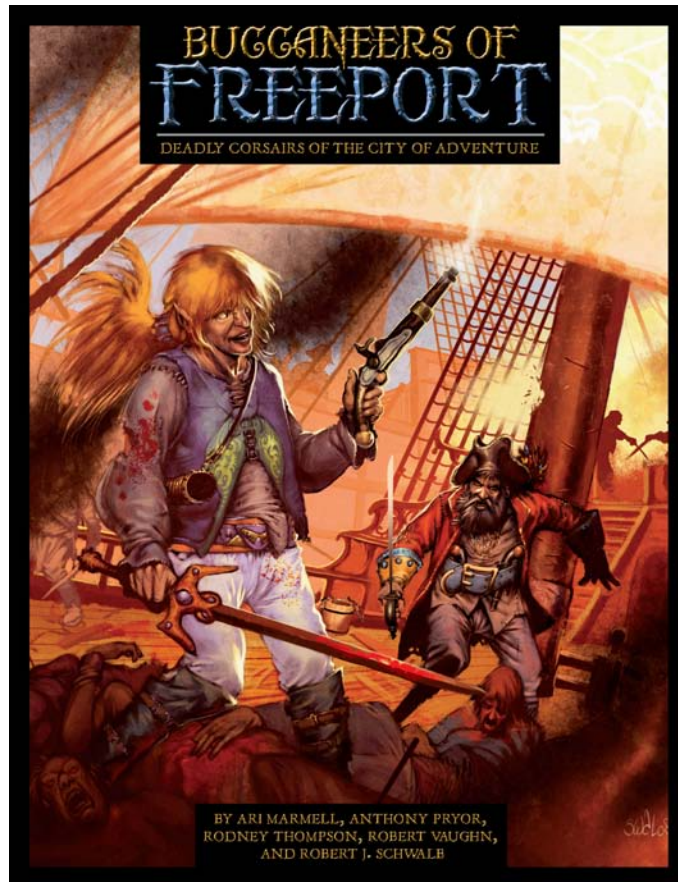


BUCCANEERS OF FREEPORT TRUE20 WEB ENHANCEMENT

DESIGN: TIM EMRICK
EDITING: ERICA BALSLEY

Copyright 2011 Green Ronin Publishing, LLC. Green Ronin, Freeport: The City of Adventure, True20, and their associated logos are Trademarks of Green Ronin Publishing. The game stats in this enhancement are Open Game Content.

In 2008 Green Ronin released *Buccaneers of Freeport*, a system-less sourcebook detailing some of the cunning rogues and ruthless cutthroats that ply the waters around Freeport. While you can create your own game stats for the characters presented in the book using the information provided, this enhancement aims to give you a hand by doing all the heavy lifting for you. Here you'll find complete True20 stats for the characters in *Buccaneers of Freeport*.



Note: This PDF has been laid out so that no character wraps at the column or page, so you can easily print the complete stat blocks you need for a given game session.

CHAPTER 1: THREE-SHEETS KIMBAL

Three-Sheets Kimbal is a pirate with more legends gathered about him than there are gold coins in his biggest score. The lovable rogue himself spread most of these stories, some of them contradictory, in order to keep his friends and enemies alike guessing at what his next crazy scheme will be—and to make them eager to hear all about the next one. He recruits a new crew whenever he has a new scheme to pursue, and rarely takes on the same crew member twice, so very few know Kimbal well enough to tell fact from fiction.

The one element that unifies Kimbal's adventures is his incredible luck. He's always getting into dangerous situations—through his own actions or blind chance—but always manages to get out in some do-or-die, daredevil maneuver.

Among his numerous enemies is the church of the Pirate God, whose treasury he once looted. Despite that—or perhaps because of it—Harrimast seems to smile on Kimbal, and his vengeful clerics are never quite able to catch the slippery captain.

THREE-SHEETS KIMBAL

The statistics below are one possible interpretation of Kimbal's deliberately confused myth. He may have vastly different abilities in other campaigns, depending on how the GM wishes to use him in the game.

THREE-SHEETS KIMBAL (REP +5)

Type: 15th Level Humanoid (Human Expert 5/Warrior 5/Adept 5)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +3, Con +1, Int +0, Wis +1, Cha +2

Skills: Acrobatics 6 (+9), Bluff 12 (+14), Climb 6 (+8), Diplomacy 12 (+14), Escape Artist 4 (+7), Gather Information 12 (+14), Intimidate 4 (+6), Jump 4 (+5), Knowledge (geography) 10 (+10), Knowledge (nobility) 4 (+4), Language 3 (Aquan, Azharan, Common, Naval Code), Notice 10 (+11), Profession (pilot) 10 (+11), Profession (sailor) 4 (+6), Swim 10 (+12)

Feats: Attack Focus (cutlass), Attack Focus (firearms), Born Marine†, Diver†, Firearms Training, Improved Initiative, Inspire (courage), Jack-of-All-Trades, Leadership, Lion-Hearted†, Lucky^B, Lungs of Legend†, Power (x4), Taunt, Supernatural Talent (Enhance Senses and Water Shaping), Weapon Training

†*True20 Freeport Companion*

Traits: Expertise, Powers (rank 8, bonus +10, Cha, save Difficulty 14; Enhance Senses +12, Second Sight, Water Breathing†, Water Shaping +12)

‡*True20 Adept's Handbook* (see appendix)

Combat: Attack +13 or +15 (masterwork Privateer FP) or +15 (supernatural cutlass), Damage +4 (masterwork Privateer FP) or +3 (supernatural cutlass), Defense Dodge/Parry +13/+11, Initiative +7; Conviction 10

Saving Throws: Toughness +1, Fortitude +7, Reflex +11, Will +7

"LEFTENANT" DRAKE, FIRST MATE

Drake was a Tagmatan naval officer and decorated war hero. That is, until he met Kimbal and was talked into joining one of his escapades. Now he's an excommunicated traitor to a country that he still loves. Rather than blame Kimbal, though, he loyally serves the one captain who will still have him.

"LEFTENANT" DRAKE (REP +2)

Type: 8th Level Humanoid (Human Warrior 8)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +2, Con +2, Int +0, Wis +0, Cha +2

Skills: Acrobatics 8 (+10), Bluff 0 (+2, +4 Hexworthians), Climb 4 (+7), Intimidate 4 (+6, +8 Hexworthians), Jump 4 (+6), Knowledge (geography) 4 (+4), Notice 4 (+4, +6 Hexworthians), Profession (pilot) 8 (+8), Profession (sailor) 4 (+5), Profession (soldier) 4 (+4), Sense Motive 0 (+0, +2 Hexworthians), Survival 0 (+0, +2 Hexworthians), Swim 4 (+7)

Feats: Armor Training (light), Attack Focus (cutlass), Born Marine†, Cleave, Favored Opponent (Hexworthians), Firearms Drill†, Firearms Training, Improved Disarm, Iron Will, Riposte†, Vehicular Combat, Weapon Training^B

†*True20 Freeport Companion*

Traits: Determination

Combat: Attack +10 or +11 (masterwork Privateer FP, cold iron axe-hammer, silver dagger, or Rod of Firestarting) or +12 (supernatural cutlass), Damage +4 (Privateer FP, cutlass, axe, or Rod) or +3 (hammer or dagger), Defense Dodge/Parry +10/+10, Initiative +2; Conviction 6

Saving Throws: Toughness +2, Fortitude +8, Reflex +4, Will +4

SYNCAPIT, SHIP'S BOSUN

Kimbal's mother saved this former hunter from life as a slave, and his gratitude is unending. He tracked down her son, and persists in returning to Kimbal's ship somehow, even though the captain regularly leaves him behind after every venture. He does, however, make an excellent bosun due to his obsession with detail.

The Kobold background appears in the *True20 Freeport Companion*.

SYNCAPIT (REP +2)

Type: 7th Level Humanoid (reptilian) (Kobold Warrior 5/Expert 2)

Size: Small

Speed: 30 ft.

Abilities: Str -2, Dex +2, Con -1, Int +1, Wis +2, Cha +0

Skills: Climb 5 (+3), Craft (cooking) 4 (+5), Craft (shipwright) 4 (+5), Craft (trapmaking) 0 (+3), Escape Artist 2 (+4), Gather Information 5 (+5), Knowledge (nature) 4 (+5), Medicine 2 (+4), Notice 6 (+11), Profession (sailor) 5 (+7), Search 4 (+7), Stealth 7 (+13), Survival 7 (+12), Swim 5 (+3)

Feats: Armor Training (light), Attack Focus (club), Dedicated (Kimbal), Evasion, Skill Focus (Notice), Skill Focus (Survival), Talented (Craft [trapmaking] and Search)B, Sneak Attack, Tough, Tough B, Track, Weapon Training

Traits: Darkvision 60 ft., Light Sensitivity

Combat: Attack +9 or +10 (club), Damage -1 (club) or +0 and poison (dart), Defense Dodge/Parry +9/+5, Initiative +2; Conviction 6

Saving Throws: Toughness +0, Fortitude +3, Reflex +4, Will +3

Light Sensitivity: Kobolds are dazzled in bright light.

Poison: Syncapit usually carries 2 doses of stonefish toxin for his darts: Injury, Difficulty 15, initial damage 2 Con, secondary damage 1 Con.

NASH THE CRAG GNOME, SHIP'S LOOKOUT

Originally a Iovan mercenary fighting deep underground, Nash somehow ended working on *The Crimson Wave* before Kimbal acquired it. A tragic accident cost him his legs, but he continues to be a dependable lookout. In fact, he flatly refuses to come down from his crow's nest.

SYNCAPIT (REP +2)

Nash (minion)

Type: 6th Level Humanoid (Gnome Warrior 6)

Size: Small

Speed: 5 ft.

