LORE

Characters with ranks in Nature can learn more about razorswarms with a successful skill check.

**DC 20:** This creature is a razorswarm, and the result reveals swarm traits.

<b>Razorswarm</b>	<b>Level 6 Soldier</b>
Medium natural beast (swarm)	250 XP
<b>Initiative</b> +8	<b>Senses</b> Perception +4
<b>Distracting Swarm</b> aura 1; the razorswarm makes a basic attack as a free action against each enemy that begins its turn in the aura. In addition, an enemy that begins its turn in the aura suffers a -2 penalty to all defenses.	
<b>HP</b> 75; <b>Bloodied</b> 37	
<b>AC</b> 22; <b>Fortitude</b> 19, <b>Reflex</b> 18, <b>Will</b> 18	
<b>Resist</b> half damage from melee and ranged attacks;	
<b>Vulnerable</b> 10 against close and area attacks	
<b>Speed</b> 7, climb 7	
⊕ <b>Wounding Swarm</b> (standard; at-will)	
+11 vs. Reflex; 1d6 + 4 damage and 5 ongoing damage (save ends).	
<b>Alignment</b> Unaligned	<b>Languages</b> –
<b>Str</b> 12 (+3)	<b>Dex</b> 17 (+6) <b>Wis</b> 13 (+4)
<b>Con</b> 19 (+7)	<b>Int</b> 1 (-2) <b>Cha</b> 8 (+2)

## REEF EEL

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

### REEF EEL LORE

Characters with ranks in Nature can learn more about reef eels with a successful skill check.

**DC 15:** This creature is a reef eel

<b>Reef Eel</b>	<b>Level 1 Lurker</b>
Medium natural beast	100 XP
<b>Initiative</b> +7	<b>Senses</b> Perception +1
<b>HP</b> 25; <b>Bloodied</b> 12	
<b>AC</b> 15; <b>Fortitude</b> 13, <b>Reflex</b> 14, <b>Will</b> 12	
<b>Speed</b> swim 6	
⊕ <b>Bite</b> (standard; at-will)	
+6 vs. AC; 1d6 + 3 damage plus the target is grabbed (until escape) and takes ongoing 5 damage until it escapes. A reef eel doesn't make attack rolls while grabbing an opponent.	
‡ <b>Cripple</b> (standard; encounter)	
+6 vs. Reflex; 3d6 + 3 damage plus the target's speed is reduced by 2. A short rest restores the lost movement.	
<b>Alignment</b> Unaligned	<b>Languages</b> –
<b>Skills</b> Stealth +6	
<b>Str</b> 10 (+0)	<b>Dex</b> 16 (+3) <b>Wis</b> 13 (+1)
<b>Con</b> 13 (+1)	<b>Int</b> 2 (-4) <b>Cha</b> 5 (-3)

## RIPPER FISH SWARM

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

<b>Ripper Fish Swarm</b>	<b>Level 7 Soldier</b>
Medium natural beast (swarm)	300 XP
<b>Initiative</b> +8	<b>Senses</b> Perception +5
<b>Darting Swarm</b> aura 1; the ripper fish swarm makes a basic attack as a free action against each enemy that begins its turn in the aura. In addition, an enemy that begins its turn in the aura suffers a -2 penalty to attacks and to all defenses.	
<b>HP</b> 83; <b>Bloodied</b> 41	
<b>AC</b> 23; <b>Fortitude</b> 20, <b>Reflex</b> 19, <b>Will</b> 19	
<b>Resist</b> half damage from melee and ranged attacks;	
<b>Vulnerable</b> 10 against close and area attacks	
<b>Speed</b> swim 10	
⊕ <b>Biting Swarm</b> (standard; at-will)	
+12 vs. Reflex; 1d8 + 5 damage.	
<b>Alignment</b> Unaligned	<b>Languages</b> –
<b>Str</b> 10 (+2)	<b>Dex</b> 16 (+6) <b>Wis</b> 15 (+5)
<b>Con</b> 19 (+7)	<b>Int</b> 1 (-2) <b>Cha</b> 8 (+2)

## RIPPER FISH SWARM LORE

Characters with ranks in Nature can learn more about ripper fish swarms with a successful skill check.

**DC 20:** This creature is a ripper fish swarm, and the result reveals swarm traits.

## SEA HAWK

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

## SEA HAWK LORE

Characters with ranks in Nature can learn more about sea hawks with a successful skill check.

**DC 10:** This creature is a sea hawk, a bird that hunts fish from the air.

<b>Sea Hawk</b>	<b>Level 2 Skirmisher</b>	
Medium natural beast	125 XP	
<b>Initiative</b> +6	<b>Senses</b> Perception +2	
<b>HP</b> 38; <b>Bloodied</b> 19		
<b>AC</b> 16; <b>Fortitude</b> 14, <b>Reflex</b> 15, <b>Will</b> 14		
<b>Speed</b> 2, fly 10		
⊕ <b>Bite</b> (standard; at-will)		
+7 vs. AC; 2d6 + 3 damage.		
⊕ <b>Great dive</b> (standard; usable only when flying; at-will)		
When the sea hawk charges, it gains a +3 bonus to its attack roll instead of the normal +1.		
<b>Alignment</b> Unaligned	<b>Languages</b> –	
<b>Str</b> 14 (+3)	<b>Dex</b> 17 (+4)	<b>Wis</b> 13 (+2)
<b>Con</b> 14 (+3)	<b>Int</b> 2 (-3)	<b>Cha</b> 6 (-1)

## SERPENT PEOPLE

An adult serpent person stands just over six feet tall and weighs about 150 pounds. Fine scales, ranging from green to brown, cover their lithe bodies, and their hands and feet end in small claws. Perhaps their most distinctive characteristic is their heads. Perched atop their long necks is a snake's head. Some have hoods like cobras, but most do not.

Although many serpent people are not evil, and indeed many of those serve Yig as well, there is a growing movement within these people to embrace the bellicose aspect of the snake god. Fueled by the impassioned speeches and fiery words of the Sskethvai sect, many serpent people have come to see the only way they can survive as a race is to enslave the weaker races once more.



The fall of Valossa dealt a devastating blow to the serpent people's society. Before the cataclysm, this nation was the cultural center of the world, the birthplace of mathematics and the sciences. They embraced the arts, and their literature, paintings, and operas have, in their eyes at least, yet to be matched by other races. They were also incredible magicians, exploring the intricacies of arcane power, while dabbling in psionics. They transcended the world to explore other worlds and realities, bringing back with them artifacts from far-flung places to study or contain. But above all, they were a people with deep spiritual roots.

They were close to their maker, and Yig's presence and influence could be found in all things. Every great work, every incredible advance was done in the snake god's name, to exalt him as was his due. Their proximity to their god, while giving them sufficient motivation to serve, also diminished in a small way Yig's divine nature, such that a small few serpent people believed they could equal their maker and perhaps supplant him. Perhaps this trend stemmed from their planar explorations, maybe stagnancy in their culture, or maybe even as a result of some other power's influence, but regardless of the cause, this arrogance and ambition enabled the Unspeakable One to contaminate the serpent people, to twist their hearts to shun Yig and instead embrace the King in Yellow.

At first, the cult of the Unspeakable One was small—so small that the priests of the snake god thought nothing of them. But after a generation, the subversive pockets

## CHAPTER SIX FREEPORT BESTIARY



blossomed, blooming into a full-blown religion. Their evil and madness swept through the empire, eroding the stability and bringing the past achievements to ruin. Still, many priests did nothing, expecting Yig himself to attend to the matter. Attend to the cultists the snake god did, but not in the way the serpent people expected. Rather than just destroying those who enraged him, Yig smashed the empire, bringing it to its knees and sending it down into the depths until nothing remained of his children and their vain land.

In the aftermath of Valossa's collapse, the surviving serpent people scattered throughout the world, to carve out new homes in the wilderness of antiquity; such was the devastation that they could salvage little of their dead society. They chose remote places, far from those whom they had enslaved at the height of Valossa's power. The survivors fled into isolated valleys, primeval jungles, and deep underground, vanishing from the world and believed annihilated by their enemies. The serpent people had to adapt to their surroundings if they would survive. The adaptation had mixed results, with some becoming mad savages, prostrating themselves before crude altars of the Unspeakable One, while others gathered what lore they could from their lost culture and preserved it for their descendants. Those who buried themselves in the ground blamed Yig for their suffering, and turned away from their maker to embrace the promises of the Unspeakable One, whose gentle touch on their minds rent their sanity asunder and made beasts of them all. Others, if some sages can be believed, either mingled their blood with other creatures or devolved into lizardfolk, kobolds, and other reptilian species.

For ages, the serpent people remained in hiding. With each new generation, their memories of their lost homeland faded. The meaning of their scrolls became lost. The only thing they retained was the unfailing service to Yig.

With the recent reemergence of the serpent people, they are wholly driven to restore their prominence in the world. Among them, there are those who seek a gentler path, one that involves cooperation with other races. But there also those who see enemies everywhere and believe that the only way for the serpent people to reclaim their lost power is through the subjugation of all other peoples. Those that refuse to bend their knees to the superior Valossans, shall find their destruction.

### SERPENT PERSON LORE

Characters with ranks in History can learn more about serpent people with a successful skill check.

**DC 15:** Serpent people were eradicated ages ago in a dreadful cataclysm that brought their immense empire to ruins

**DC 20:** The cause of their empire's destruction was divine vengeance after the serpent people abandoned their god for the foul worship of the Unspeakable One.

**DC 25:** Contrary to common belief, there are a few pockets of serpent people left in the world, though most are bloodthirsty savages.

**DC 30:** In truth, the savage or degenerate serpent people are but a portion of the surviving population and many are cultured and deeply spiritual, having protected their people's culture for generations.

# CHAPTER SIX FREEPORT BESTIARY

Characters with ranks in Nature can learn more about serpent people with a successful skill check.

**DC 11:** This creature is a serpent person, a race of reptilian monstrous humanoid believed to be extinct. The result reveals all monstrous humanoid traits.

**DC 16:** According to legend, serpent people could change their skin to assume the appearance of other humanoid races.

**DC 21:** Those serpent people who fled underground devolved, becoming monstrous things, savage and bestial, only dimly aware of their continued service to their unspeakable god.

Serpent Person Degenerate	Level 3 Skirmisher
Medium natural humanoid (shapechanger)	150 XP
<b>Initiative</b> +7	<b>Senses</b> Perception +3; darkvision
<b>HP</b> 46; <b>Bloodied</b> 23	
<b>AC</b> 17; <b>Fortitude</b> 15, <b>Reflex</b> 16, <b>Will</b> 14	
<b>Speed</b> 6	
⚔ <b>Bite</b> (standard; at-will) • <b>Poison</b>	
+8 vs. AC; 1d10 + 3 damage, and the serpent person degenerate makes a secondary attack against the same target; 2d6 + 3 poison damage, and ongoing 5 poison damage (save ends).	
↘ <b>Javelin</b> (standard; at-will) • <b>Weapon</b>	
Ranged 10/20; +8 vs. AC; 1d10 + 3 damage.	
🔄 <b>Change Shape</b> (minor ; at-will) • <b>Polymorph</b>	
A serpent person degenerate can alter its physical form to appear as any Medium humanoid, including a unique individual.	
<b>Coils of Deceit</b> (immediate reaction, when missed by a melee attack; at-will)	
The serpent person degenerate shifts 1 square	
<b>Thrall to the Unspeakable One</b> (immediate reaction, when the serpent person degenerate suffers an effect that a save can end; recharge ☞ ☞ ☞)	
The serpent person degenerate rolls a saving throw against the effect.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Valosan
<b>Skills</b> Bluff +8, Insight+8, Stealth +8	
<b>Str</b> 15 (+3)	<b>Dex</b> 18 (+5) <b>Wis</b> 14 (+3)
<b>Con</b> 14 (+3)	<b>Int</b> 10 (+1) <b>Cha</b> 10 (+1)
<b>Equipment</b> leather armor, 3 javelins	

Serpent Person	Level 1 Skirmisher
Medium natural humanoid (shapechanger)	100 XP
<b>Initiative</b> +5	<b>Senses</b> Perception +1; low-light vision
<b>HP</b> 29; <b>Bloodied</b> 14	
<b>AC</b> 15; <b>Fortitude</b> 13, <b>Reflex</b> 14, <b>Will</b> 13	
<b>Speed</b> 6	
⚔ <b>Falchion</b> (standard; at-will) • <b>Weapon</b>	
+6 vs. AC; 1d10 + 3 damage.	
↘ <b>Longbow</b> (standard; at-will) • <b>Weapon</b>	
Ranged 20/40; +6 vs. AC; 1d10 + 3 damage.	
🔄 <b>Change Shape</b> (minor ; at-will) • <b>Polymorph</b>	
A serpent person can alter its physical form to appear as any Medium humanoid, including a unique individual.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Valosan
<b>Skills</b> Bluff +8, Insight+8, Stealth +8	
<b>Str</b> 10 (+0)	<b>Dex</b> 16 (+3) <b>Wis</b> 13 (+1)
<b>Con</b> 13 (+1)	<b>Int</b> 14 (+2) <b>Cha</b> 13 (+1)
<b>Equipment</b> falchion, leather armor, longbow, 30 arrows	

Serpent Person Infiltrator	Level 4 Skirmisher
Medium natural humanoid (shapechanger)	175 XP
<b>Initiative</b> +6	<b>Senses</b> Perception +4; low-light vision
<b>HP</b> 55; <b>Bloodied</b> 27	
<b>AC</b> 18; <b>Fortitude</b> 16, <b>Reflex</b> 17, <b>Will</b> 16	
<b>Speed</b> 6	
⚔ <b>Falchion</b> (standard; at-will) • <b>Weapon</b>	
+9 vs. AC; 2d8 + 4 damage.	
↘ <b>Longbow</b> (standard; at-will) • <b>Weapon</b>	
Ranged 20/40; +9 vs. AC; 2d8 + 4 damage.	
🔄 <b>Change Shape</b> (minor ; at-will) • <b>Polymorph</b>	
A serpent person infiltrator can alter its physical form to appear as any Medium humanoid, including a unique individual	
<b>Coils of Deceit</b> (immediate reaction, when missed by a melee attack; at-will)	
The serpent person infiltrator shifts 1 square	
<b>Combat Advantage</b>	
A serpent person infiltrator deals an extra 1d6 damage on any attack against a target it has combat advantage against.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Valosan
<b>Skills</b> Bluff +11, Insight+11, Stealth +11	
<b>Str</b> 10 (+2)	<b>Dex</b> 18 (+6) <b>Wis</b> 15 (+4)
<b>Con</b> 15 (+4)	<b>Int</b> 16 (+5) <b>Cha</b> 14 (+3)
<b>Equipment</b> falchion, leather armor, longbow, 30 arrows	

# CHAPTER SIX FREEPORT BESTIARY

**Serpent Person**  
**Mystic** **Level 9 Controller (Leader)**  
 Medium natural humanoid (shapechanger) 400 XP

**Initiative** +7 **Senses** Perception +9; low-light vision  
**HP** 97; **Bloodied** 48  
**AC** 23; **Fortitude** 20, **Reflex** 21, **Will** 22  
**Speed** 6

☞ **Longbow** (standard; at-will) • **Weapon**  
 Ranged 20/40; +14 vs. AC; 2d6 + 5 damage.

☞ **Flailing Coils** (immediate reaction, when an ally within range drops to 0 hit points; recharge ☞☞☞☞)  
 Ranged 10; the ally makes a melee basic attack and is healed 5 hit points.

✱ **Yig's Will** (standard; recharge ☞☞☞☞☞☞) • **Force**  
 Area burst 3 within 10; +13 vs. Will; 3d10 + 5 force damage, and the target is knocked prone. *Miss*: The target is knocked prone.

**Change Shape** (minor ; at-will) • **Polymorph**  
 A serpent person mystic can alter its physical form to appear as any Medium humanoid, including a unique individual.

**Coils of Deceit** (immediate reaction, when missed by a melee attack; at-will)  
 The serpent person mystic shifts 3 square.

**Alignment** Evil **Languages** Common, Valosan  
**Skills** Arcana +12, Bluff +12, Insight +12, Religion +12, Stealth +12  
**Str** 12 (+5) **Dex** 16 (+7) **Wis** 21 (+9)  
**Con** 17 (+7) **Int** 18 (+8) **Cha** 20 (+9)

**Equipment** leather armor, longbow, quiver of 30 arrows

## SHADOW SERPENT

A shadow serpent is an inky black shadow of a good-sized viper. It is a featureless mass except for its eyes: They glow red with malevolence. Wherever a shadow serpent moves, ice crystals form in the air about it and a rime of ice coats any surface they touch.

A shadow serpent is an undead remnant of a cleric of Yig that somehow failed its god and people and is now cursed to spend eternity as a wretched thing.

When Valossa became contaminated with the minions of the Unspeakable One, its people corrupted and befouled by the King in Yellow's awful touch, the serpent god Yig cast down the Valossan empire and cursed his priests for failing in their sacred duty to safeguard the serpent people and keep

them pure in their faith to him. Those priests who bore the brunt of the serpent god's wrath became the dreaded shadow serpents, appalling undead creations consumed with remorse for their mortal failings and channeling that grief into hatred for the living, especially the inheritors of the world. In spite of this burning rage, shadow serpents are capable of speech and may beg mortals to free them from their curse, though they are just as likely to attack instead.

Shadow serpents all want to be free of their curse, and to accomplish this they believe they must make amends for their mortal failings. Tragically, there is no means for their release short of utter destruction, for Yig is a merciless master. Shadow serpents retain faint memories of their civilization and if one can be held at bay, they may reveal interesting information about Valossa and its fall.

## SHADOW SERPENT LORE

Characters with ranks in Religion can learn more about a shadow serpent with a successful skill check.

**DC 14:** This creature is a shadow serpent, an undead guardian dedicated to protect places sacred to Yig. This result reveals all undead and incorporeal traits.

**DC 19:** The touch of a shadow serpent saps a mortal's strength and can kill with repeated attacks.

**DC 24:** Don't allow a shadow serpent to come too close, for the chill of the grave surrounds them.

**Shadow Serpent** **Level 5 Lurker**  
 Medium natural animate (undead) 200 XP

**Initiative** +9 **Senses** Perception +4; darkvision  
**Shadow Chill (Cold)** aura 2; an enemy that starts its turn in the aura takes 5 cold damage.  
**HP** 54; **Bloodied** 27  
**AC** 19; **Fortitude** 17, **Reflex** 18, **Will** 16  
**Immune** disease, poison; **Resist** 10 cold, 10 necrotic, insubstantial; **Vulnerable** 5 radiant  
**Speed** 6

⚡ **Strength Sap** (standard; at-will)  
 +8 vs. Fortitude; 1d10 + 4 damage, and the shadow serpent makes a secondary attack against the same target; 1d6 +4 damage and the target takes a -2 penalty to attacks (save ends). Multiple strength sap attacks deal cumulative penalties and each strength sap requires a separate save to end.

**Alignment** Chaotic evil **Languages** Common, Valosan  
**Skills** Stealth +9  
**Str** 15 (+4) **Dex** 17 (+5) **Wis** 15 (+4)  
**Con** 18 (+6) **Int** 6 (+0) **Cha** 10 (+2)

## SKIN CLOAK

A skin cloak consists of the skinned hide of a human or humanoid creature. The flesh is tanned, with any cut marks closed with a heavy thread, and is often tattooed. The curing process results in shrinking the overall hide and thus these creatures are often smaller than they were in life, standing about four feet tall and weighing twenty pounds or less.

Undead creatures, skin cloaks do not interact with their environments in any significant way. They ignore animals and non-intelligent monsters, but are quick to attack humanoids and other sentient creatures. Since skin cloaks live in a state of perpetual torture, their shattered souls reliving the experience of being skinned alive, they are filled with hatred and use their power to choke the life out of their victims.

The skin cloaks recall little of their lives, but their creation lives large in the crude memories of their soul. Skin cloaks tend to remain near the areas where they were created, always searching for the meat they lost. When they encounter a living, sentient creature, their constricting attack, in some ways, looks as if the skin cloak were trying to wrap itself around the meat of its victim, perhaps to restore its former self.

### SKIN CLOAK LORE

Characters with ranks in Religion can learn more about skin cloaks with a successful skill check.

**DC 14:** This unsettling undead creature is called a skin cloak or hollow man. It is the animated remains of a skinned humanoid. This result reveals all undead traits.

<b>Skin Cloak</b>	<b>Level 6 Lurker</b>	
Medium natural animate (undead)	250 XP	
<b>Initiative</b> +10	<b>Senses</b> Perception +5	
<b>HP</b> 61; <b>Bloodied</b> 30		
<b>AC</b> 20; <b>Fortitude</b> 19, <b>Reflex</b> 18, <b>Will</b> 18		
<b>Immune</b> disease, poison; <b>Resist</b> 10 necrotic, insubstantial; <b>Vulnerable</b> 5 radiant		
<b>Speed</b> 6		
⊕ <b>Slam</b> (standard; at-will)		
+11 vs. AC; 1d10 + 4 damage, and the target is grabbed (until escapes).		
⊕ <b>Constrict</b> (standard; at-will)		
Affects a target the skin cloak has grabbed; +11 vs. AC; 2d8 + 4 damage.		
<b>Arcane Horror</b> (immediate reaction, when the skin cloak suffers an effect that a save can end; encounter)		
The skin cloak rolls two saving throws against the effect, taking the better of the two results.		
<b>Alignment</b> Chaotic evil	<b>Languages</b> Common	
<b>Skills</b> Bluff +10, Insight +10, Stealth +10		
<b>Str</b> 18 (+7)	<b>Dex</b> 16 (+6)	<b>Wis</b> 14 (+5)
<b>Con</b> 19 (+7)	<b>Int</b> 10 (+3)	<b>Cha</b> 10 (+3)

**DC 19:** Skin cloaks loathe sentient creatures, especially those who draw their power from arcane or divine sources. They attack by wrapping themselves around their victims' necks and cutting off their supply of air.

## SPIRIT LIZARD

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

As the essence of the Unspeakable One permeated the living things of the continent, many spirit lizards became trapped in their home trees and warped by the maddening forces unleashed upon the land. Twisted and evil, these become the first deadwood trees. Others were apart from their trees when the cataclysm struck and were forced to endure both the destruction of their beloved forests and the warping effects of the Primal God's foul will, becoming transformed themselves into devil lizards. Thus only a few spirit lizards escaped the horrors of this ancient time.



# CHAPTER SIX FREEPORT BESTIARY

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

## SPIRIT LIZARD LORE

Characters with ranks in Nature can learn more about spirit lizards with a successful skill check.

**DC 15:** This creature is a spirit lizard, a fey creature protective of its forest home.

<b>Spirit Lizard</b>	<b>Level 9 Controller</b>
Small fey humanoid (reptile)	400 XP
<b>Initiative</b> +9	<b>Senses</b> Perception +9; low-light vision
<b>HP</b> 97; <b>Bloodied</b> 48	
<b>AC</b> 23; <b>Fortitude</b> 19, <b>Reflex</b> 22, <b>Will</b> 21	
<b>Speed</b> 8	
⚔ <b>Bite</b> (standard; at-will) • <b>Poison</b>	
+14 vs. Will; 2d6 + 5 damage, and the target is slowed (save ends). If the target fails its first saving throw against this poison, the target becomes unconscious (save ends).	
✳ <b>Clutching Vines</b> (standard; recharge ☞☞☞)	
Area burst 2 within 10; +13 vs. Reflex; 2d6 + 5 damage, and the target is immobilized (save ends). The burst creates an area of clutching vines lasting the encounter. Any enemy starting its turn within the zone is slowed until the end of the spirit lizard's next turn.	
<b>Merging</b> (standard; at-will)	
A spirit lizard can merge its body with any tree, disappearing completely. While inside the tree, it is aware of its surroundings, but can otherwise take no actions. If the tree in which the spirit lizard is merged is destroyed, so too is the spirit lizard.	
<b>Nature's Passage</b>	
A spirit lizard ignores the movement effects related to natural thorns, briars, overgrown areas, and similar terrain. It can choose not to leave tracks when moving in jungle areas.	
<b>Tree Bond</b>	
A spirit lizard has a particular bond with one special tree and cannot move more than 20 miles from this tree. If forced to do so, a spirit lizard dies after 1d4 days of separation.	
<b>Alignment</b> Good	<b>Languages</b> Common
<b>Skills</b> Bluff +10, Insight +12, Stealth +12	
<b>Str</b> 14 (+6)	<b>Dex</b> 20 (+9) <b>Wis</b> 20 (+9)
<b>Con</b> 17 (+7)	<b>Int</b> 15 (+6) <b>Cha</b> 12 (+5)

## TAVI

These small creatures are about the size of a halfling when standing upright and the size of a small dog when on all fours. They have grayish-brown fur with a pointed snout, rounded ears, and a long tail. Their black eyes gleam with intelligence and their front paws are particularly agile. Tavi are the result of a magical experiment to create a bigger and more intelligent mongoose for dealing with larger snakes and snake-like races such as the serpent folk. They can stand upright and use their front paws to manipulate objects, but drop onto all fours for running. Tavi have been introduced to various parts of the world where snakes and serpent races are a problem, but are most numerous in and around Freeport, where they were first introduced. While many remain in captivity (especially among the Wizards' Guild), over the years several have escaped and set up flourishing wild groups.

## TAVI LORE

Characters with ranks in Nature can learn more about spirit lizards with a successful skill check.

**DC 15:** This creature is a tavi, an engineered race humanoid mongooses.

<b>Tavi (Mongoose Folk)</b>	<b>Level 2 Skirmisher</b>
Small natural humanoid	125 XP
<b>Initiative</b> +6	<b>Senses</b> Perception +9; low-light vision
<b>HP</b> 38; <b>Bloodied</b> 19	
<b>AC</b> 16; <b>Fortitude</b> 14, <b>Reflex</b> 15, <b>Will</b> 14	
<b>Resist</b> 10 poison	
<b>Speed</b> 6, climb 4	
⚔ <b>Bite</b> (standard; at-will)	
+7 vs. AC; 2d6 + 3 damage.	
<b>Group Hunter</b>	
The tavi gains a +1 bonus to attack rolls per tavi ally adjacent to the target.	
<b>Ophidian Malice</b>	
The tavi are born and bred to hunt and destroy serpents and serpent people. When fighting any serpent creature, serpent people, or creature with the reptile subtype the tavi gains a +1 bonus to all attack rolls and to all defenses.	
<b>Serpent Sense</b>	
The tavi can perceive reptilian creature even if they are protected or concealed by magic powers. A tavi can detect the absence or presence of such creature within 6 squares and pinpoint their exact location within 1 square.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Bluff +10, Insight +10, Stealth +10	
<b>Str</b> 10 (+1)	<b>Dex</b> 17 (+4) <b>Wis</b> 12 (+2)
<b>Con</b> 14 (+3)	<b>Int</b> 8 (+0) <b>Cha</b> 10 (+1)

# CHAPTER SIX FREEPORT BESTIARY

**DC 20:** The tavi are especially good at hunting serpents and other creatures with a reptile subtype. As a carryover from its mongoose heritage, it is resistant to poisons.

## THANATOS

A thanatos is a horrific abomination being the undead remains of a great fish. Its bony head looks eerily like a monstrous skull and its eyes are white and blank. Great rents and tears in the scales of its sides show tattered flesh beneath. Its scales and flesh are translucent, revealing hints of its skeleton here and there. It glows with an unnatural greenish-white light, and its mouth is full of long, jagged teeth. Thanatos normally frequent the deepest, darkest depths of the ocean, feeding on the corpses of creatures that sink to the ocean bed. Occasionally, however, they may rise to shallower depths to raid the settlements of aquatic races in search of food. They have even been known to attack ships.

### THANATOS LORE

Characters with ranks in Nature can learn more about thanatos with a successful skill check.

**DC 15:** This creature is a thanatos, the undead remains of a great fish, and the result reveals undead traits.

**DC 20:** The thanatos is known to swallow whole creatures and smaller vessels.

**DC 25:** The thanatos is so vile that it emits an aura of necrotic energy.

### Thanatos

Level 15 Brute

Large natural animate (undead)

1,200 XP

Initiative +7

Senses Perception +10; low-light vision

**Vile Luminescence (Necrotic) aura 12;** any creature that begins its turn in the aura takes 10 necrotic damage.

All undead in the area are +2 to attack rolls and +1 to all defenses. The thanatos is unaffected by its aura.

HP 183; Bloodied 91

AC 27; Fortitude 28, Reflex 25, Will 27

Resist 20 necrotic; Vulnerable 10 radiant

Speed swim 10

⊕ **Swarming Claws** (standard; at-will)

Reach 2; +18 vs. AC; 2d8 + 6 damage, plus the target is grabbed (until escape). A thanatos cannot make a bite attack while grabbing a creature.

⊕ **Swallow Whole** (standard; at-will)

A thanatos may attempt to swallow a grabbed and dazed large (or smaller) creature; +16 vs. Reflex; on a hit, the target is swallowed and restrained (no save) and takes 15 damage on the thanatos's turn. A swallowed creature can make basic melee attacks while swallowed. If the thanatos dies, a swallowed creature can free itself as a move action.

Alignment Evil

Languages –

Str 22 (+13)

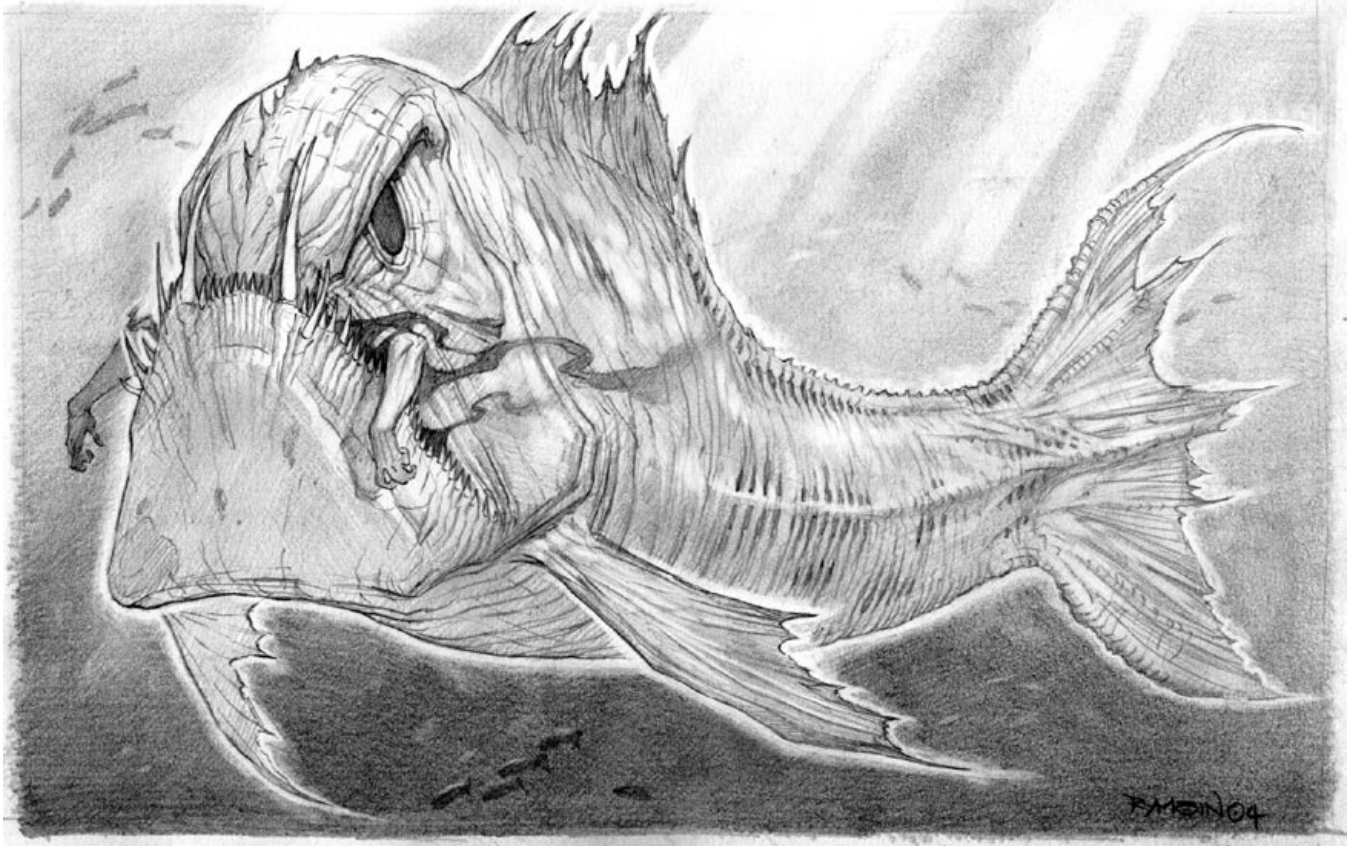
Dex 10 (+7)

Wis 16 (+10)

Con 23 (+13)

Int 1 (+1)

Cha 10 (+7)





# CHAPTER SIX FREEPORT BESTIARY

## UNSPEAKABLE ICHOR

Unspeakable ichor is believed to be the ectoplasmic effluvia produced whenever a thing is drawn from the realm of the Unspeakable One into this world. Such substance might be dismissed as common slime, some profoundly foul fungus that corrodes iron, wood, or more fleshy substances, this particular patch of vileness houses a disturbing malevolence, a wicked cunning that hungers to spread discord and suffering by enveloping the mind with its maddening psyche and enslaving its victims. This strange creature is black and slippery, not unlike oil. It has no constant form, appearing instead as a shifting mass of fluid. When unspeakable ichor seizes control over a mortal victim, its thrall's eyes assume the same brown-black color.

### UNSPEAKABLE ICHOR LORE

Characters with ranks in Arcana or Religion can learn more about the unspeakable ichor with a successful skill check.

**DC 20:** This creature is an unspeakable ichor, a goo created with a thing is drawn from the realm of the Unspeakable One into this world. The result reveals ooze traits.

<b>Unspeakable Ichor</b>	<b>Level 10 Controller</b>
Medium aberrant magical beast (ooze)	500 XP
<b>Initiative</b> +9	<b>Senses</b> Perception +8; darkvision 10
<b>HP</b> 109; <b>Bloodied</b> 54	
<b>AC</b> 24; <b>Fortitude</b> 22, <b>Reflex</b> 23, <b>Will</b> 21	
<b>Speed</b> 2, climb 2	
⊕ <b>Slam</b> (standard; at-will) • <b>Acid, Poison</b>	
+15 vs. AC; 2d6 + 5 damage, plus the target is slowed (save ends) and suffers 5 ongoing acid damage (save ends).	
⊕ <b>Vessel of Flesh</b> (standard; recharge ☹☹)	
Target must be a living humanoid damaged by the unspeakable ichor; +14 vs. Will; the unspeakable ichor enters the target's space and is removed from play and the target is dominated (save ends). Each failed save results in a cumulative -2 penalty to the next save attempt. If the target does not succeed on a save within 10 rounds, it makes a single save per day at full penalty from then on. The unspeakable ichor reappears in a square adjacent to the target when this power ends.	
<b>Alignment</b> Evil	<b>Languages</b> telepathy 20
<b>Str</b> 10 (+5)	<b>Dex</b> 18 (+9) <b>Wis</b> 16 (+8)
<b>Con</b> 21 (+10)	<b>Int</b> 10 (+5) <b>Cha</b> 10 (+5)

## DULPINE

Vulpines are outsiders that combine elements of human and fox in their appearance. They can shift between humanoid, hybrid, and fox forms, but even in human form they have a fox tail which they must hide if they wish to conceal their true nature. Although they are skilled shapeshifters, the common belief that they are lycanthropes is not true. Consummate tricksters and confidence artists, vulpines delight in all kinds of trickery and deception. Not only does this make a handsome living for many of the creatures who live undetected among other peoples, but it also creates a good deal of confusion in which their capricious natures revel.

A vulpine is usually encountered in human form. They stand just over 5 feet tall and weigh 100–120 pounds. In its natural form, it appears to be a red-furred humanoid with a fox head and is about the same height and weight. When it assumes its fox form, it is virtually indistinguishable from other foxes. The main weakness of vulpines is their vanity and their love of luxury. Their pride in their abilities causes them to overreach, resulting in a hasty exit when their plans are discovered. They are also great materialists and have been led into trouble by their fondness for extravagant living.

<b>Vulpine</b>	<b>Level 4 Skirmisher</b>
Small natural humanoid (shapechanger)	175 XP
<b>Initiative</b> +8	<b>Senses</b> Perception +3; low-light vision
<b>HP</b> 55; <b>Bloodied</b> 27	
<b>AC</b> 18; <b>Fortitude</b> 15, <b>Reflex</b> 17, <b>Will</b> 16	
<b>Speed</b> 5, hybrid form 6, fox form 10	
⊕ <b>Bite</b> (standard; at-will)	
+9 vs. AC; 1d10 + 4 damage and the target is dazed (save ends).	
⊕ <b>Short sword</b> (standard; at-will) • <b>Weapon</b>	
+9 vs. AC; 1d10 + 4 damage plus ongoing 5 damage (save ends).	
<b>Quicksilver Thoughts</b>	
A vulpine rolls two saves against any charm, fear, or sleep power.	
<b>Change Shape</b> (minor ; at-will) • <b>Polymorph</b>	
A vulpine can alter its physical form to appear as a fox, a hybrid or a unique human. It cannot use its bite attack in human form and it cannot make weapon attacks in fox form.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Bluff +12, Insight +12, Stealth +12	
<b>Str</b> 10 (+2)	<b>Dex</b> 18 (+6) <b>Wis</b> 12 (+3)
<b>Con</b> 15 (+4)	<b>Int</b> 12 (+3) <b>Cha</b> 18 (+6)
<b>Equipment</b> cloak, short sword	

# CHAPTER SIX FREEPORT BESTIARY

## VULPINE LORE

Characters with ranks in Nature can learn more about vulpines with a successful skill check.

**DC 20:** This creature is not a normal fox, rather a vulpine in fox form.

## X'SVAL



From time to time, the Unspeakable One will send forth a tiny part of his essence to the mortal world, either to perform some task or answer an appeal by his cultist. This sending is called a x'sval, a roiling red mist that shifts and changes shape constantly and from time to time, hideous, distorted faces form and dissolve in the clouds of its being. It moves slowly but purposefully, reaching out with pseudopods and flowing through the narrowest of openings.

## X'SVAL LORE

Characters with ranks in Arcana or Religion can learn more about x'sval with a successful skill check.

**DC 20:** This creature is a x'sval, a manifestation of the Unspeakable One sent to do his will in the mortal world.

**DC 25:** They are insubstantial beings with a confusing aura.

**DC 30:** It is best not to get too close to a x'sval--they have reach and once they have a hold of you, they will try to consume your soul or take over your body, both equally gruesome ends.

**X'sval** **Level 8 Controller**  
 Large aberrant magical beast 350 XP

**Initiative** +7 **Senses** Perception +7; darkvision 10

**Confusing Aura** aura 4; an enemy that begins its turn in the aura is dazed (save ends).

**HP** 92; **Bloodied** 46

**AC** 22; **Fortitude** 21, **Reflex** 20, **Will** 20

**Resist** insubstantial

**Speed** 4, fly 4 (hover)

⊕ **Disrupting Touch** (standard; at-will)

Reach 2; +12 vs. Reflex; 1d8 + 5 damage, and the target is grabbed (until escape)

‡ **Consume** (standard; recharge ☉ ☿)

Target must be a living humanoid grabbed by the x'sval; +12 vs. Will; 4d8 + 5 damage, and the target is stunned (save ends). A creature killed by this power is permanently destroyed, simply ceasing to exist.

‡ **Possession** (standard; encounter)

Target must be a living humanoid grabbed by the x'sval; +12 vs. Will; the x'sval enters the target's space and is removed from play and the target is dominated (save ends). Each failed save results in a cumulative -2 penalty to the next save attempt. If the target does not succeed on a save within 10 rounds, it makes a single save per day at full penalty from then on. The x'sval reappears in a square adjacent to the target when this power ends.

**Alignment** Evil

**Languages** telepathy 20

**Str** 21 (+9)

**Dex** 17 (+7)

**Wis** 16 (+7)

**Con** 20 (+9)

**Int** 10 (+5)

**Cha** 10 (+5)

# CHAPTER SEVEN

## DENIZENS OF FREEPORT

Freeport is a thriving city filled with a colorful cast of characters. *The Pirate's Guide to Freeport* presents descriptions for most of the locals, offering information about motivations, outlooks, goals, and physical appearances, so this chapter describes

everything you need to use these characters in your 4e games. Before getting into the particular folks of Freeport, included here are statistics for the common sorts of people the players characters are bound to encounter in the City of Adventure.

### ~COMMON CHARACTERS~

The following statistics blocks give you sample statistics for most people living in or around Freeport. You can use these generic statistics for those characters mentioned in the *Pirate's Guide* that do not receive a full description later in this chapter, or as the foundation for characters of your own invention. Many of these NPCs include two separate sets of statistics, one for Apprentice and the other for Journeyman. These correspond to the abbreviated descriptions found in the *Pirate's Guide*. Master-level characters are always unique characters and thus they are described later in this chapter.

#### ASSASSINS

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

#### BEGGARS

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



# CHAPTER SEVEN DENIZENS OF FREEPORT

**Journeyman Assassin** Level 7 Lurker  
Medium natural humanoid XP 300

**Initiative** +10      **Senses Perception** +11  
**HP** 67; **Bloodied** 33  
**AC** 21, **Fortitude** 19, **Reflex** 20, **Will** 19  
**Speed** 6

⊕ **Short sword** (standard; at-will) • **Weapon**  
+12 vs. AC; 2d8 + 5 damage plus 5 ongoing damage (save ends).

**From the Shadows** (minor; usable when the journeyman assassin has concealment; recharge ☉ ☿)

The target of the journeyman assassin's next attack grants combat advantage to it, and the journeyman assassin's next attack deals 2d6 extra damage on a hit.

### Combat Advantage

A journeyman assassin deals an extra 2d6 damage on any attack against a target it has combat advantage against.

**Alignment** Evil      **Languages** Common  
**Skills** Bluff +12, Stealth +13, Intimidate +10  
**Str** 18 (+7)      **Dex** 17 (+6)      **Wis** 17 (+6)  
**Con** 19 (+7)      **Int** 10 (+3)      **Cha** 16 (+6)

**Equipment** short sword

**Beggar** Level 1 Lurker  
Medium natural humanoid XP 100

**Initiative** +7      **Senses Perception** +1  
**HP** 28; **Bloodied** 14  
**AC** 15, **Fortitude** 13, **Reflex** 14, **Will** 12  
**Speed** 6

⊕ **Dagger** (standard; at-will) • **Weapon**  
+6 vs. AC; 1d6 + 3 damage

### Beggar Team

The beggar gains a +2 power bonus to all defenses while at least one other beggar or urchin beggar is within 5 squares of it.

### Nasty fighter

A beggar deals an extra 2d4 damage on any attack against a target it has combat advantage against.

**Alignment** Unaligned      **Languages** Common  
**Skills** Bluff +5, Stealth +5, Streetwise +5, Thievery +5  
**Str** 10 (+0)      **Dex** 16 (+3)      **Wis** 12 (+1)  
**Con** 16 (+3)      **Int** 10 (+0)      **Cha** 10 (+0)

**Equipment** dagger

**Urchin Beggar** Level 1 Minion  
Medium natural humanoid XP 25

**Initiative** +3      **Senses Perception** +1  
**HP** 1; a missed attack never damages a minion.  
**AC** 14, **Fortitude** 9, **Reflex** 13, **Will** 10  
**Speed** 6

⊕ **Dagger** (standard; at-will) • **Weapon**  
+6 vs. AC; 3 damage (4 damage if the urchin beggar has combat advantage against the target)

### Beggar Team

The urchin beggar gains a +2 power bonus to AC while at least one other urchin beggar or beggar is within 5 squares.

**Alignment** Unaligned      **Languages** Common  
**Skills** Bluff +5, Stealth +5, Streetwise +5, Thievery +5  
**Str** 10 (+0)      **Dex** 16 (+3)      **Wis** 12 (+1)  
**Con** 12 (+1)      **Int** 10 (+0)      **Cha** 10 (+0)

**Equipment** dagger

## CULTISTS

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

**Cultist Sentinel** Level 3 Soldier  
Medium natural humanoid XP 150

**Initiative** +5      **Senses Perception** +6  
**HP** 46; **Bloodied** 23  
**AC** 19; **Fortitude** 16, **Reflex** 15, **Will** 14  
**Speed** 5

⊕ **Halberd** (standard; at-will) • **Weapon**  
Reach 2; +10 vs. AC; 1d10 + 4 damage, and the target is marked until the end of the sentinel's next turn.

⊕ **Powerful Strike** (standard; recharge ☉ ☿ ☿) • **Weapon**  
Requires halberd; reach 2; +10 vs. AC; 1d10 + 4 damage, and the target is knocked prone.

⌘ **Crossbow** (standard; at-will) • **Weapon**  
Ranged 15/30; +10 vs. AC; 1d8 + 2 damage.

**Alignment** Evil      **Languages** Common  
**Str** 17 (+4)      **Dex** 15 (+3)      **Wis** 10 (+1)  
**Con** 14 (+3)      **Int** 11 (+1)      **Cha** 13 (+2)

**Equipment** chainmail, halberd, crossbow with 20 bolts

# CHAPTER SEVEN DENIZENS OF FREEPORT

**Cultist Sermonizer** **Level 6 Controller (Leader)**  
Medium natural humanoid **XP 250**

**Initiative** +6 **Senses Perception** +7

**HP** 75; **Bloodied** 37

**AC** 19, **Fortitude** 17, **Reflex** 19, **Will** 18

**Speed** 6

⊕ **Mace** (standard; at-will) • **Weapon**

+11 vs. AC; 1d8 + 5 damage.

☞ **Divine Knowledge** (standard; at-will)

Ranged 10; +10 vs. Reflex: the target is stunned (save ends).

✱ **Divine Will** (standard; recharge ☐☐☐☐☐) • **Implement**

Area burst 2 within 10; +10 vs. Reflex; 2d8 + 5 damage, and the target takes a -1 penalty to all defenses until the end of the cultist sermonizer's turn.

**Holy Wrath** (free, when the cultist sermonizer damages an enemy; encounter)

The cultist sermonizer's attack deals 1d4 extra damage and the target is slowed (save ends).

