

SAVAGE WORLDS FREEPORT COMPANION



THE CITY OF ADVENTURE
SOURCEBOOK FOR SAVAGE WORLDS



Savage Worlds Freeport Companion

A GUIDE TO PLAYING IN FREEPORT FOR *Savage Worlds*

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INTRODUCTION

To many, Freeport is a wretched excuse for a city, clinging like a tumor on the edge of a remote island in some forlorn sea far from the routes of civilized men, but you, bold hero, hardened buccaneer, courageous adventurer, know better. Freeport may have its warts, its thugs, its pirates, serpent people, cultists, and don't forget the monsters, but it is also a city of opportunity, of grand adventure, the start and end of countless quests and escapades. The smell might be offensive, but it's the scent of riches, of fame and glory. Freeport, for you, is your best chance at making something of yourself in a world gone mad. As you navigate the narrow streets walked by many others before you, take heart in knowing you are different, you have a destiny for greatness, for its everywhere around you, just ripe for the taking. This, friend, is Freeport: The City of Adventure.

USING THIS BOOK

The *Savage Worlds Freeport Companion* is your mechanics supplement for using the *Pirate's Guide to Freeport* with the *Savage Worlds RPG*. 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 it provides

extensive detail about the city, people, environs, and much more. If you already have Green Ronin's *Freeport: The City of Adventure* and other Freeport sourcebooks, those can help too, but be aware that some of

"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

the characters and information in this book reference events that have occurred after the Succession Crisis, which hasn't yet been concluded in the older sourcebooks.

For rules, this Companion works with *Savage Worlds*, so you'll need a set of those rules. Other *Savage Worlds* sourcebooks, such as the *Fantasy Bestiary Toolkit* and *50 Fathoms* campaign setting are useful, but not necessary for play.

Finally, while the *Savage Worlds 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 the information provided in this sourcebook. New Edges presented in **Chapter 1: Characters** may not fit with your campaign setting or your vision of Freeport. You may not want to take advantage of the madness and corruption rules, or the new monsters, rituals and so on. The rules included here are designed to be modular, meaning you can take what you like and leave the rest. Above all, have fun! This sourcebook should spark new ideas, helping you create exciting adventures in this city and play fun and compelling characters worthy of being denizens of the City of Adventure.

THE FREEPORT COMPANIONS

The *Savage Worlds Freeport Companion* is just one of several volumes designed to work hand-in-hand with Green Ronin's *Pirate's Guide to Freeport*. Each installment takes this exciting setting and offers a comprehensive set of rules for creating characters and running adventures in this city. Each companion is keyed to a particular game system, in this case *Savage Worlds* roleplaying game, wherein you'll find everything you need to explore this fabulous city. In a way, the Companion volumes help to shape the city, molding it to fit the rules used with it. You could consider each Companion volume like a language, with its own lexicon that brings different meaning to a common city shared between all game systems, and so you'll likely find that each Companion may offer a different selection of material to best take advantage of the merits of each game. Freeport was once the definitive city for the d20 system, but now, with the Freeport Companions, it can be the definitive city for all game systems!

CHAPTER ONE:

CHARACTERS

Characters can take a number of different paths in the City of Adventure: This section looks at some of those options and lays out routes for heroes to follow them. This chapter takes a look at alterations to the character generation rules for heroes adventuring in Freeport.

CHARACTER CONCEPTS

Alchemist: Either one who works with mundane devices or a practitioner of magic who wields the true art.

Assassin: A stealthy and secretive killer for hire; a true devotee of the “art” of assassination, always in demand in certain circles of Freeport.

Barbarian: Usually a warrior from a foreign land with a savage ethos and the strength and skill at arms to survive.

Cultist: A follower (and perhaps even leader) of one of the many cults in the shadows of Freeport, one with true supernatural power.

Dabbler: Someone who dabbles in the arcane, but supplements it with mundane skills.

Duelist: Elegant specialist in one-on-one fighting, particularly with swords. Duelists often serve as professional dispute settlers in Freeport.

Fence: A specialist in stolen goods: acquiring, appraising, and selling them to the highest bidder for a tidy profit.

Grifter: A con artist who preys on the gullible and the unsuspecting for profit, on those occasions when there are any such people to be found in Freeport.

Magician: A wizard or mage, a true scholar of the arcane arts, always interested in collecting new lore (one way or another).

Mercenary: A sell-sword for hire, fighting at the behest of various clients or serving as an armed guard for those able to afford it.

Mummer: One of the various performers found in the city: actors, dancers, jugglers, singers, and so forth, all willing to do a little extra from time to time in exchange for some coin.

Musketeer: A warrior specializing in the relatively new alchemical firearms made and used in Freeport.

Mystic: An innate adept awakened to arcane or divinely granted powers and learning to control and master them.

Pirate: A crewman, officer, or even captain of a pirate ship, raiding other vessels for loot on the high seas, finding a haven in Freeport.

Priest: One of the many sworn servants of the gods of Freeport, wielding divine power in the god’s name.

Templar: Templars are warriors devoted to the service of a particular religion, church, or temple.

Thief: A professional—and reasonably successful—thief in a city full of amateurs, ranging from second story burglars to cutpurses.

“I don’t care about your past, mate; I care about yer future. If’n you can hoist a sail, swab the decks, and avoid cuttin’ the throats of other crewmen, yer hired.”

—Captain Morgan Bauman, Pirate

CHARACTER GENERATION

1) RACE

Players can play a variety of character races, each with its own specific strengths and weaknesses. Take a look through the Races of Freeport in this chapter and pick a race. Once you’ve made your choice, you can’t change it later.

2) TRAITS

This section works as normal, except as noted below.

The Piloting skill would be highly unusual, since there are few devices that would qualify as aircraft in the world of Freeport (except perhaps for the occasional magical creation of an adept or the like); the most common flying conveyance is some sort of aerial creature, which requires the Riding skill rather than Piloting.

Certain Knowledge skills are useful in Freeport. As usual, each is a unique skill. Note there is no Knowledge (Freeport) skill. For denizens of the city this is covered by Common Knowledge.

Alchemy: Used to create alchemical devices, as detailed in **Chapter 3: Forbidden Lore**.

Arcana: This knowledge offers information about magical matters including things relating to adepts, supernatural powers, and supernatural beings.

Battle: This knowledge reflects a talent with techniques and strategies for disposing and maneuvering forces in combat.

Craft: The ability to make objects or perform a trade. Each craft is a separate skill. Example crafts include blacksmithing, forgery, cooking, carpentry, and gemcutting.

Geography: This skill describes knowledge of where things are, maps, and how to use them.

History: This specialty deals with studies of the past, particularly famous events and people.

Nature: This skill encompasses information about flora, fauna, natural hazards, and similar subjects about the natural world.

Nobility: This skill describes knowledge of important rulers and noble families or houses.

Religion: This knowledge represents an understanding of religious beliefs, practices, churches, and deities.

RACES OF FREEPORT

The most appropriate backgrounds for use in Freeport are racial backgrounds. These are packages of ability adjustments, and bonus skills and feats. While these are mechanical modifiers at heart, they can and do inform many of the roleplaying choices about your character, guiding you in decisions about your character's personality, motivations, and appearance.

HUMANS

Freeport is in many ways a human city. Humans founded it and humans are the most numerous of people in the city. They occupy the highest levels of government, have the most seats on the Captains' Council, make up the majority of the Watch and are the dominant people in Freeport's militia—the Sea Lord's Guard. In Freeport's long history, no one who was not human has ever held the post of Sea Lord. All the judges in the Old City are human, and most of the biggest businesses are human-held. Despite their apparent mastery of the city, human Freeporters are mostly tolerant of other races and cultures. They welcome travelers from all over the world, regardless of their skin color, racial heritage, culture, or any other characteristic that might set the visitors apart from those around them. It is this welcoming (or perhaps indifferent) attitude that makes Freeport such an attractive place to live.

Freeporters may be predominantly human, but they are certainly not all alike. Humanity comes in many shapes, sizes, colors, and nationalities, and Freeport often seems like home to them all. There is no typical Freeporter in terms of appearance or language, though many have learned to speak enough of the most common dialects to get along.

Humans do tend to gather according to their native cultures. Many of Freeport's districts can be broken into smaller ethnic neighborhoods, with people of a shared homeland gather together out of a need for familiarity, comfort and shared values. This is often expressed by the exotic smells wafting from their homes, but also by their architectural choices, their language, and sometimes their appearance.

Racial Edges and Hindrances

- **Versatile:** Humans are a versatile crowd. They begin the game with either a free Edge or two extra skill points. They must meet all the requirements for the Edge.

DWARVES

Famous for having little love for the sea, one might think Freeport to be free from these stout peoples, but nothing is further from the truth. Dwarves have never been common in the city, but there are plenty of immigrants who have chosen this maritime city to start their lives anew. Such migrations are not without their troubles. Freeport is nothing like what a dwarf is accustomed to; it is filthy, smelly, and lacks the comforting ceiling that defines most dwarves' lives. Dwarves who settle here must also come to terms with the large orc and goblinoid population that are allowed to walk the streets with impunity. Those dwarves who cannot stomach Freeport's unusual

3) EDGES & HINDRANCES

This remains unchanged except for one important note. For 1 point you can gain an extra 100 lords (gold coins), not \$500 as in *Savage Worlds*.

4) GEAR

Starting money and gear prices can be found in **Chapter 2: Equipment**. These notes replace those found in the *Savage Worlds* rules.

character find themselves moving along quickly, but amazingly, many stay, opening businesses or hiring themselves out as mercenaries, guards, or adventurers.

Racial Edges and Hindrances

- **Low Light Vision:** Dwarven eyes are accustomed to the dark of the underworld. They ignore attack penalties for Dim and Dark lighting.
- **Slow:** Dwarves have a Pace of 5".
- **Tough:** Dwarves are stout and tough. They start with a d6 Vigor instead of a d4.

ELVES

Elves have few reasons to settle in this city and so there are few here. Those elves that do 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 other sea dogs of Freeport. Most elves living in Freeport are attracted to its liveliness, its loose societal structures, and the freedom that Freeport offers to those who come here. While they may disagree with the ignorance and violence and terrible odors wafting up from the Docks, many find a way to set aside their misgivings and embrace the wild and raucous nature of the city.

Elves from the Continent are split into three groups: high elves, sea elves, and wood elves. All elves have the Agile and Low Light Vision Edges, with others varying by type.

Racial Edges and Hindrances

- **Agile:** Elves are graceful and agile. They start with a d6 in Agility instead of a d4.
- **Low Light Vision:** The character's eyes amplify light like a cat, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.
- **Lost Heritage (High Elves):** High elves have become quite familiar with more modern technology, embracing inventions like firearms. They have, however, lost much of their rural heritage. When in the wilderness they suffer a -1 penalty to Stealth, Survival, and Tracking rolls.
- **Coastal Heritage (Sea Elves):** Sea elves are at home both on and in the water. They start the game with a d6 in Boating and Swimming.
- **All Thumbs (Wood Elves):** The rural wood elves have an inbred dislike of mechanical objects, and thus have the All Thumbs Hindrance. They shun most mechanical or items of any design.

GNOMES

Where dwarves and elves are unusual, gnomes are far more common, even having one of their own 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 are the conflicts between them and the small kobold and goblinoid population. There have been more than a few murders on both sides, and they do their part to making sure the watchmen in the city have jobs.

Racial Edges and Hindrances

- **Alchemical Training:** Gnomes are considered masters of alchemy. All gnomes begin with Knowledge (Alchemy) at a d6.
- **Keen Nose:** Gnomes add +2 to Notice rolls based on sense of smell. At the GM's discretion, this bonus may apply to Tracking rolls as well.
- **Short:** Gnomes average only about 3' tall. Their small size subtracts 1 from their Toughness.
- **Trickster:** Gnomes are renowned tricksters. They have +2 to perform Agility and Smarts Tricks.

HALF-ELVES

Wherever human and elven societies intersect, there are bound to be half-elves. Freeport is no exception. Half-elves are more common here than are 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 humans do, being pirates, tradesmen, mercenaries, and everything in between. Their natural adaptability and good heads on their shoulders helps them carve out a place for themselves and many have become quite successful in business—both legitimate and illegitimate.

Racial Edges and Hindrances

- **Heritage:** Some half-elves retain the grace of their elven parent. Others gain the adaptability of their human ancestry. A half-elf may either start with a free Edge of his choice (as a human), or a d6 in Agility instead of a d4.
- **Low Light Vision:** The character's eyes amplify light like a cat, allowing him to see in the dark. He ignores attack penalties for Dim and Dark lighting.
- **Outsider:** Half-elves aren't true outsiders (as per the Hindrance), but neither are they ever quite accepted by humans or elves as one of their own. This tends to make half-elves wanderers with no hard roots.

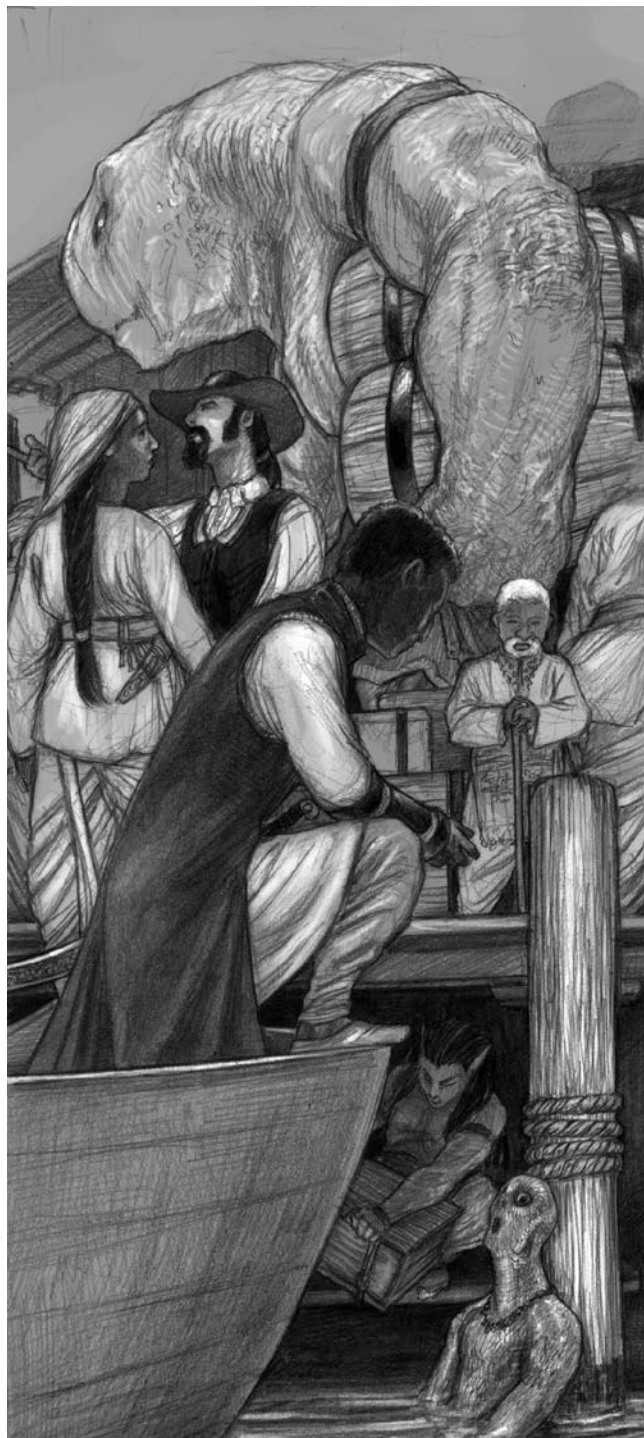
HALF-ORCS AND ORCS

Orcs have had a presence in Freeport for generations. Those in power have traditionally used them as labor, bringing them into the city from far-flung places on the Continent to do the heavy lifting, farming, mining, and scutwork no one else wants to do. As a result, Freeport's orc population blossomed until the orcs and their half-breed spawn were as numerous or more numerous than just about any other humanoid in the city. Eventually, their brutish and violent ways pushed the less-enlightened peoples 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 work to reclaim the land from the magical catastrophe that nearly overwhelmed the city some years past. Not everyone in Freeport shares this short-sighted, bigoted view, but the damage has been done and tensions between the orcs and the rest of Freeport are on the rise.

The traits below describe both full-blooded orcs and half-orcs.

Racial Edges and Hindrances

- **Infravision:** Half-orcs and orcs can see in the infrared spectrum, halving all penalties (round down) for bad lighting against heat-producing targets.



- **Outsider:** Half-orcs and orcs aren't trusted by most other civilized races, and so subtract 2 from their Charisma.
- **Strong:** Half-orcs and orcs have some of the strength of their fathers. They start with a d6 Strength attribute instead of a d4.

HALFLINGS

Halflings infest Freeport. They're everywhere. Freeport is like a magnet for them. They seem helplessly drawn to the busy streets and over the years, they have fast become one of the largest minorities in the city. What puzzles many is that there aren't halfling vessels, and there's never been a mass-migration of halflings to the city. 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 them for everyone in Freeport knows Finn, a crime lord of considerable power, doesn't tolerate anyone abusing his people.

Racial Edges and Hindrances

- **Fortunate:** Halflings draw one additional benny per game session. This may be combined with the Luck and Great Luck Edges.
- **Short:** Halflings average only about 3' tall. Their small size subtracts 1 from their Toughness.
- **Spirited:** Halflings are generally optimistic beings. They start with a d6 Spirit instead of a d4.

OTHER RACIAL BACKGROUNDS

In addition to the most common races living in Freeport, there are a few racial backgrounds available to characters hailing from the City of Adventure.

AZHAR

The Azhar are relatively new arrivals, hailing from distant lands. Claiming to be descended from the mysterious efreet, the Azhar seem to have inherited the genies' fiery dispositions. Skilled sailors and shrewd merchants, the azhari have a small, but growing presence in the city. Azhari generally have reddish-blond manes and bronze skin. Their eyes are bright red or orange, often unsettling for those unaccustomed to their exotic appearance.

Racial Edges and Hindrances

- **Elemental Link:** Azhar can use *elemental manipulation* as an action. They never suffer backlash, have no need to use Power Points, and use Spirit as their arcane skill.
- **Fire Resistance:** Azhar halve all damage from direct sources of fire and have +2 to Vigor rolls to resist the effects of heat.
- **Infra-vision:** Azhar halve all darkness penalties for attacking heat-producing foes.

- **Weakness (Cold):** Azhar are vulnerable to cold, suffering double damage against cold-based attacks. They are -2 to Vigor rolls to resist the effects of cold weather.

GOBLIN

Like other savage humanoid races, goblins wound up in Freeport as cheap labor. Goblins are not as widespread as other races and are generally consigned to the shadows of Scurvytown or are oppressed in Bloodsalt by the hobgoblins policing that district. Goblins are small and flat-faced, with greenish skin and large, pointed ears.

Racial Edges and Hindrances

- **Low Light Vision:** Goblins ignore penalties for Dim and Dark lighting.
- **Nimble:** Nimble and light of frame, goblins have +1 to Agility rolls. This does not affect Agility-linked skills.
- **Short:** Goblins are slightly taller than gnomes and halflings but have thin frames. Subtract 1 from their Toughness.
- **Talented:** Goblins begin the game with Riding and Stealth at a d6 each.

HOBGOBLIN

Under the leadership of Draegar, the hobgoblins have emerged as a powerful force in Freeport. Charged with maintaining some semblance of law and order in the decrepit district of Bloodsalt, they beat and abuse anyone they want, all in the name of promoting their brand of "justice." Hobgoblins are distrusted and disliked outside of the city's fringes, which is just fine by them.

Racial Edges and Hindrances

- **Bad Reputation:** Their love of brutality gives hobgoblins a bad name. They have -2 to Charisma.
- **Low Light Vision:** Hobgoblins ignore penalties for Dim and Dark lighting.
- **Talented:** Hobgoblins begin the game with Notice and Stealth at a d6 each.
- **Thuggish:** Hobgoblins are rightly renowned as brutish thugs. They have +2 to Intimidation rolls.

HINDRANCES

GOCKY (MINOR)

Some heroes, and villains, just don't know when to brag and when to act. Your character suffers from this affliction.

The hero's first round in any combat *must* be spent announcing how great he is, or pronouncing the doom of those who oppose him. If for some reason your hero must act instead, it costs him a benny.

A villain with this Hindrance never delivers a finishing blow to a foe. Instead, he leaves them to die, or orders his minions to finish them while he stalks off well out of earshot. Inevitably, these foes survive their wounds, escape the minions, and so on.

DEPENDENT (MAJOR)

Your hero has some person to whom he is completely devoted, and will do anything to protect. This may be his wife or younger brother, one of his children, or even a pet or follower.

The hero's dependent is a Novice Rank character, and while plucky and brave, just isn't up to par with trained soldiers. For whatever reason, this doesn't stop the dependent getting involved. He or she constantly requires saving, reveals secrets, or otherwise causes your hero no end of trouble.

If the Dependent ever dies, your hero is heartbroken and grief-stricken for the rest of the campaign. He receives only one benny at the beginning of each game session (but Luck and other bonuses apply normally). Relief comes only after ultimate revenge. He cannot simply slay the minion who murdered his girl, he must kill the minion's boss as well and then only after making them pay. Only after this is the benny restriction lifted and the Hindrance "bought off."

FANATIC (MAJOR)

Your hero believes so strongly in his country, religion, or philosophy that he will do almost anything for it, and often tries to persuade, cajole, convert, or browbeat those who don't subscribe to his beliefs into doing so.

If ordered to do something that serves or is motivated by his beliefs, the hero *must* do it, however foolish or dangerous it might be. His attitude among allies may be a turn off depending on the situation, and the GM may apply a -2 Charisma modifier when appropriate.

ONE HAND (MINOR)

The hero is missing a hand. As with the One Arm Hindrance, the hero has learned to compensate, and his remaining hand is his "good" one. The adventurer suffers a -2 modifier to any rolls involving two

hands, such as climbing or rowing, as he can at least use the rest of his arm for support. The hero may add a hook over his stump (he must buy one), but still suffers the penalty except when climbing (when his hook actually comes in useful).

No character may have the One Arm and One Hand Hindrance with regard the same arm. A hero missing both arms or hands can't do much when it comes to using his hands. The GM must determine what actions the character is capable of performing.

ORDERS (MINOR)

While the character may have his own plans, he ultimately serves another power and is expected to follow orders when they are issued. Such orders should, of course, lead to an exciting adventure. A hero with this Hindrance may be a servant, a common town guardsman, or a member of a holy order, for instance.

SEASICK (MAJOR)

Suffering from seasickness is a serious problem for anyone who wants to venture out to sea. The character must make a Vigor check

each time he boards a ship. On a success, the character manages to control his sickness. With a failure he suffers a -2 penalty to all trait rolls until he spends an hour on dry land.

Woe betide the character when caught in a storm! He must make a Vigor roll at the start of each round until the storm abates or his sickness kicks in. He still rolls if he's already suffering seasickness—a second failed Vigor roll increases the penalty to -4 .

SUPERSTITIOUS (MINOR)

Many folk are superstitious, but this character is particularly superstitious.

The first round of any combat must be spent acting out some small gesture to ward off his fears. This may be rolling dice, rubbing a lucky charm, mumbling a prayer, or such like. If for some reason the hero must act instead, it costs him a benny.

Superstitious uses the same mechanics as the Cocky Hindrance, but provides a different slant on why a character delays acting. A hero who is both Cocky and Superstitious must delay two rounds before he can act or lose two bennies, one if he delays for a single round.

EDGES

The following Edges are not suitable for characters in a Freeport game: Arcane Background (Psionics, Superpowers, or Weird Science), and any Edges which list these as requirements.

A few other Edges have changed slightly. These are detailed below.

BACKGROUND EDGES

RICH

Requirements: Novice

The hero begins with three times his usual starting money. If the hero has a regular income, something he should detail with the GM, he receives a 2,500 L annual salary.

VERY RICH

Requirements: Novice, Rich

The hero begins with five times his usual starting money. If the hero has a regular income, something he should detail with the GM, he receives a 5,000 L annual salary.

COMBAT EDGES

CLOSE FIGHTING

Requirements: Novice, Agility d8+, Fighting d8+

This Edge is for skilled knife-fighters, who pride themselves on defeating their foes up close and personal.

Close fighters move inside most weapons' reach, adding a bonus to the fighter's Parry equal to an enemy weapon's Reach +1 for that particular foe. No bonus is granted if the foe is unarmed or using a knife or other small weapon.

Example: A pirate with Close Fighting battles a cultist with a cutlass (Reach 0). The pirate gains +1 Parry.

IMPROVED CLOSE FIGHTING

Requirements: Novice, Close Fighting

Close fighters train to go for vital areas and weak spots for quick and lethal kills. The attacker adds a bonus to his Fighting roll equal to his enemy's Reach +1.

COUP DE JARNOC

Requirements: Seasoned, Agility d8+, Notice d6+

Whenever you score a raise on an attack roll, you can forego the extra +1d6 damage in order to halve your opponent's Pace (rounded down). Running die results are halved as well. This penalty remains for 5 rounds.

COURAGEOUS

Requirements: Novice, Guts d6+

Against fearsome foes, a hero who can control his fear stands a better chance of survival than one who succumbs to panic.

The hero adds +2 to all Guts rolls, and subtracts 2 from rolls on the Fright Table.

LUNGE

Requirements: Novice, Fighting d8+

A lunge allows a swordsman to extend the reach of his weapon. The character gains +1 Reach to his weapon. He may not use this Edge with First Strike, Frenzy, or Sweep.

RIPOSTE

Requirements: Seasoned, First Strike, Fighting d8+

A riposte is a combination of a parry followed by a quick attack. Once per round, the character receives a free Fighting attack against one foe within reach of his weapon who failed a Fighting attack against him. This attack is made at -2 .

A riposte must be a straight attack (so no Disarm, Wild Attack, or other such maneuvers) and may not be combined with Frenzy or Sweep. It may be used with the Defend maneuver (but not Full Defense).

IMPROVED RIPOSTE

Requirements: Veteran, Riposte

As above, except the character may make a free attack with no penalty. All Edge and maneuver restrictions still apply, however.

SCAMPER

Requirements: Seasoned, Short racial Edge, Agility d8+

Some races are small and quick, making great use of their size and speed in combat by scampering about to avoid the furious blows of their larger opponents.

Opponents of man-size (Size +0) or larger subtract 1 from attack rolls against heroes with this Edge. The benefit only applies when the character is aware the attack is coming, he is unbound and able to move freely, and has no encumbrance penalty.

SUNDER

Requirements: Seasoned, Strength d8+

Any hand or ranged weapon in the hands of a character with this Edge ignores 1 point of armor (in addition to any AP the weapon has). This Edge applies against all forms of armor, whether natural or crafted.

IMPROVED SUNDER

Requirements: Veteran, Sunder

As above, except the character ignores 2 points of armor.

PROFESSIONAL EDGES

ALCHEMY

Requirements: Seasoned, Arcane Background (Any), arcane skill d6+, Knowledge (Alchemy) d6+

Despite its name, alchemy is not just the creation of potions—it also covers scrolls, one-shot wands, horns, amulets, and other temporary magic objects. The creation of permanent magic items is beyond mortal understanding.

Spells to be placed into an alchemical device must be part of the alchemist's repertoire—if he doesn't know *healing*, for instance, he can't use it with this Edge.

Alchemical devices may only contain spells which do not require an opposed roll—alchemical devices have no arcane skill to roll. For instance, you could create a *horn of obscure*, *staff of bolt*, or even *oil of heat mask*, but not a *wand of puppet*, *horn of confusion*, or *powder of lower trait*. The GM has the final word on what spells an alchemical device may contain.

Creation: To create an alchemical item (called a device from hereon for convenience), the alchemist needs access to at least a small lab (such as in an alchemist's lab, p. xxx), ingredients, and time. Creating a device takes a number of hours equal to twice the spell's Rank (Novice is 2 hours, Seasoned 4 hours, and so on). The monetary cost of the ingredients is equal to 100 lords per Power Point of the spell.

At the end of the required time, the alchemist pays the monetary costs, spends his Power Points (including any for maintaining the spell), and rolls his Knowledge (Alchemy).

If the skill roll is successful, the device is complete. Any living being can use the device as an action and gains the benefits of the spell. A *potion of vigor*, for example, might contain the *boost Vigor* spell. The alchemist's Power Points recharge as normal. On a failure, the device is ruined, the ingredients and Power Points lost, and the hero is subjected to backlash.

The effects of the device are the same as the spell. This includes any additional effects from raises on the original skill roll.

Spells designed to function at range, such as *obscure* or *stun*, can be thrown with the Throwing skill at Range 3/6/12 (this replaces their usual range) or fired from a wand using Shooting. Spells with Range brackets (*bolt* or *blast*) or which use the Cone Template (*burst*) must be activated using Shooting.

Players should use common sense when creating alchemical devices. For instance, *bolt* makes more sense in a wand rather than as an oil. *Obscure* could be a potion, but would be thrown or sprinkled over an area rather than drunk. The GM has the final say on whether a spell belongs in a potion, scroll, or other object.

Scrolls: Any person who can read the scroll can cast the spell as an action. No die roll is required. Once used, the scroll turns to dust.

Other Items: The GM and player must decide how other items are used. A *healer's bag* (contains *boost Healing*), for instance, may only require the user to make a Healing roll under the assumption he is using herbs and poultices from the device to gain the magical bonus. Merely rubbing a *brooch of armor* may activate the magic, however.

DIVER

Requirements: Novice

Your hero wasn't literally born in the water, but some might believe he was. He takes to water like a fish and can hold his breath longer than most others. Natural swimmers add +2 to their Swimming rolls, add +1 to their Swimming Pace, and can hold their breath 50% longer than others of their species.

FENCE

Requirements: Novice, Smarts d6+, Persuasion d6+, Streetwise d8+

Thieves need to dispose of their loot without attracting attention, and that's where the fence comes in. Through his many contacts, the fence can find a buyer for almost anything.

The character has +2 to Streetwise rolls to sell booty and can make the roll every 3 days instead of just once per week.

MUSKETEER

Requirements: Novice, Shooting d8+, may not have the All Thumbs Hindrance

Some heroes have a natural affinity with firearms, or have trained for years to load quickly even while under fire.

Characters with this Edge can reload a firearm in a single action. They may walk while reloading, but may not run. The Edge does not apply to cannon, only to personal arms.

CHAPTER TWO:

EQUIPMENT

Since Freeport is a city of pirates, and since pirates go about plundering ships of their treasures, it stands to reason that gold and how much of it you have would be important. Characters in Freeport track their spending power with coins. This chapter presents equipment lists and corresponding costs for most of the gear a character could ever want to own. Feel free to add or subtract from these lists as it suits your game. These lists replace those found in *Savage Worlds*.

STARTING EQUIPMENT

All characters begin play with one outfit of normal clothes, from any of the following clothing outfits: artisan's outfit, entertainer's outfit, explorer's outfit, monk's outfit, peasant's outfit, scholar's outfit, or traveler's outfit. In addition, starting characters have 100+5d20 lords (105–200 lords) with which they may purchase equipment.

WEALTH AND MONEY

The most common coin is the lord, a gold coin of dubious quality (L). A gold lord is worth 10 silver skulls (s), with each worth 10 brass or copper pennies (p). 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.

WEALTH OTHER THAN COIN

Sometimes, there's other treasure to be had aside from simply gemstones, jewelry, and coins. Trade goods are an important commodity in Freeport, and those with warehouses full of goods are counted as some of the wealthiest people in the city. **Table 2-1:**

TABLE 2-1: TRADE GOODS

Cost	Trade Good
1 p	One pound of wheat
2 p	One pound of flour, or one chicken
1 s	One pound of iron
5 s	One pound of tobacco or copper
1 L	One pound of cinnamon, or one goat
2 L	One pound of ginger or pepper, or one sheep
3 L	One pig
4 L	One square yard of linen
5 L	One pound of salt or silver
10 L	One square yard of silk, or one cow
15 L	One pound of saffron or cloves, or one ox
50 L	One pound of gold
500 L	One pound of platinum

Trade Goods covers the approximate values for some of the more important trade goods used in Freeport.

SELLING BOOTY

Eventually, characters will want to sell the fruits of their labor; that is, they sell the goods, equipment, and materials from their adventures. A Streetwise roll allows a seller to unload all of his mundane booty for a quarter its normal value. A raise finds a buyer who will take it all for half the list price. This roll may only be attempted once per week. Trade goods are the exception. A trade good is a valuable good that retains its value and may be exchanged as if it were cold hard cash.

GENERAL EQUIPMENT

Table 2-2: Goods and Services includes all the common sorts of things an adventurer needs to survive in the city of adventure.

ADVENTURING GEAR

Some of the gear described in this chapter are described here along with any special benefits they confer.

Caltrops: A caltrop is a four-pronged iron spike crafted so that one prong faces up no matter how the caltrop comes to rest. You scatter caltrops on the ground in the hope that your enemies step on them or are at least forced to slow down to avoid them. One 2-pound bag of caltrops covers an area 1" (2 yards) square.

Each time a creature moves into an area covered by caltrops (or spends a round fighting while standing in such an area), it might step on one. The character must make an Agility roll, with a cumulative –1 penalty per additional bag after he first spilled in the same area. On a failure, the hero has stepped on one. He gains the *Lame Hindrance* for 24 hours (or suffers –2 Pace and cannot run if he already has the *Hindrance*). This movement penalty lasts for 24 hours, or until the creature is successfully treated with a Healing roll at –2, or until it receives some sort of supernatural curing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

Candle: A candle provides clear light in a 2" radius for two hours. A candle blows out if the character holding it runs or is exposed to a strong wind.

Chain: Chain has Toughness 12.

Flask: A flask holds one pint of liquid. It has a waterproof cork stopper.

Flint and Steel: Lighting a torch with flint and steel is an action, and lighting any other fire with them takes at least that long.

Grappling Hook and Line: A grappling hook is attached to a light line of variable length but usually no more than 15 yards in length). The user throws the hook just as if he were attacking a target. It has a range of 3/6/12. If it "hits," the hook has set and can hold up to 200 pounds of weight.

TABLE 2-2: GOODS AND SERVICES

Adventuring Gear	Cost	Weight	Adventuring Gear	Cost	Weight	Adventuring Gear	Cost	Weight
Backpack	2 L	2 lb.	Grappling hook	1 L	4 lb.	Pick, miner's	3 L	10 lb.
Barrel	2 L	30 lb.	Hammer	5 s	2 lb.	Piton	1 s	1/2 lb.
Bedroll	1 s	5 lb.	Ink, 1 oz. vial	8 L	—	Pole, 10-foot	2 s	8 lb.
Bell	1 L	—	Jug, clay	3 p	9 lb.	Pot, iron	5 s	10 lb.
Block and tackle	5 L	5 lb.	Ladder, 10-foot	5 p	20 lb.	Pouch, belt	1 L	1/2 lb.
Bottle, wine, glass	2 L	—	Lamp, common	1 s	1 lb.	Rations, trail	5 s	1 lb.
Bucket	5 s	2 lb.	Lantern, bullseye	12 L	3 lb.	Rope, hempen, 50 ft.	1 L	10 lb.
Caltrops	1 L	2 lb.	Lantern, hooded	7 L	2 lb.	Rope, silk, 50 ft.	10 L	5 lb.
Candle	1 p	—	Lock			Sack	1 s	1/2 lb.
Canvas, sq. yd.	1 s	1 lb.	Very simple	20 L	1 lb.	Sealing wax	1 L	1 lb.
Case, map or scroll	1 L	1/2 lb.	Average	40 L	1 lb.	Signet ring	5 L	—
Chain, 10 ft.	30 L	2 lb.	Good	80 L	1 lb.	Sledge	1 L	10 lb.
Chalk, 1 piece	1 p	—	Amazing	150 L	1 lb.	Soap (per lb.)	5 s	1 lb.
Chest	2 L	25 lb.	Manacles	15 L	2 lb.	Spade or shovel	5 s	8 lb.
Crowbar	2 L	5 lb.	Mirror, small steel	10 L	1/2 lb.	Spyglass	1,000 L	1 lb.
Fishhook	1 s	—	Mug/Tankard, clay	2 p	1 lb.	Torch	1 p	1 lb.
Fishing net, 25 sq. ft.	4 L	5 lb.	Oil, 1-pint flask	1 s	1 lb.	Vial, ink or potion	1 L	1/10 lb.
Flask	3 p	1-1/2 lb.	Paper, sheet	4 s	—	Waterskin	1 L	4 lb.
Flint and steel	1 L	—	Parchment, sheet	2 s	—	Whetstone	2 p	1 lb.

Hammer, Pick or Shovel: Hammers, picks, and shovels can be used in combat, but are not properly balanced. Hammers cause Str+d4 damage and picks and shovels Str+d6. Attackers are -1 to Fighting rolls and have -1 Parry when using these improvised weapons.

Ink: This is black ink. You can buy ink in other colors, but it costs twice as much.

Jug, Clay: This basic ceramic jug is fitted with a stopper and holds 1 gallon of liquid.

Lamp, Common: A lamp provides light in a 4" radius for three hours per pint of oil. There is a 50% chance the lamp breaks if dropped, and a 1 in 6 chance it sets combustibles alight. You can carry a lamp in one hand.

Lantern, Bullseye: A bullseye lantern acts as a hooded lantern, but also has a shuttered reflective hood that can focus light through a small opening. When used in this way, it provides a cone of light equal to the Cone Template. There is a 50% chance the lantern breaks if dropped, as above.

Lamp, Hooded: As a lamp, except it burns for six hours per pint of oil.

Lock: The difficulty to open a lock with the Lockpicking skill depends on the lock's quality: simple (+0), average (-1), good (-2), or superior (-4).

Manacles and Manacles, Masterwork: Manacles can bind a Size -1 to Size +3 creature. Manacles have Toughness 12. Most manacles have locks; add the cost of the lock you want to the cost of the manacles.

For the same cost, you can buy manacles for a Small creature. For a Large creature, manacles cost ten times the indicated amount, and for a Huge creature, one hundred times this amount. Gargantuan creatures can be held only by specially made manacles.