Abilities: Str +0, Dex -1, Con +2, Int +1, Wis +3, Cha +0

Skills: Climb 9 (+9), Knowledge (tactics) 6 (+7), Hide 0 (+3), Language 2 (Common, Dwarven, Gnome, Terran), Medicine 4 (+7), Notice 9 (+14), Perform (oratory) 5 (+5), Profession (mercenary) 6 (+9), Profession (sailor) 5 (+8), Survival 9 (+12), Swim 5 (+5)

Feats: Armor Proficiency (heavy, light), Iron WillB, Light Sleeper, Night VisionB, Precise Shot, Point Blank Shot, Ranged Pin, Skill Focus (Notice), Talented (Craft [alchemy] and Notice)B, Tough, Weapon Training

Traits: Amputated Legs

Combat: Attack +6 (ranged), Damage +3 (spear) or +4 (heavy crossbow), Defense Dodge/Parry +6/+7, Initiative -1

Saving Throws: Toughness +0, Fortitude +7, Reflex -2, Will +7

Amputated Legs: Nash has lost both legs, leaving only stumps. He suffers a -4 penalty to Reflex saves and Disguise checks, to Dexterity-based ability checks and skill checks requiring legs, and is always considered prone. His speed is reduced to 5 ft., and he cannot run or jump, though he may climb and swim as if his base speed was 10 ft.

CHAPTER 2: CAPTAIN SCARBELLY

Scarbelly. The very name strikes terror, disgust, or both in the hearts of those who ply the seas around Freeport. This orc captain callously hurls his violent crew at other ships, taking great losses as they slaughter their unfortunate prey, but he never lacks for new recruits when he makes port. Most other pirates won't have a thing to do with him, due to his dangerous temper and vile record. Somewhat surprisingly, Scarbelly's crew hardly ever cause any serious trouble in Freeport itself, so the Captain's Council seems unable or unwilling to put an end his crimes. Meanwhile, the list of people with a grievance against Scarbelly grows longer, while the orc doesn't seem to care one whit what anyone thinks of his deeds—as long as they fear him.

CAPTAIN SCARBELLY

Scarbelly is listed as “journeyman” in *The Pirate's Guide to Freeport*, and as a 7th-level warrior in the *True20 Freeport Companion*. In *Buccaneers*, he is a “master” with several “journeymen” crew, so alternate statistics are presented here.

CAPTAIN SCARBELLY (REP +2)

Type: 11th Level Humanoid (Orc Warrior 11)

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +1, Con +2, Int +1, Wis -1, Cha +0

Skills: Acrobatics 9 (+10, +9 armored), Climb 9 (+13, +12 armored), Intimidate 14 (+14), Jump 9 (+13, +12 armored), Knowledge (geography) 10 (+11), Language 0 (Common, Dwarven, Orc), Notice 9 (+8), Profession (sailor) 10 (+9), Survival 5 (+4), Swim 9 (+13, +11 armored)

Feats: Armor Training (light), Attack Focus (battleaxe), Attack Specialization (battleaxe), Cleave, Diehard, Fearsome Presence*, Firearms Training, Great Cleave, Improved Critical (battleaxe), Iron Will, Night Vision^B, Rage, Tough (x2), Uncanny Dodge, Weapon Training^B

**True20 Warrior's Handbook* (see Appendix)

Traits: Determination

Combat: Attack +12 or +14 (supernatural battleaxe), Damage +7 (battleaxe) or +6 (Dragon FP†), Defense Dodge/Parry +12/+15, Initiative +1; Conviction 8

†*True20 Freeport Companion*

Saving Throws: Toughness +6 (+2 Tough, +2 masterwork chain shirt*), Fortitude +9, Reflex +4, Will +4

**True20 Warrior's Handbook* (see Appendix)

AGGRO, THE FIRST MATE

Aggro is first mate of the *Bloody Vengeance*, and also the crewman who has known Scarbelly longest—they belonged to the same tribe, before taking to the sea. His love of violence and pain makes him ruthlessly efficient at keeping the crew of line, and his lack of ambition makes him the one member of the crew who Scarbelly remotely trusts. Aggro lives for very little beyond the sadistic pleasures of inflicting pain, and in Scarbelly's company he finds plenty.

AGGRO (REP +2)

Type: 8th Level Humanoid (Orc Warrior 8)

Size: Medium

Speed: 30 ft.

Abilities: Str +5, Dex +2, Con +2, Int -1, Wis -1, Cha +0

Skills: Acrobatics 6 (+8), Climb 4 (+9), Intimidate 11 (+13), Jump 4 (+9), Knowledge (geography) 4 (+3), Notice 4 (+3), Profession (sailor) 4 (+3), Swim 4 (+9)

Feats: Adrenaline Rush*, All-Out Attack, Attack Focus (cutlass), Attack Specialization (cutlass), Cleave, Coup de Jarnoc†, Exotic Weapon Training (whip), Night Vision^B, Press Ganger†, Startle, Tough (x2), Weapon Training^B

†*True20 Freeport Companion*

**True20 Warrior's Handbook* (see Appendix)

Traits: Determination

Combat: Attack +10 or +12 (masterwork cutlass), Damage +7 (cutlass) or +6 nonlethal (unarmed or whip), Defense Dodge/Parry +10/+13, Initiative +2; Conviction 6

Saving Throws: Toughness +4 (+2 Tough), Fortitude +8, Reflex +4, Will +1

OLD YELLOW-EYE

One of this hideous orc's eyes has been cut out, while the other is yellow, swollen, and continually leaks disgusting fluid, but his powers of observation still exceed those of the rest of the crew. Old Yellow-Eye is a vicious fighter whose bloodlust is all the more dangerous for being carefully controlled. When not in the crow's nest, teaches his unique fighting style to the crew, quickly making them into more dangerous thugs.

OLD YELLOW-EYE (REP +2)

Type: 9th Level Humanoid (Orc Warrior 9)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +4, Con +1, Int +0, Wis +2, Cha -2

Skills: Acrobatics 12 (+16), Intimidate 8 (+6), Notice 8 (+10), Profession (sailor) 4 (+6), Sense Motive 8 (+10), Sleight of Hand 12 (+16)

Feats: Accurate Attack, Acrobatic Bluff, Assessment, Attack Focus (rapier), Canny Defense (Wis), Cleave, Defensive Attack, Improved Critical (rapier), Improved Initiative, Move-by Action, Night Vision^B, Riposte†, Seize Initiative, Weapon Training^B

†True20 Freeport Companion

Traits: Determination

Combat: Attack +13 or +15 (masterwork rapier), Damage +4 (rapier [crit 15-20/+3] or heavy crossbow) or +3 (dagger or throwing axe), Defense Dodge/Parry +15/+11, Initiative +8; Conviction 7

Saving Throws: Toughness +1, Fortitude +7, Reflex +7, Will +5

FASYNDREN

Fasyndren is a mysterious, unsettling fortune-teller who occasionally accompanies Scarbilly on his voyages. Many outside the crew see her as merely his consort, but those who live on the *Bloody Vengeance* know better than to ask questions about the true nature of their relationship. Scarbilly always heeds the seer's words, even when she is navigating a course without using any traditional instruments, and through waters no sane man would travel. However, the ship always returns with far more plunder than it could acquire through piracy alone.

FASYNDREN (REP +3)

Type: 9th Level Humanoid (Orc Adept 9)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +1, Int +1, Wis +2, Cha +1

Skills: Concentration 12 (+14), Diplomacy 6 (+7), Knowledge (forbidden lore)† 5 (+6), Knowledge (geography) 8 (+9), Knowledge (supernatural) 6 (+7), Language (Common, Giant, Orc), Notice 12 (+14), Sense Motive 12 (+14)

†True20 Freeport Companion

Feats: Night Vision^B, Powers (x11), Supernatural Talent (Scrying and Wayfinding), Weapon Training^B

Traits: Powers (rank 12, bonus +14, Wis, save Difficulty 16; Heart Reading, Mind Reading, Mind Touch, Nature Reading, Object Reading, Scrying +16, Second Sight, True Vision†, Truth-Reading, Visions, Wayfinding* +16), the Talent

*True20 Adept's Handbook (see Appendix)

†True20 Freeport Companion

Combat: Attack +5, Damage +3 (quarterstaff), Defense Dodge/Parry +5/+5, Initiative +1; Conviction 7

Saving Throws: Toughness +1, Fortitude +4, Reflex +4, Will +8

VILMAR ROSECCI

Rosecci is an oily sycophant, using his position as a clerk to the Captain's Council to act as a double-agent between Councilors, a career that he has found very lucrative. When Scarbilly arrived in Freeport, he seized his opportunity to profit from the impending crisis. His silver tongue allowed him to convince Scarbilly that he could arrange for Freeport to be a safe haven for the *Bloody Vengeance*. All it would take was regular payments from the orc captain, and some sizable bribes to certain Councilors to look the other way.

FASYNDREN (REP +3)

Vilmar Rosecci (minion)

Type: 6th Level Humanoid (Human Expert 6)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +2, Con +0, Int +1, Wis +1, Cha +3

Skills: Bluff 9 (+12), Diplomacy 9 (+12), gather Information 9 (+12), Knowledge (local: Freeport) 9 (+10), Knowledge (nobility) 9 (+10), Search 4 (+5), Sense Motive 9 (+10), Sleight of Hand 9 (+11), Stealth 9 (+14)

Feats: Connected, Contacts, Dodge Focus, Fascinate (Diplomacy), Improved Defense, Inspire (Complacency), Skill Focus (Stealthy)^B, Sneak Attack, Suggestion (Diplomacy), Well-Informed

Combat: Attack +6, Damage +1 (dagger), Defense Dodge/Parry +7/+4, Initiative +2

Saving Throws: Toughness +0, Fortitude +2, Reflex +7, Will +3

TYPICAL PIRATE

The following stats reflect a crew member who has been at sea long enough to learn the bare rudiments of shiphandling and fighting on a rolling deck. For completely green recruits, make the following changes: 1st level; no Acrobatics, Profession, or Attack Focus; Attack +2, Defense +2/+4; Fortitude +3.

FASYNDREN (REP +3)

Typical Pirate (minion)

Type: 2nd Level Humanoid (Orc Warrior 2)

Size: Medium

Speed: 30 ft.