**Alignment** Unaligned **Languages** Common

**Skills** Bluff +10, Intimidate +12, Insight +12

**Str** 12 (+3) **Dex** 17 (+6) **Wis** 19 (+7)

**Con** 19 (+7) **Int** 10 (+3) **Cha** 10 (+3)

**Equipment** mace

## PIRATES

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

**Pirate** **Level 2 Skirmisher**  
Medium natural humanoid **125 XP**

**Initiative** +6 **Senses Perception** +2

**HP** 38; **Bloodied** 19

**AC** 16; **Fortitude** 14, **Reflex** 15, **Will** 14

**Speed** 6

⊕ **Cutlass** (standard; at-will) • **Weapon**

+7 vs. AC; 1d6 + 3 damage.

⊥ **Right Quick Bastard** (minor; at-will) • **Weapon**

+7 vs. AC; 1d4 damage; a pirate can only use this power once per turn.

☞ **Unexpected Missile** (standard; encounter) • **Weapon**

Ranged 3; +6 vs. AC; 1d6 + 3 damage and the pirate shifts up to 3 squares to recover its cutlass from the ground or target.

**Alignment** Unaligned **Languages** Common

**Skills** Acrobatics +5, Athletics +5, Intimidate +5

**Str** 14 (+3) **Dex** 17 (+4) **Wis** 13 (+2)

**Con** 14 (+3) **Int** 10 (+0) **Cha** 10 (+0)

**Equipment** cutlass

**Experienced Pirate** **Level 8 Skirmisher**  
Medium natural humanoid **350 XP**

**Initiative** +11 **Senses Perception** +6

**HP** 38; **Bloodied** 19

**AC** 16; **Fortitude** 14, **Reflex** 15, **Will** 14

**Speed** 6

⊕ **Cutlass** (standard; at-will) • **Weapon**

+13 vs. AC; 1d6 + 5 damage.

⊥ **Right Quick Bastard** (minor; at-will) • **Weapon**

+13 vs. AC; 1d4 damage; an experienced pirate can only use this power once per turn.

☞ **Unexpected Missile** (standard; encounter) • **Weapon**

Ranged 3; +13 vs. AC; 1d6 + 3 damage and the experienced pirate shifts up to 3 squares to recover its cutlass from the ground or target.

⊥ **Corsair's Luck** (standard; encounter) • **Weapon**

The experienced pirate moves its speed. The experienced pirate makes a basic attack against any and every adjacent foe during this shift.

⊥ **No Strings Attached** (immediate interrupt, when marked; encounter) • **Weapon**

The marked condition is ended. The experienced pirate deals 5 damage to the enemy who tried to mark it.

**Alignment** Unaligned **Languages** Common

**Skills** Acrobatics +10, Athletics +10, Intimidate +10

**Str** 17 (+7) **Dex** 20 (+9) **Wis** 14 (+6)

**Con** 20 (+9) **Int** 10 (+0) **Cha** 10 (+0)

**Equipment** cutlass

# CHAPTER SEVEN DENIZENS OF FREEPORT



## PRIESTS

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

**Water God Acolyte**      **Level 2 Controller (Leader)**  
Medium natural humanoid      XP 125

**Initiative** +2      **Senses Perception** +4  
**HP** 40; **Bloodied** 20  
**AC** 16, **Fortitude** 14, **Reflex** 14, **Will** 14  
**Speed** 6

⊕ **Trident** (standard; at-will) • **Weapon**  
+7 vs. AC; 1d8 + 3 damage.

↘ **Crossbow** (standard; at-will) • **Weapon**  
Ranged 15/30; +7 vs. AC; 1d8 + 3 damage.

✱ **Watery Grave** (standard; recharge ☉☉☉)  
Area burst 2 within 10; +6 vs. Fortitude; 1d6 + 3 damage, and the target is immobilized (save ends).

**Alignment** Unaligned    **Languages** Common  
**Skills** Diplomacy +7, Insight +7, Religion +10

**Str** 10 (+1)      **Dex** 12 (+2)      **Wis** 16 (+4)  
**Con** 16 (+4)      **Int** 10 (+2)      **Cha** 11 (+1)

**Equipment** trident, crossbow with 10 bolts

**Water God Priest**      **Level 6 Controller (Leader)**  
Medium natural humanoid      XP 500

**Initiative** +4      **Senses Perception** +7  
**HP** 74; **Bloodied** 37  
**AC** 20, **Fortitude** 18, **Reflex** 18, **Will** 18  
**Speed** 6

⊕ **Trident** (standard; at-will) • **Weapon**  
+11 vs. AC; 1d8 + 4 damage.

↘ **Water Bolt** (standard; at-will) • **Force**  
Ranged 10; +10 vs. Fortitude; 1d10 + 5 force damage, and the target slides 3 squares.

↩ **Water of Life** (free, when first bloodied; encounter) • **Radiant, Healing**  
Close burst 2; +10 vs. Reflex; 3d6 + 4 radiant damage, and the water god priest spends a healing surge and regains 18 hit points.

✱ **Watery Grave** (standard; recharge ☉☉☉)  
Area burst 3 within 10; +10 vs. Fortitude; 1d6 + 4 damage, and the target is immobilized (save ends).

**Alignment** Unaligned    **Languages** Common  
**Skills** Diplomacy +10, Insight +10, Religion +13

**Str** 12 (+4)      **Dex** 12 (+4)      **Wis** 18 (+7)  
**Con** 18 (+7)      **Int** 12 (+4)      **Cha** 13 (+4)

**Equipment** trident

# CHAPTER SEVEN DENIZENS OF FREEPORT

## SEA LORD'S GUARD

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





Sea Lord's Guardsman	Level 2 Soldier	
Medium natural humanoid	XP 125	
<b>Initiative</b> +5	<b>Senses</b> Perception +1	
<b>HP</b> 40; <b>Bloodied</b> 40		
<b>AC</b> 19, <b>Fortitude</b> 14, <b>Reflex</b> 14, <b>Will</b> 14		
<b>Speed</b> 5		
⚔ <b>Longsword</b> (standard; at-will) • <b>Weapon</b>		
+9 vs. AC; 1d8 + 3 damage.		
↘ <b>Crossbow</b> (standard; at-will) • <b>Weapon</b>		
Ranged 15/30; +9 vs. AC; 1d8 + 3 damage.		
⚔ <b>Arm's Reach</b> (immediate reaction, when an adjacent enemy shifts away or when an enemy moves adjacent; encounter)		
+9 vs. AC; 3d8 + 3 damage and the sea lord's guardsman shifts 1 square.		
<b>Alignment</b> Unaligned	<b>Languages</b> Common	
<b>Skills</b> Intimidate +7, Streetwise +5		
<b>Str</b> 16 (+4)	<b>Dex</b> 14 (+3)	<b>Wis</b> 11 (+1)
<b>Con</b> 16 (+3)	<b>Int</b> 10 (+1)	<b>Cha</b> 10 (+1)
<b>Equipment</b> Scale armor, longsword, crossbow with 10 bolts, <i>potion of healing</i>		

Sea Lord's Guard Sergeant	Level 6 Soldier
Medium natural humanoid	XP 500
<b>Initiative</b> +7	<b>Senses</b> Perception +1
<b>HP</b> 74; <b>Bloodied</b> 37	
<b>AC</b> 23, <b>Fortitude</b> 19, <b>Reflex</b> 18, <b>Will</b> 18	
<b>Speed</b> 5	
⚔ <b>Longsword</b> (standard; at-will) • <b>Weapon</b>	
+14 vs. AC; 1d8 + 5 damage.	
↘ <b>Crossbow</b> (standard; at-will) • <b>Weapon</b>	
Ranged 15/30; +13 vs. AC; 1d8 + 4 damage.	
⚔ <b>Arm's Reach</b> (immediate reaction, when an adjacent enemy shifts away or when an enemy moves adjacent; encounter)	
+14 vs. AC; 3d10 + 5 damage and the sea lord's guard sergeant shifts 1 square.	

<b>Alignment</b> Unaligned	<b>Languages</b> Common	
<b>Skills</b> Intimidate +12, Streetwise +10		
<b>Str</b> 18 (+7)	<b>Dex</b> 14 (+5)	<b>Wis</b> 11 (+3)
<b>Con</b> 18 (+7)	<b>Int</b> 10 (+3)	<b>Cha</b> 12 (+4)
<b>Equipment</b> <i>magic plate armor</i> +1, <i>magic longsword</i> +1, crossbow with 10 bolts, 2 <i>potions of healing</i>		

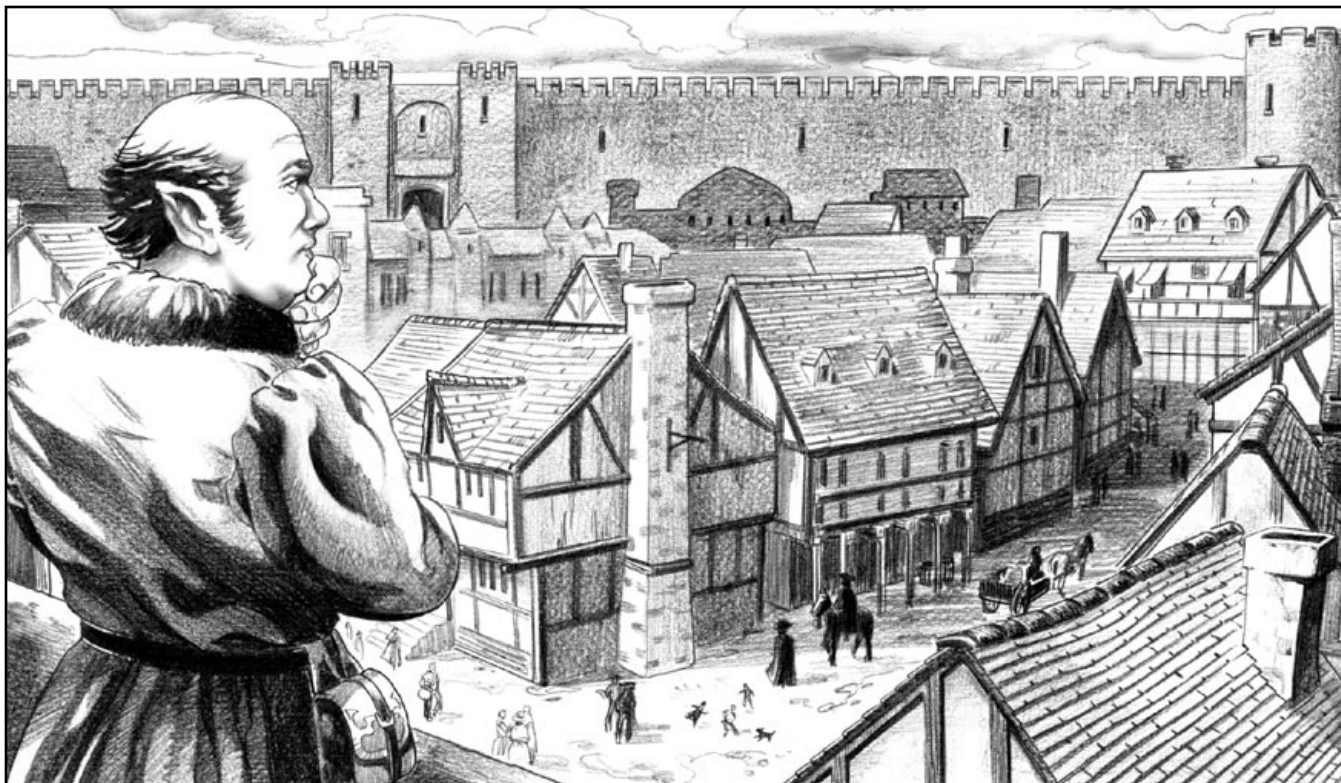
## THE SYNDICATE

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

Syndicate Hellhound	Level 2 Skirmisher	
Medium natural humanoid	125 XP	
<b>Initiative</b> +6	<b>Senses</b> Perception +2	
<b>HP</b> 38; <b>Bloodied</b> 19		
<b>AC</b> 16; <b>Fortitude</b> 14, <b>Reflex</b> 15, <b>Will</b> 14		
<b>Speed</b> 6		
⚔ <b>Rapier</b> (standard; at-will) • <b>Weapon</b>		
+7 vs. AC; 1d6 + 3 damage.		
⚔ <b>Dagger</b> (standard; at-will) • <b>Weapon</b>		
+7 vs. AC; 1d6 + 3 damage.		
⚔ <b>Dual Attack</b> (standard; recharge     ) • <b>Weapon</b>		
The syndicate hellhound makes both a rapier attack and a dagger attack. Each time it hits, it shifts 1 square.		
<b>Alignment</b> Unaligned	<b>Languages</b> Common	
<b>Skills</b> Acrobatics +5, Athletics +5, Intimidate +5		
<b>Str</b> 14 (+3)	<b>Dex</b> 17 (+4)	<b>Wis</b> 13 (+2)
<b>Con</b> 14 (+3)	<b>Int</b> 10 (+0)	<b>Cha</b> 10 (+0)
<b>Equipment</b> rapier, dagger, <i>potion of healing</i>		

Syndicate Enforcer	Level 4 Soldier
Medium natural humanoid	XP 175
<b>Initiative</b> +5	<b>Senses</b> Perception +2
<b>HP</b> 56; <b>Bloodied</b> 28	
<b>AC</b> 20, <b>Fortitude</b> 16, <b>Reflex</b> 16, <b>Will</b> 16	
<b>Speed</b> 5	
⚔ <b>Longsword</b> (standard; at-will) • <b>Weapon</b>	
+11 vs. AC; 1d8 + 4 damage.	
↘ <b>Crossbow</b> (standard; at-will) • <b>Weapon</b>	
Ranged 15/30; +11 vs. AC; 1d8 + 4 damage.	

# CHAPTER SEVEN DENIZENS OF FREEPORT



† **Get Down** (immediate reaction, when an adjacent enemy stands up from prone; encounter)  
 +11 vs. AC; 1d10 + 4 damage and the target is knocked prone.

† **Stay Down** (immediate reaction, when an adjacent enemy stands up from prone; encounter)  
 +11 vs. AC; 1d10 + 4 damage and the target is knocked prone.

**Alignment** Unaligned    **Languages** Common  
**Skills** Intimidate +8, Streetwise +8  
**Str** 14 (+4)                      **Dex** 12 (+3)                      **Wis** 10 (+2)  
**Con** 16 (+5)                      **Int** 10 (+2)                      **Cha** 10 (+2)

**Equipment** chain armor, longsword, crossbow with 10 bolts, *potion of healing*

## THIEVES

Freeport is infested with many things, but the most pernicious occupants are its thieves. Many criminals in the city are freelancers who make ends meet by robbing those better off than they, but a few work for one of the two main crime lords: Finn or Mister Wednesday. Such thieves are loyal to their masters and woe to them if they betray their organization: Freeport's crime lords are unforgiving and are perfectly happy making examples of those who betray them.

**Apprentice Thief**                      **Level 1 Lurker**  
 Medium natural humanoid                      100 XP

**Initiative** +8                      **Senses Perception** +6  
**HP** 27; **Bloodied** 13  
**AC** 15; **Fortitude** 13, **Reflex** 14, **Will** 12  
**Speed** 6

⊕ **Dagger** (standard; at-will) • **Weapon**  
 +6 vs. AC; 1d6 + 3 damage.

↗ **Sling** (standard; at-will) • **Weapon**  
 Ranged 10/20; + 6 vs. AC; 1d6 + 3 damage.

**Thick as Thieves**  
 An apprentice thief gains a +2 power bonus to all defenses while at least one other apprentice thief or journeyman thief is within 5 squares.

**Combat Advantage**  
 An apprentice thief deals an extra 1d6 damage on any attack against a target it has combat advantage against.

**Quicksilver Hands**  
 An apprentice thief rolls twice for any pickpocket attempt, taking the better of the two results.

**Alignment** Unaligned    **Languages** Common  
**Skills** Bluff +5, Stealth +5, Thievery +5  
**Str** 10 (+0)                      **Dex** 18 (+4)                      **Wis** 12 (+1)  
**Con** 15 (+2)                      **Int** 12 (+1)                      **Cha** 12 (+1)

**Equipment** dagger, sling with 10 stones



# CHAPTER SEVEN DENIZENS OF FREEPORT

**Journeyman Thief** **Level 8 Lurker**  
Medium natural humanoid 350 XP

**Initiative** +13 **Senses Perception** +10

**HP** 69; **Bloodied** 33

**AC** 22; **Fortitude** 20, **Reflex** 21, **Will** 20

**Speed** 6

⚔ **Dagger** (standard; at-will) • **Weapon**

+13 vs. AC; 2d6 + 3 damage.

↘ **Sling** (standard; at-will) • **Weapon**

Ranged 10/20; +13 vs. AC; 2d6 + 3 damage.

**Team Player**

A journeyman thief gains a +4 bonus instead of a +2 while flanking, and it grants a +4 bonus when aiding another.

**Thick as Thieves**

A journeyman thief gains a +2 power bonus to all defenses while at least one other apprentice thief or journeyman thief is within 5 squares.

**Combat Advantage**

A journeyman thief deals an extra 1d6 damage on any attack against a target it has combat advantage against.

**Quicksilver Hands**

A journeyman thief rolls twice for any pickpocket attempt, taking the better of the two results. In addition, a journeyman thief suffers only a -5 penalty to pickpocket in combat.

**Alignment** Unaligned **Languages** Common

**Skills** Bluff +12, Stealth +12, Thievery +13

**Str** 12 (+5) **Dex** 20 (+9) **Wis** 12 (+5)

**Con** 18 (+8) **Int** 14 (+6) **Cha** 14 (+6)

**Equipment** dagger, sling with 10 stones, 2 *potions of healing*

## THUGS

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

**Apprentice Thug** **Level 1 Brute**  
Medium natural humanoid XP 100

**Initiative** +0 **Senses Perception** +1

**HP** 36; **Bloodied** 18

**AC** 13; **Fortitude** 14, **Reflex** 13, **Will** 13

**Speed** 6

⚔ **Mace** (standard; at-will)

+4 vs. AC; 1d8 + 3 damage.

↘ **Crossbow** (standard; at-will) • **Weapon**

Ranged 15/30; +4 vs. AC; 1d8 +3 damage.

⚔ **Brutal Blow** (encounter; at-will)

+4 vs. AC; 3d8 + 3 damage.

**Bum Rush**

When an apprentice thug charges, it deals an extra 5 damage and knocks the target prone on a hit.

**Alignment** Unaligned **Languages** Common

**Skills** Intimidate +5, Streetwise +5

**Str** 16 (+3) **Dex** 10 (+0) **Wis** 10 (+1)

**Con** 16 (+3) **Int** 8 (-1) **Cha** 8 (-1)

**Equipment** mace, crossbow with 10 bolts

**Journeyman Thug** **Level 8 Brute**  
Medium natural humanoid XP 350

**Initiative** +5 **Senses Perception** +5

**HP** 110; **Bloodied** 55

**AC** 20; **Fortitude** 21, **Reflex** 20, **Will** 19

**Speed** 6

⚔ **Mace** (standard; at-will)

+11 vs. AC; 2d6 + 5 damage.

↘ **Crossbow** (standard; at-will) • **Weapon**

Ranged 15/30; +11 vs. AC; 2d6 +5 damage.

⚔ **Brutal Blow** (encounter; at-will)

+11 vs. AC; 4d8 + 5 damage.

**Thug's Advantage**

A journeyman thug's attack deals 2d6 extra damage to a prone foe.

**Bum Rush**

When a journeyman thug charges, it deals an extra 5 damage and knocks the target prone on a hit.

**Alignment** Unaligned **Languages** Common

**Skills** Intimidate +12, Streetwise +12

**Str** 20 (+9) **Dex** 12 (+5) **Wis** 12 (+5)

**Con** 20 (+9) **Int** 10 (+4) **Cha** 10 (+4)

**Equipment** mace, crossbow with 10 bolts

# CHAPTER SEVEN DENIZENS OF FREEPORT

## WATCHMEN

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

<b>Freeport Watchman</b>	<b>Level 1 Soldier</b>
Medium natural humanoid	XP 100
<b>Initiative</b> +3	<b>Senses Perception</b> +0
<b>HP</b> 32; <b>Bloodied</b> 16	
<b>AC</b> 16, <b>Fortitude</b> 14, <b>Reflex</b> 13, <b>Will</b> 12	
<b>Speed</b> 6	
⊕ <b>Mace</b> (standard; at-will) • <b>Weapon</b>	
+8 vs. AC; 1d8 + 3 damage.	
↗ <b>Crossbow</b> (standard; at-will) • <b>Weapon</b>	
Ranged 15/30; + 8 vs. AC; 1d8 +3 damage.	
⊥ <b>Change Ranks</b> (standard; at-will)	
+8 vs. AC; 1d8 + 3 damage and the freeport watchman shifts 1 square.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Intimidate +5, Streetwise +5	
<b>Str</b> 14 (+2)	<b>Dex</b> 12 (+1) <b>Wis</b> 11 (+0)
<b>Con</b> 16 (+3)	<b>Int</b> 10 (+0) <b>Cha</b> 10 (+0)
<b>Equipment</b> chain armor, mace, crossbow with 10 bolts	



<b>Freeport Watch Sergeant</b>	<b>Level 3 Soldier</b>
Medium natural humanoid	XP 150
<b>Initiative</b> +5	<b>Senses Perception</b> +1
<b>HP</b> 50; <b>Bloodied</b> 25	
<b>AC</b> 20, <b>Fortitude</b> 16, <b>Reflex</b> 15, <b>Will</b> 15	
<b>Speed</b> 6	
⊕ <b>Mace</b> (standard; at-will) • <b>Weapon</b>	
+10 vs. AC; 1d8 + 3 damage.	
↗ <b>Crossbow</b> (standard; at-will) • <b>Weapon</b>	
Ranged 15/30; + 10 vs. AC; 1d8 +3 damage.	
⊥ <b>Change Ranks</b> (standard; at-will)	
+10 vs. AC; 1d8 + 3 damage and the freeport watchman shifts 1 square.	
⊥ <b>Lead From The Front</b> (encounter; at-will)	
+10 vs. AC; 1d8 + 3 damage and an ally makes a melee basic attack against the target.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Intimidate +7, Streetwise +7	
<b>Str</b> 16 (+4)	<b>Dex</b> 14 (+3) <b>Wis</b> 11 (+1)
<b>Con</b> 18 (+5)	<b>Int</b> 10 (+1) <b>Cha</b> 12 (+2)
<b>Equipment</b> chain armor, mace, crossbow with 10 bolts, <i>potion of healing</i>	

## WIZARDS

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

# CHAPTER SEVEN DENIZENS OF FREEPORT

**Apprentice Wizard** **Level 1 Controller**  
Medium natural humanoid XP 100

**Initiative** +2 **Senses Perception** +0  
**HP** 32; **Bloodied** 16  
**AC** 15, **Fortitude** 14, **Reflex** 13, **Will** 12  
**Speed** 6

⊕ **Dagger** (standard; at-will) • **Weapon**  
+6 vs. AC; 1d4 + 3 damage.

☞ **Chilblains** (standard; at-will) • **Cold**  
Ranged 20; +5 vs. Fortitude; 1d8 + 3 damage and the target's movement is reduced by 1 square (saves ends).

✱ **Fiery Burst** (standard; recharge ☉ ☿ ☼ ☽) • **Fire**  
Area burst 2 within 10; +5 vs. Reflex; 1d10 + 5 fire damage, and ongoing 2 fire damage (save ends).

**Alignment** Unaligned **Languages** Common

**Skills** Arcana +5

**Str** 10 (+0) **Dex** 14 (+2) **Wis** 11 (+0)  
**Con** 16 (+3) **Int** 16 (+3) **Cha** 10 (+0)

**Equipment** dagger

**Journeyman Wizard** **Level 7 Controller**  
Medium natural humanoid XP 250

**Initiative** +5 **Senses Perception** +3  
**HP** 80; **Bloodied** 40  
**AC** 21, **Fortitude** 19, **Reflex** 19, **Will** 19  
**Speed** 6

⊕ **Dagger** (standard; at-will) • **Weapon**  
+12 vs. AC; 1d4 + 4 damage.

☞ **Chilblains** (standard; at-will) • **Cold**  
Ranged 20; +11 vs. Fortitude; 1d8 + 4 damage and the target's movement is reduced by 1 square (saves ends).

✱ **Icy Burst** (standard; recharge ☉ ☿ ☼ ☽) • **Cold**  
Area burst 2 within 10; +11 vs. Reflex; 3d6 + 5 cold damage, and ongoing 5 cold damage (save ends).

✱ **Fiery Burst** (standard; recharge ☉ ☿ ☼ ☽) • **Fire**  
Area burst 2 within 10; +11 vs. Reflex; 3d6 + 5 fire damage, and ongoing 5 fire damage (save ends).

**Alignment** Unaligned **Languages** Common

**Skills** Arcana +13

**Str** 10 (+3) **Dex** 14 (+5) **Wis** 11 (+3)  
**Con** 16 (+6) **Int** 20 (+8) **Cha** 10 (+3)

**Equipment** dagger



**Renegade Necromancer** **Level 10 Controller**  
Medium natural humanoid XP 500

**Initiative** +8 **Senses Perception** +7  
**HP** 106; **Bloodied** 53  
**AC** 24, **Fortitude** 22, **Reflex** 22, **Will** 22  
**Speed** 6

⊕ **Dagger** (standard; at-will) • **Weapon**  
+15 vs. AC; 1d8 + 5 damage.

☞ **Black Ray** (standard; at-will) • **Necrotic**  
Ranged 20; +14 vs. Fortitude; 2d6 + 5 necrotic damage and ongoing 5 necrotic damage (saves ends).

✱ **Dark Call** (standard; recharge ☉ ☿ ☼ ☽) • **Necrotic**  
Area burst 2 within 10; +14 vs. Reflex; 3d6 + 5 necrotic damage plus the target is dazed until the end of the renegade necromancer's next turn.

✱ **Ebon Wave** (standard; recharge ☉ ☿ ☼ ☽) • **Necrotic**  
Area burst 2 within 10; +14 vs. Reflex; 3d6 + 5 necrotic damage plus the target slides 4 squares.

**Alignment** Unaligned **Languages** Common

**Skills** Arcana +15, Bluff +10, Insight +10

**Str** 10 (+5) **Dex** 16 (+8) **Wis** 14 (+7)  
**Con** 18 (+9) **Int** 21 (+10) **Cha** 12 (+6)

**Equipment** dagger

# CHAPTER SEVEN DENIZENS OF FREEPORT

## -NOTABLE CHARACTERS-

Freeport is home to a cast of interesting characters, each with their own motivations, goals, and agendas. These characters are figures of import, having a great deal of influence in the city, either in legitimate circles, or illegitimate ones. The following entries expand on those presented in the *Pirate's Guide to Freeport*, offering brief descriptions and lore (Streetwise checks), as well as statistics for use in your 4e games.

### ALCINDAR

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

—Garth Varellion

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



**Alcindar** **Level 3 Artillery**

Male medium natural humanoid, dwarf XP 150

**Initiative** +4 **Senses** Perception +3, low-light vision

**HP** 36; **Bloodied** 18

**AC** 15, **Fortitude** 15, **Reflex** 15, **Will** 16

**Speed** 5

⊕ **Dagger** (standard; at-will) • **Weapon**

+11 vs. AC; 1d4 + 4 damage.

⚡ **Psychic Bolt** (standard; at-will) • **Psychic**

Ranged 10; +8 vs. Will; 1d10 + 3 psychic damage.

⚡ **Spectral Chains** (standard; recharge ⓂⓂ) • **Force**

Ranged 10; +8 vs. Fortitude; 2d10 + 3 force damage, and the target is immobilized until the end of Alcindar's next turn.

⚡ **Glittering Ray** (standard; encounter) • **Radiant**

Ranged 10; +8 vs. Will; 3d8 + 3 radiant damage and the target is blinded (save ends).

**Focused Channeling**

When Alcindar rolls a natural 19 or 20 on an attack roll for a ranged power, he slides the target 1 square and knocks it prone after applying the attack's other effects.

**Racial Trait**

When an effect forces Alcindar to move, he moves 1 square less than the effect says. Alcindar may make a save to avoid falling prone when an attack would knock him prone.

**Alignment** Unaligned **Languages** Common, Dwarven

**Skills** Arcana +8, Insight +8

**Str** 11 (+1) **Dex** 16 (+4) **Wis** 14 (+3)

**Con** 12 (+2) **Int** 13 (+2) **Cha** 14 (+3)

**Equipment** cloth armor, *potion of healing*, *magic dagger* +1, The Sharp Needle and all its contents

# CHAPTER SEVEN DENIZENS OF FREEPORT

## ALFHILD

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

—Pious Pete, Guide

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

**Alfhild** **Level 17 Soldier**  
Female medium natural humanoid, human XP 1.600

**Initiative** +14 **Senses Perception** +10

**HP** 198; **Bloodied** 99; **Healing Surges** 2

**AC** 33, **Fortitude** 29, **Reflex** 29, **Will** 29

**Speed** 6

⚔ **Longsword** (standard; at-will) • **Weapon, Lightning**  
+27 vs. AC; 1d8 + 10 damage plus 1d6 lightning damage.

**Pure Lightning** (free; at-will)

Alfhild can choose to have all damage dealt by her longsword be lightning damage. Another free action returns the damage to normal.

🏹 **Shortbow** (standard; at-will) • **Weapon**  
Range 15/30; +27 vs. AC, 1d8 + 10 damage.

⚡ **Staggering Blow** (standard; at-will) • **Weapon, Lightning**  
+25 vs. Fortitude; 1d8 + 10 damage plus 1d6 lightning damage and Alfhild slides the target 1 square.

⚡ **Demoralizing Blow** (standard; encounter) • **Fear, Weapon, Lightning**  
+27 vs. AC; 3d8 + 10 damage plus 1d6 lightning damage, and Alfhild makes a secondary attack against all enemies within 10 squares of the primary target. *Secondary attack:* +22 vs. Will; targets suffer a -2 penalty on attack rolls until the end of their next turn.

**Primal Resilience** (free, when first bloodied; encounter)  
Alfhild gains 27 temporary hit points. These temporary hit points fade at the end of the encounter if not already used.

**Resilient Defender** (minor; encounter)  
Alfhild gains resistance 10 to weapon damage for the duration of the encounter.

**Alignment** Chaotic Evil **Languages** Common, Goblin  
**Skills** Athletics +22, Endurance +22, Intimidate +22  
**Str** 17 (+13) **Dex** 18 (+12) **Wis** 15 (+10)  
**Con** 20 (+13) **Int** 11 (+8) **Cha** 12 (+9)

**Equipment** hide armor, heavy shield, *lightning longsword* +3, *magic shortbow* +3 with 20 arrows, *potion of vitality*, the Snow Queen and all its contents

## BIANKA ALTANISH

*"Since Altanish took over the Asylum, there have been strange reports of experiments, vivisection, and worse. I dunno if it's just rumors or if it's true. Either way, I don't make enough lords to go and find out for certain."*

—Rude Tom, Watchman

The Altanish family was a middle-ranked merchant clan in the Merchant District, but Bianka wanted none of their wealth or status, being interested in anatomy instead (DC 15). For a time, she worked in the Crematorium, where she could examine bodies to her heart's content, but eventually left to further her studies as the head of Freeport's asylum (DC 20).

**Bianka Altanish** **Level 7 Controller**  
Female medium natural humanoid, human XP 300

**Initiative** +7 **Senses Perception** +4

**HP** 80; **Bloodied** 40

**AC** 21, **Fortitude** 19, **Reflex** 19, **Will** 20

**Speed** 6

⚔ **Dagger** (standard; at-will) • **Weapon**  
+13 vs. AC; 1d4 + 6 damage.

🏹 **Chilblains** (standard; at-will) • **Cold**  
Ranged 20; +11 vs. Fortitude; 1d8 + 3 damage and the target's movement is reduced by 1 square (saves ends).

👁 **Dark Howl** (standard; recharge ☞☞☞☞) • **Necrotic**  
Close blast 3; +11 vs. Fort; 2d6 + 5 necrotic damage, and the target is pushed 2 squares.

⚡ **Ebon Wave** (standard; recharge ☞☞☞☞) • **Necrotic**  
Area burst 2 within 10; +11 vs. Reflex; 3d6 + 5 necrotic damage plus the target slides 4 squares.

**Hand of Death** (minor; encounter) • **Necrotic**  
Bianka can place the hand of death on a single target. When she, or any undead creature, hits the affected target, the target takes an extra 1d6 necrotic damage from the hit.

**Alignment** Evil **Languages** Common, Elven  
**Skills** Arcana +13, Insight +10  
**Str** 10 (+3) **Dex** 14 (+5) **Wis** 18 (+7)  
**Con** 16 (+6) **Int** 20 (+8) **Cha** 12 (+4)

**Equipment** cloth armor, *magic dagger* +1, the Freeport Asylum and all its contents.

# CHAPTER SEVEN DENIZENS OF FREEPORT



## DIRWIN "NIMBLEFINGERS" ARNIG

*"In the Council, everyone is looking out for their own interests first, the city second. Arnig is no different. The gnomes, and their guild, have fared well under his tenure."*

—Liam Blackhammer

Freeport's preeminent gnome, Dirwin Arnig divides his time between the Captains' Council and the Jewelers and Gemcutters' Guild (DC 10). Dirwin is sick of politics and he would like nothing better than to find a way to exit the Council gracefully (DC 15). He realizes, though, he fulfills an important role in the city for his people and for as long as he holds his seat, gnomes have a voice. Hence, despite his willingness to cede his house to a grasping heir, he retains his seat and probably will until his death (DC 20).

**Dirwin "Nimblefingers" Arnig**      **Level 10 Controller (Leader)**

Male small natural humanoid, gnome      XP 500

**Initiative** +9      **Senses** Perception +12; low-light vision

**HP** 102; **Bloodied** 51

**AC** 24, **Fortitude** 21, **Reflex** 22, **Will** 21

**Speed** 5

⚔ **Dagger** (standard; at-will) • **Weapon**

+17 vs. AC; 1d4 + 7 damage.

☞ **Phantom Strike** (standard; at-will) • **Illusion, Psychic**

Ranged 5; +14 vs. Will; 2d6 + 5 psychic damage, and the target suffers a -2 penalty to AC until the start of Dirwin's next turn.

⚡ **Fascinating Stare** (standard; recharge ) • **Charm, Psychic**

Close blast 4; +14 vs. Will; 2d6 + 5 psychic damage, and targets grant combat advantage to all attacks. In addition, they cannot attack Dirwin. Both effects end at the end of Dirwin's next turn or if Dirwin attacks any of the affected targets in any way.

☞ **Discordant Hallucinations** (standard; encounter) • **Charm, Psychic**

Close blast 4; +14 vs. Will; 3d8 + 5 psychic damage. Until the end of Dirwin's next turn, the target treats all creatures as enemies for purposes of opportunity attacks and must take every opportunity attack possible. If the target attempts to attack Dirwin or one of his allies before the end of Dirwin's next turn, Dirwin may make a secondary attack as an immediate interrupt. *Secondary attack*: +14 vs. Will; 1d8 + 5 psychic damage and instead of attacking Dirwin or his allies, the target makes a basic attack against one of its own allies. If none of its allies are within range of its basic attack, it loses its standard action this turn.

⚡ **Pick up the Pace** (minor; daily)

Close burst 6; Dirwin and all allies in burst gain a +6 power bonus to speed until the end of Dirwin's next turn.

**Disappear** (immediate interrupt, when hit by an attack; encounter) • **Illusion**

Dirwin turns invisible until he attacks or until the end of his next turn.

**Alignment** Good      **Languages** Common, Elven

**Skills** Arcana +13, Stealth +16

**Str** 10 (+5)      **Dex** 18 (+9)      **Wis** 14 (+7)

**Con** 14 (+7)      **Int** 13 (+6)      **Cha** 15 (+7)

**Equipment** magic dagger+2

# CHAPTER SEVEN DENIZENS OF FREEPORT

## MORGAN BAUMANN

*"She's about as bad as they come. Keep yer distance, lads."*

—Pious Pete

Morgan Baumann is the captain of the Kraken's Claw (DC 10), a notorious pirate ship with over twenty kills (DC 15). Never having had much use for Freeport's laws, she has no problem attacking Freeport vessels, though she finds the ones on the Continent to be better prey (DC 20).

### Morgan Baumann Level 12 Skirmisher

Female medium natural humanoid, human XP 700

**Initiative** +13 **Senses Perception** +6

**HP** 120; **Bloodied** 60; **Healing Surges** 2

**AC** 26, **Fortitude** 24, **Reflex** 24, **Will** 24

**Speed** 6

#### ⚔ **Cutlass** (standard; at-will) • **Weapon**

+19 vs. AC; 1d6 + 8 damage.

#### ⚔ **Right Quick Bastard** (minor; at-will) • **Weapon**

+17 vs. AC; 2d4 damage; Morgan can only use this power once per turn.

#### ⚔ **Privateer FP** (standard; at-will) • **Weapon**

Ranged 15/30; +17 vs. AC; 3d6 + 6. It takes 3 turns to load this weapon.

#### ⚔ **Unexpected Missile** (standard; encounter) • **Weapon**

Ranged 3; +19 vs. AC; 1d6 + 8 damage and Morgan shifts up to 3 squares to recover her cutlass from the ground or target.

#### ⚔ **Serpent's Return** (immediate reaction, when an opponent makes a melee attack against her; encounter) • **Weapon**

+17 vs. Reflex; targets the opponent that attacked; 3d6 + 8 damage. *Miss*: half damage.

#### ⚔ **Whirling Attack** (standard; encounter) • **Weapon**

Close burst 1; +19 vs. AC; 4d10 + 8 damage.

#### **Walking the Plank** (immediate interrupt, when Morgan is subject to a push, pull or slide effect; encounter)

Morgan "takes control" of the push, pull or slide. Rather than move at the enemy's command or where the power would normally take Morgan, she may instead take an immediate shift, up to the number of squares allowed by the power, in any manner she prefers. For instance, a power that normally has an effect of "push 3" would instead grant Morgan an immediate shift 3, which she can use to move as she chooses.

#### **Dirty Fighting**

Morgan deals an extra 3d4 damage on any attack against a target she has combat advantage against.

#### Roll with the Wave

Morgan's movement is not hindered by difficult terrain.

**Alignment** Evil **Languages** Common, Elven

**Skills** Acrobatics +14, Athletics +14, Bluff +13, Stealth +14

**Str** 17 (+9) **Dex** 20 (+11) **Wis** 11 (+6)

**Con** 16 (+9) **Int** 12 (+7) **Cha** 15 (+8)

**Equipment** leather armor, *magic cutlass* +2, Privateer

FP with ammo and powder for 10 shots, the Kraken's Claw and all its contents

## APORCUS BEEDLE

*"Some folks are just born rotten. The boy has his uses, but one day, I fear I'll have to remove him... permanently"*

—Mister Wednesday

Aporcus Beedle apprenticed with his aunt, Delinda Knorrbertal, a known transmuter and alchemist (DC 10). Aporcus was addicted to abyss dust and grew to resent Knorrbertal, even going so far as to try to poison her. His botched effort backfired and she threw him out (DC 20). Since then he's been a wretched thing, scuttling in the shadows and murdering folks for the coins in their purses (DC 15).

### Aporcus Beedle Level 3 Skirmisher

Male medium natural humanoid, human XP 150

**Initiative** +5 **Senses Perception** +1

**HP** 47; **Bloodied** 23

**AC** 17, **Fortitude** 15, **Reflex** 15, **Will** 14

**Speed** 6

#### ⚔ **Dagger** (standard; at-will) • **Weapon**

+8 vs. AC; 1d4 + 3 damage.

#### ⚔ **Hand Crossbow** (standard; at-will) • **Weapon**

Ranged 10/20; +8 vs. AC; 1d6 + 3 damage.

#### ⚔ **Setup Strike** (standard; recharge ) • **Weapon**

+8 vs. AC; 1d10 + 5 damage, and the target grants Aporcus combat advantage to him until the end of his next turn.

#### ⚔ **Weakening Ray** (standard; encounter) • **Necrotic**

Ranged 10; +6 vs. Fortitude; 2d10 + 3 damage, and the target is weakened (save ends).

#### **Combat Advantage**

Aporcus deals an extra 2d6 damage on any attack against a target he has combat advantage against.

#### **Run and Hide** (move; at-will)

Aporcus can move his speed and make a Stealth check, taking no penalty to this check.

# CHAPTER SEVEN DENIZENS OF FREEPORT

**Alignment** Evil      **Languages** Common, Goblin  
**Skills** Stealth +8, Thievery +8  
**Str** 16 (+4)      **Dex** 14 (+3)      **Wis** 10 (+1)  
**Con** 15 (+3)      **Int** 12 (+2)      **Cha** 11 (+1)  
**Equipment** cloth armor, dagger, hand crossbow with 10 bolts

## CYRIL BERRYHILL

*"I've had enough of those bastards. Trask, get me Cyril."*  
 —Finn

By day, Cyril Berryhill acts as the HBA's accountant (DC 10), but by night, he's Mouse, a vicious assassin specializing in eliminating Finn's enemies (DC 20). Small, quiet, and unassuming, Cyril is an unlikely killer, something that gives him an edge over his marks.

**Cyril Berryhill**      **Level 8 Artillery**  
 Male small natural humanoid, halfling      **XP** 350

**Initiative** +9      **Senses** Perception +5  
**HP** 72; **Bloodied** 36  
**AC** 20, **Fortitude** 20, **Reflex** 21, **Will** 19  
**Speed** 6

⚔ **Dagger** (standard; at-will) • **Weapon**  
 +16 vs. AC; 1d4 + 6 damage.

🏹 **Hand Crossbow** (standard; at-will) • **Weapon**  
 Ranged 10/20; +16 vs. AC; 1d6 + 6 damage.

🎯 **Bullseye** (standard; recharge ☞☞☞☞) • **Weapon**  
 Ranged 20; +16 vs. AC; 2d6 + 6 damage. *Miss*: make a secondary attack against the target. *Secondary attack*: ranged 20; +10 vs. AC; 1d6 + 6 damage.

🦶 **Leg Wound** (standard; encounter) • **Weapon**  
 Ranged 10; +14 vs. Fortitude; 3d6 + 6 damage and the target is knocked prone. Until the end of the encounter, if the target moves more than half its speed in a single action, it falls prone at the end of its movement.

**Evil Luck** (immediate interrupt, when hit by an attack; encounter)  
 When hit by an attack, Cyril forces his enemy to re-roll, using the second roll instead of the first.

**Combat Advantage**  
 Cyril deals an extra 2d6 damage on any attack against a target he has combat advantage against.

**Alignment** Evil      **Languages** Common, Dwarven  
**Skills** Acrobatics +12, Athletics +12, Bluff +11, Stealth +12  
**Str** 16 (+7)      **Dex** 20 (+9)      **Wis** 13 (+5)  
**Con** 18 (+8)      **Int** 12 (+5)      **Cha** 14 (+6)

**Equipment** leather armor, *dagger* +1, *magic hand crossbow* +1



## LIAM BLACKHAMMER

*"The trouble with Liam is he's so concerned for the welfare of the common Freeporter, he refuses to see some folks just can't be helped."*

—Nathan Grymes

Liam Blackhammer is a member of the Captains' Council and is well regarded by the common folk of Freeport (DC 10). While a popular Councilor, the goodwill toward this people's champion does not extend to his peers (DC 15). Uncompromising, he is as stubborn as a mule. The rest of the Council members only tolerate him because of his many years as a public servant and his great popularity among the people (DC 20).



# CHAPTER SEVEN DENIZENS OF FREEPORT

**Liam Blackhammer** **Level 9 Soldier**  
Male medium natural humanoid, human XP 400

**Initiative** +6 **Senses Perception** +6

**HP** 95; **Bloodied** 47

**AC** 25, **Fortitude** 21, **Reflex** 21, **Will** 21

**Speed** 6

⚔ **Warhammer** (standard; at-will) • **Weapon**

+17 vs. AC; 1d10 + 6 damage.

⚔ **Cleave** (standard; at-will) • **Weapon**

+17 vs. AC; 1d10 + 6 damage and an enemy adjacent to Liam takes 6 damage.

⚔ **Reckless Strike** (standard; recharge Ⓜ Ⓜ Ⓜ Ⓜ) • **Weapon**

+17 vs. AC; 3d10 + 6 damage.

⚔ **Victorious Surge** (standard; encounter) • **Weapon, Healing**

+17 vs. AC; 2d10 + 6 damage, and Liam regains hit points as if he had spent a healing surge.

**Shrug it Off** (immediate reaction, when Liam is hit by an attack; encounter)

Reduce the damage from the attack by 7.

**Alignment** Good **Languages** Common, Dwarven

**Skills** Athletics +14, Endurance +11

**Str** 18 (+8) **Dex** 10 (+4) **Wis** 14 (+6)

**Con** 15 (+6) **Int** 11 (+4) **Cha** 14 (+6)

**Equipment** studded leather armor, dagger, *magic warhammer +1, potion of vitality*

## ANDREA BLAX

*"We dodged an arrow with that one."*

—Marcus Roberts

One of many claimants to become the next Sea Lord after Drac's death, Andrea Blax claimed she was the Sea Lord's heir and she had "proof" to back up her claim—proof in the form of forged documents. Before the authenticity of her bid could be determined, the Council repealed the Law of Succession, leaving Blax holding nothing but crumbling dream. Since the betrayal—as she sees it—she's set up camp in the ruins of Felix's place over on Windward and has established a small colony under her rule as Queen of Pirates.

**Andrea Blax** **Level 12 Skirmisher**  
Female medium natural humanoid, human XP 700

**Initiative** +12 **Senses Perception** +7

**HP** 120; **Bloodied** 60; **Healing Surges** 2

**AC** 26, **Fortitude** 24, **Reflex** 24, **Will** 24

**Speed** 6

⚔ **Cutlass** (standard; at-will) • **Weapon**

+18 vs. Fortitude; 1d6 + 6 damage.

⚔ **Right Quick Bastard** (minor; at-will) • **Weapon**

+18 vs. AC; 2d4 damage; Andrea can only use this power once per turn.

↘ **Crossbow** (standard; at-will) • **Weapon**

Ranged 15; +17 vs. AC; 1d8 + 5 damage.

⚔ **Blade Flash** (standard; encounter) • **Weapon**

+16 vs. Reflex; 1d6 + 6 damage and the target is blinded until the end of Andrea's next turn.

⚔ **Pointed Parry** (immediate interrupt, when an adjacent enemy makes a melee attack against Andrea while there is a second enemy also adjacent to her.; encounter) • **Weapon**

+16 vs. Reflex; Andrea's enemy's attack is directed at another adjacent creature of her choice instead of attacking her.