Oil: Besides providing light when used in lanterns, oil can also be used as a weapon. This is most commonly done by putting oil in a ceramic flask with a lit fuse. The flask is then thrown at the target where it breaks and the fuse sets the oil alight. Lighting a fuse

requires 1d6 rounds with flint and steel (1 round with open flame), so it's best to light the fuse before a fight starts (a fuse stays alight for 10 minutes).

When thrown, the flask's range is 3/6/12. Anything it hits is set alight on a d6 roll of 5-6, causing 1d10 damage per round. The fire spreads as usual.

Rope (15 yards): The rope can safely handle a weight of up to 300 pounds (500 pounds for silk) without worry. For every 50 pounds over that, roll 1d6 every minute or whenever the rope suffers a sudden stress. On a 6, the rope breaks under the strain.

Torch: A torch provides clear light in a 4" radius. Properly prepared torches last for one hour. Temporary torches can be made with some wood, rags, and 1 pint of oil for every 10 torches. These last half as long, however.

SPECIAL SUBSTANCES AND ITEMS

A character with the Knowledge (Alchemy) skill can make most of these substances (except for holy water).

Abyss Dust: This drug looks like ashes with a rich black or deep gray color. Inhaling a dose of Abyss Dust requires a character to make a Vigor roll. With failure, the character suffers from powerful hallucinations taking a -2 penalty on Trait rolls, and reduces his Spirit by 1 die type (minimum d4). The effects last for 1 hour. Once the drug has run its course, the user must succeed on a Vigor roll or become addicted (as per the Major Habit Hindrance).

Manufacturing abyss dust requires 1 s in raw materials and a successful Knowledge (Alchemy) check. A check requires 1 hour of work.

Acid: You can throw a flask of acid as an area attack to Range 2/4/8. The acid deals 1d6+2 damage to all characters in a Small Burst Template. To create acid, you must have 5 L in raw materials and succeed on a Knowledge (Alchemy) roll. Each roll requires 1 hour of work.

TABLE 2-3: SPECIAL SUBSTANCES AND ITEMS

Item	Cost	Weight
Abyss Dust	2 s	—
Acid, flask	10 L	1 lb.
Alchemist's fire, flask	20 L	1 lb.
Antitoxin	50 L	—
Cask of Captain's Grog	2,000 L	60 lb.
Salt Draughts	150 L	—
Snake Weed	1 L	—

Alchemist's Fire: You can throw a flask of alchemist's fire as an area attack to Range 2/4/8. The fire deals 1d10 damage to all characters in a Medium Burst Template. Victims also have a chance of catching fire. On the round following a direct hit, the fire deals another 1d20 damage to all targets within the template.

To create alchemist fire, you must have 10 L in raw materials and succeed on a Knowledge (Alchemy) (-1) roll. Each roll requires 12 hours of work.

Antitoxin: If you drink antitoxin, you get a +2 bonus on Vigor rolls to resist poison for 1 hour. To create antitoxin, you must have 25 L in raw materials and succeed on a Knowledge (Alchemy) roll at -2. Each check requires 24 hours of work.

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 -2 penalty to resist Intimidation Tests of Will and on Spirit rolls to resist arcane powers. A successful Vigor roll halves these penalties, but a new save must be made after every dose.

A cask holds enough fluid to serve a crew drinks for two weeks.

Manufacturing captain's grog requires 500 L in raw materials and a successful Knowledge (Alchemy) roll. A roll requires 1 hour of work.

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 +2 bonus on Vigor rolls to resist poison.

Manufacturing salt draughts requires 75 L in raw materials and a successful Knowledge (Alchemy) roll. A roll requires 1 hour of work.

Snake Weed: This drug is nothing more than the dried petals of a sunburst flower. Characters who smoke the stuff gain a +1 bonus on Spirit rolls. The effects last for 1 hour. Once the drug has run its course, the user must succeed on a Vigor roll or become addicted (as per the Major Habit Hindrance).

POISON

When a character takes damage from an attack with a poisoned weapon, touches an item smeared with contact poison, consumes

TABLE 2-4: COMMON POISONS OF FREEPORT

Poison	Type	Vigor Mod*	Damage	Price
Amanita Mushroom	Ingested	+1	-1 die Vigor	180 L
Arsenic	Ingested	+1	-1 die Strength and linked skills	300 L
Belladonna	Ingested	-1	-1 die Vigor	650 L
Black Widow Venom	Injury	+1	-1 die Agility and linked skills	100 L
Botulin	Ingested	-2	-1 die Vigor	300 L
Cobra Venom	Injury	0	-1 die Strength and linked skills	200 L
Corpse Cloud	Inhaled	-1	Paralysis for 1d6 rounds	1,000 L
Curare	Injury	-1	-2 dice Agility and linked skills	1,500 L
Cyanide	Ingested	-2	-1 die Vigor*	1,800 L
	Inhaled	-2	-1 die Vigor*	2,500 L
	Injury	-2	-1 die Vigor*	2,100 L
Digitalis	Ingested	-1	-1 die Vigor	500 L
Dumb Cane	Ingested	+1	-1 die Vigor	150 L
Fugu Toxin	Ingested	-4	-2 dice Vigor	3,000 L
	Injury	-2	-1 die Strength and linked skills	750 L
Hemlock	Ingested	+1	-2 dice Vigor	250 L
Poison Frog Toxin	Injury	-2	-1 die Agility and linked skills	3,000 L
Ricin	Ingested	-2	-2 dice Strength and linked skills	700 L
Salamander Poison	Contact	0	-1 die Strength and linked skills	100 L
Shellfish Toxin	Injury	-2	-2 dice Strength and linked skills	1,000 L
	Ingested	-1	-2 dice Strength and linked skills	650 L
Stonefish	Injury	-1	-1 die Vigor	300 L
Tarantula Venom	Injury	+1	-1 die Agility and linked skills	120 L
Wolfsbane	Ingested	+1	-1 die Vigor	200 L

* If the Vigor die is a natural 1, regardless of Wild Die, the loss is permanent.

poisoned food or drink, or is otherwise poisoned, he must make a Vigor roll. If he fails, he takes the poison's damage.

One dose of poison smeared on a weapon or some other object affects just a single target. A poisoned weapon or object retains its venom until the weapon scores a hit or the object is touched (unless the poison is wiped off before a target comes in contact with it). Any poison smeared on an object or exposed to the elements in any way remains potent until it is touched or used. Applying a poison to a weapon is a standard action.

Poisons can be divided into four basic types according to the method by which their effect is delivered, as follows.

CONTACT

Merely touching this type of poison necessitates a resistance roll. It can be actively delivered via a weapon or a touch attack. Even if a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison can still affect it.

INGESTED

Ingested poisons are virtually impossible to utilize in a combat situation. A poisoner could administer a potion to an unconscious creature or attempt to dupe someone into drinking or eating something poisoned.

INHALED

Inhaled poisons are usually contained in fragile vials or eggshells. They can be thrown as a ranged attack with a Range 3/6/12. When it strikes a hard surface (or is struck hard), the container releases its poison. One dose spreads to fill a Small Burst Template. Each creature within the area must make a Vigor throw. (Holding one's breath is ineffective against inhaled poisons; they affect the nasal membranes, tear ducts, and other parts of the body.) Fortunately, such poisons are short-lived and the risk of poisoning lasts only a round.

INJURY

This poison must be delivered through a Shaken result or wound. If a creature has sufficient damage reduction to avoid taking any damage from the attack, the poison does not affect it. Traps that cause damage from weapons, needles, and the like sometimes contain injury poisons.

TABLE 2-5: TOOLS AND SKILL KITS

Item	Cost	Weight
Alchemist's lab	500 L	40 lb.
Religious icon or symbol	1 L	—
Religious icon or symbol, silver	25 L	1 lb.
Musical instrument, common	5 L	3 lb.
Musical instrument, masterwork	100 L	3 lb.
Toolkit	5 L	5 lb.
Toolkit, masterwork	55 L	5 lb.

TABLE 2-6: CLOTHING

Clothing	Cost	Weight*
Artisan's outfit	1 L	4 lb.
Cold weather outfit	8 L	7 lb.
Courtier's outfit	30 L	6 lb.
Entertainer's outfit	3 L	4 lb.
Explorer's outfit	10 L	8 lb.
Monk's outfit	5 L	2 lb.
Noble's outfit	75 L	10 lb.
Peasant's outfit	1 s	2 lb.
Priest's vestments	5 L	6 lb.
Royal outfit	200 L	15 lb.
Scholar's outfit	5 L	6 lb.
Traveler's outfit	1 L	5 lb.

* Carried weight. Weight is effectively zero when one set is worn.

PERILS OF USING POISON

A character has a chance of exposing himself to a poison whenever he applies it to a weapon or otherwise readies it for use. Draw a card from the action deck. A black Ace indicates a mishap has occurred. Additionally, a character who rolls a natural 1 on an attack die with a poisoned weapon, regardless of any Wild Die, must succeed on an Agility roll or accidentally poison himself with the weapon.

MANUFACTURING POISON

To manufacture poison, you must have raw materials equal to one-half the list price and succeed on Knowledge (Poison) roll (There is a penalty of -1 per whole 200 L of the list price). A check represents 1 day of work.

POISONS

Once subjected to poisoning, the victim must make a Vigor roll (with any modifiers) or suffer the effects listed in the Damage column of the table on page xxx. Unless otherwise stated, lost attribute dice or Fatigue recover at the rate of one per 24 hours of rest. Traits cannot be reduced below a d4 through poison.

TOOLS & SKILL KITS

The following tools and skill kits are useful if not required to make Craft checks.

Alchemist's Lab: An alchemist's lab always has the perfect tool for making alchemical items, so it provides a +1 bonus on Knowledge (Alchemy) checks. It has no bearing on the costs related to a use of the Knowledge (Alchemy) skill. Without this lab, a character with the Knowledge (Alchemy) skill is assumed to have enough tools to use the skill but not enough to get the +1 bonus that the lab provides.

TABLE 2-7: FOOD, DRINK, AND LODGING

Item	Cost	Weight
Ale		
Gallon	2 s	8 lb.
Mug	4 p	1 lb.
Banquet, per person	10 L	—
Bread, per loaf	2 p	1/2 lb.
Cheese, hunk of	1 s	1/2 lb.
Inn stay, per day		
Good	2 L	—
Common	5 s	—
Poor	2 s	—
Meals, per day		
Good	5 s	—
Common	3 s	—
Poor	1 s	—
Meat, chunk of	3 s	1/2 lb.
Rum		
Cup	4 s	—
Bottle	1 L	1-1/2 lb.
Wine		
Common, pitcher	2 s	6 lb.
Fine, bottle	10 L	1-1/2 lb.

Magnifying Glass: This simple lens allows a closer look at small objects. It is also useful as a substitute for flint and steel when starting fires. Lighting a fire with a magnifying glass requires light as bright as sunlight to focus, tinder to ignite, and at least a full-round action. A magnifying glass grants a +1 bonus on Notice rolls involving any item that is small or highly detailed.

Musical Instrument, Common or Masterwork: A masterwork instrument grants a +1 bonus on rolls involving its use.

Religious Icon or Symbol: This is an object of religious significance. It may be a pendant, a small idol, or an amulet.

Toolkit, Common or Masterwork: This kit contains the tools you need to use a particular skill that requires tools, such as Knowledge (Craft), Healing, Lockpicking, or Repair. Each time you purchase a toolkit, specify to which skill. Without these tools, you must improvise tools, and you take a -2 circumstance penalty on any rolls. A masterwork toolkit grants a +1 bonus on related checks.

TRANSPORT

What follows is pertinent information about transportation.

Carriage: This four-wheeled vehicle can transport as many as four people within an enclosed cab, plus two drivers. In general, two horses (or other beasts of burden) draw it. A carriage comes with the harness needed to pull it.

Cart: This two-wheeled vehicle can be drawn by a single horse (or other beast of burden). It comes with a harness.

TABLE 2-8: ANIMALS AND RELATED GEAR

Item	Cost	Weight
Bit and bridle	2 L	1 lb.
Dog, guard	25 L	—
Donkey or mule	15 L	—
Feed, per day	1 s	10 lb.
Horse		
Horse, riding	300 L	—
Warhorse, heavy	600 L	—
Saddle		
Pack	5 L	20 lb.
Riding	10 L	30 lb.
Stabling, per day	5 s	—

TABLE 2-9: TRANSPORT

Item	Cost	Weight
Carriage	100 L	600 lb.
Cart or Rickshaw	15 L	200 lb.
Galley	30,000 L	—
Keelboat	3,000 L	—
Longship	10,000 L	—
Rowboat	50 L	100 lb.
Oar	2 L	10 lb.
Sailing ship	10,000 L	—
Wagon	35 L	400 lb.
Warship	25,000 L	—

Galley: This three-masted ship has seventy oars on either side and requires a total crew of 200. A galley is 130 feet long and 20 feet wide, and it can carry 150 tons of cargo or 250 soldiers. For 8,000 lords more, it can be fitted with a ram and castles with firing platforms fore, aft, and amidships. This ship cannot make sea voyages and sticks to the coast. It moves about 4 miles per hour when being rowed or under sail.

Keelboat: This 50- to 75-foot-long ship is 15 to 20 feet wide and has a few oars to supplement its single mast with a square sail. It has a crew of eight to fifteen and can carry 40 to 50 tons of cargo or 100 soldiers. It can make sea voyages, as well as sail down rivers (thanks to its flat bottom). It moves about 1 mile per hour.

Longship: This 75-foot-long ship with forty oars requires a total crew of 50. It has a single mast and a square sail, and it can carry 50 tons of cargo or 120 soldiers. A longship can make sea voyages. It moves about 3 miles per hour when being rowed or under sail.

Rowboat: This 8- to 12-foot-long boat holds two or three average-Size passengers. It moves about 1-1/2 miles per hour.

Sailing Ship: This larger, seaworthy ship is 75 to 90 feet long and 20 feet wide and has a crew of 20. It can carry 150 tons of cargo. It has square sails on its two masts and can make sea voyages. It moves about 2 miles per hour.

Wagon: This is a four-wheeled, open vehicle for transporting heavy loads. In general, two horses (or other beasts of burden) draw it. A wagon comes with the harness needed to pull it.

Warship: This 100-foot-long ship has a single mast, although oars can also propel it. It has a crew of 60 to 80 rowers. This ship can carry 160 soldiers, but not for long distances, since there isn't room for supplies to support that many people. The warship cannot make sea voyages and sticks to the coast. It is not used for cargo. It moves about 2-1/2 miles per hour when being rowed or under sail.

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 per day.

TABLE 2-10: SERVICES

Service	Cost
Docking fees	Varies
Hireling, trained	3 s per day
Hireling, untrained	1 s per day
Messenger	2 p per district
Porter	1 p per block
Rickshaw Ride	5 p per district
Through Scurvytown	+5 p
Ship's passage	1 s per league
Whore, poor	1 p per hour
Whore, average	1 s per hour
Whore, good	1 L per hour
Whore, excellent	10 L per hour

Rickshaw Ride: The price given is for a ride in a rickshaw that transports people around town.

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 that are otherwise difficult to bring aboard a ship.

WEAPONS

The following weapons expand on those described in *Savage Worlds*.

WEAPON DESCRIPTIONS

Weapons found on **Tables 2–11** and **2–12** that have special options for the wielder (“you”) are described below.

Bolas: If you successfully hit a target with a bolas, it becomes grappled. Treat the bola as having d8 Agility and Strength for the purposes of escaping the grapple. Bolas do not cause damage with a grapple.

Bows, All: You need at least two hands to use a bow, regardless of its size. A long bow is too unwieldy to use while you are mounted.

Chain: You can use a chain to make Agility Tricks and disarm opponents up to 1” away.

Cutlass: A cutlass is a heavy, short-bladed slashing sword with a basket hilt. When wielding this weapon, you gain a +1 bonus to disarm attempts.

Crossbows, Hand: You may fire a hand crossbow with one hand and if armed with two, you may fire with both hands, though apply the penalties for fighting with two weapons.

Crossbow, Heavy: A heavy crossbow normally requires two hands to use. If using just one hand, you take a –2 penalty on the attack roll. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two weapons. This penalty is cumulative with the penalty for one-handed firing.

Crossbow, Light: A light crossbow normally requires two hands to use. If using just one hand, you take a –1 penalty on the attack roll. You can shoot a heavy crossbow with each hand, but you take a penalty on attack rolls as if attacking with two weapons. This penalty is cumulative with the penalty for one-handed firing.

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. This is an unreliable weapon (see **Firearm Misfires** sidebar).

Gorgon GG: The Gorgon is a musket developed shortly after the Privateer FP. This is an unreliable weapon (see **Firearms Misfires** sidebar).

Harpy GG: This short-barreled weapon uses a simple charge to lob a crude grenade out to some distance. Not exceptionally accurate, it explodes, dealing 2d8 damage to the creature struck and 1d8 damage to all adjacent targets. This is an unreliable weapon (see **Firearm Misfires** sidebar).

Hook: Hooks are very useful aboard ships for hauling fish and cargo. Those who lose a hand in combat or to slipped rigging sometimes mount hooks as well. Naturally, many sailors have learned to fight with them. Hooks have several benefits in combat.



TABLE 2-II: EXPANDED MELEE WEAPONS

Weapon	Damage	Range	Cost	Weight	Notes
Axe, throwing	Str+d4	3/6/12	8 L	2 lb.	
Battleaxe	Str+d8	—	10 L	6 lb.	
Belaying Pin/Club/Sap	Str+d4	3/6/12	—	3 lb.	
Boarding Axe	Str+d8	—	6 L	4 lb.	
Boarding Pike	Str+d6	3/6/12	1 L	3 lb.	Parry +1, Reach 1, 2-hands
Chain	Str+d4	—	3 L	10 lb.	Reach 1
Cutlass	Str+d6	—	15 L	4 lb.	
Dagger	Str+d4	3/6/12	2 L	1 lb.	
Flail	Str+d6	—	15 L	5 lb.	Ignores Shield Parry and Cover bonus
Foil/rapier	Str+d4	—	15 L	1-1/2 lb.	Parry +1
Gaff	Str+d4	—	2 L	1 lb.	Reach 1, 2 hands, see notes as hook
Gauntlet	Str	—	2 L	1 lb.	Cannot be Disarmed; wearer is considered armed
Gauntlet, spiked	Str+d4	—	2 L	1 lb.	Cannot be Disarmed; wearer is considered armed
Great axe	Str+d10	—	20 L	12 lb.	AP 1, Parry -1, 2-hands
Great club	Str+d8	—	5 L	8 lb.	AP 2 vs rigid armor, Parry -1, 2 hands
Great lance	Str+d10	—	20 L	10 lb.	Reach 1, Parry -1, 2 hands
Great sword/falchion	Str+d10	—	50 L	8 lb.	Parry -1, 2 hands
Hammer	Str+d4	3/6/12	1 L	2 lb.	
Hook	Str+d4	—	1 L	1 lb.	See notes
Kama	Str+d4	—	2 L	2 lb.	See notes
Kukri	Str+d4+1	—	8 L	2 lb.	
Longspear	Str+d6	—	5 L	9 lb.	Parry +1, reach 1, 2 hands
Mace	Str+d6	—	12 L	8 lb.	
Morningstar	Str+d6+1	—	8 L	6 lb.	
Net	Str+d4	1/2/4	20 L	6 lb.	Parry +1, Reach 1, See notes
Nunchaku	Str+d4	—	2 L	2 lb.	See notes
Pole-arm	Str+d8	—	8 L	12 lb.	Reach 2, 2 hands
Quarterstaff	Str+d4	—	—	4 lb.	Parry +1, reach 1, 2-hands
Sai	Str+d4	—	1 L	1 lb.	Parry +1, see notes
Sickle	Str+d4+1	—	6 L	2 lb.	
Spear	Str+d6	3/6/12	2 L	6 lb.	Reach 1
Sword, long/scimitar	Str+d8	—	15 L	4 lb.	
Sword, bastard	Str+d8/d10	—	35 L	6 lb.	See notes
Sword, small	Str+d6	—	10 L	2 lb.	
Trident	Str+d6	3/6/12	15 L	4 lb.	Parry +1, Reach 1
Unarmed Attack	Str	—	—	—	
Warhammer/pick	Str+d6	—	12 L	5 lb.	AP 1 vs rigid armor
Whip	Str	—	1 L	2 lb.	Reach 1, see notes

First, a character with a hook never counts as unarmed during close combat (he can parry with it).

Second, hooks are designed to stay in, so characters who hit with a raise can leave the hook “set” in their foe. Hooked foes suffer a -2 penalty to their Parry, Agility, and Agility-based skills while hooked. Ignore one point of penalty per Size difference, however—so a beast of Size +2 or more ignores the penalty when hooked by an average sized foe. An opponent who wants to get off the hook must make an opposed Agility roll. Success allows him to rip free, but failure causes him to become Shaken.

Medusa GG: The medusa has a shorter barrel than 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, but has abysmal accuracy. A Medusa does 1d6 damage at Long range, 2d6 at Medium range, and 3d6 damage at Short range.

Net: A net has small weights on the end and can be swung as a weapon. Alternately, it can be thrown to grapple opponents. Make a Throwing roll instead of a Fighting attack. Treat the net as having d10 Agility and Strength for the purposes of escaping a grapple. Nets do not cause damage with a grapple.

A net is useful only against creatures of Size +3 or lower.

After the net is unfolded, you take a -2 penalty on attack rolls with it. It takes 2 actions to fold a net.

Nunchaku: With a nunchaku, you get a +1 bonus to disarm an enemy.

TABLE 2-12: EXPANDED RANGED WEAPONS

Weapon	Range	Damage	Cost	Weight	Min. Str.	Notes
Bolas	3/6/12	—	5 L	2 lb.	—	See notes
Crossbow, hand	5/10/20	2d6	100 L	2 lb.	—	1 action to reload
Crossbow, heavy	15/30/60	2d6	50 L	8 lb.	d6	AP 2, 1 action to reload
Crossbow, light	12/24/48	2d6	35 L	4 lb.	—	AP 1, 1 action to reload
Dart	3/6/12	Str+d4	5 s	1/2 lb	—	
Harpoon	3/6/12	Str+d8	20 L	10 lb	d8	
Javelin	3/6/12	Str+d6	1 L	2 lb.	—	
Long bow	18/36/72	2d6	75 L	3 lb.	d8	
Short bow	12/24/48	2d6	30 L	2 lb.	d6	
Shuriken (5)	3/6/12	Str	1 L	1/2 lb.	—	
Sling	4/8/16	Str+d4	1 s	0 lb.	—	
Firearms						
Dragon FP	5/10/20	2d6+1	500 L	6 lb.	—	2 actions to reload
Gorgon GG	10/20/40	2d8	500 L	8 lb.	d6	2 actions to reload
Harpy GG	10/20/40	2d8/1d8	650 L	4 lb.	d6	2 action to reload, see notes
Medusa GG	8/16/32	1-3d6	750 L	5 lb.	d6	2 actions to reload, see notes
Privateer FP	5/10/20	2d6	400 L	4 lb.	—	2 actions to reload
Stinger FP	2/4/8	2d6-1	100 L	3 lb.	—	2 actions to reload
Titan GG	Cone	2d8	1500 L	12 lb.	d8	2 actions to reload, see notes

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

Sai: With a sai, you get a +1 bonus to disarm an enemy.

Spiked Armor: You can outfit your armor with spikes, which can deal damage in a grapple or as a separate attack. See **Armor** for details.

Spiked Shield, Heavy or Light: You can bash with a spiked shield instead of using it for defense. See **Armor** for details.

Stinger FP: A small discrete weapon, the Stinger FP is light-weight and easily concealed, granting a -2 penalty to Notice rolls to detect the weapon on your person.

Sword, Bastard: A character who uses a bastard sword in one hand treats it as a long sword for damage purposes. Used two-handed, it causes damage as a great sword.

Titan GG: The weighty Titan is a boarding gun, designed to rake the deck of enemy ships at close range. All creatures within Cone Template of it when fired must make an Agility roll opposed by the firer's Shooting or suffer damage. This is an unreliable weapon (see **Firearm Misfires** sidebar).

Whip: You can use a whip to make Agility Tricks and disarm opponents up to 1" away..

FIREARM MISFIRES

Although great progress has been made in the manufacture of firearms, they are still unreliable weapons. Whenever a natural 1 is rolled on a Shooting roll, regardless of Wild Die results, roll 1d20 and consult the following table.

MISFIRES

Roll	Result
1-3	Kaboom! Weapon explodes dealing normal damage to wielder. The weapon is destroyed in the process.
4-8	Fouled: The barrel becomes fouled. You must spend an hour cleaning it out before it can be fired again.
9-12	Jammed: The firing mechanism jams. Clearing the jam requires 3 actions of work. It make fire the round after clearing it.
13-16	Weak Charge: You used too little powder to prime the weapon so the shot was fired to no effect.
17+	Failed Ignition: Either the firing mechanism fails to produce a spark or the powder fails to ignite. The weapon doesn't go off, but it can be fired again next round.

ARMOR AND SHIELDS

The archaic forms of armor and shields found in *Savage Worlds* are sufficient for most Freeport games. **Table 2-13: Archaic Armor** merely lists the prices for those pieces of equipment found in the core rulebook. Do note that few people in Freeport wear or can afford to wear plate-mail.

ARMOR & WATER

Armor is particularly dangerous at sea and will drag the unwary to the depths. Any armor bonus is subtracted from all of the wearer's Swimming rolls. This is in addition to any penalties from the armor's weight. Even leather armor is quite hazardous as its weight doubles when soaking wet.

TABLE 2-13: EXPANDED ARCHAIC ARMOR AND SHIELDS

Armor	Armor	Cost	Weight*	Notes
Leather	+1	10 L	15 lb.	Cover torso, arms, and legs
Chain mail	+2	100 L	40 lb.	Cover torso, arms, and legs
Breastplate	+3	200 L	30 lb.	Covers torso
Cockle Shell Suit	+3	800 L	60 lb.	Cover torso, arms, and legs, see notes
Plate-mail	+3	500 L	50 lb.	Cover torso, arms, and legs
Helmets				
Leather cap/hood	+1	5 L	1 lb.	Covers head
Pot helm	+3	15 L	4 lb.	50% vs head shot
Steel helmet (full)	+3	30 L	8 lb.	Covers head
Shield**				
Small	—	5 L	5 lb.	+1 Parry
Medium	—	7 L	10 lb.	+1 Parry, +2 Armor to ranged shots that hit
Large	—	10 L	15 lb.	+2 Parry, +2 Armor to ranged shots that hit

* This is effective weight when worn. Most armor weighs quite a bit more when carried rather than worn.

** Shields protect only against attacks from the front and left (assuming a right-handed character).

DONNING ARMOR

Ship marines sometimes leave their armor stowed, donning it only when battle looms. Leather armor typically takes 1d6 minutes to properly fit. Chain takes 2d6 minutes. Plate mail requires 2d6 x 5 minutes to properly attach.

DISCARDING ARMOR

Discarding armor requires a number of rounds equal to twice the armor's bonus. Discarding plate mail, for example, takes six full rounds.

Adventurers who fall into deep water must make a Swimming roll minus the armor's bonus at the end of the last round to remove the armor or keep trying until successful.

SPIKED ARMOR AND SHIELDS

TABLE 2-14: SPIKED ARMOR AND SHIELDS

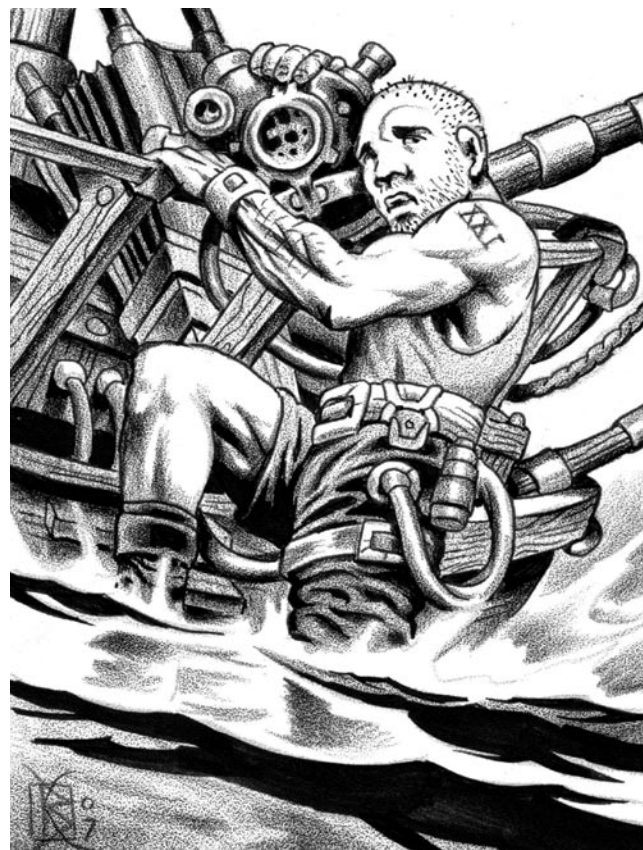
Weapon	Damage	Cost	Weight
Armor spikes	Special	+50 L	+5 lb.
Spiked shield, small	Str+d4	+10 L	+2 lb.
Spiked shield, medium	Str+d6	+25 L	+4 lb.
Spiked shield, large	Str+d8	+40 L	+6 lb.

Armor Spikes: A character who grapples in spiked armor or is grappled while wearing spiked armor inflicts d6 damage plus the Armor bonus of his armor (e.g. d6+3 for plate or a breastplate) to his foe each round the grapple is maintained. This is in addition to any deliberate attempt to cause damage through a grapple. Roll damage separately.

Shield Spikes: When used to make an attack, a spiked shield gives -1 penalty to Fighting rolls. Until the hero's next action, he does not benefit from his shield's Parry or Armor bonus against ranged shots.

NEW ARMOR: COCKLE SHELL SUIT

This suit is the Lobstermen's secret weapon. Attached to an air pump, it allows a diver to stay underwater for hours. The biggest liability of the cockleshell suit is the exposed air hose, which can be severed. Use the normal rules for Breaking Things. The air hose has Toughness 6. Bludgeoning weapons are ineffective.



CHAPTER THREE: FORBIDDEN LORE

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 toward asking too many questions allows all sorts of strange things to slip inside the city. Certainly, the harbormaster and his agents do their best—well they try—to keep an eye on goods

moving through the Docks, but there are many other ways into the city and even through legitimate means, a stiff bribe can get an official to pretend he never met the smuggler. In short, for as much as Freeporters vocally despise cultists, they have a very real and strong presence in the city and they, more than anyone, derive their power from the city's inability to control what comes inside.

SPELL LISTS AND SPELLS

There are two types of magic in Freeport—arcane and divine. These are covered by the standard Arcane Background (Magic and Miracles) Edges. Mages have access to all spells except *healing* and *greater healing*. Changes to miracle working are explained below.

MIRACLE WORKERS

Miracle workers must pick two domains for their god from the list below. These should make some sense with regard the specific deity. For instance, the god of war may grant two from destruction, protection, strength, and war, but is unlikely to be interested in healing, travel, or water (unless he's a war god of pirates, of course). The GM has the final word on whether domains are suitable as pairs.

Each domain has a related spell. The character automatically learns this spell as one of his starting powers, ignoring the usual spell Rank requirement. When casting these domain spells, the character reduces the Power Point cost by 1 for each raise on his Faith roll, to a minimum of 1. He must have the Power Points to cast the spell at full cost before he makes the roll, however. In some cases, spells are limited in some way. For instance, the domain of Knowledge

grants *boost/lower trait* but only when affecting Smarts and Smarts-linked skills can the caster reduce the Power Points.

Every domain also list required trappings. If his two domains list two different trappings, then he can use both. He must decide before he casts his spell. Where “—” is listed, the spellcaster must pick a trapping when he chooses the domain. This cannot be changed later.

NEW SPELLS

The following new spells are available in a Freeport Campaign.

CONFUSION

Rank: Seasoned
Power Points: 4
Range: Smarts x 2
Duration: 3 (2/r)
Trappings: Dazed look, loss of coordination.

Those of weak mind are playthings for powerful wizards. Whereas puppet allows a wizard to control a victim's mind, this power simply overloads it.

The caster must pick a single target within range and make an arcane skill roll opposed by the victim's Smarts. If successful, the mage causes the victim to lose concentration and coordination. The victim's trait rolls are made at -2 for the duration, -4 on a raise.

HEAT MASK

Rank: Seasoned
Power Points: 2
Range: Touch
Duration: 3 (1/r)
Trappings: Slight shimmering, pale skin.

Some creatures have the ability to sense body heat, giving them a distinct advantage in darkness. This spell causes the target's body temperature to be masked to match that of the surrounding air, thus negating infravision.

LUCK/JINX

Rank: Veteran
Power Points: 6
Range: Touch
Duration: 3 (2/r)
Trappings: Lucky charm, roll dice, prayer, words of inspiration or mockery.



The target of this spell either becomes fortunate or unfortunate, depending on the caster's whim. Victims of *luck* roll two dice when making a trait roll (rolling the Wild Die separately as normal) and take the best. Those cursed with a *jinx* roll two trait dice and take the worst result.

SUMMON ELEMENTAL

Rank: Veteran
Power Points: 5
Range: Special
Duration: 3 (1/round)
Trappings: Substance of the same elemental type.

This power summons forth an elemental under the command of the summoner. With a success on the arcane skill roll, the summoner calls forth a regular specimen. On a raise, the creature is Larger. Add Size +2 to the template and increase its Toughness by 2.

UNHALLOWED MIGHT

Rank: Seasoned
Power Points: 6
Range: Touch
Duration: 3 (1/r)
Trappings: Pallid skin.

For the duration of the spell, the target gains the Undead monstrous ability. He also takes on an undead appearance, giving him -2 Charisma.

WARRIOR'S GIFT

Rank: Novice
Power Points: 3
Range: Touch
Duration: 3 (1/r)
Trappings: Gestures, prayer, whispered words.

Even combat mages cannot afford to spend on all their time learning new combat Edges and martial skills. For those who enjoy the thrill of melee, or want to improve their companions' skills, this spell provides a quick solution to a lack of training.

With a successful arcane skill roll, a single recipient gains the benefits of a single Combat Edge as chosen by the caster. The caster (not the recipient) must meet the usual Rank requirement of the Edge but ignores other requirements, even those requiring other Edges. For the duration of the spell, the recipient gains all the benefits of the Edge.

Edges gained through this power provide no additional benefit if the character already has the Edge.

WATER WALK

Rank: Novice
Power Points: 2
Range: Touch
Duration: 3 (1/r)
Trappings: Glowing feet, water hardens.

Some spellcasters can walk upon the very surface of the water as if it were solid ground. Lakes, becalmed seas, and other calm waters may be traversed normally. Rough seas count as Difficult Ground as the hero must run up and down waves.

While under the effects of the spell, the caster walks as if in a shallow puddle. He cannot go beneath the surface any more than he can go beneath that of the earth.

TRAPPINGS

The trappings detailed below are available. A spellcaster can learn the same spell multiple times with a different trapping each time.

The GM has the final word on when trapping bonuses apply, and whether a particular mage or cleric can use any given trapping. For instance, a fire trapping on *bolt* makes perfect sense, but a *confusion* spell shouldn't cause a foe to ignite. Rather, it temporarily distracts him with flickering flames in front of his eyes.

Acid: The spell eats through intervening matter, giving offensive damage-causing spells AP 2.

Air: A tremendous blast of air buffets over your foes. Everyone affected must make an Agility check or be knocked prone.

Cold: Victims must make a Vigor roll, -2 if the spellcaster scored a raise. The victim can add bonuses for cold weather clothing. On a failure, he suffers the chills and must redraw any action cards over 10, not including Jokers. This effect lasts until the end of the next round.

Darkness/Light: These trappings dim the vision of your foes or dazzle him. Anyone hit by a spell using this trapping must make a Spirit roll. Failure means victims are at -2 to actions related to sight (including Fighting, Shooting, and Throwing) for the next round.

Armor and *deflection* spells with a darkness trapping also bestow +2 to Stealth rolls. Those with a light trapping grant a -2 penalty.

TABLE 3-1: DOMAINS, SPELLS, AND TRAPPINGS

Domain	Spell	Required Trappings
Air	<i>Fly</i>	Air
Animal	<i>Beast friend</i>	Animal traits (no specific bonus)
Darkness	<i>Obscure</i>	Darkness
Death	<i>Unhallowed might</i> (p. xxx)	Necromancy
Destruction	<i>Smite</i>	—
Earth	<i>Burrow</i>	Earth
Fire	<i>Heat mask</i> (p. xxx)	Fire
Healing	<i>Healing</i>	— (not Necromancy)
Knowledge	<i>Boost/lower (Smarts and Smarts-linked skills)</i>	—
Light	<i>Light</i>	Light
Luck	<i>Luck/jinx</i> (see below)	—
Madness	<i>Fear</i>	Sound
Magic	<i>Dispel</i>	—
Plant	<i>Entangle</i>	Plants (no specific bonus)
Protection	<i>Armor</i>	—
Strength	<i>Boost/lower (Strength and Vigor)</i>	—
Travel	<i>Speed</i>	—
Trickery	<i>Confusion</i> (p. xxx)	—
Undead	<i>Zombie</i>	Necromancy
War	<i>Warrior's gift</i> (see p. xxx)	—
Water	<i>Water walk</i> (p. xxx)	Water

Earth/Water: Offensive spells can cause nonlethal damage. The caster must specify lethal or nonlethal damage before he makes his casting roll.

Electricity: Power with this trapping course with electrically charged energy. Anyone wearing metal armor or holding a metal weapon affected by a damage-causing spell using this trapping suffers an additional d6 damage. For nondamaging powers, like *stun*, there is no extra effect.

Electrical *armor* and *barrier* spells cause attackers using metal melee weapons to make a Vigor roll or be knocked back 1" and fall prone. If their Vigor die is a 1, regardless of the Wild Die, they are Shaken as well.

Fire: Anything affected by the power may catch fire. See the *Savage Worlds* rulebook.