Abilities: Str +3, Dex +1, Con +1, Int -1, Wis -1, Cha -1

Skills: Acrobatics 2 (+2), Climb 4 (+6), Intimidate 4 (+3), Jump 4 (+6), Notice 4 (+3), Profession (sailor) 1 (+0), Swim 0 (+1)

Feats: All-Out Attack, Armor Training (light), Attack Focus (cutlass), Dodge Focus, Night Vision^B, Tough, Weapon Training^B

Combat: Attack +3 or +4 (cutlass), Damage +5 (boarding axe or cutlass), Defense Dodge/Parry +4/+5, Initiative +1

Saving Throws: Toughness +3 (+1 Tough, +1 leather armor), Fortitude +4, Reflex +1, Will -1

CHAPTER 3: ALFHILD

Alfhild's father, a northern barbarian king, arranged her marriage with Ragnar, heir to a kingdom of his own. The princess found her intended to be a disgusting drunkard and womanizer, so spurned the match and joined the cult of the Shieldmaidens instead. While among their ranks, she gained fame for singlehandedly slaying the chieftain of the ice trolls in those monsters' most recent war with the human tribes. Several witnesses to this deed pledged themselves as her bondsmen, in spite of her sex, and they became the core of a crew of berserking raiders who are now feared throughout seas of all latitudes.

Ragnar, however, was thoroughly smitten and swore to accept no compensation—he would settle for no less than Alfhild's hand in marriage. He abandoned his princely duties in the north to pursue her into the southern waters, and eventually followed her to Freeport. His brother, Glyfmar, swore to hunt down Alfhild himself and force her to wed Ragnar, at any cost. Thus would the Drakkensfyr family honor be restored, and he would be free of the burden of ruling in their ailing father's stead. So far he has had no better luck than his lovesick brother.

Alfhild is fully detailed in the *True20 Freeport Companion*. This enhancement describes notable members of her crew—as well as a couple of enemies.

STELLAN SKALLGRIMSON

Stellan is Alfhild's most trusted companion, and commands the *Snow Queen* in her absence. Most of the time, he is a calm, fearless, reliable first mate to whom his men bring their problems and conflicts. However, in the heat of battle, he becomes a bestial, howling berserker reveling in bloodshed. These rages sometimes last for hours after a battle, but Stellan has never attacked a comrade...so far.

STELLAN SKALLGRIMSON (REP +2)

Type: 8th Level Humanoid (Human Warrior 8)
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +1, Con +2, Int +0, Wis +1, Cha +0
Skills: Climb 4 (+6), Intimidate 11 (+11), Jump 7 (+9), Language 1 (Common, Tribal Dialect), Notice 7 (+6), Profession (sailor) 9 (+8), Survival 5 (+4), Swim 4 (+6)
Feats: Armor Training (light), Attack Focus (battleaxe), Attack Specialization (battleaxe), Iron Will^B, Rage, Shield Training, Tough (x4), Weapon Training, Uncanny Dodge
Traits: Berserker's Curse, Determination
Combat: Attack +9 or +10 (masterwork sword) or +11 (masterwork cold iron battleaxe), Damage +6 (battleaxe or sword) or +4 (throwing axe), Defense Dodge/Parry +9/+13 (+2 masterwork heavy steel shield), Initiative +1; Conviction 6
Saving Throws: Toughness +7 (+4 Tough, +1 bearskin tunic), Fortitude +8, Reflex +3, Will +5

Berserker's Curse: Stellan's rage is so great that he cannot fully control it. The duration of his rage is d20 x 3 minutes. However, if the d20 roll is a natural 1, his rage lasts the normal time (5 rounds); if a natural 20, it is a new d20 x 15 minutes.

Once all foes have been downed, Stellan must make a Difficulty 15 Will save or attack the closest visible ally or neutral character. If this victim falls, a new save is allowed. If the save is successful, he controls himself until a new attack, insult, etc., provokes a new Will save.

After any rage, Stellan is fatigued for a length of time equal to the rage's duration. He must also make a Fortitude save (Difficulty = duration of rage in minutes) or be exhausted for the first half of that recovery period.

HROTHWULF EIGURMORGI

"Moose-Killer" is a master huntsman who has a reputation for taking down large beasts by himself—even the fearsome snow bears of the remote north. When the ice trolls threatened his homeland, he joined the barbarian armies, and was one of the first warriors to pledge himself as Alfhild's bondsman.

HROTHWULF EIGURMORGI (REP +2)

Type: 8th Level Humanoid (Human Warrior 8)
Size: Medium
Speed: 30 ft.
Abilities: Str +1, Dex +4, Con +1, Int +1, Wis +1, Cha -1
Skills: Climb 4 (+5), Handle Animal 4 (+3), Jump 4 (+5), Knowledge (nature) 5 (+6), Language 1 (Common, Tribal Dialect), Notice 11 (+12), Profession (sailor) 4 (+5), Stealth 11 (+15), Survival 11 (+12), Swim 4 (+5)
Feats: Armor Training (light), Attack Focus (longbow), Endurance, Far Shot, Favored Opponent (animals), Move-by Action, Point Blank Shot, Smite Opponent, Tough (x2), Track^B, Weapon Training
Traits: Determination
Combat: Attack +12 or +14 (supernatural longbow), Damage +4 (longbow or sword) or +2 (dagger), Defense Dodge/Parry +12/+9, Initiative +4; Conviction 6
Saving Throws: Toughness +4 (+2 Tough, +1 masterwork leather armor), Fortitude +7, Reflex +6, Will +3

GLYFMAR DRAKKENSFYR

Prince Glyfmar is the reluctant ruler of Volderholm because his father is dying and the proper heir, his brother Ragnar, refuses to return home until he wins the beautiful Shieldmaiden Alfhild. As a result, Glyfmar has become obsessed with forcing the corsair captain to bow to tradition and wed her intended, at all costs. This will finally allow him to return to his own extremely dissolute life, free of all duty and ambition.

GLYFMAR DRAKKENSFYR (REP +2)

Type: 9th Level Humanoid (Human Warrior 9)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +1, Con +2, Int +0, Wis -1, Cha +2

Skills: Acrobatics 4 (+4, +2 armored), Bluff 4 (+6), Gather Information 4 (+6), Intimidate 12 (+14), Knowledge (geography) 4 (+4), Language 3 (Aquan, Common, Giant, Tribal Dialect), Notice 6 (+5), Profession (sailor) 8 (+7), Swim 7 (+7, +3 armored)

Feats: Armor Training (heavy, light), Attack Focus (sword)^B, Dedicated (forcing Alfhild to wed Ragnar), Improved Critical (sword), Iron Will, Inspire (Fear)*, Leadership, Rage, Shield Training, Tough (x2), Weapon Training

* Favored feat

Traits: Determination

Combat: Attack +10 or +12 (*Dragonbiter*), Damage +5 (*Dragonbiter*), Defense Dodge/Parry +10/+13 (+2 masterwork heavy steel shield), Initiative +1; Conviction 7

Saving Throws: Toughness +7 (+2 Tough, +3 masterwork chainmail), Fortitude +8, Reflex +4, Will +4

Dragonbiter: This ancient northern sword is a supernatural weapon. It also bestows the Favored Opponent and Smite Opponent feats, effective against dragons only, upon the user whenever it is drawn or worn.

IVAR EGILSSON

Ivar is typical of Alfhild's crew: a veteran northman warrior and sailor who idolizes his legendary captain, and who joined her service for the sheer adventure of a raider's life.

IVAR EGILSSON (MINION)

Type: 6th Level Humanoid (Human Warrior 6)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +1, Con +2, Int +0, Wis -1, Cha +0

Skills: Climb 6 (+8, +6 armored), Intimidate 4 (+4), Jump 6 (+8, +6 armored), Language 1 (Common, Tribal Dialect), Notice 6 (+5), Profession (sailor) 6 (+5), Survival 5 (+4), Swim 6 (+8, +4 armored)

Feats: Armor Training (light), Attack Focus (boarding axe)^B, Endurance, Point Blank Shot, Rage, Shield Training, Tough (x2), Weapon Training, Uncanny Dodge

Combat: Attack +7 or +9 (masterwork boarding axe), Damage +4 (boarding axe) or +3 (throwing axe), Defense Dodge/Parry +7/+10 (+2 masterwork heavy steel shield), Initiative +1

Saving Throws: Toughness +6 (+2 Tough, +2 masterwork chain shirt*), Fortitude +7, Reflex +3, Will +1

**True20 Warrior's Handbook* (see Appendix)

GUTHRIM OLAFSON

As a particularly blessed member of the Bear Lodge, Guthrim is now a werebear. He is a hulking, hairy man in human form, and wears a bearskin cloak to heighten the resemblance to his totem animal. He shifts into bear form when he goes berserk in battle, which has inspired all sorts of lurid tales about a massive bear fighting alongside Alfhild's raiders. Nearly as many enemies flee at the mere sight of the bloody monster as they do from his captain.

Note: Guthrim is an afflicted werebear, so cannot infect others with the curse of lycanthropy.

GUTHRIM OLAFSON (REP +1)

Type: 9th Level Humanoid (Augmented Human, Shapchanger) (Human Werebear Warrior 3/Animal 6)

Size: Medium

Speed: 30 ft.

Abilities: Str +5, Dex +1, Con +1, Int -1, Wis +0, Cha +1

Skills: Climb 4 (+9), Intimidate 6 (+7), Language 1 (Common, Tribal Dialect), Notice 5 (+6), Profession (sailor) 4 (+5), Survival 4 (+5), Swim 4 (+13)

Feats: Armor Training (light), Awesome Blow*, Bear's Paw^B†, Cleave, Endurance, Iron Will^B, Night Vision^B, Rage, Two-Weapon Fighting, Weapon Training

* Only usable in Alternate Form (save Difficulty 27)

† See Appendix

Traits: Alternate Form, Bear Empathy, Determination, Scent

Combat: Attack +8 or +9 (masterwork greataxe) or +3/+3 (2 masterwork greataxes), Damage +8 (longbow) or +12 (greataxe) or +14 (two greataxes), Defense Dodge/Parry +8/+12, Initiative +1; Conviction 7

Saving Throws: Toughness +4 (+2 *cloak of the beast*†, +1 natural), Fortitude +7, Reflex +5, Will +6

† See Appendix

Alternate Form: Guthrim can assume the form of a brown bear or a bear-humanoid hybrid. In these alternate forms he becomes Large and his physical abilities become Str +13, Dex +2, Con +5. Furthermore he gains natural claw and bite attacks, his speed increases to 40 ft. and his Climb skill is +14 and Swim skill +18. The Feats, Traits, Combat and Saving Throws lines of his stat block now read:

Feats: Armor Training (light), Awesome Blow, Bear's Paw^B, Cleave, Endurance, Improved Grab^B, Iron Will^B, Night Vision^B, Rage, Track^B, Two-Weapon Fighting, Weapon Training

Traits: Alternate Form, Bear Empathy, Damage Reduction 2/silver, Determination, Scent

Combat: Attack +8 or +9 (masterwork greataxe) or +3/+3 (2 masterwork greataxes), Damage +14 (claw) or +15 (bite) or +18 (greataxe) or +20 (two greataxes) (he cannot use his greataxes in animal form), Defense Dodge/Parry +8/+19, Initiative +2; Conviction 7

Saving Throws: Toughness +12 (+2 size, +2 *cloak of the beast*, +3 natural), Fortitude +11, Reflex +6, Will +6

Bear Empathy: Communicate with bears and dire bears, and +4 racial bonus on Charisma-based checks against bears and dire bears.