⚔ **Redoubtment** (immediate reaction; when Andrea misses an attack against an opponent; encounter) • **Weapon**

+16 vs. Reflex; 2d6 + 6 damage and the target grants combat advantage to Andrea until the end of her next turn; *Miss*: Half damage, and no combat advantage.

**No Strings Attached** (immediate interrupt; when an enemy marks Andrea; encounter)

Andrea ends the marked condition. She deals 10 damage to the enemy who tried to mark her.

**Dirty Fighting**

Andrea deals an extra 3d4 damage on any attack against a target she has combat advantage against.

**Alignment** Evil **Languages** Common, Draconic

**Skills** Acrobatics +15, Athletics +14, Bluff +13, Stealth +15

**Str** 14 (+8) **Dex** 19 (+10) **Wis** 12 (+7)

**Con** 16 (+9) **Int** 12 (+7) **Cha** 17 (+9)

**Equipment** *magic leather armor +2, magic cutlass +1, crossbow with 10 bolts, potion of vitality*

# CHAPTER SEVEN DENIZENS OF FREEPORT



## POPPY BRAGG

*"Poppy Bragg is not someone to cross. He's strong, smart, and he has all of the Longshoreman's Union behind him."*

—Zach, Street Thief

Poppy Bragg is the leader of the Longshoreman's Union (DC 10). With the help of his equally fiery wife, he cleaned up the corruption in the Docks, strong-arming ship captains, the Council, and anyone else who got in his way (DC 15). Now that the Union completely controls the labor on the Docks, Bragg has emerged as one of Freeport's most important citizens.

<b>Poppy Bragg</b>	<b>Level 4 Brute</b>
Male medium natural humanoid, human	XP 175
<b>Initiative</b> +4	<b>Senses</b> Perception +3
<b>HP</b> 68; <b>Bloodied</b> 34	
<b>AC</b> 17, <b>Fortitude</b> 16, <b>Reflex</b> 16, <b>Will</b> 16	
<b>Speed</b> 6	
⚔ <b>Club</b> (standard; at-will) • <b>Weapon</b>	
+9 vs. AC; 1d6 + 6 damage.	
⚡ <b>Thump</b> (standard; recharge ☉ ☉ ☉ ☉) • <b>Weapon</b>	
+9 vs. AC; 3d6 + 6 damage. <i>Miss</i> : 3 damage	

## ⚡ **Wail** (standard; encounter) • **Weapon**

Close burst 1; +9 vs. AC; 2d6 + 6 damage.

<b>Alignment</b> Good	<b>Languages</b> Common, Giant	
<b>Skills</b> Bluff +9, Insight +9, Streetwise +9		
<b>Str</b> 18 (+6)	<b>Dex</b> 16 (+4)	<b>Wis</b> 14 (+3)
<b>Con</b> 18 (+6)	<b>Int</b> 14 (+3)	<b>Cha</b> 16 (+4)

**Equipment** *magic cloth armor* +1, *magic club* +2

## BOBBIN BRANDYDALE

*"It's okay. Don't worry 'bout 'im. He won't say a word."*  
—Patrick O'Malley, Rake and  
Haunt of the Last Resort

Bobbin Brandydale is the proprietor of the Last Resort, a well-known inn and tavern in the Merchant District (DC 10). He's known for his discretion and the commitment he shows to protecting his guests (DC 15), extending to all sorts of criminal and immoral acts (DC 20).

<b>Bobbin Brandydale</b>	<b>Level 6 Brute</b>
Male small natural humanoid, halfling	XP 250
<b>Initiative</b> +6	<b>Senses</b> Perception +4
<b>HP</b> 84; <b>Bloodied</b> 42	
<b>AC</b> 18, <b>Fortitude</b> 18, <b>Reflex</b> 18, <b>Will</b> 18	
<b>Speed</b> 6	
⚔ <b>Dagger</b> (standard; at-will) • <b>Weapon</b>	
+11 vs. AC; 1d4 + 6 damage.	
⚡ <b>Bleed Out</b> (standard; recharge ☉ ☉ ☉ ☉) • <b>Weapon</b>	
+11 vs. AC; 3d4 + 6 damage plus ongoing 3 damage (save ends).	
⚡ <b>Whirlwind</b> (standard; recharge ☉ ☉) • <b>Weapon</b>	
Close burst 1; +11 vs. AC; 2d4 + 6 damage.	
<b>Evil Luck</b> (immediate interrupt, when hit by an attack; encounter)	
When hit by an attack, Bobbin forces his enemy to re-roll, using the second roll instead of the first.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Dwarven, Elven
<b>Skills</b> Bluff +11, Insight +11, Streetwise +11	
<b>Str</b> 10 (+3)	<b>Dex</b> 16 (+6) <b>Wis</b> 12 (+4)
<b>Con</b> 14 (+5)	<b>Int</b> 12 (+4) <b>Cha</b> 12 (+4)
<b>Equipment</b> <i>magic dagger</i> +2, the Last Resort and all its contents	

# CHAPTER SEVEN DENIZENS OF FREEPORT

## RİKARD BURBAGE

*"No, no, no! Say it with feeling!"*

—Rickard Burbage



Freeport's Opera House is the center of the city's culture and refinement, such as it is, and it falls to Rickard Burbage, the theatre's director, to keep it in business (DC 10). A shrewd businessman and not a bad actor in his own right, he's equally loved and reviled in the city. The merchants adore him for his fabulous shows, while the actors detest him for his strictness and impossible demands (DC 15).

<b>Rickard Burbage</b>	<b>Level 8 Controller</b>
Medium natural humanoid, half-elf	350 XP
<b>Initiative</b> +8	<b>Senses</b> Perception +5; low-light vision
<b>HP</b> 88; <b>Bloodied</b> 44	
<b>AC</b> 23; <b>Fortitude</b> 20, <b>Reflex</b> 21, <b>Will</b> 20	
<b>Speed</b> 6	
⚔ <b>Rapier</b> (standard; at-will) • <b>Weapon</b>	
+14 vs. AC; 1d8 + 6 damage.	
✂ <b>Phantom Strike</b> (standard; at-will) • <b>Illusion, Psychic</b>	
Ranged 5; +12 vs. Will; 2d6 + 5 psychic damage, and the target suffers a -2 penalty to AC until the start of Rickard's next turn.	
↔ <b>Fascinating Stare</b> (standard; recharge ⚡ ⚡ ⚡ ⚡) • <b>Charm, Psychic</b>	

Close blast 4; +16 vs. Will; 2d6 + 5 psychic damage, and targets grant combat advantage to all attacks. In addition, they cannot attack Rickard. Both effects end at the end of Rickard's next turn or if Rickard's attacks any of the affected targets in any way.

✦ **Uneaven Ground** (standard; recharge ⚡ ⚡ ⚡) • **Illusion, Psychic**

Area burst 3 within 20; +12 vs. Reflex; 2d6 + 5 psychic damage and target treats all terrain as if difficult terrain (save ends).

**Alignment** Unaligned **Languages** Common

**Skills** Bluff +10, Diplomacy +12, Streetwise +12

**Str** 14 (+6) **Dex** 18 (+8) **Wis** 12 (+5)

**Con** 16 (+7) **Int** 14 (+6) **Cha** 20 (+9)

**Equipment** *magic leather armor* +1, *magic rapier* +1, *potion of healing*

## C.Q. CALAME

*"The truth is important, I won't deny it. All I'm saying is if we get a few details wrong, we can always fix 'em later."*

—C.Q. Calame

The Shipping News is Freeport's dominant newspaper (DC 5). While many Freeporters can't read, it doesn't stop them from gathering around those who can and listening to the gossip found in this widely-circulated rag. C.Q. Calame is the consummate newsmen and takes his job and his paper seriously (DC 10).

<b>C. Q. Calame</b>	<b>Level 3 Brute</b>
Male medium natural humanoid, human	XP 150
<b>Initiative</b> +4	<b>Senses</b> Perception +3
<b>HP</b> 50; <b>Bloodied</b> 25	
<b>AC</b> 15, <b>Fortitude</b> 15, <b>Reflex</b> 15, <b>Will</b> 16	
<b>Speed</b> 6	
⚔ <b>Short Sword</b> (standard; at-will) • <b>Weapon</b>	
+7 vs. AC; 1d6 + 4 damage.	
⚡ <b>Deadly Insult</b> (standard; recharge ⚡ ⚡ ⚡ ⚡) • <b>Psychic</b>	
+4 vs. Will; 3d8 + 3 damage.	
<b>Unmarkable</b> (immediate interrupt; when an enemy marks C. Q. Calame; at-will)	
C. Q. Calame ends the marked condition.	
<b>Alignment</b> Good	<b>Languages</b> Common, Dwarven, Elven
<b>Skills</b> Bluff +8, Insight +8, Streetwise +8	
<b>Str</b> 12 (+2)	<b>Dex</b> 16 (+4) <b>Wis</b> 14 (+3)
<b>Con</b> 10 (+1)	<b>Int</b> 18 (+5) <b>Cha</b> 18 (+5)
<b>Equipment</b> <i>magic short sword</i> +1, The Shipping News and all its contents	

# CHAPTER SEVEN DENIZENS OF FREEPORT

## CRAGWIPE

*“Moving Krom’s Throat did nothing to help this place. It’s still a filthy hole where orcs gather to suck on the ale-teats. It’s a vile place and one to be avoided.”*

—Pious Pete, Guide

Cragwipe owns Krom’s Throat, a vile dive in Bloodsalt (DC 10). Originally, he ran the place in Scurvytown, but racial tensions and violence drove him out along with most other orcs to make homes in the new ghetto. Cragwipe doesn’t care at all, since business is the same as it ever was (DC 12).

<b>Cragwipe</b>	<b>Level 6 Soldier</b>
Male medium natural humanoid, orc	XP 500
<b>Initiative</b> +7	<b>Senses</b> Perception +2; low-light vision
<b>HP</b> 74; <b>Bloodied</b> 37	
<b>AC</b> 22, <b>Fortitude</b> 18, <b>Reflex</b> 18, <b>Will</b> 18	
<b>Speed</b> 6	
⚔ <b>Mace</b> (standard; at-will) • <b>Weapon</b>	
+14 vs. AC; 1d8 + 5 damage.	
↘ <b>Crossbow</b> (standard; at-will) • <b>Weapon</b>	
Ranged 15/30; +13 vs. AC; 1d8 +4 damage.	
⚔ <b>Cunning Strike</b> (standard; recharge ⓁⓂⓎⓏ) • <b>Weapon</b>	
+14 vs. AC; 2d8 + 5 damage and the target is dazed (save ends).	
⚔ <b>Arm’s Reach</b> (immediate reaction, when an adjacent enemy shifts away or when an enemy moves adjacent; encounter) • <b>Weapon</b>	
+13 vs. AC; 3d10 + 4 damage and Cragwipe shifts 1 square.	
⚔ <b>Racial Trait</b> (standard; encounter) • <b>Weapon, Healing</b>	
+13 vs. AC; 3d8 + 5 damage and Cragwipe spends a healing surge.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Giant
<b>Skills</b> Intimidate +12, Streetwise +10	
<b>Str</b> 18 (+7)	<b>Dex</b> 14 (+5) <b>Wis</b> 9 (+2)
<b>Con</b> 18 (+7)	<b>Int</b> 10 (+3) <b>Cha</b> 10 (+3)
<b>Equipment</b> leather armor, <i>magic mace</i> +1, crossbow with 10 bolts, 2 <i>potions of healing</i> , Krom’s Throat and all its contents	

## COUNTESS D’AMBERVILLE

*“I couldn’t say who’s beneath the mask, though I must say it’s fetching all the same. No, I don’t know who she is. The*

*last person that stole a glimpse vanished, so you won’t find me looking.”*

—A man wearing a rat mask

The Countess, as she’s known, hails from a distant land, though which and where she’s never revealed (DC 20). In fact, no one knows anything about her, except that she runs the Salon du Masque, an upscale club in the Merchant District (DC 10). Extremely exclusive, the entry fee, 100 lords, is enough to keep out all but the wealthiest of Freeport’s citizens (DC 15).

<b>Countess D’Amberville</b>	<b>Level 20 Lurker</b>
Female medium natural humanoid, human	XP 2,800
<b>Initiative</b> +20	<b>Senses</b> Perception +14
<b>HP</b> 146; <b>Bloodied</b> 73; <b>Healing Surges</b> 2	
<b>AC</b> 35, <b>Fortitude</b> 32, <b>Reflex</b> 32, <b>Will</b> 32	
<b>Speed</b> 6	
⚔ <b>Dagger</b> (standard; at-will) • <b>Weapon</b>	
+30 vs. AC; 1d4 + 12 damage.	
↘ <b>Crossbow</b> (standard; at-will) • <b>Weapon, Lightning</b>	
Ranged 15/30; +28 vs. AC; 1d8 +10 damage plus 1d6 lightning damage.	
<b>Duelist’s Advantage</b> (minor; recharge ⓁⓂⓎⓏ)	
D’Amberville gains combat advantage against the next creature she attacks with her dagger.	
<b>Pure Lightning</b> (free; at will)	
D’Amberville can choose to have all damage dealt by her crossbow be lightning damage. Another free action returns the damage to normal.	
⚔ <b>Bladed Death</b> (standard; recharge ⓁⓂⓎⓏ) • <b>Weapon</b>	
Close burst 1; +30 vs. AC; 4d8 + 12 damage.	
<b>Shadow Melding</b> (move; recharge ⓁⓂⓎⓏ)	
D’Amberville becomes invisible until she attacks or is hit by an attack	
<b>Combat Advantage</b>	
D’Amberville deals an extra 3d6 damage on any attack against a target she has combat advantage against.	
<b>Work Through The Pain</b> (when first bloodied; encounter) • <b>Healing</b>	
D’Amberville regains 20 hit points.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Dwarven, Elven
<b>Skills</b> Acrobatics +20, Athletics +20, Bluff +20, Diplomacy +23, Insight +23, Streetwise +20, Stealth +23	
<b>Str</b> 14 (+12)	<b>Dex</b> 22 (+16) <b>Wis</b> 18 (+14)
<b>Con</b> 20 (+15)	<b>Int</b> 16 (+13) <b>Cha</b> 24 (+17)
<b>Equipment</b> <i>magic leather armor</i> +3, <i>duelist’s dagger</i> +5, <i>lightning crossbow</i> +3 with 10 bolts, 2 <i>potions of recovery</i> , the Salon du Masque and all its contents	

# CHAPTER SEVEN DENIZENS OF FREEPORT

## CELESTE D'ARRAN

*"Celeste D'Arran is a strange bird. She came from money, could have had a comfortable marriage and all the trappings it would bring. But she set that all aside to be a diplomat, of all things. Now she's too old to marry; no man would have her."*

—Gossip at the Merchants' Guildhouse

Celeste D'Arran is a senior agent in the Office of Dredging (DC 15) and is the heir apparent for Marcus Roberts (DC 20). Having cut her teeth as a diplomat and spy on the Continent, she's returned to Freeport to train new recruits and monitor developments in the city (DC 25).

<b>Celeste D'Arran</b>	<b>Level 13 Controller</b>
Female medium natural humanoid, human	XP 800
<b>Initiative</b> +10	<b>Senses Perception</b> +8
<b>HP</b> 128; <b>Bloodied</b> 64; <b>Healing Surges</b> 2	
<b>AC</b> 27, <b>Fortitude</b> 24, <b>Reflex</b> 26, <b>Will</b> 25	
<b>Speed</b> 6	
⊕ <b>Short Sword</b> (standard; at-will) • <b>Weapon</b>	
+20 vs. AC; 1d6 + 8 damage.	
↘ <b>Phantom Strike</b> (standard; at-will) • <b>Illusion, Psychic</b>	
Ranged 5; +17 vs. Will; 2d8 + 6 psychic damage, and the target suffers a -2 penalty to AC until the start of Celeste's next turn.	
✱ <b>Blinding Spark</b> (standard; recharge ☞ ☞) • <b>Illusion, Psychic</b>	
Area burst 3 within 20; +17 vs. Reflex; 2d8 + 6 psychic damage and target is blinded (save ends).	
↘ <b>Discordant Hallucinations</b> (standard; encounter) • <b>Charm, Psychic</b>	
Close blast 4; +17 vs. Will; 3d10 + 6 psychic damage. Until the end of Celeste's next turn, the target treats all creatures as enemies for purposes of opportunity attacks and must take every opportunity attack possible. If the target attempts to attack Celeste or one of her allies before the end of Celeste's next turn, Celeste may make a secondary attack as an immediate interrupt. <i>Secondary attack</i> : +17 vs. Will; 2d6 + 6 psychic damage and instead of attacking Celeste or her allies, the target makes a basic attack against one of its own allies. If none of its allies are within range of its basic attack, it loses its standard action this turn.	
<b>Run for Your Life</b> (minor; recharge ☞ ☞ ☞ ☞)	
Celeste gains a +6 power bonus to speed until the end of her next turn.	
<b>Defense</b> (immediate interrupt, when hit by an attack; encounter)	

Celeste reduces damage done to her by a single melee attack by 10.

<b>Alignment</b> Unaligned	<b>Languages</b> Common, Dwarven, Elven	
<b>Skills</b> Arcana +15, Diplomacy +15, Stealth +15		
<b>Str</b> 10 (+6)	<b>Dex</b> 18 (+10)	<b>Wis</b> 14 (+8)
<b>Con</b> 16 (+9)	<b>Int</b> 18 (+10)	<b>Cha</b> 18 (+10)
<b>Equipment</b> magic short sword +2, bracers of defense		

## DIMETRIOS

*"Look, I didn't tell you this, but if you're looking for, well, hard to get goods... Dimetrios is your man."*

—Someone who didn't tell you this

Dimetrios is a known smuggler who jumps from bar to bar in the Docks (DC 10). While the authorities are aware of his illicit activities, he's considered too small a fish for their attention (DC 15). How wrong they are (DC 20).

<b>Dimetrios</b>	<b>Level 7 Skirmisher</b>
Male medium natural humanoid, human	300 XP
<b>Initiative</b> +7	<b>Senses Perception</b> +4
<b>HP</b> 80; <b>Bloodied</b> 40	
<b>AC</b> 22; <b>Fortitude</b> 19, <b>Reflex</b> 19, <b>Will</b> 18	
<b>Speed</b> 6	
⊕ <b>Cutlass</b> (standard; at-will) • <b>Weapon</b>	
+13 vs. AC; 1d6 + 6 damage.	
‡ <b>Right Quick Bastard</b> (minor; at-will) • <b>Weapon</b>	
+13 vs. AC; 1d4 damage; Dimetrios can only use this power once per turn.	
↘ <b>Unexpected Missile</b> (standard; encounter) • <b>Weapon</b>	
Ranged 3; +13 vs. AC; 1d6 + 6 damage and Dimetrios shifts up to 3 squares to recover his cutlass from the ground or target.	
↶ <b>Whirling Attack</b> (standard; recharge ☞ ☞) • <b>Weapon</b>	
Close burst 1; +13 vs. AC; 3d10 + 6 damage.	
‡ <b>No Strings Attached</b> (immediate interrupt, when marked; recharge ☞ ☞ ☞ ☞) • <b>Weapon</b>	
The marked condition is ended. Dimetrios deals 5 damage to the enemy who tried to mark him.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Azhar
<b>Skills</b> Acrobatics +10, Athletics +10, Intimidate +10	
<b>Str</b> 20 (+8)	<b>Dex</b> 14 (+5) <b>Wis</b> 13 (+4)
<b>Con</b> 16 (+6)	<b>Int</b> 11 (+3) <b>Cha</b> 12 (+4)
<b>Equipment</b> magic cutlass +1, leather armor +1, potion of healing	

# CHAPTER SEVEN DENIZENS OF FREEPORT

## DARIUS DORVIN

“Stop! Thief!”

—Yet another victim

Darius is living proof why one should always be suspicious of halflings. A gifted child impersonator, Darius haunts the Eastern District and the Old City where he pretends to be a weeping child who’s lost his mother (DC 10). Before the rube is any wiser, he snatches their purse and darts off saying, “I found her!” (DC 15)

### Darius Dorvin Level 5 Skirmisher

Male medium natural humanoid, halfling 200 XP

**Initiative** +8 **Senses** Perception +3

**HP** 62; **Bloodied** 31

**AC** 19; **Fortitude** 17, **Reflex** 18, **Will** 16

**Speed** 6

⚔ **Dagger** (standard; at-will) • **Weapon**

+11 vs. AC; 1d4 + 5 damage.

↻ **Sling** (standard; at-will) • **Weapon**

Ranged 10/20; +10 vs. AC; 1d6 + 4 damage.

⚡ **Nimble Assault** (standard; at-will) • **Weapon**

+11 vs. AC; 1d4 + 5 damage. Darius shifts 1 square before and after this attack.

**Evil Luck** (immediate interrupt, when hit by an attack; encounter)

When hit by an attack, Darius forces his enemy to re-roll, using the second roll instead of the first.

#### Combat Advantage

Darius deals an extra 1d6 damage on any attack against a target he has combat advantage against.

#### Quicksilver Hands

Darius rolls twice for any pickpocket attempt, taking the better of the two results. In addition, Darius suffers only a -5 penalty to pickpocket in combat.

**Alignment** Unaligned **Languages** Common, Elven

**Skills** Bluff +10, Stealth +10, Thievery +10

**Str** 12 (+3) **Dex** 18 (+6) **Wis** 12 (+3)

**Con** 14 (+4) **Int** 14 (+4) **Cha** 14 (+4)

**Equipment** *magic dagger* +1, sling with 10 stones, *potion of healing*

## DUNBAR

“Dunbar and the Hellfire Social Club are firmly in Finn’s pocket.”

—Pious Pete

Dunbar was part of Finn’s Syndicate and helped the halfling assume control over the Eastern District (DC 15). As a reward for his help, Dunbar gained a sumptuous home that he promptly had renovated to serve as the headquarters for his own protection racket (DC 20). Dunbar makes sure the Eastern District stays in line and uses violence and threats to make sure people listen (DC 10).

### Dunbar Level 9 Brute

Male medium natural humanoid, human XP 400

**Initiative** +7 **Senses** Perception +4


**HP** 116; **Bloodied** 58

**AC** 22, **Fortitude** 22, **Reflex** 21, **Will** 20

**Speed** 6

⚔ **Longsword** (standard; at-will) • **Weapon**

+13 vs. AC; 1d8 + 6 damage.

⚡ **Brutal Hit** (standard; recharge ) • **Weapon**

+13 vs. AC; 3d8 + 6 damage plus ongoing 5 damage (save ends).

**Work Through The Pain** (when first bloodied; encounter) • **Healing**

Dunbar regains 10 hit points.

**Blood Lust** (free, when an opponent within 1 square becomes bloodied)

Dunbar makes a longsword attack.

**Alignment** Unaligned **Languages** Common

**Skills** Bluff +13, Intimidate +13, Streetwise +13

**Str** 20 (+9) **Dex** 16 (+7) **Wis** 10 (+4)

**Con** 16 (+7) **Int** 13 (+5) **Cha** 11 (+4)

**Equipment** *leather armor* +1, *magic longsword* +1, Hellhound membership ring

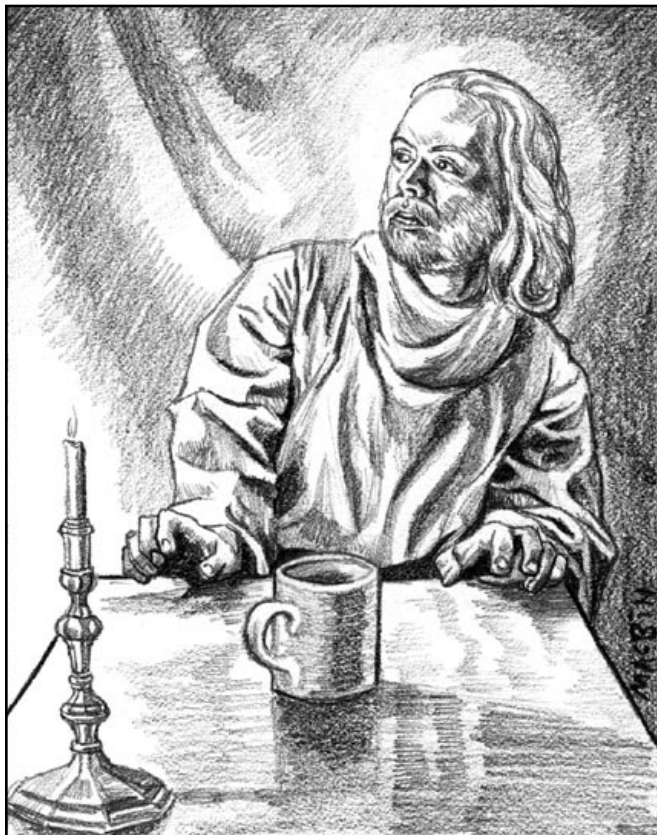
# CHAPTER SEVEN DENIZENS OF FREEPORT

## EGIL, HIGH PRIEST OF THE KNOWLEDGE GOD

*“He has many enemies, Egil does, and it’s a shame. Everything he has done has been out of loyalty—to his friends, his temple, and this very city. To paint him as some do is a travesty.”*

—Lucius

The high priest of the Knowledge God’s temple in Freeport is a celebrity. Having been involved in exposing the Drac scandal, and then enjoying a meteoric rise through the ranks of his temple under the guidance of the former high priest Thuron, he finally gained the rank of high priest when his predecessor stepped down (DC 10). Egil is considered too young, too inexperienced, and above all too ambitious for the position (DC 15). His rivals work to discredit him and remove him from power (DC 20).



**Egil, High Priest of the Knowledge God**

**Level 12 Controller (Leader)**

Male medium natural humanoid, human

XP 700

**Initiative** +7

**Senses Perception** +11

**HP** 122; **Bloodied** 61; **Healing Surges** 2

**AC** 26, **Fortitude** 24, **Reflex** 23, **Will** 25

**Speed** 6

⊕ **Mace** (standard; at-will) • **Weapon**

+18 vs. AC; 1d8 + 6 damage.

↘ **Crossbow** (standard; at-will) • **Weapon**

Ranged 15; +17 vs. AC; 1d8 + 5 damage.

↘ **Doom** (standard; recharge ☉ ☿ ☼ ☽) • **Psychic**

Ranged 15; +16 vs. Will; 2d6 + 5 psychic damage and the target suffers a -5 penalty to all defences until the end of Egil’s next turn.

✱ **Fruit of Knowledge** (standard; encounter) • **Psychic**

Area burst 2 within 10; +16 vs Will; 1d6 + 5 damage, and all allies within the area are healed 15 hit points.

⊕ **Self Knowledge** (immediate interrupt; when an enemy enters a square adjacent to Egil; encounter) • **Fear**

+16 vs. Reflex; 2d6 + 6 damage and the target is pushed 5 squares.

**Knowledge is Power** (immediate interrupt; when first bloodied; encounter) • **Healing**

Egil heals 30 hit points.

**Alignment** Good

**Languages** Common, Supernal, Valossan

**Skills** Diplomacy +17, Insight +17, Religion +17

**Str** 15 (+8)

**Dex** 13 (+7)

**Wis** 20 (+11)

**Con** 18 (+10)

**Int** 19 (+10)

**Cha** 13 (+7)

**Equipment** *magic mace* +1, crossbow with 10 bolts, *potion of vitality*

# CHAPTER SEVEN DENIZENS OF FREEPORT

## FALTHAR

*“After the barbarians attacked, Falthar was never the same.”*

—Janis Hawthorne

Falthar ran a small shop called Falthar’s Curios (DC 10). Noted for its unusual assortment of products, he did a steady business catering to wizards, sorcerers, and no few priests. A barbarian attack that struck the city and claimed Falthar’s companion, Nell, saw him close his shop and commit himself to some secret task (DC 15). Romantics suggest he’s searching for Nell (DC 20), while others whisper he’s chasing something dangerous to get revenge on the monsters that shattered his life (DC 25).

<b>Falthar</b>	<b>Level 15 Controller</b>	
Male medium natural humanoid, human	XP 700	
<b>Initiative</b> +9	<b>Senses</b> Perception +12	
<b>HP</b> 143; <b>Bloodied</b> 71; <b>Healing Surges</b> 2		
<b>AC</b> 29, <b>Fortitude</b> 26, <b>Reflex</b> 27, <b>Will</b> 28		
<b>Speed</b> 6		
⚔ <b>Dagger</b> (standard; at-will) • <b>Weapon</b>		
+23 vs. Fortitude; 1d4 + 9 damage.		
⚡ <b>Incendiary Bolt</b> (standard; at-will) • <b>Fire</b>		
Ranged 20; +19 vs. Reflex; 2d8 + 5 fire damage and the target is pushed 2 squares.		
❄ <b>Hoarfrost Bolt</b> (standard; at-will) • <b>Cold</b>		
Ranged 20; +19 vs. Reflex; 2d8 + 5 cold damage and the target is pushed 2 squares.		
💣 <b>Ethereal Explosion</b> (standard; encounter) • <b>Force</b>		
Area burst 3 within 15; +19 vs Reflex; 4d10 +6 damage and the target is pushed 4 squares.		
⚡ <b>Psyhic Wave</b> (immediate interrupt; when an enemy enters a square adjacent to Falthar; encounter) • <b>Psychic</b>		
Close burst 5; +19 vs. Fortitude; 1d10 +6 damage and the target is pushed 5 squares.		
<b>Divine Blood</b>		
Falthar rolls twice for any skill check result, using the better of the two results.		
<b>Alignment</b> Good	<b>Languages</b> Common, Azhar, Draconic, Dwarven, Elven, Goblin, Primoridal, Supernal, Abyssal, Valossan	
<b>Skills</b> Arcana +20, Diplomacy +20, History +20, Insight +20, Religion +20		
<b>Str</b> 12 (+8)	<b>Dex</b> 15 (+9)	<b>Wis</b> 20 (+12)
<b>Con</b> 15 (+9)	<b>Int</b> 24 (+14)	<b>Cha</b> 13 (+8)
<b>Equipment</b> <i>magic dagger</i> +3, 3 <i>potions of vitality</i>		

## JOZAN FEG

Jozan Feg is a prosperous merchant in the Old City (DC 10). He’s one of Eudokia’s first converts and her cohort (DC 15). It is at his house that the cult congregates for instruction and worship (DC 20).

<b>Jozan Feg</b>	<b>Level 8 Artillery</b>	
Male medium natural humanoid, human	XP 350	
<b>Initiative</b> +6	<b>Senses</b> Perception +4	
<b>HP</b> 70; <b>Bloodied</b> 35		
<b>AC</b> 20, <b>Fortitude</b> 21, <b>Reflex</b> 20, <b>Will</b> 19		
<b>Speed</b> 6		
⚔ <b>Dagger</b> (standard; at-will) • <b>Weapon</b>		
+16 vs. AC; 1d4 + 6 damage.		
⚡ <b>Draconic Bolt</b> (standard; at-will) • <b>Fire</b>		
Ranged 10; +13 vs. Will; 2d6 + 5 fire damage.		
⚡ <b>Draconic Shackle</b> (standard; recharge ☞☞☞) • <b>Fire</b>		
Ranged 20; +13 vs. Fortitude; 2d6 + 5 fire damage, and the target is slowed until the end of Jozan’s next turn.		
⚡ <b>Golden Ray</b> (standard; encounter) • <b>Fire</b>		
Ranged 10; attacks 2 targets; +13 vs. Will; 1d6 + 5 fire damage and ongoing 5 fire damage (save ends).		
<b>Focused Channeling</b>		
When Jozan rolls a natural 19 or 20 on an attack roll for a ranged power, he slides the taret 1 square and knocks it prone after applying the attack’s other effects.		
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Draconic	
<b>Skills</b> Arcana +10, Bluff +10, Insight +10, Religion +13		
<b>Str</b> 19 (+7)	<b>Dex</b> 15 (+6)	<b>Wis</b> 10 (+4)
<b>Con</b> 16 (+7)	<b>Int</b> 13 (+5)	<b>Cha</b> 12 (+5)
<b>Equipment</b> <i>potion of healing</i> , <i>magic dagger</i> +1		



# CHAPTER SEVEN DENIZENS OF FREEPORT

## FINN

*“Freeport may not have a Thieves’ Guild, but Finn’s Syndicate is damn close to the real thing.”*

—Asha Sante

Finn is the leader of the Halfling Benevolent Association, an organization said to protect Freeport’s halflings and their interests (DC 10). This is a front for an extensive and powerful criminal organization called the Syndicate (DC 15). Aside from Mister Wednesday, Finn might well be the most dominant kingpin in the city (DC 20).

**Finn** **Level 20 Lurker**  
Male small natural humanoid, halfling XP 2,800

**Initiative** +20 **Senses Perception** +17

**HP** 146; **Bloodied** 73; **Healing Surges** 2

**AC** 35, **Fortitude** 32, **Reflex** 32, **Will** 32

**Speed** 6

⚔ **Dagger** (standard; at-will) • **Weapon**

+30 vs. AC; 1d4 + 12 damage.

↘ **Crossbow** (standard; at-will) • **Weapon, Cold**

Ranged 15/30; +28 vs. AC; 1d8 +10 damage plus 1d6 cold damage.

**Duelist’s Advantage** (minor; recharge ☐☐☐)

Finn gains combat advantage against the next creature he attacks with his dagger.

**Pure Ice** (free; at will) • **Cold**

Finn can choose to have all damage dealt by his crossbow be cold damage. Another free action returns the damage to normal.

↩ **Spite Personified** (standard; recharge ☐☐☐☐) • **Weapon, Fear**

Close burst 1; +30 vs. AC; 3d8 + 12 damage and target is weakened (save ends).

**Best Served Cold** (immediate reaction; when Finn hits an opponent granting him combat advantage; encounter)

Finn’s attack deals 2d6 additional damage.

**Combat Advantage**

Finn deals an extra 3d6 damage on any attack against a target he has combat advantage against.

**Evil Luck** (immediate interrupt, when hit by an attack; encounter)

When hit by an attack, Finn forces his enemy to re-roll, using the second roll instead of the first.



**Alignment** Unaligned **Languages** Common, Dwarven, Elven

**Skills** Bluff +25, Diplomacy + 25, Insight +25, Streetwise +25, Stealth +25

**Str** 14 (+12) **Dex** 22 (+16) **Wis** 11 (+12)

**Con** 20 (+15) **Int** 13 (+11) **Cha** 15 (+12)

**Equipment** *magic leather armor* +3, *vicious dagger* +5, *frost crossbow* +3 with 10 bolts, *2 potions of recovery*

## MASSON FRANCISCO

*“My husband believes everything that comes out of Masson’s mouth. While I do share his vision of the future, I’m not so sure Masson believes what he says. This worries me a great deal.”*

—Petra Wallace

Masson Francisco is the speaker of Libertyville (DC 10). A vocal opponent of the decadence in Freeport and societal injustices upheld by the ruling class, his opponents have branded him an agitator, revolutionary, and a fool (DC 15). Those who have heard his stirring speeches see him as a visionary and see the future in his words (DC 20).

# CHAPTER SEVEN DENIZENS OF FREEPORT



## SHANTAR FROESE

*“You can’t tell by looking at him, but his skill with a sword, both in a fight and behind closed doors, is quite impressive.”*

—Morgan Baumann

Shantar Froese is the first mate on the Kraken’s Claw (DC 10) and friend, constant companion, and lover of the ship’s captain (DC 15). He’s been with Baumann from the start, having been one of her first recruits (DC 20). He has no aims at taking her place, which might explain Baumann’s willingness to take him to bed (DC 25).

### Masson Francisco Level 8 Skirmisher

Male medium natural humanoid, human XP 350

**Initiative** +10 **Senses** Perception +4

**HP** 88; **Bloodied** 44

**AC** 23, **Fortitude** 20, **Reflex** 20, **Will** 20

**Speed** 6

#### ⚔ **Cutlass** (standard; at-will) • **Weapon**

+13 vs. AC; 1d6 + 5 damage.

#### ⚔ **Right Quick Bastard** (minor; at-will) • **Weapon**

+13 vs. AC; 1d4 damage; Masson can only use this power once per turn.

#### ⚔ **Privateer FP** (standard; at-will) • **Weapon**

Ranged 15/30; +13 vs. AC; 3d6 + 5. It takes 3 turns to load this weapon.

#### ⚔ **Whirling Attack** (standard; encounter) • **Weapon**

Close burst 1; +13 vs. AC; 4d8 + 5 damage.

#### ⚔ **Final Strike** (immediate interrupt, when Masson is dropped to 0 hit points or fewer; encounter) • **Weapon**

+13 vs. AC; 4d8 + 5 damage.

#### **Dirty Fighting**

Masson deals an extra 2d4 damage on any attack against a target he has combat advantage against.

**Alignment** Unaligned **Languages** Common, Primordial  
**Skills** Bluff +13, Diplomacy +13, Stealth +12

**Str** 15 (+6) **Dex** 18 (+8) **Wis** 11 (+4)

**Con** 16 (+7) **Int** 12 (+5) **Cha** 15 (+6)

**Equipment** *magic leather armor* +1, cutlass, Privateer FP with ammo and powder for 10 shots

### Shantar Froese Level 10 Skirmisher

Male medium natural humanoid, elf XP 500

**Initiative** +11 **Senses** Perception +5; low-light vision

**HP** 104; **Bloodied** 52

**AC** 26, **Fortitude** 22, **Reflex** 22, **Will** 22

**Speed** 6

#### ⚔ **Longsword** (standard; at-will) • **Weapon**

+16 vs. AC; 1d8 + 6 damage.

#### ⚔ **Right Quick Bastard** (minor; at-will) • **Weapon**

+15 vs. AC; 1d4 damage; Shantar can only use this power once per turn.

#### ⚔ **Longbow** (standard; at-will) • **Weapon**

Ranged 20/40; +15 vs. AC; 1d10 + 5.

#### ⚔ **Disabling Strike** (standard; recharge ⚔⚔⚔) • **Weapon**

+16 vs. AC; 3d10 + 6 damage and the target suffers a -2 to AC until the end of Shantar’s next turn.

#### ⚔ **Final Strike** (immediate interrupt, when Shantar is dropped to 0 hit points or fewer; encounter) • **Weapon**

+16 vs. AC; 4d10 + 6 damage.

#### **Dirty Fighting**

Shantar deals an extra 2d4 damage on any attack against a target he has combat advantage against.

#### **Racial Trait** (free; encounter)

Shantar may reroll an attack roll, using the second roll instead of the first.

**Alignment** Unaligned **Languages** Common, Primordial  
**Skills** Athletics +13, Bluff +13, Diplomacy +13, Stealth +13

**Str** 20 (+10) **Dex** 18 (+9) **Wis** 11 (+5)

**Con** 16 (+8) **Int** 12 (+6) **Cha** 15 (+7)

**Equipment** *magic leather armor* +2, *magic longsword* +1, *potion of healing*

# CHAPTER SEVEN DENIZENS OF FREEPORT

## GAREK

*"It's a bit strange how he coddles his casks, but I try to ignore his antics. He does serve some of the best beer in Freeport."*

—Rude Tom, Watchman



**Garek** **Level 8 Soldier**  
Male medium natural humanoid, dwarf XP 350

**Initiative** +7 **Senses** Perception +1; low-light vision

**HP** 92; **Bloodied** 46

**AC** 25, **Fortitude** 21, **Reflex** 20, **Will** 19

**Speed** 5

⊕ **Warhammer** (standard; at-will) • **Weapon**

+16 vs. AC; 1d10 + 6 damage.

↘ **Crossbow** (standard; at-will) • **Weapon**

Ranged 15/30; +15 vs. AC; 1d8 +5 damage.

⊕ **Smashing Strike** (standard; recharge ☐ ☐ ☐ ☐) • **Weapon**

+16 vs. AC; 2d8 + 6 damage and the target is knocked prone.

⊕ **Reactive Attack** (immediate reaction, when an adjacent enemy shifts away or when an enemy moves adjacent; encounter)

+16 vs. AC; 4d8 + 6 damage and Garek shifts 1 square.

### Racial Trait

When an effect forces Garek to move, he moves 1 square less than the effect says. Garek may make a save to avoid falling prone when an attack would knock him prone.

**Alignment** Good **Languages** Common, Dwarven

**Skills** Athletics +13, Intimidate +13, Streetwise +10

**Str** 18 (+8) **Dex** 14 (+6) **Wis** 11 (+4)

**Con** 20 (+9) **Int** 10 (+4) **Cha** 10 (+4)

**Equipment** *magic plate armor +1, magic warhammer +1, crossbow with 10 bolts, potion of healing, the Dented Helm and all its contents*

# CHAPTER SEVEN DENIZENS OF FREEPORT

## GITCH

*"Gitch great! Gitch good! Gitch master wizard! All bow to Gitch!"*

—Gunk, Goblin

Formerly serving as the city's "fire marshal" (DC 10), Gitch lost his wagon and job during the Great Green Fire (DC 15). He retreated to Bloodsalt, where he lives in a rundown tower dubbed, by the locals, the Tower of High Sorcery (DC 20). Whether he wants to be or not, he's the spokesperson for Freeport's goblin population (DC 15).

<b>Gitch</b>	<b>Level 6 Controller</b>
Medium natural humanoid, goblin	250 XP
<b>Initiative</b> +7	<b>Senses</b> Perception +4; low-light vision
<b>HP</b> 73; <b>Bloodied</b> 36	
<b>AC</b> 20; <b>Fortitude</b> 18, <b>Reflex</b> 18, <b>Will</b> 18	
<b>Speed</b> 6	
⊕ <b>Club</b> (standard; at-will) • <b>Weapon</b>	
+11 vs. AC; 1d6 + 4 damage.	
↗ <b>Necrosis</b> (standard; at-will) • <b>Necrotic</b>	
Ranged 10; +10 vs. Fortitude; 1d10 + 4 necrotic damage, and the target suffers a -2 penalty to AC until the start of Gitch's next turn.	
↗ <b>Illusory Tentacles</b> (standard; recharge ☉ ☉ ☉ ☉) • <b>Illusion, Psychic</b>	
Ranged 10; +10 vs. Will; 1d6 + 4 psychic damage, and target is immobilized until the end of Gitch's turn. Until then, any target that starts its turn or moves into an adjacent square to the target is slowed (save ends).	
✱ <b>Uncertain Footing</b> (standard; recharge ☉ ☉ ☉ ☉) • <b>Psychic</b>	
Area burst 3 within 20; +10 vs. Reflex; 3d8 + 4 psychic damage and target treats all terrain as if difficult terrain (save ends).	
<b>Racial Ability</b> (immediate interrupt, when targeted by a ranged attack; recharge ☉ ☉ ☉ ☉)	
Gitch's defenses increase by 4 against the triggering attack only.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Goblin
<b>Skills</b> Arcana +11, Bluff +10, Diplomacy +10, Streetwise +10	
<b>Str</b> 10 (+3)	<b>Dex</b> 18 (+7) <b>Wis</b> 13 (+4)
<b>Con</b> 17 (+6)	<b>Int</b> 19 (+7) <b>Cha</b> 10 (+3)
<b>Equipment</b> club, 2 <i>potions of healing</i>	

## XAVIER GORDON

*"He must have done something right since he got a seat after his stint as the Privateer came to an end."*

—C.Q. Calame

Before becoming a full member of the Captains' Council, Xavier Gordon held the Privateer's Seat (DC 10). During his time, he proved himself, placing the city before his own needs (DC 12). He also was an ardent supporter of Lady Elise Grossette (DC 15). He almost lost his place on the Council when his term expired, but his allies ensured he remained with them by offering him one of the vacant seats (DC 18).

<b>Xavier Gordon</b>	<b>Level 8 Skirmisher</b>
Male medium natural humanoid, human	XP 350
<b>Initiative</b> +10	<b>Senses</b> Perception +5
<b>HP</b> 89; <b>Bloodied</b> 44	
<b>AC</b> 23, <b>Fortitude</b> 20, <b>Reflex</b> 20, <b>Will</b> 20	
<b>Speed</b> 6	
⊕ <b>Cutlass</b> (standard; at-will) • <b>Weapon</b>	
+13 vs. AC; 1d6 + 5 damage.	
⊕ <b>Right Quick Bastard</b> (minor; at-will) • <b>Weapon</b>	
+13 vs. AC; 1d4 damage; Xavier can only use this power once per turn.	
↗ <b>Crossbow</b> (standard; at-will) • <b>Weapon</b>	
Ranged 15/30; +13 vs. AC; 1d8 + 5.	
↶ <b>Whirling Attack</b> (standard; encounter) • <b>Weapon</b>	
Close burst 1; +13 vs. AC; 4d8 + 5 damage.	
<b>Fast Footwork</b> (immediate reaction, when missed by a melee attack; at-will)	
Xavier shifts 2 squares.	
<b>Dirty Fighting</b>	
Xavier deals an extra 2d4 damage on any attack against a target he has combat advantage against.	
<b>Alignment</b> Good	<b>Languages</b> Common, Azhar, Primordial
<b>Skills</b> Bluff +13, Diplomacy +13, Stealth +13	
<b>Str</b> 12 (+5)	<b>Dex</b> 19 (+8) <b>Wis</b> 12 (+5)
<b>Con</b> 17 (+7)	<b>Int</b> 16 (+7) <b>Cha</b> 16 (+7)
<b>Equipment</b> <i>magic leather armor</i> +1, cutlass, crossbow with 10 bolts	

# CHAPTER SEVEN DENIZENS OF FREEPORT

## GRINGA

"I don't know where I'd be without Gringa, I really don't."

—Dreiden Simmerswell

Gringa manages the front of the Diving Fin, seeing to it that the customers behave themselves and that the wait staff do their jobs quickly and efficiently. Most of the time she works behind the bar, mixing drinks and keeping an eye on the place (DC 15).