Heat: Heat causes nonlethal damage. Victims have no chance of catching fire. A heat *barrier* causes 2d4 damage to anyone trying to jump through.

Ice: One obvious thing about ice is that it is slippery. *Blast*, *bolt*, and *burst*, and *prolonged blast* make the affected area slippery. Each *bolt* affects a 1" square, whereas *blast* and *burst* affects the area under the Template. Anything moving through the affected area treats it as smooth ice (see page xxx). This effect lasts until the beginning of the round after the spell activated.

Necromancy: Most necromancy spells can involve summoning fell spirits or producing life-draining energy. For every wound inflicted on a victim, the caster heals one of his wounds (if he has any).

Sound: This power relies on shockwaves of sound, creating an enormous boom that can rattle the bones of its victims. Those affected by this power must make a Vigor roll or be deafened for a d6 hours. Deafened characters are treated as if they have the Major Hard of Hearing Hindrance.

SUPERNATURAL ITEMS

The existence of supernatural items is a recurring theme in most fantasy fiction, adventure games, and films, and Freeport is no exception. While supernatural items are not common in Freeport, nor in most other *Savage Worlds* games for that matter, player characters, over the course of their adventures, are bound to come across a few curious items imbued with powers that cannot be explained away as luck or exceptional craftsmanship.

In *Savage Worlds Freeport*, supernatural items are mysterious and rare, being items of power that can offer a wide range of benefits (and curses). GMs should never hand out supernatural items capriciously; heroes should never find such items hidden within a chest of coins or pluck one from the cooling corpse of a big, bad, evil guy. Instead, they ought to serve as the basis of adventures or even entire campaigns. There are exceptions: Any spellcaster with the Alchemy Edge can construct charms—minor items that contain a single use of a power, but as a general rule, supernatural items are not something that the characters can go pick up at the market, while collecting fish for dinner.

SUPERNATURAL WEAPONS, ARMOR, AND CHARMS

In general, supernatural items break down into three categories. Supernatural weapons are enchanted swords, axes, pistols and the like that have the ability to injure or kill creatures that have supernatural damage reduction. They grant a small, fixed bonus (+1 to +3) to attack rolls and damage. Likewise, supernatural armor is superior to ordinary armor, making it better at resisting damage by increasing its Armor

TABLE 3-2: SUPERNATURAL ITEMS

Item	Cost Modifier
Supernatural weapon	+5,000 L per +1 attack and damage (max +3)
Supernatural armor	+3,000 L per + Armor rating (max +3)
Charm	5,000 L + (500 x Power Points) L

"You say yer lookin' for a magic sword, ya say? I have just what yer lookin' fer. Don't mind the rust, son. It's bewitched, I swear it on my pap's arse."

—Ludwig Reise, Seaside Market Vendor

rating by +1 to +3. Finally, charms are small items that contain a single use of magical power that can be activated by anyone holding, breaking, or drinking the item.

The *Savage Worlds Fantasy Gear Toolkit* contains a wealth of magic items GMs can use as rare rewards in their Freeport campaign. Multiple all prices by five to account for their rarity in Freeport.

For generic pricing, see Table 3-2: **Supernatural Items**.

ARTIFACTS

In addition to the "normal" supernatural items one might find in the City of Adventure, Freeport is home to a number of special and unique items that are not found anywhere else in the world (or at least that anyone in the city knows about). These items are often of significant power and the procedures for crafting them have been lost.

ABACUS OF RAPID CALCULATION

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

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 supernatural items, there are many duplicates of this item, and the more successful merchants are bound to have at least one of these items. They typically sell for 2,000 L.

Benefit: When used to calculate the value of a ship's hold or any other assortment of items in a physical space no larger than 60-cubic feet, the item allows a Smarts roll to instantly determine the value.

ANDOINE'S SEA ANCHOR

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

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.

Benefit: 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. During storms, the helmsman gains +2 to Boating rolls.

ARMILLARY SPHERE

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

Maps of the heavens have been circulated since man first looked to the stars, but 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.

Benefit: An armillary sphere grants a +4 bonus to Boating rolls made to chart a course across the seas. When used in conjunction with supernatural powers, the device grants a +4 bonus to arcane skill rolls when casting *teleport*. To acquire the latter benefits, the user must study the device for two hours and succeed on a Knowledge (Arcane) roll with a -2 penalty.

ASSASSIN'S QUILL

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

These quill pens are crafted from the feathers of fiendish creatures hailing from the Abyss, Gehenna, and the Nine Hells, 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 fearsome fiends.

Benefit: Once per day, the wielder can scribe a letter, document, or message. The next creature to read the writing must succeed on a Vigor roll or become poisoned, taking a level of Fatigue if the roll succeeds and two levels if it fails. This Fatigue lasts for 24 hours.

BEAMSPLITTER

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

Beamsplitter traces its origins to one of the continental navies, where it's believed the weapon was forged for use in scuttling the shops of pirates and raiders. It was lost in the sinking of the warship *Invincible* (sent to the bottom, ironically enough, by pirates), but rumors occasionally surface of it in the hands of sea devils or other denizens of the murky depths.

Benefit: *Beamsplitter* counts as a supernatural boarding axe that confers a +2 bonus to the wielder's attack rolls when used in combat, dealing damage equal to Str+d12 on a successful hit, ignoring the minimum Strength rule. Against wooden objects and creatures, the weapon deals Str+d12 and ignores all Armor. If used to punch a hole through a ship's hull, the ship's pilot must succeed on a Boating roll (subtracting any wounds caused to the ship) or the ship begins to sink.

DNULPER

The shaft of this impressive pole-arm is blackened, scorched by fire, and its head is a dark metal, filled with black whorls and pits of corruption.



Believed to be the creation of Friar Ingiltere, a mad monk and necromancer of Freeport's distant past, the weapon takes its name for the villain's patron, a vile fiend of unsurpassed power. The weapon's shaft is carved from the lightning-struck trunk of a hangman's tree and the head is wrought from the grave-sword of an ancient chieftain.

Benefit: *Dnulper* counts as a supernatural pole-arm that confers a +1 bonus to the wielder's attack rolls when used in combat. It deals Str+d10 damage on a successful hit, ignoring the minimum Strength rule. Any living, corporeal creature slain by *Dnulper* rises 1 round later as a zombie under the wielder's control (see *Savage Worlds*). These creations remain animated until the next sunrise or sunset (whichever comes first) and must remain within 10' (20 yards) of the controller or it reverts to an ordinary corpse.

BOS'NS' WHISTLE OF PIPING

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

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.

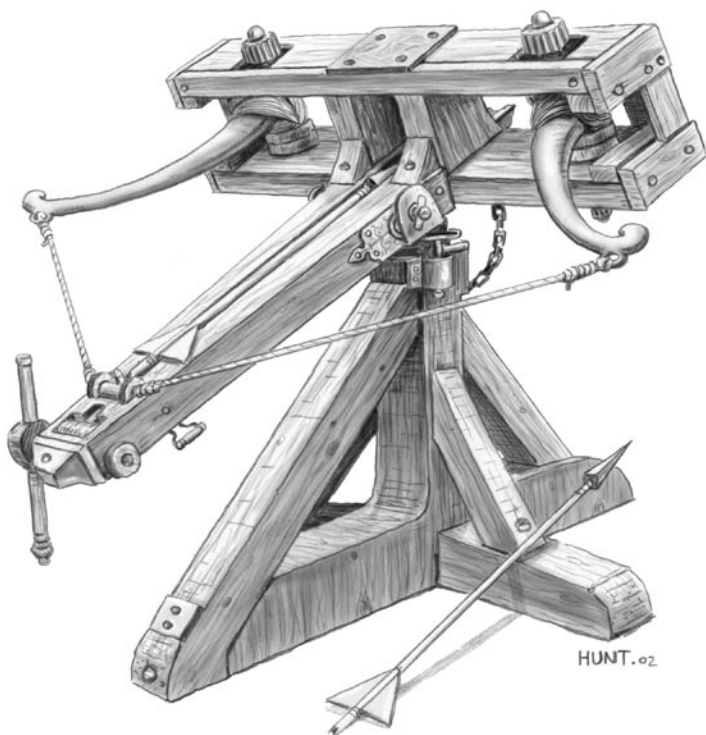
Benefit: A character who uses this *whistle* may attempt a Spirit roll to grant a +2 bonus to all Boating rolls for up to 10 minutes. Also, three times per day, the *whistle* may be blown to grant a +1 die bonus to Strength and Agility for up to five creatures within 3" (6 yards) feet. These bonuses remain for 5 rounds.

BRASS MONKEY

This well-sculpted brass statue of a monkey stands three feet tall and weighs approximately 200 pounds.

A wizard, whose name has been forgotten, crafted this enchanted statue to assist him in mundane tasks. With his death, the *brass monkey* went to his apprentice, who promptly sold it to an Ivory Port ship captain. The *brass monkey* has had many adventures, but eventually wound up in Freeport and is currently held by the Wizards' Guild for study.

Benefit: Upon speaking the command word, the *brass monkey* comes to life and follows verbal commands as given to it by the person who spoke the word. The *brass monkey* remains active for 1 hour. It can execute simple tasks—stacking catapult loads, scraping barnacles, loading ballast into the hull, but it cannot make decisions on its own. A brass monkey has the following statistics:



BRASS MONKEY

Attributes: Agility d8, Smarts d4(A), Spirit d4, Strength d8, Vigor d8

Skills: Climbing d10, Fighting d4, Notice d4

Pace: 6; **Parry:** 4; **Toughness:** 7(2)

Special Abilities:

- **Armor +2:** Brass body.
- **Bite:** Str+d4.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Size -1:** The monkey is 3' tall.

CATAPULT OF ACCURACY

What at first looks like an ordinary catapult is revealed to be something far more advanced, equipped with an impressive clockwork device that controls the weapon's firing arm.

This massive catapult employs a difference engine, a type of counting machine that streamlines the calculation of range, wind speed, and trajectory. The difference engine is notoriously temperamental and expensive to maintain, indicating the catapult is more often in repair than it is in use.

Benefits: A catapult of accuracy confers a +2 bonus on Shooting rolls made to fire it. A natural roll of 1, regardless of Wild Die, indicates the difference engine has malfunctioned and until it's repaired, it confers a -2 penalty on the skill roll instead of the bonus. To repair the difference engine, a character must spend at least 1 hour and succeed on a Repair roll.

DEDL WICKS

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

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.

Benefits: 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. The eerie flames give the user a +2 bonus to Intimidation rolls, and adjacent, living creatures must make a Spirit roll or be Shaken.

When the matches finally gutter out, the user takes 2d4 fire damage.

PIERCING BALLISTA

Essentially a massive crossbow mounted on a heavy wooden frame, this weapon looks more or less like its mundane counterparts except that instead of having a hempen cord to launch the spear, it has a thick metal wire and instead of wooden arms, its arms are wrought from silvery steel.

These dread weapons trace their origins back the first Sea Lords who used them in the defense of their young city against the sea devils and hostile merfolk. Their obvious enchantments make them items of wonder and many a wizard from the Guild has spend hours examining them.

Benefits: A *piercing ballista* may fire two sorts of projectiles: a volley or a lance. The operator must declare which he will fire at the beginning of the 2 action loading process, and the decision cannot be changed without reloading the weapon all over again.

A volley launches a deadly Cone Template of darts out to a range of 5" (10 yards). All targets in the area of the Cone must make an Agility roll at -2 or take 2d8 damage.

When used to fire a lance, the weapon lobs the projectile at a very high speed. The lance fires in a straight line, automatically hitting the first target in its path for 3d8 damage. If the damage result in a wound (not a Shaken result), the victim must make a Vigor roll. With failure, the lance passes completely through his body and may strike another target standing behind the first, provided the second target is in a direct line. Reduce the initial damage roll by 2 for each target struck after the first. For instance, if the initial roll was a 14, the second target would take 12 damage, a third 10 damage, and so on.

Any number of targets can be struck provided they are all in a line and they each suffer a wound and fail a Vigor roll.

Should the operator fire the *piercing ballista* at a creature below it, the lance may still pierce the target. However, instead of strike targets behind the first, the lance impales the target, making all movement impossible unless the target receives a successful Healing roll to extract the enormous projectile.

REAVERBANE

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.

Commissioned by a league of merchants in the early days before Freeport's founding, it was put to work defending their ships against the buccaneers and pirates that infested the Serpent's Teeth. Many a corsair of the day tasted *Reaverbane's* edge—until a distant ancestor of Xavier Gordon captured the weapon from the merchant fleet, allowing the days of plunder to return.

Up until recently, the weapon decorated the wall of the Captains' Council chamber. Barely anyone outside of the Council was even aware of the weapon's existence or its significance—and considering its power, that's just the way the Council liked it. 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.

Benefit: *Reaverbane* is a weapon of considerable power. It functions as a supernatural long sword that confers a +2 bonus to attack rolls when used in combat. On a hit, it deals Str+d10 damage, ignoring the minimum Strength rule, and 2d6 energy damage. These are treated as separate attacks.

RING OF THE MONKEY

This ring is fashioned from braided brown hair.

Monkey rings are sold by peddlers and charlatans all over the Docks, each claiming to hold great power and serving as lucky charms for those who wear them. Indeed, many sailors go to sea wearing dreadful knots of monkey (usually) hair tied around their finger. The truth is that these are all just junk, worthless baubles sold to the foolish and superstitious. There is some basis for the beliefs of these dupes. There was a real *ring of the monkey* once. It's said the owner, a halfling pirate of no small skill, could flip and tumble with ease, scamper up rigging faster than a man could run, and dodge the sword blows of the most skilled duelists.

Benefit: This *ring* allows the wearer to roll his Agility die and Climbing die when climbing (and Wild Die as well, if applicable) and take the highest. As well, once per day, the wearer can activate the ring to climb at his full Strength die, rather than the usual half Strength die. This benefit grants the character an extra +4 bonus to Climbing checks and allows the wearer to run while climbing, provided it's in a straight line. These bonuses remain for 10 minutes.

RING OF THE OSPREY

This small translucent ring is quite thin, carved from bone.

The *ring of the osprey* is another fantastical item believed to be mythological than an actual object. According to local legend, a fool was walking back and forth on a short pier out from Scurvytown when an osprey flew over head and dropped a package onto his head. Wiping the filth away, he felt something hard and round in the mess—it was quite a load after all. What he found was a ring. He stuck the item in his mouth to clean it off so he could get a better look (then realized what he had done and spent a minute or three spitting to clear his mouth) and promptly stuck the charming ring on his finger. To his surprise, he was lifted up high in the air. Higher and higher he flew until he grew so scared that he plucked the ring from his finger and fell to his messy death.

Benefit: Wearing this ring grants a character the ability to fly, gaining a fly Pace equal to twice his normal Pace. The benefits last for as long as the ring is worn and if removed, the results are often unfortunate.

ROD OF THE BUCCANEER

This brass scepter resembles a spyglass adorned with dials, levers, and switches along its length.

The *rod of the buccaneer* has long stood as a status symbol among the pirates that sail the seas around the Serpent's Teeth. In fact, so prominent is this device, it has been featured in the heraldry in no fewer than six Freeport families. Few recall the particular origins of this mystical item, but some suspect it was Captain Francisco's and that on his death it changed hands a dozen times or more. It's been gone for many years, but rumor holds that the man (or woman) who holds it is truly Francisco's heir.

Benefits: This particular device is quite powerful, granting its wielder an impressive array of powers. Pressing any of the levers transforms the *rod* and gains access to its other functions as follows.

- In its normal form, the *rod* functions as a supernatural club that grants a +1 bonus on attack rolls and damage.
- Throwing switch 1 causes the *rod* to become a supernatural cutlass that grants a +2 bonus on attack rolls and damage. With a raise on the Fighting roll, it grants +1d8 damage instead of the usual +1d6.
- Throwing switch 2 causes the *rod* to become a supernatural spear that grants a +2 bonus on attack rolls and damage.
- Throwing switch 3 causes the *rod* to become a supernatural gaff that grants a +2 bonus on attack rolls and damage.
- Throwing switch 4 causes the *rod* to function as a spyglass (×3 magnification).
- Throwing switch 5 causes the *rod* to separate into two parts that act as an astrolabe and sextant (+2 Boating when navigating).
- Finally, when switch 6 is thrown, the *rod* becomes a bilge pump capable of pumping 10 gallons of water per minute.

THE SIEGE CANNON

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.

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 of function. 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. 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.

Benefits: Firing a siege cannon is not particularly easy or 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.

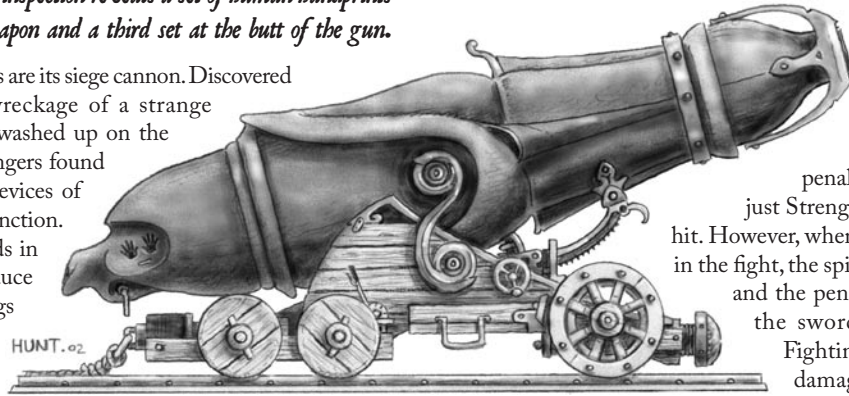
To activate these weapons, a three living mortals must place their hands into the hand-shaped depressions situated on either side and at the weapon's butt. The person at the cannon's rear designates the target, while those on either side supply the required energy. Within seconds, the cannon fires, launching a ball of roiling white fire to strike its target. The *cannon* has a range of about a half-mile and when the flaming death strikes a solid object, it detonates in a Large Burst Template, dealing 4d10 (AP 4, Heavy Weapon) damage to all creatures and objects in the area. The cannon also deals 2d6 damage to the people touching the hand prints. Those affected in this manner may only heal through natural Healing.

VENGEANCE

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 has had many owners in Freeport, changing hands with each death of the previous owner or discarded when its value was not recognized. Local legend claims *Vengeance* was the weapon used by a pirate named Rubius Croy, nearly a century ago. While at sea in treacherous waters, his crew mutinied and threw him overboard. The pirate miraculously survived and washed up a tiny island the next day. When he collected his bearings, he vowed on his sword he would have vengeance, but before he could exact his revenge, he starved to death on that speck of land.

Years later, the rapier was found and returned to Freeport. Those who came into the rapier's possession felt compelled to seek out and kill complete strangers and so one by one, the crew that betrayed their captain met bitter ends. 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.



Benefit: *Vengeance* serves as poorly as it looks, at least from the start. When used in battle, the weapon imposes a -1 penalty on attack rolls and deals just Strength damage on a successful hit. However, whenever the wielder is struck in the fight, the spirit of the weapon emerges and the penalty vanishes. In its place, the sword grants a +1 bonus to Fighting rolls and deals Str+d8 damage on a hit, ignoring the minimum Strength rule. Each time the wielder is struck during the

fight, the wielder gains one additional benefit from the following:

- +1 bonus to attack rolls
- +1 bonus to damage rolls
- +1 bonus to Parry

These bonuses remain for the duration of the combat and once over, the rapier reverts to its normal features.

WHALER'S GREAT LANCE

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

The *Whaler's Great Lance* is a famous weapon, featured largely in fisherman's tales. Nearly every story told on the Docks by those who ply the seas involves some unfortunate fellow who finds himself in a spot of trouble—swallowed by whale, captured by sea devils, and the like—and figures out through his own good luck and ingenuity how to escape. As a reward for his cleverness, the God of the Sea bestows the weapon onto the sailor as a sign of his favor. Such figures then go onto become great pirates, seamen, heroes, lovers, and are endowed with many great traits.

While there are literally dozens of similar stories, it's believed they all originate from one proto-story involving a savage warrior who defeated an entire tribe of sea devils armed with a great lance. The tales has changed so many times, no one really knows the particulars of the original legend and all they have to point to is the *Whaler's Great Lance*. It does exist and up until the riots that coincided with the repeal of the Law of Succession, a priest named Denavin owned it. He was found murdered and the weapon missing in the aftermath of the attack on the Sea God's temple. Mother Lorilee has offered a hefty reward if the weapon could be recovered, double that if the murderer is found as well.

Benefit: The *Whaler's Great Lance* counts as a supernatural great lance that bestows a +1 bonus on its wielder's attack rolls when used in combat and deals Str+d10 damage, ignoring the minimum Strength rule, on a hit. Injuries caused by the weapon bleed freely, forcing the victim to make a Vigor roll or suffer 2d6 the next round. He must make the roll each round until he succeeds. In addition, when used against aquatic creatures, the weapon's bonus increases to +2 and its damage increases to Str+d12.

CHAPTER FOUR: 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 *Savage Worlds* 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 the most people living in or around Freeport. You can use these generic statistics for characters mentioned in the *Pirate's Guide* but that do not receive a full description later in this chapter or as the foundation for characters of your own invention.

Most common characters presented here have human backgrounds. To change the background to another one, remove one Edge and insert the racial features of the desired race.

Finally, 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.

Wild Cards: There are no Wild Card common characters listed. To make one, simply apply the standard Wild Card bonuses of extra wound levels and the Wild Die.

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 face down in the harbor. As a result, there

"There's no such thing as a typical Freeporter. Hell, it's the fact that we're all unique is what makes us Freeporters. So, why don't you take yer questions and stuff 'em."

—Poppy Bragg

are few inexperienced assassins worthy of the name. Lesser assassins are enforcers or thugs.

JOURNEYMAN ASSASSIN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Guts d6, Intimidation d6, Lockpicking d8, Notice d8, Shooting d8, Stealth d10

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6(1)

Hindrances: Cautious

Edges: Dodge, Marksman, Quick

Gear: Leather (+1), long sword (Str+d8), heavy crossbow (Range: 15/30/60, Damage: 2d6, AP 2)

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 prevents them from leading productive lives.

APPRENTICE BEGGAR

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Guts d4, Knowledge (Freeport) d6, Notice d6, Persuasion d4, Streetwise d6, Stealth d6, Taunt d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 4

Hindrances: Small (may also have other Hindrances, such as One Arm, One Eye, One Leg, or Ugly)

Edges: —

Gear: Dagger (Str+d4)

JOURNEYMAN BEGGAR

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Guts d6, Knowledge (Freeport) d8, Notice d8, Persuasion d6, Streetwise d8, Stealth d8, Taunt d6

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 4

Hindrances: — (may also have other Hindrances, such as One Arm, One Eye, One Leg, or Ugly)

Edges: —

Gear: Dagger (Str+d4)

MISSING CHARACTERS

We couldn't fit in every character mentioned in the *Pirate's Guide to Freeport*; there simply isn't enough room. You can use the statistics described under Common Characters for folks that aren't described here or you can generate their stats from scratch. Use the following as a guideline for setting the level of the character based on descriptors used in the *Pirate's Guide*.

Descriptor	Rank Range
Apprentice	Novice
Journeyman	Seasoned—Veteran
Master	Heroic or Legendary



COMMONERS

Most Freeporters fall in the “commoner” category. This includes the farmers of Cabbage Crack, the fishwives working the Docks and Scurvytown, the common prostitutes that walk the streets, and even the typical sailors coming in from sea. If you can’t find a generic NPC to fit, the character is a commoner.

APPRENTICE COMMONER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d4, Guts d4, Knowledge (Freeport) d4, Knowledge (One craft) d6, Notice d6, Swimming d4
Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: —
Edges: Alertness
Gear: Dagger (Str+d4)

JOURNEYMAN COMMONER

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6
Skills: Fighting d6, Guts d6, Knowledge (Freeport) d8, Knowledge (One craft) d8, Notice d8, Swimming d8
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: —
Edges: Alertness
Gear: Dagger (Str+d4)

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.

APPRENTICE CULTIST

Attributes: Agility d6, Smarts d6, Spirit d4, Strength d6, Vigor d8
Skills: Fighting d4, Guts d6, Knowledge (Arcana) d4, Knowledge (Religion) d4, Notice d4, Persuasion d4, Stealth d6, Taunt d6
Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 7(1)
Hindrances: Fanatic
Edges: —
Gear: Leather (+1), long sword (Str+d8)

JOURNEYMAN CULTIST

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d6, Guts d8, Knowledge (Arcana) d8, Knowledge (Religion) d10, Notice d10, Persuasion d6, Stealth d6, Taunt d8
Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 7(1)
Hindrances: Fanatic
Edges: Charismatic, Improved Dodge
Gear: Leather (+1), long sword (Str+d8), heavy crossbow (Range: 15/30/60, Damage: 2d6, AP 2)

LOBSTERMEN

The Society of Lobstermen is a wealthy secret organization that made its fortunes recovering treasures from the bottom of the sea. Using expensive and equipment manufactured by and for them, they are the only game in town. Anyone who tries to nudge into their territory finds themselves in “deep” trouble.

APPRENTICE LOBSTERMAN

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d10
Skills: Climbing d6, Fighting d4, Guts d6, Notice d6, Shooting d6, Stealth d6, Swimming d8
Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 10(3)
Hindrances: Greedy (minor)
Edges: Diver
Gear: Cockle shell suit (+3), trident (Str+d6, Range: 3/6/12, +1 Parry, Reach 1), light crossbow (Range: 12/24/48, Damage: 2d6, AP 1)

LONGSHOREMEN

The Longshoremen’s Union is a powerful force in the Docks and carries a lot of weight in local politics. Headed up by Poppy Bragg and Emaya Passos, it has transformed from the bed of corruption into a tough, and sometimes violent, organization.

APPRENTICE LONGSHOREMAN

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d4, Shooting d6, Stealth d4, Swimming d6
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: Loyal
Edges: —
Gear: Club (Str+d4) or hook (Str+d4)

MERCENARIES

For those with the will and training, Freeport can offer much to those with a good sword arm and a bit of courage. Merchant princes and other aristocrats rely on such men and women for protection, while cargo ships employ mercenary marines to safeguard the contents of their hold from pirates, sea devils, and worse. A mercenary’s life is perilous, but one with commensurate reward

APPRENTICE MERCENARY

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Guts d6, Intimidation d6, Notice d6, Shooting d6, Streetwise d4, Swimming d6
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 8(2)
Hindrances: Loyal
Edges: —
Gear: Chain mail (+2), boarding axe (Str+d8) or long sword (Str+d8), short bow (Range: 12/24/48, Damage: 2d6)

JOURNEYMAN MERCENARY

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d8, Guts d6, Intimidation d8, Notice d8, Persuasion d8, Shooting d6, Streetwise d8, Swimming d8
Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 9(3)
Hindrances: Loyal
Edges: Combat Reflexes, Frenzy, Quick, Sweep
Gear: Breastplate (+3), large shield (+2 Parry), long sword (Str+d8), short bow (Range: 12/24/48, Damage: 2d6)

MERCHANTS

Merchants are the life-blood of Freeport, bringing much needed supplies to what is in truth a remote city. Their importance and command over Freeport's economy makes them some of the most influential and power citizens in the city.

APPRENTICE MERCHANT

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d4, Guts d4, Intimidation d8, Notice d6, Persuasion d8, Streetwise d8, Stealth d6, Taunt d6
Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: —

Edges: Charismatic, Connection (various), Strong-Willed
Gear: Short sword (Str+d6)

JOURNEYMAN MERCHANT

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Guts d6, Intimidation d10, Notice d10, Persuasion d12+1, Streetwise d12+1, Stealth d6, Taunt d10
Charisma: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: —
Edges: Charismatic, Connection (various), Noble, Professional (Persuasion and Streetwise), Strong-Willed
Gear: Long sword (Str+d8)

PIRATES

One expects to find pirates in the City of Adventure. While all 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, often with little way to predict one type from the other.

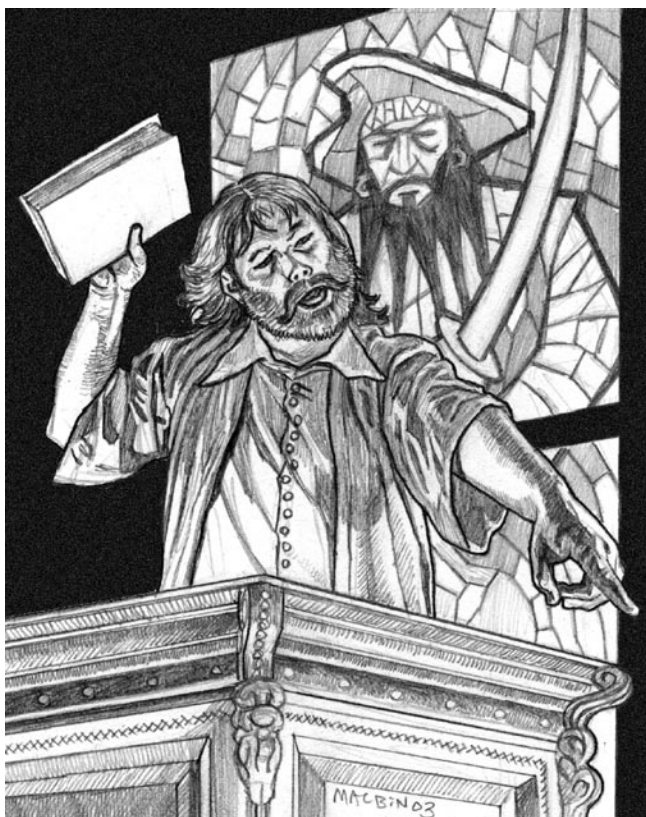
APPRENTICE PIRATE

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Boating d6, Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d4, Stealth d4, Swimming d6
Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7(1)
Hindrances: Greedy (minor), Mean
Edges: Quick
Gear: Leather (+1), cutlass (Str+d6)

JOURNEYMAN PIRATE

Attributes: Agility d10, Smarts d4, Spirit d6, Strength d8, Vigor d8
Skills: Boating d8, Climbing d8, Fighting d10, Guts d8, Intimidation d8, Notice d4, Streetwise d6, Stealth d4, Swimming d8





Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 7(1)
Hindrances: Greedy (minor), Mean
Edges: Acrobat, Improved Dodge, Quick, Two-Fisted
Gear: Leather (+1), cutlass (Str+d6), dagger (Str+d4)

PRIESTS

Freeporters are all a little superstitious, and they are quick to mutter a quick prayer to whatever god is on hand. Given Freeporters' cultural willingness to accept a broad range of gods, 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, others defraud and bilk the locals, being little more than well-dressed thieves.

APPRENTICE PRIEST

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d6
Skills: Faith d8, Fighting d4, Guts d6, Healing d8, Knowledge (Arcana) d6, Knowledge (Religion) d6, Notice d6, Persuasion d6
Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: —
Edges: Arcane Background (Miracles), Power Points
Domains (Powers): Healing, Light (*healing, light*); 15 Power Points
Gear: Club (Str+d4)

JOURNEYMAN PRIEST

Attributes: Agility d6, Smarts d8, Spirit d12, Strength d6, Vigor d6
Skills: Faith d12, Fighting d4, Guts d8, Healing d8, Knowledge (Alchemy) d8, Knowledge (Arcana) d8, Knowledge (Religion) d8, Notice d8, Persuasion d10
Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: —
Edges: Alchemy, Arcane Background (Miracles), Charismatic, New Powers, Power Points, Rich
Domains (Powers): Healing, Light (*armor, healing, light, puppet*); 25 Power Points
Gear: Quarterstaff (Str+d4, +1 Parry, Reach 1)

SEA LORD'S GUARD

The 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.

GUARDSMAN (APPRENTICE)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Guts d6, Intimidation d6, Knowledge (Battle) d6, Notice d6
Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 9(3)
Hindrances: Loyal
Edges: Combat Reflexes
Gear: Breastplate (+3), small shield (+1 Parry), spear (Str+d6, Reach 1)

SERGEANT (JOURNEYMAN)

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d10
Skills: Fighting d10, Guts d8, Intimidation d8, Knowledge (Battle) d8, Notice d8
Charisma: +0; **Pace:** 6; **Parry:** 10; **Toughness:** 10(3)
Hindrances: Loyal
Edges: Block, Combat Reflexes, Dodge, Improved Frenzy, Improved Nerves of Steel (Wild Cards only), Level Headed
Gear: Plate mail (+3), large shield (+2 Parry), long sword (Str+d8)

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 themselves. The Syndicate Enforcers, led by Trask are bravos and fighting men that do most of the fighting.

HELLHOUND

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d6
Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 7(1)
Hindrances: —
Edges: Block, Two-Fisted
Gear: Leather (+1), rapier (Str+d4, +1 Parry), dagger (Str+d4)

SYNDICATE ENFORCER

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d8
Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d4, Shooting d6, Streetwise d6, Taunt d6
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 8(2)
Hindrances: —
Edges: Frenzy, Strong-Willed
Gear: Chain mail (+2), long sword (Str+d8), light crossbow (Range: 12/24/48, Damage: 2d6, AP 1)

THIEVES

Freeport is infested with many things, but the most pernicious occupants are its thieves. Many criminals in the city are unaffiliated, being freelancers that 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

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Climbing d6, Fighting d4, Guts d4, Lockpicking d6, Notice d6, Stealth d6, Taunt d6
Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5
Hindrances: —
Edges: —
Gear: Dagger (Str+d4)

JOURNEYMAN THIEF

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Climbing d8, Fighting d8, Guts d6, Lockpicking d10, Notice d8, Stealth d10, Streetwise d10, Taunt d6
Charisma: +0; **Pace:** 8; **Parry:** 7; **Toughness:** 6(1)
Hindrances: —
Edges: Acrobat, Fleet Footed, Improved Dodge, Thief
Gear: Leather (+1), long sword (Str+d8), short bow (Range: 12/24/48, Damage: 2d6)

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 raw muscle used for protection or to pad out units of professional mercenaries.

APPRENTICE THUG

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8, Vigor d6
Skills: Fighting d6, Guts d4, Intimidation d6, Notice d6, Stealth d4, Streetwise d4
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5
Hindrances: —
Edges: Acrobat, Fleet Footed, Improved Dodge, Thief
Gear: Club (Str+d4)

JOURNEYMAN THUG

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d10, Vigor d10
Skills: Fighting d8, Guts d6, Intimidation d10, Notice d8, Stealth d6, Streetwise d8
Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 8(1)
Hindrances: —
Edges: Block, Combat Reflexes, Dodge, Frenzy, Nerves of Steel (Wild Cards only), Quick
Gear: Leather (+1), battle axe (Str+d8)

WATCHMEN

Freeport's Watch, as an organization, is relatively new, although 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.

WATCHMAN (APPRENTICE)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Climbing d6, Fighting d6, Guts d6, Intimidation d6, Notice d6, Streetwise d6
Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7(1)
Hindrances: Loyal
Edges: Combat Reflexes
Gear: Leather (+1), medium shield (+1 Parry), long sword (Str+d8)

SERGEANT (JOURNEYMAN)

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Climbing d8, Fighting d8, Guts d6, Intimidation d10, Notice d8, Streetwise d8
Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 9(3)
Hindrances: Loyal
Edges: Block, Combat Reflexes, Frenzy, Nerves of Steel (Wild Cards only)
Gear: Breastplate (+3), medium shield (+1 Parry), long sword (Str+d8)

WIZARDS

Freeport is famous for not delving too deeply into a person's personal affairs and 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, to pursue their arts in a way of their choosing. For those seeking training, Freeport is also home to a potent Wizards' Guild that carries a lot of weight on the Captains' Council, though they are selective about whom they train.

APPRENTICE WIZARD

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d4, Guts d6, Knowledge (Arcana) d6, Notice d6, Spellcasting d8, Taunt d6
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6
Hindrances: —
Edges: Arcane Background (Magic), Block, Power Points, Quick
Powers: *Armor, bolt, deflection*; 15 Power Points
Gear: Dagger (Str+d4)

JOURNEYMAN WIZARD

Attributes: Agility d8, Smarts d12, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Guts d6, Knowledge (Arcana) d10, Knowledge (Battle) d6, Knowledge (History) d8, Notice d8, Spellcasting d12, Taunt d8
Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 6
Hindrances: —
Edges: Arcane Background (Magic), Block, New Powers, Power Points, Quick, Wizard
Powers: *Armor, blast, bolt, deflection, dispel, elemental manipulation*; 25 Power Points
Gear: Quarterstaff (Str+d4, +1 Parry, Reach 1)



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, as well as statistics for use in your *Savage Worlds* 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.

Race: Dwarf

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d8, Knowledge (Craft: leatherworking) d12, Knowledge (Nobility) d10, Notice d6, Spellcasting d8, Stealth d8, Streetwise d10

Charisma: +2; **Pace:** 5; **Parry:** 7; **Toughness:** 5

Hindrances: Cautious, Greedy (minor), Slow

Edges: Arcane Background (Magic), Block, Charismatic, Combat Reflexes, Connections (wealthy citizens), Level Headed, Low Light Vision, New Powers, Power Points, Quick, Tough, Very Rich



Powers: *boost/lower trait, deflection, light, telekinesis*; 15 Power Points

Gear: Dagger (Str+d4)

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.

Race: Human

Attributes: Agility d8, Smarts d12+1, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Guts d6, Investigation d12, Knowledge (Alchemy) d8, Knowledge (Arcana) d12+1, Knowledge (Nature) d12, Persuasion d8, Notice d12+2, Spellcasting d8, Stealth d6, Streetwise d12+1, Tracking d6

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Curious

Edges: Alchemy, Arcane Background (Magic), Charismatic, Connections (the Watch), Investigator, Master (Notice), New Powers, Power Points, Professional (Smarts, Arcana, & Streetwise), Wizard

Powers: *armor, boost/lower trait, light, puppet*; 20 Power Points

Gear: Dagger (Str+d4)

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.

