

Freeport: The City of Adventure Official Errata

Special Thanks to Tim Emrick.

Barbarian is sometimes incorrectly abbreviated as Bar. It should be Bbn. This occurs on pages 47 and 100.

There are two references to sabers in the text (pages 26, 28). Stats are identical with the scimitar.

Page 15: The stats for Ichibando and Maralei are incorrect. Their correct stats are on page 41.

Page 16: Kothar the Accursed's ranged attack bonus should be +11/+6

Page 25: Captain Marcus Roberts does not have Improved Initiative. His correct Initiative is +3.

Page 26: Arias Soderheim's alignment is Neutral. The Spells Prepared section should be replaced with the following:

Spells Per Day (3/4/4/3/1)

Spells Known (6/4/4/4/2): 0—*dancing lights, daze, detect magic, ghost sound, prestidigitation, read magic*; 1—*charm person, hypnotism, mage armor, sleep*; 2—*detect thoughts, enthrall, misdirection, suggestion*; 3—*charm monster, dispel magic, emotion, lesser geas*; 4—*dominate person, modify memory*

Page 26: Add Power Attack to Buster Wallace's list of feats.

Page 28: Captain Lydon does not have Improved Initiative. His correct Initiative is +1. AC is 15.

Page 56: The dagger attack bonus of the Typical Hellhound should be +1. This, and the rapier's attack bonus, assumes two weapon fighting.

Page 65: Torsten Roth is human.

Page 66: The ghost of Fiarella Donadrien in the Freeport Opera House is [female elf ghost Exp6, hp 25].

Page 71: The first adventure hook of the Jewelers and Gemcutters Guild mentions a Thieves Guild. This reference should be to Finn's Syndicate.

Page 78, In two places in the second column, "Sea Lord's Guard" should read "watch."

Page 83: Tarmon also has a toad familiar named Burkhard and an apprentice named Glenfield [male gnome Wiz1, hp 4].

Page 98: Replace the text about the *wand of guards and wards* with the following:

"After Samarka locks the place down each evening, a wizard from the Wizard's Guild casts *guards and wards* on the entire building. This procedure is expensive but Samarka finds it money well spent."

Page 107: Use the following stat blocks for the Serpent People:

K'Stallo

Male serpent person Clr6: CR6; Medium-sized monstrous humanoid; HD 6d8; hp 29; Init +4 (Improved Initiative); Spd 20 ft; AC 16 (+1 natural, +5 masterwork chainmail); Atk +6 melee (1d8+1d6 electricity +1, +1 *shocking burst heavy mace*); SQ darkvision 60 ft., polymorph self (Sp); AL CG; SV Fort +5, Ref +2, Will +8; Str 12, Dex 11, Con 10, Int 14, Wis 16, Cha 13.

Skills and Feats: Concentration +5, Hide +3 (-1 in armor), Diplomacy +5, Knowledge (arcana) +9, Knowledge (local) +6, Knowledge (religion) +9, Move Silently +3 (-1 in armor); Combat Casting, Improved Initiative, Skill Focus (diplomacy), Still Spell.

Spells Prepared (5/5/5/4): 0—*cure minor wounds* (x2), *detect poison*, *guidance*, *read magic*; 1—*command*, *cure light wounds*, *detect secret doors**, *remove fear*, *sanctuary*; 2—*augury*, *cure moderate wounds*, *detect thoughts** (x2), *enthrall*; 3—*dispel magic**, *magic vestment*, *prayer*, *summon monster III*.

Domains: Knowledge and Magic. *Domain spell.

Possessions: *Minor Cloak of Displacement*, +1 *shocking burst heavy mace*, sacred book of Yig.

Serpent People, Civilized

CR 1/2; Medium-sized monstrous humanoid; HD 1d8-1; hp 3; Init +4 (Improved Initiative); Spd 30 ft., swim 15 ft.; AC 6 (+1 natural, +5 chainmail); Atk +1 melee (2d4, falchion), +1 ranged (1d6, short bow); SQ *polymorph self* (Sp; 3x/day, as by 8th-level sorcerer), darkvision 60 ft.; AL NE; SV Fort -1, Ref +2, Will +2; Str 10, Dex 11, Con 8, Int 13, Wis 10, Cha 13.

Skills and Feats: Escape Artist +2, Hide +2, Knowledge (arcana) +5; Improved Initiative.

Serpent People, Degenerate

CR 1/2; Medium-sized monstrous humanoid; HD 1d8+1, hp 5; Init +4 (Improved Initiative); Spd 30 ft., swim 15 ft.; AC 13 (+1 natural, +2 large shield); Atk +2 melee (1d8+1, shortspear; or 1d4+1, bite and poison), +1 ranged (1d6+1, javelin); SA poison (Ex; 1d6 temporary Wis, initial and secondary; Fort save avoids, DC 15); SQ darkvision 60 ft.; AL CE; SV Fort +1, Ref +2, Will +0; Str 13, Dex 11, Con 13, Int 6, Wis 7, Cha 8.

Skills and Feats: Climb +5, Escape Artist +4, Hide +5; Improved Initiative.

Page 113: Your Con cannot fall below 3 due to Seasickness. On reaching 3, you fall unconscious.

Page 120: Replace the Weapon Specialization entry of the Freeport Pirate with the following:

"Superior Weapon Specialization (Ex): At 8th level the pirate gains a +2 to bonus to damage with either the cutlass or the boarding pike. This bonus stacks with any existing Weapon Specialization."

Page 121: Of the Pirate Weapons, rogues receive proficiency in the belaying pin, cutlass, and gaff.

Page 123: In the Weapon and Armor Proficiency section of the Cultist NPC Class, "Adept" should read "Cultist."

Oona, the Cannibal Spirit (see page 86) is also available as a Cultist Deity.

Page 125: Add the following to the entry of Naval Code:

"Unlike conventional languages, characters may take up to three ranks in Speak Language (naval code). At one rank, they can transmit or receive one sentence per minute. At two ranks, their speed increases to 5 rounds, and at three ranks they can send or translate a sentence with a full-round action."

Page 141: The Figurehead of Blue Water grants a +4 luck bonus to Swim. This works as follows. Anyone who touches the figurehead before diving into the water gains the bonus for one hour.