<b>Gringa</b>	<b>Level 10 Soldier</b>
Female medium natural humanoid, half-orc	XP 500
<b>Initiative</b> +9	<b>Senses</b> Perception +6
<b>HP</b> 106; <b>Bloodied</b> 54	
<b>AC</b> 26, <b>Fortitude</b> 23, <b>Reflex</b> 22, <b>Will</b> 21	
<b>Speed</b> 6	
⚔ <b>Greataxe</b> (standard; at-will) • <b>Weapon</b>	
+19 vs. AC; 1d12 + 7 damage.	
⚔ <b>Staggering Blow</b> (standard; at-will) • <b>Weapon</b>	
+17 vs. Fortitude; 1d12 + 7 damage and Gringa slides the target 1 square.	
⚔ <b>Demoralizing Blow</b> (standard; encounter) • <b>Fear, Weapon</b>	
+19 vs. AC; 3d6 + 7 damage, and Gringa makes a secondary attack against all enemies within 10 squares of the primary target. <i>Secondary attack</i> : +17 vs. Will; targets suffer a -2 penalty on attack rolls until the end of their next turn.	
<b>Primal Resilience</b> (free, when first bloodied; encounter)	
Gringa gains 15 temporary hit points. These temporary hit points fade at the end of the encounter, if not already expended.	
<b>Strong Blow</b> (free; encounter)	
Gringa deals an additional 1d12 points of damage to any melee attack.	
<b>Alignment</b> Good	<b>Languages</b> Common, Giant
<b>Skills</b> Athletics +15, Endurance +15, Intimidate +15	
<b>Str</b> 20 (+10)	<b>Dex</b> 14 (+7) <b>Wis</b> 12 (+6)
<b>Con</b> 18 (+9)	<b>Int</b> 11 (+5) <b>Cha</b> 9 (+4)
<b>Equipment</b> hide armor, <i>magic greataxe</i> +2, <i>potion of vitality</i>	

## NATHAN GRYMES

"I think what bothers me the most about Grymes are the rumors. He never does or says anything that would raise suspicion, but the stories I hear... They're enough to chill me to the bone."

—Jacob Lydon

Nathan Grymes recently gained a seat on the Captains' Council (DC 10). Few know much about him or his past, but he seems to have connections in the Merchant District (DC 15). Some claim he has ties to the slaver city of Mazin, but no one has proof of such a connection (DC 20).

<b>Nathan Grymes</b>	<b>Level 6 Lurker</b>
Male medium natural humanoid, human	XP 250
<b>Initiative</b> +10	<b>Senses</b> Perception +5
<b>HP</b> 56; <b>Bloodied</b> 28	
<b>AC</b> 20, <b>Fortitude</b> 18, <b>Reflex</b> 19, <b>Will</b> 17	
<b>Speed</b> 6	
⚔ <b>Rapier</b> (standard; at-will) • <b>Weapon</b>	
+12 vs. AC; 1d6 + 5 damage.	
⚔ <b>Privateer FP</b> (standard; at-will) • <b>Weapon</b>	
Ranged 15/30; +11 vs. AC; 3d6 + 4. It takes 3 turns to load this weapon.	
⚔ <b>Serpent's Return</b> (immediate reaction, when an opponent makes a melee attack against him; encounter) • <b>Weapon</b>	
+10 vs. Reflex; targets the opponent that attacked; 2d8 + 5 damage. <i>Miss</i> : half damage.	
<b>From the Shadows</b> (minor; usable when Nathan has concealment; recharge ☐☐☐☐)	
The target of Nathan's next attack grants combat advantage to him, and Nathan's next attack deals 2d6 extra damage on a hit.	
<b>Combat Advantage</b>	
Nathan deals an extra 2d6 damage on any attack against a target he has combat advantage against.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Azhar
<b>Skills</b> Bluff +11, Stealth +11, Intimidate +11	
<b>Str</b> 13 (+4)	<b>Dex</b> 17 (+6) <b>Wis</b> 14 (+5)
<b>Con</b> 14 (+5)	<b>Int</b> 12 (+4) <b>Cha</b> 18 (+7)
<b>Equipment</b> <i>magic rapier</i> +1, Privateer FP with ammo and powder for 10 shots	

# CHAPTER SEVEN DENIZENS OF FREEPORT

## SISTER GWENDOLYN

*"I fear the good sister is more concerned with politics than she is with her own faith. I'd say we succeeded, wouldn't you?"*

—Marcus Roberts

Sister Gwendolyn is the representative of the Temple of Sea God to the Captains' Council (DC 10). For generations, there has always been such a figure, as the Sea God and respect owed to him are vital to the city's survival (DC 15). Gwendolyn is more of a stand-out figure since she has invested a great deal of time and energy into making a place for herself in the city's government (DC 15). Her ambition has led many to question her motives and the strength of her convictions (DC 17).

<b>Sister Gwendolyn</b>	<b>Level 10 Controller</b>
	<b>(Leader)</b>
Female medium natural humanoid, human	XP 500
<b>Initiative</b> +8	<b>Senses</b> Perception +10
<b>HP</b> 106; <b>Bloodied</b> 53	
<b>AC</b> 24, <b>Fortitude</b> 22, <b>Reflex</b> 21, <b>Will</b> 23	
<b>Speed</b> 6	
⚔ <b>Trident</b> (standard; at-will) • <b>Weapon</b>	
+17 vs. AC; 1d8 + 7 damage.	
⚡ <b>Water Bolt</b> (standard; at-will) • <b>Force</b>	
Ranged 15; +14 vs. Fortitude; 2d6 + 5 force damage, and the target slides 3 squares.	
⚡ <b>Lure of the Sea</b> (standard; recharge ☞ ☞ ☞ ☞) • <b>Charm, Radiant</b>	
Close blast 4; +14 vs. Will; 2d6 + 5 radiant damage, and targets grant combat advantage to all attacks. In addition, they cannot attack Sister Gwendolyn. Both effects end at the end of Sister Gwendolyn's next turn or if Sister Gwendolyn attacks any of the affected targets in any way.	
⚡ <b>Water of Life</b> (free, when first bloodied; encounter) • <b>Radiant</b>	
Close burst 2; +14 vs. Reflex; 3d8 + 5 radiant damage, and the water god priest spends a healing surge and regains 26 hit points.	
❄ <b>Watery Grave</b> (standard; recharge ☞ ☞ ☞)	
Area burst 3 within 15; +14 vs. Fortitude; 1d8 + 5 damage, and the target is immobilized (save ends).	
<b>Alignment</b> Good	<b>Languages</b> Common, Primordial
<b>Skills</b> Diplomacy +14, Insight +14, Religion +17	
<b>Str</b> 16 (+8)	<b>Dex</b> 13 (+8) <b>Wis</b> 20 (+10)
<b>Con</b> 18 (+9)	<b>Int</b> 14 (+7) <b>Cha</b> 18 (+9)
<b>Equipment</b> <i>magic trident</i> +2	

## RUDIMAR HARROW

*"All doom and gloom, that one."*

—Janis Hawthorne

Rudimar Harrow's life changed the moment he died (DC 15). He got better, but the experience left him with horrible visions of Hell, and a sense that if he didn't straighten up, he would go right back when he stayed dead (DC 20). Rudimar walks the streets of Freeport, offering dire sermons to those who'll listen, hoping to frighten them back onto the straight and narrow (DC 10).

<b>Rudimar Harrow</b>	<b>Level 6 Controller</b>
Medium natural humanoid, human	250 XP
<b>Initiative</b> +3	<b>Senses</b> Perception +7
<b>HP</b> 73; <b>Bloodied</b> 36	
<b>AC</b> 21; <b>Fortitude</b> 18, <b>Reflex</b> 17, <b>Will</b> 19	
<b>Speed</b> 5	
⚔ <b>Warhammer</b> (standard; at-will) • <b>Weapon</b>	
+11 vs. AC; 1d10 + 4 damage.	
⚡ <b>Forboding Flash</b> (standard; at-will) • <b>Radiant</b>	
Ranged 10; +10 vs. Reflex; 1d10 + 4 radiant damage, and the target is weakened (save ends).	
⚡ <b>Hell's Fear</b> (standard; recharge ☞ ☞) • <b>Fear</b>	
Close burst 4; +10 vs. Will; the target is stunned until the end of Rudimar's next turn.	
<b>Damned Future</b> (free, when first bloodied; encounter)	
Hell's Fear recharges, and Rudimar uses it.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Arcana +10, Diplomacy +10, Religion +10	
<b>Str</b> 18 (+7)	<b>Dex</b> 10 (+3) <b>Wis</b> 18 (+7)
<b>Con</b> 17 (+6)	<b>Int</b> 14 (+4) <b>Cha</b> 13 (+4)
<b>Equipment</b> warhammer, <i>magic plate armor</i> +1, <i>potion of healing</i>	

# CHAPTER SEVEN DENIZENS OF FREEPORT

## DIRK HASLINGER

*"I used to live in a mansion! Now look at me."*  
—Dirk Haslinger

Dirk Haslinger is a desperate man. A junky and a worthless squatter, he hasn't done an honest day of work in his life. The Great Green Fire burned down his "mansion" and left him destitute (DC 10). He'll do anything for a fix. Anything (DC 15).

<b>Dirk Haslinger</b>	<b>Level 4 Brute</b>
Male medium natural humanoid, human	XP 175
<b>Initiative</b> +6	<b>Senses</b> Perception +1
<b>HP</b> 64; <b>Bloodied</b> 32	
<b>AC</b> 17, <b>Fortitude</b> 16, <b>Reflex</b> 16, <b>Will</b> 16	
<b>Speed</b> 6	
⊕ <b>Longsword</b> (standard; at-will) • <b>Weapon</b>	
+7 vs. AC; 1d8 + 4 damage.	
⊕ <b>Brutal Attack</b> (standard; recharge ☉ ☉ ☉) • <b>Weapon</b>	
+7 vs. AC; 3d6 + 4 damage. <i>Miss</i> : 3 damage	
↩ <b>Wild Attack</b> (standard; encounter) • <b>Weapon</b>	
Close burst 1; +7 vs. AC; 2d6 + 4 damage.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Elven
<b>Skills</b> Bluff +9, Insight +9, Streetwise +9	
<b>Str</b> 14 (+4)	<b>Dex</b> 18 (+6) <b>Wis</b> 8 (+1)
<b>Con</b> 14 (+4)	<b>Int</b> 14 (+4) <b>Cha</b> 10 (+2)
<b>Equipment</b> longsword, <i>magic cloth armor</i> +1, <i>potion of healing</i>	

## JANIS HAWTHORNE

*"She claims she's a simple fruit-seller, but that woman knows more than she lets on."*  
—Zach

To look at her, one would see just another vendor struggling to make a living (DC 10). Janis is happy, pleasant, and perfectly friendly, but she's a hopeless gossip and seems to have a knack for picking up all sorts of information (DC 15).

<b>Janis Hawthorne</b>	<b>Level 4 Skirmisher</b>
Female medium natural humanoid, half-elf	175 XP
<b>Initiative</b> +6	<b>Senses</b> Perception +8; low-light vision
<b>HP</b> 55; <b>Bloodied</b> 27	
<b>AC</b> 18; <b>Fortitude</b> 16, <b>Reflex</b> 16, <b>Will</b> 17	
<b>Speed</b> 6	
⊕ <b>Club</b> (standard; at-will) • <b>Weapon</b>	
+6 vs. AC; 1d6 + 4 damage.	
↘ <b>Sling</b> (standard; at-will) • <b>Weapon</b>	
Ranged 10/20; +9 vs. AC; 1d6 + 4 damage.	
⊕ <b>Nimble Assault</b> (standard; at-will) • <b>Weapon</b>	
+9 vs. AC; 1d4 + 5 damage. Janis shifts 1 square before and after this attack.	
<b>Advantageous Blow</b> (immediate interrupt, when hit by an attack; encounter)	
When hit by an attack, Janis shifts 3 squares.	
<b>Combat Advantage</b>	
Janis deals an extra 1d6 damage on any attack against a target she has combat advantage against.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Dwarven, Elven
<b>Skills</b> Bluff +9, Diplomacy +14, Insight +14, Streetwise +14	
<b>Str</b> 12 (+3)	<b>Dex</b> 14 (+4) <b>Wis</b> 18 (+6)
<b>Con</b> 15 (+4)	<b>Int</b> 15 (+4) <b>Cha</b> 19 (+6)
<b>Equipment</b> club, sling with 10 stones, <i>potion of healing</i>	

# CHAPTER SEVEN DENIZENS OF FREEPORT

## ENOCH HOLLIVER,

### COMMISSIONER OF THE WATCH

*“Everyone has their secrets and the Commissioner is no different. We’ve learned not to ask too many questions of him, and in turn he doesn’t ask many of us.”*

—Shent, Watchman

Enoch Holliver is the Commissioner of Freeport’s Watch (DC 10). An ex-mercenary lured to Freeport by the promise of gold and assurances of no questions about his suspicious past, he’s a grizzled veteran capable of keeping the unruly Watch under some semblance of control (DC 20). When not overseeing Freeport’s security, he attends to matters of governance, having a seat on the Captains’ Council (DC 15).



**Enoch Holliver** **Level 12 Soldier**

Male medium natural humanoid, human **XP 700**

**Initiative** +10 **Senses Perception** +8

**HP** 120; **Bloodied** 60

**AC** 30, **Fortitude** 25, **Reflex** 24, **Will** 23

**Speed** 5

⊕ **Longsword** (standard; at-will) • **Weapon**

+21 vs. AC; 1d10 + 7 damage.

⊕ **Cleave** (standard; at-will) • **Weapon**

+21 vs. AC; 1d10 + 7 damage and an enemy adjacent to Enoch takes 10 damage.

⊕ **Reckless Strike** (standard; recharge Ⓛ• Ⓛ• Ⓛ• Ⓛ•) • **Weapon**

+21 vs. AC; 3d10 + 7 damage.

⊕ **Victorious Surge** (standard; encounter) • **Weapon**

+21 vs. AC; 2d10 + 7 damage, and Enoch regains hit points as if he had spent a healing surge.

**Shrug it Off** (immediate reaction, when Enoch is hit by an attack; encounter)

Reduce the damage from the attack by 10.

**Alignment** Evil **Languages** Common, Giant

**Skills** Athletics +15, Endurance +15, Intimidate +17

**Str** 20 (+11) **Dex** 14 (+8) **Wis** 14 (+8)

**Con** 16 (+9) **Int** 14 (+8) **Cha** 14 (+8)

**Equipment** *magic plate armor* +2, *magic longsword* +2, *potion of vitality*



# CHAPTER SEVEN DENIZENS OF FREEPORT



## HARCOURT HORKEL

*“He’s a scoundrel. A no-good conman. He puts on a happy face and sure, he’s great fun, but you watch your back. He wants one thing and one thing only: your money.”*

—Aleksander Tovac

The Docks are full of confidence men, but few hold a candle to the sliminess of Harcourt Horkel (DC 10). This hustler is a card-shark, charlatan, hustler, and everything in between, and to those who haven’t been duped by him before, he’s the best thing that’s ever happened to them... At least until he’s ripped them off (DC 15).

<b>Harcourt Horkel</b>	<b>Level 12 Controller</b>
	<b>(Leader)</b>
Male medium natural humanoid, human	XP 700

**Initiative** +10      **Senses** Perception +8

**HP** 120; **Bloodied** 60; **Healing Surges** 2

**AC** 26, **Fortitude** 23, **Reflex** 25, **Will** 24

**Speed** 6

⚔ **Rapier** (standard; at-will) • **Weapon**

+19 vs. AC; 1d6 + 7 damage.

‡ **Inspiring Strike** (standard; at-will) • **Weapon**

+19 vs. AC; 1d6 + 7 damage, and all allies within 6 squares gain +1 to attack that target until the start of Harcourt’s next turn.

✱ **Sooth the Savage Beast** (standard; encounter) • **Illusion, Sleep**

Area burst 2 within 20; +16 vs. Will; target falls asleep (save ends, and any damage awakens the target as per normal, non-magical, sleep). *Miss*: Target is slowed until the end of Harcourt’s next turn.

➤ **Discordant Hallucinations** (standard; encounter) • **Charm, Psychic**

Close blast 4; +16 vs. Will; 3d10 + 5 psychic damage. Until the end of Harcourt’s next turn, the target treats all creatures as enemies for purposes of opportunity attacks and must take every opportunity attack possible. If the target attempts to attack Harcourt or one of his allies before the end of Harcourt’s next turn, Harcourt may make a secondary attack as an immediate interrupt. *Secondary attack*: +16 vs. Will; 2d6 + 5 psychic damage and instead of attacking Harcourt or his allies, the target makes a basic attack against one of its own allies. If none of its allies are within range of its basic attack, it loses its standard action this turn.

**Run for Your Life** (minor; recharge ⚔ ⚔ ⚔ ⚔)

Harcourt gains a +6 power bonus to speed until the end of his next turn.

**Alignment** Unaligned    **Languages** Common

**Skills** Arcana +15, Diplomacy +15, Stealth +15

**Str** 10 (+6)                      **Dex** 18 (+10)                      **Wis** 14 (+8)

**Con** 16 (+9)                      **Int** 18 (+10)                      **Cha** 18 (+10)

**Equipment** *magic rapier* +2, *potion of vitality*

## ADMIRAL HROTHY

*“Oh he’s delightful. I’m sure to invite the good admiral to all my parties.”*

—Lucille Venport, Noblewoman

Before Hrothy settled in Freeport, he was an admiral in a continental nation’s navy (DC 10). He gained a name for his ruthlessness at sea and won more battles than he lost (DC 15). He eventually retired and moved to Freeport to spend his golden years. Despite having crossed swords with many a Freeporter, he’s become a socialite, rubbing elbows with the city’s elite (DC 20). Too bad none of his “friends” know he’s really a spy (DC 25).

# CHAPTER SEVEN DENIZENS OF FREEPORT

## Admiral Hrothy Level 8 Skirmisher

Male medium natural humanoid, human XP 350

**Initiative** +9 **Senses** Perception +6

**HP** 88; **Bloodied** 44

**AC** 24, **Fortitude** 20, **Reflex** 20, **Will** 20

**Speed** 6

### ⊕ **Cutlass** (standard; at-will) • **Weapon**

+15 vs. AC; 1d6 + 7 damage.

### ⊕ **Right Quick Bastard** (minor; at-will) • **Weapon**

+13 vs. AC; 1d4 damage; Admiral Hrothy can only use this power once per turn.

### ↘ **Unexpected Missile** (standard; encounter) • **Weapon**

Ranged 3; +15 vs. AC; 1d6 + 7 damage and Admiral Hrothy shifts up to 3 squares to recover his cutlass from the ground or target.

### ↶ **Whirling Attack** (standard; encounter) • **Weapon**

Close burst 1; +15 vs. AC; 4d8 + 7 damage.

### ⊕ **Final Strike** (immediate interrupt, when Admiral Hrothy is dropped to 0 hit points or fewer; encounter) • **Weapon**

+15 vs. AC; 4d8 + 7 damage.

### **Dirty Fighting**

Admiral Hrothy deals an extra 2d4 damage on any attack against a target he has combat advantage against.

**Alignment** Unaligned **Languages** Common, Elven

**Skills** Bluff +13, Diplomacy +13, Stealth +12

**Str** 14 (+6) **Dex** 16 (+7) **Wis** 14 (+6)

**Con** 16 (+7) **Int** 15 (+6) **Cha** 18 (+8)

**Equipment** *magic leather armor* +2, *magic cutlass* +2

## FARGAS IRONFOOT

*"Ironfoot makes Finn look like a gentle baby, not that I'm saying Finn's gentle... Or a baby... Oh dear, I'm in trouble now, aren't I?"*

—Dimetrios

The captain of the Widowmaker is an infamous halfling pirate named Fargas Ironfoot (DC 10). Cruel and heartless, he thrives as a buccaneer, inspiring terror wherever he sails (DC 15). Part of his nasty reputation stems from pitting his captives against one another, granting the victor a place in his crew and the loser a place with the sharks (DC 20).

## Fargas Ironfoot Level 13 Skirmisher

Male medium natural humanoid, halfling XP 800

**Initiative** +14 **Senses** Perception +6, low-light vision

**HP** 128; **Bloodied** 64; **Healing Surges** 2

**AC** 26, **Fortitude** 24, **Reflex** 24, **Will** 24

**Speed** 6

### ⊕ **Cutlass** (standard; at-will) • **Weapon**

+20 vs. AC; 1d6 + 9 damage.

### ⊕ **Right Quick Bastard** (minor; at-will) • **Weapon**

+18 vs. AC; 2d4 damage; Fargas can only use this power once per turn.

### ↘ **Unexpected Missile** (standard; encounter) • **Weapon**

Ranged 3; +20 vs. AC; 1d6 + 8 damage and Fargas shifts up to 3 squares to recover his cutlass from the ground or target.

### ⊕ **Serpent's Return** (immediate reaction, when an opponent makes a melee attack against him; encounter) • **Weapon**

+18 vs. Reflex; targets the opponent that attacked; 3d6 + 8 damage. *Miss*: half damage.

### ↶ **Whirling Attack** (standard; encounter) • **Weapon**

Close burst 1; +20 vs. AC; 4d10 + 8 damage.

### **Walking the Plank** (immediate interrupt, when Fargas is subject to a push, pull or slide effect; encounter)

Fargas "takes control" of the push, pull or slide. Rather than move at the enemy's command or where the power would normally take Fargas, he may instead take an immediate shift, up to the number of squares allowed by the power, in any manner he prefers. For instance, a power that normally has an effect of "push 3" would instead grant Fargas an immediate shift 3, which he can use to move as he chooses.

### **Dirty Fighting**

Fargas deals an extra 3d4 damage on any attack against a target he has combat advantage against.

### **Roll with the Wave**

Fargas' movement is not hindered by difficult terrain.

### **Evil Luck** (immediate interrupt, when hit by an attack; encounter)

When hit by an attack, Fargas forces his enemy to reroll, using the second roll instead of the first.

**Alignment** Evil **Languages** Common, Elven

**Skills** Acrobatics +15, Bluff +15, Stealth +15, Intimidate +15

**Str** 17 (+9) **Dex** 22 (+12) **Wis** 11 (+6)

**Con** 16 (+9) **Int** 12 (+7) **Cha** 17 (+9)

**Equipment** leather armor, *magic cutlass* +2, the Widowmaker and all its contents

# CHAPTER SEVEN DENIZENS OF FREEPORT



## TORYA IRONTOOTH

*“Torya was handled poorly. It’s not her fault she has orc blood in her veins.”*

—Nifur Roberts

Torya spent her youth as a novelty among Freeport’s upper class (DC 10). It wasn’t until the racist attacks in Scurvytown that Torya realized she was nothing more than a curiosity to her “friends” (DC 20). She fled to Bloodsalt and helped found a compound for others of her kind (DC 15).

### Torya Irontooth Level 1 Skirmisher

Female medium natural humanoid, half-orc 100 XP

**Initiative** +3 **Senses** Perception +1

**HP** 34; **Bloodied** 17

**AC** 15; **Fortitude** 13, **Reflex** 13, **Will** 13

**Speed** 6

#### ⊕ Longsword (standard; at-will) • Weapon

+6 vs. AC; 1d8 + 3 damage.

#### ⊕ Furious Blade (standard; recharge ☉ ☿) • Weapon

+6 vs. AC; 2d8 + 3 damage.

#### ⊕ Double Attack (standard; recharge ☉ ☿) • Weapon

Torya makes two longsword attacks. Each time she hits, she shifts 1 square.

#### Vicious Blow (free; encounter)

Torya deals an additional 1d12 points of damage to any melee attack.

**Alignment** Unaligned **Languages** Common, Giant  
**Skills** Bluff +6, Diplomacy +6, Intimidate +6, Streetwise +6  
**Str** 19 (+4) **Dex** 12 (+1) **Wis** 13 (+1)  
**Con** 18 (+4) **Int** 15 (+2) **Cha** 17 (+3)

**Equipment** longsword, *potion of healing*

## KARL THE KRAKEN

*“Me kill, yes?”*

—Karl the Kraken

For many years Karl was a professional thug, a hired brute noted for not asking questions and being good at smashing faces (DC 10). He had a tendency, though, to kill when lethal force wasn’t needed, a fact that tempered merchants’ zeal for hiring him (DC 15). Since the Great Green Fire, Karl has relocated to Bloodsalt along with most of the other orcs (DC 20). He hasn’t had the business he enjoyed in the good old days, and he sometimes takes out his frustrations on the occasional hobgoblin (DC 25).

### Karl the Kraken Level 10 Soldier

Male medium natural humanoid, half-orc XP 500

**Initiative** +9 **Senses** Perception +6

**HP** 106; **Bloodied** 54

**AC** 26, **Fortitude** 23, **Reflex** 22, **Will** 21

**Speed** 6

#### ⊕ Waraxe (standard; at-will) • Weapon

+18 vs. AC; 1d12 + 6 damage.

#### ⊕ Pounding Blow (standard; at-will) • Weapon

+16 vs. Fortitude; 1d12 + 6 damage and Karl knocks the target prone.

#### ⊕ Terrifying Blow (standard; encounter) • Fear, Weapon

+18 vs. AC; 3d6 + 6 damage, and Karl makes a secondary attack against all enemies within 5 squares of the primary target. *Secondary attack*: +16 vs. Will; targets suffer a -4 penalty on attack rolls until the end of their next turn.

#### Primal Resilience (free, when first bloodied; encounter)

Karl gains 20 temporary hit points. These temporary hit points fade at the end of the encounter, if not already expended.

#### Vicious Blow (free; encounter)

Karl deals an additional 1d12 points of damage to any melee attack.

**Alignment** Good **Languages** Common, Giant

**Skills** Endurance +15, Intimidate +15, Streetwise +15

**Str** 22 (+11) **Dex** 15 (+7) **Wis** 12 (+6)

**Con** 18 (+9) **Int** 10 (+5) **Cha** 10 (+5)

**Equipment** hide armor, *magic waraxe+1*, *potion of vitality*

# CHAPTER SEVEN DENIZENS OF FREEPORT

## EUDOKIA KASOVAR

*“All that twaddle about bloodlines, dragons, and other nonsense goes a great way toward masking the fact that she’s easily the most beddable woman in Freeport.”*

—Marcus Roberts

Eudokia Kasovar leads an underground movement of people who share her vision that they are all inheritors of some draconic proto-being (DC 15). They haven’t gained much traction, being relatively small and insignificant, but they have gained the attention of the Wizards’ Guild, the leaders of which fear Kasovar might begin poaching their students (DC 20).



### Eudokia Kasovar Level 12 Controller

Female medium natural humanoid, human XP 700

Initiative +8 Senses Perception +11

HP 116; Bloodied 58; Healing Surges 2

AC 26, Fortitude 24, Reflex 24, Will 24

Speed 6

#### ⚡ Disruption (standard; at-will) • Psychic

+16 vs. Will; 2d8 + 6 damage plus the target slides 3 squares and is dazed until the end of Eudokia’s next turn.

#### ➤ Dragon Strike (standard; at-will) • Psychic

Ranged 6; +16 vs. Will; 2d8 + 6 psychic damage, and the target suffers a -2 penalty to all defenses until the end of Eudokia’s next turn.

#### ↩ Fascinating Stare (standard; recharge ⚡ ⚡ ⚡ ⚡) • Charm, Psychic

Close blast 4; +16 vs. Will; 2d8 + 6 psychic damage, and targets grant combat advantage to all attacks. In addition, they cannot attack Eudokia. Both effects end at the end of Eudokia’s next turn or if Eudokia attacks any of the affected targets in any way.

#### ✨ Dragon’s Blessing (standard; encounter) • Psychic

Area burst 2 within 10; +16 vs Will; 1d6 + 5 damage all allies within the area are healed 15 hit points. In addition, Eudokia is healed 15 hit points if she is not within the burst. If she is within the burst, she is healed 30 hit points.

#### Ring of the Sorcerers (immediate interrupt, when hit by an attack with the arcane, charm, fear, illusion, or psychic keywords; encounter)

Eudokia gains a +2 power bonus to all defenses against that attack.

#### Draconic Armor (standard; encounter)

Eudokia calls her draconic heritage to the fore, increasing her AC by 2 for the remainder of the encounter.

**Alignment** Unaligned **Languages** Common, Draconic

**Skills** Arcana +17, Bluff +17, Insight +17, Religion +17

**Str** 12 (+7) **Dex** 14 (+8) **Wis** 20 (+11)

**Con** 12 (+7) **Int** 16 (+9) **Cha** 18 (+10)

**Equipment** ring of the sorcerers

# CHAPTER SEVEN DENIZENS OF FREEPORT



## K'STALLO

*"A brilliant scholar and loyal friend. I rue the day I met him."*

—Egil, High Priest of the Knowledge God

Until recently, K'Stallo had been impersonating the High Priest Thuron of the Knowledge God. His secret safe with Brother Egil, he used his guise to learn what he could of the mysteries beneath Freeport and to liberate the degenerate serpent people from their barbarism (DC 30). K'Stallo aided Egil and his adventurer companions in thwarting Milton Drac's plans, but once they had achieved this, the serpent person turned his full attentions on his lost kin, leaving the temple for Egil to run as he saw fit (DC 30).

**K'Stallo** **Level 18 Controller**  
**(Leader)**  
Male medium natural humanoid  
(shapechanger), serpent person XP 800

**Initiative** +12 **Senses** Perception +16; low-light vision

**HP** 169; **Bloodied** 84; **Healing Surges** 2

**AC** 32, **Fortitude** 30, **Reflex** 30, **Will** 30

**Speed** 6

⊕ **Mace** (standard; at-will) • **Weapon, Lightning**

+26 vs. AC; 1d8 + 10 damage plus 1d6 lightning damage.

**Pure Lightning** (free; at-will)

K'Stallo can choose to have all damage dealt by his mace be lightning damage. Another free action returns the damage to normal.

↷ **Flailing Coils** (immediate reaction, when an ally within range drops to 0 hit points; recharge ☐☐☐☐)

Ranged 20; the ally makes a melee basic attack and is healed 15 hit points.

✱ **Yig's Will** (standard; recharge ☐☐☐☐) • **Force**

Area burst 4 within 13; +22 vs. Reflex; 4d10 + 7 force damage, and the target is knocked prone. *Miss:* The target is knocked prone.

↷ **Disorder of Yig** (standard; recharge ☐☐☐☐) • **Force, Teleportation**

Ranged 10; two targets within 20 of each other; +22 vs. Will; 1d10 + 7 force damage. If both targets are hit, they teleport into each other's squares.

↶ **Fear of the Serpent** (standard; encounter) • **Fear, Force**

Close burst 5; +7 vs. Will; 3d10 + 6 force damage, the target is pushed 5, and the target is weakened (saved ends).

**Change Shape** (minor ; at-will) • **Polymorph**

K'Stallo can alter his physical form to appear as any Medium humanoid, including a unique individual.

**Coils of Deceit** (immediate reaction, when missed by a melee attack; at-will)

K'Stallo shifts 3 square.

**Alignment** Unaligned **Languages** Common, Draconic, Elven, Valosan

**Skills** Arcana +23, Bluff +23, Insight +23, Religion +23, Stealth +23

**Str** 12 (+10) **Dex** 16 (+12) **Wis** 24 (+16)

**Con** 17 (+12) **Int** 19 (+13) **Cha** 21 (+14)

**Equipment** lightning mace +3, bracers of defense, 2 potions of vitality

# CHAPTER SEVEN DENIZENS OF FREEPORT

## LEXI

*"Lexi available? Oh. No? Okay, I guess you'll do then."*

—A Customer at the Serenity House

Lexi is a popular courtesan at the Serenity House (DC 10). Part of her success stems from her ability to anticipate her customers' fantasies (DC 15). She hides a dark secret and a troubled past, things only those closest to her know about (DC 20).

<b>Lexi</b>	<b>Level 6 Controller</b>
Female medium natural humanoid, human	XP 250
<b>Initiative</b> +3	<b>Senses</b> Perception +5
<b>HP</b> 66; <b>Bloodied</b> 33	
<b>AC</b> 20, <b>Fortitude</b> 18, <b>Reflex</b> 18, <b>Will</b> 18	
<b>Speed</b> 6	
☞ <b>Dagger</b> (standard; at-will) • <b>Weapon</b>	
+12 vs. AC; 1d4 + 5 damage.	
☞ <b>Courtesan's Charm</b> (standard; recharge ☞☞☞☞) • <b>Charm</b>	
Ranged 5; +10 vs. Will; the target is dominated until the end of Lexi's next turn.	
☞ <b>Seizure</b> (standard; recharge ☞☞☞☞) • <b>Charm</b>	
Ranged 10; +10 vs. Will; 3d6 + 5 damage and the target is knocked prone. Until the end of the encounter, if the target moves more than half its speed in a single action, it falls prone at the end of its movement.	
↩ <b>Scorn</b> (standard; encounter) • <b>Charm, Fear</b>	
Close burst 2; +10 vs. Will; 3d6 + 4 damage, the target is pushed 2, and the target is weakened (saved ends)	
<b>Alignment</b> Evil	<b>Languages</b> Common, Elven
<b>Skills</b> Arcana +10, Bluff +10, Insight +11, Streetwise +10	
<b>Str</b> 11 (+3)	<b>Dex</b> 13 (+4) <b>Wis</b> 14 (+5)
<b>Con</b> 10 (+3)	<b>Int</b> 14 (+5) <b>Cha</b> 18 (+7)
<b>Equipment</b> dagger +1	



# CHAPTER SEVEN DENIZENS OF FREEPORT



## JACOB LYDON

*“He’s a disgrace to the Council. If he doesn’t straighten up, I promise, I’ll do whatever, and I mean whatever, I can to see him removed.”*

—Liam Blackhammer

When Captain Lydon settled in Freeport, he wanted nothing more than to get into politics (DC 12). He believed by doing so, he could earn enough to pay off his creditors and get them off his back (DC 15). A fool with money, he’s never managed his affairs well (DC 20). He did manage to get a seat, but his behavior has simply distanced him from true power in the city (DC 22).

### Jacob Lydon Level 11 Skirmisher

Male medium natural humanoid, human XP 600

Initiative +9 Senses Perception +5

HP 112; Bloodied 56; Healing Surges 2

AC 27, Fortitude 23, Reflex 23, Will 23

Speed 6

⊕ **Longsword** (standard; at-will) • **Weapon**

+18 vs. AC; 1d8 + 7 damage.

⊕ **Right Quick Bastard** (minor; at-will) • **Weapon**

+18 vs. AC; 2d4 damage; Jacob can only use this power once per turn.

⊕ **Disabling Strike** (standard; recharge ☉☉☉☉) • **Weapon**

+18 vs. AC; 3d10 + 7 damage and the target suffers a -2 to AC until the end of Jacob’s next turn.

⊕ **Final Strike** (immediate interrupt, when Jacob is dropped to 0 hit points or fewer; encounter) • **Weapon**

+18 vs. AC; 4d10 + 7 damage.

**No Strings Attached** (immediate interrupt; when an enemy marks Jacob; encounter)

Jacob ends the marked condition. He deals 10 damage to the enemy who tried to mark him.

**Dirty Fighting**

Jacob deals an extra 2d4 damage on any attack against a target he has combat advantage against.

**Alignment** Unaligned **Languages** Common, Abyssal  
**Skills** Athletics +16, Bluff +16, Diplomacy +16, Stealth +16

**Str** 20 (+10) **Dex** 14 (+7) **Wis** 11 (+5)

**Con** 16 (+8) **Int** 12 (+6) **Cha** 13 (+6)

**Equipment** *magic leather armor* +2, *magic longsword* +2, *potion of vitality*, The Gambit and all its contents

# CHAPTER SEVEN DENIZENS OF FREEPORT

## MARILISE MÆORGAN

“Somehow, I think she always knew she would become the Sea Lord.”

—Marshall Maeorgan

As the current Sea Lord of Freeport, the most powerful and influential person in the city, Marilise Maeorgan freed Freeport from the uncertainty following Milton Drac’s fall and has ushered in a new chapter of Freeport’s history (DC 5). Beautiful as she is tempestuous, she brings to the office an unpredictability that makes many elite citizens nervous (DC 15).

<b>Marilise Maeorgan</b>		<b>Level 9 Skirmisher</b>	
Female medium natural humanoid, human		400 XP	
<b>Initiative</b> +9	<b>Senses</b> Perception +6; under a continual Discern Lies ritual		
<b>HP</b> 86; <b>Bloodied</b> 43			
<b>AC</b> 23; <b>Fortitude</b> 21, <b>Reflex</b> 21, <b>Will</b> 21			
<b>Speed</b> 6			
⚔ <b>Reaverbane</b> (standard; at-will) • <b>Weapon</b>			
+20 vs. AC; 1d8 + 11 damage.			
⚔ <b>Right Quick Bastard</b> (minor; at-will) • <b>Weapon</b>			
+14 vs. AC; 1d4 damage; Marilise can only use this power once per turn.			
✨ <b>Reaverbane’s Power</b> (standard; encounter) • <b>Radiant, Weapon</b>			
Area burst 2 within 10; +20 vs. Will; 4d8 radiant damage. In addition, all allies in the blast regain 15 hit points and may make a saving throw.			
➤ <b>Unexpected Missile</b> (standard; encounter) • <b>Weapon</b>			
Ranged 3; +20 vs. AC; 1d8 + 11 damage and Marilise shifts up to 3 squares to recover Reaverbane from the ground or target.			
⚔ <b>Corsair’s Luck</b> (standard; encounter) • <b>Weapon</b>			
Marilise moves her speed and makes a basic attack against any and every adjacent foe during this shift.			
⚔ <b>No Strings Attached</b> (immediate interrupt, when marked; recharge ☞☞☞☞) • <b>Weapon</b>			
The marked condition is ended. Marilise deals 10 damage to the enemy who tried to mark her.			
<b>Alignment</b> Evil	<b>Languages</b> Common, Elven, Dwarven, Azhar, Giant, Goblin		
<b>Skills</b> Bluff +13, Diplomacy +13, Insight +13, Intimidate +13			
<b>Str</b> 12 (+5)	<b>Dex</b> 16 (+7)	<b>Wis</b> 16 (+7)	
<b>Con</b> 14 (+6)	<b>Int</b> 15 (+6)	<b>Cha</b> 20 (+9)	
<b>Equipment</b> <i>Reaverbane</i> , <i>potion of vitality</i> , signet ring, badge of office			

## MENDOR MÆORGAN

“Some days it’s best to forget I have any family.”

—Marilise Maeorgan

Mendor Maeorgan is the Sea Lord’s infamous cousin (DC 10). Having long been involved in shady pursuits, Mendor was associated with the now defunct Joy Boys and now leads the notorious Rakeshames, a group of disaffected noble youths who create trouble out of boredom (DC 15). Those who know him, though, recognize a profound change in his temperament and even appearance. He is larger, more sinister, and thoroughly mad (DC 20).

<b>Mendor Maeorgan</b>		<b>Level 8 Controller</b>	
Male medium natural humanoid, human		XP 350	
<b>Initiative</b> +7	<b>Senses</b> Perception +6		
<b>HP</b> 88; <b>Bloodied</b> 44			
<b>AC</b> 23, <b>Fortitude</b> 20, <b>Reflex</b> 20, <b>Will</b> 20			
<b>Speed</b> 6			
⚔ <b>Cutlass</b> (standard; at-will) • <b>Weapon</b>			
+14 vs. AC; 1d6 + 6 damage.			
⚔ <b>Bite</b> (standard; at-will)			
+13 vs. AC; 1d8 + 5 poison damage, and ongoing 5 poison damage (save ends).			
➤ <b>Mesmerize</b> (standard; at-will)			
Range 10; +12 vs. Will; the target is dominated until the end of Mendor’s next turn. <i>Aftereffect</i> : Target is -2 to AC (save ends).			
↻ <b>Whirling Attack</b> (standard; encounter) • <b>Weapon</b>			
Close burst 2; +14 vs. AC; 2d8 + 6 damage and target is pushed 3 squares.			
⚔ <b>From the Heart of Hell</b> (immediate interrupt, when Mendor is dropped to 0 hp or fewer; encounter) • <b>Weapon, Healing</b>			
+14 vs. AC; 4d8 + 6 damage and Mendor is healed 15 hit points.			
➤ <b>Love of the Unspeakable One</b> (standard; encounter) • <b>Weapon</b>			
Range 10; +12 vs. Will; the target is dominated until the end of Mendor’s next turn. <i>Aftereffect</i> : Target is dominated (save ends).			
<b>Dirty Fighting</b>			
Mendor deals an extra 2d4 damage on any attack against a target he has combat advantage against.			
<b>Alignment</b> Evil	<b>Languages</b> Common		
<b>Skills</b> Bluff +13, Diplomacy +13, Stealth +13			
<b>Str</b> 18 (+8)	<b>Dex</b> 16 (+7)	<b>Wis</b> 14 (+6)	
<b>Con</b> 16 (+7)	<b>Int</b> 12 (+5)	<b>Cha</b> 15 (+6)	
<b>Equipment</b> <i>magic leather armor +1</i> , <i>cutlass +1</i>			



# CHAPTER SEVEN DENIZENS OF FREEPORT

## ARGYLE MCGILL

*"Nope, I have no use for a six-breasted ebony statue... you know... come here, up and close so I can whisper... you might check up at the Shop. Old McGill's got a taste for the strange."*

—Wilford Vinely

Argyle McGill is an ex-pirate and collector of unusual artifacts and relics. He runs a small shop tucked away out of notice in the Old City. He has numerous items from all over the world, and locals whisper that he has a great deal more somewhere in his "Shop."



**Argyle McGill** **Level 3 Soldier**  
Medium natural humanoid, human XP 150

**Initiative** +5 **Senses** Perception +4

**HP** 46; **Bloodied** 23

**AC** 19; **Fortitude** 16, **Reflex** 15, **Will** 14

**Speed** 6

⊕ **Dagger** (standard; at-will) • **Weapon**

+11 vs. AC; 1d4 + 5 damage, and the target is marked until the end of Argyle's next turn.

‡ **Deadly Strike** (standard; recharge ☐☐ ☐☐☐ ☐☐☐☐) • **Weapon**

+11 vs. AC; 2d10 + 4 damage, and the target is weakened.

‡ **Crossbow** (standard; at-will) • **Weapon**

Ranged 15/30; +11 vs. AC; 1d8 + 2 damage.

**Alignment** Good **Languages** Common

**Skills** Bluff +8, Diplomacy +8, Insight +8

**Str** 14 (+3) **Dex** 15 (+3) **Wis** 17 (+4)

**Con** 14 (+3) **Int** 17 (+4) **Cha** 13 (+2)

**Equipment** *magic dagger* +1, crossbow with 20 bolts

## MOTHER MIRREN

*"I wish that old hag would just die already."*

—Vikki Tarjay

As matriarch of her large and extended family, she oversees the affairs of literally scores of her descendants (DC 10). While not the wealthiest of families in Freeport, their sheer numbers give them weight they otherwise wouldn't have (DC 15).

**Mother Mirren** **Level 4 Skirmisher**

Female medium natural humanoid, human 175 XP

**Initiative** +6 **Senses** Perception +6

**HP** 55; **Bloodied** 27

**AC** 18; **Fortitude** 16, **Reflex** 16, **Will** 17

**Speed** 6

⊕ **Club** (standard; at-will) • **Weapon**

+9 vs. AC; 1d6 + 4 damage.

‡ **Sling** (standard; at-will) • **Weapon**

Ranged 10/20; +9 vs. AC; 1d6 + 4 damage.

‡ **Nimble Assault** (standard; at-will) • **Weapon**

+9 vs. AC; 1d4 + 5 damage. Mother Mirren shifts 1 square before and after this attack.

**Advantageous Blow** (immediate interrupt, when hit by an attack; encounter)

When hit by an attack, Mother Mirren shifts 3 squares.

**Combat Advantage**

Mother Mirren deals an extra 1d6 damage on any attack against a target she has combat advantage against.

**Alignment** Good **Languages** Common, Elven

**Skills** Bluff +8, Diplomacy +8, Insight +8, Streetwise +8

**Str** 12 (+3) **Dex** 14 (+4) **Wis** 18 (+6)

**Con** 15 (+4) **Int** 15 (+4) **Cha** 19 (+6)

**Equipment** club, sling with 10 stones, *potion of healing*

# CHAPTER SEVEN DENIZENS OF FREEPORT

## TALBOUS MOG

*“He’s a corrupt little bugger, and I aim to pay him back for his ‘services.’”*

—Karl the Kraken

When most people think priests, they conjure up visions of holy men working to spread the word of their deity by doing good (or not-so-good) works. Talbous Mog doesn’t buy into that (DC 10). He does good deeds for a price (DC 15). A mercenary healer, he wore out his welcome in the Docks and now runs a small stall in the Fool’s Market (DC 20).



### Talbous Mog

Level 5 Controller

Small natural humanoid, crag gnome

200 XP

Initiative +3

Senses Perception +6; low-light vision

HP 66; Bloodied 33

AC 19; Fortitude 17, Reflex 16, Will 18

Speed 5

⚔ **Warhammer** (standard; at-will) • **Weapon**

+10 vs. AC; 1d10 + 4 damage.

☼ **Divine Spite** (standard; recharge ☰ ☱ ☲) • **Radiant**

Ranged 10; +9 vs. Fortitude; 2d8 + 4 radiant damage, and the target suffers a -2 penalty to all defenses (save ends).

⚡ **Dumbfounded** (standard; recharge ☰ ☱ ☲) • **Psychic**

Area burst 3 within 15; +9 vs. Reflex; 3d8 + 4 psychic damage and target is slowed (save ends).

↩ **Into the Breach** (standard; encounter)

Close burst 10; targets one ally; the target uses one encounter or recharge power as a free action

**Battlefield Trickery** (minor, encounter)

The next ranged or area attack Talbous makes, so long as it occurs before the end his next turn, does not provoke opportunity attacks.

**Alignment** Unaligned **Languages** Common, Dwarven

**Skills** Arcana +10, Diplomacy +10, Religion +10, Streetwise +10

**Str** 17 (+5)

**Dex** 12 (+3)

**Wis** 19 (+6)

**Con** 18 (+6)

**Int** 15 (+4)

**Cha** 15 (+4)

**Equipment** warhammer, 2 potions of healing

# CHAPTER SEVEN DENIZENS OF FREEPORT

## NEVTALATHIEN

"Can't find a better price for leathers than at Nev's. Not that I have need for such things."

—Pious Pete

Nevtalathien, or Nev to her friends, is a semi-retired adventurer who settled in Freeport to make an honest living. She runs a leatherworking shop in the Seaside Market (DC 10). She finds it hard to resist the lure of danger and frequently disappears for weeks at a time, only to return with a fresh batch of scars (DC 15).

### Nevtalathien Level 10 Soldier

Female medium natural humanoid, half-elf XP 500

**Initiative** +9 **Senses** Perception +6; low-light vision

**HP** 106; **Bloodied** 54

**AC** 26, **Fortitude** 23, **Reflex** 22, **Will** 21

**Speed** 6

#### ⊕ **Longsword** (standard; at-will) • **Weapon**

+19 vs. AC; 1d8 + 7 damage.

#### ↘ **Longbow** (standard; at-will) • **Weapon**

Ranged 20/40; +17 vs. AC; 1d10 + 5 damage.