Race: Human

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Boating d10, Climbing d8, Fighting d12+1, Guts d12, Healing d6, Intimidation d10, Investigation d8, Knowledge (Geography) d10, Notice d8, Persuasion d10, Streetwise d10, Survival d8, Swimming d8, Throwing d10, Tracking d8

Charisma: +0; **Pace:** 8; **Parry:** 11; **Toughness:** 9(3)

Hindrances: Bloodthirsty, Wanted (minor; Ragnar's kin)

Edges: Acrobat, Berserk, Command, Dodge, Fervor, Fleet Footed, Hard to Kill, Improved Block, Improved Frenzy, Improved Nerves of Steel, Improved Sweep, No Mercy, Professional (Fighting), Trademark Weapon (long sword), Very Attractive

Gear: Breastplate (+3), supernatural long sword (Str+d8+2, +2 to Fighting), spear (Str+d6, Reach 1)

 **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.

Race: Human

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Boating d12+1, Climbing d10, Fighting d10, Guts d10, Intimidation d6, Investigation d10, Knowledge (Geography) d12, Notice d12+1, Persuasion d12, Streetwise d12, Swimming d12

Charisma: +4; **Pace:** 6; **Parry:** 9; **Toughness:** 6

Hindrances: Vengeful (major), Overconfident, Stubborn

Edges: Acrobat, Attractive, Block, Charismatic, Command, Connections (Pirates), Dodge, First Strike, Frenzy, Improved Riposte, Professional (Boating & Notice), Rich

Gear: Cutlass (Str+d6)

 **ANGELO STAMPFEL**

"When I find 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.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d6

Skills: Climbing d8, Fighting d4, Intimidation d8, Investigation d8, Notice d10, Persuasion d8, Shooting d4, Streetwise d10, Stealth d8

Charisma: +2; **Pace:** 8; **Parry:** 5; **Toughness:** 5

Hindrances: All Thumbs, Curious, Greedy (minor)

Edges: Alertness, Block, Charismatic, Connections (various), Dodge, Fleet-Footed, Investigator

Gear: Club (Str+d4), sling (Range: 4/8/16, Damage: Str+d4)

 **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 was the apprentice of his aunt, Delinda Knorbetal, a known transmuter and alchemist noted herbal simples and remedies. Aporcus was addicted to abyss dust and grew to resent Knorbetal, even going so far as to try to poison her. His botched effort backfired and she threw him out. Since, he's been a wretched thing, scuttling in the shadows and murdering folks for the coins in their purses.

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d6

Skills: Fighting d4, Guts d6, Healing d4, Knowledge (Alchemy) d6, Knowledge (Arcana) d6, Lockpicking d4, Notice d6, Spellcasting d8, Stealth d4, Streetwise d6

Charisma: -4; **Pace:** 8; **Parry:** 4; **Toughness:** 5

Hindrances: Habit (major: Abyss dust), Mean, Outsider

Edges: Alchemy, Arcane Background (Magic), Fleet Footed

Powers: *beast friend, burst* (fire trapping), *elemental manipulation (fire)*; 10 Power Points

Gear: Club (Str+d4)

 **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 regular visits to sell vegetables, herbs, and the like to the locals of Drac's End. Considered an eccentric at best, a witch at worst, she does help her image when she throws clods of dirt at those who offend her sensibilities.

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Faith d6, Fighting d4, Guts d6, Intimidation d6, Knowledge (Arcana) d6, Knowledge (Nature) d6, Knowledge (Religion) d6, Survival d6, Throwing d8

Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Outsider (eccentric)

Edges: Arcane Background (Miracles), Marksman, New Powers, Strong Willed

Domains (Powers): Animal, Plant (*beast friend, elemental manipulation (all), entangle*); 10 Power Points

Gear: Club (Str+d4)

 **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."

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d8

Skills: Boating d6, Climbing d6, Fighting d8, Guts d8, Intimidation d8, Investigation d6, Knowledge (Arcana) d6, Knowledge (Geography) d6, Knowledge (History) d8, Knowledge (Religion) d6, Notice d6, Riding d6, Swimming d8

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Hindrances: Curious, Superstitious

Edges: Block, Nerves of Steel, Quick, Quick Draw, Rich

Gear: Dagger (Str+d4)

 **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 she 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. When Williams died and Grossette vanished, Sante's group fell to pieces and she went underground.

Race: Human
Attributes: Agility d8, Smarts d8, Spirit d12, Strength d8, Vigor d8
Skills: Faith d8, Fighting d6, Intimidation d10, Knowledge (Arcana) d10, Knowledge (Religion) d10, Notice d10, Streetwise d10
Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 8(2)
Hindrances: Heroic, Stubborn, Vow (minor: remove corruption from Freeport)
Edges: Arcane Background (Miracles), Improved Nerves of Steel, New Powers, Power Points, Quick
Domains (Powers): Destruction, Healing (*detect/conceal arcana, healing, light, smite*); 15 Power Points
Gear: Chain mail (+2), mace (Str+d6), javelin (Range: 3/6/12, Damage: Str+d6)

 **BIANKA ALTANISH**

"Since Altanish took over the Asylum, there have been strange reports of experiments, vivisection, and worse. I dunno if it's the rumors about the madhouse that's persisted for years or if it's her doing. Either way, I don't make enough lords to go and find out."

—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. 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.

Race: Human
Attributes: Agility d6, Smarts d8, Spirit d10, Strength d6, Vigor d8
Skills: Faith d8, Fighting d4, Guts d10, Healing d10, Knowledge (Alchemy) d8, Knowledge (Nature) d8, Knowledge (Religion) d10, Notice d8
Charisma: -1; **Pace:** 6; **Parry:** 4; **Toughness:** 6
Hindrances: Clueless, Habit (minor: fascinated by death)
Edges: Alchemy, Arcane Background (Miracles), New Powers, Power Points
Domains (Powers): Death, Undead (*bolt, boost/lower trait, heat mask, puppet, zombie*); 20 Power Points
Gear: Dagger (Str+d4)

 **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. In the six years he's protected Freeport's finest, he's made quite a name for himself. His success stems not only from the services he provides, but for his willingness to teach others how to defend themselves.

Race: Human
Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12, Vigor d6
Skills: Boating d6, Fighting d12+1, Guts d10, Notice d10, Stealth d6
Charisma: +0; **Pace:** 8; **Parry:** 10; **Toughness:** 5
Hindrances: Cautious, Loyal
Edges: Acrobat, First Strike, Fleet Footed, Improved Block, Improved Dodge, Improved Frenzy, Improved Riposte, Nerves of Steel, No Mercy, Professional (Fighting), Sweep, Trademark Weapon (falchion)
Gear: Falchion (Str+d10, -1 Parry, 2 hands)

 **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."

—The Sea Lord

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. 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. 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 has him spending more time watching his back.

Race: Human
Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8
Skills: Boating d8, Climbing d8, Fighting d6, Guts d6, Knowledge (Geography) d8, Notice d8, Shooting d6, Streetwise d8, Swimming d8, Taunt d8
Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 8(2)
Hindrances: Code of Honor, Enemy (minor: Milton Drac), Outsider (mistrusted), Vengeful (minor)
Edges: Connections (Pirates), Improved Dodge, Quick, Strong-Willed
Gear: Chain mail (+2), scimitar (Str+d8), light crossbow (Range: 12/24/48, Damage: 2d6, AP 1)

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 all that 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 and is the heir apparent for Marcus Roberts. 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.

Race: Human

Attributes: Agility d10, Smarts d12, Spirit d8, Strength d8, Vigor d8
Skills: Climbing d10, Fighting d12, Guts d8, Knowledge (Nobility) d12, Persuasion d12+2, Notice d12, Spellcasting d8, Stealth d10, Streetwise d12+2

Charisma: +2; **Pace:** 6; **Parry:** 9; **Toughness:** 6

Hindrances: Curious

Edges: Acrobat, Arcane Background (Magic), Charismatic, Command, Connections (various), Expert (Persuasion & Streetwise), Inspire, Marksman, New Powers, Power Points, Quick, Quick Draw, Steady Hands

Powers: *detect/conceal arcana, light, smite, teleport*; 20 Power Points

Gear: Long sword (Str+d8), short bow (Range: 12/24/48, Damage: 2d6)

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. 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. In fact, no one knows anything about her, except that she runs the Salon du Masque, and upscale club in the Merchant District. Extremely exclusive, the entry fee, 100 lords, is enough to keep out all but the wealthiest of Freeport's citizens.

Race: Human

Attributes: Agility d12, Smarts d12, Spirit d8, Strength d6, Vigor d8
Skills: Climbing d10, Fighting d12, Guts d10, Intimidation d12+2, Notice d12, Persuasion d12+2, Stealth d12+2, Streetwise d12+2, Taunt d12

Charisma: +6; **Pace:** 6; **Parry:** 11; **Toughness:** 6

Hindrances: Arrogant, Code of Honor

Edges: Acrobat, Attractive, Charismatic, Connections (various), First Strike, Improved Block, Improved Dodge, Master (Intimidation, Persuasion, Stealth, & Streetwise), Noble, Riposte, Quick Draw

Gear: Supernatural dagger (Str+d4+1, +1 Fighting)

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 watering hole in Bloodsalt. Originally, he ran the place in Scurvytown, but racial tensions and violence drove him along with most other orcs out of that district to make new homes in the new humanoid ghetto. Cragwipe doesn't

care at all since business is the same as it ever was.

Race: Orc

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d8
Skills: Climbing d8, Fighting d8, Guts d8, Intimidation d8, Notice d6, Swimming d8

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 9(1)

Hindrances: Outsider

Edges: Charismatic, Frenzy, Harder to Kill, Improved Nerves of Steel, Improved Tough as Nails, Infravision, Quick, Strong, Trademark Weapon (mace)

Gear: Leather (+1), mace (Str+d6)

G.Q. CALAME

"The truth is important, I won't deny it. All I'm saying is that if we get a few details wrong, we can always fix them later."

—C.Q. Calame

The Shipping News is Freeport's dominant newspaper. While many Freeporters can't read, it doesn't step them from gathering around those who can and listening to the gossip found in this widely-circulated rag. C.Q. Calame is the consummate newsman and takes his job and his paper seriously.

Race: Human

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Guts d6, Intimidation d8, Investigation (d8), Knowledge (Nobility) d8, Persuasion d10, Notice d10, Streetwise d10

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Curious, Vow (major: keep the presses rolling)

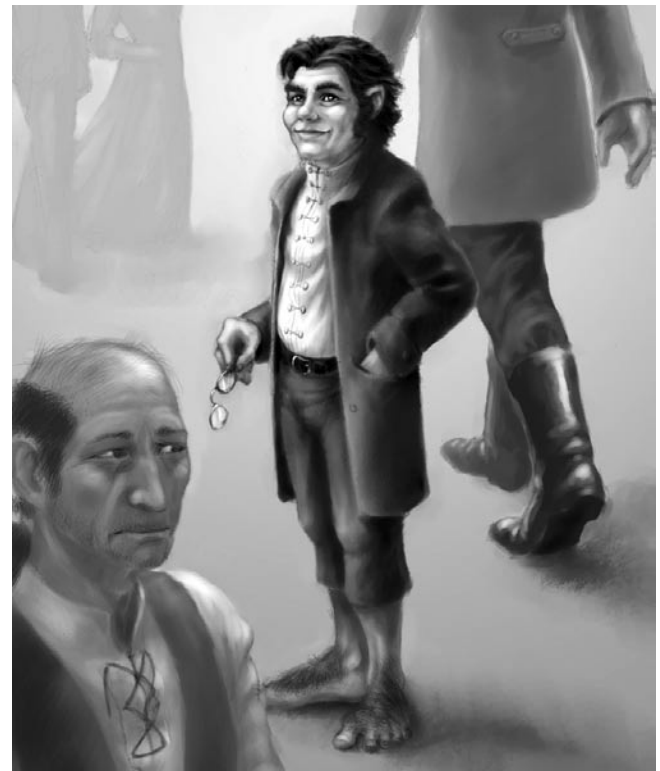
Edges: Charismatic, Connections (various), Investigator, Luck

Gear: Short sword (Str+d6)

GYRIL BERRYHILL

"I've had enough of those bastards. Trask, get me Cyril."

—Finn



By day, Cyril Berryhill acts as the HBA's accountant, but by night, he's Mouse, a vicious assassin that specializes in eliminating Finn's enemies. Small, quiet, and unassuming, Cyril is an unlikely killer, something that gives him an edge over his marks.

Race: Halfling

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d10, Guts d8, Lockpicking d10, Notice d12, Persuasion d6, Shooting d10, Streetwise d12, Stealth d12

Charisma: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 6(1)

Hindrances: Bloodthirsty (unknown to the locals), Cautious, Loyal (to Finn), Short

Edges: Acrobat, Charismatic, Combat Reflexes, Dodge, Fortunate, Marksman, Quick Draw, Spirited, Thief

Gear: Leather (+1), dagger (Str+d4), hand crossbow (Range: 5/10/20, Damage: 2d6)



DARIUS DORDIN

"Stop! Thief!"

—Yet Another Victim

Darius is living proof why one should always be suspicious of halflings. A gifted child impersonator, Darius haunts the Eastern District and the Old City, where he pretends to be a weeping child who's lost his mother. Before the rube is any wiser, he snatches their purse and darts off saying, "I found her!"

Race: Halfling

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Climbing d6, Fighting d8, Gambling d4, Guts d6, Investigation d8, Lockpicking d6, Notice d8, Persuasion d6, Shooting d10, Streetwise d8, Stealth d8, Taunt d8

Charisma: +2; **Pace:** 8; **Parry:** 8; **Toughness:** 4

Hindrances: Greedy (minor), Poverty, Short

Edges: Acrobat, Block, Fleet Footed, Fortunate, Improved Dodge, Luck, Scamper, Spirited, Thief

Gear: Dagger (Str+d4)



DIMETRÍOS

"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 that jumps from bar to bar in the Docks. While the authorities are aware of his illicit activities, he's considered too small a fish for their attention. How wrong they are.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d12, Vigor d8

Skills: Boating d8, Climbing d8, Fighting d6, Guts d6, Intimidation d6, Knowledge (Geography) d8, Persuasion d8, Stealth d6, Streetwise d8, Taunt d8, Swimming d4

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7(1)

Hindrances: Greedy (minor), Poverty (fake appearance)

Edges: Acrobat, Block, Combat Reflexes, Connections (Freeport's underworld), First Strike, Frenzy, Riposte

Gear: Leather (+1), battleaxe (Str+d8)



DIRK HASLINGER

"I used to live in a mansion!"

—Dirk Haslinger

Dirk Haslinger is a desperate man. A junky and 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. He'll do anything for a fix. Anything.

Race: Human

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Guts d4, Investigation d8, Knowledge (Alchemy) d8, Notice d8, Stealth d8, Streetwise d8, Taunt d8

Charisma: +0; **Pace:** 8; **Parry:** 7; **Toughness:** 7(1)

Hindrances: Habit (major; various drugs), Poverty

Edges: Acrobat, Block, Dodge, Fleet Footed

Gear: Leather (+1), short sword (Str+d6)



DIRWIN "NIMBLEFINGERS" ARNIG

"In the Council, everyone is looking out for their own interests first, the city second. Arnig is no different, and the gnomes, and his guild, have fared well during his tenure."

—Liam Blackhammer

Freeport's preeminent gnome, Dirwin Arnig divides his time between the Captains' Council and the Jewelers and Gemcutters Guild. Dirwin is about sick of life in politics and would like nothing better than to find a way to exit the Council gracefully. He realizes, though, that he fulfils an important role for his people and for as long as he holds his seat, gnomes have a voice in the city.

Race: Gnome

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d12, Guts d8, Knowledge (Alchemy) d10, Knowledge (Craft: gemcutting) d12, Notice d12, Stealth d8, Streetwise d12, Taunt d12

Charisma: +1; **Pace:** 5; **Parry:** 9; **Toughness:** 4

Hindrances: Elderly, Habit (minor: stickler for rules), Short, Small, Ugly (wizened)

Edges: Alchemical Training, Block, Charismatic, Combat Reflexes, Command, Connections (various), Hard to Kill, Keen Nose, Noble, Strong-Willed, Trickster, Very Rich

Gear: Dagger (Str+d4)

DRAEGAR REDBLADE

"If Draegar wants Bloodsalt, I say let him have it."

—Garth Varellion

Draegar Redblade is the influential commander of Redblade's Militia, the police force that controls Bloodsalt. It's no secret Draegar wants more power, more control over the city and so the Captains' Council keeps a wary eye on this ambitious hobgoblin.

Race: Hobgoblin

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Fighting d10, Guts d10, Intimidation d10, Knowledge (Battle) d10, Notice d6, Shooting d10, Stealth d10

Charisma: -2; **Pace:** 6; **Parry:** 9; **Toughness:** 9(2)

Hindrances: Bad Reputation, Greedy (major; for power), Stubborn

Edges: Acrobat, Block, Command, Fervor, First Strike, Low Light Vision, Riposte, Talented, Thuggish

Gear: Chain mail (+2), long sword (Str+d8), light crossbow (Range: 12/24/48, Damage: 2d6)



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. 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.

Race: Halfling

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d8, Vigor d6

Skills: Climbing d4, Fighting d8, Guts d6, Knowledge (Craft: cooking) d10, Knowledge (Nature) d10, Notice d10, Stealth d10, Streetwise d10

Charisma: +0; **Pace:** 7 (d6 running die); **Parry:** 7; **Toughness:** 5

Hindrances: Obese, Short

Edges: Block, Command, Connections (various), Fleet-Footed, Fortunate, Rich, Spirited

Gear: Dagger (Str+d4)

DUNBAR

"Make no mistake, Dunbar and the Hellfire Social Club are firmly in Finni's pocket."

—Pious Pete

Dunbar was part of Finn's Syndicate and helped the halfling assume control over the Eastern District. 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. Dunbar makes sure the Eastern District stays in line and uses violence and threats to make sure people listen.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d12, Vigor d8

Skills: Climbing d10, Fighting d12, Guts d8, Intimidation d12, Notice d12, Ride d6, Swimming d6

Charisma: +0; **Pace:** 6; **Parry:** 11; **Toughness:** 8(2)

Hindrances: Mean

Edges: Ambidextrous, Charismatic, Combat Reflexes, Command, Florentine, Hold the Line, Improved Block, Lunge, Nerves of Steel, Trademark Weapon (Rapier), Two Fisted

Gear: Chain mail (+2), Rapier (Str+d4, +1 Parry), dagger (Str+d4)

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—for 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 one of Freeport's celebrities. 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. Egil is considered too young, too inexperienced and above all too ambitious for the position. His rivals work to discredit him and remove him from power.

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d12, Strength d6, Vigor d8

Skills: Faith d10, Fighting d8, Guts d8, Intimidation d12, Investigation d10, Notice d12, Ride d6, Swimming d6

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Delusional (minor; believes the God of Knowledge has mandated his ascent), Enemy (minor; several rival priests)

Edges: Arcane Background (Miracles), Command, Connections (various), New Powers, Noble, Power Points

Domains (Powers): Healing, Knowledge (*armor, boost/lower trait, deflection, detect/conceal arcana, healing, light, puppet, stun*); 25 Power Points

Gear: Club (Str+d4)

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. 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. When not overseeing Freeport's security, he attends to the matters of governance, having a seat on the Captains' Council.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

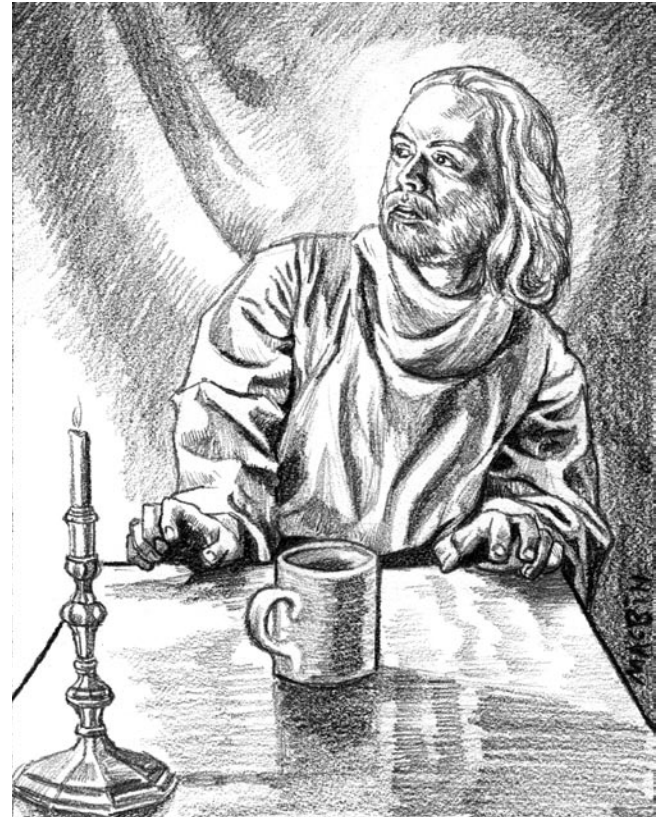
Skills: Fighting d10, Guts d10, Intimidation d12+1, Knowledge (Battle) d10, Notice d10, Shooting d12+1, Streetwise d12, Taunt d12

Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 10(3)

Hindrances: Mean, Wanted (major; under his Solomon Froste alias)

Edges: Brawny, Combat Reflexes, Command, Connections (various), Fervor, Improved Sweep, Level Headed, Marksman, Musketeer, Natural Leader, Noble, Professional (Intimidation & Shooting)

Gear: Breastplate (+3), medium shield (+1 Parry), long sword (Str+d8), dragon FP (Range: 5/10/20, Damage: 2d6+1)



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 they are all inheritors of some draconic proto-being. While they haven’t gained much traction, being relatively small and insignificant, they have gained the attention of the Wizards’ Guild who fears Kasovar might begin poaching their students.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Guts d8, Healing d4, Intimidation d10, Knowledge (Arcana) d12+1, Knowledge (religion) d12+1, Persuasion d10, Spellcasting d12, Streetwise d12, Taunt d12

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Delusional (believes dragon-blooded are inheritors of the world), Fanatic, Loyal (fellow cultists)

Edges: Arcane Background (Magic), Attractive, Combat Reflexes, Command, Luck, New Powers, Power Points, Professional (Arcana & Religion), Rapid Recharge, Scholar, Soul Drain, Wizard

Powers: *boost/lower trait, entangle, puppet, shape change, stun*; 30 Power Points

Gear: Dagger (Str+d4)

FALTHAR

“After the barbarians attacked, Falthar was never the same.”

—Janis Hawthorne

Falthar ran a small shop called Falthar’s Curios. 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. Romantics suggest he’s searching for Nell, while others whisper he’s chasing something dangerous to get revenge on the monsters that shattered his life.

Race: Human

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Knowledge (Alchemy) d12, Knowledge (Arcana) d12, Knowledge (Geography) d12, Knowledge (History) d12, Knowledge (Nature) d12, Persuasion d12, Spellcasting d10, Streetwise d12

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: Vengeful (minor)

Edges: Alchemy, Arcane Background (Magic), Improved Level Headed, Improved Rapid Recharge, New Powers, Power Points, Scholar (Alchemy & History), Soul Drain, Strong Willed, Wizard

Powers: *boost/lower trait, confusion, detect/conceal arcana, fear, invisibility, light, puppet*; 35 Power Points

Gear: Long sword (Str+d8)

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. Cruel and heartless, he thrives as a buccaneer, inspiring terror wherever he sails. 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.

Race: Halfling

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Boating d12+2, Climbing d6, Fighting d12, Guts d12, Intimidation d12+1, Knowledge (Geography) d12, Notice d12, Persuasion d4, Stealth d12+2, Swimming d8, Taunt d12+2

Charisma: -6; **Pace:** 6; **Parry:** 11; **Toughness:** 6(1)

Hindrances: Bloodthirsty, Mean, Short, Stubborn

Edges: Acrobat, Alertness, Combat Reflexes, Command, First Strike, Fortunate, Great Luck, Improved Block, Improved Dodge, Level Headed, Master (Boating, Stealth, & Taunt), No Mercy, Professional (Agility & Intimidation), Quick, Riposte, Scamper, Spirited

Gear: Leather (+1), supernatural cutlass (Str+d6+2, +2 to Fighting)

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. This is a front for an extensive and powerful criminal organization called the Syndicate. If it weren’t for Mister Wednesday, Finn might well be the most significant kingpin in the city.

Race: Halfling

Attributes: Agility d12+1, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d12+2, Guts d8, Intimidation d10, Investigation d12, Lockpicking d12, Persuasion d10, Notice d12+2, Stealth d12, Streetwise d10, Taunt d12+2

Charisma: +4; **Pace:** 6 **Parry:** 12; **Toughness:** 5
Hindrances: Greedy (minor), Short, Vengeful (major)
Edges: Acrobat, Charismatic, Close Fighting, Connections (various), First Strike, Fortunate, Harder to Kill, Improved Block, Improved Dodge, Level Headed, Master (Fighting, Notice, & Taunt), No Mercy, Noble*, Professional (Agility), Riposte, Scamper, Spirited, Strong Willed, Thief
Gear: Dagger (Str+d4)

* Finn doesn't hold a noble title, but his position gives him equivalent respect and resources.

GAREK

"It's a bit strange how he coddles his casks, but I try to ignore his antics. He does serve some of the best beer in Freeport."

—Rude Tom, Watchman

Garek runs the Dented Helm, an unassuming tavern and brewery in the Docks. While the place isn't much to look at, the brew is quite fine and over the years, mad Garek has gained a stable of regular customers. He's noted for the dented helm on his head, the tale of which changes with each telling.

Race: Dwarf
Attributes: Agility d6, Smarts d8, Spirit d6, Strength d8, Vigor d12
Skills: Climbing d10, Fighting d10, Guts d8, Knowledge (Craft: brewer) d12, Knowledge (Craft: cooper) d12, Persuasion d8, Notice d12, Taunt d12
Charisma: -1; **Pace:** 4 **Parry:** 7; **Toughness:** 12(3)
Hindrances: Habit (minor; always talking about beer), Obese, Slow
Edges: Alertness, Combat Reflexes, First Strike, Frenzy, Hard to Kill, Improved Nerves of Steel, Low Light Vision, Riposte, Sweep, Tough, Trademark Weapon (warhammer)
Gear: Plate mail (+3), open helm (+3), warhammer (Str+d6, AP 1 vs. rigid armor)

GARTH VARELLION

"He's a harmless twit."

—Marilise Maeorgan

Reviled as a vain, arrogant fool, Garth Varellion is the least popular member of the Captains' Council. If there were not prohibitions about removing Councilors, he would have lost his seat years ago. In spite of his tarnished image, he still dreams of becoming the Sea Lord, a goal he has long pursued.

Race: Human
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d6
Skills: Boating d8, Climbing d6, Fighting d10, Guts d6, Knowledge (Geography) d8, Knowledge (Nobility) d8, Notice d6, Persuasion d8, Streetwise d6, Swimming d6, Taunt d8
Charisma: +2; **Pace:** 6 **Parry:** 8; **Toughness:** 7(2)
Hindrances: Arrogant, Quirk (Vain), Vengeful (major)
Edges: Acrobat, Alertness, Block, Command, Dodge, Noble, Quick, Quick Draw, Strong Willed
Gear: Chain mail (+2), saber (Str+d8), dagger (Str+d4)

GITCH

"Gitch great! Gitch good! Gitch master wizard! All bow to Gitch!"

—Gunk, Goblin

Formerly serving as the city's "fire marshal," Gitch lost his wagon and job during the Great Green Fire. He retreated to Bloodsalt, where he

lives in a rundown tower dubbed, by the locals, the Tower of High Sorcery. Whether he wants to be or not, he's the spokesperson for Freeport's goblin population.

Race: Goblin
Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Guts d4, Investigation d8, Knowledge (Arcana) d10, Notice d10, Riding d6, Spellcasting d6, Stealth d10, Taunt d10

Charisma: +0; **Pace:** 6 **Parry:** 5; **Toughness:** 5
Hindrances: Loyal (Goblins), Short, Yellow
Edges: Arcane Background (Magic), Low Light Vision, New Powers, Nimble, Power Points, Quick, Rapid Recharge, Talented
Powers: blast (fire), detect/conceal arcana, elemental manipulation (fire and water), light, summon elemental; 20 Power Points
Gear: Club (Str+d4)

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 making sure the wait staff do their jobs quickly and efficiently. Most times, she works behind the bar, mixing drinks and keeping an eye on the place.

Race: Half-Orc
Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d8
Skills: Fighting d10, Guts d8, Intimidation d10, Notice d10, Riding d6
Charisma: -4; **Pace:** 8 **Parry:** 6; **Toughness:** 9(2)
Hindrances: Loyal, Mean, Outsider
Edges: Berserk, Brawny, Fleet Footed, Frenzy, Improved Dodge, Infravision, Quick, Strong, Sweep
Gear: Chain mail (+2), great axe (Str+d10, -1 Parry, AP 1, 2 hands)

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. 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. 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. Her ambition has led many to question her motives and the strengths of her convictions.

Race: Human
Attributes: Agility d8, Smarts d8, Spirit d12, Strength d6, Vigor d8
Skills: Faith d12, Fighting d6, Guts d6, Knowledge (Arcana) d12, Knowledge (Religion) d12, Persuasion d10, Shooting d8, Taunt d10
Charisma: +4; **Pace:** 6 **Parry:** 5; **Toughness:** 9(3)

Hindrances: Pacifist (minor), Vow (discover cause of Lorilee's eccentricities)
Edges: Arcane Background (Miracles), Attractive, Command, Natural Leader, New Powers, Noble, Power Points, Quick, Rapid Recharge
Domains (Powers): Luck, Water (blast (water), detect/conceal arcana, elemental manipulation (fire and water), luck/jinx, water walk); 25 Power Points
Gear: Breastplate (+3), mace (Str+d6), light crossbow (Range: 12/24/48, Damage: 2d6, AP 1)



HALKOS TREMIIR

"A meticulous barber that Halkos. He's the best in the city."

—Garth Varellion

Halkos runs a barber shop in the Seaside Market, little more than a tent really. Having lived in Scurvytown and the Eastern District, he's a good source of information about the lay of the city. 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.

Race: Sea Elf

Attributes: Agility d8, Smarts d8, Spirit d12, Strength d6, Vigor d6
Skills: Boating d6, Fighting d4, Guts d4, Healing d8, Intimidation d6, Investigation d6, Knowledge (Nobility) d6, Notice d8, Persuasion d6, Streetwise d6, Swimming d6, Taunt d6

Charisma: +2; **Pace:** 6 **Parry:** 5; **Toughness:** 7(2)

Hindrances: Anemic

Edges: Agile, Charismatic, Coastal Heritage, Healer, Low Light Vision

Gear: Chain mail (+2), rapier (Str+d4, +1 Parry), dagger (Str+d4)

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. This hustler is a card-shark, charlatan, hustler, and everything in between, and to those who haven't been duped by him before, think he's the best thing that's ever happened to them... at least until he's ripped them off.

Race: Human

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d10, Gambling d10, Guts d6, Intimidation d8, Notice d6, Persuasion d10, Spellcasting d8, Stealth d10, Streetwise d10, Taunt d10

Charisma: +1; **Pace:** 8 **Parry:** 9; **Toughness:** 6

Hindrances: Greedy (minor), Habit (minor; general sliminess)

Edges: Acrobat, Arcane Background (Magic), Charismatic, Command, Fleet Footed, New Powers, Power Points, Quick, Rapid Recharge

Powers: *beast friend, boost/lower trait, light, puppet, telekinesis*; 20 Power Points

Gear: Rapier (Str+d4, +1 Parry)

HECTOR TORIAN

"It's offensive that Torian has retained his seat when he has consistently supported the Drac family. He claims he does this out of loyalty to Freeport's ideals, but I suspect that 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*. He retired from the sea nearly a decade ago to become a politician. As he gained his seat from Milton Drac, he's been loyal to the Drac family even at his own detriment.

Race: Human

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Boating d12, Climbing d12, Fighting d10, Guts d8, Notice d12, Persuasion d12, Streetwise d12, Swimming d12, Taunt d12

Charisma: +2; **Pace:** 6 **Parry:** 10; **Toughness:** 5

Hindrances: Death Wish (find viable heir), Fanatic (Drac family), Vengeful (minor)

Edges: Acrobat, Alertness, Dodge, First Strike, Improved Block, Level Headed, No Mercy, Noble, Quick, Riposte

Gear: Cutlass (Str+d6)

ADMIRAL HROTHY

"Oh he's positively 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 one of the continental nation's navies. He gained a name for his ruthlessness at sea and won more battles than he lost. 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. Too bad none of his "friends" know he's really a spy.

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Boating d12, Fighting d8, Guts d6, Knowledge (Battle) d10, Knowledge (Geography) d12, Knowledge (History) d12, Notice d12, Persuasion d12, Stealth d12, Streetwise d12, Swimming d12, Taunt d12

Charisma: +4; **Pace:** 6 **Parry:** 8; **Toughness:** 6

Hindrances: Heroic, Loyal

Edges: Attractive, Command, Connections (Freeport's elite), Improved Block, Improved Dodge, Inspire, Noble

Gear: Cutlass (Str+d6)

 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. He believed by doing so, he could earn enough to pay off his creditors and get him off his back. A fool with money, he's never managed his affairs well. He did manage to get a seat, but his behavior has simply distanced him from true power in the city.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Boating d6, Climbing d6, Fighting d10, Gambling d6, Guts d6, Knowledge (Craft: forgery) d8, Notice d8, Persuasion d8, Riding d6, Shooting d10, Streetwise d8, Swimming d6, Taunt d6

Charisma: -1; **Pace:** 7 (d6 running die) **Parry:** 7; **Toughness:** 7(1)

Hindrances: Habit (minor; loud, boisterous, crass), Obese, Poverty, Ugly

Edges: Command, Connections (various), Dodge, Fleet Footed, Level Headed, Marksman, Noble

Gear: Leather (+1), cutlass (Str+d6), dagger (Str+d4), heavy crossbow (Range: 15/30/60, Damage: 2d6, AP 2)

 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. 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.

Race: Half-Elf

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d6

Skills: Fighting d4, Guts d4, Investigation d10, Notice d10, Streetwise d10

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Outsider

Edges: Heritage (Elf), Investigator, Low Light Vision

Gear: Club (Str+d4)

 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 capable muscle. He had a tendency, though, to kill when lethal force wasn't needed, a fact that tempered merchants' zeal for hiring him. Since the Great Green Fire, Karl has relocated to Bloodsalt along with most other orcs. He hasn't had the business he enjoyed in the good old days, and he sometimes takes out his frustrations on the occasional hobgoblin.

Race: Half-Orc

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12, Vigor d10

Skills: Climbing d10, Fighting d12, Guts d10, Intimidation d12+1, Streetwise d10, Taunt d10

Charisma: -8; **Pace:** 6; **Parry:** 8; **Toughness:** 11(3)

Hindrances: Bloodthirsty, Mean, Outsider, Wanted (major)

Edges: Frenzy, Improved Nerves of Steel, Infravision, Level Headed, Professional (Intimidation), Quick, Strong, Sweep, Tough as Nails, Trademark Weapon (fists)

Gear: Breastplate (+3), morningstar (Str+d6+1)

 KOTHAR THE ACCURSED

"Sometimes the damned slip free from the bonds of Hell"

—Asha Sante

In life, Captain Kothar was a vicious pirate noted for his bloodthirsty tactics and cruelty. After he and his crew and his crew attacked and murdered their rivals, claiming their vessel the *Wind of Hell* for themselves, they were captured, tried, and executed for their crimes. Kothar and his crew were burned alive while lashed to the deck of their stolen ship. So hot ran Kothar's hate, he refused to go to Hell and now haunts the waters of the Serpent's Teeth as a fire specter (see **Chapter 5: Creatures of Freeport**).

Race: Undead Fire Specter

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d8, Vigor d10

Skills: Boating d12+1, Fighting d10, Guts d10, Intimidation d12+1, Lockpicking d12, Notice d12, Stealth d12, Streetwise d12, Taunt d12

Charisma: -4; **Pace:** 6; **Parry:** 8; **Toughness:** 13(4)

Hindrances: Arrogant, Bloodthirsty, Vengeful (major)

Edges: Acrobat, Command, Improved Dodge, Level Headed, Marksman, Professional (Boating & Intimidation), Strong Willed

Gear: Supernatural leather (+4), *Kothar's cutlass* (Str+d6+3, +3 to Fighting rolls), dagger (Str+d4)

Special Abilities:

- **Flaming Death:** Three times per day, a fire specter can wreath its body in flame for one round. Any creature that attacks it with a melee weapon or unarmed attack must make an Agility roll or suffer 2d6 damage. Opponents have a chance of catching fire.
- **Immunity (Fire):** Takes no damage from fire or heat attacks.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Orb of Storms:** This powerful device enables Kothar to use the *blast (air or water)*, *elemental manipulation*, *obscure (fog)*, and *water walk* powers (Spellcasting d12+2, d10 Wild Die, 20 Power Points).
- **Quick:** Redraw initiative cards of 5 or lower.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties.

 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 secrets beneath Freeport and to liberate the degenerate serpent people from their barbarism. 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.

Race: Serpent Person

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d8, Vigor d6

Skills: Faith d12, Fighting d6, Knowledge (Arcana) d12, Knowledge (Religion) d12, Stealth d12

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7(2)

Hindrances: Curious, Death Wish (learn all he can about his people)

Edges: Arcane Background (Miracles), New Powers, Power Points, Scholar (Arcana & Religion)

Domains (Powers): Knowledge, Magic (*armor, barrier, boost/lower trait, dispel healing, puppet, summon elemental*); 25 Power Points

Gear: Supernatural mace (Str+d6+1, +1 to Fighting rolls)

Special Abilities:

- **Aquatic:** Pace 6.
- **Armor +2:** Scales.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Quick:** Redraw action cards of 5 or lower.
- **Shape Change:** A serpent person may assume the form of any average-sized humanoid with a Smarts roll. This takes an action. Becoming an exact double of someone (physical appearance only) gives a -4 penalty to the roll. They retain all of their abilities in their new form.



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. 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.