Skills: In any form, a werebear has a +4 racial bonus on Swim checks.

BONUS BARBARISM: RAGNAR DRAKKENSFYR

While Ragnar waits for his next opportunity to try to win Alfild, willing or not, he makes a living for himself as a prize fighter in the One Ring.

Ragnar has armor and weapons appropriate for a warrior of his mettle, but fights unarmed and naked in the 'Ring, due to the rules against magic there.

RAGNAR DRAKKENSFYR (REP +2)

Type: 10th Level Humanoid (Human Warrior 10)

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +2, Con +3, Int -1, Wis -1, Cha +0

Skills: Climb 4 (+8, +7 armored), Intimidate 13 (+13), Jump 4 (+8, +7 armored), Language 1 (Common, Tribal Dialect), Notice 7 (+6), Profession (sailor) 7 (+6), Swim 8 (+12, +10 armored)

Feats: Armor Training (light), Attack Focus (unarmed strike), Cleave, Diehard, Great Cleave, Improved Strike, Rage (x2), Tough^B, Tough (x3), Weapon Training, Uncanny Dodge

Traits: Determination

Combat: Attack +12 or +13 (unarmed strike or supernatural battleaxe), Damage +7 (unarmed strike or battleaxe), Defense Dodge/Parry +12/+14, Initiative +2; Conviction 7

Saving Throws: Toughness +7 (+4 Tough) or +9 (+2 masterwork chain shirt*), Fortitude +10, Reflex +5, Will +2

*True20 Warrior's Handbook (see Appendix)

CHAPTER 4: FLYNN THE QUICK

Flynn Delmonico is a privateer backed by a Continental power. His reputation in Freeport is rather divided—honest citizens see him as a hero making the seas safe for commerce, while pirates find him a gadfly that more and more captains yearn to swat.

Flynn is less interested in bringing pirates to justice as he is in giving them a taste of their own medicine. His own painful epiphany leads him to believe that only by making evildoers suffer as their victims have will they see the errors of their ways—and in his extreme arrogance, he thinks he knows best how to punish them. The Captains' Council has unsuccessfully attempted to rein in this loose cannon, but Flynn cares little for the law—it only gets in the way of his personal brand of justice.

Meanwhile, Flynn keeps making enemies and leaving them alive, a policy that will almost certainly stab him in the back someday. So far, though, Delmonico's skill, cunning, and sheer audacity have kept him alive far longer than anyone ever expected.

FLYNN THE QUICK

Flynn's guilt over a friend's death, and his betrayal of another friend, still haunts him. Some say that anyone struck by his sword will feel remorse for their own crimes. This "curse" was actually caused by a strange magical rapier that Flynn once wielded, but which he stopped using due to the black depressions he suffered while wearing it.

FLYNN "THE QUICK" DELMONICO (REP +3)

Type: 9th Level Humanoid (Human Expert 2/Warrior 7)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +0, Int +2, Wis -1, Cha +3

Skills: Acrobatics 12 (+15), Bluff 12 (+15), Climb 5 (+5), Craft (painting) 5 (+7), Knowledge (geography) 12 (+14), Knowledge (history) 12 (+14), Knowledge (local) 9 (+11), Notice 7 (+6), Perform (oratory) 5 (+8), Profession (sailor) 12 (+11), Swim 5 (+5)

Feats: Acrobatic Bluff, Attack Focus (rapier), Canny Dodge (Int), Defensive Attack, Firearms Training, Fool's Fortune†, Improved Feint, Improved Initiative, Inspire (fear), Leadership, Lucky^B, Riposte†, Weapon Training

†*True20 Freeport Companion*

Traits: Expertise

Combat: Attack +11 or +13 (supernatural rapier), Damage +3 (rapier) or +4 (Privateer FP†), Defense Dodge/Parry +13/+10, Initiative +7; Conviction 8

†*True20 Freeport Companion*

Saving Throws: Toughness +0, Fortitude +8, Reflex +11, Will +4

FRAYA KENT

Fraya Kent is an extremely competent sailor who served on fishing and merchant ships until she was captured by pirates. She freed herself and slew her captors, but nearly starved to death by the time Flynn found her ship adrift. This ordeal has left Fraya with a thorough hatred of pirates, and she wholeheartedly embraces her captain's ideals of ridding the seas of them.

FRAYA KENT (REP +3)

Type: 8th Level Humanoid (Human Expert 8)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +2, Con +1, Int +0, Wis +2, Cha +1

Skills: Acrobatics 11(+13), Climb 7 (+11), Craft (sailmaking) 8 (+8), Jump 7 (+10), Knowledge (geography) 11 (+11), Knowledge (local) 7 (+7), Notice 7 (+9), Profession (fisher) 9 (+11), Profession (pilot) 7 (+9), Profession (sailor) 11 (+14), Swim 5 (+5)

Feats: Attractive^B, Born Marine†, Canny Dodge (Wis), Diver†, Elusive Target, Lungs of Legend†, Skill Focus (Profession [sailor]), Skill Mastery (Climb, Jump, Profession [sailor], Swim), Sneak Attack, Talented (Climb and Jump), Uncanny Dodge, Weapon Training

†*True20 Freeport Companion*

Traits: Expertise

Combat: Attack +8 or +9 (masterwork cutlass or masterwork shortbow), Damage +3 (cutlass or shortbow), Defense Dodge/Parry +10/+7, Initiative +2; Conviction 6

Saving Throws: Toughness +2 (+1 masterwork leather armor), Fortitude +3, Reflex +4, Will +8

CERRIC STEELSONG

Cerric is one of the most skillful swordmasters from the elven nations on the Continent. He served as a teacher and bodyguard to numerous lords, but left that life in order to pursue greater personal mastery of the fighting arts. He saved Flynn's life while they served aboard the same riverboat, and swore to train him until the human was the better swordsman. This nigh impossible task keeps him bound to Delmonico, whom he now serves as weaponsmaster.

CERRIC STEELSONG (REP +2)

Type: 10th Level Humanoid (Elf Warrior 10)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +5, Con +0, Int +1, Wis +2, Cha -1

Skills: Acrobatics 13 (+18), Bluff 13 (+12), Intimidate 13 (+12), Jump 3 (+3), Knowledge (geography) 3 (+4), Knowledge (nobility) 3 (+4), Knowledge (tactics) 6 (+7), Notice 7 (+6), Profession (sailor) 3 (+5), Profession (soldier) 7 (+9), Search 0 (+3), Sleight of Hand 9 (+14), Swim 3 (+3)

Feats: Accurate Attack, Attack Focus (rapier), Attack Specialization (rapier), Canny Dodge (Wis), Defensive Attack, Firearms Training, Greater Attack Focus (rapier), Improved Critical (rapier), Improved Feint, Improved Initiative, Night Vision^B, Quick Draw, Riposte[†], Seize Initiative, Talented (Notice and Stealth)^B, Weapon Training^B

†True20 Freeport Companion

Traits: Determination

Combat: Attack +15 or +17 (masterwork rapier) or +16 (masterwork cold iron or silver dagger), Damage +3 (rapier, crit 15-20/+3, or longbow) or +1 (dagger), Defense Dodge/Parry +17/+12, Initiative +9; Conviction 7

Saving Throws: Toughness +0, Fortitude +7, Reflex +8, Will +5

"NIMBLE" JIM THISTLE

On the surface, at least, Nimble Jim seems to be a living testimony to Flynn's mission: a reformed pirate. He was a captain of some notoriety until the *Retribution* ambushed his ship and seized it within minutes. He surrendered, claiming to see the error of his ways, and has served Flynn loyally ever since, acting as a model crewman and volunteering his extensive knowledge of the waters around Freeport. Only time will tell if Jim's repentance is genuine, or a mere sham.

"NIMBLE" JIM THISTLE (REP +2)

Type: 9th Level Humanoid (Human Warrior 9)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +2, Con +2, Int +0, Wis +0, Cha +1

Skills: Acrobatics 8 (+12), Bluff 8 (+13), Climb 2 (+5), Intimidate 8 (+13), Jump 2 (+6), Knowledge (geography) 4 (+4), Notice 4 (+4), Profession (pilot) 6 (+6), Profession (sailor) 6 (+7), Swim 4 (+7)

Feats: Attack Focus (cutlass), Born Marine[†], Defensive Attack, Dying Curse[†], Firearms Training, Improved Critical (cutlass), Press Ganger[†], Startle, Talented (Acrobatics and Jump), Talented (Bluff and Intimidate), Tough (x2), Weapon Training^B

†True20 Freeport Companion

Traits: Determination

Combat: Attack +11 or +12 (supernatural cutlass), Damage +4 (cutlass, crit 15-20/+3, or Privateer FP[†]), Defense Dodge/Parry +11/+11, Initiative +2; Conviction 7

†True20 Freeport Companion

Saving Throws: Toughness +4 (+2 Tough), Fortitude +9, Reflex +5, Will +3

DELEN WINDWRIGHT

Delen grew up as a petty thief on the streets of Freeport, and learned enough charm to talk himself out of trouble when caught. The athletic skills he learned while running and tumbling across the city's roofs allowed him to join a troupe of wandering acrobats. This career was cut short by his larcenous streak, and his life would have been as well if not for Flynn. He is now a member of the *Retribution's* crew and spends almost all of his waking hours in the rigging or the crew's nest.

