

Focus on Freeport: December 2000

Reikert Lloyd, Captain of Verlaine's Guard

By Robert J. Toth

Verlaine, the head of the Captains' Council of Freeport, is no fool—when he hires personal guards, he gets the best muscle money can buy. And for the captain of those guards, he chose the toughest, smartest fighter in the crew: Reikert Lloyd.

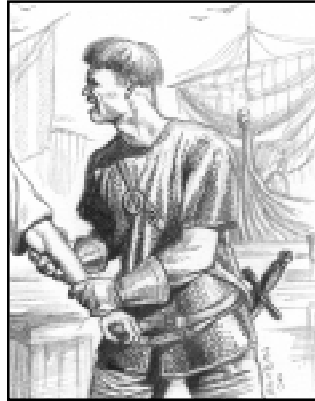
Unlike most thugs-for-hire, Lloyd came from the right side of the tracks. For decades, his family made candles and shipboard lanterns out of a large shop in the Old City. Lloyd, the third-youngest of four children, didn't stand to get his hands on the family business; at the same time he resented his older siblings, he found the idea of being cooped up in a shop all day stifling. At school—one of the finest in Freeport—he was a sullen and distracted student. For kicks he took up with the sons of other merchants for all-night carousing sessions. After a few benders, his parents threatened to cut him off. He took them up on their offer and headed to sea.

It was a tougher life than he ever imagined, and his name didn't buy him any breaks. He spent a long year swabbing decks and loading cargo. By the time he jumped ship in a distant port he was stronger and wiser than he'd been—but by no means humble. He knew he'd been lazy before he hit the ocean, but he figured he'd paid his dues, and the world owed him a reward. So he found a saloon, hooked up with a party heading into the hills, and found himself in the occupation of choice for tough guys with something to prove: adventurer. By the time he came back to town, he had many monsters' blood on his hands and a sack of cash.

Lloyd didn't return to Freeport by choice. Over the years, he'd get tired of hacking and slashing in one town and hop a ship to new vistas, without ever asking the destination. One of those ships dropped him back home. He found his anger toward his family had burned out—and he even felt a little misty wandering the docks of his old stomping grounds. He kept the rest of the Lloyd clan at arm's length, and went out trolling for work.

As it turns out, work found him. Coming out of a tavern one evening, he was jostled by a passing stevedore. His instincts worked faster than his brains, and he cut the dockworker in half. Moments later, the local watch showed up and informed Lloyd that he was a hero: The stevedore had just butchered the first mate of the Eye of Krom. Lloyd's panic melted, and his salesmanship kicked in. He wangled himself a job on the watch, where he quickly came to the attention of the new Sea Lord, Drac, and his right-hand man, Councilor Verlaine.

Now Lloyd oversees Verlaine's private security, directing and training a team of several dozen guards, and generally taking care of anybody who makes trouble for the councilor. He can't say that he particularly likes Verlaine—or, indeed, just about anybody else he meets—but the guy knows how to pay a retainer. And, for all



his bluster and hard-hearted swordwork, Lloyd doesn't know a thing about the plans swirling around his boss. In fact, the enormity of the evil underfoot would probably awaken his long-dormant conscience...

Adventure Seeds

An Old Acquaintance

Captain Lloyd puts in his first appearance in *Terror in Freeport*, the second module in the Freeport Trilogy. If your party goes on independent adventures after the first module, *Death in Freeport*, they could run into Lloyd carrying out his job—giving his first “official” appearance in *Terror* some added wrinkles. Will it be easier or harder to outwit the captain of the guard if the adventurers already know him?

A variation on this idea: If you plan to run the Freeport adventures, but haven't yet, have your party encounter Lloyd before he returns home—while he's still adventuring. Perhaps he could even be the lure that brings them to Freeport in the first place!

WARNING: THE NEXT ITEM CONTAINS A “SPOILER” FOR TERROR IN FREEPORT. DON'T READ ON IF YOU HAVEN'T PLAYED THE MODULE!

A New Ally

Lloyd meets an ugly end in *Terror in Freeport*. But he doesn't necessarily have to! If you find the character interesting enough to explore, save his life and join the adventurers as an ally struggling to come to grips with the lie he's lived under. He would make a fine character for a new player, or for someone whose character died. Alternately, have him join on to Sea Lord Drac as a hired sword—clueless to the bigger plan or not—and match wits with the party yet again.

Reikert Lloyd, male human Ftr4

CR 4; Medium-size humanoid (6-ft. 5-in. tall); HD 4d10+8; hp 35; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (+1 Dex, +7 +1 banded); Atk +9 melee (bastard sword 1d10+5/crit 19–20/x2); AL LN; SV Fort +6, Ref +2, Will +1; Str 16, Dex 13, Con 14, Int 12, Wis 11, Cha 10.

Skills and Feats: Climb +0, Listen +2, Intimidate +7, Spot +3, Innuendo +2, Search +2, Sense Motive +5; Blind-Fight, Combat Reflexes, Dodge, Exotic Weapon Proficiency (bastard sword), Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Masterwork bastard sword, +1 banded mail, 2 potions of cure light wounds, 10 gp.