#### ⊕ **Staggering Blow** (standard; at-will) • **Weapon**

+19 vs. Fortitude; 1d8 + 7 damage and the target is knocked target prone.

#### ⊕ **Wracking Blow** (standard; encounter) • **Fear, Weapon**

+17 vs. AC; 3d6 + 7 damage, and Nevtalathien makes a secondary attack against all enemies within 5 squares of the primary target. *Secondary attack*: +25 vs. Will; targets suffer a -2 penalty on attack rolls and all defenses until the end of their next turn.

#### ⊕ **Death from Above** (immediate reaction, when an adjacent enemy stands up from prone; encounter)

+19 vs. AC; 4d10 + 7 damage.

#### **Will of Iron** (free; encounter) • **Healing**

Nevtalathien heals 15 hit points.

**Alignment** Good **Languages** Common, Elven

**Skills** Athletics +15, Endurance +15, Intimidate +15

**Str** 19 (+9) **Dex** 14 (+7) **Wis** 13 (+6)

**Con** 18 (+9) **Int** 13 (+6) **Cha** 14 (+7)

**Equipment** chainmail armor, *longsword* +2, *potion of vitality*, longbow and 20 arrows

## OMAR NKOTA

"It boggles the mind to think the Council allows his menagerie in our city! What if one of those land sharks gets loose? Just think of the horror! What a story!"

—C.Q. Calame

Omar Nkota is the only man with the stones to train the more exotic species found in the Serpent's Teeth (DC 10). He runs a compound at the edge of Drac's End, where he stables all sorts of strange and terrifying monsters (DC 15).



### Omar Nkota Level 8 Artillery

Male medium natural humanoid, human XP 350

**Initiative** +9 **Senses** Perception +6

**HP** 72; **Bloodied** 36

**AC** 20, **Fortitude** 20, **Reflex** 21, **Will** 19

**Speed** 6

#### ⊕ **Longsword** (standard; at-will) • **Weapon**

+16 vs. AC; 1d8 + 6 damage.

#### ↘ **Longbow** (standard; at-will) • **Weapon**

Ranged 20/40; +17 vs. AC; 1d10 + 7 damage.

# CHAPTER SEVEN DENIZENS OF FREEPORT

## ☞ **Bullseye** (standard; recharge $\square \bullet$ $\square \bullet \bullet$ $\square \bullet \bullet \bullet$ $\square \bullet \bullet \bullet \bullet$ ) • **Weapon**

Ranged 20; +17 vs. AC; 2d8 + 7 damage. *Miss*: make a secondary attack against the target. *Secondary attack*: ranged 20; +10 vs. AC; 1d8 + 7 damage.

## ☞ **Leg Wound** (standard; encounter) • **Weapon**

Ranged 10; +15 vs. Fortitude; 3d6 + 6 damage and the target is slowed (save ends). Until the end of the encounter, if the target moves more than half its speed in a single action, it falls prone at the end of its movement.

## ☞ **Two Arrows** (standard; encounter) • **Weapon**

Omar makes a longbow attack against 2 different targets.

**Alignment** Unaligned **Languages** Common, Elven, Giant

**Skills** Athletics +13, Bluff +13, Nature +13, Stealth +13

**Str** 15 (+6) **Dex** 20 (+9) **Wis** 14 (+6)

**Con** 18 (+8) **Int** 13 (+5) **Cha** 15 (+6)

**Equipment** leather armor, *longsword* +1, *magic longbow* +2

## OTTO PARSAM

*“Otto talks tough, but he’s got the skill to back it up. A piece of advice if yer planning on picking up a blade from him: Show respect... Tab him an’ the weapon.”*

—Dakarta Gringsson, Owner of the Broken Mug

An ex-adventurer, Otto Parsam retired in Freeport and opened a weapon shop to make ends meet (DC 10). He’s seen his fair share of action and knows the difference a superior weapon can make in a fight (DC 12). Although he lives in Scurvytown, no one’s foolish enough to give him trouble, for Otto has proved on more than one occasion he knows his way around a fight (DC 15).



## **Otto Parsam**

**Level 13 Soldier**

Male medium natural humanoid, human

XP 800

**Initiative** +10

**Senses** Perception +8

**HP** 133; **Bloodied** 66; **Healing Surges** 2

**AC** 29, **Fortitude** 26, **Reflex** 24, **Will** 25

**Speed** 6

## ⊕ **Bastard Sword** (standard; at-will) • **Weapon, Cold**

+23 vs. AC; 1d10 + 9 damage plus 1d6 cold damage.

## **Pure Cold** (free; at-will)

Otto can choose to have all damage dealt by his longsword be cold damage. Another free action returns the damage to normal.

## ☞ **Shortbow** (standard; at-will) • **Weapon**

Range 15/30; +21 vs. AC, 1d8 + 6 damage.

## ⊕ **Anvil Blow** (standard; at-will) • **Weapon, Cold**

+23 vs. Fortitude; 1d10 + 9 damage plus 1d6 cold damage and the target is dazed (save ends).

## ⊕ **Headbutt** (standard; encounter)

+18 vs. Fortitude; 4d10 + 6 damage and the target is dazed (save ends) and knocked prone.

## ⊕ **Body Check** (standard; encounter)

+18 vs. Fortitude; 3d8 + 6 damage and the target is pushed 3 squares and knocked prone.

**Alignment** Good

**Languages** Common, Dwarven, Elven

**Skills** Athletics +15, Diplomacy +15, Intimidate +18

**Str** 18 (+10) **Dex** 15 (+8) **Wis** 15 (+8)

**Con** 21 (+11) **Int** 14 (+8) **Cha** 13 (+7)

**Equipment** hide armor, heavy shield, *frost bastard sword* +3, *magic shortbow* +1 with 20 arrows, *potion of healing*

# CHAPTER SEVEN DENIZENS OF FREEPORT

## PATAMON

*"He's positively delicious."*

—Alisson Vanderbuck, Merchant's Daughter

Patamon is a flamboyant rogue and stealer of hearts (DC 10). Rumor holds he once ran with one of Freeport's gangs, and fled the city when something went wrong (DC 15). Since he's back in the city, the dust must have settled, yet those who know him note he spends a fair bit of time looking over his shoulder (DC 20).

### Patamon

### Level 9 Lurker

Medium natural humanoid, human

XP 400

**Initiative** +12

**Senses** Perception +6

**HP** 76; **Bloodied** 38

**AC** 23, **Fortitude** 21, **Reflex** 21, **Will** 21

**Speed** 6

#### ⚔ **Rapier** (standard; at-will) • **Weapon**

+15 vs. AC; 1d6 + 6 damage.

#### ☞ **Lambasted** (standard; at-will)

Ranged 10; targets Patamon's quarry (see *vicious wit*); +12 vs. Will; 3d8 +5 damage and the target is slowed (save ends) and the target is no longer Patamon's quarry.

#### ☞ **Vicious Wit** (standard; at-will)

Ranged 10; +12 vs. Will; 1d8 + 5 damage plus 5 ongoing damage (save ends). *Effect:* The target is designated as Patamon's quarry.

**From the Shadows** (minor; usable when Patamon has concealment; recharge ☐☐ ☐☐)

The target of Patamon's next attack grants combat advantage to him, and Patamon's next attack deals 1d6 extra damage on a hit.

#### **Combat Advantage**

Patamon deals an extra 2d6 damage on any attack against a target he has combat advantage against.

**Alignment** Unaligned **Languages** Common, Giant

**Skills** Bluff +13, Diplomacy +13, Stealth +13, Intimidate +13

**Str** 15 (+6) **Dex** 18 (+8) **Wis** 15 (+6)

**Con** 16 (+7) **Int** 15 (+6) **Cha** 19 (+8)

**Equipment** leather armor, *magic rapier* +1

## PRENDAG THE HIGH DEATH

*"You'd be a fool to think the orcs are just going to keep taking the hobgoblins' crap. There's word on the street that there's a new fella in Bloodsalt and he aims to do something about Draegar and his boys."*

—Rat, Beggar

Prendag is the leader of a small but dangerous cult called the Bleeding Fist (DC 15). Founded on the purpose of spreading the Murder God's influence in Freeport, Prendag's organized mob of killers and thugs spreads fear throughout Scurvytown, Bloodsalt, and beyond (DC 20). Rumors of his success have made him something of a hero to the orcs of Bloodsalt and many seek out the Bleeding Fist to gain the power which they feel was stolen from them by the hobgoblins of their ghetto (DC 25).



# CHAPTER SEVEN DENIZENS OF FREEPORT

## Prendag the High Death Level 12 Controller (Leader)

Male medium natural humanoid, orc XP 700

**Initiative** +7      **Senses** Perception +9; low-light vision

**HP** 122; **Bloodied** 61; **Healing Surges** 2

**AC** 26, **Fortitude** 24, **Reflex** 23, **Will** 25

**Speed** 6

### ⚔ **Bastard Sword** (standard; at-will) • **Weapon**

+18 vs. AC; 1d10 + 6 damage.

### ↘ **Longbow** (standard; at-will) • **Weapon**

Ranged 20/40; +17 vs. AC; 1d10 + 5 damage.

### ↘ **Doom** (standard; recharge ☞☞☞☞) • **Psychic**

Ranged 15; +16 vs. Will; 2d6 + 5 psychic damage and the target suffers a -5 penalty to all defences until the end of Prendag's next turn.

### ✱ **Call of Blood** (standard; encounter) • **Psychic, Fear**

Area burst 2 within 10; +16 vs Will; 3d8 + 5 damage and the target is pushed 2 and knocked prone. All allies within the area are healed 5 hit points.

### ↩ **Blow of Chaos** (immediate interrupt; when an enemy enters a square adjacent to Prendag; encounter) • **Fire, Teleportation**

Close burst 5; +16 vs. Will; 2d6 + 6 fire damage and the all items held in enemy hands are randomly redistributed amongst themselves. *Miss*: As above, but no damage.

### ⚔ **Racial Trait** (standard; encounter) • **Weapon, Healing**

+18 vs. AC; 3d8 + 5 damage and Prendag spends a healing surge.

**Alignment** Chaotic Evil    **Languages** Common, Giant

**Skills** Diplomacy +17, Intimidate +17, Religion +17

**Str** 20 (+11)      **Dex** 13 (+7)      **Wis** 17 (+9)

**Con** 18 (+10)      **Int** 14 (+8)      **Cha** 13 (+7)

**Equipment** *magic bastard sword +1*, longbow with 20 arrows, *potion of vitality*

## TENCH PRESCOTT

*"He spends more time oiling his sword at the Serenity House than he does doing his job on the Council. It's good these privateers are only around for a couple of years."*

—Garth Varellion

The current holder of the Privateer's Seat is Tench Prescott, a man famous for his libido (DC 10). According to those close to the Council, he took the job to keep his coffers full and slake his thirst for the ladies (DC 15).

## Tench Prescott Level 7 Skirmisher

Male medium natural humanoid, human 300 XP

**Initiative** +8      **Senses** Perception +5

**HP** 80; **Bloodied** 40

**AC** 22; **Fortitude** 19, **Reflex** 19, **Will** 19

**Speed** 6

### ⚔ **Cutlass** (standard; at-will) • **Weapon**

+13 vs. AC; 1d6 + 6 damage.

### ⚔ **Right Quick Bastard** (minor; at-will) • **Weapon**

+13 vs. AC; 1d4 damage; Tench can only use this power once per turn.

### ⚔ **Twisted Parry** (immediate interrupt, when hit by a melee attack; encounter) • **Weapon**

The attack damages the attacker instead of Tench.

### ↩ **Whirling Attack** (standard; recharge ☞☞☞) • **Weapon**

Close burst 1; +13 vs. AC; 3d10 + 6 damage.

### ⚔ **No Strings Attached** (immediate interrupt, when marked; recharge ☞☞☞☞) • **Weapon**

The marked condition is ended. Tench deals 5 damage to the enemy who tried to mark him.

**Alignment** Unaligned    **Languages** Common, Azhar

**Skills** Acrobatics +10, Athletics +10, Intimidate +10

**Str** 17 (+6)      **Dex** 17 (+6)      **Wis** 14 (+5)

**Con** 16 (+6)      **Int** 11 (+3)      **Cha** 16 (+6)

**Equipment** *magic cutlass +1*, *leather armor +1*, *potion of healing*

# CHAPTER SEVEN DENIZENS OF FREEPORT

## ARENA QUEN

*"She's an odd one, that Arena Quen. Claims to be a priestess, but she don't act like no priest I ever met."*

—Aporcus Beedle

Arena Quen is a local priestess of nature who lives outside of the city, but regularly visits Freeport to sell vegetables, herbs, and the like to the locals of Drac's End (DC 10). Considered an eccentric at best, a witch at worst, she doesn't help her image any when she throws clods of dirt at those who offend her sensibilities (DC 15).

**Arena Quen** **Level 3 Controller**  
Female medium natural humanoid, human XP 150

**Initiative** +2 **Senses Perception** +4

**HP** 48; **Bloodied** 24

**AC** 17, **Fortitude** 15, **Reflex** 14, **Will** 16

**Speed** 6

⊕ **Quarterstaff** (standard; at-will) • **Weapon**

+8 vs. AC; 1d8 + 3 damage.

↘ **Sling** (standard; at-will) • **Weapon**

Ranged 15/30; +8 vs. AC; 1d6 + 3 damage.

⊕ **Nature's Bite** (standard; recharge ☉☉☉) • **Weapon**

Requires quarterstaff; +8 vs. AC; 1d10 + 3 damage and the target is pushed 6 and slowed.

✱ **Tangle** (standard; recharge ☉☉☉)

Area burst 2 within 10; +7 vs. Fortitude; 1d10 + 3 damage, and the target is immobilized (save ends).

**Alignment** Good **Languages** Common

**Skills** Diplomacy +8, Insight +8, Religion +8

**Str** 11 (+1) **Dex** 13 (+2) **Wis** 17 (+4)

**Con** 16 (+4) **Int** 11 (+1) **Cha** 12 (+2)

**Equipment** quarterstaff, sling with 10 stones

## THULMIR QUENT

*"I'm looking for a few good men... Know any?"*

—Thulmir Quent

For those who need money and don't mind a bit of danger, Thulmir Quent's their man (DC 10). A broker of sorts for mercenaries, explorers, and adventurers, he keeps his ear to the ground, always listening for potential expeditions in need of a little muscle (DC 15).

**Thulmir Quent** **Level 6 Lurker**  
Male medium natural humanoid, human XP 250

**Initiative** +10 **Senses Perception** +5

**HP** 56; **Bloodied** 28

**AC** 20, **Fortitude** 17, **Reflex** 18, **Will** 19

**Speed** 6

⊕ **Dagger** (standard; at-will) • **Weapon**

+13 vs. AC; 1d4 + 6 damage.

⊕ **Serpent's Return** (immediate reaction, when an opponent makes a melee attack against him; encounter) • **Weapon**

+13 vs. Reflex; targets the opponent that attacked; 2d8 + 5 damage. *Miss*: half damage.

**Capture the Beast** (minor; usable when Thulmir has concealment; recharge ☉☉☉)

The target of Thulmir's next attack grants combat advantage to him, and the target is knocked unconscious on a hit (save ends).

**Combat Advantage**

Thulmir deals an extra 2d6 damage on any attack against a target he has combat advantage against.

**Alignment** Unaligned **Languages** Common, Dwarven, Elven, Supernal, Draconic, Deep Speech

**Skills** Bluff +11, Stealth +11, Intimidate +11

**Str** 13 (+4) **Dex** 17 (+6) **Wis** 14 (+5)

**Con** 14 (+5) **Int** 17 (+6) **Cha** 18 (+7)

**Equipment** magic dagger +2

# CHAPTER SEVEN DENIZENS OF FREEPORT

## ADMIRAL THURLOW RANKIN    RED ALICE

*"A loyal, if uninspired, man."*

—Garth Varellion

Admiral Thurlow Rankin is a stodgy old man whose job it's been to make sure Freeport's fleets stay in shape and in combat readiness (DC 10). He's seen many masters over his years and doesn't waste time worrying about their virtues or their flaws (DC 15). He takes orders well, which is why he's held onto this job for so long (DC 20).

### Admiral Thurlow Rankin    Level 10 Skirmisher

Male medium natural humanoid, human    XP 500

Initiative +11    Senses Perception +7

HP 103; Bloodied 51

AC 26, Fortitude 22, Reflex 22, Will 22

Speed 6

#### ⚔ Longsword (standard; at-will) • Weapon

+17 vs. AC; 1d8 + 7 damage.

#### ⚔ Right Quick Bastard (minor; at-will) • Weapon

+15 vs. AC; 1d4 damage; Thulow can only use this power once per turn.

#### ↘ Longbow (standard; at-will) • Weapon

Ranged 20/40; +15 vs. AC; 1d10 + 5.

#### ⚔ Disabling Strike (standard; recharge ☐☐ ☐☐ ☐☐) • Weapon

+17 vs. AC; 3d10 + 6 damage and the target suffers a -2 to AC until the end of Thulow's next turn.

#### ⚔ Final Strike (immediate interrupt, when Thulow is dropped to 0 hit points or fewer; encounter) • Weapon

+17 vs. AC; 4d10 + 6 damage.

#### ↩ Whirling Attack (standard; encounter) • Weapon

Close burst 1; +17 vs. AC; 4d10 + 5 damage.

#### Dirty Fighting

Thulow deals an extra 2d4 damage on any attack against a target he has combat advantage against.

#### Roll with the Wave

Thulow's movement is not hindered by difficult terrain.

Alignment Unaligned    Languages Common

Skills Athletics +13, Bluff +13, Diplomacy +13, Stealth +13

Str 15 (+7)    Dex 18 (+9)    Wis 15 (+7)

Con 15 (+7)    Int 17 (+8)    Cha 17 (+8)

Equipment *magic leather armor* +2, *magic longsword* +2, *captain's chest*, longbow

*"Aye, I saw 'er. She had fangs, flaming hair, and a necklace of man-parts. I ran for my life, but the sound of her cackling haunts me still."*

—Rude Tom, Watchman

A scourge of young noblemen in the Merchant District, Red Alice is a larger than life murderess (DC 10). Once a promising actress, the woman who became Red Alice saw her dreams shattered one brutal night, after being assaulted by a cruel noble (DC 20). Ever since, she's hunted young male nobles, vowing to get her revenge by murdering anyone she suspects may have been the villain that attacked her (DC 15).

### Red Alice    Level 7 Lurker

Female medium natural humanoid, elf    XP 300

Initiative +11    Senses Perception +3; low-light vision

HP 64; Bloodied 32

AC 21, Fortitude 19, Reflex 19, Will 19

Speed 6

#### ⚔ Shortsword (standard; at-will) • Weapon

+12 vs. AC; 1d6 + 5 damage.

#### ↘ Crossbow (standard; at-will) • Weapon

Ranged 15/30; +12 vs. AC; 1d8 + 5 damage.

#### ⚔ Vengeful Strike (standard; recharge ☐☐ ☐☐ ☐☐) • Weapon

+12 vs. AC; 3d10 + 6 damage and the target suffers a -2 to AC until the end of Alice's next turn. *Special:* If the target is a male humanoid: +17 vs AC; 5d10 +6 damage and the target is weakened (save ends).

#### From the Shadows (minor; usable when Alice has concealment; recharge ☐☐ ☐☐)

The target of Alice's next attack grants combat advantage to it, and her next attack deals 2d6 extra damage on a hit.

#### Combat Advantage

Alice deals an extra 2d6 damage on any attack against a target she has combat advantage against.

#### Racial Trait (free; encounter)

Alice may reroll an attack roll, using the second roll instead of the first.

Alignment Chaotic Evil    Languages Common, Elven

Skills Bluff +12, Diplomacy +12, Stealth +12, Streetwise +12

Str 12 (+4)    Dex 19 (+7)    Wis 11 (+3)

Con 16 (+6)    Int 13 (+4)    Cha 16 (+6)

Equipment shortsword, crossbow, *potion of healing*



# CHAPTER SEVEN DENIZENS OF FREEPORT

## DRAEGAR REDBLADE

"If Draegar wants Bloodsalt, I say let him have it."  
—Garth Varellion

Draegar Redblade is the influential commander of the Redblade Militia, the police force that controls Bloodsalt (DC 10). It's no secret Draegar wants more power, and more control over the city (DC 15). The Captains' Council keeps a wary eye on this ambitious hobgoblin (DC 20).

**Draegar Redblade** **Level 13 Soldier**  
Male medium natural humanoid, hobgoblin XP 800

**Initiative** +10 **Senses Perception** +8

**HP** 133; **Bloodied** 66; **Healing Surges** 2

**AC** 29, **Fortitude** 26, **Reflex** 24, **Will** 25

**Speed** 6

⚔ **Bastard Sword** (standard; at-will) • **Weapon**

+23 vs. AC; 1d10 + 9 damage plus 5 ongoing damage.

🏹 **Shortbow** (standard; at-will) • **Weapon**

Range 15/30; +21 vs. AC, 1d8 + 6 damage.

⚔ **Anvil Blow** (standard; at-will) • **Weapon, Cold**

+23 vs. Fortitude; 1d10 + 9 damage plus 5 ongoing damage and the target is dazed (save ends).

⚔ **Reckless Strike** (standard; recharge ☞☞☞☞) • **Weapon**

+18 vs. Fortitude; 4d10 + 6 damage and the target is dazed (save ends).

⚔ **Victorious Surge** (standard; encounter) • **Weapon, Healing**

+23 vs. AC; 3d8 + 6 damage, and Draegar regains hit points as if he had spent a healing surge.

**Racial Trait** (immediate reaction, when Draegar suffers an effect that a save can end; encounter)

Draegar rolls a saving throw against the effect.

**Alignment** Evil **Languages** Common, Goblin, Giant

**Skills** Athletics +15, Diplomacy +15, Intimidate +18

**Str** 20 (+11) **Dex** 14 (+8) **Wis** 14 (+8)

**Con** 21 (+11) **Int** 15 (+8) **Cha** 12 (+7)

**Equipment** hide armor, *magic bastard sword* +3, *magic shortbow* +1 with 20 arrows, *potion of healing*

## MARCUS ROBERTS

"I don't trust Roberts; he smiles too much."  
—Liam Blackhammer

Marcus Roberts is very much the face of Freeport itself, the city's preeminent ambassador with contacts all over the continent (DC 10). Marcus's natural charisma and good looks are useful for his lesser-known duties, serving as Freeport's spymaster and principal of the Office of Dredging (DC 25).

**Marcus Roberts** **Level 12 Lurker**  
Male medium natural humanoid, human XP 700

**Initiative** +14 **Senses Perception** +8

**HP** 94; **Bloodied** 47; **Healing Surges** 2

**AC** 26, **Fortitude** 24, **Reflex** 24, **Will** 24

**Speed** 6

⚔ **Rapier** (standard; at-will) • **Weapon**

+20 vs. AC; 1d6 + 8 damage.

**Duelist's Advantage** (minor; recharge ☞☞☞)

Marcus gains combat advantage against the next creature he attacks with his rapier.

⚔ **Bladed Death** (standard; recharge ☞☞☞☞) • **Weapon**

Close burst 1; +20 vs. AC; 3d8 + 8 damage.

**From the Shadows** (minor; usable when Marcus has concealment; recharge ☞☞☞)

The target of Marcus' next attack grants combat advantage to him, and his next attack deals 1d6 extra damage on a hit.

**Shadow Melding** (move; recharge ☞☞☞)

Marcus becomes invisible until he attacks or is hit by an attack

**Combat Advantage**

Marcus deals an extra 2d6 damage on any attack against a target he has combat advantage against.

**Alignment** Good **Languages** Common, Dwarven, Elven

**Skills** Bluff +17, Diplomacy +17, Stealth +17, Intimidate +17

**Str** 15 (+8) **Dex** 18 (+10) **Wis** 15 (+8)

**Con** 16 (+9) **Int** 17 (+9) **Cha** 19 (+10)

**Equipment** leather armor, *magic rapier* +3

# CHAPTER SEVEN DENIZENS OF FREEPORT

## NIFUR ROBERTS

*“She is the luckiest woman in Freeport, blessed with good looks, wealth, status, and a successful business. I really hate her.”*

—Vikki Tarjay

A few years ago, most merchant princes dismissed Nifur Roberts as a reckless and flighty young woman, who would masquerade at nights as a bravo finding no shortage of trouble in the taverns of Drac’s End and the Merchant District (DC 15). However, she has since abandoned her childish exploits after she and her sisters found themselves in a great deal of trouble (DC 17). Now she runs her own business, importing and exporting weaponry. Her business savvy as well as her father’s station on the Council makes her something of a celebrity in the city (DC 10).

<b>Nifur Roberts</b>	<b>Level 3 Soldier</b>
Medium natural humanoid	XP 150
<b>Initiative</b> +5	<b>Senses</b> Perception +1
<b>HP</b> 51; <b>Bloodied</b> 25	
<b>AC</b> 20, <b>Fortitude</b> 16, <b>Reflex</b> 15, <b>Will</b> 15	
<b>Speed</b> 6	
⊕ <b>Rapier</b> (standard; at-will) • <b>Weapon</b>	
+10 vs. AC; 1d8 + 3 damage.	
↘ <b>Crossbow</b> (standard; at-will) • <b>Weapon</b>	
Ranged 15/30; +10 vs. AC; 1d8 + 3 damage.	
⊕ <b>Change Ranks</b> (standard; at-will)	
+10 vs. AC; 1d8 + 3 damage and the Nifur shifts 1 square.	
⊕ <b>Deadly Strike</b> (standard; recharge ☐☐ ☐☐ ☐☐) • <b>Weapon</b>	
+10 vs. AC; 2d10 + 3 damage, and the target is weakened.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Diplomacy +7, Intimidate +7, Streetwise +7	
<b>Str</b> 16 (+4)	<b>Dex</b> 14 (+3) <b>Wis</b> 12 (+1)
<b>Con</b> 19 (+5)	<b>Int</b> 13 (+1) <b>Cha</b> 17 (+2)
<b>Equipment</b> rapier, crossbow with 10 bolts, <i>potion of healing</i>	

## TANKO SANDEK

*“I fight for the memory of Commissioner Williams. Though tasked with this lowly job, I believe—I must believe—I can still do good for Freeport.”*

—Tanko Sandek

Tanko Sandek was once an up-and-coming sergeant in the Sea Lord’s Guard (DC 10), but fell from grace with the death of Commissioner Williams (DC 15). Now assigned to manage the Sewer Watch, he struggles to find a better place in the city and return to the task of cleaning up Freeport (DC 20).

<b>Tanko Sandek</b>	<b>Level 11 Soldier</b>
Male medium natural humanoid, human	XP 600
<b>Initiative</b> +9	<b>Senses</b> Perception +6
<b>HP</b> 118; <b>Bloodied</b> 59; <b>Healing Surges</b> 2	
<b>AC</b> 27, <b>Fortitude</b> 23, <b>Reflex</b> 23, <b>Will</b> 23	
<b>Speed</b> 6	
⊕ <b>Longsword</b> (standard; at-will) • <b>Weapon</b>	
+20 vs. AC; 1d8 + 7 damage.	
⊕ <b>Shifty Blow</b> (standard; at-will) • <b>Weapon</b>	
+18 vs. Fortitude; 1d12 + 7 damage and Tanko slides the target 1 square.	
⊕ <b>Deadly Strike</b> (standard; recharge ☐☐ ☐☐ ☐☐) • <b>Weapon</b>	
+20 vs. AC; 4d8 + 7 damage, and the target is weakened.	
⊕ <b>Demoralizing Blow</b> (standard; encounter) • <b>Fear, Weapon</b>	
+20 vs. AC; 3d6 + 7 damage, and Tanko makes a secondary attack against all enemies within 10 squares of the primary target. <i>Secondary attack</i> : +18 vs. Will; targets suffer a -2 penalty on attack rolls until the end of their next turn.	
<b>Force of Will</b> (free, when first bloodied; encounter)	
Tanko gains 15 temporary hit points. These temporary hit points fade at the end of the encounter, if not already expended.	
<b>Alignment</b> Good	<b>Languages</b> Common, Elven, Giant
<b>Skills</b> Athletics +16, Diplomacy +16, Intimidate +16	
<b>Str</b> 20 (+10)	<b>Dex</b> 14 (+7) <b>Wis</b> 13 (+6)
<b>Con</b> 18 (+9)	<b>Int</b> 11 (+5) <b>Cha</b> 19 (+4)
<b>Equipment</b> hide armor, <i>magic longsword</i> +2, <i>potion of vitality</i>	

# CHAPTER SEVEN DENIZENS OF FREEPORT

## BILL SANGAPULATELE

"I was tired of them pirates always kicking sand in my face, so I seen old Bill. He made me right."

—Tyler Crem, Tent Town Thug

A former pirate, Bill Sangapulatele settled in Freeport and started a bodyguard business (DC 10). In the six years he's protected Freeport's finest, he's made quite a name for himself (DC 15). His success stems not only from the services he provides, but also for his willingness to teach others how to defend themselves (DC 20).



**Bill Sangapulatele** **Level 10 Soldier**  
Male medium natural humanoid, human XP 500

**Initiative** +9 **Senses** Perception +6

**HP** 107; **Bloodied** 52

**AC** 26, **Fortitude** 23, **Reflex** 22, **Will** 21

**Speed** 6

⊕ **Longsword** (standard; at-will) • **Weapon**

+18 vs. AC; 1d8 + 7 damage.

‡ **Staggering Hit** (standard; at-will) • **Weapon**

+16 vs. Fortitude; 1d12 + 7 damage and the target is knocked prone.

‡ **Deadly Strike** (standard; recharge ☐☐ ☐☐ ☐☐) • **Weapon**

+18 vs. AC; 4d8 + 7 damage, and the target is weakened.

‡ **Demoralizing Blow** (standard; encounter) • **Fear, Weapon**

+18 vs. AC; 3d6 + 7 damage, and Tanko makes a secondary attack against all enemies within 10 squares of the primary target. *Secondary attack*: +16 vs. Will; targets suffer a -2 penalty on attack rolls until the end of their next turn.

‡ **Death from Above** (immediate reaction, when an adjacent enemy stands up from prone; encounter)

+18 vs. AC; 4d10 + 7 damage.

**Alignment** Good **Languages** Common, Elven, Giant

**Skills** Athletics +15, Endurance +15, Diplomacy +15

**Str** 17 (+8) **Dex** 15 (+7) **Wis** 12 (+6)

**Con** 19 (+9) **Int** 13 (+6) **Cha** 14 (+7)

**Equipment** hide armor, *magic longsword* +1, *potion of vitality*

# CHAPTER SEVEN DENIZENS OF FREEPORT

## ASHA SANTE

*“There were all sorts of suspicious and, to be honest, illegal activities when Xander Williams ran the Guard. So I suppose I’m not surprised that Sante and her subversive group fell apart with their master’s death.”*

—Finn

Asha Sante is a priestess of the Retribution God and when she came to Freeport, she helped Xander Williams and Elise Grossette build an organization of agents whose job it was to root out corruption in the city (DC 20). When Williams died and Grossette vanished, Sante’s group fell to pieces and she went underground (DC 25).

<b>Asha Sante</b>	<b>Level 8 Controller</b>
Female medium natural humanoid, human	XP 350
<b>Initiative</b> +6	<b>Senses Perception</b> +6
<b>HP</b> 88; <b>Bloodied</b> 44	
<b>AC</b> 22, <b>Fortitude</b> 20, <b>Reflex</b> 20, <b>Will</b> 20	
<b>Speed</b> 6	
⊕ <b>Mace</b> (standard; at-will) • <b>Weapon</b>	
+14 vs. AC; 1d8 + 6 damage.	
↗ <b>Retribution</b> (standard; at-will) • <b>Charm, Psychic</b>	
Ranged 5; +12 vs. Will; 1d6 + 5 psychic damage, and the target makes a base attack against an adjacent ally.	
↗ <b>Forced Atonement</b> (standard; at-will) • <b>Weapon</b>	
Range 10; +12 vs. Will; the target is dominated until the end of Asha’s next turn. <i>Aftereffect:</i> Target is weakened (save ends).	
↖ <b>Wave of Justice</b> (standard; encounter) • <b>Weapon</b>	
Close burst 1; +14 vs. AC; 3d10 + 6 damage and target is pushed 3 squares.	
⊕ <b>Turn the Blade</b> (immediate interrupt, when Asha is dropped to 0 hit points or fewer; encounter) • <b>Weapon</b>	
+14 vs. AC; 4d8 + 6 damage and Asha is healed 15 hit points.	
✦ <b>Uneaven Ground</b> (standard; recharge ☞ ☞ ☞) • <b>Illusion, Psychic</b>	
Area burst 3 within 20; +12 vs. Reflex; 2d6 + 5 psychic damage and target treats all terrain as if difficult terrain (save ends).	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Supernal
<b>Skills</b> Bluff +13, Diplomacy +13, Stealth +13	
<b>Str</b> 17 (+&)	<b>Dex</b> 15 (+6) <b>Wis</b> 15 (+6)
<b>Con</b> 16 (+7)	<b>Int</b> 13 (+5) <b>Cha</b> 16 (+7)
<b>Equipment</b> <i>magic mace +1, potion of healing</i>	

## CAPTAIN SCARBELLY

*“An orc pirate? Now I’ve seen everything.”*  
—Last words of Enus MacGee

Scarbelly is the infamous captain of the Bloody Vengeance, a rotting galleon crewed exclusively by orcs (DC 10). He has little use for Freeport except for a place to wench, drink, and to off-load his ill-gotten gains. Locals give him and his boys a wide berth when they come to town (DC 15).

<b>Captain Scarbelly</b>	<b>Level 7 Skirmisher</b>
Male medium natural humanoid, orc	300 XP
<b>Initiative</b> +7	<b>Senses Perception</b> +4
<b>HP</b> 80; <b>Bloodied</b> 40	
<b>AC</b> 22; <b>Fortitude</b> 19, <b>Reflex</b> 19, <b>Will</b> 19	
<b>Speed</b> 6	
⊕ <b>Cutlass</b> (standard; at-will) • <b>Weapon</b>	
+13 vs. AC; 1d6 + 6 damage.	
⊕ <b>Right Quick Bastard</b> (minor; at-will) • <b>Weapon</b>	
+12 vs. AC; 1d4 damage; Captain Scarbelly can only use this power once per turn.	
↗ <b>Privateer FP</b> (standard; at-will) • <b>Weapon</b>	
Ranged 15/30; +12 vs. AC; 3d6 + 6. It takes 3 turns to load this weapon.	
↖ <b>Whirling Attack</b> (standard; recharge ☞ ☞) • <b>Weapon</b>	
Close burst 1; +13 vs. AC; 3d10 + 6 damage.	
⊕ <b>Serpent’s Return</b> (immediate reaction, when an opponent makes a melee attack against him; encounter) • <b>Weapon</b>	
+11 vs. Reflex; targets the opponent that attacked; 3d6 + 8 damage. <i>Miss:</i> half damage.	
<b>Dirty Fighting</b>	
Captain Scarbelly deals an extra 2d4 damage on any attack against a target he has combat advantage against.	
⊕ <b>Racial Trait</b> (standard; encounter) • <b>Weapon, Healing</b>	
+13 vs. AC; 3d8 + 5 damage and Captain Scaarbelly spends a healing surge.	
<b>Alignment</b> Chaotic Evil	<b>Languages</b> Common, Giant
<b>Skills</b> Acrobatics +12, Athletics +12, Intimidate +12	
<b>Str</b> 21 (+8)	<b>Dex</b> 15 (+5) <b>Wis</b> 12 (+4)
<b>Con</b> 16 (+6)	<b>Int</b> 11 (+3) <b>Cha</b> 13 (+4)
<b>Equipment</b> <i>magic cutlass +1, leather armor +1, potion of healing, Privateer FP with ammo and powder for 5 shots, the Bloody Vengeance and all its contents</i>	

# CHAPTER SEVEN DENIZENS OF FREEPORT

## DREIDEN SIMMERSWELL

*“Once I had a taste of that halfling’s Sea God’s Delight, I was hooked. I go back to the ‘Fin’ at least once a week.”*

—David Tarjay

Dreiden Simmerswell is the proprietor of the Diving Finn, a fabulous restaurant in the Docks district (DC 10). A former adventurer, he came to Freeport thinking he’d find wealth and plenty and was sorely disappointed when he found neither. He opened a restaurant to fill the city’s culinary void and has done quite well for himself ever since (DC 15).

<b>Dreiden Simmerswell</b>	<b>Level 6 Lurker</b>
Male medium natural humanoid, halfling	XP 250
<b>Initiative</b> +10	<b>Senses</b> Perception +5
<b>HP</b> 57; <b>Bloodied</b> 28	
<b>AC</b> 20, <b>Fortitude</b> 18, <b>Reflex</b> 18, <b>Will</b> 18	
<b>Speed</b> 6	
⚔ <b>Dagger</b> (standard; at-will) • <b>Weapon</b>	
+12 vs. AC; 1d4 + 5 damage.	
🏹 <b>Hand Crossbow</b> (standard; at-will) • <b>Weapon</b>	
Ranged 10/20; +11 vs. AC; 1d6 + 4 damage.	
⚔ <b>Leg Wound</b> (standard; encounter) • <b>Weapon</b>	
+10 vs. Fortitude; 3d6 + 5 damage and the target is knocked prone. Until the end of the encounter, if the target moves more than half its speed in a single action, it falls prone at the end of its movement.	
<b>From the Shadows</b> (minor; usable when Dreiden has concealment; recharge ☞ ☞)	
The target of Dreiden’s next attack grants combat advantage to him, and his attack deals 2d6 extra damage on a hit.	
<b>Combat Advantage</b>	
Dreiden deals an extra 2d6 damage on any attack against a target he has combat advantage against.	
<b>Evil Luck</b> (immediate interrupt, when hit by an attack; encounter)	
When hit by an attack, Dreiden forces his enemy to re-roll, using the second roll instead of the first.	
<b>Alignment</b> Good	<b>Languages</b> Common, Elven, Giant
<b>Skills</b> Bluff +11, Diplomacy + 11, Stealth +11	
<b>Str</b> 12 (+4)	<b>Dex</b> 16 (+6) <b>Wis</b> 15 (+5)
<b>Con</b> 15 (+5)	<b>Int</b> 13 (+4) <b>Cha</b> 10 (+3)
<b>Equipment</b> <i>magic dagger</i> +1, hand crossbow with 10 bolts	

## ANGELO STAMPFEL

*“When I found him, he was a no good piece of trash. I made him. Without me, he’d be nothing.”*

—C.Q. Calame

Angelo began his career as an urchin, but found he had a knack for language and a nose for trouble. He somehow convinced Calame to give him a shot and he proved he had the chops for reporting. A slimy man with few if any morals, Angelo has a reputation for getting the story no matter the price.

<b>Angelo Stampfel</b>	<b>Level 5 Artillery</b>
Male medium natural humanoid, human	XP 200
<b>Initiative</b> +4	<b>Senses</b> Perception +3
<b>HP</b> 48; <b>Bloodied</b> 24	
<b>AC</b> 17, <b>Fortitude</b> 16, <b>Reflex</b> 18, <b>Will</b> 17	
<b>Speed</b> 6	
⚔ <b>Dagger</b> (standard; at-will) • <b>Weapon</b>	
+12 vs. AC; 1d4 + 4 damage.	
🏹 <b>Thrown Dagger</b> (standard; at-will) • <b>Weapon</b>	
Ranged 10; +12 vs. AC; 1d4 + 4 damage.	
🔪 <b>Deep Cut</b> (standard; recharge ☞ ☞) • <b>Weapon</b>	
Ranged 10; +12 vs. AC; 3d10 + 4 damage.	
🔪 <b>Find the Vein</b> (standard; recharge ☞ ☞) • <b>Weapon</b>	
Ranged 10; +12 vs. AC; 3d6 + 4 damage and 5 ongoing damage (save ends).	
🔪 <b>Forced Cover</b> (standard; encounter) • <b>Weapon</b>	
Ranged 10; +12 vs. AC; 3d6 + 4 damage and the target is knocked prone.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven, Giant
<b>Skills</b> Bluff +10, Diplomacy +10, Insight +10, Intimidate +10	
<b>Str</b> 11 (+1)	<b>Dex</b> 16 (+4) <b>Wis</b> 14 (+3)
<b>Con</b> 12 (+2)	<b>Int</b> 13 (+2) <b>Cha</b> 14 (+3)
<b>Equipment</b> cloth armor, <i>potion of healing</i> , 6 daggers	

# CHAPTER SEVEN DENIZENS OF FREEPORT

## KYRGA STONEFOOT

*“The Stonefoot Rickshaw Company is the best of its kind in Freeport. Accept no substitutes, I say.”*

—Marcus Roberts

Kyrga came to Freeport after being exiled from her homeland (DC 15). Finding the city distasteful, but lacking few other options, she put her talents—her strength, speed, and knack with languages—to good use and opened a successful rickshaw company (DC 10).

<b>Kyrga Stonefoot</b>	<b>Level 3 Brute</b>
Female medium natural humanoid, dwarf	XP 200
<b>Initiative</b> +2	<b>Senses</b> Perception +1, low-light vision
<b>HP</b> 59; <b>Bloodied</b> 29	
<b>AC</b> 15, <b>Fortitude</b> 16, <b>Reflex</b> 15, <b>Will</b> 14	
<b>Speed</b> 5	
⊕ <b>Punch</b> (standard; at-will)	
+6 vs. AC; 1d4 + 3 damage.	
⊕ <b>Takedown</b> (standard; at-will)	
+6 vs. AC; 1d4 + 3 damage and the target is knocked prone.	
⊕ <b>Kick ‘em When They’re Down</b> (standard; against an adjacent prone target; recharge ☞ ☞)	
+6 vs. AC; 3d8 + 3 damage and the target dazed.	
⚡ <b>Foaming Fury</b> (standard; encounter) • <b>Fear</b>	
Close burst 1; +6 vs. AC; 3d8 + 3 damage and the target is -2 to all attacks until the end of Kyrga’s next round.	
<b>Fleet Foot</b> (minor; encounter)	
Kyrga’s speed increases to 7.	
<b>Racial Trait</b>	
When an effect forces Kyrga to move, she moves 1 square less than the effect says. Kyrga may make a save to avoid falling prone when an attack would knock her prone.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Dwarven, Elven, Gaint, Deep Speech
<b>Skills</b> Endurance +8, Insight +8, Intimidate +8	
<b>Str</b> 18 (+5)	<b>Dex</b> 12 (+2) <b>Wis</b> 11 (+1)
<b>Con</b> 19 (+6)	<b>Int</b> 10 (+1) <b>Cha</b> 9 (+0)
<b>Equipment</b> cloth armor, two-seater rickshaw	

## LARIA SYRTIS

*“Aye, she’s proved her mettle a dozen times since taking the Sunrunner. She’s definitely her pap’s girl!”*

—Buster Wallace

Laria Syrtis the captain of the Sunrunner (DC 10), a sleek elven warship she inherited from her father Arel (DC 15). She’s secured a place as a captain in the Admiralty and now lends her ship and crew in the defense of Freeport (DC 20).



# CHAPTER SEVEN DENIZENS OF FREEPORT

## Laria Syrtis Level 11 Controller (Leader)

Female medium natural humanoid, half-elf XP 600

Initiative +8 Senses Perception +7

HP 108; Bloodied 54; Healing Surges 2

AC 25, Fortitude 26, Reflex 26, Will 26

Speed 6

### ⊕ Inspiring Strike (standard; at-will) • Weapon

+18 vs. AC; 1d8 + 7 damage, and all allies within 6 squares gain +1 to attack that target until the start of Laria's next turn.

### ⊗ Pawns of Fate (standard; at-will) • Charm

Range 10; +15 vs. Will; 1d8 + 5 damage plus the target slides 6 squares.

### ↩ Call of the Sea (standard; recharge ☐☐☐☐) • Charm, Psychic

Close blast 4; +15 vs. Will; 2d8 + 6 psychic damage, and targets grant combat advantage to all attacks. In addition, they cannot attack Laria. Both effects end at the end of Laria's next turn or if Laria attacks any of the affected targets in any way.

### Reversal of Fortune (immediate interrupt, when hit by an attack that inflicts a condition; encounter)

Laria is unaffected by the condition. Close blast 4; +15 vs. Will; target is afflicted by the condition that would have affected Laria.

### ↩ Pick up the Pace (minor; daily)

Close burst 6; Laria and all allies in burst gain a +6 power bonus to speed until the end of Laria's next turn.

**Alignment** Good      **Languages** Common, Elven, Giant, Primordial

**Skills** Arcana +16, Bluff +16, Insight +16, Streetwise +17

**Str** 12 (+6)      **Dex** 17 (+8)      **Wis** 15 (+7)

**Con** 12 (+6)      **Int** 13 (+6)      **Cha** 21 (+10)

**Equipment** *magic spear* +2, *amulet of protection* +3, the Sunrunner and all its contents

## VIKKI TARJAY

*"Oh, she has her qualities, make no mistake, but what I like best about Vikki is her hunger. She's hungry for wealth, prestige, and power. These are the qualities that carry a person far in Freeport."*

—Mendor Maeorgan

Vikki Tarjay is the daughter of the powerful Tarjay merchant family's patriarch (DC 10). Like Nifur Roberts, she chafed under the demands her station made and so she eagerly joined Nifur in her nocturnal exploits (DC 15). Unlike the Roberts

girl, Vikki was never quite content with just causing trouble and she found she had a taste for hurting people (DC 20). When Nifur's crew disbanded, Vikki joined up with Mendor Maeorgan and is one of the ranking members of his vile gang, the Rakeshames (DC 25).

## Vikki Tarjay Level 3 Lurker

Female medium natural humanoid, human XP 150

Initiative +8 Senses Perception +3

HP 40; Bloodied 20

AC 17, Fortitude 15, Reflex 15, Will 15

Speed 6

### ⊕ Dagger (standard; at-will) • Weapon

+9 vs. AC; 1d4 + 4 damage.

### ↩ Strike True (standard; encounter) • Weapon

Close burst 1; +9 vs. AC; 3d6 + 4 damage.

### Vulnerable Strike (minor; usable when Vikki has concealment; recharge ☐☐)

The target of Vikki's next attack grants combat advantage to her, and her attack deals 1d6 extra damage and the target is weakened (save ends).

### Combat Advantage

Vikki deals an extra 2d6 damage on any attack against a target she has combat advantage against.

### Pointed Return (immediate interrupt, when hit by a melee attack; encounter)

+9 vs. AC; 3d8 +4 and a single condition affecting Vikki is removed and transferred to the target.