DELEN WINDWRIGHT (MINION)

Type: 7th Level Humanoid (Halfling Expert 7)

Size: Small

Speed: 20 ft.

Abilities: Str +0, Dex +4, Con +0, Int +2, Wis -1, Cha +2

Skills: Acrobatics 10 (+17), Bluff 10 (+12), Climb 10 (+12), Jump 10 (+12), Notice 10 (+12), Perform (comedy) 10 (+12), Profession (sailor) 10 (+9), Sleight of Hand 10 (+14), Stealth 10 (+20), Swim 10 (+10)

Feats: Acrobatic Bluff, Defensive Roll (x3), Evasion, Lucky^B, Skill Focus (Acrobatics), Skill Mastery (Acrobatics, Climb, Jump, Stealth), Slow Fall, Talented (Climb and Jump)^B, Talented (Notice and Stealth)^B, Uncanny Dodge, Weapon Training

Combat: Attack +10 or +11 (masterwork boarding axe), Damage +1 (boarding axe) or +0 (throwing axe), Defense Dodge/Parry +10/+6, Initiative +4

Saving Throws: Toughness +2 (-1 size, +3 Defensive Roll), Fortitude +4, Reflex +11, Will +3

TYPICAL PRIVATEER

The bulk of Flynn's crew is comprised of experienced sailors from Freeport itself. These men are honest, share their captain's idealism, and see themselves as protectors of their home port. Few, however, have the fighting experience of a blooded pirate, so Cerric and Flynn drill new recruits so that they will (hopefully) survive their first taste of real combat.

TYPICAL PRIVATEER (MINION)

Type: 3rd Level Humanoid (Human Expert 3)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +1, Int +0, Wis +0, Cha +0

Skills: Acrobatics 6 (+7), Climb 6 (+7), Craft (sailmaking) 6 (+6), Knowledge (geography) 6 (+6), Jump 6 (+7), Notice 6 (+6), Profession (merchant) 6 (+6), Profession (sailor) 6 (+9), Swim 6 (+7)

Feats: Attack Focus (rapier), Born Marine[†], Firearms Training, Point Blank Shot, Skill Focus (Profession [sailor])^B, Skill Mastery (Climb, Jump, Profession [sailor], Swim), Weapon Training

†True20 Freeport Companion

Combat: Attack +3 or +5 (masterwork rapier), Damage +3 (rapier or light crossbow) or +4 (Gorgon GG[†]), Defense Dodge/Parry +3/+3, Initiative +1

†True20 Freeport Companion

Saving Throws: Toughness +2 (+1 masterwork leather armor), Fortitude +2, Reflex +4, Will +1

CHAPTER 5: GET O' YARASH

The Get o' Yarash was a name once given to any maritime bogeyman, any senseless murdering monster in the ghost stories sold by sailors and their kin. However, in recent years, the name was applied to one particular beast, and to his ship. The Get's crew are monsters—men of part or full goblinoid or orc ancestry, a trio of ogres, and even more exotic humanoid.

The Get's original warband was gathered to take advantage of the chaos caused by the war between the elves and the northern barbarians. While raiding, the ogre stole a ship and took to the sea as a pirate. It wasn't until his navigator piloted the ship into the Devil's Triangle that the Get took on its current purpose: to kill and spread fear in the name of the crew's new god, Yarash.

Madness is not listed in the stat blocks below; due to the crew's low Wisdom scores, they acquire new vices frequently. See the *True20 Freeport Companion* for the hobgoblin background, and the *True20 Bestiary* for details about the half-fiend and wererat. The latter book also includes creatures found in the Get's crew but not detailed here (doppelganger, minotaur, and various aquatic or reptilian races). The mysterious "rigging rat" might be an aranea, from the *True20 Freeport Companion*.

GET O' YARASH

The Get o' Yarash is a fearsomely savage pirate with the blood of giants and demons mixed in his veins. His large hands are clawed, his head is deformed and horned, his teeth are like chisels, his body is covered in tumors and self-inflicted wounds, and his back sports bat-like wings. Unlike most of his crew, however, Get retains a degree of rationality in his madness: he does not slaughter members of his crew on a mere whim, and he can plan ahead to maximize the amount of blood that he will spill in his god's name.

GET O' YARASH (REP +1)

Type: 10th Level Outsider (Native) (Half-Fiend Ogre Warrior 6)

Size: Large

Speed: 30 ft., fly 30 ft. (average)

Abilities: Str +9, Dex +0, Con +5, Int +0, Wis +1, Cha +2

Skills: Bluff 0 (+2/-4*), Climb 13 (+22), Diplomacy 0 (+2/-4*), Gather Information 0 (+2/-4*), Hide 6 (+2), Intimidate 13 (+19), Knowledge (geography) 6 (+6), Knowledge (religion) 4 (+4), Knowledge (supernatural) 4 (+4), Language 2 (Common, Giant, Goblin, Orc), Notice 13 (+14), Perform (any) 0 (+2/-4*), Profession (sailor) 6 (+7), Sense Motive 0 (+1/-5*), Swim 13 (+22)

* -6 Corruption penalty to interaction skill checks (except Intimidate) against non-corrupt characters.

Feats: All-Out Attack, Armor Training (heavy, light)^B, Cleave, Dedicated (Yarash), Double Strike, Favored Opponent (humans), Improved Sunder, Night Vision, Powers (x4)^B, Tough, Tough (x4)^B, Weapon Training^B

Traits: Damage Reduction 2/supernatural, Darkvision 60 ft., Determination, Immunity to Poison, Powers (rank 13, bonus +19, Corruption; Corrupting Shadow, Drain Vitality, Harm, Shadow Shaping), Resistance to Acid 4, Cold 4, Electricity 4, and Fire 4, Smite the Virtuous, Supernatural Resistance 20

Combat: Attack +8 or +6/+6 (Double Strike 2 claws) +9 (Large masterwork sword or longbow), Damage +11 (claw) or +12 (bite) or +13 (Large sword or bow), Defense Dodge/Parry +8/+17, Initiative +0; Conviction 5, Corruption 6 (totally corrupt)

Saving Throws: Toughness +15/+13 (+2 size, +5 Tough, +1 natural, +2 DR), Fortitude +14, Reflex +3, Will +4

Smite the Virtuous: Once per day, Get can make a normal melee attack to deal +10 extra damage to a creature with the virtue subtype.

CUYERL THE FLAYED

Cuyerl was somewhat mad even before he met the Get. When the ogre tricked and murdered the rest of his ship's crew, the hobgoblin took their side and was spared. His talent for navigation is the chief reason that the Get's crew managed to survive their first year of raiding.

Then came the fateful day when Cuyerl took the ship into the Devil's Triangle, which transformed them all. The hobgoblin was the first to embrace Yarash, and did so with entire being. The Get flayed and nearly killed the pilot for what he had done, but was ultimately taken in by Cuyerl's embrace of pain and the seductive message he preached.

CUYERL THE FLAYED (REP +3)

Type: 8th Level Humanoid (Goblinoid) (Hobgoblin Expert 3/Adept 5)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +1, Con +1, Int +1, Wis +1, Cha +2

Skills: Acrobatics 6 (+7), Bluff 0 (+2/-4*), Concentration 11 (+12), Climb 6 (+7), 0 (+2/-4*), Gather Information 0 (+2/-4*), Intimidate 0 (+6), Knowledge (geography) 11 (+12), Knowledge (supernatural) 6 (+7), Language 1 (Common, Fiendish, Giant, Goblin), Notice 11 (+14), Perform (oratory) 11 (+13/+7*), Perform (singing) 0 (+8/+2*), Perform (other) 0 (+2/-4*), Profession (sailor) 11 (+12), Sense Motive 0 (+1/-5*), Stealth 3 (+6), Swim 6 (+7)

* -6 Corruption penalty to interaction skill checks (except Intimidate) against non-corrupt characters.

Feats: Dedicated (Yarash), Fascinate (Perform), Inspire (courage, fear), Night Vision^B, Powers (x4), Skill Focus (Profession [sailor]), Suggestion (Perform), Talented (Notice and Stealth)^B, Tough*, Weapon Training^B

* favored feat

Traits: Expertise, Powers (rank 8, bonus +14, Corruption; Scrying, Second Sight, Visions, Wayfinding*)

* see Appendix

Combat: Attack +5 or +6 (masterwork smallsword or shortbow), Damage +3 (swordsword or shortbow), Defense Dodge/Parry +5/+5, Initiative +1; Conviction 6, Corruption 6 (totally corrupt)

Saving Throws: Toughness +2 (+1 Tough), Fortitude +2, Reflex +4, Will +5

GILLSLITTER

Gillslitter is an idiot, even by ogre standards, but his long reach, strong hands, and tenacity make him useful to the Get o' Yarash. He was maimed in battle years ago, but when Whitecoat joined the crew, the albino crafted him a partly mechanical, partly magical prosthetic arm. Gillslitter delights in using "his toy," as he calls it, and is happiest when he finds a new use for it.

GILLSLITTER (MINION)

Type: 8th Level Humanoid (Giant) (Ogre Warrior 4)

Size: Large

Speed: 30 ft.

Abilities: Str +8, Dex +3, Con +4, Int -3, Wis +0, Cha -2

Skills: Bluff 0 (-2/-7*), Craft (cooking) 1 (-2), Diplomacy 0 (-2/-7*), Gather Information 0 (-2/-7*), Intimidate 0 (+5), Notice 3 (+3), Perform (any) 0 (-2/-7*), Profession (fisher) 3 (+6), Sense Motive 0 (+0/-5*), Swim 4 (+12)

* -5 Corruption penalty to interaction skill checks (except Intimidate) against non-corrupt characters.