Race: Dwarf

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d8, Fighting d6, Guts d8, Investigation d8, Knowledge (Geography) d8, Notice d8, Streetwise d8, Swimming d8

Charisma: +0; **Pace:** 7; **Parry:** 5; **Toughness:** 7

Hindrances: Big Mouth, Loyal, Slow

Edges: Connections (various), Hard to Kill, Level Headed, Low Light Vision, Quick, Tough

Gear: Mace (Str+d6), enchanted boots (grant her the Fleet Footed Edge)

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*, a sleek elven warship she inherited from her father Arel. She’s secured a place as a captain in the Admiralty and now lends her ship and crew in the defense of Freeport.

Race: Half-Elf

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Boating d12+1, Climbing d8, Fighting d8, Guts d6, Investigation d6, Knowledge (Arcana) d6, Knowledge (Geography) d12+2, Notice d12, Persuasion d8, Shooting d8, Spellcasting d6, Streetwise d4

Charisma: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Hindrances: All Thumbs, Heroic, Loyal

Edges: Acrobat, Attractive, Command, Expert (Geography), Heritage (Elf), Improved Dodge, Inspire, Low Light Vision, Marksman, Power Points, Professional (Boating), Steady Hands

Powers: *boost/lower trait, deflection, smite*; 15 Power Points

Gear: Rapier (Str+d4, +1 Parry), short bow (Range: 12/24/48, Damage: 2d6)

LEXI

“Is Lexi available? Oh, no? Okay, I guess I’ll take you then.”

—A Customer at the Serenity House

Lexi is a popular courtesan at the Serenity House. Part of her success stems from her ability to anticipate her customer’s fantasies. She hides a dark secret and a troubled past, things only those closest to her know about.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Guts d6, Notice d6, Persuasion d10, Spellcasting d6, Streetwise d4, Taunt d10

Charisma: +4; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: Vengeful (major)

Edges: Arcane Background (Magic), Connections (various), Very Attractive

Powers: *boost/lower trait, puppet, telekinesis*; 10 Power Points
Gear: Dagger (Str+d4)

LIAM BLACKHAMMER

“The trouble with Liam is that he’s so concerned for the welfare of the common Freeporter, he refuses to see that some folks just can’t be helped.”

—Nathan Grymes

The self-proclaimed champion of the common man, Liam Blackhammer is a popular councilor. Unfortunately, his agenda is often at odds with his peers, more often than not making him the odd man out.

Race: Human
Attributes: Agility d8, Smarts d8, Spirit d8, Strength d10, Vigor d8
Skills: Fighting d6, Guts d8, Intimidation d10, Knowledge (Craft: smithing) d12, Notice d6, Persuasion d10, Streetwise d10, Swimming d12
Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 8(2)
Hindrances: Heroic, Loyal, Stubborn
Edges: Connections (various), Hard to Kill, Improved Nerves of Steel, Noble
Gear: Chain mail (+2), warhammer (Str+d6, AP 1 vs rigid armor)

MARILISE MAEORGAN

“Somehow, I think she always knew she was going to be the Sea Lord.”

—Marshall Maeorgan

As the current Sea Lord of Freeport, the most powerful and influential position 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. Beautiful as she is tempestuous, she brings to the office an unpredictability that makes many elite citizens nervous.

Race: Human
Attributes: Agility d10, Smarts d10, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d10, Guts d10, Intimidation d10, Investigation d10, Knowledge (Craft: forgery) d8, Knowledge (Nobility) d12, Notice d10, Persuasion d12, Riding d10, Streetwise d12, Swimming d12, Taunt d10
Charisma: +8; **Pace:** 6; **Parry:** 7; **Toughness:** 6
Hindrances: Cautious, Delusional (minor; mistrusts religion)
Edges: Charismatic, Command, Connections (various), Fervor, Hold the Line, Inspire, Level Headed, Natural Leader, Noble, Strong Willed, Very Attractive, Very Rich
Gear: *Reaverbane* (Str+d10, +2d6 energy damage, +2 to Fighting rolls, see page xxx), dagger (Str+d4)

MARCUS ROBERTS

“I don’t trust Roberts; he smiles too much.”

—Liam Blackhammer

Marcus Roberts is very much the face of Freeport itself, being the city’s preeminent ambassador and having contacts all over the continent. 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.

Race: Human
Attributes: Agility d10, Smarts d10, Spirit d8, Strength d8, Vigor d8
Skills: Boating d8, Fighting d12, Knowledge (Craft: forgery) d12,



Knowledge (Geography) d12, Lockpicking d10, Notice d12, Persuasion d12, Stealth d12, Streetwise d12+1, Swimming d12, Taunt d12+1

Charisma: +5; **Pace:** 6; **Parry:** 9; **Toughness:** 6
Hindrances: Habit (minor; ladies’ man), Overconfident, Quirk (loves attention)
Edges: Attractive, Block, Charismatic, Connections (various), Improved Dodge, First Strike, Noble, Professional (Streetwise & Taunt), Riposte
Gear: Long sword (Str+d8), dagger (Str+d4)

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, which worries me a great deal.”

—Petra Wallace

Masson Francisco is the speaker of Libertyville. 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. Those who have heard his stirring speeches see him as a visionary and see the future in his words.

Race: Human
Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Boating d10, Fighting d10, Guts d8, Intimidation d10, Knowledge (Nobility) d10, Persuasion d8, Taunt d8
Charisma: +2; **Pace:** 6; **Parry:** 9; **Toughness:** 7(1)
Hindrances: Code of Honor, Heroic, Loyal
Edges: Charismatic, Command, Connections (various), Florentine, Improved Block, Improved Dodge, Natural Leader, Two Fisted
Gear: Leather (+1), cutlass (Str+d6), dagger (Str+d4), pair of dragon FPs (Range: 5/10/20, Damage: 2d6+1)

 MENDOR MAEORGAN

"Some days it's best to forget I have any family."

—Marlise Maeorgan

Mendor Maeorgan is the Sea Lord's infamous cousin. Having long been involved in shady pursuits, Mendor's been associated with the now defunct Joy Boys and the now leads the notorious Rakeshames, a group of disaffected noble youths who create trouble out of boredom. Those who know him, though, recognize a profound change in his temperament and even appearance. He is larger, more sinister, and thoroughly mad.

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d12

Skills: Faith d10, Fighting d8, Guts d12, Intimidation d12+1, Investigation d10, Knowledge (Arcana) d12, Knowledge (Nobility) d12, Persuasion d12, Streetwise d12, Taunt d12

Charisma: -6; **Pace:** 8; **Parry:** 8; **Toughness:** 9(1)

Hindrances: Bloodthirsty, Delusional (major; completely insane), Mean, Ugly (concealed, no Charisma penalty), Vengeful (major)

Edges: Acrobat, Arcane Background (Miracles), Block, Command, Connections (various), Dodge, Fleet Footed, Luck, Master (Strength), New Powers, Power Points, Professional (Intimidation), Rapid Recharge

Domains (Powers): Destruction, Madness (*confusion, detect/conceal arcana, fear, obscure, puppet, smite*); 20 Power Points

Gear: Leather (+1), long sword (Str+d8)

 MISTER WEDNESDAY

"The Canting Crew is the only thing preventing the Syndicate from extending its influence throughout the city and become the dominant criminal organization in Freeport. It's no wonder that many on the Council are interested in seeing Mister Wednesday, the Canting Crew's boss, stay hale and healthy."

—Karl Wine, Owner of the Rusty Hook

Mister Wednesday leads the criminal organization known as the Canting Crew. Running the underworld in the Warehouse District, parts of the Docks, and the Merchant District, he's the Syndicate's biggest rival. Aggressive and edging into Finn's territory, many wonder if war between the crime lords is brewing.

Race: Human

Attributes: Agility d12, Smarts d10, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d12, Guts d10, Investigation d12, Knowledge (Craft: forgery) d12, Notice d12, Persuasion d12+2, Shooting d12, Stealth d12+2, Streetwise d12+1, Taunt d12+2

Charisma: +0; **Pace:** 6; **Parry:** 11; **Toughness:** 7(1)

Hindrances: Greedy (major), Mean, Vengeful (major)

Edges: Acrobat, Alertness, Attractive, Command, Connections (various), Dodge, Improved Block, Professional (Streetwise), Master (Persuasion, Stealth, & Taunt), Quick

Gear: Leather (+1), short sword (Str+d6), hand crossbow (Range: 5/10/20, Damage: 2d6)

 MORGAN BAUMANN

"She's about as bad as they come. Keep yer distance."

—Pious Pete

Morgan Baumann is the captain of the *Kraken's Claw*, a notorious pirate ship with over twenty kills. Never having much use for

Freeport's laws, she has no problem attacking Freeport vessels, though she finds the one on the Continent to be better prey.

Race: Human

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Boating d12+2, Climbing d12, Fighting d12+2, Intimidation d12+1, Knowledge (Geography) d12, Shooting d12, Swimming d12

Charisma: +0; **Pace:** 6; **Parry:** 10; **Toughness:** 6

Hindrances: Code of Honor (old pirate's code), Greedy (major), Vengeful (major)

Edges: Acrobat, Command, Florentine, Improved Frenzy, Professional (Intimidation), Master (Boating & Fighting), Musketeer, Nerves of Steel, Steady Hands, Sweep, Trademark Weapon (cutlass), Two Fisted

Gear: Cutlass (Str+d6), dagger (Str+d4), gorgon GG (Range: 10/20/40, Damage: 2d8)

 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. While not the wealthiest of families in Freeport, their sheer numbers gives them weight they otherwise wouldn't have.

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d10, Strength d4, Vigor d4

Skills: Intimidation d10, Notice d6, Persuasion d10, Taunt d10

Charisma: +0; **Pace:** 5; **Parry:** 2; **Toughness:** 4

Hindrances: Elderly

Edges: Rich, Strong Willed

Gear: —

 NATHAN GRYMES

"I think what bothers me about Grymes the most 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. Few know much about him or his past, but he seems to have connections in the Merchant District. Some claim he has ties to the slaver city of Mazin, but no one has proof.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Boating d12, Fighting d8, Guts d6, Intimidation d10, Investigation d10, Knowledge (Nobility) d10, Notice d10, Shooting d8, Streetwise d10, Swimming d10, Taunt d10

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Arrogant, Loyal

Edges: Command, Connections (Merchant District), Inspire, Musketeer, Noble, Very Rich

Gear: Long sword (Str+d8), Dragon FP (Range: 5/10/20, Damage: 2d6+1)

 NEUTALATHIEN

"Can't say I can find a better price for leathers than at Nev's, not that I have need for such things."

—Pious Pete

Nevlathien, or Nev to her friends, is a semi-retired adventurer who settled in Freeport to make an honest living. 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. She runs a leatherworking shop in the Seaside Market.

Race: Half-Elf

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Climbing d12, Fighting d10, Guts d8, Investigation d4, Knowledge (Craft: leatherworking) d8, Notice d6, Riding d10, Shooting d10, Swimming d4

Charisma: -1; **Pace:** 6; **Parry:** 7; **Toughness:** 7(1)

Hindrances: Habit (rude to elves), Mean, Outsider

Edges: Ambidextrous, Attractive, Dodge, First Strike, Florentine, Heritage (Human), Level Headed, Low Light Vision, Quick, Quick Draw, Riposte, Two Fisted

Gear: Leather (+1), long sword (Str+d8), dagger (Str+d4), short bow (Range: 12/24/48, Damage: 2d6)

NIFUR ROBERTS

“She may very well be the luckiest woman in Freeport. Blessed with good looks, wealth, status, and a successful business. I really hate her.”

—Vikki Tarjay

Dismissed 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, Nifur abandoned her childish exploits after she and her sisters found themselves in a great deal of trouble. 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.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d6

Skills: Climbing d6, Fighting d6, Guts d4, Riding d6

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 6(1)

Hindrances: Overconfident

Edges: Block, Quick, Rich

Gear: Leather (+1), rapier (Str+d4, +1 Parry)

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. He runs a compound at the edge of Drac’s End, where he stables all sorts of strange and terrifying monsters.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d8, Guts d10, Intimidation d12, Knowledge (Arcana) d4, Knowledge (Nature) d10, Notice d10, Persuasion d4, Riding d12, Stealth d6, Survival d10

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Hindrances: Overconfident, Ugly (scars)

Edges: Beast Master, Block, Dodge, Improved Nerves of Steel, Sunder, Woodsman

Gear: Long sword (Str+d8), dagger (Str+d4)

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.”

—Dakarta Gringsson, Owner of the Broken Mug

An ex-adventurer, Otto Parsam retired in Freeport and opened a weapon shop to make ends meet. He’s seen his fair share of action and knows the difference that a superior weapon can make in a fight.



Although he lives in Scurvytown, no one's foolish enough to give him trouble as Otto has proved on more than one occasion that he knows his way around a combat.

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d8

Skills: Climbing d8, Fighting d12+2, Guts d10, Knowledge (Arcana) d12+2, Notice d12+2, Riding d6, Streetwise d12+2

Charisma: -2; **Pace:** 6; **Parry:** 12; **Toughness:** 9(3)

Hindrances: Quirk (recounts old stories), Ugly (Scar)

Edges: Acrobat, Combat Reflexes, Expert (Fighting & Notice), Improved Block, Improved First Strike, Improved Nerves of Steel, Improved Sweep, Improved Trademark Weapon (bastard sword), Marksman, Master (Arcana & Streetwise), Quick, Riposte

Gear: Breastplate (+3), supernatural bastard sword (Str+d8+1/Str+d10+1, +1 to Fighting rolls)



PATAMON

"He's positively delicious."

—Alisson Vanderbuck, Merchant's Daughter

Patamon is a flamboyant rogue and stealer of hearts. Rumor holds he once ran with one of Freeport's gangs, and fled the city when something went wrong. 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.

Race: Human

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d10, Guts d6, Knowledge (Arcana) d12, Lockpicking d8, Notice d8, Persuasion d8, Shooting d10, Spellcasting d8, Stealth d8, Taunt d12

Charisma: +2; **Pace:** 8; **Parry:** 8; **Toughness:** 7(1)

Hindrances: Arrogant, Enemy (minor; various), Heroic

Edges: Arcane Background (Magic), Block, Charismatic, Dodge, First Strike, Fleet Footed, New Powers, Power Points, Riposte, Thief



Powers: *deflection, detect/conceal arcana, speed, telekinesis*; 15 Power Points

Gear: Leather (+1), mace (Str+d6), light crossbow (Range: 12/24/48, Damage: 2d6, AP 1)



PETRA WALLACE

"My wife made me a believer. She left everything behind for Libertyville, status, wealth, and 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. Her idealism and earnestness, however, created more barriers than she could overcome and fed up, she left Freeport to work in Libertyville, making that community a place that would one day eclipse Freeport as the dominant city in the Serpent's Teeth.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d10, Guts d6, Investigation d12, Knowledge (Battle) d8, Notice d12, Persuasion d12, Streetwise d12, Taunt d12

Charisma: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 5

Hindrances: Overconfident, Wanted (major)

Edges: Attractive, Connections (various), Command, First Strike, Hard to Kill, Inspire, Jack-of-all-Trades, Riposte

Gear: Quarterstaff (Str+d4, +1 Parry)



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. 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. Now that the Union completely controls the labor on the Docks, Bragg has emerged as one Freeport's most important citizens.

Race: Human

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d12, Fighting d4, Guts d6, Intimidation d12, Notice d12, Swimming d10

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 9(1)

Hindrances: —

Edges: Brawny

Gear: Leather (+1), club (Str+d4)



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. Founded on the purpose of spreading the Death God's influence in Freeport, Prendag organizes this mob of killers and thugs, spreading fear throughout Scurvytown, Bloodsalt, and beyond. Rumors of his success has made him something of a hero to the orcs of Bloodsalt

and many seek out the Bleeding Fist to gain the power which they felt was stolen from them by the hobgoblins of their ghetto.

Race: Half-Orc

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Faith d8, Fighting d8, Guts d10, Intimidation d12+2, Investigation d12, Knowledge (Religion) d12, Notice d12, Persuasion d10, Stealth d12, Streetwise d10, Taunt d10

Charisma: -4; **Pace:** 6; **Parry:** 8; **Toughness:** 7(1)

Hindrances: Cautious, Mean, Outsider, Vengeful (major)

Edges: Arcane Background (Miracles), Berserk, Command, Fervor, Frenzy, Improved Block, Infravision, Inspire, Luck, Master (Intimidation), New Powers, Power Points, Rapid Recharge, Strong

Domains (Powers): Death, Destruction (*bolt, boost/lower trait, fear, puppet, smite, unballowed might*); 20 Power Points

Gear: Leather (+1), dagger (Str+d4)

RED ALICE

"Aye, I saw 'er. She had fangs, flaming hair, and a necklace of man-parts. I ran for my life, but the sound of her cackling haunts me still."

—Rude Tom, Watchman

Once a promising actress, the woman who became Red Alice saw her dreams shattered one brutal night, after being assaulted by a cruel noble. Ever since, she's hunted young male nobles in the Merchant District, vowing to get her revenge. She murders any she thinks might have been the villain that attacked her.

Race: Half-Elf

Attributes: Agility d12, Smarts d10, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d10, Guts d10, Intimidation d10, Notice d10, Stealth d10, Streetwise d10, Taunt d10

Charisma: +0; **Pace:** 6; **Parry:** 10; **Toughness:** 6 (1)

Hindrances: Outsider, Quirk (hates men), Vengeful (major), Wanted (major)

Edges: Acrobat, Heritage (Elf), Improved Block, Improved Close Fighting, Improved Dodge, Low Light Vision, Quick

Gear: Leather (+1), dagger (Str+d4)

RICKARD BURBAGE

"No, no, no! You must 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. 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.

Race: Half-Elf

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Climbing d4, Fighting d8, Guts d6, Notice d4, Persuasion d6, Spellcasting d6, Stealth d6, Streetwise d6, Taunt d6

Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Hindrances: Arrogant, Outsider, Mean

Edges: Acrobat, Arcane Background (Magic), Charisma, Command, Connections (various), Heritage (Elf), Inspire, Low Light Vision, New Power, Power Points

Powers: *boost/lower trait, light, puppet, stun*; 15 Power Points

Gear: Rapier (Str+d4, +1 Parry)

RUDIMAR HARROW

"All doom and gloom, that one."

—Janis Hawthorne

Rudimar Harrow's life changed the moment he died. 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. Rudimar walks the streets of Freeport, offering dire sermons to those who'll listen, hoping to frighten them back onto the straight and narrow.

Race: Human

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Faith d10, Fighting d4, Guts d6, Intimidation d8, Knowledge (Arcana) d8, Knowledge (Religion) d8, Notice d8

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 7(1)

Hindrances: Anemic, Delusional (minor; believes he was raised from the dead)

Edges: Arcane Background (Miracles), Luck, New Powers, Power Points

Powers (Domains): Death, Knowledge (*boost/lower trait, detect/conceal arcana, puppet, unballowed might*); 20 Power Points

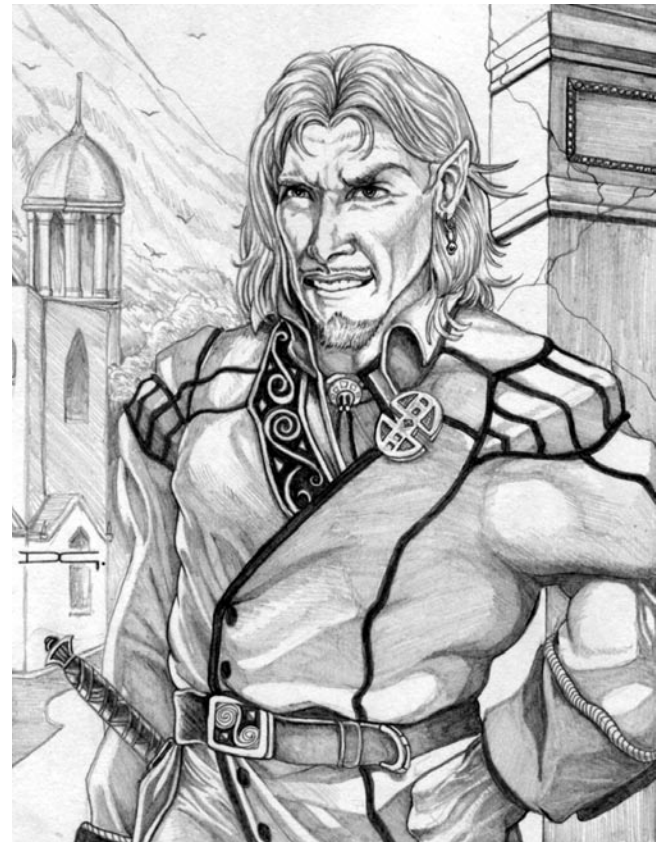
Gear: Leather (+1), long sword (Str+d8)

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. 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.



Race: Orc

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12, Vigor d8

Skills: Boating d10, Fighting d8, Guts d10, Intimidation d10, Knowledge (Geography) d10, Notice d4, Swimming d10

Charisma: -8; **Pace:** 6; **Parry:** 7; **Toughness:** 8(2)

Hindrances: Bloodthirsty, Mean, Outsider

Edges: Frenzy, Improved Nerves of Steel, Infravision, No Mercy, Quick, Strong-Willed, Sweep, Strong

Gear: Chain mail (+2), small shield (+1 Parry), supernatural battle axe (Str+d8+1, +1 to Fighting rolls)



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. He does good deeds for a price. A mercenary healer, he wore out his welcome in the Docks and now runs a small stall in the Fool's Market.

Race: Gnome

Attributes: Agility d6, Smarts d6, Spirit d10, Strength d6, Vigor d8

Skills: Faith d8, Fighting d4, Guts d6, Healing d8, Knowledge (Alchemy) d6, Knowledge (Religion) d8

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 8(3)

Hindrances: Greedy (minor), Short

Edges: Alchemical Training, Arcane Background (Miracles), Healer, Improved Rapid Recharge, Keen Nose, Strong Willed, Trickster

Domains (Powers): Healing, War (*healing, warrior's gift*); 10 Power Points

Gear: Plate mail (+3), large shield (+2 Parry), mace (Str+d6)



TANKO SONDEK

"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 Sondek

Tanko Sondek was once an up-and-coming sergeant in the Sea Lord's Guard, but fell from grace with the death of Commissioner Williams. 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.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d12, Vigor d8

Skills: Climbing d4, Fighting d12, Guts d8, Intimidation d10, Investigation d10, Notice d12, Persuasion d4, Stealth d12, Streetwise d10, Taunt d10

Charisma: +0; **Pace:** 6; **Parry:** 9; **Toughness:** 8(2)

Hindrances: Heroic, Vow (major; bring law to the streets)

Edges: Acrobat, Block, Improved Frenzy, Investigator, Nerves of Steel, Sweep, Trademark Weapon (falchion)

Gear: Chain mail (+2), falchion (Str+d10, -1 Parry, 2 hands)



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. He became a full-fledged member of the Council when Liam Blackhammer nominated him to fill a vacant seat. He is the first wizard to hold such power in the city.

Race: Human

Attributes: Agility d10, Smarts d10, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d10, Guts d12, Knowledge (Arcana) d12+2, Knowledge (Alchemy) d12+2, Knowledge (History) d12+2, Notice d12, Persuasion d12, Spellcasting d12+2, Streetwise d10

Charisma: +2; **Pace:** 5; **Parry:** 8; **Toughness:** 6

Hindrances: Elderly, Fanatic (Esoteric Order of Starry Wisdom)

Edges: Alchemy, Arcane Background (Magic), Combat Reflexes, Command, Connections (various), Expert (Arcana & History), Improved Rapid Recharge, Master (Alchemy & Spellcasting), New Powers, Noble, Power Points, Scholar (Alchemy & Arcana), Soul Drain, Wizard

Powers: *barrier, blast (fire), bolt (fire), detect/conceal arcana, elemental manipulation (fire only), summon elemental, teleport*; 35 Power Points

Gear: Supernatural quarterstaff (Str+d4+1, +1 Parry, +1 to Fighting rolls)



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. According to those close to the Council, he took the job to keep his coffers full and slake his thirst for the ladies.

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Boating d8, Fighting d8, Guts d8, Intimidation d8, Knowledge (Geography) d8, Persuasion d8, Shooting d8, Taunt d8

Charisma: +4; **Pace:** 8; **Parry:** 7; **Toughness:** 7(1)

Hindrances: Loyal

Edges: Charismatic, Command, Connections (various), First Strike, Fleet Footed, Hard to Kill, Noble, Quick Draw, Riposte

Gear: Leather (+1), rapier (Str+d4, +1 Parry), light crossbow (Range: 12/24/48, Damage: 2d6, AP 1)

THORGRIM

"I heard that 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. According to legend, he's a man out of time, having lost centuries after a basilisk petrified him. His odd customs and a strange manner of speech seem to support these rumors. Regardless, he's a man of impeccable loyalty to the Guild and is one of Tarmon's staunchest supporters.

Race: Human

Attributes: Agility d10, Smarts d12, Spirit d6, Strength d12, Vigor d8

Skills: Climbing d8, Fighting d12, Guts d12, Intimidation d12+2, Knowledge (Alchemy) d10, Knowledge (Arcana) d10, Knowledge (History) d12+2, Knowledge (Religion) d10, Notice d12, Riding d8, Spellcasting d12, Streetwise d12+2, Swimming d8

Charisma: -2; **Pace:** 8; **Parry:** 8; **Toughness:** 6

Hindrances: Loyal, Outsider (outside his own time), Vow (major; find the Azoth Stone)

Edges: Alchemy, Arcane Background (Magic), Block, Expert (Intimidation), First Strike, Improved Rapid Recharge, Improved Trademark Weapon (supernatural great sword), Master (History & Streetwise), New Powers, Power Points, Wizard

Powers: armor, boost/lower trait, burst (cold), quickness, puppet, teleport; 25 Power Points

Gear: Leather (+1), supernatural great sword (Str+d10+2, -1 Parry, +2 to Fighting rolls, 2 hands)

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. 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.

Race: Human

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d4, Guts d6, Investigation d8, Knowledge (Arcana) d8, Knowledge (Geography) d10, Knowledge (History) d10, Notice d8, Persuasion d10, Streetwise d10, Taunt d8, Swimming d8

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Loyal

Edges: Command, Connections (Mercenaries), Inspire, Strong Willed

Gear: Dagger (Str+d4)

THURLOW RANKIN

"A loyal, if uninspired man."

—Garth Varellion

Admiral Thurlow Rankin is a stodgy old man whose job it's been to make sure Freeport's fleets stay in shape and in combat readiness. He's seen many masters over his years and doesn't waste time worrying about their virtues or their flaws. He takes orders well, which is why he's held onto this job for so long.

Race: Human

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Boating d12+1, Climbing d4, Fighting d10, Guts d8, Knowledge (Battle) d10, Knowledge (Geography) d10, Knowledge (Nature) d10, Notice d10, Persuasion d10, Streetwise d10, Survival d4, Swimming d10, Taunt d12

Charisma: +0; **Pace:** 6; **Parry:** 9; **Toughness:** 5

Hindrances: Code of Honor, Loyal, Vow (minor; stay out of politics)

Edges: Acrobat, Command, Connections (Freeport navy), Expert (Boating), Fervor, First Strike, Improved Nerves of Steel, Inspire, Riposte, Sunder

Gear: Rapier (Str+d4, +1 Parry)

TIMOTHY

"A good lad. He'll go far in the Syndicate."

—Trask

A child of Scurvytown's streets, Timothy survived with his wits and speed. He landed a job in the Syndicate when he tried to pick Dunbar's pocket and has served as a messenger and thief ever since.

Race: Human

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d6

Skills: Climbing d6, Fighting d4, Guts d6, Lockpicking d8, Notice d6, Shooting d4, Stealth d6, Taunt d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Loyal, Young

Edges: Acrobat, Block, Improved Dodge, Quick, Thief

Gear: Dagger (Str+d4), sling (Range: 4/8/16, Damage: Str+d4)

TORYA IRONTOOTH

"I still feel 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. It wasn't until the racist attacks in Scurvytown that Torya realized she was nothing more than a curiosity to her "friends." She fled to Bloodsalt and helped found a compound for others of her kind.

Race: Half-Orc

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d4, Guts d6, Intimidation d6, Knowledge (Geography) d4, Knowledge (History) d4, Persuasion d6, Streetwise d4, Taunt d4

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: Loyal, Outsider

Edges: Connections (various), Infravision, Strong, Very Attractive

Gear: Long sword (Str+d8)

 **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 even though he's a gnome. His constant support and dedicated service has begun to have an effect on Finn, extending his protection to gnomes as well as halflings. Trask surrounds himself with enforcers knowing he has more than a few enemies in the city.

Race: Gnome

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d12, Guts d10, Intimidation d6, Investigation d8, Knowledge (Alchemy) d8, Knowledge (Arcana) d8, Notice d6, Persuasion d6, Spellcasting d8, Stealth d8, Streetwise d6, Taunt d6

Charisma: -2; **Pace:** 6; **Parry:** 9; **Toughness:** 6

Hindrances: Loyal, Mean, Short

Edges: Acrobat, Alchemical Training, Command, Keen Nose, New Powers, Power Points, Rapid Recharge, Strong Willed, Trickster, Wizard

Powers: *boost/lower trait, deflection, light, puppet*; 20 Power Points

Gear: Short sword (Str+d6)

 **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. Like Nifur Roberts, she chafed under the demands her station made and so she eagerly joined Nifur in her nocturnal exploits. Unlike the Roberts girl, Vikki was never quite content with just causing trouble and she found she had a taste for hurting people. When Nifur's crew disbanded, Vikki joined up with Mendor Maeorgan and is one of the ranking members of his vile gang: the Rakeshames.

Race: Human

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d8

Skills: Climbing d6, Fighting d6, Guts d8, Investigation d6, Knowledge (Nobility) d6, Lockpicking d6, Notice d6, Shooting d6, Stealth d6

Charisma: +2; **Pace:** 6; **Parry:** 7; **Toughness:** 7(1)

Hindrances: —

Edges: Acrobat, Improved Dodge, Level Headed, Noble, Quick, Thief

Gear: Leather (+1), rapier (Str+d4, +1 Parry), dagger (Str+d4), light crossbow (Range: 12/24/48, Damage: 2d6, AP 1)

 **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. During his time, he proved himself, placing the city before his own needs and became an

ardent supporter of Lady Elise Grossette (see *Pirate's Guide*). 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.

Race: Human

Attributes: Agility d10, Smarts d10, Spirit d6, Strength d8, Vigor d8

Skills: Boating d12, Climbing d10, Fighting d10, Guts d8, Knowledge (Geography) d10, Knowledge (Battle) d10, Notice d10, Persuasion d12, Shooting d8, Streetwise d10, Survival d12, Swimming d10, Taunt d10

Charisma: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 7(1)

Hindrances: Loyal

Edges: Acrobat, Connections (various), Noble, Quick, Very Rich

Gear: Leather (+1), scimitar (Str+d8), light crossbow (Range: 12/24/48, Damage: 2d6, AP 1)

 **XORT**

"Forget what he's talking about... what I want to know just what exactly he's supposed to be."

—Pious Pete

No one is quite sure where Xort came from or what he is, but he's unlike any other Freeporter. 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. It's just a matter of time before someone silences this firebrand and for good.

Race: Human

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Faith d12, Fighting d6, Guts d8, Intimidation d12, Knowledge (Arcana) d10, Knowledge (History) d10, Knowledge (Religion) d10, Notice d10

Charisma: -2; **Pace:** 4; **Parry:** 6; **Toughness:** 5

Hindrances: Delusional (minor); believes the Wizards' Guild has a hidden purpose), Lane, Ugly

Edges: Arcane Background (Miracles), Dodge, New Powers, Power Points, Rapid Recharge, Quick

Domains (Power): Knowledge, Magic (*boost/lower trait, bolt (fire), detect/conceal arcana, dispel, elemental manipulation (fire only), beat mask, teleport*); 25 Power Points

Gear: Quarterstaff (Str+d4, +1 Parry, 2 hands)

 **ZACH**

"Little Zach ain't so little anymore, is he? I wonder what he'd look like in that old shirt he used to wear?"

—Slippery Sally, Prostitute

Zach is an up-and-coming guide who works the Docks offering to escort visitors into the city. Unlike others of his ilk, he actually doesn't want to bilk his customers and has their best interests at heart. 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.

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Guts d4, Knowledge (Geography) d6, Notice d6, Streetwise d6

Charisma: +0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: Alertness

Gear: Club (Str+d4)

CHAPTER FIVE:

CREATURES OF FREEPORT

In addition to the creatures presented in *Savage Worlds* rules, there are all manner of terrifying creatures in Freeport and its environs. This chapter expands your monstrous options, presenting a catalogue of awful creatures to pit against your players as they explore the world of Freeport and beyond.

ARANEA (SPIDERKITH)

An aranea is an intelligent, shapechanging spider with sorcerous powers. 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.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d8
Skills: Climbing d8, Fighting d6, Notice d6, Shooting d6, Spellcasting d6

Pace: 8; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Bite:** Str+d4.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Poison:** Victims Shaken or wounded by a bite attack must make a Vigor roll or suffer a level of Fatigue. One level is recovered every hour, or with a successful Healing roll.
- **Powers:** Aranea can use *fear* to create illusions and *puppet* to cause the victim to fall asleep. They have 15 Power Points.
- **Webbing:** The spiders can cast webs from their thorax that are the size of Small Burst Templates. This is a Shooting roll with a range of 3/6/12. Anything in the web must cut or break their way free (Toughness 7). Webbed characters can still fight, but all physical actions are at -4.
- **Change Shape:** An aranea's natural form is that of a giant spider (see *Savage Worlds*), a man-sized humanoid, or a spider-humanoid hybrid. While in humanoid form, it loses its bite attack, webs, and poison, and has Pace 6. In its hybrid form, it looks like a humanoid at first glance, but an observer succeeding on a Notice roll at -1 sees through the ruse, spotting the fangs and spinnerets. In hybrid form, the aranea's Pace falls to 6.

An aranea can remain in one form until it chooses to assume a new one. An aranea does not revert to its normal form when killed. A use of the *detect arcana* power reveals its natural form.

BLEMMYÆ

Blemmyæ are naked, club-wielding savages that live on remote islands in the Southern Seas. They are strange and monstrous things, having no heads, with their faces in their chests or backs. Physically, they resemble large muscular humans, standing upwards of eight feet tall. They have large hands and feet with thick, sausage-like digits. Savage and violent, they set upon anyone who sets foot on their islands, smashing in their skulls and then feasting on their remains.

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+1, Vigor d8

Skills: Climbing d12, Fighting d6, Notice d6, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 7

Hindrances: —

Edges: Frenzy, Sweep

Gear: Great club (Str+d10, -1 Parry, 2 hands)

Special Abilities:

- **Infraision:** Halves penalties for poor lighting against heat-producing targets.
- **Scream of Rage:** As an action, a blemmyæ can loose a horrendous noise to strike fear in the hearts of its enemies. All non-blemmyæ within 10" must make a Guts roll or roll on the Fear Table.
- **Size +1:** Blemmyæ stand 8' tall.

BOAR

Wild pigs are one of the few indigenous food animals found in the Serpent's Teeth. Prized for their succulent flesh, tough hunters may brave the jungles of A'Val for a chance to bring one of these beasts down. More often than not, however, the boar's tusks leave the would-be hunter gored and dying until some other larger predator finishes the job.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d10

Skills: Fighting d6, Guts d8, Notice d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Berserk:** When a boar is Shaken, it automatically goes berserk. It gains +2 to all Fighting, damage, and Strength rolls and its Toughness, but Parry is reduced by 2.
- **Gore:** If a boar can charge at least 6" before attacking, it adds +4 to damage.
- **Tusks:** Str+d4.

BURNLINGS

During the Great Green Fire that immolated much of A'Val's jungles, appearing in the midst of the roiling flames were wispy balls of green flame about the size of a man's head that seemed to exist only to set things alight. No one is quite sure where they still come from, but clearly they are spawn of whatever terrible magic that began the calamity in the first place. A burnling can appear anywhere, though they are mostly found at the outer edge of Bloodsalt.

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d4, Vigor d6

Skills: Fighting d8, Notice d6

Pace: —; **Parry:** 6; **Toughness:** 3

Special Abilities:

- **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- **Fiery Leap:** A burnling can attack multiple creatures in the same round by leaping from one to the next. Every target adjacent to the creature's path, starting with his initial position, is attacked at -2. One small downside to this ability is that

every adjacent target must be attacked—whether friend or foe. Individual targets may only be attacked once while using this ability.

- **Fiery Touch:** 2d6 damage. Victims have a chance of catching fire.
- **Flight:** Pace 4.
- **Gaseous:** Half damage from non-magical attacks. The gaseous body of a burnling can travel through openings as small as pinholes. A burnling cannot enter water or other liquids, but unlike other gaseous creatures, it is affected by wind only if it wishes to be. Even tornado-strength winds pass through a burnling with no effect if it wants to fly in a different direction.
- **Immunity (Electricity/Fire):** Takes no damage from electricity, fire, or heat attacks.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Quick:** Redraw initiative cards of 5 or lower.
- **Size -2:** Burnlings are roughly 12" across.
- **Small:** Attackers are -2 to attack rolls due to the creature's size.



CHEMICAL GOLEM

Unlike other golems, chemical golems were never intended creations; they are accidental creatures spawned from the strange mix of chemicals used to reclaim the contaminated territory at the edge of Bloodsalt. The Wizards' Guild has worked hard to conceal their existence, destroying these creatures wherever they are found, but despite their efforts, rumors have leaked, leading many to wonder just what exactly is going on in this dangerous district.