**Alignment** Evil      **Languages** Common, Elven, Deep Speech

**Skills** Bluff +8, Diplomacy +8, Stealth +8

**Str** 13 (+2)      **Dex** 17 (+4)      **Wis** 15 (+3)

**Con** 16 (+4)      **Int** 13 (+2)      **Cha** 12 (+2)

**Equipment** cloth armor, *magic dagger*+1

## TARMON, HIGH WIZARD

*"I can't imagine what Blackhammer was thinking putting Tarmon forward. Really, I don't know what I was thinking when I agreed."*

—Marcus Roberts

Tarmon is the high wizard of Freeport's Wizards' Guild, and until recently, he served as an advisor to the Captains' Council where he would weigh in with advice whenever he was needed (DC 15). He became a full-fledged member of the Council when Liam Blackhammer nominated him to fill a vacant seat (DC 20). He is the first wizard to hold such power in the city (DC 15).

# CHAPTER SEVEN DENIZENS OF FREEPORT

**Tarmon, High Wizard** Level 17 Artillery  
Male medium natural humanoid, human XP 1.600

**Initiative** +11      **Senses Perception** +11  
**HP** 129; **Bloodied** 64; **Healing Surges** 2  
**AC** 29, **Fortitude** 33, **Reflex** 33, **Will** 33  
**Speed** 6

⊕ **Fiery Staff** (standard; at-will) • **Weapon, Fire**  
+28 vs. AC; 1d8 + 11 damage plus 1d6 fire damage.

☞ **Flaming Death** (standard; at-will) • **Fire**  
Range 30; +24 vs. AC, 3d8 + 7 fire damage.

↩ **The Will to Power** (standard; encounter) • **Fear**  
Close burst 20; +22 vs. Fortitude; 1d8 + 7 and target is pushed 6 squares.

✱ **Crawling Chaos** (standard; recharge ☐☐☐☐) • **Charm**  
Area burst 4 within 20; +24 vs. AC; 3d8 + 10 damage and every enemy makes a basic attack against an adjacent enemy. If an enemy has no adjacent target, it wounds itself, doing base attack damage.

**The Will to Survive** (minor; recharge ☐☐☐☐) • **Healing**  
All conditions are removed and Tarmon is healed 10 hit points.

**Weapon Resistance** (minor; encounter)  
Tarmon gains resistance 10 to weapon damage until the end of his next turn.

**Teleport** (minor; encounter) • **Teleportation**  
Tarmon teleports up to 20 squares.

**Alignment** Unaligned      **Languages** Common, Goblin  
**Skills** Arcana +22, Insight + 22, Intimidate +22  
**Str** 12 (+9)      **Dex** 17 (+11)      **Wis** 17 (+11)  
**Con** 21 (+13)      **Int** 26 (+16)      **Cha** 13 (+9)

**Equipment** *staff of fiery might* +4, *amulet of protection* +4, *ironskin belt (lvl 15)*

## THORGRIM

*"I heard the Lord Defender spent a few centuries as a statue. That would explain his lack of personality."*

—Marilise Maeorgan

Thorgrim is the Lord Defender of the Wizards' Guild (DC 10). According to legend, he's a man out of time, having lost centuries after a basilisk petrified him. His odd customs and strange manner of speech seem to support these rumors (DC 20). Regardless, he's a man of impeccable loyalty to the Guild and is one of Tarmon's staunchest supporters (DC 15).

**Thorgrim** Level 16 Soldier  
Male medium natural humanoid, human XP 1.400

**Initiative** +14      **Senses Perception** +10  
**HP** 157; **Bloodied** 78; **Healing Surges** 2  
**AC** 32, **Fortitude** 30, **Reflex** 30, **Will** 30  
**Speed** 6

⊕ **Longspear** (standard; at-will) • **Weapon**  
Reach 2; +27 vs. AC; 1d10 + 11 damage.

☞ **Longbow** (standard; at-will) • **Weapon**  
Ranged 20/40; +25 vs. AC, 1d10 + 9 damage.

↩ **Whirlwind Attack** (standard; encounter) • **Weapon**  
Close burst 2; +27 vs. AC; 4d10 + 7 and target is pushed 3 squares.

⊕ **Victorious Surge** (standard; encounter) • **Weapon, Healing**  
Reach 2; +27 vs. AC; 4d12 + 11 damage, and Thorgrim regains hit points as if he had spent a healing surge.

**Shrug it Off** (immediate reaction, when Thorgrim is hit by an attack; encounter)  
Reduce the damage from the attack by 15.

⊕ **Frenzy** (standard; usable only when bloodied) • **Weapon**  
Reach 2; +27 vs. AC; 3d8 + 11 damage plus the target slides 3 squares and is dazed until the end of Thorgrim's next turn.

**Alignment** Good      **Languages** Common, Elven, Draconic, Tribal Dialect  
**Skills** Athletics +21, Endurance +21, Intimidate +22  
**Str** 22 (+14)      **Dex** 18 (+12)      **Wis** 15 (+10)  
**Con** 21 (+13)      **Int** 21 (+13)      **Cha** 13 (+9)

**Equipment** *magic longspear* +4, *amulet of protection* +2, *magic longbow* +2

## TIMOTHY

*"A good lad. He'll go far in the Syndicate."*

—Trask

A child of Scurvytown, Timothy's keen wit and amazing speed gave him the advantage he needed to survive the mean streets of that nasty district (DC 15). He landed a job in the Syndicate when he tried to pick Dunbar's (see page 109) pocket and has served as a messenger and thief ever since (DC 20).



# CHAPTER SEVEN DENIZENS OF FREEPORT



**Timothy** **Level 3 Lurker**  
Male medium natural humanoid, human XP 150

**Initiative** +9 **Senses** Perception +3

**HP** 40; **Bloodied** 20

**AC** 17, **Fortitude** 15, **Reflex** 15, **Will** 15

**Speed** 6

⊕ **Short Sword** (standard; at-will) • **Weapon**  
+8 vs. AC; 1d6 + 3 damage.

↩ **Strike True** (standard; encounter) • **Weapon**  
Close burst 1; +8 vs. AC; 3d6 + 2 damage.

**Vulnerable Strike** (standard; encounter) • **Weapon**  
The target of Timothy's next attack grants combat advantage to him, and his attack deals 1d6 extra damage and the target is weakened (save ends).

**Combat Advantage**  
Timothy deals an extra 2d6 damage on any attack against a target he has combat advantage against.

**Alignment** Unaligned **Languages** Common, Elven, Giant  
**Skills** Bluff +8, Insight + 8, Stealth +8

**Str** 14 (+3) **Dex** 18 (+5) **Wis** 14 (+3)

**Con** 16 (+4) **Int** 12 (+2) **Cha** 13 (+2)

**Equipment** cloth armor, short sword, *potion of healing*

## HALKOS TREMIIR

*"A meticulous barber, that Halkos. He always seems to know what you want before you even sit down."*

—Garth Varellion

Halkos runs a barbershop in the Seaside Market—little more than a tent, really (DC 10). Having lived in Scurvytown and the Eastern District, he's a good source of information about the lay of the city (DC 15). This fact is not lost on some of the criminal elements in Freeport, and he's believed to sell information to shadowy figures that happen by his stall (DC 20).



# CHAPTER SEVEN DENIZENS OF FREEPORT

**Halkos Tremiir** **Level 7 Soldier**  
 Male medium natural humanoid, elf XP 300

**Initiative** +7 **Senses** Perception +3; low-light vision

**HP** 78; **Bloodied** 39

**AC** 23, **Fortitude** 20, **Reflex** 19, **Will** 18




**Speed** 5

⊕ **Dagger** (standard; at-will) • **Weapon**

+15 vs. AC; 1d4 + 6 damage.

‡ **Rapid Blade** (standard; at-will) • **Weapon**

Halkos makes two basic attacks.

‡ **Sweeping Kick** (standard; recharge    )

+14 vs. AC; 2d8 + 5 damage and the target is knocked prone.

‡ **Reactive Attack** (immediate reaction, when an adjacent enemy shifts away or when an enemy moves adjacent; encounter)

+14 vs. AC; 4d8 + 5 damage and Halkos shifts 1 square.

**Racial Trait** (free; encounter)

Halkos may reroll an attack roll, using the second roll instead of the first.

**Alignment** Evil **Languages** Common, Elven, Dwarven

**Skills** Bluff +12, Diplomacy +12, Streetwise +12

**Str** 12 (+4) **Dex** 14 (+5) **Wis** 11 (+3)

**Con** 14 (+5) **Int** 11 (+3) **Cha** 10 (+3)

**Equipment** cloth armor, *magic dagger* +1, *potion of healing*

## HECTOR TORIAN

*"It's offensive that Torian retains his seat when he consistently supports the Drac family. He claims he does this out of loyalty to Freeport's ideals, but I suspect he's just one of Drac's old cronies looking for a way to keep his seat."*

—Buster Wallace

Hector Torian is a crusty old pirate and former captain of the Sea Ghost (DC 10). He retired from the sea nearly a decade ago to become a politician (DC 15). Since Milton Drac granted him his seat on the Council, Torian has been a loyal supporter of the Drac family, even to his own detriment (DC 18).

**Hector Torian** **Level 10 Lurker**  
 Male medium natural humanoid, human XP 500

**Initiative** +13 **Senses** Perception +7

**HP** 66; **Bloodied** 33

**AC** 25, **Fortitude** 21, **Reflex** 22, **Will** 23

**Speed** 6

⊕ **Cutlass** (standard; at-will) • **Weapon**



+17 vs. AC; 1d6 + 7 damage.

‡ **Right Quick Bastard** (minor; at-will) • **Weapon**

+15 vs. AC; 2d4 damage; Hector can only use this power once per turn.

‡ **Mocking Blow** (standard; at-will) • **Weapon**

+17 vs. Will; 1d8 + 7 damage plus 5 ongoing damage (save ends).

**From the Shadows** (minor; usable when Hector has concealment; recharge  )

The target of Hector's next attack grants combat advantage to him, and Hector's next attack deals 1d6 extra damage on a hit.

**Combat Advantage**

Hector deals an extra 2d6 damage on any attack against a target he has combat advantage against.

**Alignment** Good **Languages** Common, Elven

**Skills** Bluff +15, Diplomacy +15, Stealth +15, Intimidate +15

**Str** 12 (+6) **Dex** 18 (+9) **Wis** 15 (+7)

**Con** 16 (+8) **Int** 15 (+7) **Cha** 16 (+8)

**Equipment** *magic leather armor* +1, *magic cutlass* +2

# CHAPTER SEVEN DENIZENS OF FREEPORT

## ALEKSANDER TOVAC

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

—Tanko Sondek, Captain of the Sewer Guard

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



**Aleksander Tovac** **Level 11 Skirmisher**  
Male medium natural humanoid, human **XP 600**

**Initiative** +10 **Senses Perception** +13

**HP** 108; **Bloodied** 54; **Healing Surges** 2

**AC** 25, **Fortitude** 26, **Reflex** 26, **Will** 26

**Speed** 6

⊕ **Dagger** (standard; at-will) • **Weapon**

+18 vs. AC; 1d4 + 7 damage.

↷ **Phantom Strike** (standard; at-will) • **Illusion, Psychic**

Ranged 5; +14 vs. Will; 2d6 + 5 psychic damage, and the target suffers a -2 penalty to AC until the start of Aleksander's next turn.

‡ **Serpent's Return** (immediate reaction, when an opponent makes a melee attack against him; encounter) • **Weapon**

+16 vs. Reflex; targets the opponent that attacked; 3d6 + 8 damage. *Miss*: half damage.

**Reversal of Fortune** (immediate interrupt, when hit by an attack that inflicts a condition; encounter)

Aleksander is unaffected by the condition. Close blast 4; +16 vs. Will; target is afflicted by the condition that would have affected him.

**Combat Advantage**

Aleksander deals an extra 2d6 damage on any attack against a target he has combat advantage against.

**Alignment** Lawful Good **Languages** Common, Elven, Dwarven, Draconic

**Skills** Arcana +16, Bluff +16, Insight +16, Streetwise +17

**Str** 13 (+6) **Dex** 17 (+8) **Wis** 16 (+8)

**Con** 12 (+6) **Int** 20 (+10) **Cha** 21 (+10)

**Equipment** *magic dagger* +2, *amulet of protection* +3, *potion of vitality*

# CHAPTER SEVEN DENIZENS OF FREEPORT

## TRASK

*"He's a right prig, that Trask. If it weren't for Finn and the HBA, someone would have taken that bastard down a notch. Don't tell anyone I said this, you hear?"*

—Dill Mackey

Trask is the leader of Finn's enforcers and is second in command of the Syndicate, in spite of the fact that he's not a halfling (DC 10). His constant support and dedicated service has begun to have an effect on Finn, extending his protection to gnomes as well as halflings (DC 15). Trask surrounds himself with enforcers, knowing he has more than a few enemies in the city (DC 17).

<b>Trask</b>	<b>Level 11 Controller (Leader)</b>	
Male small natural humanoid, gnome	XP 600	
<b>Initiative</b> +10	<b>Senses</b> Perception +7	
<b>HP</b> 114; <b>Bloodied</b> 57; <b>Healing Surges</b> 2		
<b>AC</b> 25, <b>Fortitude</b> 23, <b>Reflex</b> 23, <b>Will</b> 23		
<b>Speed</b> 5		
⊕ <b>Fortunate Strike</b> (standard; at-will) • <b>Weapon</b>		
+18 vs. AC; 1d8 + 7 damage, and all allies within 6 squares gain +1 to attack that target until the start of Trask's next turn.		
⊗ <b>Fickle Bitch</b> (standard; at-will) • <b>Charm</b>		
Range 10; +15 vs. Will; 1d8 + 5 damage plus the target suffers a -2 on their next attack.		
↩ <b>Siren's Song</b> (standard; recharge Ⓛ Ⓜ Ⓨ Ⓩ) • <b>Charm, Psychic</b>		
Close blast 4; +15 vs. Will; 2d8+6 psychic damage, the target slides 3 squares, and grants combat advantage to all attacks.		
<b>Share the Pain</b> (immediate reaction, when hit by an attack; encounter)		
Trask suffers the effects of the attack. The attacker is also subject to all of the effects of the attack inflicted upon Trask.		
<b>Combat Advantage</b>		
Trask deals an extra 2d6 damage on any attack against a target he has combat advantage against.		
<b>Disappear</b> (immediate interrupt, when hit by an attack; encounter) • <b>Illusion</b>		
Trask turns invisible until he attacks or until the end of his next turn.		
<b>Alignment</b> Unaligned	<b>Languages</b> Common, Elven, Giant	
<b>Skills</b> Arcana +16, Bluff +16, Insight +16, Streetwise +17		
<b>Str</b> 12 (+6)	<b>Dex</b> 20 (+10)	<b>Wis</b> 15 (+7)
<b>Con</b> 18 (+9)	<b>Int</b> 13 (+6)	<b>Cha</b> 16 (+8)
<b>Equipment</b> <i>magic leather armor</i> +1, <i>magic short sword</i> +2		

## GARTH VARELLION

*"He's a harmless twit."*

—Marilise Maeorgan

Reveled as a vain, arrogant fool, Garth Varellion is the least popular member of the Captains' Council (DC 10). If there were not prohibitions about removing Councilors, he would have lost his seat years ago (DC 15). In spite of his tarnished image, he still dreams of becoming the Sea Lord, a goal he has long pursued (DC 17).

<b>Garth Varellion</b>	<b>Level 10 Skirmisher</b>	
Male medium natural humanoid, human	XP 500	
<b>Initiative</b> +10	<b>Senses</b> Perception +5	
<b>HP</b> 104; <b>Bloodied</b> 52; <b>Healing Surges</b> 2		
<b>AC</b> 26, <b>Fortitude</b> 22, <b>Reflex</b> 23, <b>Will</b> 21		
<b>Speed</b> 6		
⊕ <b>Cutlass</b> (standard; at-will) • <b>Weapon</b>		
+17 vs. AC; 1d6 + 7 damage.		
⊕ <b>Right Quick Bastard</b> (minor; at-will) • <b>Weapon</b>		
+15 vs. AC; 2d4 damage; Garth can only use this power once per turn.		
⊕ <b>Disabling Strike</b> (standard; recharge Ⓛ Ⓜ Ⓨ Ⓩ) • <b>Weapon</b>		
+17 vs. AC; 3d10 + 7 damage and the target suffers a -2 to AC until the end of Garth's next turn.		
⊕ <b>Captain's Luck</b> (standard; encounter) • <b>Weapon</b>		
Garth moves his speed. He makes a basic attack against any and every adjacent foe during this shift.		
<b>No Strings Attached</b> (immediate interrupt; when an enemy marks Garth; encounter)		
Garth ends the marked condition. He deals 10 damage to the enemy who tried to mark him.		
<b>Dirty Fighting</b>		
Garth deals an extra 2d4 damage on any attack against a target he has combat advantage against.		
<b>Alignment</b> Unaligned	<b>Languages</b> Common	
<b>Skills</b> Athletics +15, Bluff +15, Diplomacy +15, Stealth +15		
<b>Str</b> 17 (+8)	<b>Dex</b> 17 (+8)	<b>Wis</b> 10 (+5)
<b>Con</b> 16 (+8)	<b>Int</b> 13 (+6)	<b>Cha</b> 12 (+6)
<b>Equipment</b> <i>magic leather armor</i> +2, <i>magic cutlass</i> +2, <i>potion of vitality</i> , The Christina and all its contents		

# CHAPTER SEVEN DENIZENS OF FREEPORT

## BUSTER WALLACE

*"Poor Buster... He ran away from his responsibilities in the city only to find himself burdened with more in that wretched piss-hole of Libertyville. What a waste."*

—Marilise Maeorgan

Buster Wallace's father was a member of the Captains' Council, and though murdered and "replaced" by a serpent person agent loyal to Milton Drac, the younger Wallace was still favored to take his father's place (DC 15). Fed up with politics and disgusted by the treachery on the Council, Buster picked up and left Freeport to help build Libertyville into a rival city-state (DC 20). He's bought into the rhetoric of anarchy his new home embraces, though his history and family prevent him from gaining the full trust of the locals and in fact have him spending more time watching his back (DC 25).

<b>Buster Wallace</b>	<b>Level 5 Soldier</b>
Male medium natural humanoid, human	XP 200
<b>Initiative</b> +6	<b>Senses</b> Perception +3
<b>HP</b> 66; <b>Bloodied</b> 33	
<b>AC</b> 21, <b>Fortitude</b> 18, <b>Reflex</b> 17, <b>Will</b> 16	
<b>Speed</b> 5	
⚔ <b>Longsword</b> (standard; at-will) • <b>Weapon</b>	
+13 vs. AC; 1d8 + 5 damage.	
↘ <b>Crossbow</b> (standard; at-will) • <b>Weapon</b>	
Ranged 15/30; +13 vs. AC; 1d8 + 5 damage.	
⚔ <b>Cunning Strike</b> (standard; recharge ☐☐☐☐) • <b>Weapon</b>	
+13 vs. AC; 2d8 + 5 damage and the target is dazed (save ends).	
⚔ <b>Arm's Reach</b> (immediate reaction, when an adjacent enemy shifts away or when an enemy moves adjacent; encounter) • <b>Weapon</b>	
+13 vs. AC; 3d10 + 4 damage and Buster shifts 1 square.	
↶ <b>Whirlwind Attack</b> (standard; encounter) • <b>Weapon</b>	
Close burst 1; +13 vs. AC; 2d8 + 5 and target is pushed 1 squares.	
<b>Alignment</b> Good	<b>Languages</b> Common
<b>Skills</b> Diplomacy +10, Intimidate +10, Streetwise +10	
<b>Str</b> 17 (+5)	<b>Dex</b> 14 (+4) <b>Wis</b> 12 (+3)
<b>Con</b> 18 (+6)	<b>Int</b> 13 (+3) <b>Cha</b> 15 (+4)

**Equipment** chainmail armor, *magic longsword* +1, *magic crossbow* +1 with 10 bolts, *potion of healing*

## PETRA WALLACE

*"My wife made me a believer. She left everything behind for Libertyville—status, wealth, influence... I can only hope to live up to her ideals."*

—Buster Wallace

Petra Wallace (formerly Fricke) led the Guild of Craftsmen in Freeport and hoped to gain the vacant seat on the Captains' Council as a means to do good for the city (DC 15). Her idealism and earnestness, however, created more barriers than she could overcome. Fed up, she left Freeport to work in Libertyville, set on making that community a place that would one day eclipse Freeport as the dominant city in the Serpent's Teeth (DC 20).

<b>Petra Wallace</b>	<b>Level 6 Skirmisher</b>
Female medium natural humanoid, human	250 XP
<b>Initiative</b> +9	<b>Senses</b> Perception +4
<b>HP</b> 71; <b>Bloodied</b> 35	
<b>AC</b> 20; <b>Fortitude</b> 18, <b>Reflex</b> 18, <b>Will</b> 18	
<b>Speed</b> 6	
⚔ <b>Dagger</b> (standard; at-will) • <b>Weapon</b>	
+12 vs. AC; 1d4 + 5 damage.	
↘ <b>Sling</b> (standard; at-will) • <b>Weapon</b>	
Ranged 10/20; +11 vs. AC; 1d6 + 4 damage.	
⚔ <b>Nimble Assault</b> (standard; recharge ☐☐☐☐☐☐) • <b>Weapon</b>	
+12 vs. AC; 2d8 + 5 damage. Petra shifts 1 square before and after this attack.	
<b>Combat Advantage</b>	
Petra deals an extra 2d6 damage on any attack against a target she has combat advantage against.	
<b>Alignment</b> Good	<b>Languages</b> Common, Elven, Dwarven
<b>Skills</b> Bluff +11, Diplomacy +11, Stealth +11, Thievery +11	
<b>Str</b> 12 (+4)	<b>Dex</b> 19 (+7) <b>Wis</b> 12 (+4)
<b>Con</b> 15 (+5)	<b>Int</b> 15 (+5) <b>Cha</b> 16 (+6)
<b>Equipment</b> <i>magic dagger</i> +1, sling with 10 stones, <i>potion of healing</i>	

# CHAPTER SEVEN DENIZENS OF FREEPORT

## MISTER WEDNESDAY

*“The Canting Crew is the only thing preventing the Syndicate from becoming the dominant criminal organization in Freeport. It’s no wonder that so many on the Council are interested in seeing Mister Wednesday stay hale and healthy.”*

—Karl Wine, Owner of the Rusty Hook

Mister Wednesday leads the criminal organization known as the Canting Crew (DC 10). Running the underworld in the Warehouse District, parts of the Docks, and the Merchant District, he’s the Syndicate’s biggest rival (DC 15). Aggressive and edging into Finn’s territory, many wonder if war is brewing between the crime lords (DC 20).



### Mister Wednesday Level 13 Lurker

Male medium natural humanoid, human XP 800

**Initiative** +16 **Senses Perception** +8

**HP** 101; **Bloodied** 50; **Healing Surges** 2

**AC** 27, **Fortitude** 28, **Reflex** 28, **Will** 28

**Speed** 6

#### ⚔ **Short Sword** (standard; at-will) • **Weapon**

+20 vs. AC; 1d6 + 8 damage.

#### 🏹 **Hand Crossbow** (standard; at-will) • **Weapon**

Ranged 10/20; +19 vs. AC; 1d6 + 7 damage

#### 🎯 **Head Shot** (standard; encounter) • **Weapon**

Ranged 3; +20 vs. AC; 1d6 + 8 damage and Mister Wednesday shifts up to 3 squares to recover his short sword from the ground or target. In addition, Mister Wednesday gains combat advantage against the target until the end of his next turn.

#### ⚡ **Serpent’s Return** (immediate reaction, when an opponent makes a melee attack against him; encounter) • **Weapon**

+18 vs. Reflex; targets the opponent that attacked; 3d6 + 8 damage. *Miss*: half damage.

#### **Duelist’s Advantage** (minor; recharge ☞☞)

Mister Wednesday gains combat advantage against the next creature he attacks with his shortsword.

#### **Shadow Melding** (move; encounter)

Mister Wednesday becomes invisible until he attacks or is hit by an attack

#### **Combat Advantage**

Mister Wednesday deals an extra 3d6 damage on any attack against a target he has combat advantage against.

**Alignment** Unaligned **Languages** Common, Elven, Dwarven, Goblin

**Skills** Acrobatics +15, Bluff +15, Stealth +15, Intimidate +15

**Str** 16 (+9) **Dex** 21 (+12) **Wis** 14 (+8)

**Con** 17 (+9) **Int** 16 (+9) **Cha** 17 (+9)

**Equipment** leather armor, *magic short sword* +2, *magic hand crossbow* +1 with 10 bolts, *amulet of protection* +3, *potion of vitality*

# CHAPTER SEVEN DENIZENS OF FREEPORT

## XORT

*"Forget what he's talking about... What I want to know is just what exactly he's supposed to be."*

—Pious Pete

No one is quite sure where Xort came from or what he is, because he's unlike any other Freeporter (DC 10). Stooped, ugly beyond compare, and with bright green eyes, he has nothing but bile to say about the Wizards' Guild, decrying them as cultists and fiends (DC 15). It's just a matter of time before someone silences this firebrand, and for good.

<b>Xort</b>	<b>Level 8 Controller</b>
Male medium natural humanoid, tiefling	XP 350
<b>Initiative</b> +7	<b>Senses</b> Perception +7
<b>HP</b> 88; <b>Bloodied</b> 44	
<b>AC</b> 23, <b>Fortitude</b> 20, <b>Reflex</b> 20, <b>Will</b> 20	
<b>Speed</b> 6	
⚔ <b>Quarterstaff</b> (standard; at-will) • <b>Weapon</b>	
+14 vs. AC; 1d8 + 6 damage.	
🔥 <b>Hellish Strike</b> (standard; at-will) • <b>Fire</b>	
Ranged 10; +12 vs. Reflex; 2d6 + 5 fire damage, and ongoing 5 fire damage.	
🌀 <b>Mesmerize</b> (standard; at-will) • <b>Charm</b>	
Range 10; +12 vs. Will; the target is dominated until the end of Xort's next turn. <i>Afterside</i> : Target is -2 to AC (save ends).	
🔥 <b>Inferno</b> (standard; recharge 2/3) • <b>Fire</b>	
Area burst 2 within 10; +12 vs. Reflex; 3d10 + 5 fire damage and ongoing 5 damage.	
⚔ <b>From the Heart of Hell</b> (immediate interrupt, when Xort is dropped to 0 hit points or fewer; encounter) • <b>Weapon, Healing</b>	
+14 vs. AC; 3d8 + 5 damage and Xort is healed 15 hit points.	
<b>Racial Trait</b> (minor; encounter)	
Xort gains a +1 power bonus to his attack when attacking a target that hit him last turn. If he hits the target, he deals an additional 4 hit points of damage.	
<b>Alignment</b> Evil	<b>Languages</b> Common, Supernal
<b>Skills</b> Arcana +13, Bluff +13, Insight +13, Intimidate +13	
<b>Str</b> 10 (+4)	<b>Dex</b> 16 (+7) <b>Wis</b> 17 (+7)
<b>Con</b> 16 (+7)	<b>Int</b> 18 (+8) <b>Cha</b> 10 (+4)
<b>Equipment</b> <i>magic quarterstaff +1</i>	

## ZACH

*"Little Zach ain't so little anymore, is he? I wonder what he'd look like now in that old shirt he used to wear?"*

—Slippery Sally, Prostitute

Zach is an up-and-coming guide who works the Docks escorting visitors into the city (DC 10). Unlike others of his ilk, he actually doesn't want to bilk his customers and has their best interests at heart (DC 15). His generally good nature has made him the darling of the Dock's whores, and if he wasn't so embarrassed, he could have all the visits he could want (DC 20).

<b>Zach</b>	<b>Level 1 Skirmisher</b>
Male medium natural humanoid, human	100 XP
<b>Initiative</b> +6	<b>Senses</b> Perception +2
<b>HP</b> 32; <b>Bloodied</b> 16	
<b>AC</b> 15; <b>Fortitude</b> 13, <b>Reflex</b> 13, <b>Will</b> 13	
<b>Speed</b> 6	
⚔ <b>Dagger</b> (standard; at-will) • <b>Weapon</b>	
+6 vs. AC; 1d4 + 3 damage.	
⚔ <b>Nimble Assault</b> (standard; recharge 2/3) • <b>Weapon</b>	
+6 vs. AC; 2d6 + 3 damage. Zach shifts 1 square before and after this attack.	
⚔ <b>Bob and Weave</b> (standard; recharge 2/3) • <b>Weapon</b>	
Zach makes two dagger attacks. Each time he hits, he shifts 2 squares.	
<b>Alignment</b> Unaligned	<b>Languages</b> Common
<b>Skills</b> Bluff +6, Diplomacy +6, Intimidate +6, Streetwise +6	
<b>Str</b> 13 (+2)	<b>Dex</b> 18 (+4) <b>Wis</b> 14 (+2)
<b>Con</b> 16 (+3)	<b>Int</b> 15 (+2) <b>Cha</b> 17 (+3)
<b>Equipment</b> dagger	

# APPENDIX

## FURY IN FREEPORT

Now that you've read this sourcebook, you ought to be chomping at the bit to get your new Freeport campaign started. Fury in Freeport is your introduction, designed

for a group of 1st-level characters. In the following pages is a multifarious scenario that involves mystery, investigation, deadly fights, the long-dead returned, and evil villains, all wrapped in one neat adventure. At heart, Fury in Freeport

*"Freeport's not always about murder, cultists, monsters, or thievery... Sometimes it's about all of them together."*

—Timothy, Syndicate Runner

showcases the various elements of the city, and gives you and your players a taste of this city in action. However, it can also serve to launch a new Freeport campaign,

offering a cast of interesting characters, plot seeds, and hooks to give you the foundation to create further adventures set in the City of Adventure.

### ADVENTURE BACKGROUND

A little more than a century ago, Freeport's Sea Lord Marquetta, the first woman to hold that office, had had enough. Too long had the Thieves' Guild flaunted their power, too many times had they crossed the line, and they had to be stopped. Until the middle of her reign, she had no issue with the group. Provided the guild didn't overstep its bounds and cause too much trouble, she tolerated their presence. Not everyone in Freeport was thrilled to be under the shadow of organized crime, but the thieves greased the right palms and made the right threats to keep the Council and Sea Lord in their pocket. However, if Freeport values any one thing above all others, it's freedom. Freeporters have long rejected tyranny and many came to the city to escape the harsh injustices of the Continent. Freeporters find slavery utterly distasteful and have never tolerated it within their city's walls.

When word circulated that the Thieves' Guild not only dabbled in slavery, but facilitated the capture and transport of slaves into and out of the city, the Sea Lord was understandably angry and warned the Thieves' Guild to stop, lest they face her wrath. The thieves plied her with promises and assurances, doing their best to soothe her so they could get back to business. They had no intention of stopping; they merely planned to spend more coin to get the Sea Lord and Council to mind their own business.

The Sea Lord, though, was serious, and after her diplomatic efforts failed she led the Sea Lord's Guard in a campaign to destroy the Thieves' Guild, root and branch. The Back Alley War, as people remember it, lasted three years and led to the extinction of nearly everyone affiliated with the Thieves' Guild. Ever since, no crime syndicate has risen to same level of power and influence as the defunct Thieves' Guild.

The Back Alley War cemented Marquetta's place in Freeport's history as one of the greatest individuals to hold the office of Sea Lord. But conquerors have a way of smoothing the rough edges, overlooking details that would color the memories of events such as this nearly disastrous war. While it is true the Thieves' Guild was involved in slavery and the Sea Lord was certainly justified in her crusade, what no one remembers are the casualties. The Sea Lord's Guard was not particularly choosy about whom they rounded up, butchered, or hanged, and many folks were disappeared just for being in the wrong place at the wrong time. The Thieves' Guild was worse, naturally, attacking families of Guardsmen, murdering the children of merchants, and making good on all the threats they had used to keep the movers and shakers in their pockets. In short, it was bloody as hell, and Freeport was very nearly torn apart before the last vestiges of the Thieves' Guild were erased.

No one really remembers who all the victims were; too many generations have passed over the years and those who lived and died in the war are long gone, or at least that's what most people think.



# APPENDIX FURY IN FREEPORT

## THE TALE OF MELANIE CRUMP A CENTURY LATER

Melanie Crump was a thief, a mother, and a member of the Guild. Crump was a reluctant criminal, turning to crime as a means to survive. She wasn't pretty enough to be a courtesan, wasn't smart enough to attend the Institute, and lacked the gumption to pick up an honest trade. A widow burdened by two young boys, she was desperate and turned to petty theft to make ends meet. As with just about every petty hood and cutpurse in the city, the Thieves' Guild swallowed her up, bringing her into the fold and making sure she had a fair stab at filching purses. The Guild even let her keep most of what she stole. Crump and other junior members had no idea about the Guild's association with Mazin, a distant slaver-city, and many might have withdrawn from the guild had they known of its shadowy benefactor. So in her ignorance, she worked for the Guild, working her part of the Eastern District and struggling to make sure her children didn't follow her example.

One night, during a large and boisterous festival, Crump stole the wrong purse from the wrong man. Her victim was well-dressed, with bronze skin and dark eyes. His robes were soft black velvet and he was attractive in an intimidating sort of way. Thinking the man had money, she nicked his purse and vanished into the crowds. When she settled in an alley to examine what she had collected, she was surprised to find that the only thing inside the bag was a wavy-bladed dagger. The sparkling emerald serving as its pommel would fetch a fair price, but the blade itself seemed useless, pitted and corroded as it was. She tucked the weapon away and headed back to her house. That's when all hell broke loose.

The Sea Lord's Guard chose this night to begin their war and swept through the Eastern District, rounding up anyone they suspected of being affiliated with the Guild. As the sounds of screams and fighting broke out all around, Melanie fled to her home on the edge of Scurvytown, only to find her house in flames and her friends fighting for their lives against a band of Guardsmen. Melanie grabbed the knife from the pouch and threw herself into the combat, terrified and desperate to get to her boys. She lashed out with the blade, unaware that it slew everyone it touched, her eyes fixed only on the small, smoking shapes on her porch. She nearly reached the bodies of her children when a steel-tipped quarrel punched through her middle, piercing her heart. She fell within an arm's reach of her children's bodies, and as she lay dying, she whispered that she'd get her vengeance, make the bastards pay.

A strange thing happened. The knife flared with sickly green light, growing brighter even as the light in her eyes faded. Melanie Crump's body died, but somehow her spirit lived on, trapped within the accursed knife, bound by her vow until she gets her revenge.

In the chaos of the Back Alley War, Crump's knife vanished, not seen again for nearly a century. The blade found its way into the hands of a Guardsman and cultist named Rue and lay hidden in his house for decades until a foolish youth by the name of Aporcus Beedle just happened upon it. Aporcus Beedle's short life was a series of squandered opportunities. A young man, no older than 13, he was kicked out of the Freeport Institute for behavior unbecoming a student—and given how the faculty is quick to turn a blind eye to the more illicit activities of their students, his transgression must have been severe. Beedle had little family in Freeport so his aunt, Delinda Knorbetal—a famed wizard, adventurer, and talented alchemist—offered to take him in as her apprentice. Having few other options, Beedle agreed.

He might have turned a corner with his aunt but he was lazy and a poor student, always looking for the quick fix for his troubles. He spent more time stealing money from his aunt and paying streetwalkers to entertain him in alleys than he did poring over the magical tomes that filled her library. While returning one night from one of his many trysts, he happened to pass by a ruined house, windows and door boarded up and painted with a red "X." A bored Guardsman stood out front, picking his nose. Beedle asked him what was with the place. The Guard replied, "It's condemned. Cult activity, ya know?" Beedle knew a great deal about Freeport's recent troubles, what with the Sea Lord a secret cultist and his failed attempt to plunge the city into madness. Beedle moved along, but the memory of the sagging building haunted him. He wondered what secrets it held, what powers lay hidden inside its sagging walls. Before reaching his aunt's house, he resolved himself to find out and crept back the way he had come.

Using his meager powers, he distracted the Guardman and crept inside. There wasn't much there. Rubble filled the main room, and the back bedrooms and kitchen were positively toxic, filthy with neglect. Still, Aporcus wouldn't give up: He knew something powerful was here. He just had to find it. Find it he did. While examining a suspicious stretch of wall, he found a hidden compartment, and within it laid a small black case. It was heavy, but not too heavy. Fearing the Guardsman would return any minute, Beedle fled, lugging the box with him.

He made it to his aunt's house without trouble and snuck into his room as he did every night. Safe and alone, he opened the case and found it contained a great many treasures, but of particular interest was a strange knife with an emerald pommel. Beedle believed he could sell the relic, but for now, he'd settle for the coins. He gathered the handful of lords, not caring or noticing they were inscribed in the language used by the Mazin slavers, and hid the trunk in a secret space beneath his bed.

## APPENDIX FURY IN FREEPORT



Aporcus Beedle never got the chance to sell the knife, for he hatched another plot, a plot that would see his aunt poisoned and himself inheriting her house and her great fortune. As the knife sat in the trunk, forgotten, Beedle fed his aunt vile poisons until she caught him in a moment of carelessness. Rather than killing him or having him arrested, she threw him out and, perhaps foolishly, gave him a bag of gold to get him started. Beedle squandered his money, fell in with bad types, found himself assaulted, abused, mistreated, and addicted to abyss dust, and so he remained for another five years.

### BEEDLE'S LATEST SCHEME

Beedle has had a bad few years and any chance of him redeeming himself died during his life on the streets. So deep did he fall into abyss dust, he had no idea his aunt had passed away in the Great Green Fire, had no idea her recipes were being used by the Wizards' Guild to reclaim the damaged terrain and transform it into fertile farmland. It wasn't until he heard from a fellow thief (a piece of scum named Slick) that the Municipal Auction House was selling off the Knorbartal Estate that he learned of her demise. At first, Beedle laughed, thinking it a fitting end to the harridan who betrayed him—Beedle has a hard time admitting his own faults—but then he remembered the knife and its sparkling pommel. It was his, after all, and the city had no right to sell his stuff. He had to get to that case before they emptied the house and auctioned off his treasure!

Beedle returned to the Knorbartal house on the Street of Dreams and tried to slip inside, but to his horror, he found the place locked up tight and bound with potent wards to keep people such as himself from breaking in. He tried his magic, but he lacked the strength and knowledge to circumvent the defenses. He almost gave up, but saw a number of wagons waiting out front. It seemed the house was to be emptied on the following day! Beedle snuck inside a wagon where he planned to wait until his case was placed inside. He'd open it, snatch the knife and make a run for it.

Too bad it didn't work. As he had hoped, a wizard dispelled the wards and the workers emptied the house the next morning and even placed the old black case inside the wagon in which Beedle hid, but just as Beedle worked the latch, trying to open it up, a member of the watch saw him and had the gall to try to arrest him. Beedle tried to flee with the case, but he dropped it in the street as he ran for his life. The Watchman picked up the case and placed it in the wagon, where it fell out again in the Warehouse District, straight into Slick's arms.

Beedle wants his case and would do or kill just about anyone to get. He has no idea, at least to start with, that Slick has the case, so he thinks it's somewhere inside the Auction House. Since he was spotted on the street, he doesn't think he can get inside the fortified building. What he needs are dupes, fools who are just hungry and crazy enough to try breaking into the Auction House for him. There aren't many folks with those kinds of stones in Freeport, so Beedle needs someone fresh off the boat.

### ANOTHER INTERESTED PARTY

Beedle, however, is not alone in hunting for the bejeweled knife: O'takan Farastay wants it too. A slaver from Mazin, not that one could tell by looking at him, O'takan has come to Freeport several times over the last few years, looking for his great-great grandfather's knife. This trip, he's found the weapon. An old friend of Tarmon the High Wizard, who has no idea about O'takan's real profession, Farastay accompanied the wizard to the Knorbartal house on their way to lunch at the Diving Fin. O'takan sensed the knife hidden beneath the floorboards in one of the bedrooms. He would have claimed the weapon then, but Tarmon was with him. When he asked what was to happen to all the things in the place, Tarmon explained everything was to be auctioned. O'takan, who's not hurting for money, thought acquiring the weapon by honest means by bidding on the case when it came up for sale a more secure plan. After all, if someone outbid him, he'd simply kill the person later and claim the weapon.

Farastay is cautious, though, and expects the person who claimed the knife would not willingly give it up. Expecting someone to steal the knife from the Auction House, he's decided to take a few precautions by sending one of his more unpleasant minions to make sure the lot's not disturbed.

# APPENDIX FURY IN FREEPORT

## ADVENTURE SYNOPSIS

Fury in Freeport begins simply enough, but grows quite complex as Beedle and Farastay's plans unravel. The player characters are hired by Aporcus Beedle to break into the Municipal Auction House and steal the case, but once inside, the characters can't find the box anywhere and to make matters worse, there's something lurking in the warehouse! Fighting the demon, the characters should suspect there are more dangerous things afoot than a simple robbery.

With their mission in tatters, the characters may be inclined to do a bit of snooping on their own. With some inquiries, they find Beedle has vanished, the case never made it to the Auction House in the first place, and that they aren't the only ones looking for it. The deeper they dig, the more dangerous the game becomes until a rash of murders signals the stakes have been raised. A few questions later, the characters should have all the clues they need to find the other interested party and Beedle.

The adventure concludes with a desperate battle on the deck of O'takan Farastay's ship, the Narwhale, where the characters must fight their way through his fearsome slave sailors and reach the Mazin warlock before he can complete the ritual to conjure a terrible fiend from the darkest hell, and maybe save their treacherous employer from near certain death.

## GETTING STARTED

Fury in Freeport assumes the player characters are new to the city, fresh off the boat. Unaware of the Auction House's level of security or Beedle's duplicity, it makes them the perfect patsies for the theft. However, with a little adjustment, the characters could be natives of the city and if so, you should be prepared for possible advantages they may have as the adventure unfolds—namely a familiarity with the city and possible contacts.

## APORCUS BEEDLE

He's young, about twenty, with pinched features and an irritating smirk. He has thin brown hair and a long nose. His eyes are beady and he has a foul swollen blister on his bottom lip. He wears a stained brown shirt, black breeches torn on one knee, and decaying shoes on his feet.

Aporcus Beedle, as described in the Adventure Background, is a thoroughly unpleasant man. Selfish and equipped with a dim cunning, he has a tendency not to think things through and it doesn't dawn on him that by recruiting others, he's creating future liabilities. Oh, it'll hit him eventually and when it does, his solution consists of making

## DARN PLAYERS...

Sometimes the best-laid plans go to waste and with the shadiness of their employer, clever characters might think it's a good idea to double-cross Beedle, or worse, refuse to do the job at all. Should they head down this road, don't worry. There are plenty of opportunities to get them back on track. Try one or both of the following hooks to corral the characters.

### HUNTED BY THE WATCH

A sergeant in the Watch learns of the break-in at the Municipal Auction House, and after some investigation, turns up the characters' names. In his eyes the characters are guilty, and he plans to arrest them. Luckily, the characters catch wind the Watch is looking for them, which should be ample motivation for them to look for the case and clear their names. Should they still refuse, the Watch turns out in numbers when they get a tip the characters are behind a new rash of murders (see Part III). In the later case, you may have to give the characters a bit more time to do the investigation described in Part II, so delay the Beedle's attempt at killing Uri for a day or so (see The Last Heir).

### WIZARDLY PRESSURE

Tarmon has known something lay hidden in the Knorbartal house, something powerful and not at all healthy for Freeport. He would have just destroyed it, but he also wanted to find out who hid it in the house. He ordered the auction of the House's contents—after he picked them over of course—in the hopes of flushing out the owner and any other interested parties. The case and the item went missing, right out from under his nose, so he's a bit angry. To keep his hands clean, he hunts for some disposable characters to recover the case and find out just who exactly has it. If you use this approach, Tarmon finds the characters after the Auction (see Encounter A in Part II).

# APPENDIX FURY IN FREEPORT

sure the characters are dead. The big problem with Beedle is he's flat broke and has nothing to offer the characters to get their help. His solution is to pay them a percentage of what he gets for what's inside the case, not that he plans to tell them what's in there and he knows it's good and locked. "I know a person who'll pay a premium price for what's inside... And no, I'm not telling you who it is or what's inside." He starts by offering the characters 20% of what he gets, claiming "I can get at least a thousand lords for that box—from the right buyer." Shrewd characters can get him to go all the way up to 50% with a successful DC 20 Diplomacy or Intimidate check. He doesn't say anything more. Assuming the characters agree to his terms, he instructs them to meet him at the Chumhouse in Scurvytown when they've got the trunk. See Encounter B in Part II.

## SNOOPING

Characters curious about Aporcus Beedle can ask around by making a Streetwise check. The final clue could lead the characters to the Knorbortal House. See Encounter E in Part II.

**Table A-1: Beedle**

DC	Information
10	"Beedle, you say? Yeah, I know him. He haunts the back alleys of the Docks mostly, though I've heard he's been spending more time in Scurvytown."
15	"Oh, Aporcus, yep, I know him and if you see him, tell him he ain't welcome 'round here. Bastard owes me 2 lords!"
20	"He's a thief, as I hear it, and not a good one. Seventy-seven Hells, even the Canting Crew won't have anything to do with 'im."
25	"Beedle's a piece of work. They say he tried to kill his aunt, the gods bless her. To think, Knorbortal could be kin to him! You ought to steer clear of Beedle. He'd stick a knife in you if he thought you had two pennies to rub together."

## -PART I BREAK IN-

The characters have about 12 hours from the start of the adventure to get inside the Auction House, get the case, and get out. After that, the Auction House opens for business. Security is extremely tight, and smart players should take time to scout the place before going forward.

## MUNICIPAL AUCTION HOUSE

Squatting in the center of the Warehouse District is the Municipal Auction House. A 20-foot high stone wall capped in rusting spikes surrounds the compound, making the building look decidedly unwelcome. Inside the walls is a bunker-like building constructed of gray stone blocks mortared together.

## DEFENSES

Seven members of the Watch stand guard here at all times. Two guards patrol the yard between the building and the outer wall (Area 1), another guard stands in the gated entrance (Area 2), and another guard and the sergeant sit inside the main room (Area 3), while two more guards stand watch over the storage room (Area 6). Crask Tolberg, the dwarf that runs the place, sits in his office (Area 4) throughout the night unless there's trouble—he hides under his desk if there's trouble. Furthermore, the sergeant carries an amulet that lets him transmit a message to the Wizards' Guild for backup if needed. Whatever the characters decide, they need to be quick, quiet, and practically, if not literally, invisible. For the regular watchmen and the sergeant, use statistics for the Watch found in Chapter Seven: Denizens of Freeport.