Feats: All-Out Attack, Armor Training (heavy, light)^B, Attack Focus (Gillslitter's Toy), Chokehold, Improved Grab, Improved Pin, Skill Focus (Profession [fisher]), Tough (x4)^B, Weapon Training^B

Traits: Darkvision 60 ft.

Combat: Attack +9 or +10 (Gillslitter's Toy), Damage +9 (Toy or serrated knife) or +12 (heavy mace), Defense Dodge/Parry +9/+16 (Toy), Initiative +3; Corruption 5 (totally corrupt)

Saving Throws: Toughness +10 (+2 size, +4 Tough), Fortitude +12, Reflex +5, Will +2

WHITECOAT

The only full-blooded human in the Get's crew is an albino wererat, the ship's physician, who is allowed to use both prisoners and crew in his foul experiments. He has studied the frailties of life extensively, and seeks to "improve" upon living creatures with bizarre grafts, transplants, prosthetics, and drugs.

WHITECOAT (REP +2)

Type: 8th Level Humanoid (Augmented Human, Shapechanger) (Human Wererat Adept 7/Animal 1)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +1, Int +3, Wis +2, Cha +0

Skills: Bluff 0 (+0/-7*), Concentration 10 (+12), Craft (drugs) 10 (+15), Craft (prosthetics) 10 (+15), Diplomacy 0 (+0/-7*), Gather Information 0 (+0/-7*), Intimidate 0 (+7), Knowledge (nature) 10 (+13), Knowledge (supernatural) 10 (+13), Languages 3 (Common, Draconic, Fiendish, Giant), Medicine 10 (+15), Notice 10 (+12), Perform (wind instruments) 9 (+9/+2*), Perform (other) 0 (+0/-7*), Sense Motive 0 (+2/-5*), Swim 0 (+9)

* -7 Corruption penalty to interaction skill checks (except Intimidate) against non-corrupt characters.

Feats: Artificer Training* (Body Control, Combat Sense, Enhance Ability), Imbue Item, Iron Will^B, Night Vision^B, Powers (x6), Skill Focus (Medicine), Talented (Craft [drugs] and Craft [prosthetics]), Weapon Training

* see Appendix

Traits: Alternate Form, Powers (rank 10, bonus +17, Corruption; Cure, Cure Disease, Cure Poison, Flesh Shaping, Harm, Pain, Second Sight), Rat Empathy, Scent, the Talent

Combat: Attack +4 or +5 (masterwork dagger), Damage +1 (dagger), Defense Dodge/Parry +4/+3, Initiative +1; Conviction 6, Corruption 7 (totally corrupt)

Saving Throws: Toughness +2 (+1 natural), Fortitude +5, Reflex +5, Will +9

Alternate Form: Whitecoat can assume a bipedal hybrid form or the form of a dire rat. In these alternate forms this abilities become Dex +4 and Con +2. In dire rat form he becomes Small. Furthermore the wererat gains a natural bite attack, and its speed increases to 40 ft. with a climb speed of 20 ft. Its Climb and Swim scores both become +12. The Traits, Combat, and Saving Throw lines of his stat block now read like this:

Hybrid Form:

Traits: Alternate Form, Damage Reduction 2/silver, Powers (see above), Rat Empathy, Scent, the Talent

Combat: Attack +7 or +8 (masterwork dagger), Damage +1 (dagger) or +1 plus disease (bite), Defense Dodge/Parry +7/+3, Initiative +4

Saving Throws: Toughness +5 (+3 natural), Fortitude +6, Reflex +8, Will +9

Dire Rat Form:

Traits: Alternate Form, Damage Reduction 2/silver, Powers (see above), Rat Empathy, Scent, the Talent

Combat: Attack +8, Damage +0 plus disease (bite), Defense Dodge/Parry +8/-, Initiative +4

Saving Throws: Toughness +5 (+3 natural), Fortitude +6, Reflex +8, Will +9

Disease: Bite; Fortitude Difficulty 16 resists; filth fever—incubation period 2 days, damage 2 Dex and 1 Con. The save Difficulty is Constitution-based.

Rat Empathy: Communicate with rats and dire rats, and +4 racial bonus on Charisma-based checks against rats and dire rats.

Skills: In any form a wererat uses its Dexterity modifier for Climb or Swim checks. I has a +8 racial bonus on Climb checks and can always take 10 on a Climb check, even if rushed or threatened. In any form wererats have a +8 racial bonus on Swim checks.

CHAPTER 6: THE STORMDAUGHTER

Common tales about the elven sorceress Aesha Algosiél paint her as a beautiful but savage marauder, dressed in little but the blood of her prey. She uses her prisoners to sate her lust for gore, violence and sex, and the lucky ones are merely sold as slaves. She hates other members of her own race most of all, and elven sailors who run afoul of her have ample reason to fear the worst at her hands.

The Stormdaughter has few allies, though she does occasionally partner with pirates as ruthless as she is, but only for as long as she gains something by the association. She has also been known to ally herself with evil aquatic races such as the sea devils, but by what means is unknown. Her disregard for pirate custom has earned her many enemies in Freeport, most notably the Admiralty and a number of local privateers. However, the captain of *The Crimson Shark* is quite good at her trade, so remains very much at large.

THE STORMDAUGHTER

Behind Aesha's violent and vengeful behavior lies a shame that consumes her. She hates the world for all that she has suffered and lost, and intends to inflict the same pain upon all who cross her path—particularly the elves who cast her out to begin with.

Much of the Stormdaughter's magical power comes from her study of the Brotherhood of the Yellow Sign. The more she uses the black arts, and the more she works with the Unspeakable One's cultists, the closer she comes to truly worshipping that dread god.

AESHA ALGOSIÉL, DAUGHTER OF STORMS (REP +3)

Type: 10th Level Humanoid (Elf Adept 10)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +3, Con +0, Int +3, Wis -1, Cha +2

Skills: Acrobatics 4 (+7), Bluff 8 (+10), Concentration 13 (+12), Gather Information 4 (+6), Intimidate 8 (+10), Knowledge (forbidden lore)† 4 (+7), Knowledge (geography) 13 (+16), Knowledge (nobility) 4 (+7), Knowledge (supernatural) 13 (+16), Language 3 (Aquan, Common, Draconic, Elven, Orc, Sahaugin, Sylvan, Valossan), Notice 8 (+9), Profession (sailor) 9 (+8), Search 0 (+5), Swim 4 (+4)

†*True20 Freeport Companion*

Feats: Attack Focus (Elemental Blast), Attractive, Canny Dodge (Int), Firearms Training, Leadership, Night Vision^B, Power (x7), Talented (Notice and Search)^B, Weapon Training^B, Widen Power

Traits: Powers (rank 13, bonus +16, Int, save Difficulty 18; Corrupting Shadow†, Elemental Blast, Elemental Weapon, Fire Shaping, Second Sight, Supernatural Weapon), the Talent

†*True20 Freeport Companion*

Combat: Attack +8 or +10 (masterwork cutlass or Elemental Blast), Damage +2 (cutlass) or +10 (Elemental Blast), Defense Dodge/Parry +11/+5, Initiative +3; Conviction 7

Saving Throws: Toughness +0, Fortitude +3, Reflex +6, Will +6

MELINDRA MAKAVIN

Melindra is the oldest and most ruthless member of the crew after the Stormdaughter herself. This half-elf is also Aesha's second in beauty, though she hides a disfiguring scar under a demonic-visaged half-mask. She is a talented weather-witch and sailor, and perhaps Aesha's only true friend.

MELINDRA MAKAVIN (REP +3)

Type: 9th Level Humanoid (Half-Elf Adept 9)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +2, Con +0, Int +2, Wis +0, Cha +3

Skills: Acrobatics 4 (+6), Bluff 4 (+7), Concentration 12 (+12), Diplomacy 0 (+5), Gather Information 0 (+5), Intimidate 8 (+11), Knowledge (geography) 8 (+10), Knowledge (supernatural) 12 (+14), Language 0 (Aquan, Common, Draconic, Elven), Notice 8 (+10), Profession (sailor) 12 (+12), Search 0 (+4), Swim 4 (+4)

Feats: Canny Dodge (Int), Imbue Item, Night Vision^B, Power (x9), Talented (Diplomacy and Gather Information)^B, Talented (Notice and Search)^B, Weapon Training

Traits: Powers (rank 12, bonus +15, Cha, save Difficulty 17; Cold Shaping, Elemental Aura, Elemental Blast, Elemental Resistance (wind/electrical), Second Sight, Water Breathing*, Water Shaping, Weather Shaping, Wind Shaping), the Talent

**True20 Adept's Handbook* (see Appendix)

Combat: Attack +6 or +7 (masterwork cutlass), Damage +2 (cutlass or Elemental Aura) or +9 (Elemental Blast), Defense Dodge/Parry +8/+4, Initiative +2; Conviction 7

Saving Throws: Toughness +0, Fortitude +3, Reflex +5, Will +6

SKALLA FISHKILLER

This huge, scarred, one-handed orc is the ship's bo'sun, in charge of discipline. He carries a whip at all times, for both meting out punishments and to goad the crew in battle. Contrary to his appearance, he is a cunning tactician and a natural leader.

SKALLA FISHKILLER (REP +2)

Type: 7th Level Humanoid (Half-Orc Warrior 7)

Size: Medium

Speed: 30 ft.

Abilities: Str +4, Dex +2, Con +2, Int +0, Wis +0, Cha -1

Skills: Acrobatics 4 (+6), Climb 7 (+12), Intimidate 10 (+9), Jump 3 (+7), Notice 10 (+10), Profession (sailor) 7 (+8), Swim 3 (+7)

Feats: Attack Focus (unarmed strike), Bear's Paw*, Bloodline (Troll's Blood)†, Born Marine†, Exotic Weapon Training (whip), Improved Initiative, Improved Strike, Night Vision^B, Smashing Blow†, Startle, Tough, Weapon Training^B

†*True20 Freeport Companion*; *see Appendix

Traits: Determination

Combat: Attack +9 or +10 (masterwork falchion), Damage +6 (falchion or unarmed strike), Defense Dodge/Parry +9/+12 (+1 masterwork small shield), Initiative +2; Conviction 6

Saving Throws: Toughness +3 (+1 Tough), Fortitude +7, Reflex +4, Will +2

VALUS

Valus is a quiet, gaunt, intimidating man who acts as the ship's quartermaster, and occasionally as its cook and surgeon. He is also a gifted telepath, but is somewhat obsessed with keeping his own secrets. Therefore, he disguises the true nature of his powers by masking their signatures (using Subtle Power) and making strange gestures with his large collection of holy symbols and charms. At any time, d20/5 (round up) of his props are genuine supernatural charms, either crafted by himself or acquired from other sources.