A chemical golem is a massive man-shape sack of fluid that prowls

about in search of living creatures to destroy. The fluid that constitutes their forms is a deadly mix of toxins, acid, and foul chemicals that are lethal to those that encounter the stuff.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 4; **Parry:** 5; **Toughness:** 14(3)

Special Abilities:

- **Armor +3:** Spongy sac.
- **Berserk:** Goes berserk as per Edge when it takes a wound.
- **Breath Weapon:** As an action, a chemical golem can spray a Cone Template of acid. Anyone in the template must make an Agility roll at -2 or suffer 2d8 damage.
- **Chemical Healing:** A chemical golem may make a natural Healing roll each round it immerses itself in acid, chemicals, or toxins.
- **Construct:** +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties.
- **Immunity (Arcane):** A chemical golem is immune to all arcane powers and takes no damage from such attacks. A successful use of the *healing* power reduces its Pace to half and imposes a -2 penalty on all trait rolls for 4 rounds.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Large:** Attackers are +2 to attack rolls due to the creature's size.
- **Rupture:** Whenever a chemical golem takes a wound from a slashing or piercing weapon, it ruptures, spraying a 2" area with burning liquid and noxious fluid in a direction from which the attack originated. Each creature in the area must make an Agility roll at -2 or suffer 2d6 damage and have chance

CORPSE FLOWERS

This Flowering Plante runs counter to the normal Practice of its Fellowes that put forth pleasing Smells and provide sweet Nectar to attract Bees and other Insectes. So Contrary is its Nature that its Scent is deadely Poison, even to those who Breathe but a Little. In the Places where it is founde, the Plante is invariably surrounded by the Corpse of those Unfortunate Creatures it has poisoned, which in their turn attract Greate Cloudes of Flies and other Verminne, which seem themselves to be immune. The Stenche of Deatbe that rises from these Victims is stronger even than the Deadely Scent of the Plante that killed them, and gives warning not to approach.

—*Beastes of Ye Farre Landes*, by Edmund Smallpiece

The dreaded corpse flowers grow in the deep jungles of A'Val and other islands of the Serpent's Teeth. While often confused with more mobile plants, the corpse flower is indeed mindless and cannot move. It has broad, shiny leaves and colored flowers that grow to the height of a tall man. Everything extends from its squat trunk that grows several feet in diameter. Generally, these plants are ringed by the carcasses of men, animals, and other creatures—victim's of its deadly stench. Vermin are immune to the corpse flower's curious pollen.

The corpse flower kills with the scent of its nectar, a stench close to rotting flesh. Any creature that approaches the plant must make a Vigor roll or become Shaken, paralyzed, or worse. The exact effects and the modifier to the Vigor roll depend on the distance between the character and the plant, as shown on the following table.

Distance	Modifier	Effect
4"	+1	Shaken
3"	+0	Paralyzed for 1d4 rounds
2"	-1	Paralyzed for 1d6+1 rounds
0-1"	-2	Paralyzed for 2d6 rounds

DESTROYING THE FLOWER

A corpse flower is a tough and hardy plant (Toughness 9). If destroyed, it explodes in a burst of compressed gas, spreading its foul stench in a Medium Burst Template and lingers for 3 rounds. Anyone in the area must make a Vigor roll at -4 or suffer the flower's intensified effects—paralysis for 4d6 rounds.

DEAD MAN'S BRAIN

Certainly it is that there are more Unknowne Marvells beneath the Sea than are knowne on Lande. The Corals, for example, are Animals, yet they partake of the Nature of Rock, and have somewhat the appearance of Plants. They can appeare in a great Variety of Shapes and Colours. There are many Mariners' Tales and Vulgar Superstitions which seek to explain the more Fantastical varieties, but none are Stranger than that knowne as Deade Man's Brain.

Having the Outward Appearance of a Human Brain, but made, like all Corals, of a Calcine Rocky Substance, it is said that this forme of Coral grows upon the Bodies of the Drown'd, and more especially upon their Skulls, in just the Same Way as other Varieties take roote upon Rocks, and sometimes upon Ancient Wrecks. In the course of its Growthe, it is claim'd, the Coral absorbs somewhat of the Essence of these Bodies, feeding upon their Deade Thoughts and taking a part of their Energy into Itselfe. From this Unnatural Sustenance, according to Common Belief, it has gain'd a limited Capacity for Thought, and an Array of Mental Powers. Others maintain that the Spirittes of the Deade upon which it grows make their Corporeal Abode in the Coral, as their Mortal Remains decay.

—Beastes of Ye Farre Landes, by Edmund Smallpiece

The dead man's brain is a variety of coral that grows on wrecks and on the bones of intelligent creatures, feeding on the lingering mental energies of dead creatures. As it expands and consumes the thoughts of more creatures, it is able to broadcast powerful telepathic signals, consisting of a barrage of the last thoughts experienced by those creatures on which the dead man's brain feeds. Those who encounter this disturbing phenomenon experience psychic cries, pleading, screams, and painful wailing, enough to drive the most stalwart mad.

A single dead man's brain is a rather large brain-like growth of coral about 1" (2 yards) in diameter. It is rooted firmly to its meal and is immobile. Despite its defenseless nature, it is hardy and resistant to damage (Toughness 14). While technically an animal, and having plant-like features, it is immune to any supernatural power that manipulates either type of creature.

The dead man's brain attracts its meals by constantly projecting a mental cacophony. Each round all living creatures within 5" feet of it must succeed on a Guts roll at -2 or be Shaken. Shaken targets must then immediately make a Spirit roll or be compelled when he can next act to remove any type of hand covering and touch the coral. Should the beguiled creature achieve this, the coral injects its spores into the victim's naked flesh, forcing the creature to make a Vigor roll at -2 or become a carrier.

Carriers suffer a profound headache for the next 24 hours, taking a -1 penalty to all trait rolls. This penalty increases each day thereafter by a further -1 and if not treated within four days, the victim dies screaming as coral protrusions force their way free from the victim's flesh. The only cure for an infected victim is a Healing roll at -4 or use of magical healing within an hour of infection.

of catching fire. Whenever a chemical golem is destroyed, it explodes in a Medium Burst Template dealing 4d6 damage to all creatures in the area.

- **Size +4:** Chemical golems average 20' in height.
- **Slam:** Str+d6.

GHIAO

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.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Fighting d6, Notice d6, Stealth d6, Throwing d8

Pace: 6; **Parry:** 5; **Toughness:** 6

Gear: Javelin (Range: 3/6/12, Damage Str+d6)

Special Abilities:

- **Camouflage:** Gains +4 to Stealth rolls in areas of heavy undergrowth.
- **Claws:** Str+d6.
- **Frenzy:** Can make two Fighting attacks per round with a -2 penalty to each attack.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.

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.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d6, Vigor d8

Skills: Climbing d10, Fighting d8, Notice d4, Stealth d10

Pace: 4; **Parry:** 6; **Toughness:** 6

Special Abilities

- **Blind:** Crawling claws are immune to any sight-based effect.
- **Claw:** Str+d4.
- **Scuttle:** Creeping hands roll a d4 running die, instead of a d6.
- **Size -2:** Creeping hands are small creatures.
- **Small:** Attackers suffer a -2 penalty to attack a creeping hand

due to its size.

- **Smite Fallen:** Against a prone opponent, a crawling claw's attack deals +2 damage.
- **Throttle:** A creeping hand scoring a raise on a Fighting attack has grabbed its opponent's throat. Each round the grip is maintained, the victim takes the hand's Str damage. The victim may remove the hand with a successful opposed Strength roll.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.



DEADWOOD TREE

Before the fall of the serpent people, spirit lizards (see page @@) 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.

Attributes: Agility d6, Smarts d10, Spirit d10, Strength d12+4, Vigor d12

Skills: Fighting d8, Intimidation d12, Knowledge (Arcana) d12, Knowledge (Nature) d12, Knowledge (Religion) d12, Notice d10, Spellcasting d12, Stealth d10, Survival d10

Pace: 6; **Parry:** 6; **Toughness:** 21(3)

Special Abilities:

- **Armor (+3):** Thick bark.
- **Huge:** Attackers are +4 to attack rolls due to the creature's size.
- **Immunity (Cold/Electricity):** Takes no damage from cold or electricity attacks.
- **Low Light Vision:** Ignores penalties for Dim and Dark lighting.
- **Powers:** *bolt, entangle, fear*, 20 Power Points
- **Size +8:** Deadwood trees rise to heights of over 40'.
- **Slam:** Str+d6, AP 2.
- **Trample:** When trampling, the tree attacks every opponent in his path like a deadly cyclone. On the tabletop, the creature makes a running roll and must move that many inches. It may not double back. Every target along or adjacent to the tree's path, starting with his initial position, is attacked at -2. Damage is equal to the tree's Strength + Size.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison. No wound penalties.
- **Weakness (Fire):** Takes double damage from fire attacks.

DEVIL LIZARD

Ages ago, before the fall of the Valossan Empire, spirit lizards roamed the jungles of that ancient land. A sylvan race, 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 (see entry). 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.

CONFUSION

A confused creature is befuddled and unable to determine a course of action. Each round, on the confused character's turn, roll 1d20. On a 1-2, the confused character attacks the source of the confusion. On a 3-4, the confused creature may act normally. On a 5-10, the creature does nothing for the round but babble madly. On an 11-16, the creature flees away from the source of confusion at top speed. Finally, on a 17-20, the confused creature attacks the closest creature. If prevented from performing the indicated action, the confused creature does nothing for that round. A confused creature that is attacked automatically attacks its attackers on its next turn, so long as it is still confused.

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.

Attributes: Agility d12+1, Smarts d6, Spirit d8, Strength d6, Vigor d10

Skills: Climbing d10, Fighting d10, Notice d10, Stealth d10

Pace: 10; **Parry:** 7; **Toughness:** 7(1)

Special Abilities:

- **Armor +1:** Warty skin.
- **Bite/Claws:** Str+d4.
- **Frenzy:** Can make two Fighting attacks per round with a -2 penalty to each attack.
- **Fast Regeneration:** A devil lizard makes a natural Healing roll every round. Wounds dealt to the devil lizard with fire or supernatural weapons cannot be healed this way. If a devil lizard loses a limb or body part, the lost portion regrows in 10 minutes. The creature can reattach the severed member instantly by holding it to the stump.
- **Nature's Passage:** A devil lizard can move through any sort of undergrowth, treating it as normal ground. It cannot be affected by plants manipulated by uses of the *entangle* power.
- **Poisoned Bite:** A creature Shaken or wounded by a devil lizard's bite attack must make a Vigor roll at -1 or become confused (see sidebar) for 5 rounds.
- **Poisoned Claw:** A creature Shaken or wounded by a devil lizard's claw attack must make a Vigor roll or suffer the shakes. This gives a cumulative -1 penalty (max -4) to all Agility and Agility-linked skill rolls for the next hour.
- **Size -1:** Devil lizards are 2' tall.

DREAM CHILDREN

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 slavering 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."

Attributes: Agility d6, Smarts d4, Spirit d8, Strength d12+2, Vigor d8

Skills: Fighting d10, Notice d8, Spellcasting d10, Stealth d8

Pace: 4; **Parry:** 7; **Toughness:** 13(3)

Special Abilities:

- **Armor +3:** Thick skin.

- **Bite:** Str+d8.
- **Claws:** Str+d4. A dream child can attack all adjacent foes once each round with its claws suffering no multi action penalties.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Large:** Attackers are +2 to attack rolls because of the creature's size.
- **Powers:** *detect/conceal arcana, puppet, teleport*, 20 Power Points.
- **Size +4:** Dream children measure as much as 20' across.

FIRE SPECTER

Fire specters are undead creatures created when black-hearted villains are burned alive. Their hatred burns so strong the fires transform them into supernatural terrors. Unless laid to rest, they roam the earth bringing fire and death to all that cross their path.

The fire specters trace their origins to the dreadful deeds of Captain Kothar. A vicious pirate that ignored the Pirate's Code and did as he pleased, killing, looting, and double-crossing all he came upon. After butchering the crew of the *Burning Tide*, he and his men were rounded up and captured when they sailed into Freeport's harbor, where they were promptly tried and found guilty.

Pirate justice in those days was always death, but the Sea Lord decreed a special punishment for this villain. Kothar was tied to the mast of the ship he had attacked, his crew bound and tossed in the hold, and then it was piloted a few leagues from the coast of A'Val, where the ship was soaked in pitch and set alight. Kothar and his crew burned to death amidst the timbers of the ship they had murdered so many to possess.

This tale should have marked the end of Kothar, but it was just the beginning. A month later, locals spotted a burning ship off the coast of A'Val and ever since, the ship of Kothar the Accursed has appeared sporadically, a blackened sloop, its deck, sails, and rigging ablaze, but somehow intact. Even in a dead calm, the *Winds of Hell*, as the ship was known, moves with sails full of the unholy gale it was named for. Its appearance is considered a bad omen and no one has encountered the burning ghost ship up close and lived to tell the tale.

A fire specter retains little of its former form, being a skeletal creature in the tatters of its clothing and armor. In place of eyes, balls of glowing white fire burn in its sockets, scorching the bone all around. When it uses its flaming death trait, dancing red flames envelop the creature until it appears to be a man-shaped pillar of fire.

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d8, Notice d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 11(3)

Gear: Chain mail (+3) cutlass (Str+d6), light crossbow (Range: 12/24/48, Damage: 2d6+1, AP 1)

Special Abilities:

- **Flaming Death:** Three times per day, a fire specter can wreath its body in flame for one round. Any creature that attacks it with a melee weapon or unarmed attack must make an Agility roll or suffer 2d6 damage. Opponents have a chance of catching fire.
- **Frenzy:** Can make two Fighting attacks per round with a -2 penalty to each attack.
- **Immunity (Fire):** Takes no damage from fire or heat attacks.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Quick:** Redraw initiative cards of 5 or lower.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.



FIRE SPECTER (TEMPLATE)

Abilities: A fire specter's Agility increases by 1 die.

Skills: A fire specter gains a two dice increase to Intimidation.

Special Abilities: A fire specter retains the special abilities of the base creature, if any, and gains all of the following special abilities: Flaming Death, Immunity (Fire), Infravision, Quick, and Undead.

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.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d8, Notice d6, Stealth d6, Taunt d6
Pace: 6; **Parry:** 7; **Toughness:** 7(1)
Gear: Leather (+1), dagger (Str+d4)
Special Abilities:

- **Acrobat:** +1 Parry; +2 to Agility Tricks.
- **Death Hunger:** A fleshraker that goes 24 hours without killing a humanoid creature loses 1 die of Vigor, to a minimum of d4. This recovers as soon as the fleshraker kills a humanoid creature.
- **Immunity (Piercing/Slashing):** Fleshrakers take no damage from piercing or slashing weapons. Bludgeoning weapons, such as maces, cause damage as normal.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Resistance (Fire):** A fleshraker suffers half damage from fire or heat attacks.
- **Trademark Weapon:** A fleshraker has +1 to Fighting rolls when using a slashing weapon and causes +1d8 on a raise on its Fighting roll, instead of +1d6.
- **Wounding Weapon:** A living creature Shaken or wounded by a fleshraker using a slashing weapon must make a Vigor roll at the start of their next turn or suffer an automatic wound.

FLYING LIZARDS

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.

Regardless of size, all flying lizards have two remarkable features. Their jaws are extremely powerful and once they have locked onto their prey, they are 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.

There are several different varieties of flying lizards found among the Serpent's Teeth. The following are the most common.

BLACKWING

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+3, Vigor d12
Skills: Fighting d8, Notice d8
Pace: 4; **Parry:** 6; **Toughness:** 16(3)
Special Abilities:

- **Armor +3:** Leathery skin.
- **Bite/Claw/Tail Slap:** Str+d6.
- **Flight:** Pace 20.
- **Grapple:** With a raise on its Fighting roll when attacking with its tail, the victim is automatically grappled and takes Strength damage. On subsequent rounds, the beast tries to bite them, gaining +2 to its Fighting roll.
- **Improved Frenzy:** Can make two Fighting attacks per round with no penalty.
- **Large:** Attackers are +2 to attack rolls due to the beast's size.
- **Low Light Vision:** Halves penalties for Dim and Dark lighting.
- **Size +5:** Blackwings can measure as much as 25' in length.

IRONTOOTH

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d10, Vigor d10
Skills: Fighting d6, Notice d4
Pace: 3; **Parry:** 5; **Toughness:** 9(2)
Special Abilities:

- **Armor +2:** Thick skin.
- **Flight:** Pace 15.
- **Grapple:** With a raise on its Fighting roll when attacking with its tail, the victim is automatically grappled and takes Strength damage. On subsequent rounds, the beast tries to bite them, gaining +2 to its Fighting roll.
- **Improved Frenzy:** Can make two Fighting attacks per round with no penalty.
- **Low Light Vision:** Halves penalties for Dim and Dark lighting.
- **Bite:** Str+d8.

SCALEWING

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d6, Vigor d6
Skills: Fighting d6, Notice d6, Stealth d10
Pace: 2; **Parry:** 5; **Toughness:** 4(1)
Special Abilities:

- **Armor +1:** Thick skin.
- **Bite:** Str+d4.
- **Flight:** Pace 10.
- **Low Light Vision:** Halves penalties for Dim and Dark lighting.
- **Size -2:** Scalewings are the same size as normal birds.
- **Small:** Attackers are -2 to attack rolls because of the beast's size.

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.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d6, Vigor d8

Skills: Climbing d12, Fighting d6, Notice d6, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bite:** Str+d6.
- **Disrupting Bite:** The ghost eater's bite damage is Str+d8 against undead creature. It can damage ethereal undead (but not other incorporeal creatures) normally with its bite.
- **Eerie Howl:** As an action, a ghost eater can loose an echoing howl, forcing all creatures within 12" to make Guts rolls or be Panicked. This ability can affect undead.
- **Final Repose:** Undead creatures destroyed by a ghost eater are forever destroyed and cannot use regeneration or be re-animated (through the *zombie* power).
- **Ghostly Resilience:** A ghost eater has a the benefits of the Improved Arcane Resistance Edge against attacks by undead. It gains a +2 bonus to Toughness to resist damage from a mundane undead source.
- **Low Light Vision:** Halves penalties for Dim and Dark lighting.
- **Sense Undead:** A ghost eater is always aware of the presence or absence of undead creatures within 20".
- **Size -1:** Ghost eaters are 3' tall.
- **Wall Walker:** Ghost eaters move at Pace 6 when climbing, even up vertical walls or across ceiling. They may also run on such surfaces.

LIFE LEECH

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.

Attributes: Agility d12, Smarts d6(A), Spirit d6, Strength d10, Vigor d6

Skills: Fighting d8, Notice d12, Stealth d12

Pace: 1; **Parry:** 6; **Toughness:** 6(1)

Special Abilities:

- **Armor +1:** Tough skin.
- **Bite:** Str+d6.
- **Flight:** Pace 10.
- **Grapple:** Each round a life leech maintains a grapple the victim must make a Vigor roll or suffers a level of Fatigue. This can lead to Death.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Swoop Attack:** A life leech can use its barbed wings to deadly effect. On the tabletop, the creature makes a "running" roll and must fly that many inches. It may not double back. Every target along or adjacent to the creature's path, starting with his initial position, is attacked at -2. Damage is Str+d6.

LIZARD, GIANT

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.

SMALL GIANT LIZARD

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d6, Vigor d8

Skills: Fighting d4, Notice d4

Pace: 6; **Parry:** 4; **Toughness:** 5

Special Abilities:

- **Bite:** Str+d4.
- **Low Light Vision:** Halves penalties for Dim and Dark lighting.
- **Poison:** The carrion-rich diet of most giant lizards contaminates their maws, filling them with vile toxins that can sicken or kill a grown man with but a single bite. Any creature Shaken or wounded must make a Vigor roll or suffer a level of Fatigue for 24 hours. This can lead to Death.
- **Size -1:** These lizards are the same size as a dog.

MEDIUM GIANT LIZARD

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Notice d6

Pace: 8; **Parry:** 5; **Toughness:** 7(1)

Special Abilities:

- **Armor +1:** Scaly skin.
- **Bite:** Str+d6.
- **Low Light Vision:** Halves penalties for Dim and Dark lighting.
- **Poison (-1):** The carrion-rich diet of most giant lizards contaminates their maws, filling them with vile toxins that can sicken or kill a grown man with but a single bite. Any creature Shaken or wounded must make a Vigor roll at -1 or suffer a level of Fatigue for 24 hours. This can lead to Death.

LARGE GIANT LIZARD

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d12, Vigor d10

Skills: Fighting d6, Notice d6

Pace: 8; **Parry:** 5; **Toughness:** 9(2)

Special Abilities:

- **Armor +2:** Scaly skin.
- **Bite:** Str+d6.
- **Low Light Vision:** Halves penalties for Dim and Dark lighting.
- **Poison (-2):** The carrion-rich diet of most giant lizards contaminates their maws, filling them with vile toxins that can sicken or kill a grown man with but a single bite. Any creature Shaken or wounded must make a Vigor roll at -2 or suffer a level of Fatigue for 24 hours. This can lead to Death.

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 supernatural 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 sorcerers have made pacts with these creatures to serve as familiars, companions, and helpers. An individual malkin does not form lasting attachments to their bipedal masters, being fickle and capricious creatures capable of leaving on a whim.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d4, Vigor d6

Skills: Climbing d10, Fighting d10, Intimidation d6, Notice d8, Stealth d12+2

Pace: 6; **Parry:** 7; **Toughness:** 3

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Immunity (Poison):** Suffers no ill effects from any poison or toxin.
- **Low Light Vision:** Halves penalties for Dim and Dark lighting.
- **Pounce:** If a malkin moves at least 6" before making an attack it can use its bite and claws in the same round against a single target with no multi action penalty.
- **Resistance:** Takes half damage from acid, cold, fire, and heat attacks.
- **Size -2:** Malkins are the same size as ordinary cats.
- **Small:** Attackers are -2 to attack rolls due to the creature's size.
- **Weird Sight:** Malkins' vision grants them the effects of a permanent *detect arcana* spell.

MONSTROUS GLAM

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.

MEDIUM MONSTROUS GLAM

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d8, Vigor d6

Skills: —

Pace: —; **Parry:** 2; **Toughness:** 7(1)

Special Abilities:

- **Armor +1:** Thick shell.
- **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- **Size +1:** Monstrous clams are around 7' across.
- **Snap Shell:** A monstrous clam may reflexively snap shut its shell. A creature with an appendage in or around the creature must make an Agility roll or be caught fast and take damage. This causes Str+d4 damage. Each round, the trapped creature can make an opposed Strength check against the clam to pull free. On a failed check, the victim takes the same damage as the round previous. The clam releases its victim after 1d10 minutes or if it is slain.
- **Tremorsense:** A monstrous clam can automatically sense any creatures within 12".

LARGE MONSTROUS GLAM

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

Skills: —

Pace: —; **Parry:** 2; **Toughness:** 12(2)

Special Abilities:

- **Armor +2:** Thick shell.
- **Large:** Attackers are +2 to attack rolls due to the creature's size.
- **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- **Size +4:** Large monstrous clams are as much as 15' across.
- **Snap Shell:** A monstrous clam may reflexively snap shut its shell. A creature with an appendage in or around the creature must make an Agility roll at -1 or be caught fast and take damage. This causes Str+d8 damage. Each round, the trapped creature can make an opposed Strength check against the clam to pull free. On a failed check, the victim takes the same damage as the round previous. The clam releases its victim after 1d10 minutes or if it is slain.
- **Tremorsense:** A monstrous clam can automatically sense any creatures within 12".

HUGE MONSTROUS GLAM

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d12

Skills: —

Pace: —; **Parry:** 2; **Toughness:** 19(3)

Special Abilities:

- **Armor +3:** Thick shell.
- **Huge:** Attackers are +4 to attack rolls due to the creature's size.
- **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- **Size +8:** Large monstrous clams are as much as 15' across.
- **Snap Shell:** A monstrous clam may reflexively snap shut its shell. A creature with an appendage in or around the creature must make an Agility roll at -2 or be caught fast and take damage. This causes Str+d10 damage. Each round, the trapped creature can make an opposed Strength check against the clam to pull free. On a failed check, the victim takes the same damage as the round previous. The clam releases its victim after 1d10 minutes or if it is slain.
- **Tremorsense:** A monstrous clam can automatically sense any creatures within 12".

MONSTROUS CRAB

Crabs of all sizes range across the sea floor, feeding on whatever they can scavenge. While they are seldom, they defend themselves vigorously from any perceived threat using their powerful claws. They only flee if seriously wounded or clearly outclassed by an opponent.

MEDIUM MONSTROUS CRAB

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d6, Vigor d8

Skills: Climbing d8, Fighting d4, Notice d4, Stealth d4

Pace: 6; **Parry:** 4; **Toughness:** 8(1)

Special Abilities:

- **Armor +1:** Thick shell.
- **Aquatic:** Pace 4".
- **Claw:** Str+d4.
- **Infra-vision:** Halves penalties for poor lighting against heat-producing targets.
- **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- **Size +1:** Monstrous clams are around 7' across.
- **Tremorsense:** A monstrous crab can automatically sense any creatures within 12".

LARGE MONSTROUS CRAB

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12, Vigor d8

Skills: Climbing d8, Fighting d6, Notice d4, Stealth d4

Pace: 6; **Parry:** 5; **Toughness:** 12(2)

Special Abilities:

- **Armor +2:** Thick shell.
- **Aquatic:** Pace 5".
- **Claw:** Str+d8.
- **Infra-vision:** Halves penalties for poor lighting against heat-producing targets.
- **Large:** Attackers are +2 to attack rolls due to the creature's size.
- **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- **Size +4:** Large monstrous crabs are as much as 15' across.
- **Tremorsense:** A monstrous crab can automatically sense any creatures within 12".

HUGE MONSTROUS CRAB

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d12+2, Vigor d10

Skills: Climbing d10, Fighting d6, Notice d4, Stealth d4

Pace: 8; **Parry:** 5; **Toughness:** 18(3)

Special Abilities:

- **Armor +3:** Thick shell.
- **Aquatic:** Pace 6".
- **Claw:** Str+d10.
- **Huge:** Attackers are +4 to attack rolls due to the creature's size.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- **Size +8:** Large monstrous crabs are as much as 25' across.
- **Tremorsense:** A monstrous crab can automatically sense any creatures within 12".

MONSTROUS 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.

Attributes: Agility d4, Smarts d4(A), Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6

Pace: —; **Parry:** 5; **Toughness:** 6

Special Abilities:

- **Aquatic:** Pace 2".
- **Digest:** When grappling a foe, a jellyfish inflicts Str+d4 damage each round.
- **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- **Poison (-2):** Victims struck by a Touch Attack (+2 to Fighting) must make a Vigor roll at -2 or be paralyzed for 2d6 rounds.
- **Tendrils:** Reach 2. Normally used to grapple.
- **Tremorsense:** A monstrous jellyfish can automatically sense any creatures within 12".

MONSTROUS 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.

MEDIUM MONSTROUS LEECH

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d6, Vigor d10

Skills: Fighting d6, Stealth d10

Pace: 2; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Aquatic:** Pace 4".
- **Bite:** Str+d4 plus Blood Drain.
- **Blood Drain:** Anyone Shaken or wounded by a bite attack is automatically grappled. Each round the grapple is maintained, the victim must make a Vigor roll or suffer a level of Fatigue for 24 hours as his blood is drained. This can lead to Death.
- **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.

- **Swallow Whole:** With a raise on its Fighting attack, the leech swallows prey of Size -1 or lower rather than grappling them. Victims suffer 2d4 damage per round from digestive juices. Swallowed victims are at -2 to all trait rolls.

LARGE MONSTROUS LEECH

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d10

Skills: Fighting d6, Stealth d8

Pace: 2; **Parry:** 5; **Toughness:** 11

Special Abilities:

- **Aquatic:** Pace 4".
- **Bite:** Str+d6 plus Blood Drain.
- **Blood Drain:** Anyone Shaken or wounded by a bite attack is automatically grappled. Each round the grapple is maintained, the victim must make a Vigor roll or suffer a level of Fatigue for 24 hours as his blood is drained. This can lead to Death.
- **Large:** Attackers are +2 to attack rolls due to the creature's size.
- **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- **Size +4:** Large monstrous leeches are over 15' long.
- **Swallow Whole:** With a raise on its Fighting attack, the leech swallows prey of Size +2 or lower rather than grappling them. Victims suffer 2d6 damage per round from digestive juices. Swallowed victims are at -2 to all trait rolls.

HUGE MONSTROUS LEECH

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d12+1, Vigor d12

Skills: Fighting d8, Stealth d4

Pace: 2; **Parry:** 6; **Toughness:** 17(1)

Special Abilities:

- **Aquatic:** Pace 4".
- **Armor +1:** Spongy body.
- **Bite:** Str+d6 plus Blood Drain.
- **Blood Drain:** Anyone Shaken or wounded by a bite attack is automatically grappled. Each round the grapple is maintained, the victim must make a Vigor roll or suffer a level of Fatigue for 24 hours as his blood is drained. This can lead to Death.
- **Large:** Attackers are +2 to attack rolls due to the creature's size.
- **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- **Size +8:** Large monstrous leeches are over 30' long.
- **Swallow Whole:** With a raise on its Fighting attack, the leech swallows prey of Size +5 or lower rather than grappling them. Victims suffer 2d8 damage per round from digestive juices. Swallowed victims are at -2 to all trait rolls.

NEOTHELID

No one is quite certain where these creatures come from and indeed many deny they exist at all. Those students of the occult who dabble with theories of other dimensions suggest the neothelid in fact originates from another dimension and that it ever seeks to cross the barriers of space and time, punching through the fabric of reality in acts of incredible supernatural powers. It's whispered that some cults see these things as gods and they work to bridge their worlds to usher in a new era of horror with the neothelids as masters.

A neothelid is a great wormlike creature measuring over 50-feet long. Its head is a mass of writhing tentacles that surround a toothy maw. Although it has no eyes or other sensory organs, it unerringly senses its prey.

Attributes: Agility d4, Smarts d10, Spirit d8, Strength d12+4, Vigor d12+2

Skills: Climbing d10, Fighting d10, Notice d12, Spellcasting d10, Swimming d12

Pace: 4; **Parry:** 7; **Toughness:** 21(3)

Special Abilities:

- **Acid Breath:** Neothelids breathe acid using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage, AP 2. A neothelid may not attack with its bite in the round it breathes.
- **Armor +3:** Tough skin.
- **Bite:** Str+d10.
- **Huge:** Attackers are +4 to attack rolls due to the beast's size.
- **Improved Arcane Resistance:** +4 to trait rolls to resist magic and +4 Armor against damage-causing arcane effects.
- **Powers:** *fear, fly, puppet, telekinesis*; 30 Power Points.
- **Quick:** Redraw initiative cards of 5 or lower.
- **Size +9:** These beasts measure over 50' in length.
- **Swallow Whole:** With a raise on its Fighting attack, the neothelid swallows prey of Size +6 or lower rather than inflicting extra damage. Victims suffer 2d8 damage per round from digestive juices. Swallowed victims are at -2 to all trait rolls.

NEREID

Nereids are salt-water fey, kin to both dryads and nixies. They are human-sized with lightly scale blue-green skin and webbed fingers and toes. Females dress in long, flowing robes of woven seaweed and wear jewelry made of pearls and shells. Males wear knee-length kilts of seaweed. They commonly live in sea caves or coral reefs.

The nereids are reclusive, avoiding land-dwellers when possible. With the recent troubles plaguing the waters of the Serpent's Teeth (in particular the sea devils), most of the nereids have withdrawn completely, hiding in their submerged homes and only emerging to drive off those who trespass in their territory.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d8, Vigor d8
Skills: Fighting d6, Knowledge (Nature) d8, Spellcasting d10, Stealth d8

Pace: 6; **Parry:** 5; **Toughness:** 7(1)

Gear: Dagger (Str+d4)

Special Abilities:

- **Aquatic:** Pace 10".
- **Armor +1:** Light scales.
- **Low Light Vision:** Halves penalties for Dim and Dark lighting.
- **Ocean Bond:** Each nereid is bound to a particular body of salt water. A nereid who remains away from its native ocean for more than a day begins to waste away, suffering one level of Fatigue each day if she fails a Spirit roll. This can lead to Death. When she returns to her native waters at which point she recovers lost Fatigue at the rate of 1 level per hour.
- **Powers:** *elemental manipulation (air & water), fear, puppet, water walk*; 20 Power Points
- **Water Breathing:** A nereid can grant the ability to breath water to any creature she chooses as an action. This ability, once granted, remains until the nereid removes it (a free action). An unwilling creature can resist this effect by succeeding on Vigor roll at -2.

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 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.

Attributes: Agility d6, Smarts d4(A), Spirit d12, Strength d12+10, Vigor d12

Skills: Fighting d12, Notice d10

Pace: —; **Parry:** 8; **Toughness:** 22(4)

Special Abilities:

- **Aquatic:** Pace 15".
- **Armor +4:** Tough scales. Heavy Armor.
- **Bite:** Str+d10, AP 2, Heavy Weapon.
- **Drench:** Torches, campfires, exposed lanterns, and other open flames adjacent to an ocean wyrm are automatically extinguished.
- **Elemental:** No additional damage from Called Shots; Fearless; immune to disease and poison.
- **Gargantuan:** Heavy Armor. Creatures add +4 when attacking the body of an ocean wyrm due to its great size. Add Size to damage when grappling but subtract Size of victim. Ships have a Size equal to their base Toughness (ignoring Armor).
- **Hardy:** Successive Shaken results do not cause a wound.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Regeneration (Fast):** Ocean wyrms make a natural Healing roll every round.
- **Resistance (Fire):** Takes half damage from heat and fire effects.
- **Swallow Whole:** With a raise on its Fighting attack, the ocean wyrm swallows prey of Size +7 or lower rather than inflicting extra damage. Victims suffer 2d10 damage per round from digestive juices. Swallowed victims are at -2 to all trait rolls.
- **Size +10:** Ocean wyrm's can exceed 75 feet in length.
- **Water Mastery:** An ocean wyrm gains a +1 bonus on attack rolls and +2 damage if both it and its foe are touching water. If any opponent is airborne or on the ground, the ocean wyrm takes a -4 penalty on attack rolls and damage.

PARROT

The jungles of the Serpent's Teeth are filled with these colorful birds and as such, they are favored companions of local folk. Natural mimics, they are treasured for their ability to repeat words and phrases they've been taught.

Teaching a parrot to speak a single phrase of no more than ten words requires 2d6 hours and a Smarts roll. A success means the parrot has mastered the phrase. Parrots can master a number of phrases equal to half their Smarts die (usually four phrases). If the GM chooses, a parrot with the right phrases can be given a Taunt of d6.

Attributes: Agility d10, Smarts d8 (A), Spirit d6, Strength d4, Vigor d6

Skills: Fighting d4, Notice d8, Stealth d6

Pace: 1; **Parry:** 4; **Toughness:** 3

Special Abilities:

- **Bite:** Str+d4. Attacks against creatures of Size -1 or greater can only deliver Shaken results, never wounds (except from successive Shaken attacks).
- **Flight:** Pace 6.
- **Small -2:** Parrots stand 1' tall. Attackers subtract 2 from attack rolls because of their small size.

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.

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Stealth d12

Pace: 3; **Parry:** 6; **Toughness:** 5

Special Abilities:

- **Bite:** Str+d6.
- **Flight:** Pace 10.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Poison:** Any creature Shaken or wounded by a bite attack must make a Vigor roll or suffer a level of Fatigue for 4 hours. This can lead to Incapacitation, but never Death.
- **Size -1:** Picacouatls are 6' in length but lighter than humans.
- **Surge of Virtue:** Once per day as a free action, a picacouatl can infuse its bite with purifying energy that's disastrous to supernatural evil creatures. The picacouatl's next bite attack against such a creature deals +4 damage and the victim must succeed on a Spirit roll or become blinded until its next action.
- **Virtuous Aura:** A ward of virtuous energy protects a picacouatl, granting it a +1 bonus to Parry against attacks made by supernatural evil creatures and a +2 bonus to resist arcane powers generated by supernatural evil creatures.

PWALG

Pwalgs 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 Material Plane, 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.

Attributes: Agility d10, Smarts d4, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Notice d8, Shooting d8, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 7(1)

Special Abilities:

- **Acidic Slime:** A pwalg's body is covered in a corrosive gel. Any creature that touches the pwalg takes 2d4 acid damage. If a Fighting roll against a pwalg is a 1, regardless of Wild Die, the weapon dissolves in the acid.
- **Armor +1:** Fatty gel.
- **Immunity (Acid/Poison):** Immune to the effects of acid and poison.
- **Quick:** Redraw action cards of 5 or lower.
- **Squirt Acid:** Instead of moving, a pwalg may spew a stream of foul-smelling acid against a target within 6". To hit its opponent, it must succeed at a Shooting roll. On a hit, the target takes 2d4 damage, AP 2.
- **Stench:** A pwalg reeks of spoiled ham. Living creatures within 5" must succeed on a Vigor roll or be Shaken. Creatures that succeed are immune to that particular pwalg's reek for 24 hours.

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.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6

Pace: 6; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Claws:** Str+d4.
- **Fearless:** Zombies are immune to Fear and Intimidation.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots (except the head). Immune to disease and poison.
- **Weakness (Head):** Called Shots to a zombie's head work as normal.

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.

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d8, Vigor d6

Skills: Fighting d6, Notice d8, Stealth d8

Pace: —; **Parry:** 5; **Toughness:** 4

Special Abilities:

- **Aquatic:** Pace 6.
- **Bite:** Str+d6.
- **Low Light Vision:** Halves penalties for Dim and Dark lighting.
- **Quick:** Redraw action cards of 5 or lower.
- **Size -1:** Reef eels are long but thin.



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.

Attributes: Agility d10, Smarts d4(A), Spirit d8, Strength d8, Vigor d8

Skills: Fighting d6, Notice d10

Pace: 2; **Parry:** 5; **Toughness:** 5

Special Abilities:

- **Bite/Claws:** Str+d4.
- **Flight:** Pace 15.
- **Low Light Vision:** Halves penalties for Dim and Dark lighting.
- **Size -1:** Sea hawks have slim bodies.

SEA TURTLE

Sea turtles are found throughout the waters of the Serpent's Teeth, spending their days browsing on sponges, corals, and other slow-moving prey. While a sea turtle spends almost its entire life in the ocean, it is not amphibious. It can hold its breath for up to two hours before returning to the surface for air.