**Crask Tolberg** **Level 3 Lurker**  
Male medium natural humanoid, dwarf XP 150

**Initiative** +7 **Senses** Perception +7; low-light vision

**HP** 40; **Bloodied** 20

**AC** 17, **Fortitude** 15, **Reflex** 14, **Will** 15

**Speed** 5

⚔ **Mace** (standard; at-will) • **Weapon**

+8 vs. AC; 1d8 + 2 damage.

↪ **Taunt You Further** (standard; at-will)

Ranged 10; targets Crask's quarry (see *tongue lash*); +6 vs. Will; 2d8 +5 damage and the target is slowed (save ends) and the target is no longer Crask's quarry.

↪ **Tongue Lash** (standard; at-will)

Ranged 10; +6 vs. Will; 1d10 + 3 damage plus 5 ongoing damage (save ends). *Effect*: The target is designated as Crask's quarry.

### Racial Trait

When an effect forces Crask to move, he moves 1 square less than the effect says. Crask may make a save to avoid falling prone when an attack would knock him prone.

**Alignment** Unaligned **Languages** Common, Dwarven

**Skills** Bluff +6, Diplomacy +6, Stealth +6

**Str** 12 (+2) **Dex** 14 (+3) **Wis** 13 (+2)

**Con** 15 (+3) **Int** 10 (+1) **Cha** 12 (+2)

**Equipment** mace, leather armor, courtier's outfit, 150 gp

# APPENDIX FURY IN FREEPORT

Mean-spirited and a skinflint, Crask is a ruthlessly entrepreneurial dwarf who profits from the sale of goods moving through the Municipal Auction House. Crask runs a tight ship, and by pulling strings with the Council, he gets a group of watchmen for security. If the characters sneak in and corner him, his gruff facade crumbles and he breaks down into tears. He begs the characters to let him live, and offers to do whatever they want.

## GETTING INSIDE

The most obvious way into the Municipal Auction House is through the front doors. The outer doors, those set in the wall, are large, wooden, and bound with rusting iron bands. The guard has a bar in place at sunset to ensure no one gets inside. Beyond the outer doors, a fenced-in gauntlet leads to a pair of double doors into the House proper. The walls flanking the approach have a swinging gate on the eastern side to let the guards in to patrol the yard.

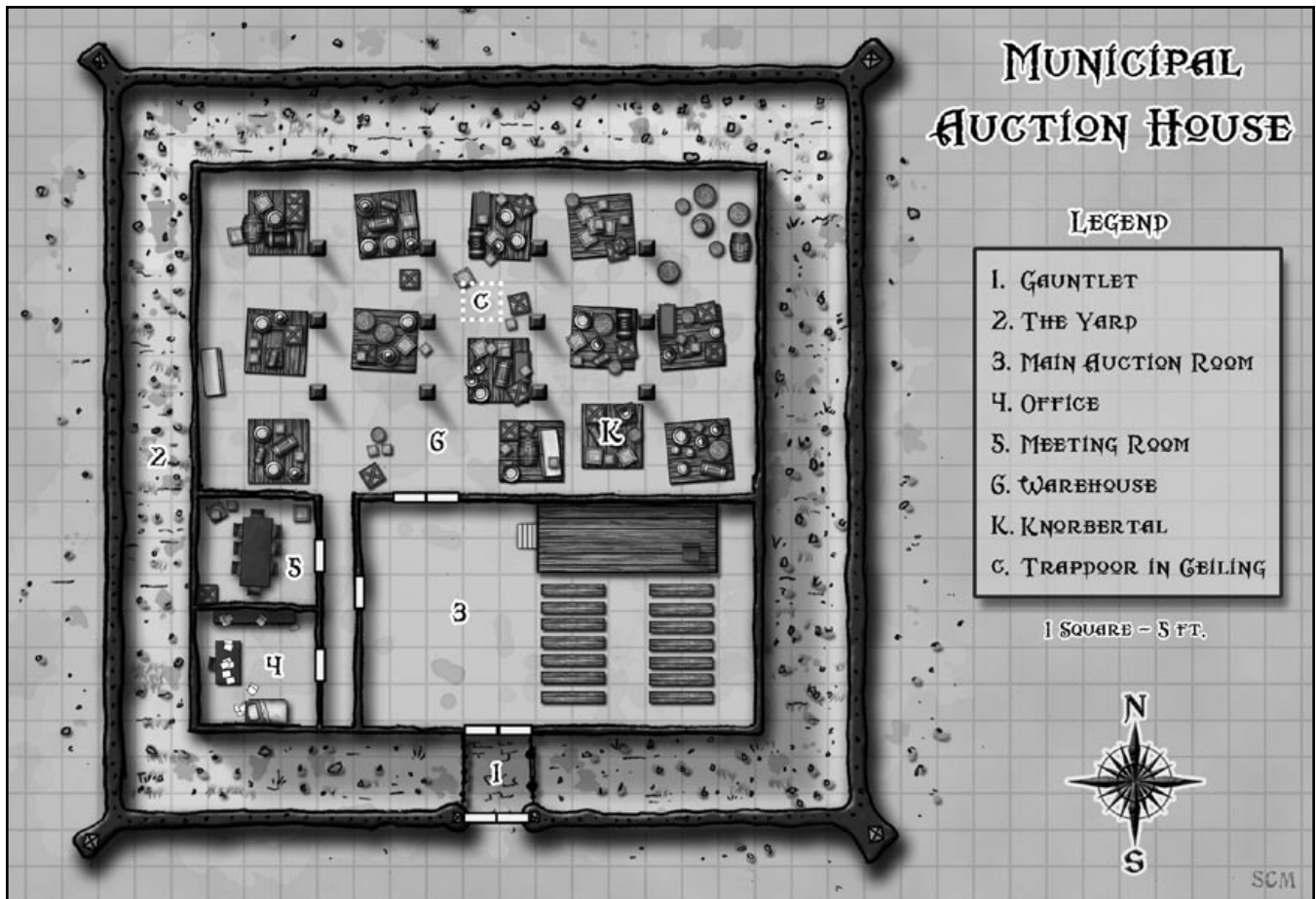
**Locked Outer Doors:** 4-in. thick; Break DC 30;  
Thievery DC 30.

**Locked Inner Doors:** 2-in. thick; Break DC 25;  
Thievery DC 25.

The guard sergeant carries the key and he's inside. The characters could climb over the walls. Climbing the wall requires a DC 25 Athletics check, but using a grappling hook and rope reduces the DC to 10. Climbing characters must also make opposed checks (Stealth checks opposed by the guard's Perception checks). Don't forget to apply any Listen modifiers due to circumstances.

Once inside the yard area, the characters could climb the walls of the building, though hooking a grapple may draw attention. Guards need to succeed on a DC 10 Perception check (adjust DC with circumstantial Listen modifiers as appropriate). On the roof, there's access to Area 6 through a ceiling vent. Removing the ceiling vent requires a DC 10 Strength check and a DC 5 Stealth check to prevent the guards in this room from hearing the scraping of the vent against the roof.

The guards change positions every hour to keep them fresh. Both guards in Area 2 move to the sole gate into Area 1, effectively leaving the yard empty for about a minute.



# APPENDIX FURY IN FREEPORT



## STEALING FROM THE MUNICIPAL AUCTION HOUSE

Some players may conclude that since they are in the Auction House anyway, they should relieve it of various and sundry goods they deem as valuable. Much of the items here are simply too large to transport, consisting of furniture, chests, and heaps of clothing. Other items have limited value, with some goods being only worth something to buyers who know an item's function or purpose. There are no gems, no coins, and only large bulky objects. Characters looking to fill their pockets are bound to be disappointed, though if they persist, a cursed item is a good way to teach them to keep their hands to themselves.

## KEY LOCATIONS

All of the following locations can be found in the Municipal Auction House.

### I. GAUNTLET

This fenced in approach restricts traffic from the outer doors to the inner doors. A 10-foot-tall fence flanks the 10-foot-wide path. Climbing the fence on either side requires a DC 25 Athletics check, though a grapple and rope reduces the DC to 10. There's a locked hinged gate on the eastern fence (Thievery check DC 25 or Strength DC 25).

### 2. THE YARD

The gap between the outer wall and the house proper forms a yard of sand, loose stone, and trash.

### 3. MAIN AUCTION ROOM

This large chamber holds seven rows of benches, a stage with a brown tarp to serve as a backdrop, and a lectern on which there sits a gavel. A short set of steps leads up to the stage. A pair of double doors set in the north wall leads to the warehouse, while a single door on the west wall leads to an office.

### 4. OFFICE

This small office contains a foul cot, desk, lamp, and a sagging set of shelves that overflow with papers, junk, and old food. A successful DC 12 Perception check turns up 55 gp and a fist-sized green gem worth another 25 gp. In addition, a manifest defines the labels marking the pallets. This makes finding the Knorbortal pallet far easier. Crask is always here.

### 5. MEETING ROOM

This room holds a large oak table and a dozen chairs. A few wooden crates sit in the corners, holding junk not even Crask could sell. Contents include such things as a broken wheel, an empty vial, an old moldy piece of bread, a ship in a bottle without the ship, darkly stained rags, a bag of spit, and other rubbish Crask hasn't gotten around to tossing into the sea.

### 6. WAREHOUSE

Easily the largest room in the building, it measures about 75 feet across and 45 feet deep. Inside and standing on pallets are all manner of boxes, barrels, and crates, some covered with tarps, others with dust. Each pallet is marked in chalk to describe the lot. Thick wooden beams hold up the ceiling some 20 feet overhead. The air is thick with dust and the stench of mildew and rot. A hallway to the south, leads to the offices.

The Knorbortal Lot is located on the pallet marked "K" on the map and literally on the pallet. Characters who don't think to look for a manifest may have to spend some time searching all the pallets, which could be frustrating and dangerous. A successful DC 5 Perception check reveals each pallet is marked with a letter. There's only one pallet with a K. Searching the pallet's contents thoroughly takes about 5 minutes and characters examining the contents must succeed on DC 10 Stealth checks or draw the attention of the guards. Unfortunately, there's no sign of the case. Before the characters have a chance to turn the place upside down, they discover they have company.

# APPENDIX FURY IN FREEPORT

<b>Drudge</b>	<b>Level 2 Brute</b>
Small elemental humanoid (demon)	XP 125
<b>Initiative</b> +3	<b>Senses</b> Perception +1; darkvision
<b>Noxious Fumes</b> aura 1; each enemy within the aura takes 2 points of damage whenever it takes a standard action. Multiple noxious fumes deal cumulative damage, up to 6 damage.	
<b>HP</b> 44; <b>Bloodied</b> 22 (see also <i>death curse</i> )	
<b>AC</b> 14, <b>Fortitude</b> 15, <b>Reflex</b> 13, <b>Will</b> 14	
<b>Speed</b> 6	
⊕ <b>Blackened Claws</b> (standard; at-will)	
+5 vs. AC; 2d6 + 3 damage.	
⊕ <b>Bloody Revenge</b> (free, when first bloodied; encounter)	
The drudge attacks two creatures with blackened claws.	
⊖ <b>Death Curse</b> (when the drudge drops to 0 hit points) •	
<b>Acid, Zone</b>	
Close burst 2; the burst creates a zone of acid centered on the drudge that lasts until what would be the start of the drudge's next turn. Any nondemon that enters the zone or starts its turn there takes 5 acid damage.	
<b>Alignment</b> Choatic evil	<b>Languages</b> Abyssal
<b>Str</b> 16 (+4)	<b>Dex</b> 15 (+3) <b>Wis</b> 10 (+1)
<b>Con</b> 15 (+3)	<b>Int</b> 5 (-2) <b>Cha</b> 8 (+0)

## LURKER IN THE DARKNESS

Not trusting the Auction House's defenses, Farastay dispatched one of his minions, a drudge, to keep an eye on the Knorbortal pallet and deal with anyone snooping around. A drudge is a demon, its rotund body covered in a sheen of grease and its spindly arms and legs ending in blackened claws. Its face is somewhat human-like, but twisted, droopy, and altogether hideous. The first time the characters see the drudge, make an insanity attack (+2 vs. Will Defense). A successful attack means the character gains 1 Insanity Point.

### DEVELOPMENT

The sounds of fighting are sure to attract any guards in this room (Perception DC 3 plus any circumstantial Listen modifiers that apply). Active guards investigate the commotion and join the fight once combat begins. It takes 2 rounds per room for the rest of the guards to move toward the commotion until they all arrive. Watchmen joining the battle spend their first round considering which side to help: the fiend or the adventurers. On the following round, they figure the characters triggered something dangerous and released the horror. Before they arrest the adventurers, though, they pitch in to help them kill the fiend. The sergeant doesn't use his amulet unless half of his guards fall, at which point a journeyman wizard (see Chapter Seven) arrives after 1d20+5 rounds to clean up the mess.

Once the watchmen join the fight, the PCs have their chance to flee. The men are in no position to stop them, their hands being full with a demonic menace.

## DARN PLAYERS...

One likely outcome from this break-in is that the characters are captured while trying to relieve the Auction House of the case. Should this happen, the characters wind up in the Tombs where they await their trial sometime the next morning. Describe this with as much detail as possible, being sure to pay extra special attention to the squalor and filth of Freeport's infamous dungeon. Have a few prisoners make suggestive offers to the characters, a guard smile at them showing blackened teeth and mention the hanging that's sure to greet them come morning, and be absolutely sure to mention the rats...

Let the players stew for a bit and maybe even try to find a way out. It's important to give them a taste of the Tombs, but before they're ready to give up (or before they're ready to enact their daring escape), the High Wizard Tarmon shows up. Even though this is a touch heavy-handed, Tarmon does have a good reason to spring the PCs. Before he does, though, he questions them to find out whether or not they're cultists, what they were doing in the Auction House, who they were working for, and what it was they were seeking. Once satisfied that the characters were not plotting some treachery against the city, he makes them an offer.

Tarmon investigates the Auction House himself and learns, to his dismay, that the item wasn't there, which means a skilled thief managed to slip in and steal the case before or during the demonic attack, or the item was never actually there. In any event, his plan failed, and now his casual interest blossoms into something a little more intense. He offers to let the PCs go provided they find their employer and the contents of the case and deliver them to him. Should they agree, he snaps a finger and the locks on their doors open. Should they refuse, well, it's best not to dwell on that too much.

## -PART II THE MISSING CASE-

The case wasn't in the Municipal Auction House because it never made it there. After Beedle's botched theft, the guard put the box back in the wagon, but before he could secure it, his superior came by to find out what had happened. Distracted and intimidated by his boss, the guard forgot all about tying down the case and when the wagon rolled down the street, it was just a matter of time before a pothole jostled the contents and sent them spilling out onto the road, for an enterprising thief to find and claim for himself.

This enterprising thief was none other than a common rogue named Slick, the very same individual who informed Beedle about the Knorbetal auction. Sensing great fortune, he plucked the black box from the street and slipped into an alley to see what was inside. He found little of interest or value aside from the dagger with the emerald pommel. He might have dumped the rest of the junk into the sewer, but thought there might be someone interested in them, so he set out to sell everything he had found. He got rid of everything but the dagger. For some reason, he felt he couldn't part with it, couldn't let it go. Still, he made enough coin to purchase a pouch of snake weed, so he called it a day and headed back to his usual haunts in the Docks.

Soon after the PCs head out to rob the Auction House, Beedle learns that his erstwhile friend had come into money after recovering a lost box. Incensed and forgetting all about his employees, Beedle hunts down Slick, knocks him out in an alley, and takes the knife from the unconscious thief.

### WHAT NEXT

The outcome of Part I determines how the player characters become involved in Part II. In all likelihood, the characters are probably a bit put out with Beedle and are likely in foul moods, especially if they believe he set them up. On the other hand, if they botched the Auction House and wound up in prison, they may have other reasons to hunt down Beedle—such as the High Wizard breathing down their necks. In any event, curiosity, revenge, or the love of adventure finds the PCs embroiled in a strange plot involving a whole host of gloomy locations, sinister figures, and wicked plots.

This section can be challenging to run since it involves a number of characters and locations, requiring the characters to travel throughout the Old City, Warehouse District, the Docks, and possibly Scurvytown. You should be familiar with these districts, being sure to review their chapters in the *Pirate's Guide to Freeport*. To help keep all the threads straight, reference Table A-2, which summarizes the Encounters and the Information the adventurers ought to learn over the course of their investigation.

There are a number of ways for the investigation to turn south, with characters getting hung up on red herrings, coming to the wrong conclusions, or just simply giving up. None of these events are individually necessary to see the adventure to its end, so let the players explore as they like. If the game begins to slow and no new ideas bubble up, move on to the next day and Part III.

### A-2: Part II Summary

Encounter	Information Learned	Connections
A. Auction House	Case wasn't present, items sold were standard, mention of "man in white"	Part I, B, F, H
B. Finding Beedle	Chumhouse, Blackened Knot, coming into money, possibly where Beedle lives	C
C. Beedle's Flat	Kergen's Kradle, coming into money, smell of snakeweed, Slick	D
D. Slick	Fate of the case, case's contents, Dimetrios	E, J
E. Buyers	Dead ends	—
F. Knorbetal House	Empty house, Uri Tasovar, man in white, Tarmon	G, H
G. Wizards' Guild	Dead end	—
H. Man in White	Identity of man in white, connections to Tarmon, Narwhale	F, G, I, J
I. Narwhale	Strange crew, Dimetrios, Mazin	J, Part IV
J. Dimetrios	Mazin connection, identity of man in white	I, Part III, Part IV



# APPENDIX FURY IN FREEPORT

## A. THE AUCTION

There are a slew of reasons to return to the Auction House: The PCs might have skipped over the break-in from Part I, thinking to rob whomever bids on the case. The characters might have failed to break in and now look for a way to finish the job. Or, the PCs may want to see who else turns up to snoop around. Regardless, the Knorbortal auction occurs as planned at eight o'clock sharp (unless the PCs burned down the building—then no one shows up). The bidders include a number of nondescript wizards, a fat merchant of little import, and a curiously handsome man named O'takan Farastay (see Encounter H).

Characters spotted during the break-in the night before ought to consider disguises or some other way to mask their appearance. Crask has a good memory and seeing anyone who looks like the thieves from that harrowing night is enough for him to call for the Watch.

Obviously, the case is never auctioned off because the case isn't here. Any characters present who are watching the audience for expressions or odd behavior may make Insight checks opposed by Farastay's Bluff check to get a sense that the man seems disappointed.

Characters who opt not to attend the auction can find out much of the same information with a DC 15 Streetwise check. A success gives them a good idea about what was sold and the conspicuous absence of the coveted case. Success by 5 or more gives the characters general descriptions of those in attendance—use various characters described in this book or make up a few others. The only one of import is Farastay. Any efforts to follow up on other NPCs present for the auction give you an excellent chance to plant adventure seeds for future scenarios. Or, they could just lead to dead ends. An investigation into Farastay leads the characters to Encounter H.

Finally, the characters might conclude that Crask still has the case somewhere inside. If approached, he denies having it and a DC 15 Insight check confirms he's telling the truth. Persistent characters might think to break into the Auction House once more. Let them, but double the guards and add a journeyman wizard from Chapter Seven.

## B. FINDING BEEDLE

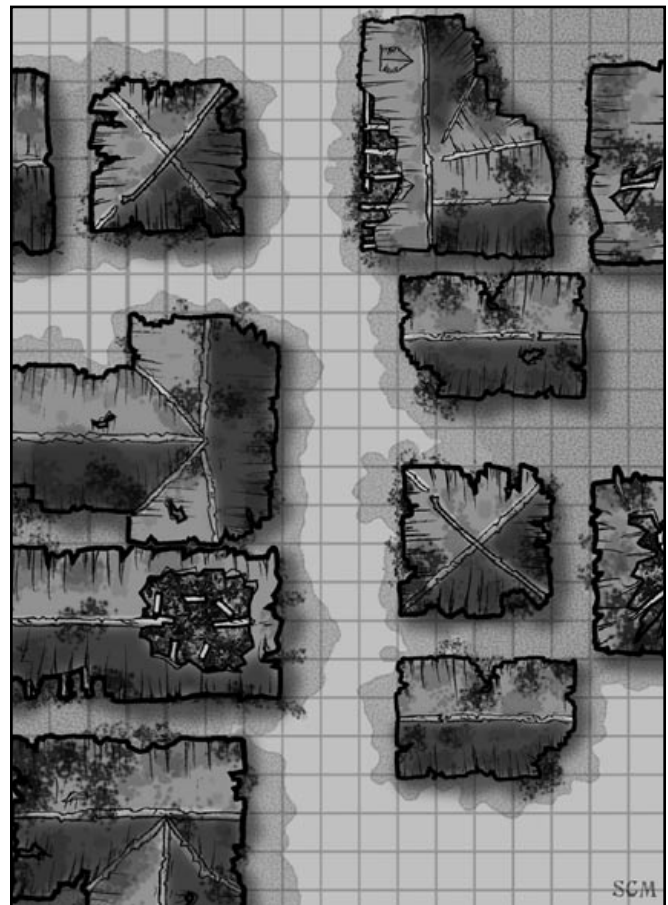
According to the terms of the agreement, once the characters acquire the case, they are to give it to Beedle at the Chumhouse in Scurvytown. Characters may wish to report their failure or confront Beedle if they suspect him of double-crossing them. A DC 15 Streetwise check identifies where the Chumhouse is located (if they are local) or gets the characters decent enough directions to find it. Characters who succeed by 5 or more on either check know or learn the dive has a nasty reputation and is frequented by hate groups committed to driving savage humanoid out of the city completely. Success by 10 or more connects the Chumhouse with the Blackened Knot.

Scurvytown is not a nice place to live and less of a nice place to get lost. It's a district where anything goes and where breaking the law is a matter of course. Gangs, crime lords, and scum rule, and they don't have much use for anyone not of their own kind. Generally, Scurvytown is passable by humans and other common Freeporters, but savage humanoids face hostile stares and possibly open violence if such characters stray into the depths of the neighborhood. In short, so long as the characters stick to the waterfront, no one hassles them too much—a few jeers, thrown trash (at orcs), and foul name-calling is the worst they face.

## THE BLACKENED KNOT

The Blackened Knot is a violent group of bigots who spend all their energy beating up and killing orcs and goblinoids in the hopes of nudging them out of the city. While their task has largely been achieved, the gang still walks the streets, kidnapping innocent humanoids and making examples of them—lynching being the most common. (See *The Pirate's Guide* page 76 for details on this group).

Slipping off the main route to the Chumhouse puts the PCs at risk of encountering the Blackened Knot if their party contains any orcs or goblinoids. Every 30 minutes of wandering has a 5% chance of such an encounter, consisting of one Apprentice Thug plus one more for each character (use Apprentice Thug statistics found in Chapter Seven: Denizens of Freeport). Half of their numbers come out of the street in



# APPENDIX FURY IN FREEPORT

front of the characters with the rest emerging from behind. The gang members are cowards at heart and fight only as long as at least half of their fellows still stand.

A fight here does not draw the attention of the authorities (what authorities?). Locals and onlookers vanish and don't look back as they try to get away from the fight. While the characters don't have to worry about legal repercussions for swapping blows on the streets, there's no help coming either.

If any of the gang members get away, the characters make enemies of the Blackened Knot and are likely, at your discretion, to have a few more scrapes with them down the road. Taking any of the gang members alive results in little more than a torrent of anti-humanoid rhetoric, name-calling, and a variety of colorful curses. These particular gang members don't know about the case, Beedle, or anything useful about this adventure.

## THE CHUMHOUSE

The Chumhouse is a rough tavern at the end of one of Scurvytown's short piers. Sagging, dilapidated, and covered in gull droppings, the place is just as unsavory as it looks. The stench of the nearby fishery only adds to its ambience, filling the air with the tang of rotting fish guts and vomit. There's no sign over the door, and indeed nothing to indicate it's a business. It is made even more obscure by the slime clinging to the walls.

Aporcus Beedle chose this place because it's one of the few he hasn't yet worn out his welcome. In exchange for his small skills garnered from studying wizardry with his aunt, Abel Wackets (male human Journeyman Thug), the current owner, gives him drinks and a bit of gruel. Beedle doesn't have a particular grudge against orcs and goblinoids, but that's never stopped him from doing wrong before, which is good for him since this place is the unofficial headquarters of the Blackened Knot. Beedle intended to meet the characters here, but his plans changed once he came across the dagger on his own. He's not considerate enough to let them know; he just goes his own way.

Business is at its slowest during the daylight hours when customers are off working on the Docks or sleeping off the previous night's excesses. Wackets doesn't unlock his door until late afternoon on any given day, and until sunset he's in a fouler and more disagreeable mood than he normally is. When the characters arrive, the place is empty except for Wackets who sits on a stool behind the bar.

The Blackened Knot forms the core of the Chumhouse's clientele and so at night the place is full of their kind of scum. Every "customer" is human and very suspicious of anyone they don't know. All human parties can come and go from the place provided they haven't crossed the Knot before, they mind their manners, and can take a bit of off-color comments. Parties with dwarves, elves, gnomes, and the like get a wall of hostile glares and grumbling. Orcs and goblinoids stumbling inside get an ugly reception. Five apprentice thugs here plus one apprentice thug for each character attack any goblinoid PCs with the brass to step in this hornet's nest.

## CHATting WITH THE LOCALS

Assuming the characters took the proper precautions and left any orcs and others somewhere safe, the PCs can snoop around here. Everyone inside is unfriendly and unless their attitudes are improved to friendly (DC 25), the characters get nothing. Characters injecting a lot of anti-orc comments get a +5 bonus on their Bluff or Diplomacy checks. Saying they know Beedle doesn't help or hurt their chances. Friendly locals all know Beedle, but they haven't seen him for a few days. They don't have many nice things to say about him, frequently commenting on his loose loyalties and clear lack of commitment to their cause. Helpful locals reveal Beedle sometimes stays at Kergen's Kradle in the Docks—possibly leading the characters to Encounter C.

Characters speaking directly to Wackets may have a bit more luck. During the day, he's unfriendly, but at night, he's indifferent (owing to too many nips off the bottle). He's not happy with Aporcus and would love to get his hands on him—a useful fact that might help the characters in Part IV. Characters improving his attitude to friendly learn, "Aye, the right bastard double-crossed me. He was to be here tonight fer this job, ya'see. I vouched for the lad, and he pulls a no-show. Serves me right, I guess. Never trust a wizard." If helpful, he explains the nature of the job: Beedle was to accompany a few other members of the Blackened Knot to go string up an orc in Bloodsalt. Wackets also explains Beedle had been talking about coming into some money. "Guess he did." Wackets can also tell the characters all of the information gained from the other locals.

## G. BEEDLE'S FLAT

Another likely place to find Aporcus Beedle is at his "house." Either asking around the Docks (and succeeding on a DC 20 Streetwise check), or braving Scurvytown to check in at the Chumhouse, turns up that Beedle sometimes stays at Kergen's Kradle.

## KERGEN'S KRADLE

The Kradle is an unpleasant flophouse that lets rooms to sailors, vagabonds, or those looking for a few hours (or minutes) of privacy. Famed for flexible rental rates as well as its uncommonly filthy rooms, few folks choose to live at the Kradle and more often just wind up there. Finding Kergen's Kradle is easy: It's a big building surrounded by an infestation of smaller hovels, pubs, and shops of suspicious character (DC 10 Streetwise).

The Kradle is two stories tall with bars on all the windows. Entry is gained through a single door in the center of the building and just inside is a foyer, where Kergen himself sits inside of a fortified room with a barred window where he can safely talk to his guests. From there, he can pull a lever to unlock the door leading to the rest of the place, granting access the various rooms, stairs, and halls beyond.

# APPENDIX FURY IN FREEPORT



Kergen is a disgusting man with an olive complexion, a sweep of pustules around his mouth and a greasy mop of black hair glued to his sweating brow. He wears a sleeveless white shirt stained brown, revealing lewd tattoos of various faerie women in impossible poses along both arms. When the characters enter, he quickly drops a pamphlet to his desk, looks up, and grins. “My... Large group. No questions, I always say. How long ya need?” Characters correcting his assumption find his smile vanishes. “Well, what do you want then?” Kergen is indifferent and generally unhelpful. An Intimidate check (against his Insight +4) or a DC 15 Bluff or Diplomacy check improves his attitude to friendly and changes his tone. Note each gp spent in bribes grants a +2 bonus to a Bluff or Diplomacy check.

A friendly Kergen sells out Beedle. “Nope, he ain’t here. Ha’ent seen him fer two days, I guess. And no, I haven’t any idea where he’s hiding, either. If you see him, tell ’im I don’t care what kinda coin he’s coming into, I’m selling his stuff.” Kergen has already emptied Beedle’s room and keeps his pathetic possessions in a burlap sack behind the desk. Kergen offers to sell the bag for 20 gp, though a DC 10 Diplomacy or Intimidate check gets him to part with it for 5.

## BEEDLE’S BAG OF JUNK

The first thing the characters notice about the bag is that it reeks. A DC 15 Streetwise check reveals the stench is snake weed, a noxious and illegal drug still seeing circulation despite the city’s ban. There’s not much of interest here. The contents include a blood-stained shirt, a pair of soiled underclothes, one

weighted knucklebone die, a broken knife, a wooden token, and a silk bag embroidered with a stylized K. The bag, which is worth 1 sp, once held the coins Beedle’s aunt gave him when she threw him out of her house. The bag should point the characters toward the Knorbartal House if they haven’t thought to explore the place yet, but the real clue is the odor. If asked about snake weed, Kergen says, “Looking to score some, huh? Yeah, I know a guy.” For a silver piece, he says, “Yeh need to check with old Slick. He’s a thief, but he also deals. Friends with old Beedle, ya know.” He doesn’t know anything about the pouch. He gives the characters a description of Slick and says, “He’s bound to swing by here at some point.” Slick is described in Encounter D.

## D. SLICK

Slick is a petty, no-good piece of street scum. A thief and a drug dealer, he spends most of his days nicking purses at the Seaside Market and his nights peddling drugs in the alleys next to the Docks’ worst pubs. Slick doesn’t have much to do with the Canting Crew or the Syndicate, except to stay out of their way.

Slick does eventually show up at the Kradle to do business with a few regular customers, but the characters might find him if they spend some time at his other regular haunts—he’s spending much of this night at the Rusty Hook. Characters can learn more about Slick by making a Streetwise check while in the Docks district.

Whether the characters simply wait for Slick to show up or find him in the Seaside Market (by day) or at any of the taverns in the Docks (at night), the encounter unfolds the same. Once he spots the characters, he suspects they want him for something he did, and so, being a coward, he flees. If the characters want to talk to him, they’re going to have to catch him.

<b>Slick</b>	<b>Level 2 Skirmisher</b>	
Male medium natural humanoid, human	125 XP	
<b>Initiative</b> +6	<b>Senses</b> Perception +2	
<b>HP</b> 38; <b>Bloodied</b> 19		
<b>AC</b> 16; <b>Fortitude</b> 14, <b>Reflex</b> 15, <b>Will</b> 14		
<b>Speed</b> 6		
⊕ <b>Dagger</b> (standard; at-will) • <b>Weapon</b>		
+7 vs. AC; 1d6 + 3 damage.		
<b>Combat Advantage</b>		
Slick deals an extra 1d6 damage on any attack against a target it has combat advantage against.		
<b>Alignment</b> Evil	<b>Languages</b> Common	
<b>Skills</b> Acrobatics +5, Bluff +5, Streetwise +5, Thievery +5		
<b>Str</b> 14 (+3)	<b>Dex</b> 17 (+4)	<b>Wis</b> 13 (+2)
<b>Con</b> 14 (+3)	<b>Int</b> 10 (+0)	<b>Cha</b> 10 (+0)
<b>Equipment</b> dagger, cloth armor, 4 doses of snake weed, 2 doses of abyss dust		

# APPENDIX FURY IN FREEPORT

Table A-3: Slick

DC	Information
15	“Slick’s not worth two pennies, if you ask me. He’s one of those freelancers. I don’t like the Canting Crew anymore than anyone else, but at least abide by rules. Slick and his kind just steal from whomever they want.”
20	“Slick? The thief? He’s more a pusher than a thief. Deals in snakeweed and abyss dust, or so they say. One of these days, the law’s gonna catch up with him and do him in.”
22	“You looking to buy? No, not drugs. Old Slick’s come into some other goods, dark things, occult things. He’s created quite a stir in the ‘round here.”

## THROUGH THE STREETS!

You can narrate the chase sequence, attacking a character’s Reflex defense or calling for an ability check every so often to avoid or slip around obstacles while running, or you can use a more mechanical approach. In case of the latter, each round, Slick and the characters make DC 15 initiative checks. Everyone that succeeds gets one chase point. Everyone that fails loses a chase point. Characters with negative chase points are out of the chase. If at any time Slick gets four or more chase points more than the characters, he gets away. Conversely, if any hero gets four more chase points more than Slick, they catch him. If the characters fail to catch Slick, they’ll have to scour the Warehouse District for him. Each search takes 1d4 hours, at which point the chase begins again.

## OBSTACLES

Every round, there’s a 20% chance of encountering an obstacle (a swarm of terrified bats, a crying child, an overturned cart, and so on). These obstacles attack all characters including Slick (+5 vs. Reflex). If the attack succeeds, the target loses a chase point as they become tangled up in the obstacle.

## GOTCHA!

Once the characters catch Slick, he breaks down weeping. He begs the characters to let him live, claiming he’ll do whatever they want. Slick is a scrawny man, about twenty, and filthy. He has a mess of fresh bruises on his face. Treat Slick as being friendly for the purposes of social interaction. Slick answers these likely questions as follows.

*Where’s Beedle?* I don’t know. I haven’t seen him since I told him about... I haven’t seen him.

*Told him about what?* The Knorbortal House. They were taking the stuff to auction. It was weird. As soon as I said it, Aporcus said something about a case and got all excited. He left soon after.

*Where’s the case now?* Gone.

*Where?* I sold it. I sold what was in it.

*How’d you get it?* It fell of a wagon. I thought the God of Thieves had favored me. I guess I was wrong, huh?

*What was inside?* Ah, this and that. Junk, really.

*What in particular?* Alright, alright! There was this black bag full of teeth. A thimble-sized jar of paste. An old scroll with weird writing.

*Was that it?* Well, there was a dagger, too.

*Who did you sell this stuff to?* The bag of teeth, I sold to a witch in the Seaside Market. Cleita. The jar of paste I sold to some fella that just got off the boat. I told him it would keep off the flies. Let’s see. Oh, the scroll. I sold it to one of them wizarding types. Don’t know the name.

*And the dagger?* Never got a chance to sell it. I was robbed! That’s how I got this. [Points to his head.]

*Did you see the attacker?* No. I was walking along and then I got hit from behind.

*What did the dagger look like?* Like junk, at first. Wavy blade, pitted and rusty. The only thing of worth was the emerald in its pommel.

*Anything else about the dagger?* Now you mention it, I felt somewhat funny while I held it, like it wanted me to do something... Something bad. For the whole day, I’d been seeing stuff out of the corner of my eye, like there was some woman that was following me.

Further questions reveal little else of interest. Slick doesn’t know where Beedle is. He grudgingly accepts Beedle might have been the one who attacked him. Getting him to reveal the identity of his supplier whom he sells drugs for requires an Intimidate check. A success gets him to spill the name Dimetrios (see Encounter J). Go to Encounter E if the group wants to follow up on the buyers.

## E. THE BUYERS

Cleita is a hedge witch who sells love potions and herbal remedies in the Seaside Market. Old, filthy, and smelling faintly of ham, she’s friendly enough and shows the characters the bag of teeth if asked. She explains she bought it because she felt bad for Slick. She had sold him a cure for warts that didn’t work and actually made them worse. She doesn’t think the bag has any value. (She’s right.)

The man with the jar of grease could be anyone in the city and finding him is akin to finding an honest man in Scurvytown, which is to say, impossible. The scroll went to a member of the Wizards’ Guild. Attempts to learn whom the man or woman provides the same results as described under Encounter G. What this scroll is and who purchased it is a perfect way to expand the adventure, but if you’re not inclined, this should just be another dead end.

# APPENDIX FURY IN FREEPORT

## F. THE KNORBERTAL HOUSE

The Knorbertal House faces the Street of Dreams in the Old City. When Delinda Knorbertal was alive, she ran a successful business as an alchemist and hedge witch, offering cure-alls and remedies that actually worked, as well as special formulas to erase one night of bad judgment. With her death, and lacking an heir (Beedle didn't know his aunt was dead, else he would have claimed the house), the place stood empty until Tarmon decided to seize it and sell the building and its contents, the proceeds going to a good cause, less Tarmon's finder's fee of course.

During the day, the Old City is extremely busy, and if the characters have made names for themselves—and not in a good way—they risk being spotted as they make their way to the House. Night is a different matter entirely. Much of the Old City shuts down completely, and the few people still about are suspicious and quick to call the Sea Lord's Guard. There are, however, plenty of shadows for creeping and skulking, and characters who proceed with caution should reach the house unmolested.

Like many buildings on the Street of Dreams, the Knorbertal House is a two-story structure with a shop on the ground floor and living quarters above. A sign proclaiming the place Knorbertal's Herbs still hangs over the door, though it's faded and peeling. The front door is locked (DC 20 Thievery) and there is no other entrance from the street. Windows toward the front and the rear can be reached by climbing with a DC 15 Athletics check and they are unlocked and open easily.

The interior is empty. A scattering of rooms connected by short halls reveal nothing but dusty corners and empty closets. A staircase leads down to the shop. Empty shelves hang on the walls, there is a counter and several glass cases, and some hooks for drying herbs can still be found on the beams running across the ceiling. Toward the back, a door leads to a dark storeroom, and while the outline of crates, barrels, and other assorted goods are left in the dust, that's all there is here: dust.

The floor in one of the rooms is damaged, loose floorboards left in a pile to the side of a hole. Inspecting the opening reveals a shallow cavity—just large enough for a small case. There's nothing else of interest here. If you need a map, the map for The Last Heir should work well.

### NOSY NEIGHBORS

Once the characters are ready to give up and leave, have them make DC 10 Perception check. Those who succeed hear a knocking on the front door. Peering out from an upstairs window reveals it's a middle-aged man wearing a nightshirt and boots (if night) or attire that marks him a merchant of some sort (if day). The man's name is Uri Tasovar (use statistics on page 171) and he runs a small shop next door to the old Knorbertal shop. Nosy, he's come over to see who is inside. Uri has never been a wise man. Uri doesn't want any trouble and if the characters make any threatening gestures, he flees back to his shop next door—he's a tailor—where he bolts the door and cowers in a closet.



Characters taking the time to talk with Uri find he's a terrible gossip and for every question he asks about what the characters are up to, he might cough up a bit of useful information about some of the other characters involved in the plot, as well as what's happened so far. "I should really be used to all this activity at the house; it's been a madhouse lately, what with all the comings and goings." Uri is friendly as long as he believes the characters are supposed to be in the house. If for any reason this changes, he immediately clams up and flees to his home or to the Sea Lord's Guard to report the suspicious activity. Uri knows the following clues, and reveals as much or as little as you like based on the questions the characters ask.

"A rather severe man in long robes came to the house a few weeks ago. I've seen him around the Old City for as long as I've lived here. I think he was Tarmon. You know, the wizard on the Captains' Council? Anyhow, he came here in the middle of the week, disappeared inside, and never came out that I saw. A few days later, he was back with a nice-dressed man, attractive, bronze skin, dark hair, white robes—he had hard eyes, though. The two walked the building and then left.

"Then a few days after that, there was a notice on the door that said the house and its contents were to be auctioned at the Municipal Auction House... Yesterday or the day before—I'm never good with details. Anyway, the workers showed up a day or so ago and unloaded the house. The most curious thing happened, though. Curious indeed. Young

# APPENDIX FURY IN FREEPORT

Beedle, you know, Knorbetal's nephew...? The one that tried to poison her? Well, I swear it was him, snuck into one of the wagons and tried to make off with something inside. Before he could get away, I mentioned him to one of the guards, who promptly told the lad to sod off. The case, if I remember right, fell on the ground, but the guard put it back on the wagon. I seem to recall it wasn't very secure..."

While Uri is sure Tarmon entered the house, he has no idea about the identity of the man in white. If asked about Beedle, he adds the following.

"Oh yes, Beedle. I'm surprised you didn't know. I thought he was dead after his aunt threw him out. He certainly deserved it. From what I could tell, young Beedle was a lackluster apprentice—wizard's apprentice that is—and was tossed out of the Wizards' Guild too. To think that he would betray his aunt as he did, after she took him in and all. Well, Beedle didn't have much more success there either and eventually tried to kill her with poison to gain her business and fortune. No one knows how she found out, but she did, and she sent him on his way. Why she didn't turn him over to the Guard, I'll never know. That was over five years ago. How time flies..."

Uri eventually grows weary when the characters don't offer any juicy tidbits about what they're doing and what's going on, and so he goes on his way. Uri's story is not over yet, as is shown in Part III.

## G. WIZARDS' GUILD

Attempts to investigate the Wizards' Guild end in disappointment. Lucky and charismatic characters might get into the courtyard, but there, Thorgrim (see Chapter Seven), tells them Tarmon is unavailable and offers them nothing further. Pressing the issue gets them thrown out on the street. Breaking into the Guild building is beyond the scope of this adventure and if the characters do, you are encouraged to expand the adventure in whatever ways you like, making certain to give such ambitious adventurers a brutal, bloody, and spectacular end in the fortress's eldritch interior.

## H. THE MAN IN WHITE

The characters may also follow up on the mysterious "man in white" described in Encounter A and F by doing a bit of snooping around. Characters need to make Streetwise checks. Each check takes 1 hour of work and costs 1 cp for each point of their check result. If they can't or choose not to match the check result, their check result equals how much they did in fact pay (up to a maximum of the check result). Characters making the check outside of the Old City or the Docks take a -5 penalty to the check. See Table A-4: The Man in White for details.

Table A-4: The Man in White

DC	Result
15	"Aye, I know who yer talkin' about. I seen 'im around. Must be important, since he's almost always with one o' them damn 'izards."
17	"Oh him. I think 'is name is Fara... Fada... oh hell, it's something foreign. He ain't from around these waters, that's for sure."
20	"Farastay. Something Farastay. I hear he's an important person from the Continent. Merchant maybe. Spends time with the wizard Tarmon."
22	"It's O'takan Farastay and he's not from the Continent; you can tell by his accent... he's from somewheres else. He sails the Narwhale, a great galleon that flies no nation's colors."
25	"There's whispers about him, yasee? Whispers that he deals with them folks from Mazin. Slavers all. You don't wanna be caught on the wrong side of the likes of him."

## I. THE NARWHALE

The characters should eventually figure out that the man in white, O'takan Farastay, is somehow involved, from what they learn in Encounters A, F, and particularly H. With persistent questioning or dumb luck (if you're feeling generous), the characters may eventually find the Narwhale, his ship that's tied off on a pier in the Warehouse District. Finding the Narwhale isn't too hard and a DC 15 Streetwise check or a handful of gold pieces paid to any of the longshoremen can point the way.

The Narwhale is a sleek caravel in excellent repair. Measuring some 75 feet in length and 20 feet at the beam, it has three masts that fly white sails when unfurled. The bowsprit is carved to resemble a unicorn's horn and it extends some nine feet from the ship. "Narwhale" is painted in white on its hull.

The ship's crew doesn't stray far from the ship, and they are a sinister lot of men, with bronze skin, black hair, and unfriendly eyes. They wear nasty curved blades in sashes cinched around their waists, and all keep their long hair pulled up in topknots. They shoo off any who come close to the ship but never speak. Any effort to talk to them finds blank stares as if they don't understand the language, and characters watching the crew from afar note the men never speak to each other, communicating using hand gestures. The reason for their silence is that they are slaves and they have all had their tongues cut out.

There are 20 sailors in all and they don't think twice about cutting intruders up and tossing their remains to the fish. There's no time when there aren't a dozen sailors watching over the ship, so getting on board takes some maneuvering. Should a fight break out, the sailors fight to the death, coming in waves of five every two rounds until all are involved. The Narwhale and its crew are described in detail in Part IV.

# APPENDIX FURY IN FREEPORT

## MEETING O'TAKAN FARASTAY

While unlikely, it is possible for the characters to run into Captain Farastay while in the city. Should this happen, don't panic. Farastay is a charming man and he's polite to the characters, not revealing his sinister ambition. He sticks to his cover story, claiming he's a humble merchant from distant Narajan and he comes to Freeport to do some business, but mostly to spend time with friends. He responds to questions about his cargo by saying he deals mostly in dry goods. He denies any connection to Mazin, Dimetrios, or having any interest in the Knorbortal Estate or the missing case. In general, Farastay should come off as a successful businessman.

## INVESTIGATING THE NARWHALE

While getting on board the Narwhale may seem like an insurmountable task, learning a bit about the ship isn't. Asking any of the old-timers around the wharves of the Warehouse District about the ship reveals the Narwhale may not be a regular sight in Freeport, but it does come to port about once a year. It almost always comes with foodstuffs. The Captain, O'takan Farastay, negotiates with his contacts for a fair price, but he never haggles hard or for long. Once he's off-loaded his goods, he spends about a week in the city and then departs. Each time, his crew is the same—silent and spooky. No one else ever leaves the ship.

Characters who do a bit more digging and succeed on a DC 20 Streetwise check learn that Captain Farastay always deals with the same man—Dimetrios, a minor smuggler who stays out of trouble by lining the pockets of the Harbormaster. A success by 5 or more also reveals Dimetrios is more successful than he lets on and is the person to see if one's interested in the goods of the Black Mark (see Chapter Twelve: Underside in the Pirate's Guide to Freeport).

## STAKING OUT THE NARWHALE

Watching the Narwhale is fruitless for much of the adventure. Captain Farastay periodically returns to the ship to consult with his first mate, but such visits are rare. Instead, he's either at the Wizards' Guild with Tarmon or scouring the city for the emerald dagger. Aside from his infrequent visits, the characters don't get much from watching the ship until Beedle, under the influence of the dagger, kills Uri Tasovar, and Farastay's two pet demons bring the young man to the ship. These events are described in Parts III and IV.