VALUS (REP +3)

Type: 8th Level Humanoid (Human Adept 8)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +2, Con +1, Int +3, Wis +1, Cha -1

Skills: Concentration 11 (+12), Craft (gemcutting) 11 (+14), Intimidate 11 (+10), Knowledge (geography) 7 (+10), Knowledge (religion) 4 (+7), Knowledge (supernatural) 11 (+14), Medicine 4 (+5), Notice 11 (+12), Profession (sailor) 11 (+12)

Feats: Attack Focus (rapier), Imbue Item, Power (x8), Subtle Power, Weapon Training^B

Traits: Powers (rank 11, bonus +14, Int, save Difficulty 17; Body Control, Combat Sense, Mind Reading, Mind Touch, Pain, Psychic Blast, Psychic Shield, Sense Minds), the Talent

Combat: Attack +6 or +8 (supernatural rapier), Damage +3 (rapier), Defense Dodge/Parry +7/+5 (+1 Dodge Focus), Initiative +2; Conviction 6

Saving Throws: Toughness +1, Fortitude +3, Reflex +4, Will +7

RETAI TEMUJAL

Retai is a small but deadly fighter from a distant land in the east. A former monk, he grew restless, left his temple, and took to adventuring. His lack of scruples made him a good fit with *The Crimson Shark's* crew, and he was recently promoted to armorer. He has started to teach the crew some of his fighting skills, which has already improved their ability in battle.

RETAI TEMUJAL (MINION)

Type: 6th Level Humanoid (Human Expert 6)

Size: Medium

Speed: 40 ft.

Abilities: Str +2, Dex +2, Con +1, Int +0, Wis +1, Cha +0

Skills: Acrobatics 9 (+13), Climb 7 (+9), Intimidate 9 (+9), Jump 7 (+11), Knowledge (religion) 2 (+2), Language 1 (Common, Eastern Dialect), Notice 4 9 (+5), Profession (sailor) 2 (+3)

Feats: Attack Focus (tulwar), Blind-Fight, Evasion, Firearms Training, Improved Speed, Improved Strike^B, Slow Fall, Stunning Attack, Supernatural Strike, Talented (Acrobatics and Jump)

Combat: Attack +6 or +8 (masterwork cutlass), Damage +4 (cutlass, unarmed strike, or Privateer FP†), Defense Dodge/Parry +6/+6, Initiative +2

†*True20 Freeport Companion*

Saving Throws: Toughness +1, Fortitude +3, Reflex +7, Will +3

NIOBE DRASKELL

Nearly half of the *Shark's* ragtag crew of fugitives and outcasts are female. Niobe Draskell is one of these, a former barmaid and prostitute who took to sea to escape a murder charge. She, like most of the crew, has problems with authority, but is fiercely loyal to Aesha and Melindra, who have found the worthless dregs of society to be of value on this ship.

NIOBE DRASKELL (MINION)

Type: 3rd Level Humanoid (Human Expert 3)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +2, Con +1, Int +0, Wis +0, Cha +1

Skills: Acrobatics 6 (+8), Bluff 6 (+8, +12 Attractive), Climb 6 (+7), Diplomacy 0 (+2, +6 Attractive), Escape Artist 4 (+6), Notice 6 (+6), Profession (barmaid) 6 (+6), Profession (prostitute) 6 (+6), Profession (sailor) 6 (+6), Swim 6 (+7)

Feats: Attack Focus (dagger), Attractive^B, Dodge Focus, Endurance, Quick Draw, Sneak Attack, Weapon Training

Combat: Attack +4 or +6 (masterwork dagger), Damage +2 (dagger), Defense Dodge/Parry +5/+3 (+1 Dodge Focus), Initiative +2

Saving Throws: Toughness +1, Fortitude +4, Reflex +3, Will +1

CHAPTER 7: XIAN-LEI

In a Far East lies an empire long plagued by constant war between its own families, temples, and bureaucrats. One of the most powerful monasteries there was the Brotherhood of the Golden Dragon, or Jin-Lung, until its enemies united eight years ago to obliterate the order. However, a single monk, named Xian-Lei, miraculously survived certain death, and was washed downstream to the sea. Waking aboard a ship, he heard the officers arguing over whether to sell him as a slave or turn him in for a reward. Despite broken limbs, Xian-Lei slew all but one officer with his bare hands, and declared the ship his. The *Hai-Lung* now became the last Golden Dragon's instrument of revenge upon the Imperial government who destroyed his order. The scope of Xian-Lei's vendetta has since expanded to include merchants of his homeland, whose wealth supports the government.

One year ago, many families of the empire once again united to take action against the Golden Dragon. A curse was laid on Xian-Lei and his ship so that whenever they approach the coastal waters of his homeland, the *Hai-Lung's* crew becomes disoriented and lost. Xian-Lei continues to hunt in the waters near Freeport in order to acquire the means to have this curse broken, so that he can strike more directly at his enemies. Meanwhile, his frustration and rage continue to grow, making him even more unpredictable and violent than ever.

XIAN-LEI

The last Jin-Lung is a slightly built man who refuses any title besides "Brother." However, he burns with an unquenchable rage against those who slew his fellow monks, and this obsession rules his every action. He is ruthless and cruel, caring nothing for the innocent lives he takes while pursuing his revenge.

XIAN-LEI (REP +5)

Type: 16th Level Humanoid (Human Expert 15/Adept 1)

Size: Medium

Speed: 50 ft.

Abilities: Str +2, Dex +2, Con +2, Int +0, Wis +2, Cha +0

Skills: Acrobatics 17 (+19), Climb 10 (+12), Concentration 17 (+19), Escape Artist 6 (+8), Jump 10 (+12), Knowledge (religion) 10 (+10), Knowledge (supernatural) 6 (+6), Language 1 (Common, Eastern Dialect), Notice 10 (+12), Profession (sailor) 13 (+15), Sense Motive 17 (+19), Sleight of Hand 10 (+12), Stealth 17 (+19), Swim 8 (+10)

Feats: Attack Focus (unarmed strike), Canny Dodge (Wis), Dedicated (revenge), Deflect Arrows, Dodge Focus (x2), Evasion, Improved Evasion, Improved Initiative, Improved Speed (x2), Improved Strike, Improved Trip, Power, Power^{B*}, Slow Fall (x2), Snatch Arrows, Stunning Fist, Two-Weapon Fighting

*Favored power

Traits: Expertise, Power (rank 4, bonus +6, Wis, save Difficulty 12; Supernatural Strike), Power (rank 18, bonus +20, Wis, save Difficulty 20; Body Control)

Combat: Attack +13 or +14 (supernatural strike) or +12/+12 (2 strikes), Damage +7 (supernatural strike), Defense Dodge/Parry +17/+13 (+2 Wis, +2 Dodge Focus), Initiative +8; Conviction 10

Saving Throws: Toughness +2, Fortitude +6, Reflex +11, Will +6

JIANTAO

When Xian-Lei slew the previous captain and his officers and took command of the ship, he spared only Jiantao because he needed someone who knew the ship and her crew. The only time Jiantao is able to escape his shame is in battle, when taking others' lives allows him to feel strong, brave and whole. He is a brutally effective first mate, but the crew fear and despise him as a bully and coward.

JIANTAO (MINION)

Type: 7th Level Humanoid (Human Expert 7)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +2, Con +1, Int +2, Wis -1, Cha +0

Skills: Acrobatics 10 (+12, +11 armored), Bluff 10 (+10), Climb 10 (+15, +14 armored), Craft (ropemaking) 10 (+12), Intimidate 10 (+10), Jump 10 (+12, +11 armored), Knowledge (geography) 10 (+12), Language 0 (Aquan, Common, Eastern Dialect), Notice 10 (+9), Perform (wind instruments) 4 (+4), Profession (sailor) 10 (+13), Swim 10 (+15, +13 armored)

Feats: Armor Training (light), Attack Focus (cutlass), Born Marine†, Endurance, Improved Defense, Improved Strike, Improvised Tools, Skill Focus (Profession [sailor])^B, Talented (Climb and Swim), Tough*, Weapon Training

†*True20 Freeport Companion*; *Favored feat

Combat: Attack +7 or +9 (masterwork cutlass), Damage +4 (cutlass or unarmed strike), Defense Dodge/Parry +7/+7, Initiative +2

Saving Throws: Toughness +4 (+1 Tough, +2 masterwork chain shirt*), Fortitude +6, Reflex +4, Will +1

**True20 Warrior's Handbook* (see Appendix)

THE EMPRESS

The Empress's official role on board is Jiantao's concubine, but this is a mere convenience to calm the crew's superstitions. This highly capable woman hides behind a façade of meek, feminine submission, but she is secretly Xian-Lei's most trusted advisor. She is a master of politics, strategy, and negotiation, and is nearly as ruthless as the last Golden Dragon himself.

THE EMPRESS (REP +3)

Type: 9th Level Humanoid (Human Expert 9)

Size: Medium

Speed: 30 ft.