Attributes: Agility d4, Smarts d4(A), Spirit d8, Strength d6, Vigor d8

Skills: Notice d6

Pace: 1; **Parry:** 2; **Toughness:** 6(1)

Special Abilities:

- **Aquatic:** Pace 2.
- **Armor +1:** Shell
- **Bite:** Str.
- **Retract:** When threatened, a sea turtle can retract its limbs and head. While so retracted, it cannot move or take any

physical actions. Called Shots cannot be attempted against a retracted sea turtle.

- **Size -1:** Sea turtles average 3' across.

SERPENT PERSON

The serpent people once ruled a vast empire. Their advanced knowledge of sorcery and the planes could not help them when the Unspeakable One was summoned to the heart of Valossa. The dark god destroyed their lands, plunging them beneath the waves and killing millions. In spite of the devastation, some, a handful really, survived. Many fled to the distant reaches of the world, withdrawing into the caves or secluded vales, but a few fled below, deep beneath the earth to seek refuge from the hostile elements that would destroy them. Over the centuries that followed, these isolated groups of serpent people became distinct, adapting to their environments until in many cases they were nearly altogether new races.

The serpent person described here is, if possible, the most common strain of serpent person. These creatures are man-sized snakes equipped with arms and legs. Most have green scales, but a few sport brown, red, banded, or even yellow scales.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge (Arcana) d6, Knowledge (Religion) d6, Notice d6, Shooting d6, Stealth d6

Pace: 6; **Parry:** 4; **Toughness:** 7(2)

Gear: Short sword (Str+d6), short bow (Range: 12/24/48, Damage: 2d6)

Special Abilities:

- **Aquatic:** Pace 4.
- **Armor (+2):** Thick scales.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Quick:** Redraw action cards of 5 or lower.
- **Shape Change:** A serpent person may assume the form of any average-sized humanoid with a Smarts roll. This takes an action. Becoming an exact double of someone (physical appearance only) gives a -4 penalty to the roll. They retain all of their abilities in their new form.

SERPENT PERSON DEGENERATE

Of those serpent people who fled below the earth, they are mere shadows of their former might, being wretched terrible things that skulk in the darkness and feast on whatever they can catch. Little more than animals, they recall nothing of Valossa or of their fall, living mostly by their instincts and their terrible service to the Unspeakable One.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d8, Vigor d8

Skills: Climbing d6, Fighting d4, Notice d4, Stealth d8, Throwing d6

Pace: 6; **Parry:** 5; **Toughness:** 7(2)

Gear: Spear (Str+d6, +1 Parry, Reach 1), javelin (Range: 3/6/12, Damage: Str+d6)

Special Abilities:

- **Aquatic:** Pace 4.
- **Armor (+2):** Thick scales.
- **Bite:** Str+d6
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Poisonous Bite:** A degenerate serpent person has a poisonous bite. Creatures Shaken or wounded by this attack must succeed on a Vigor roll or be Shaken for 1d4 rounds. They may only try to recover after this time.
- **Quick:** Redraw action cards of 5 or lower.

- **Shape Change:** A serpent person may assume the form of any average-sized humanoid with a Smarts roll. This takes an action. Becoming an exact double of someone (physical appearance only) gives a -4 penalty to the roll. They retain all of their abilities in their new form.

SHADOW SNAKE

The serpent god Yig transformed his priests into shadow serpents as a punishment for allowing the Valossan civilization to be consumed by the horrid will of the Unspeakable One. These vile abominations haunted the temple of Yig, but are thought to have been destroyed when the temple was recovered. Rumors, though, persist that these things still lurk in the Underside, snatching the feckless and unwary.

A shadow snake has an indistinct humanoid form and moves with a serpent's sinuous grace.

Attributes: Agility d8, Smarts d4(A), Spirit d8, Strength d4, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Stealth d6

Pace: —; **Parry:** 5; **Toughness:** 7

Special Abilities:

- **Camouflage:** Gains +4 to Stealth rolls in Dim or worse lighting conditions.
- **Ethereal:** Shadow snakes are immune to normal damage. They take damage as normal from magic items, magic weapons, and arcane powers.
- **Flight:** Pace 8.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Quick:** Redraw action cards of 5 or lower.
- **Spirit Touch:** On a successful Touch Attack (+2 Fighting) victims must make a Spirit roll or suffer a level of Fatigue. This can lead to Death.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots (except the head). Immune to disease and poison.

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.

In the centuries that followed, the spirit lizards continued to guard the jungle and its native creatures, just as dryads do in other parts of the world. 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.



Attributes: Agility d10, Smarts d8, Spirit d10, Strength d6, Vigor d8

Skills: Climbing d12, Fighting d8, Knowledge (Arcana) d8, Knowledge (Nature) d8, Notice d8, Spellcasting d10, Stealth d8

Pace: 8; **Parry:** 6; **Toughness:** 5(1)

Special Abilities:

- **Armor +1:** Scales.
- **Bite/Claws:** Str+d4.
- **Camouflage:** Gains +4 to Stealth rolls in areas of vegetation.
- **Forest Born:** Suffers no penalties for difficult ground in areas of vegetation.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Low Light Vision:** Halves penalties for Dim and Dark lighting.
- **Merging:** As an action, a spirit lizard can step inside any plant that is larger than itself. While inside the plant, it is aware of its surroundings, but can take no actions. If the spirit lizard's plant is destroyed, the spirit lizard is forcibly ejected from the plant and takes 2d6 damage. Emerging from the tree is an action.

An intelligent plant that is the target of this merging is entitled to a Spirit roll at -2 to resist. Otherwise, the plant gains a +2 bonus to Notice rolls while a spirit lizard is merged with it.
- **Poisonous Bite:** A spirit lizard has a poisonous bite. Creatures Shaken or wounded by this attack must succeed on a Vigor roll or fall into a troubled sleep for 10 rounds. If the creature is awakened, he is groggy for the duration, taking a -1 penalty to trait rolls for the duration of the effect.
- **Powers:** *beast friend*, *entangle*; 15 Power Points.
- **Size -2:** Spirit lizards are 2' tall.
- **Small:** Attackers are -2 to attack rolls due to the creature's size.
- **Tree Bond:** Although a spirit lizard may merge with any plant, each has a particular bond with one special tree and cannot move more than 20 miles from this tree. While merged, it recovers Fatigue at the rate of one level per hour. If ever its home tree is destroyed, the spirit lizard takes 2d6 damage and

even if it survives this experience, it suffers a level of Fatigue every hour it remains un-merged from any tree. To halt this damage, the spirit lizard must form a bond to a new tree, requiring the lizard to merge with the tree and remain within it for one uninterrupted week.

- **Wall Walker:** Spirit lizards move at Pace 4 when climbing, even up vertical walls or across ceiling. They may also run on such surfaces.

SWARMS

In addition to the swarms described in the *Savage Worlds* rules, the Serpent's Teeth are home to a number of vicious swarms that can shred the flesh from a man in mere moments.

BASE SWARM

See below for changes based on specific swarms.

Attributes: Agility d10, Smarts d4(A), Spirit d12, Strength d8, Vigor d10

Skills: Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 7

Treasure: None.

Special Abilities:

- **Bite or Sting:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage to everyone in the template. Damage is applied to the least armored location.
- **Distraction:** Any living creature that begins its turn in a swarm template must succeed on a Vigor roll or be Shaken. This is not a physical attack.
- **Mindless:** Unaffected by Tests of Will, Tricks, or arcane powers like *puppet*.
- **Split:** Some swarms are clever enough to split into two smaller swarms (Small Burst Templates) should their foes split up. The Toughness of these smaller swarms is lowered by -2 (to 5 each).
- **Swarm:** Parry +2. Because the swarm is composed of scores, hundreds, or thousands of creatures, cutting and piercing weapons do no real damage. Area-effect weapons work normally, and a character can stomp to inflict his damage in Strength each round. Swarms are usually foiled by jumping in water (unless they are aquatic pests).

ANT SWARM

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

Skills: Climbing d10, Stealth d8

Special Abilities:

- **Acid Spray:** An ant swarm may spray a cloud of acid at its enemies. This attack fills a Small Burst Template adjacent to the swarm and inflicts 2d6 damage, AP 2 to all creatures in the area. The ant swarm must wait 2 rounds between each use of this ability.
- **Acid Sting:** Swarms inflict hundreds of tiny bites every round to their victims, hitting automatically and causing 2d4 damage, AP 2 to everyone in the template. Damage is applied to the least armored location.

CRAB SWARM

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.

Skills: Climbing d8, Notice d6

Special Abilities:

- **Aquatic:** Pace 8.

DEATH GRAB SWARM

Crab swarms live in the wreckage of sunken ships. 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.

Skills: Climbing d8, Notice d6

Pace: 10; **Parry:** 4; **Toughness:** 9

Special Abilities:

- **Aquatic:** Pace 5.
- **Regeneration (Fast):** Makes a natural Healing roll each round unless their wounds were caused by fire.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots. Immune to disease and poison.

JELLYFISH SWARM

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.

Pace: —; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Aquatic:** Pace 1.
- **Drifting:** While capable of slow movement, jellyfish rely on tides and currents to move them through the water. Strong currents can cause a jellyfish swarm to drift as far as 4" over the course of a single round.
- **Poison:** Any creature Shaken or wounded by a jellyfish swarm must make a Vigor roll or be paralyzed for 1d4 minutes.

RAZORSWARM

A razorswarm is a host of small, reptilian predators individually known as redblack lizards. Typically, redblacks 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.

Special Abilities:

- **Climbers:** Pace 2 when climbing.
- **Trail Blazers:** Treat all terrain as normal ground.
- **Wounding:** Any living creature wounded by a razorswarm continues to bleed, taking 2d4 damage each round until the creature receives a Healing roll or a use of the *healing* power.

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.

Pace: —; **Parry:** 4; **Toughness:** 7

Special Abilities:

- **Aquatic:** Pace 6.
- **Quick:** Redraw initiative cards of 5 or lower.

TAVI (MONGOOSE FOLK)

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.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d6, Vigor d6
Skills: Climbing d10, Fighting d8, Notice d4, Stealth d12, Tracking d8

Pace: 6; **Parry:** 8; **Toughness:** 4

Special Abilities:

- **Bite:** Str+d4.
- **Group Hunter:** When groups of tavi work together, each member of the group receives a +1 bonus to Notice and Track checks for each tavi beyond three that are within the area (maximum +5).
- **Improved Block:** +2 Parry.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Ophidian Malice:** Tavi have been bred to hunt and destroy serpents and serpent people. These deep-rooted instincts provide tavi with the following advantages and disadvantages when dealing with any serpent creature, serpent people, or reptilian creatures. The tavi gains the following bonuses against such creatures:
 - +1 bonus on Agility Trick rolls.
 - +1 bonus on attacks rolls and damage.
 - +2 bonus on Notice and Tracking rolls.
 - +4 bonus on Vigor rolls to resist poison.
 Arcane Resistance Edge.
- **Quick:** Redraw action cards of 5 or lower.
- **Serpent Sense:** A tavi can perceive reptilian creatures even if they are protected or concealed by supernatural powers. A tavi can detect the presence or absence of such creatures within 6" and pinpoint their exact location when within 1".
- **Size -1:** Tavi are the same size as halflings.

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.

Attributes: Agility d6, Smarts d4(A), Spirit d10, Strength d12+4, Vigor d10

Skills: Fighting d6, Notice d8

Pace: —; **Parry:** 5; **Toughness:** 16(2)

Special Abilities:

- **Aquatic:** Pace 8.
- **Armor +2:** Bony.
- **Bite:** Str+d6.
- **Frenzy:** Thanatos may make two Fighting attacks each round at -2.
- **Immunity (Cold/Electricity):** Takes no damage from cold or electricity attacks.
- **Infravision:** Halves penalties for poor lighting against heat-producing targets.
- **Keen Scent:** A thanatos can notice creatures by scent in a 60" radius and can detect blood in the water at a range of up to 5 miles.
- **Large:** Attackers are +2 to attack rolls due to the beast's size.
- **Regeneration (Fast):** Thanatos make a natural Healing roll each round until they reach Incapacitated.
- **Size +5:** Thanatos measure over 20' long.
- **Swallow Whole:** With a raise on its Fighting attack, the thanatos swallows prey of Size +1 or lower rather than causing extra damage. Victims suffer 2d6 damage per round. Swallowed victims are at -2 to all trait rolls.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots (except the head). Immune to disease and poison.
- **Vile Luminescence:** A thanatos gives off an eerie pale glow. At night, this grants creatures a +4 bonus to Notice checks to detect the approaching thanatos. However, this glow has a useful function. All undead within 5" gain a +1 bonus to recover from being Shaken and a +1 bonus to Fighting rolls.

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 vilest 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.

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d10, Vigor d8

Skills: Climbing d10, Fighting d6, Knowledge (Arcana) d12, Notice d12, Stealth d12, Swimming d12

Pace: 2; **Parry:** 5; **Toughness:** 11(5)

Special Abilities:

- **Armor +5:** Oozing body and magical toughness.
- **Quick:** Redraw initiative cards of 5 or lower.
- **Vessel of Flesh:** If an unspeakable ichor scores a raise on a Fighting roll, it enters its opponent's body through one or more orifices or an open wound. The target may resist the attempt with a Spirit roll at -2. With failure, the unspeakable ichor

seizes complete control of the creature's body as if the creature was under the effects of the *puppet* power. For as long as the creature remains under the ichor's control, the ichor actually lurks inside its victim's body and is immune to all attacks and powers, except as follows. To expel Unspeakable Ichor, the target must be the recipient of a use of the *dispel* power. The ooze resists using Spirit with a +2 bonus. Once freed of unspeakable ichor, the target recalls nothing of its time in the ooze's thrall.

A living creature possessed by unspeakable ichor must make a Vigor roll or take 1 level of Fatigue damage each day it remains possessed. This can lead to Death. While so afflicted, the creature cannot recover this Fatigue until the ichor is expelled. Fatigue then recovers at the rate of one level per 24 hours.

VULPINE

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 mean 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.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d6
Skills: Fighting d8, Intimidation d10, Knowledge (Arcana) d4, Notice d6, Persuasion d8, Stealth d6, Streetwise d8, Taunt d8,
Pace: 8; **Parry:** 6; **Toughness:** 6(1)

Special Abilities:

- **Armor +1:** Arcane nature.
- **Bite:** Str+d6.
- **Chaotic Bite:** A vulpine's bite carries a potent supernatural effect. Any creature Shaken or wounded by a vulpine's bite attack must succeed on a Spirit roll at -1 or become confused for 1 round (see page @@).
- **Fox Form:** A vulpine can shift between humanoid and fox form as an action. While in fox form, it retains its skills and all traits except for Shape Change. It uses the statistics below in place of those of its humanoid form.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Quicksilver Thoughts:** A vulpine is immune to *puppet*, as well as Tests of Will and Smart Tricks.
- **Shape Change:** A vulpine can assume the shape of any medium-sized humanoid. In humanoid form, the vulpine loses its Bite attack. A vulpine can remain in its humanoid form until it chooses to assume a new one. A change in form cannot be

negated by means of the *dispel* power, but a vulpine reverts to its natural form when killed. A use of the *detect arcana* power reveals the vulpine's true form. A vulpine has one restriction with this trait: it cannot hide its fox tail.

FOX FORM

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d10, Stealth d10

Pace: 10; **Parry:** 7; **Toughness:** 4(1)

Special Abilities:

- **Armor +1:** Arcane nature.
- **Bite:** Str+d6.
- **Size -2:** Most of these creatures are small.
- **Small:** Attackers are -2 to attack rolls against these creatures because of their size.

X'SVAL

An x'sval is 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.

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. Heralds of the Unspeakable One, as they are known, can be called by terrible rituals.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+3, Vigor d12

Skills: Fighting d8, Knowledge (Arcana) d6, Knowledge (Religion) d8, Notice d6, Spellcasting d10, Stealth d8

Pace: 4; **Parry:** 6; **Toughness:** 16(2)

Special Abilities:

- **Armor +2:** Arcane nature.
- **Confusion:** At the start of each of the x'sval's turns, all living creatures within 6" must succeed on a Spirit roll or become confused (see page @@) for 6 rounds. The effects are not cumulative, although once the six rounds have passed, and if the opponent is still within range, the creature must save again.
- **Consume:** As a full-round action, a x'sval may consume any creature it has grappled. The victim is entitled to a Spirit roll to resist. On a failure, the victim simply ceases to exist, along with all of its possessions. Each time an x'sval consumes such a creature, it may make a natural Healing roll. For every creature the x'sval consumes, it itself gains +1 Toughness (max +20).
- **Flight:** Pace 2.
- **Improved Arcane Resistance:** +4 Armor versus magic, and +4 to rolls made to resist magic effects.
- **Large:** Attackers are +2 to attack rolls due to the beast's size.
- **Possession:** As a full-round action, a x'sval may possess any creature it currently is grappling. The victim is entitled to a Spirit roll to resist. On a failed roll, part of the x'sval's substance flows into the victim, granting the x'sval telepathic control over the target creature. In exchange for this mastery, the x'sval takes a -2 penalty to attacks and damage as long as it retains control. A possessed creature may be freed by the x'sval as an action, if the creature is slain or driven unconscious, or if subjected to a successful use of the *dispel* power.
- **Powers:** *Blast, bolt, burst*; 30 Power Points. (May take a different trapping each time it casts a spell).
- **Pseudopods:** Str+d6. Used primarily to grapple.
- **Size +6:** X'sval measure as much as 30' across.

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 Novice 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* 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

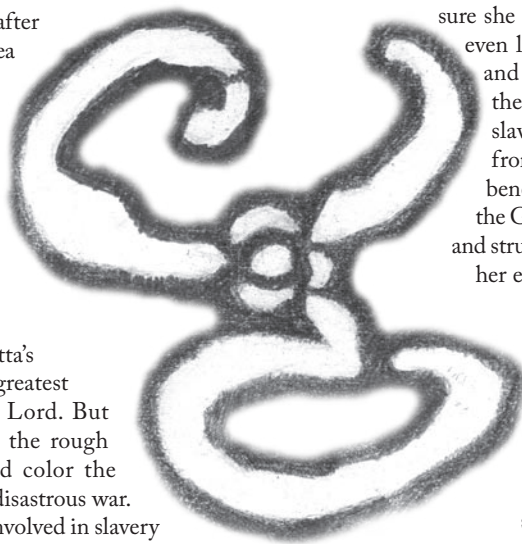
wrong place at the wrong time. The Thieves' Guild was worse, naturally, attacking families of Guardsmen, murdering the children of merchants, and making good on all the threats they had used to keep the movers and shakers in their pockets. In short, it was bloody as hell, and Freeport was very nearly 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.

THE TALE OF MELANIE CRUMP

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.

A CENTURY LATER

In the chaos of the Back Alley War, Crump's knife vanished, not seen again for nearly a century. The blade found its way into the hands of a Guardsman and cultist named Rue and lay hidden in his house for decades until a foolish youth by the name of Aporcus Beedle just happened upon it. Aporcus Beedle's short life was a series of squandered opportunities. A young man, no older than 13, he was kicked out of the Freeport Institute for behavior 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 Knorbartal—a famed wizard, adventurer, and talented

alchemist—offered to take him in as her apprentice. Having few other options, Beedle agreed.

He might have turned a corner with his aunt but he was lazy and a poor student, always looking for the quick fix for his troubles. He spent more time stealing money from his aunt and paying streetwalkers to entertain him in alleys than he did poring over the magical tomes that filled her library. While returning one night from one of his many trysts, he happened to pass by a ruined house, windows and door boarded up and painted with a red "X." A bored Guardsman stood out front, picking his nose. Beedle asked him what was with the place. The Guard replied, "It's condemned. Cult activity, ya know?" Beedle knew a great deal about Freeport's recent troubles, what with the Sea Lord a secret cultist and his failed attempt to plunge the city into madness. Beedle moved along, but the memory of the sagging building haunted him. He wondered what secrets it held, what powers lay hidden inside its sagging walls. Before reaching his aunt's house, he resolved himself to find out and crept back the way he had come.

Using his meager powers, he distracted the Guardsman and crept inside. There wasn't much there. Rubble filled the main room, and the back bedrooms and kitchen were positively toxic, filthy with neglect. Still, Aporcus wouldn't give up: He knew something powerful was here. He just had to find it. Find it he did. While examining a suspicious stretch of wall, he found a hidden compartment, and within it laid a small black case. It was heavy, but not too heavy. Fearing the Guardsman would return, Beedle fled, lugging the box with him.

He made it to his aunt's house without trouble and snuck into his room as he did every night, cursing his aunt's familiar who watched him with judgmental eyes. Safe and alone, he opened the case and found it contained a great many treasures, but of particular interest was a strange knife with an emerald pommel. Beedle believed he could sell the relic, but for now, he'd settle for the coins. He gathered the handful of lords, not caring or noticing they were inscribed in the language used by the Mazin slavers, and hid the trunk in a secret space beneath his bed.

Aporcus Beedle never got the chance to sell the knife, for he hatched another plot, a plot that would see his aunt poisoned and himself inheriting her house and her great fortune. As the knife sat in the trunk, forgotten, Beedle fed his aunt vile poisons until her familiar caught him in the act and revealed the whole plot to the sickened woman. Rather than killing him or having him arrested, she threw him out and, perhaps foolishly, gave him a bag of gold to get him started. Beedle squandered his money, fell in with bad types, found himself assaulted, abused, mistreated, and addicted to abyss dust, and so he remained for another five years.

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!



DARN PLAYERS!

Sometimes the best-laid plans go to waste and with the shadiness of their employer, clever characters might think it's a good idea to double-cross Beedle, or worse, refuse to do the job at all. Should they head down this road, don't worry. There are plenty of opportunities to get them back on track. Try one or both of the following hooks to corral the characters.

HUNTED BY THE WATCH

A sergeant in the Watch learns of the break-in at the Municipal Auction House, and after some investigation, turns up the characters' names. In his eyes the characters are guilty, and he plans to arrest them. Luckily, the characters catch wind the Watch is looking for them, which should be ample motivation for them to look for the case and clear their names. Should they still refuse, the Watch turns out in numbers when they get a tip the characters are behind a new rash of murders (see **Part III**). In the later case, you may have to give the characters a bit more time to do the investigation described in **Part II**, so delay the Beedle's attempt at killing Uri for a day or so (see **The Last Heir** on page @@).

WIZARDLY PRESSURE

Tarmon has known something lay hidden in the Knorbortal 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**).

Beedle returned to the Knorbortal 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 Knorbortal house on their way to lunch at the Diving Fin. O'takan sensed the knife hidden beneath the floorboards in one of the bedrooms. He would have claimed the weapon then, but Tarmon was with him. When he asked what was to happen to all the things in the place, Tarmon explained everything was to be auctioned. O'takan, who's not hurting for money, thought to acquire the weapon by honest means by bidding on the case when it came up for sale. If someone outbid him, he'd simply kill the person later and claim the weapon.

Farastay is cautious, though, and expects the person who claimed the knife would not willingly give it up. Expecting someone to steal the knife from the Auction House, he's decided to take a few precautions by sending one of his more unpleasant minions to make sure the lot's not disturbed.

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 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 Intimidation or Persuasion roll, both at -2 . 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. Characters may use Common Knowledge instead, but suffer a -2 penalty.

TABLE A-1: BEEDLE

Roll	Information
4+	"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."
5+	"Oh, Aporcus. Yep, I know him, and if you see him, tell him he ain't welcome 'round here. Bastard owes me 2 lords!"
6+	"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."
7+	"Beedle's a piece of work. They say he tried to kill his aunt, gods bless her. To think, Knorbartal 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."

The final clue could lead the characters to the Knorbartal House. See **Encounter E** in **Part II**.

PART I: BREAK IN



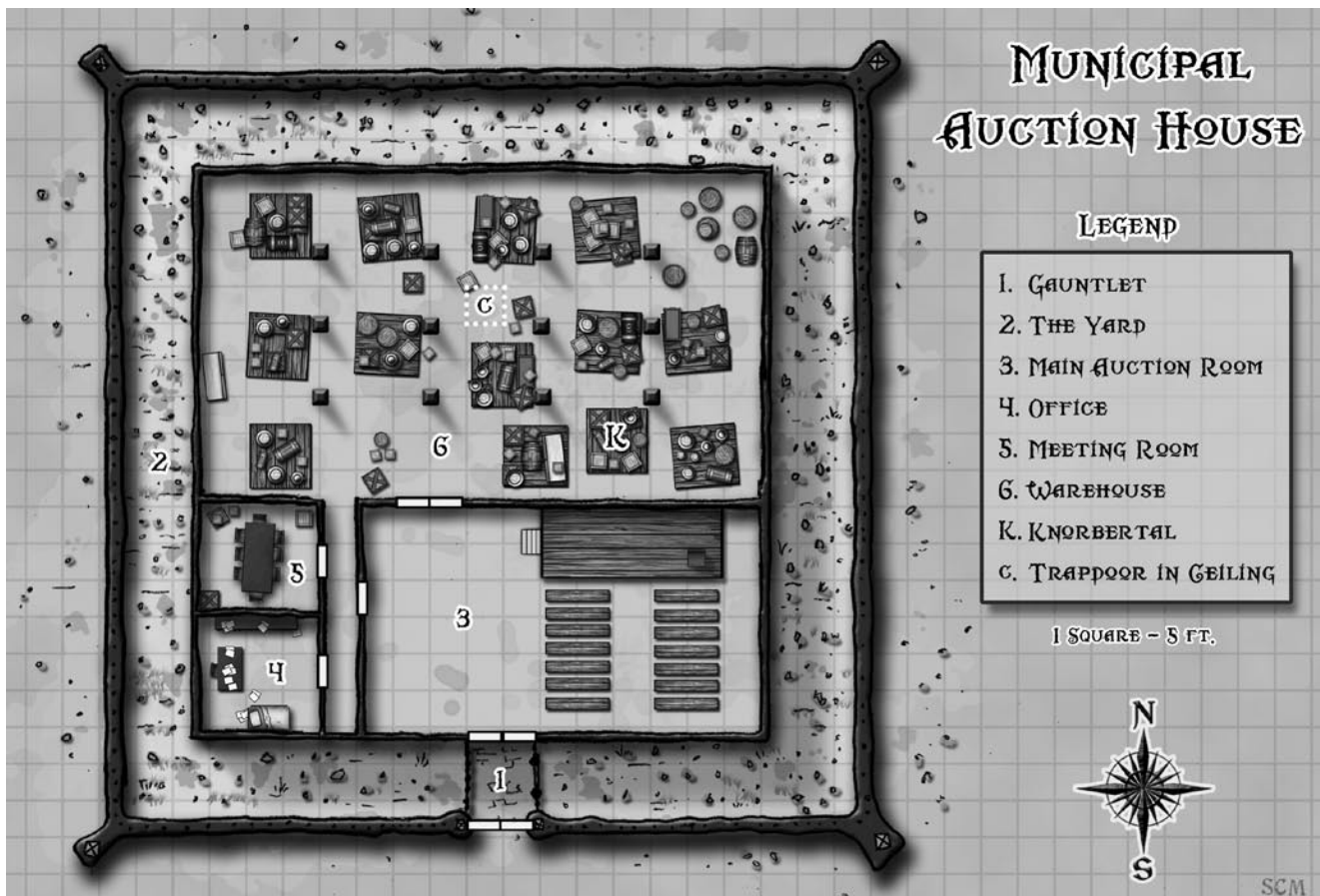
The characters have about 12 hours from the start of the adventure to get inside the Auction House, get the case, and get out. After that, the Auction House opens for business. Security is extremely tight, and smart players should take time to scout the place before going forward.

MUNICIPAL AUCTION HOUSE

Squatting in the center of the Warehouse District is the Municipal Auction House. A 20-foot high stone wall capped in rusting spikes surrounds the compound, making the building look decidedly unwelcome. Inside the walls is a bunker-like building constructed of gray stone blocks mortared together.

DEFENSES

Seven members of the Watch stand guard here at all times. Two guards patrol the yard between the building and the outer wall (**Area 1**), another guard stands in the gated entrance (**Area 2**), and another guard and the sergeant sit inside the main room (**Area 3**), while two more guards stand watch over the storage room (**Area 6**). Crask Tolberg, the dwarf that runs the place, sits in his office (**Area 4**) throughout the night unless there's trouble—he hides under his desk if there's trouble. Furthermore, the sergeant carries an amulet



MUNICIPAL AUCTION HOUSE

LEGEND

1. GAUNTLET
2. THE YARD
3. MAIN AUCTION ROOM
4. OFFICE
5. MEETING ROOM
6. WAREHOUSE
- K. KNORBERTAL
- C. TRAPDOOR IN CEILING

1 SQUARE = 5 FT.



SCM

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 4: Denizens of Freeport**. Crask Tolberg's statistics follow.

CRASK TOLBERG (DWARF)

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d4, Intimidation d8, Notice d10

Charisma: -2; **Pace:** 5; **Parry:** 4; **Toughness:** 7(1)

Hindrances: Greedy (minor), Slow

Edges: Low Light Vision, Tough

Gear: Leather (+1), mace (Str+d6), light crossbow (Range: 12/24/48, Damage: 2d6, AP 1)

Mean-spirited and a skinflint, he's a vicious dwarf who profits from the sale of goods moving through the Municipal Auction House. Crask runs a tight ship, and by pulling strings with the Council, he gets a group of watchmen for security. If the characters sneak in and corner him, his gruff facade crumbles and he breaks down into tears. He begs the characters to let him live, and offers to do whatever they want.

GETTING INSIDE

The most obvious way into the Municipal Auction House is through the front doors. The outer doors, those set in the wall, are large, wooden, and bound with rusting iron bands. The guard has a bar in place at sunset to ensure no one gets inside. Beyond the outer doors, a fenced-in gauntlet leads to a pair of double doors into the House proper. The walls flanking the approach have a swinging gate on the eastern side to let the guards in to patrol the yard.

Locked Outer Doors: Toughness 10; Lockpicking -2.

Locked Inner Doors: Toughness 8; Lockpicking -2.

The guard sergeant carries the key and he's inside. The characters could climb over the walls. Climbing the wall has a -4 penalty. Characters using a grappling hook and rope gain a +2 bonus instead. Climbing characters must also make Stealth rolls opposed by the guard's Notice checks.

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 Notice roll. On the roof, there's access to **Area 6** through a ceiling vent. Removing the ceiling vent requires a Strength roll and a Stealth roll at +2 to prevent the guards in this room from

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.

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.

hearing the scraping of the vent against the roof.

The guards change positions every hour to keep them fresh. Both guards in the **Area 2** move to the sole gate into **Area 1** effectively leaving the yard empty for about a minute.

KEY LOCATIONS

All of the following locations can be found in the Municipal Auction House.

1. GAUNTLET

This fenced in approach restricts traffic from the outer doors to the inner doors. A 3-yard-tall fence flanks the 10-foot-wide path. Climbing the fence on either side requires a Climbing roll at -4. Using a grapple and rope grants a +2 bonus instead. There's a locked hinged gate on the eastern fence (Toughness 12; Lockpicking -4).

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 Notice roll turns up 55 lords and a fist-sized green gem worth another 25 lords. In addition, a manifest defines the labels marking the pallets. This makes finding the Knorbortal palette 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 Notice roll at +2 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 Stealth rolls or draw the attention of the guards. Unfortunately, there's no sign of the case. Before the characters have a chance to turn the place upside down, they discover they have company.

LURKER IN THE DARKNESS

Not trusting the Auction House's defenses, Farastay dispatched one of his minions, a dretch, to keep an eye on the Knorbortal pallet and deal with anyone snooping around. A dretch is a demon, its rotund body covered in a sheen of grease and its spindly arms and legs ending in blackened claws. Its face is somewhat human-like, but twisted, droopy, and altogether hideous.

DRETCH

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d6, Intimidation d6, Stealth d6

Pace: 6; **Parry:** 5; **Toughness:** 7(1)

Special Abilities:

- **Armor +1:** Hard skin.
- **Claws:** Str+d6
- **Fear:** Opponents must make a Guts roll when they see the dretch.
- **Immunity (Electricity/Poison):** Immune to the effects of electricity or poison.

- **Improved Frenzy:** Can make two Fighting attacks per round with no penalty.
- **Infravision:** Halves penalties for poor lighting when attacking heat producing targets.
- **Resistance:** Halves damage from acid, cold, fire, and heat attacks.
- **Summon Fiend:** Once per day, on a successful Spirit roll, a dretch can summon another dretch.

TACTICS

Have the player make Notice checks opposed by the Dretch's Stealth. If none of the characters beat the dretch, it gains surprise. It lumbers forward and claws at the closest character, training its attacks against one hero at a time. Should the characters Shake it, it withdraws and attempts to summon help in the form of another dretch. Regardless of success or failure, it flings itself against the characters until they kill it or until it kills all of them and the guards.

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 a enterprising thief to find and claim for himself.

This enterprising thief was none other than a common rogue named Slick, the very same individual who informed Beedle about the 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 emeraldommel. He might have dumped the rest of the junk into the sewer, but thought there might be someone interested in them, so he set out to sell everything he had found. He got rid of everything but the dagger. For some reason, he felt he couldn't part with it, couldn't let it go. Still, he made enough coin to purchase a pouch of snake weed, so he called it a day and headed back to his usual haunts in the Docks.

Soon after the PCs head out to rob the Auction House, Beedle learns that his erstwhile friend had come into money after recovering a lost box. Incensed and forgetting all about his employees, Beedle hunts down Slick, hits him with a spell in an alley, and takes the knife from the unconscious thief.

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

DEVELOPMENT

The sounds of fighting are sure to attract any guards in this room (a Notice roll at +2 is all that's needed). 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 4: Denizens of Freeport**) 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.

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.

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 snake weed, 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

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. 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 Notice rolls opposed by Farastay's Persuasion 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 Streetwise roll. A success gives them a good idea about what was sold and the conspicuous absence of the coveted case. A raise 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 Smarts

roll 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 4: Denizens of Freeport**.

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 Common Knowledge roll check identifies where the Chumhouse is located, while a Streetwise roll gets the characters decent enough directions to find it. Characters who score a raise on either check know or learn the dive has a nasty reputation and is frequented by hate groups committed to driving savage humanoids out of the city completely. Two raises 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).

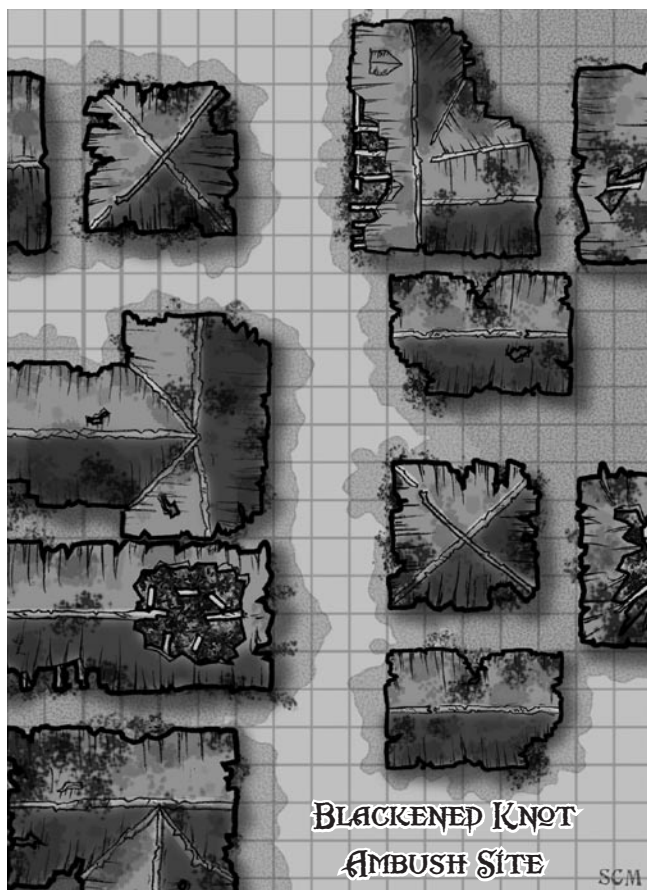
Slipping off the main route to the Chumhouse puts the PCs at risk of encountering the Blackened Knot if their party contains any orcs or goblinoids. Every 30 minutes of wandering has a 5% chance of such an encounter, consisting of one Apprentice Thug plus one more for each character (use **Apprentice Thug** statistics found in **Chapter 4: Denizens of Freeport**). Half of their numbers come out of the street in front of the characters with the rest emerging from behind. The gang members are cowards at heart and fight only as long as at least half of their fellows still stand.

A fight here does not draw the attention of the authorities (what authorities?). Locals and onlookers vanish and don't look back as they try to get away from the fight. While the characters don't have to worry about legal repercussions for swapping blows on the streets, there's no help coming either.

If any of the gang members get away, the characters make enemies of the Blackened Knot and are likely, at your discretion, to have a few more scrapes with them down the road. Taking any of the gang members alive results in little more than a torrent of anti-humanoid rhetoric, name-calling, and a variety of colorful curses. These particular gang members don't know about the case, Beedle, or anything useful about this adventure.

THE 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 at wizardry, Abel Wackets (male human Journeyman Thug), the current owner, gives him drinks and a bit of gruel. Beedle doesn't have a particular grudge against orcs and goblinoids, but that's never stopped him from doing wrong before, which is good for him since this place is the unofficial headquarters of the Blackened Knot. Beedle intended to meet the characters here, but his plans changed once he came across the dagger on his own. He's not considerate enough to let them know; he just goes his own way.

Business is at its slowest during the daylight hours when customers are off working on the Docks or sleeping off the previous night's excesses. Wackets doesn't unlock his door until late afternoon on any given day, and until sunset he's in a fouler and more disagreeable mood than he normally is. When the characters arrive, the place is empty except for Wackets who sits on a stool behind the bar.

The Blackened Knot forms the core of the Chumhouse's clientele and so at night the place is full of their kind of scum. Every "customer" is human and very suspicious of anyone they don't know. All human parties can come and go from the place provided they haven't crossed the Knot before, they mind their manners, and can take a bit of off-color comments. Parties with dwarves, elves, gnomes, and the like get a wall of hostile glares and grumbling. Orcs and goblinoids stumbling inside get an ugly reception. Five apprentice thugs here plus one apprentice thug for each character attack any goblinoid PCs with the brass to step in this hornet's nest.