## J. DIMETRÍOS

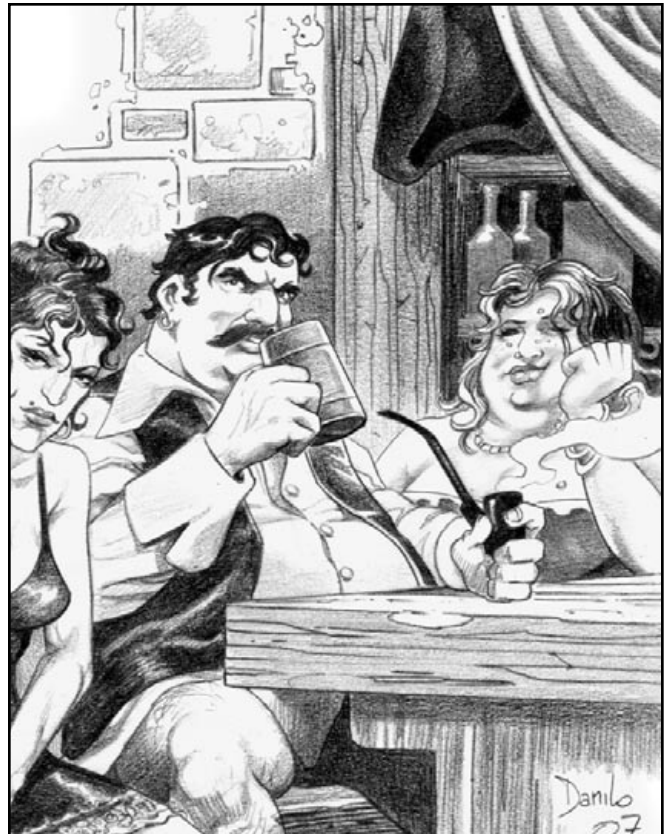
A minor smuggler and popular knave in the Docks and Scurvytown, he has the benefit of knowing whom to pay to look the other way. One of the worst kept secrets in the Docks, however, is that Dimetrios is the “door” to the Black Mark, Freeport's nexus of smuggling activity. Through him, the Black Mark gets all sorts of illegal goods and contraband, ranging from dangerous supernatural items to drugs, forbidden texts, stolen goods, and so on. While the Watch has their suspicions, people like Finn, Mister Wednesday, and no few merchants encourage them to mind their own business.

Dimetrios haunts the Docks. He spends his time in various watering holes and brothels, picking a new location each time. So well known is Dimetrios, he has friends wherever he goes, and thus protection. Attempts to rough him up are foolhardy at best, fatal at worst.

Place Dimetrios wherever you want and have the characters explore several of the Docks locations as they're looking for him. A few Streetwise checks against a DC 15 should eventually put them in touch with the smuggler.

Seated at a large table and surrounded by six scantily-clad women is a large, fat man with porcine features and a big grin. He has a mop of black hair and little black eyes. A thick moustache covers his lip, but does little to hide his big smile.

Dimetrios denies everything. He denies knowing Slick, denies dealing in drugs, and denies any connection to the Black Mark. Intimidation and threats don't work on him either



## APPENDIX FURY IN FREEPORT

since he only has to say the word and send the characters into a world of hurt. Hidden among the crowd are six Journeymen Thugs (see page 96 for statistics) and they are quick to come to their leader's defense. Characters showing respect and subtlety can get the man to talk by succeeding on a DC 20 Diplomacy check. If they mention Slick and circumspectly tell the smuggler they know about his other enterprises, they get a +2 bonus on the check. If they mention their suspicions that O'takan Farastay is a slaver, they get a +2 bonus, +5 in the unlikely event they have proof.

Once they get on Dimetrios's good side, he sends the women away, leaning forward to whisper what he knows. "I've suspected that bastard of being Mazin scum. Those sailors of his are giveaways. But I don't ask questions, see. Questions make a man dead..."

"Look, if what you say is true, I owe him nothing. He can go to hell. But realize he has powerful friends. He and Tarmon, the high wizard, they're tight, see. So I wouldn't go messing with him."

If the characters ask why he's in Freeport, Dimetrios adds, "Can't say. He brings foodstuffs in the city and hidden inside are... Well... None of your business. Anyway, he didn't bring anything this time. Made me mad. I was expecting a... Ah... Shipment, see? The only thing he says to me is that he's here to pick up something he lost. Can't say what it is, but my boys said he met with Tarmon that day, then went to the Knorbortal House, and then went to the Auction House. He's been laying low since."

Dimetrios has nothing further to say, and further questions are met with, "Don't push yer luck."

## -PART III BLOODY DAWN-

Once the characters have exhausted their leads, or at a time of your choosing, events take a turn for the worse. The events described in this section can occur at any time, preferably after the characters have a good idea that Beedle has the knife. When you're ready, one of the characters' contacts or allies tells the characters they're wanted for murder (or if they have no contacts, the characters see their likenesses on wanted posters). Being accused of murder is serious, but it's not the end of the adventure; murderers walk the streets of Freeport all the time. The PCs just need to be a bit more careful as they go about their business and stick to areas where the Watch has less influence.

While the characters spent the previous day trying to find Beedle, their employer fell under the thrall of the knife. Possessed by the ghost lurking inside it, Beedle has become filled by her fury and seeks revenge by killing the children of the Guardsmen she blames for the death of her own children. Of the guards present at the time of her death, only four of them have any living descendants. Within one night, Beedle has managed to take out three of them. To avoid being stopped or captured, he gave the Watch a tip, claiming he saw the characters kill one of the victims.

### WHAT NOW?

How the adventure proceeds from here is up to the characters. With the weight of the accusations on their necks, the adventurers may very well want to get out of the city and fast, but the Watch are expecting this and have an eye on the wharfs. Furthermore, few honest ship captains have much interest in picking up a band of fugitives, even if they promise to work for cheap, but they might be convinced for a big pile of gold. This leaves the characters looking for less honest means to escape, such as stowing away on a ship or getting help from

Karl Wine—the proprietor of the Rusty Hook (see entry in *the Pirate's Guide* for details). However, the players should finish the adventure and not leave the city before a satisfying conclusion, so make escape very difficult, adding extra obstacles and perhaps even pulling in other factions who might have an interest in Beedle, the knife, or O'takan Farastay.

### TARMON

It's also possible Tarmon has already approached the characters and maybe even hired them—see the Darn Players sidebar. If so, he doesn't clear their names right away, believing this is extra motivation to complete their mission. He does meet with them once their names are circulated and tells them once Beedle is in his hands, he'll exonerate them. The characters may also suspect Tarmon's involvement in the matter if they learned of O'takan Farastay and his connection to the high wizard. Tarmon denies any involvement in the whole mess, but admits Farastay is an old friend. He says Farastay is indeed from Mazin, but has nothing to do with the traffic of human flesh. "He's an honest merchant, a rarity in this city." He refuses to listen to any accusations about Farastay and grows angry if the characters press the issue without evidence.

### KEEPING THINGS STRAIGHT

If the characters still haven't exhausted their leads from Part II, let them spend as much time as they need in talking to the various characters and following up on leads—this gives the adventure more time to ferment, giving Beedle a realistic amount of time to locate Uri Tasovar. With the Watch chasing after the characters, Beedle, impelled by the spirit in the dagger, goes to murder his fourth and final victim. He is ultimately captured by Mazin's pet demons and brought to their master's hidden stronghold (see Part IV).



# APPENDIX FURY IN FREEPORT

## MURDER VICTIMS

The murder side-plot distracts the characters from approaching Dimetrios, but it also reveals the history of the emerald dagger and the dangers posed by the weapon. The basic information about the murders is simple to uncover since they are the talk of the city. A Streetwise check, requiring 1 cp per point of the check and 1 hour for every 5 points of the check result, turns up information as shown on Table A-5: Murder Information.

**Table A-5: Murder Information**

DC	Information
10	“The work of a madman, I reckon. The Watch says the killings were random. The way I hear it, each one was stabbed a dozen times with a knife. No, nobody thinks they were connected.”
15	“The strangest things about the deaths was a bloody note left with the body. It says something like, ‘for my children.’ What’s that all about?”
17	“The victims? A prostitute, a member of the Watch, and an adventurer.”
20	“The prostitute would’ve been dead in a few months anyway. Old Sasha, she had the rot real bad. They found her in Rose Alley.”
21	“It’s a sorry thing, though, about Reinholt Proy, the guard? Yeah, he came from a long line of Guardsmen. He might have been a Guard too, but he was assigned to the Watch after the split. A right noble man he was. Sorry to see ‘im go. The Watch found him floating in the harbor.”
22	“No one knows much about Rene Montblanc. The way I hear it, her great grandpap lived in the city during the Back Alley War, but he left, family in tow, for the Continent. Evidently, she had just come to the city to seek her fortune. Guess she found it.”
23	“Montblanc, oh she was killed in Kreble’s Kradle. Can’t say why she was there. Nasty place that one.”
25	“Well, I can’t say there’s anything that links them... well except none of them had any heirs—each the last of their lines. Oh, and they were all killed in the Docks, if that matters any.”

## HUNTED BY THE WATCH

For the rest of the adventure, until the characters manage to find Beedle and the dagger, they have to avoid the Watch. It doesn’t matter how often the characters have a brush with the city’s law enforcement, just that they do and that they feel the pressure. Use the Watch encounters as a means of moving along the adventure, such as when the characters find themselves stuck or are paying too much attention to a useless detail. Whenever game play bogs down, throw a handful of Watchmen their way (no more than 1 plus 1 Watchman per PC; use Freeport Watchman statistics on page 97). After two or three of these, the characters aren’t likely to sit in one place for long.

## CRIME SCENES

The Watch has the crime scenes covered up tight. The characters will have to use Disguise, Bluff, or some other subterfuge to get a look at these places.

### ROSE ALLEY

This sidestreet is a noted place where cheap courtesans sell their services to randy sailors and desperate men. It’s a disgusting place, the walls covered with lewd graffiti and suspicious stains. A DC 15 Diplomacy check (+5 per gp spent in bribes) gets the local prostitutes to reveal Sasha had a customer and took him deep inside the alley for privacy. She yelped a few times, but that wasn’t unusual. No one saw his face.

### THE HARBOR

There’s no real evidence here. Nobody saw anything, and if they did, they aren’t talking. A DC 15 Streetwise check turns up that the body was found floating next to the Narwhale.

### KERGEN’S KRADLE

Kergen is in his office and terrified. He’s told the watchmen nothing, saying he didn’t see a thing last night. The Watch interviewed everyone living here, but poor security and easy access to any of the rooms makes it unlikely anyone living here did the deed. If the characters can somehow get Kergen alone and succeed on a DC 20 Intimidate check, he starts blubbering, saying he knows who did it. After the characters left, Beedle showed up. He looked strange, his eyes flashing a bright green. He walked right passed Kergen and ignored the owner. He vanished up the stairwell and never came out. He’s more saddened by the fact the Watch confiscated all of Montblanc’s possessions before Kergen got a chance to pick

## APPENDIX FURY IN FREEPORT

out the expensive items to recoup the damage to his business. Characters who succeed by 5 or more on the check also jog Kergen's memory and he adds, "She was real pretty. She says to me when she paid for the room that her great grandfather was a member of the Sea Lord's Guard... I guess she thought that meant something to me."

### REINHOLT PROY'S HOUSE

The characters might think to examine the dead Watchman's apartment. Luckily, the Watch hasn't gotten there yet, so the characters have a free hand to search the place. Locating Proy's apartment is tough, requiring a DC 20 Streetwise check. Once they locate the building—a Docks tenement near the edge of the Warehouse District—they just need to ask one of the locals. The apartment is at the top of a flight of stairs, facing the bay. The door is locked (DC 20 Thievery check or DC 25 Strength check to open). Getting the manager to give the characters a key requires a DC 15 Bluff check (give the characters a +2 bonus if they come up with a good cover story).

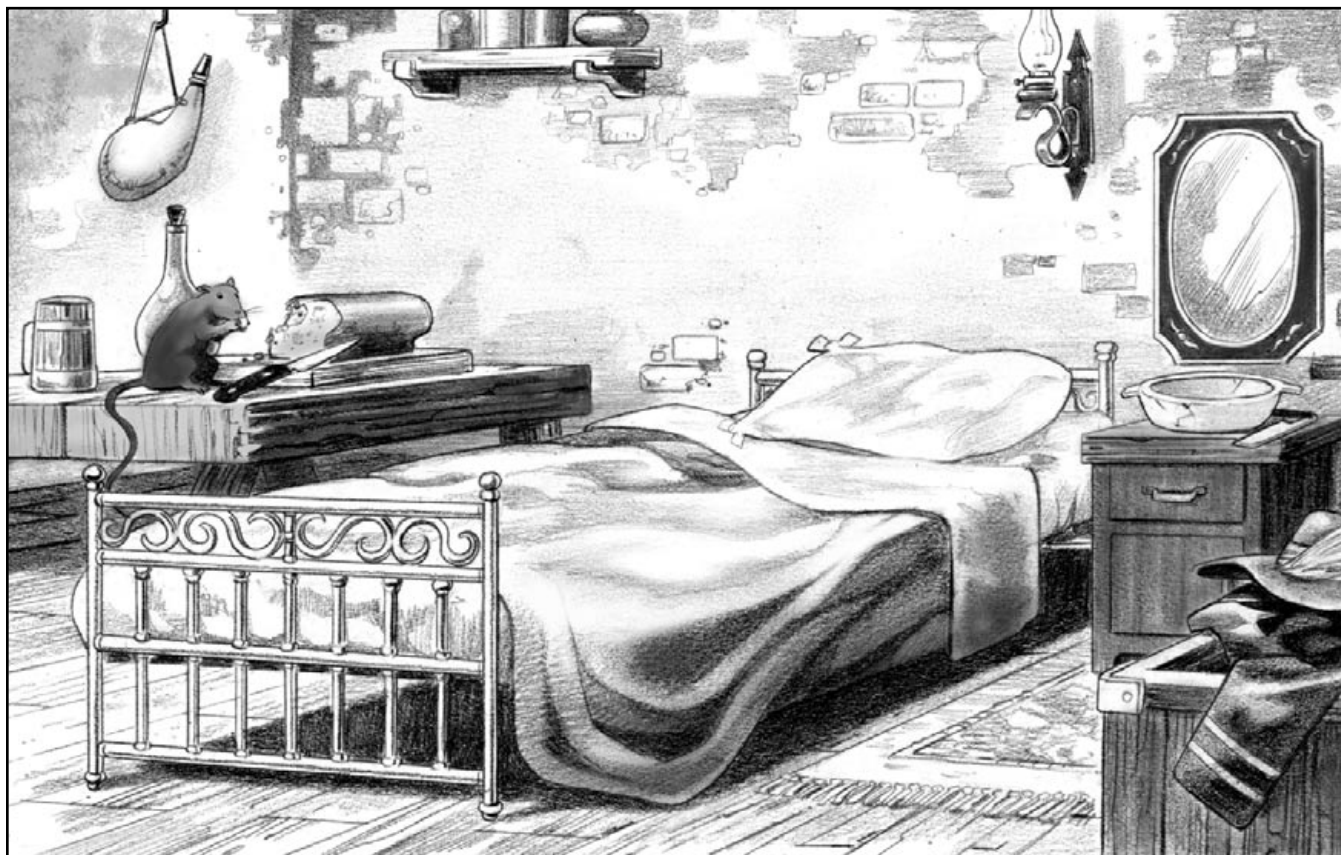
The interior is not too shabby, but not too nice, either. The contents include a narrow bed, a table, water basin, mirror, shaving knife, and a chest filled with uniforms, clothes, and personal effects. A crusty loaf of bread, partly eaten, sits on a cutting board on the table next to a bag of wine. A thorough search of the apartment (DC 20 Perception check) turns up an old, battered journal. The pages are yellowed and the writing is cramped. The dates on the entries place the events described

about a hundred years ago. Flipping through the pages, it discusses the life of a guard in service to the Sea Lord. The writer wasn't a particularly good man, and the text paints him as opportunistic, looking to get ahead and out of the city. Of note is the final entry, which follows:

I can't get the blood off my hands. They won't come clean no matter how hard I scrub. I agree with the Sea Lord's war, but the killings. Too many Freeporters are falling in her crusade to cleanse the city of the Thieves' Guild. Far too many...

After tonight, I think I'm done. I can bust heads like anyone, but I'm not a child-killer. Or at least I wasn't. Marquetta passed down orders we were to hit them fast and hard. Our informants told us there was a Guild safehouse in the Freebooter's District. Me and my boys marched down there after sunset. We were going to smoke out the thieves and round them up when they came out. I gave the order. The boys tossed in the torches. The fire spread quickly, engulfing the house. But no one came out.

Then, we're beset. Scum came from all directions attacking us. While fighting one of those bastards, I thought I saw someone in the house. It was a child. I tried to break free of my opponent and help the kid, but he wouldn't let me go. I looked again. Two children. Screaming. I tried, damn it, I tried to help. Then, this woman, their mother I guess, showed up.



# APPENDIX FURY IN FREEPORT

She went crazy. She started screaming and wailing, slashing at my boys with a knife. It was weird. Time seemed to slow. Whenever her blade bit flesh, her victim fell, dead. Each time, the green stone of the pommel shone with light, casting a ghastly glow. A minor nick was all it took—the man simply died. The sheer violence surprised my foe so I drove the blade into his gut and pulled my crossbow. She was still fighting, still killing. I raised the crossbow and fired. The bolt took her down. She crawled forward, toward the house, where she died. I did her a favor, I s'pose. Ain't no good watchin' yer children die.

The thieves ran off. Of our entire squad, only myself, Henry, Montblanc, and Rue still lived. Old Rue picked up the knife from the woman's corpse and tucked it away. What he wanted with it, I can't say. Anyway, I'm quitting in the morning. I've had enough.

The journal ends here and there's no more mention of this knife. The men the author calls out all had families with children, and then died. Their lines, however, were weak, and each has only one heir: Reinholt Proy was the descendant of the writer, Rene Montblanc of Montblanc, and Old Sasha of Henry, and these three are all dead. The only survivor is Rue's descendant, Uri Tasovar, though there's next to no way to make this connection without further inquiries.

The conflict the writer mentions describes the outbreak of the Back Alley War. Player characters who succeed on a DC 15 History check know the basics of this conflict—the Sea Lord Marquetta purged Freeport of the Thieves' Guild as they continually violated the city's ban on slavery. Success by 5 or more reveals the details of the war spelled out in the Adventure Background as well as any pertinent details from Chapter One: A History of Freeport in *The Pirate's Guide to Freeport*.

## OFFICE OF PUBLIC RECORDS

Examining the journal should give the characters some idea about the motivation behind the murders, but it doesn't help the characters find the last heir. Characters succeeding on a DC 15 Intelligence or Streetwise check may think to check with the Office of Public Records. Otherwise, the characters are unlikely to find out anything further without magical assistance—which can be resolved as you see fit.

The Office of Public Records is a two-story storehouse that sits in the Warehouse District. The building is old and filled to the rafters with a mess of documents, papers, and logbooks. Sifting through the information could take a lifetime without the help of Old Reed, the Record Keeper and the only person in the city who has an idea of what's what and where he's put things in this ramshackle building. Old Reed doesn't get out much, so he has no idea the characters are wanted for murder.

Unpleasant and cranky, acquiring Old Reed's help is a chore. He needs to be massaged, placated, and made to feel important, all of which entails fawning complements (or a DC 15 Bluff or Diplomacy check). Once the characters make him friendly, he's willing to assist them in finding whatever it is they're looking for. The Office is an ideal location for catching the PCs up on clues they've missed, but above and beyond bringing the characters up to speed, the Office is the place to learn about Rue.

It turns out that Rue was a suspected cultist of some foul god or other. When his family learned about his darker interests, they distanced themselves from the cursed line by changing their name to Tasovar, about 75 years ago. Finding this information takes 6 hours of searching with Old Reed's help, or double this time without.

Should the Tasovar name fail to ring any bells—such as if the characters didn't get the name of the nosy neighbor at the Knorbartal house—they might think to ask if there are any Tasovars left in Freeport. Four hours later, Old Reed comes up with a name, Uri Tasovar, and an address, the Street of Dreams, next to the old Knorbartal House.

## THE LAST HEIR

No one in the city suspects Tasovar is Beedle's next victim, so the characters can approach him without too much fear of encountering the Watch, though they will need to find some way to get through the gates and back into the Old City. Characters who have met Tasovar already can find his house with little trouble (otherwise a DC 15 Streetwise check in the Old City does the trick—he's a famous gossip, after all).

Once there, though, they find Tasovar is not as willing to talk to them as he was previously (if, indeed, he has met them). He knows the Watch wants them and he tells them to go, or he'll call for the authorities. Calming the man requires a DC 25 Diplomacy check or a successful Intimidate check (his statistics follow). The characters can use force to subdue the man, which may be the only course of action, since he's their best chance at nabbing Beedle. He hasn't yet gone to the Watch about the PCs (assuming they've been to the house before) because he fears reprisals.

## TASOVAR'S SHOP

Tasovar runs a small, moderately successful tailor's shop on the Street of Dreams. It sits next to the Knorbartal shop and house, and has a similar layout (see Tasovar's Shop Map). During the day, Tasovar is busy, the shop filled with customers and a few helpers. Tasovar has no time for conversation—if his attitude is improved to friendly—and asks the characters to return at the end of the day. At night, the place is locked up tight (DC 25 Thievery or Strength check to open the front door).

# APPENDIX FURY IN FREEPORT

**Uri Tsovar** **Level 1 Lurker**  
 Male medium natural humanoid, human XP 100

**Initiative** +6 **Senses Perception** +6

**HP** 27; **Bloodied** 13

**AC** 15, **Fortitude** 13, **Reflex** 14, **Will** 12

**Speed** 6

⊕ **Dagger** (standard; at-will) • **Weapon**

+6 vs. AC; 1d6 + 3 damage.

⊗ **Dagger** (standard; at-will) • **Weapon**

Ranged 5/10; +6 vs. AC; 1d6 + 3 damage.

**Alignment** Unaligned **Languages** Common

**Skills** Bluff +6, Diplomacy + 6, Stealth +6

**Str** 12 (+1) **Dex** 14 (+2) **Wis** 13 (+1)

**Con** 15 (+2) **Int** 10 (+0) **Cha** 12 (+1)

**Equipment** dagger, cloth armor, 200 gp, contents of shop

## A. SHOWROOM

The showroom is a maze of manikins, bolts of cloth, stools, mirrors, and other accoutrements of dressmaking. Two displays for the windows can be reached by a short set of steps near the front of the area. A long table separates the customer area from where Tasovar does his work.

## B. OFFICE

This small room serves as Tasovar's office. Sketches of dresses hang on the walls and the place is in utter disarray. A DC 15 Perception check uncovers 250 gp.

## C. STOREROOM

Tasovar keeps his supplies in this room. Bolts of material, including silk, linen, cotton, wool, and more lay in neat piles. Ribbons, lace, and buckets of buttons, along with bags of needles and spools of thread fill the room near to bursting.

## D. SITTING ROOM

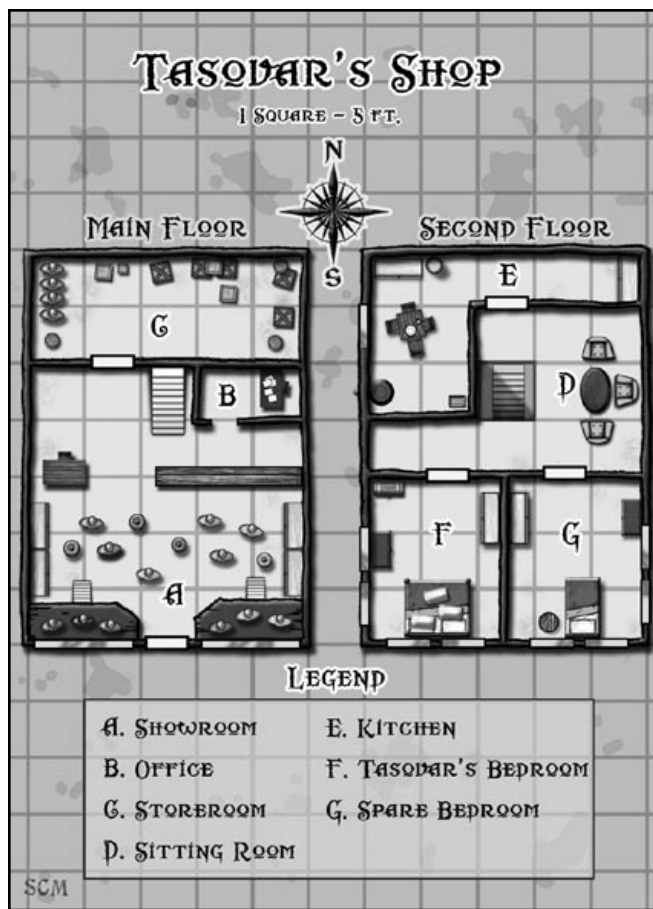
This hall doubles as a sitting room. A table, three comfortable chairs, and a painting of a sylvan scene with capering fairies in lewd positions fill this room.

## E. KITCHEN

This is a small kitchen and dining area. The cupboards hold fine dishes, dried foods, and whatnot. A wood-burning stove stands against the far wall. A table and four chairs sit near the stove.

## F. TASOVAR'S BEDROOM

This is a finely furnished bedchamber. Dominating the middle of the room is a large four-poster bed piled high with pillows. A wardrobe holds several smart suits and a dresser contains socks, smallclothes, and other personal effects.



## G. SPARE BEDROOM

This is another bedroom, almost as fine as Tasovar's room. It holds a simple bed, table, empty dresser, and wardrobe.

# BEEDLE'S RETURN

Under the influence of the emerald dagger, Beedle comes to Tasovar's Shop to kill the tailor, so unless the characters are present to defend Tasovar or move the man to some other location, Uri dies. Once he does, the spirit in the dagger feels suitably avenged and abandons the weapon, leaving a bloody and confused Aporcus Beedle. Not sure what's happened since he got the weapon, he flees to his old haunts, where he's promptly intercepted and captured by O'takan's demons and taken to the Narwhale (see Part IV).

If the characters have uncovered the identity of Beedle's next victim and are laying a trap for him, they are likely to face him in Tasovar's shop. Even though confronted with a band of adventurers, being so close to her last victim drives Crump's ghost mad with frustration. She forces Beedle to attack the characters and fight them to the death. The only way to avoid this outcome is if the characters address the ghost and mention that night her children died. This causes Beedle to stop his attack. The characters can press on by telling the ghost what really happened and the cause of the Back Alley War (see Reinholt Proy's House). A DC 20 Diplomacy check

# APPENDIX FURY IN FREEPORT

in conjunction with this information is enough to cause the ghost to wail and flee back into the dagger, releasing Beedle. However, he is very confused and tries to flee to the best of his ability. If he gets away, O'takan's minions snatch him and drag him to their hideout as described above.

See Chapter Seven: Denizens of Freeport for Aporcus Beedle's stat block.

## AFTERMATH

If the characters lay a trap for Beedle at Tasovar's house and defeat him, they have to deal with the emerald dagger. It's clear the weapon is filled with great evil (a DC 15 Arcana or Religion check reveals this) and so the characters may want to destroy it. This is easier said than done. Although the knife may look old and in poor condition, it is resistant to nearly any effort to destroy it, immune to fire, acid, cold, and just about everything else. Characters may just toss the weapon into the ocean, and if so, it's lost—for now... Farastay comes to the characters with a pair of drudges, however, to find out what they did with it.

### The Emerald Dagger (unique weapon) Paragon Level

*This long dagger has a corroded, wavy blade of a greenish metal. A sparkling green emerald serves as its pommel.*

The Emerald Dagger is a +2 dagger.

**Enhancement:** Attack rolls and damage rolls

**Critical:** + 1d6 necrotic energy

**Power (Encounter • Necrotic):** Immediate Action. You may force a target you strike to make a saving throw or take an additional 2d6 points of necrotic damage.

**History:** The Emerald Dagger has a long history of torment and death, and currently houses the tormented spirit of Melanie Crump.

This weapon is wicked, spawned from the dark sorceries of the Mazin fiend-binders. Each day the weapon remains in your possession, it twists you to its will (+15 vs. Will defense, success forces to commit a loathsome or vile act as determined by the GM.) This is what prompted Beedle to try to poison his aunt.

O'takan Farastay is seeking this long-lost treasure of his family, and his first mate is particularly interested in using the dagger in a human sacrifice in order to summon evil beings from other worlds.

# -PART IV THE NARWHALE-

The final scene of this adventure takes place on the Narwhale, O'takan Farastay's ship. The characters may come to explore this ship through a variety of means. They may get here early on in the adventure, if they did a bit of snooping about the man in white, or they may go there after talking to Dimetrios, or they may go there after Beedle vanishes. This is a tough encounter and one that should test the limits of the characters' capabilities.

## FOLLOWING BEEDLE

If Beedle has thus far escaped the characters, O'takan's demons eventually catch up with the thief and take him to the ship. Beedle, however, doesn't go quietly, and the sounds of battle are enough to get the attention of several witnesses who see Beedle being dragged through the streets by a pair of squat creatures with spindly limbs. Learning about this confrontation requires a DC 10 Streetwise check. Following the path from here is easy, as several frightened onlookers can keep the characters on the path to the Narwhale.

## GETTING HERE EARLY

It's entirely possible for the characters to come across the ship while following other leads. Getting on board is tough, since there are 20 sailors on board who are quick to deal

with intruders. Still, if the characters are doing well, putting together the pieces of the adventure quickly, you may let them take a stab at Farastay before he gets the emerald dagger.

## GETTING HELP

Attacking the ship is quite a challenge, what with the sailors and the officers. If everything goes as planned, the Watch should be interested in the ship as well, having heard the reports of the demons. The presence of the Watch enables the characters to get on board the ship, attend to the named villains, and finally confront Farastay in the hold.

However, things have a way of spinning out of control and if the characters get here early or have botched things with the Watch, they may have to turn to others for help. Their best bets are the Blackened Knot or Dimetrios. The characters can enlist the aid of a dozen thugs from the Chumhouse if they had a fair bit of success there in Part II and succeed on a DC 15 Bluff or Diplomacy check (claiming there are orcs onboard grants a +2 bonus on the check). Alternatively, Dimetrios might help the characters if they have proof Farastay is a slaver and the PCs threaten to turn the smuggler over to the authorities. Dimetrios sends a dozen Apprentice Thugs, but ever after he's the characters' enemy—he does not tolerate blackmail.

# APPENDIX FURY IN FREEPORT

## THE EMERALD DAGGER?

Defeating Farastay early stops the slaver from getting the knife, but it doesn't bring the characters any closer to finding Beedle. Unless stopped, Beedle, still in the thrall of Melanie Crump, commits the murders until he gets to Uri. With the victims dead, Melanie is free to go to hell. Beedle, however, doesn't part with the knife, and each day he's driven to commit more and more unspeakable acts. If the characters don't find him and rid themselves of the weapon, Freeport's people may be in serious trouble.

## KEY LOCATIONS

All of the following locations can be found in the Narwhale.

### A. MAIN DECK

The main deck of the Narwhale is surprisingly clean, with a few coils of rope, barrels to catch rainwater, and neatly stacked wooden crates tied down beneath a tarp as the only items on the deck. A trap door leads down to the hold. Two ladders lead up to the forecastle, while another ladder leads up to the aftcastle. At the top of the mainmast, which stands at about the center of the deck, is the crow's nest.

### B. FORECASTLE

The forecastle is spartan with a mast and chain leading to the dropped anchor. A capstan allows the crew to wind up the anchor.

### C. AFTCASTLE

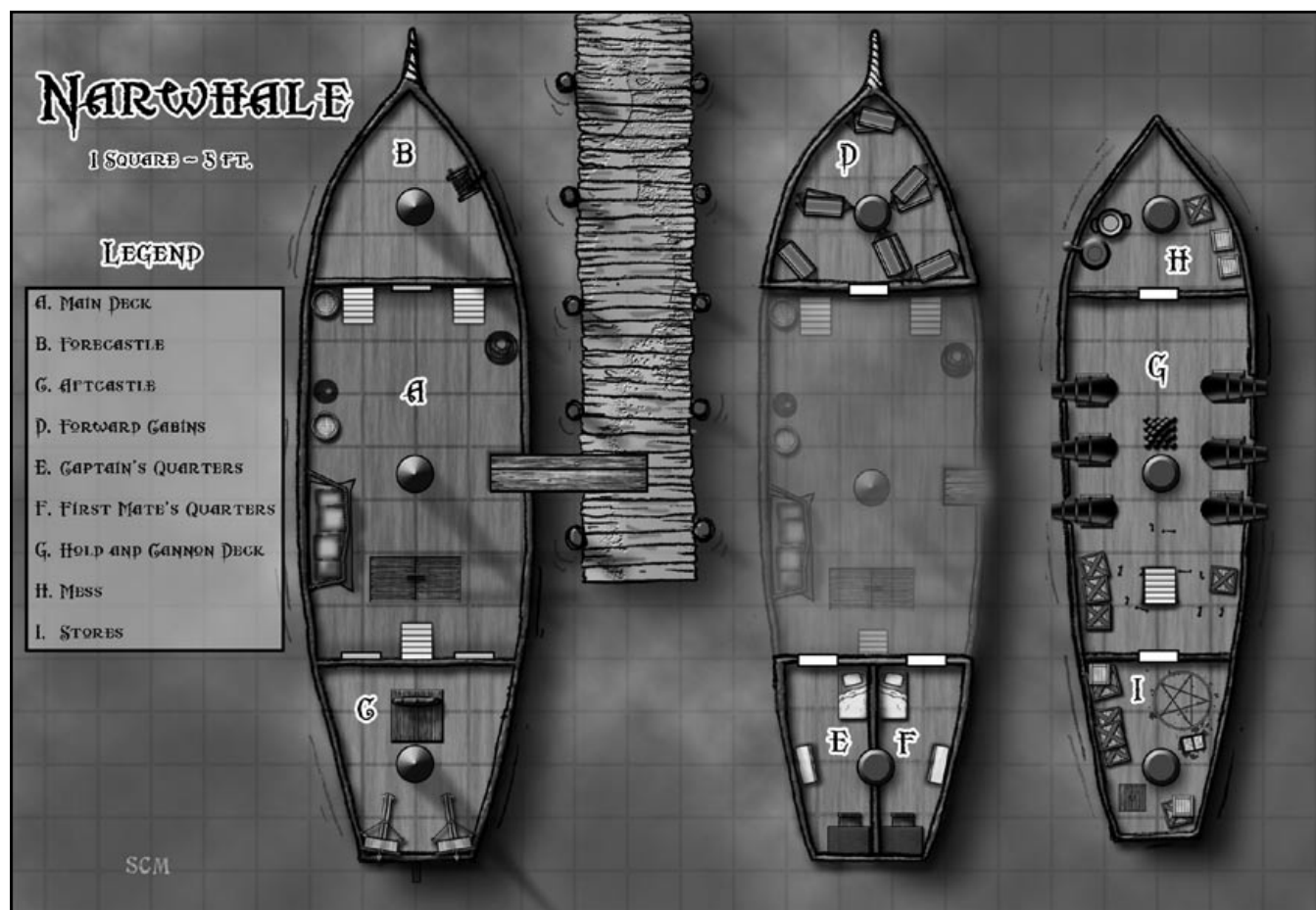
The aftcastle holds the helm and wheel as well as a pair of ballista that point aft.

### D. FORWARD CABINS

This area serves as the cabin quarters for the crew. Hammocks hang stretched across the area, crisscrossing the room and creating a veritable maze. There are accommodations here for a dozen men. The crew works in rotations, getting sleep between shifts.

### E. CAPTAIN'S QUARTERS

This room serves as O'takan Farastay's personal chambers. It contains a bed, a small writing desk, and a wardrobe for spare clothes. A quick search (DC 15 Perception check) turns up the Captain's Log. This book is small and filled with tight, neat writing. Notes indicate the Narwhale calls Mazin home and mention of chattel suggests the ship transports slaves. Presenting this log to Tarmon is enough to convince the wizard of his friend's duplicity.



# APPENDIX FURY IN FREEPORT

## F. FIRST MATE'S QUARTERS

This room is similar to the Captain's Quarters and houses the first mate, a foul devotee of the blackest arts. He knows little of sailing, but he keeps the crew in line through fear of his terrible gifts.

## G. HOLD AND CANNON DECK

This large area is where the sailors man the cannons as well as keeping extra cargo. Manacles set in the floor suggest the typical types of cargo carried by the ship. A pile of cannonballs stands in a pyramid near the mainmast.

## H. MESS

This room holds the ship's kitchens and supplies. The cook creates bland though nourishing meals. There's enough food and potable water for a month at sea. Heaped in a pile in the corner of this room are six bloated bodies crawling with vermin. A quick inspection reveals the bodies have been cut up and used for food. These victims were used as sacrifices by Farastay to summon the demons. Seeing the bodies is a mild mind-rendering encounter (+5 vs. Will Defense, if hit, the characters seeing the pile gain 1 Insanity Point).

## I. STORES

This room holds spare sails, an extra anchor, a length of chain, tar, and all the other accoutrements one would expect to find on a ship. A trap door in the floor leads to the bilge (not pictured), which is sometimes used to transport the hardier slaves.

All of the supplies have been shoved against the walls to accommodate a pentagram painted in blood. Farastay and his first mate use the summoning circle to conjure demons. The stench of blood and death hang heavy in the air. Black candles still sit arranged in a circle around the circle.

A copy of the Liber Demonica—a blasphemous tome Farastay and the first mate use to perform the ritual to summon their demonic servants—lies on the floor in a pool of blood.

## CREW

The ship has a crew of 20 mute slave sailors, a cook, the first mate, and Captain O'takan Farastay.

## SLAVE SAILORS

The slave sailors wear the same black breeches and red sashes around their waists. They have long black hair they wear up in topknots. Ritual scars and flesh rings adorn their chests.

## THE COOK

Hulking and hideous, the Cook wears a chainmail apron and hefts a rusty hatchet. He's an idiot and a string of drool hangs from his chin. When he attacks, he screams "Meat!"

<b>Slaver Sailors</b>	<b>Level 1 Minion</b>
Medium natural humanoid, human	100 XP

**Initiative** +3      **Senses** Perception +0  
**HP** 1; a missed attack never damages a minion.  
**AC** 13; **Fortitude** 13, **Reflex** 15, **Will** 14  
**Speed** 6

⊕ **Cutlass** (standard; at-will) • **Weapon**  
+4 vs. AC; 6 damage.

⊗ **Ballista** (standard; at-will, takes 2 rounds to reload) • **Weapon**  
+4 vs. AC; 3d8 damage.

**Alignment** Evil      **Languages** Common, can't speak  
**Skills** Acrobatics +5, Athletics +5  
**Str** 14 (+2)      **Dex** 17 (+3)      **Wis** 10 (+0)  
**Con** 14 (+2)      **Int** 10 (+0)      **Cha** 10 (+0)

**Equipment** cutlass

<b>The Cook</b>	<b>Level 2 Brute</b>
Male medium natural humanoid, human	XP 125

**Initiative** +3      **Senses** Perception +1  
**HP** 45; **Bloodied** 22  
**AC** 16, **Fortitude** 14, **Reflex** 13, **Will** 12  
**Speed** 6

⊕ **Battleaxe** (standard; at-will) • **Weapon**  
+5 vs. AC; 1d10 + 3 damage.

⚡ **Idiot's Battlecry** (standard; recharge ☞ ☞) • **Fear, Thunder**

Close burst 5; +3 vs. Fortitude; 1d6 +1 thunder damage, the target is deafened and takes a -2 penalty to defenses (save ends both).

**Alignment** Evil      **Languages** Common  
**Skills** Acrobatics +6  
**Str** 16 (+4)      **Dex** 15 (+3)      **Wis** 10 (+1)  
**Con** 15 (+3)      **Int** 8 (+0)      **Cha** 6 (-1)

**Equipment** battleaxe, chainmail

## FIRST MATE

The first mate is pale and wiry, painted in blood and excrement. Because of his appalling appearance, Farastay keeps him hidden on the Narwhale. During combat, he spits at his foes and hisses dreadful curses.

## O'TAKAN FARASTAY

The "man in white" dresses in fine white robes. He is attractive, with a quick smile and a muscular frame. He keeps his black hair cut short.

# APPENDIX FURY IN FREEPORT

**First Mate** **Level 3 Artillery**  
Male medium natural humanoid, human XP 150

**Initiative** +3 **Senses** Perception +3

**HP** 36; **Bloodied** 18

**AC** 15, **Fortitude** 15, **Reflex** 15, **Will** 16

**Speed** 6

⚔ **Dagger** (standard; at-will) • **Weapon**

+10 vs. AC; 1d4 + 4 damage.

⚡ **Psychic Bolt** (standard; at-will) • **Psychic**

Ranged 10; +8 vs. Will; 1d10 + 3 psychic damage.

⚡ **Spectral Chains** (standard; recharge ⚡ ⚡) • **Force**

Ranged 10; +8 vs. Fortitude; 2d10 + 3 force damage, and the target is immobilized until the end of the first mate's next turn.

⚡ **Ebon Ray** (standard; encounter) • **Necrotic**

Ranged 10; +8 vs. Will; 3d8 + 3 necrotic damage and the target is blinded (save ends).

**Focused Channeling**

When the first mate rolls a natural 19 or 20 on an attack roll for a ranged power, he slides the target 1 square and knocks it prone after applying the attack's other effects.

**Alignment** Evil **Languages** Common, Dwarven

**Skills** Arcana +8, Insight +8

**Str** 11 (+1) **Dex** 13 (+3) **Wis** 14 (+3)

**Con** 12 (+2) **Int** 13 (+2) **Cha** 17 (+4)

**Equipment** cloth armor, dagger, pouch of components and charms

## USING THE NARWHALE

The twenty slave sailors are all above deck, with 8 on the main deck (Area A), 5 more on the forecastle (Area B), 3 more on the aftcastle (Area C), and the last 4 in the forward cabins (Area D). They attack any intruders coming on board, squaring off in pairs against the characters with the leftovers taking on any warriors. Should four sailors fall, two move to the aftcastle and swing the ballista around to fire at the characters. The sailors take a -1 penalty to their attack rolls, a hit deals 3d8 points of damage, and it takes two full-round actions to reload these weapons.

Meanwhile, the cook emerges from the mess (Area H), joining the fight after 4 rounds. The first mate, who's in his quarters, throws open his door and lays about with his spells each round.

If Farastay is on board, he may fight alongside his crew, joining the fight in 2 rounds, but only if he doesn't yet have the knife and/or Beedle. If he has the emerald dagger and Beedle, he's in the Stores (Area I) finishing the incantation to summon a skulldugger to hunt down and slaughter the

**O'taken Farastay** **Level 4 Controller**  
Male medium natural humanoid, human XP 175

**Initiative** +4 **Senses** Perception +4

**HP** 53; **Bloodied** 26

**AC** 18, **Fortitude** 16, **Reflex** 16, **Will** 16

**Speed** 6

⚔ **Dagger** (standard; at-will) • **Weapon**

+9 vs. AC; 1d6 + 4 damage.

⚡ **Chilblains** (standard; at-will) • **Cold**

Ranged 20; +8 vs. Fortitude; 1d6 + 4 damage and the target's movement is reduced by 1 square (save ends).

⚡ **Forceful Burst** (standard; recharge ⚡ ⚡ ⚡ ⚡) • **Force**

Area burst 2 within 10; +8 vs. Reflex; 1d10 + 4 force damage, and the target is pushed 2 squares.

**Alignment** Evil **Languages** Abyssal, Common, Draconic

**Skills** Arcana +9, Bluff +9, Diplomacy +9, Insight +9

**Str** 13 (+3) **Dex** 14 (+4) **Wis** 14 (+4)

**Con** 13 (+3) **Int** 16 (+5) **Cha** 14 (+4)

**Equipment** cloth armor, dagger, potion of healing, 200 gp, the Narwhale and all its possessions

**Skulldugger** **Level 5 Soldier**  
Medium elemental humanoid (demon, undead) XP 200

**Initiative** +6 **Senses** Perception +2; darkvision

**HP** 67; **Bloodied** 33

**AC** 21, **Fortitude** 17, **Reflex** 17, **Will** 17

**Immune** disease, poison; **Resist** 10 fire, 10 cold

**Speed** 6, fly 10 (hover)

⚔ **Grasping Claws** (standard; at-will)

+12 vs. AC; 2d8 + 4 damage.

⚡ **Flame Blast** (standard; recharge ⚡ ⚡) • **Fire**

Close blast 2; +10 vs. Reflex; 3d6 + 4 fire damage.

**Teleport** (minor; encounter) • **Teleportation**

The Skulldugger teleports up to 20 squares.

**Demonic Undead**

Skullduggers only suffer damage from undead turning.

**Alignment** Evil **Languages** Common, Abyssal

**Str** 16 (+5) **Dex** 15 (+4) **Wis** 10 (+2)

**Con** 19 (+6) **Int** 10 (+2) **Cha** 12 (+3)



# APPENDIX FURY IN FREEPORT

characters. It takes one hour to perform the summoning, so how far along Farastay is depends on how soon the characters show up after he's snatched Beedle. If the incantation fails, a trio of drudges appears instead and attacks Farastay and the rest of the crew until they themselves are destroyed.

## AFTERMATH

The best possible ending for Fury in Freeport is for the characters to defeat Farastay, recover the emerald dagger, save Aporcus Beedle, and present proof of Farastay's wickedness to the Watch or the high wizard Tarmon. This is a tall order, since it requires the characters to uncover all of the clues, follow the leads to their conclusions, and correctly deduce what's going on. Regardless of how well the characters do, the adventure concludes whenever Farastay is killed or escapes.

Should the unthinkable happen and Farastay gets the emerald dagger and sacrifices Beedle, the Mazin slaver conjures a skulldigger to hunt down and destroy the player characters. Farastay then slips away. He might become an interesting recurring villain, or a looming threat whose existence portends some future horror to befall the City of Adventure.

Aporcus Beedle, if he lives, slinks off and disappears into Scurvytown. Vigilant characters may turn him over to the Watch, in which case he is tried and sentenced to the Hulks. This is likely not the last the characters will see of young master Beedle.

If Tarmon has been a factor in the adventure, he thanks the characters for their help, clears their names of any wrongdoing, and rewards them for their efforts, giving them 500 gp apiece (100 if they failed or lost the emerald dagger).

Undoubtedly, the characters have made many contacts in their adventures in Freeport and have likely made a few enemies, too. Will Dimetrios try to rub out the characters to keep his secret safe? Will Tarmon take steps to remove the characters to avoid implicating himself by his friendship with Mazin? What about Melanie Crump? If she managed to kill Uri, she may be gone to whatever hell that awaits her, but it's possible she's not content and may seek more victims to quench her unholy thirst for vengeance. With these adventure seeds, Fury in Freeport can be more than just a single adventure—it can be the start of your new campaign in the City of Adventure!