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 Uncooperative and unless their attitudes are improved to Helpful (Persuasion roll at -4), the characters get nothing. Characters injecting a lot of anti-orc comments get a +2 bonus on their Persuasion roll. Saying they know Beedle doesn't help or hurt their chances (another +2 bonus). 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 Uncooperative, but at night, he's Neutral (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 Helpful learn, *"Aye, the right bastard double-crossed me. He was to be here tonight fer this job, ya'see. I vouched for the lad, and he pulls a no-show. Serves me right, I guess. Never trust a wizard."* If helpful, he explains the nature of the job: Beedle was to accompany a few other members of the Blackened Knot to go string up an orc in Bloodsalt. They wanted Beedle's magic for insurance. Wackets also explains Beedle had been talking about coming into some money. *"Guess he did."* Wackets can also tell the characters all of the information gained from the other locals.

G. BEEDLE'S FLAT

Another likely place to find Aporcus Beedle is at his "house." Either asking around the Docks (and succeeding on a Streetwise roll at -2),

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 (make a Streetwise roll).

The Kradle is two stories tall with bars on all the windows. Entry is gained through a single door in the center of the building and just inside is a foyer, where Kergen himself sits inside of a fortified room with a barred window where he can safely talk to his guests. From there, he can pull a lever to unlock the door leading to the rest of the place, granting access the various rooms, stairs, and halls beyond.

Kergen is a disgusting man with an olive complexion, a sweep of pustules around his mouth and a greasy mop of black hair glued to his sweating brow. He wears a sleeveless white shirt stained brown, revealing lewd tattoos of various faerie women in impossible poses along both arms. When the characters enter, he quickly drops a pamphlet to his desk, looks up, and grins. *"My... Large group. No questions, I always say. How long ya need?"* Characters correcting his assumption find his smile vanishes. *"Well, what do you want then?"* Kergen is Neutral and generally unhelpful. An Intimidation roll (against his Spirit) or a Persuasion check improves his attitude to Helpful and changes his tone. Note each lord spent in bribes grants a +1 bonus to Persuasion rolls.

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 lords, though an Intimidation or Persuasion roll gets him to part with it for 5 lords.

BEEDLE'S BAG OF JUNK

The first thing the characters notice about the bag is that it reeks. A Knowledge (Alchemy) or a Streetwise roll 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 skull, 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 Knorbortal 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.

TABLE A-3: SLICK

Roll	Information
4-5	"Slick's not worth two pennies, if you ask me. He's one of those freelancers. I don't like the Canting Crew any more than anyone else, but at least they abide by rules. Slick and his kind just steal from whomever they want."
6-7	"Slick? The thief? He's more a pusher than a thief. Deals in snake weed and abyss dust, or so they say. One of these days, the law's gonna catch up with him and do him in."
8+	"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 'round here."

Whether the characters simply wait for Slick to show up or find him in the Seaside Market (by day) or at any of the taverns in the Docks (at night), the encounter unfolds the same. Once he spots the characters, he suspects they want him for something he did, and so, being a coward, he flees. Depending on the set-up, the characters may be able to catch him by using spells or by beating his initiative and acting first. Otherwise, he runs, and if the characters want to talk to him, they're going to have to catch him.

SLICK

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d4, Guts d4, Notice d6, Stealth d6, Taunt d6, Throwing d6

Charisma: +0; **Pace:** 8; **Parry:** 5; **Toughness:** 6

Hindrances: Yellow

Edges: Block, Fleet Footed, Dodge

Gear: Club (Str+d4), 3 daggers (Range: 3/6/12, Damage: Str+d4), 4 doses of snake weed, 2 doses of abyssal dust

THROUGH THE STREETS!

You can narrate the chase sequence, calling for a few Agility rolls to avoid or slip past obstacles, or you can use the Chase rules. Slick begins 5" away. There are Sparse obstacles. If the heroes fail to catch Slick, they'll have to scour the Warehouse District for him. Each time takes 1d20/5 hours, at which point the chase begins again.

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.

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 burns on his face. Treat Slick as being Helpful 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 off a wagon. I thought the God of Thieves had favored me. I guess I was wrong, huh?

What was inside? Ah, this and that. Junk, really.

What in particular? Alright, alright! There was this black bag full of teeth. A thimble-sized jar of paste. An old scroll with weird writing.

Was that it? Well, there was a dagger, too.

Who did you sell this stuff to? The bag of teeth, I sold to a witch in the Seaside Market. Cleita. The jar of paste I sold to some fella that just got off the boat. I told him it would keep off the flies. Let's see. Oh, the scroll. I sold it to one of them wizarding types. Don't know the name.

And the dagger? Never got a chance to sell it. I was robbed! That's how I got this. [Points to his head.]

Did you see the attacker? No. I was walking along and then I got hit with this blast of fire. T'was sorcery, I'd bet my stones on it.

What did the dagger look like? Like junk, at first. Wavy blade, pitted and rusty. The only thing of worth was the emerald in itsommel.

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 Intimidation roll. A success gets him to spill the name Dimetrios (see **Encounter J**). Go to **Encounter E** if the group wants to follow up on the buyers.

E. THE BUYERS

Cleita is a hedge witch who sells love potions and herbal remedies in the Seaside Market. Old, filthy, and smelling faintly of ham, she's friendly enough and shows the characters the bag of teeth if asked. She explains she bought it because she felt bad for Slick. She had sold him a cure for warts that didn't work and actually made them worse. She doesn't think the bag has any value. (She's right.)

The man with the jar of grease could be anyone in the city and finding him is akin to finding an honest man in Scurvytown, which is to say, impossible. The scroll went to a member of the Wizards' Guild. Attempts to learn whom the man or woman provides the same results as described under **Encounter G**. What this scroll is and who purchased it is a perfect way to expand the adventure, but if you're not inclined, this should just be another dead end.

F. THE KNORBERTAL HOUSE

The Knorbortal House faces the Street of Dreams in the Old City. When Delinda Knorbortal 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 Knorbortal House is a two-story structure with a shop on the ground floor and living quarters above. A sign proclaiming the place Knorbortal's Herbs still hangs over the door, though it's faded and peeling. The front door is locked (Lockpicking -2) and there is no other entrance from the street. Windows toward the front and the rear can be reached with a Climbing roll 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 Notice rolls. 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 @@) and he runs a small shop next door to the old Knorbortal 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.

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.



Characters taking the time to talk with Uri find he's a terrible gossip and for every question he asks about what the characters are up to, he might cough up a bit of useful information about some of the other characters involved in the plot, as well as what's happened so far. "I should really be used to all this activity at the house; it's been a madhouse lately, what with all the comings and goings." Uri is friendly as long as he believes the characters are supposed to be in the house. If for any reason this changes, he immediately clams up and flees to his home or to the Sea Lord's Guard to report the suspicious activity. Uri knows the following clues, and reveals as much or as little as you like based on the questions the characters ask.

"A rather severe man in long robes came to the house a few weeks ago. I've seen him around the Old City for as long as I've lived here. I think he was Tarmon. You know, the wizard on the Captains' Council? Anyhow, he came here in the middle of the week, disappeared inside, and never came out that I saw. A few days later, he was back with a nice-dressed man, attractive, bronze skin, dark hair, white robes—he had hard eyes, though. The two walked the building and then left.

"Then a few days after that, there was a notice on the door that said the house and its contents were to be auctioned at the Municipal Auction House... Yesterday or the day before—I'm never good with details. Anyway, the workers showed up a day or so ago and unloaded the house. The most curious thing happened, though. Curious indeed. Young Beedle, you know, Knorbortal'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 4: Denizens of Freeport**), 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 4 hours of work and costs 1 penny for each point of their die 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 –2 penalty to the check. See **Table A–4: The Man in White** for details.

TABLE A–4: THE MAN IN WHITE

Roll	Result
4+	<i>“Aye, I know who yer talkin’ about. I seen ’im around. Must be important, since he’s almost always with one o’ them damn wizards.”</i>
5+	<i>“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.”</i>
6+	<i>“Farastay. Something Farastay. I hear he’s an important person from the Continent. Merchant maybe. Spends time with the wizard Tarmon.”</i>
7+	<i>“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.”</i>
8+	<i>“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>

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 Streetwise roll or a handful of lords 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**.

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 Streetwise roll at –2 learn that Captain Farastay always deals with the same

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 Apprentice Watchman statistics on page @@). After two or three of these, the characters aren’t likely to sit in one place for long.

man—Dimetrios. A Common Knowledge roll reveals Dimetrios is a minor smuggler who stays out of trouble by lining the pockets of the Harbormaster. A raise 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

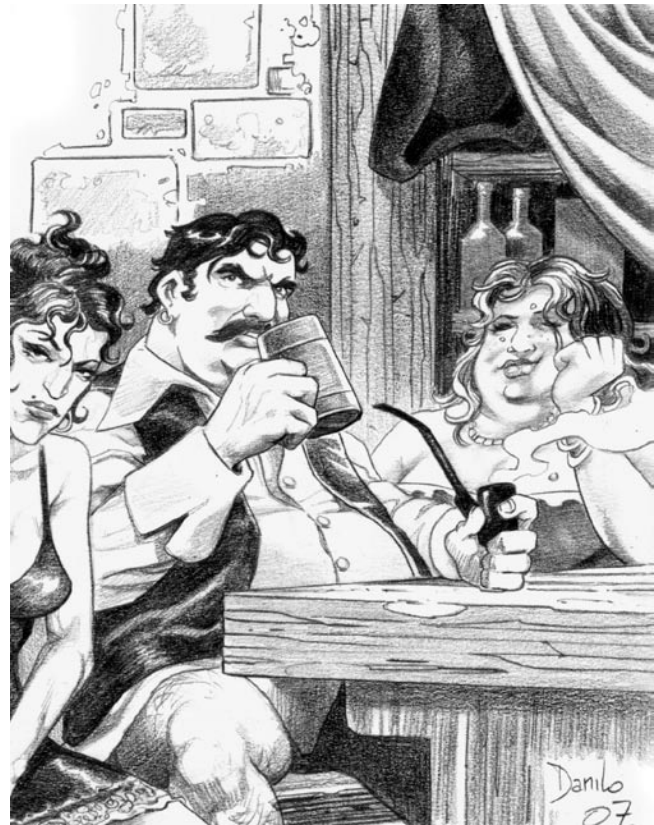
A minor smuggler and popular knave in the Docks and Scurvytown, he has the benefit of knowing whom to pay to look the other way. One of the worst kept secrets in the Docks, however, is that Dimetrios is the “door” to the Black Mark, Freeport's nexus of smuggling activity. Through him, the Black Mark 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 rolls should eventually put them in touch with the smuggler.

Seated at a large table and surrounded by six scantily-clad women is a large, fat man with porcine features and a big grin. He has a mop of black hair and little black eyes. A thick moustache covers his lip, but does little to hide his big smile.

Dimetrios denies everything. He denies knowing Slick, denies dealing in drugs, and denies any connection to the Black Mark. Intimidation and threats don't work on him either since he only has to say the word and send the characters into a world of hurt. Hidden among the crowd are six Journeymen Thugs (see page @@ 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 Persuasion roll at -1. If they mention Slick and circumspectly tell the smuggler they know about his other enterprises, they get a +1 bonus on the check. If they mention their suspicions that O'takan Farastay is a slaver, they get a +2 bonus, +4 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 Knorbetal 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**).

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 roll, requiring 1 penny per point of the die roll and 1 hour for every 2 points of the die result, turns up information as shown on **Table A-5: Murder Information**.



TABLE A-5: MURDER INFORMATION

Roll	Information
4+	<i>"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."</i>
5+	<i>"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?"</i>
6+	<i>"The victims? A prostitute, a member of the Watch, and an adventurer."</i>
7+	<i>"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."</i>
8+	<i>"It's a sorry thing, though, about Reinholt Proy, the Watchman. 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."</i>
9+	<i>"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."</i>
10+	<i>"Montblanc? Oh, she was killed in Kreble's Kradle. Can't say why she was there. Nasty place, that."</i>
11+	<i>"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."</i>

CRIME SCENES

The Watch has the crime scenes covered up tight. The characters will have to use Persuasion, spells, or some other subterfuge to get a look at these places.

ROSE ALLEY

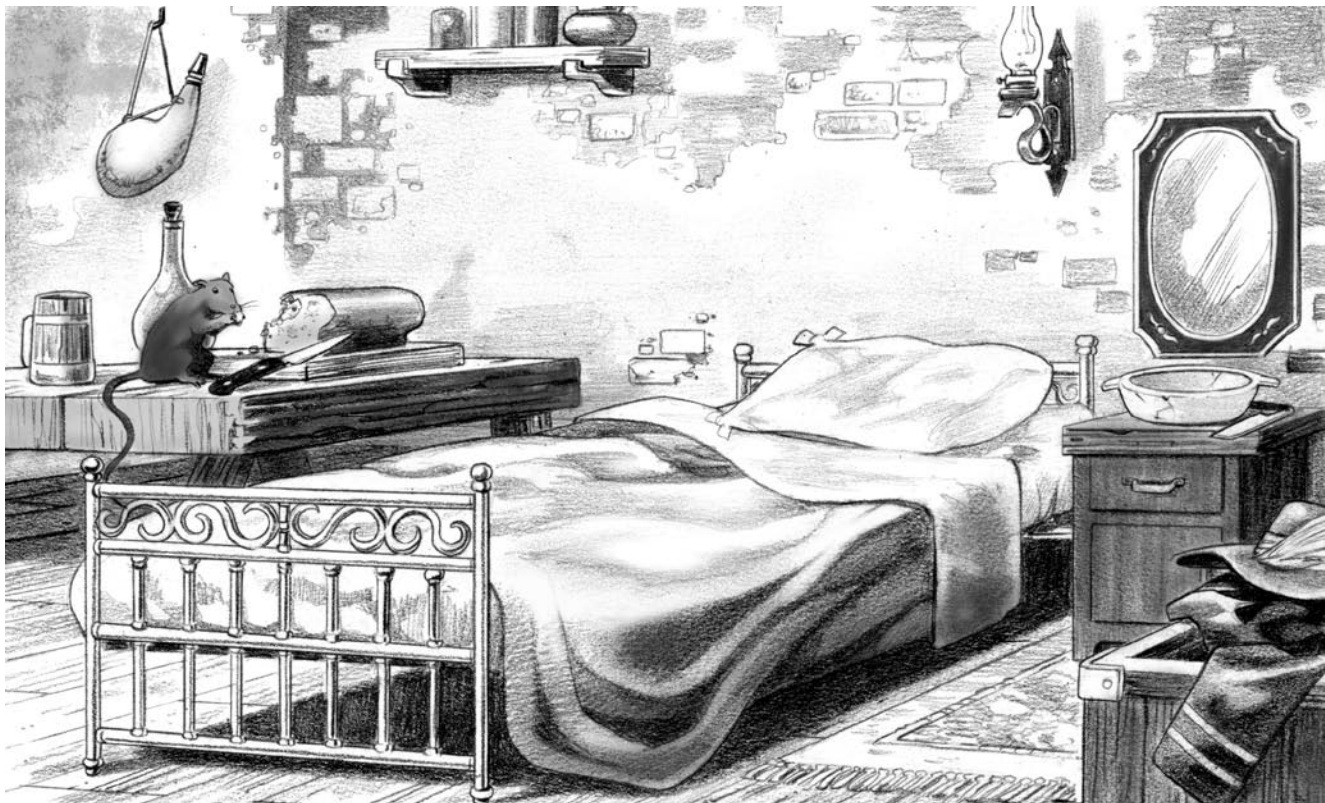
This sidestreet is a noted place where cheap courtesans sell their services to randy sailors and desperate men. It's a disgusting place, the walls covered with lewd graffiti and suspicious stains. A Persuasion roll (+1 per lord spent in bribes) gets the local prostitutes to reveal Sasha had a customer 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 Streetwise roll 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 an Intimidation roll at -2, he starts blubbing, saying he knows who did it. After the characters left, Beedle showed up. He looked strange, his eyes flashing a bright green. He walked right passed Kergen and ignored the owner. He vanished up the stairwell and never came out. He's more saddened by the fact the Watch confiscated all of Montblanc's



possessions before Kergen got a chance to pick out the expensive items to recoup the damage to his business. Characters who score a raise on the roll 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 Streetwise roll at -2 . 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 (Toughness 10; Lockpicking -1). Getting the manager to give the heroes a key requires a Persuasion roll (give the heroes a $+1$ 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 Notice roll (-2) in the apartment turns up an old, battered journal. The pages are yellowed and the writing is cramped. The dates on the entries place the events described about a hundred years ago. Flipping through the pages, it discusses the life of a guard in service to the Sea Lord. The writer wasn't a particularly good man, and the text paints him as opportunistic, looking to get ahead and out of the city. Of note is the final entry, which follows:

I can't get the blood off my hands. They won't come clean no matter how hard I scrub. I agree with the Sea Lord's war, but the killings. Too many Freeporters are falling in her crusade to cleanse the city of the Thieves' Guild. Far too many...

After tonight, I think I'm done. I can bust heads like anyone, but I'm not a child-killer. Or at least I wasn't. Marquetta passed down orders we were to hit them fast and hard. Our informants told us there was a Guild safehouse in the Freebooter's District. Me and my boys marched down there after sunset. We were going to smoke out the thieves and round them up when they came out. I gave the order. The boys tossed in the torches. The fire spread quickly, engulfing the house. But no one came out. Then, were beset. Scum came from all directions attacking us. While fighting one of those bastards, I thought I saw someone in the house. It was a child. I tried to break free of my opponent and help the kid, but he wouldn't let me go. I looked again. Two children. Screaming. I tried, damn it, I tried to help.

Then, this woman, their mother I guess, showed up. She went crazy. She started screaming and wailing, slashing at my boys with a knife. It was weird. Time seemed to slow. Whenever her blade bit flesh, her victim fell, dead. Each time, the green stone of the pommel shone with light, casting a ghastly glow. A minor nick was all it took—the man simply died. The sheer violence surprised my foe so I drove the blade into his gut and pulled my crossbow. She was still fighting, still killing. I raised the crossbow and fired. The bolt took her down. She crawled forward, toward the house, where she died. I did her a favor, I s'pose. Ain't no good watchin' yer children die.

The thieves ran off. Of our entire squad, only myself, Henry, Montblanc, and Rue still lived. Old Rue picked up the knife from the woman's corpse and tucked it away. What he wanted with it, I can't say. Anyway, I'm quitting in the morning. I've had enough.

The journal ends here and there's no more mention of this knife. The men the author calls out all had families with children, and then died. Their lines, however, were weak, and each has only one heir: Reinholt Proy was the descendant of the writer, Rene Montblanc of

Montblanc, and Old Sasha of Henry, and these three are all dead. The only survivor is Rue's descendant, Uri Tasovar, though there's next to no way to make this connection without further inquiries.

The conflict the writer mentions describes the outbreak of the Back Alley War. Player characters who succeed on a Knowledge (History) roll 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. A raise 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 Common Knowledge roll 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 Persuasion roll). 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 Knorbortal 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 Knorbortal 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

Streetwise roll 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 Persuasion roll at -4 or a successful Intimidation check (his statistics follow). The characters can use force to subdue the man, which may be the only course of action, since he's their best chance at nabbing Beedle. He hasn't yet gone to the Watch about the PCs (assuming they've been to the house before) because he fears reprisals.

URI TASOVAR

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Persuasion d4, Streetwise d6

Charisma: +0; **Pace:** 4; **Parry:** 5; **Toughness:** 5

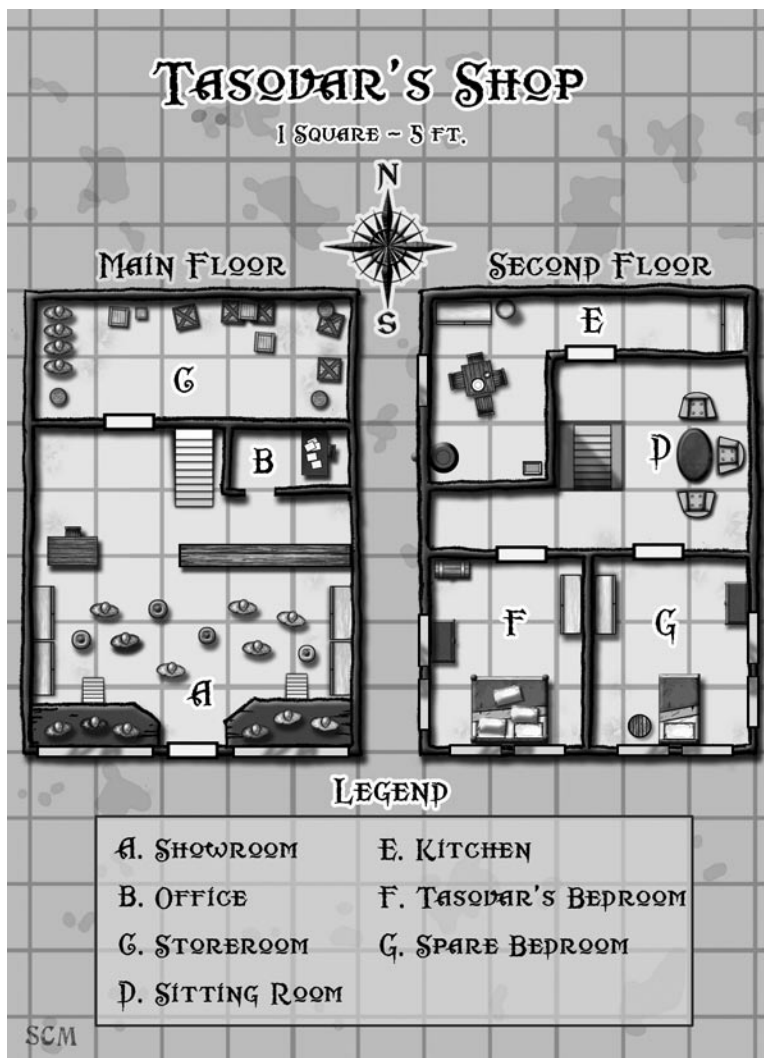
Hindrances: —

Edges: Alertness

Gear: Dagger (Str+d4)

TASOVAR'S SHOP

Tasovar runs a small, moderately successful tailor's shop on the Street of Dreams. It sits next to the Knorbortal 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 (Toughness 10; Lockpicking roll at -2 to open the front door).



A. SHOWROOM

The showroom is a maze of manikins, bolts of cloth, stools, mirrors, and other accoutrements of dressmaking. Two displays for the windows can be reached by a short set of steps near the front of the area. A long table separates the customer area from where Tasovar does his work.

B. OFFICE

This small room serves as Tasovar's office. Sketches of dresses hang on the walls and the place is in utter disarray. A Notice roll uncovers 250 lords.

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.

BEEBLE'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 Persuasion roll at -2 check in conjunction with this information is enough to cause the ghost to wail and flee back into the dagger, releasing Beedle. The failed wizard, however, is very confused and tries to flee to the best of his ability. If he gets



away, O'takan's minions snatch him and drag him to their hideout as described above.

THE GHOST OF MELANIE CRUMP

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d8
Skills: Fighting d4, Intimidation d8, Lockpicking d6, Notice d6, Stealth d12+2, Streetwise d6, Taunt d6

Pace: 6; **Parry:** 4; **Toughness:** 6

Special Abilities:

- **Ethereal:** Immune to normal damage. Takes damage as normal from magic items, magic weapons, and arcane powers.
- **Flight:** Pace 6.
- **Malevolence:** Once per round, Melanie Crump can merge her incorporeal form with a living creature that's touching the *emerald dagger*. The target must succeed on an opposed Spirit roll to resist the effect and if it succeeds, it's immune to Melanie's malevolence for 24 hours. On a failed save, Melanie takes over her target's body and controls it as if using the *puppet* supernatural power.
- **Manifestation:** Melanie exists in the Ethereal Plane, though tethered to the *emerald dagger*. While lurking on this plane, she cannot affect or be affected by anything in the material world. If somehow freed from the dagger—unlikely as it is—she can manifest and partly enter the Material Plane. While manifested, she can only be harmed by other ethereal creatures, supernatural weapons, or powers, with a 50% chance to ignore any damage from a corporeal source. She can pass through solid objects at will and her own attacks pass through armor.
- **Rejuvenation:** If Melanie is somehow destroyed, her spirit restores itself within eight days, once more possessing the dagger. To do so, she must succeed at a Spirit roll. She is put to rest by either killing the last heir, Uri Tasovar, or by convincing her that the true culprits are the Mazin slavers.
- **Unnatural Aura:** Animals can sense Melanie's unnatural presence at a distance of 6". They do not willingly approach

nearer than that and become Panicked if forced to do so, remaining in this state as long as they remain within this range.



POSSESSED BEEBLE

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d8, Vigor d6
Skills: Fighting d6, Healing d5, Intimidation d6, Knowledge (Alchemy) d4, Knowledge (Arcana) d4, Lockpicking d6, Notice d6, Shooting d6, Spellcasting d8, Stealth d4, Streetwise d6, Taunt d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: —

Edges: Alchemy, Arcane Background (Magic)

Powers: *beast friend, blast (fire), bolt (fire), invisibility, puppet*; 15 Power Points

Gear: Dagger (Str+d4), hand crossbow (Range: 5/10/20, Damage: 2d6)

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 *detect arcana* spell reveals this) and so the characters may want to destroy it. This is easier said than done. Although the knife may look old and in poor condition, it

THE EMERALD DAGGER

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 supernatural weapon that grants a +2 bonus on Fighting rolls and damage to its wielder. In addition, up to three times per day, whenever it strikes a living creature, the victim must succeed on a Vigor roll or suffer an additional.

This weapon is wicked, spawned from the dark sorceries of the Mazin fiend-binders. Each day the weapon remains in the character's possession, he must succeed on a Spirit roll or be forced to commit a loathsome or vile act as determined by the GM. This is what prompted Beedle to try to poison his aunt.

is resistant to nearly any effort to destroy it, immune to fire, acid, cold, and just about everything else. Characters may just toss the weapon into the ocean, and if so, it's lost—for now... Farastay comes to the characters with a pair of dretches, however, to find out what they did with it.

PART 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 BEEBLE

If Beedle has thus far escaped the characters, O'takan's demons eventually catch up with the thief and take him to the ship. Beedle, however, doesn't go quietly. A few uses of offensive spells 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 Streetwise roll. 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 Persuasion roll (claiming there are orcs onboard grants a +1 bonus on the check). Alternatively, Dimetrios might help the characters if they have proof Farastay is a slaver and the PCs threaten to turn the smuggler over to the authorities. Dimetrios sends a dozen Apprentice Thugs, but ever after he's the characters' enemy—he does not tolerate blackmail.

THE 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 forecabin, 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 Notice roll turns up the Captain's Log. This book is small and filled with tight, neat writing. Notes indicate the *Narwhale* calls Mazin home and mention of chattel suggests the ship transports slaves. Presenting this log to Tarmon is enough to convince the wizard of his friend's duplicity.

F. FIRST MATE'S QUARTERS

This room is similar to the Captain's Quarters and houses the first mate, a foul sorcerer of the blackest arts. He knows little of sailing, but he keeps the crew in line through fear of his terrible gifts.

G. HOLD AND GANNON DECK

This large area is where the sailors man the cannons as well as keeping extra cargo. Manacles set in the floor suggest the typical types of cargo carried by the ship. A pile of cannonballs stands in a pyramid near the mainmast.

H. MESS

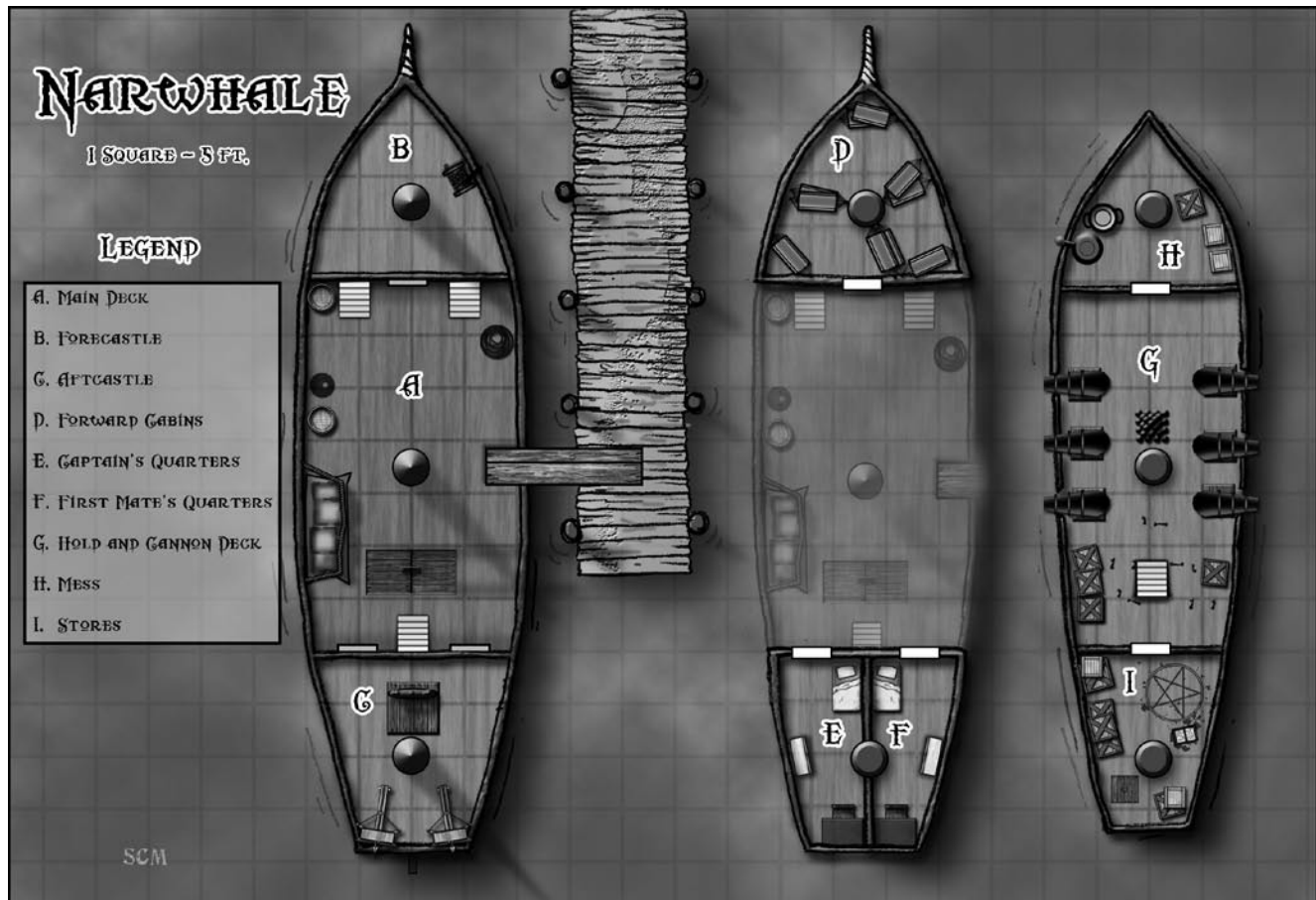
This room holds the ship's kitchens and supplies. The cook creates bland though nourishing meals. There's enough food and potable water for a month at sea. Heaped in a pile in the corner of this room are six bloated bodies crawling with vermin. A quick inspection reveals the bodies have been cut up and used for food. These victims were used as sacrifices by Farastay to summon the demons. Characters seeing the pile must make a Guts roll or roll on the Fright Table.

I. STORES

This room holds spare sails, an extra anchor, a length of chain, tar, and all the other accoutrements one would expect to find on a ship. A trap door in the floor leads to the bilge (not pictured), which is sometimes used to transport the hardier slaves.

All of the supplies have been shoved against the walls to accommodate a pentagram painted in blood. Farastay and his sorcerer use the summoning circle to conjure demons. The stench of blood and death hang heavy in the air. Black candles still sit arranged in a circle around the circle.

A copy of the *Liber Demonica*—a blasphemous tome Farastay and the sorcerer use to perform the ritual to summon their demonic servants—lies on the floor in a pool of blood. See sidebar for details.



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.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d8
Skills: Boating d6, Fighting d4, Shooting d6, Swimming d6
Charisma: -2; **Pace:** 6; **Parry:** 4; **Toughness:** 6
Hindrances: Mean
Edges: —
Gear: Kukri (Str+d4+1), short bow (Range: 12/24/48, Damage: 2d6), 10 arrows

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!"

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d8, Vigor d8
Skills: Boating d6, Fighting d10, Intimidation d6, Swimming d4
Charisma: -6; **Pace:** 6; **Parry:** 7; **Toughness:** 9(2)
Hindrances: Bloodthirsty, Ugly
Edges: Brawny, Frenzy
Gear: Chain mail apron (+2, torso only), axe (Str+d6)

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.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d8
Skills: Fighting d6, Intimidation d8, Notice d6, Spellcasting d8, Stealth d6
Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6
Hindrances: Ugly
Edges: Arcane Background (Magic), Block, Combat Reflexes
Powers: *armor, bolt (air), boost/lower trait, detect/conceal arcana, dispel, elemental manipulation (air)*; 15 Power Points
Gear: Dagger (Str+d4)

CALL FORTH THE FIEND

Rank: Veteran
Power Points: 6
Range: Instant
Duration: Special
Trappings: Glowing feet, water hardens.

This incantation, which takes an hour to perform, conjures one or two fiends from the lower planes, calling them into the caster's native plane to do their caller's bidding.

To cast *call forth the fiend*, the caster must inscribe a pentagram on a flat surface using blood from a fresh sacrificial victim mixed with the caster's dung and the powdered remains of a silver holy symbol. Once the circle is inscribed, the caster begins the invocations required for the incantation.

If the incantation succeeds, a skulldigger (see following) or two dretch tear a hole in reality, pulling themselves free as if clawing their way out of an invisible womb. The fiends summoned bow before the caster and await its instructions. The caster can bid the conjured minions to perform one task. Should the task be impossible to complete, the fiend is freed from the spell's effects and may go its own way. Fiends brought forth from the lower planes by a successful casting of this incantation never attack the caster. Fiends vanish when slain, returning to their native realm.

With a critical failure, three dretches suddenly appear and attack the caster. This is in addition to any other backlash effects.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d10
Skills: Fighting d6, Notice d6, Spellcasting d8
Pace: 6; **Parry:** 5; **Toughness:** 10(1)
Special Abilities:

- **Armor +1:** Scaly skin.
- **Bite/Claws:** Str+d6.
- **Eyes of the Master:** The soul that animates a skulldigger is forever bound to its demon prince. Through this unholy bond, the demon prince can see with the eyes of the skulldigger at will. Normally, there is a 1% chance that the demon prince is watching at any given time. This chance rises to 25% if the skulldigger is on an important mission, such as when conjured using the *call forth the fiend* incantation.
- **Flight:** Pace 10.
- **Immunity:** A skulldigger cannot be affected by the Unholy Warrior Edge.
- **Infra-vision:** Halves darkness penalties against heat-producing targets.
- **Powers:** *burst (fire), detect/conceal arcana, invisibility, teleport*; 25 Power Points.
- **Quick:** Redraw initiative cards of 5 or lower.
- **Undead:** +2 Toughness. +2 to recover from being Shaken. No additional damage from Called Shots (except the head). Immune to disease and poison.

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.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Boating d6, Fighting d8, Intimidation d8, Notice d6, Persuasion d8, Spellcasting d10, Swimming d6, Taunt d8

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Mean

Edges: Arcane Background (Magic), Attractive, Combat Reflexes, Command, Improved Nerves of Steel, Wizard

Powers: *bolt (acid)*, *boost/lower trait*, *deflection*, *detect/conceal arcana*, *fear*, *puppet*; 25 Power Points

Gear: Rapier (Str+d4, +1 Parry), emerald dagger (Str+d4+2, +2 to Fighting rolls)

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 –2 penalty to their Shooting rolls and it takes two actions to reload these weapons. Ballistae deal 2d8+2 points of damage (AP 2).

Meanwhile, the cook emerges from the mess (Area H), joining the fight after 4 rounds. The first mate, who’s in his quarters, throws open his door and lays about with his spells each round.

If Farastay is on board, he may fight alongside his crew, joining the fight in 2 rounds, but only if he doesn’t yet have the knife and/or Beedle. If he has the *emerald dagger* and the failed wizard, he’s in the Stores (Area I) finishing the incantation to summon a skulldigger (see sidebar) to hunt down and slaughter the characters. The ritual takes one hour to perform, so how far along Farastay is depends on how soon the characters show up after he’s snatched Beedle. If the incantation fails, a trio of dretches (see page @@ for statistics) appears instead and attacks Farastay and the rest of the crew until they themselves are destroyed.

AFTERMATH

The best possible ending for *Fury in Freeport* is for the characters to defeat Farastay, recover the *emerald dagger*, save Aporcus Beedle, and present proof of Farastay’s wickedness to the Watch or the high wizard Tarmon. This is a tall order, since it requires the characters to uncover all of the clues, follow the leads to their conclusions, and correctly deduce what’s going on. Regardless of how well the characters do, the adventure concludes whenever Farastay is killed or escapes.

Should the unthinkable happen and Farastay gets the *emerald dagger* and sacrifices Beedle, the Mazin slaver conjures a 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 lords apiece (100 if they failed or lost the *emerald dagger*).

Undoubtedly, the characters have made many contacts in their adventures in Freeport and have likely made a few enemies, too. Will Dimetrios try to rub out the characters to keep his secret safe? Will Tarmon take steps to remove the characters to avoid implicating himself by his friendship with Mazin? What about Melanie Crump? If she managed to kill Uri, she may be gone to whatever hell that awaits her, but it’s possible she’s not content and may seek more victims to quench her unholy thirst for vengeance. With these adventure seeds, *Fury in Freeport* can be more than just a single adventure—it can be the start of your new campaign in the City of Adventure!



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