Abilities: Str +0, Dex +1, Con +0, Int +1, Wis +2, Cha +3

Skills: Acrobatics 5 (+6), Bluff 10 (+13, +17 Attractive), Diplomacy 10 (+16, +20 Attractive), Gather Information 12 (+18), Knowledge (geography) 6 (+7), Knowledge (history) 5 (+6), Knowledge (nobility) 12 (+13), Knowledge (religion) 5 (+6), Language 3 (Aquan, Auran, Celestial, Common, Eastern Dialect, Fiendish), Notice 8 (+10), Perform (stringed instruments) 5 (+8), Profession (concubine) 5 (+7), Profession (pilot) 5 (+7), Profession (sailor) 5 (+7), Sense Motive 12 (+17), Sleight of Hand 4 (+5)

Feats: Armor Training (light), Assessment, Attractive, Defensive Attack, Firearms Training, Inspire (competence, complacency, courage), Set-Up, Skill Focus (Diplomacy), Skill Focus (Gather Information), Skill Focus (Sense Motive)^B, Weapon Training

Traits: Expertise

Combat: Attack +7 or +8 (masterwork smallsword), Damage +2 (swordsword) or +6 (Gorgon GG+), Defense Dodge/Parry +7/+6, Initiative +1; Conviction 7

†*True20 Freeport Companion*

Saving Throws: Toughness +2 (+2 supernatural chain shirt*), Fortitude +3, Reflex +4, Will +8

**True20 Warrior's Handbook* (see Appendix)

YAO TZU YI

Yao Tzu Yi is one of the most powerful magicians sailing the seas today. He has served on other pirate and merchant ships, but none as renowned as the *Hai-Lung*. Like many wizards of his homeland, Yao Tzu Yi specializes in elemental magic, raining fire and lightning down on enemy ships and summoning elementals to join the fray.

YAO TZU YI (REP +3)

Type: 10th Level Humanoid (Human Adept 10)

Size: Medium

Speed: 30 ft.

Abilities: Str -1, Dex +1, Con +0, Int +5, Wis +2, Cha +0

Skills: Concentration 13 (+15), Craft (alchemy) 13 (+18), Craft (calligraphy) 13 (+18), Knowledge (geography) 13 (+18), Knowledge (history) 12 (+17), Knowledge (local) 12 (+17), Knowledge (religion) 12 (+17), Knowledge (supernatural) 13 (+18), Language 0 (Aquan, Common, Draconic, Eastern Dialect, Ignan), Notice 12 (+14)

Feats: Imbue Item, Iron Will, Power (x11), Widen Power

Traits: Powers (rank 13, bonus +18, Int, save Difficulty 20; Elemental Aura, Elemental Blast, Elemental Resistance [fire], Fire Shaping, Manipulate Object, Object Reading, Second Sight, Summon Elemental†, Water Shaping, Wind Shaping, Wind Walk), the Talent

†*True20 Freeport Companion* and *True20 Adept's Handbook*

Combat: Attack +6 or +7 (masterwork club), Damage +1 (club) or +10 (Elemental Blast), Defense Dodge/Parry +6/+4, Initiative +1; Conviction 7

Saving Throws: Toughness +0, Fortitude +3, Reflex +4, Will +11

RANDOS "BAI WU" RAST

The "White Crow" is the only non-easterner aboard the *Hai-Lung*. Rast grew up on the docks of Freeport, determined to make a name for himself before his career as a pirate meets its inevitable brutal end. When the *Hai-Lung* arrived in Freeport's waters, Rast promptly seized the opportunity to barter his knowledge of the city into a berth.

RANDOS "BAI WU" RAST (MINION)

Type: 5th Level Humanoid (Human Expert 5)

Size: Medium

Speed: 30 ft.

Abilities: Str +1, Dex +4, Con +2, Int +1, Wis -1, Cha -1

Skills: Acrobatics 4 (+10), Bluff 8 (+7), Climb 4 (+5), Craft (whitesmithing) 4 (+5), Escape Artist 4 (+8), Gather Information 8 (+9), Jump 4 (+7), Knowledge (local) 8 (+9), Language 0 (Common, Eastern Dialect), Notice 8 (+9), Profession (sailor) 8 (+7), Sleight of Hand 8 (+15), Stealth 4 (+8), Swim 4 (+5)

Feats: Attack Focus (bow), Defensive Roll, Dodge Focus^B, Evasion, Skill Focus (Sleight of Hand), Sneak Attack, Talented (Acrobatics and Jump), Talented (Gather Information and Notice), Weapon Training

Combat: Attack +7 or +8 (bow), Damage +4 (cutlass) or +5 (bow), Defense Dodge/Parry +8/+4 (+1 Dodge Focus), Initiative +4

Saving Throws: Toughness +3 (+1 Defensive Roll), Fortitude +3, Reflex +8, Will +0

"PRESS GANG" PENG

A petty thief turned pirate, but with a level of discipline unusual in his profession, Peng is typical of the crew of the *Hai-Lung*. He gained his nickname from his work collecting drunken sailors to man the oars, but Xian-Lei distrusts slave labor too much for Peng to continue that specific duty.

"PRESS GANG" PENG (MINION)

Type: 4th Level Humanoid (Human Warrior 4)

Size: Medium

Speed: 30 ft.

Abilities: Str +2, Dex +2, Con +1, Int +1, Wis -1, Cha +1

Skills: Acrobatics 5 (+7), Climb 5 (+9), Intimidate 8 (+9), Jump 5 (+7), Language 0 (Common, Eastern Dialect), Notice 5 (4), Profession (sailor) 7 (+6), Swim 5 (+9)

Feats: Armor Training (light), Attack Focus (sap), Dodge Focus, Press Ganger†, Sneak Attack*, Talented (Climb and Swim), Tough, Weapon Training

†*True20 Freeport Companion*; *Favored feat

Combat: Attack +6 or +7 (sap), Damage +4 (cutlass) or +5 nonlethal (sap), Defense Dodge/Parry +7/+6 (+1 Dodge Focus), Initiative +2

Saving Throws: Toughness +3 (+1 Tough, +1 masterwork leather armor), Fortitude +5, Reflex +3, Will +0

CHAPTER 8: SCEVOLA HEST

During the last years of the Golden Age of Piracy, the first mate of a pirate-hunting ship led a mutiny and turned corsair himself. So began the long and bloody career of Scevola Hest, who would become one of the most feared buccaneers ever to sail this world's seas. One unlucky day a few years later, the *Black Contessa* took a ship with no treasure, only religious pilgrims. When the angry captain ordered the deaths of every man, woman, and child aboard, the congregation's high priest told Hest that the gods would witness this deed and deny him the light of Heaven. The captain mocked his words, and continued plying the sea lanes until the pilgrims' homeland sent an entire fleet to hunt down and sink the *Contessa*. This they did, though at great cost.

However, this was not the final end of Scevola Hest. The *Black Contessa* appeared once again, a ghost ship crewed by the damned spirits of her crew, and all answering to its captain's powerful will. Hest still preys on other ships, much as he did in life, but now that he and his crew are undead, these raids are motivated by sheer spite against the living rather than any desire for booty. Hest revels in the suffering of his victims, but he prefers to maximize the suffering he causes by choosing targets who will be missed: those with loved ones, or who hold key positions in temples or governments. Many of those so affected by his attacks, as well as fools hoping to make their own name by defeating the legendary captain, have attempted to rid the world of this abominable ship and crew. All have failed—and many have become trapped in the same curse, bound as unwilling minions of their intended quarry.

HESTIAN SPECTRE

Hestian spectres use the Apparition template found in the *True20 Bestiary*, increasing abilities as follows: Int +2, Wis +2, Cha +2. They do not gain the apparition template's skill bonuses.

All Hestian spectres have the following traits. Save Difficulties for these traits are 10 + 1/2 spectre's level + spectre's Cha.

Chill Touch: The spectre does cold damage with its incorporeal touch. The damage is equal to the apparition's level.

Create Spawn: Any creature slain by a Hestian spectre, and whose body is present aboard the *Black Contessa* when it vanishes in daylight, rises again as a Hestian spectre when the ship next reappears.

Drain Vitality: The spectre gains Drain Vitality as a bonus feat. It uses its total level as its adept level.

Ghost Touch: A Hestian spectre is only as incorporeal as it wants to be. At will, it may carry and use equipment as if corporeal. If the Hestian spectre wishes, these items may become incorporeal while carried, but they become corporeal again if dropped or given away. A Hestian spectre uses its Charisma in place of Strength when making Strength checks or calculating carrying capacity.

Immunities: See the undead type in *True20 Adventure Roleplaying* or *True20 Bestiary*.

Manifestation: See Ghost in *True20 Adventure Roleplaying* or Apparition in *True20 Bestiary*.

Rejuvenation: See Ghost in *True20 Adventure Roleplaying* or Apparition in *True20 Bestiary*.

Unnatural Aura: Any creature of the animal type within 30 feet of a Hestian spectre automatically becomes panicked and remains so until the distance between it and the Hestian spectre is at least 30 feet.

SCEVOLA HEST

Hest remains a skilled strategist who plans his attacks as if he and his crew were still vulnerable and as if seizing booty were their main goal. However, he is fully aware of the advantages of his incorporeal state, and uses them to frightening good advantage, especially in single combat.

SCEVOLA HEST (REP +4)

Type: 15th Level Undead (Incorporeal) (Hestian Spectre Warrior 15)

Size: Medium

Speed: Fly 30 ft. (perfect)

Abilities: Str — (+2), Dex +2, Con —, Int +3, Wis +3, Cha +4

Skills: Acrobatics 11 (+13), Climb 5 (+8), Intimidate 18 (+26), Jump 5 (+7), Knowledge (geography) 18 (+21), Language 0 (Common, Naval Code), Notice 18 (+21), Profession (sailor) 11 (+15), Swim 4 (+7)

Feats: Attack Focus (cutlass), Attack Specialization (cutlass), Born Marine†, Canny Dodge (Wis), Cleave, Firearms Training, Great Cleave, Greater Attack Focus (cutlass), Improved Critical (cutlass), Improved Disarm, Leadership, Lucky^B, Power^B, Riposte†, Startle, Tough (x3), Uncanny Dodge, Weapon Training

†*True20 Freeport Companion*

Traits: Chill Touch, Create Spawn, Darkvision 60 ft., Determination, Ghost Touch, Immunities, Manifestation, Power (rank 18, bonus +21, Cha, save Difficulty 21; Drain Vitality), Rejuvenation, Unnatural Aura

Combat: Attack +17 or +20 (vice-aligned supernatural cutlass), Damage +15 (Chill Touch) or +5 (cutlass) or +4 (Privateer FP†), Defense Dodge/Parry +24/+17 (+3 Wis, +4 Cha), Initiative +2; Conviction 10, Corruption 8 (totally corrupt)

†*True20 Freeport Companion*

Saving Throws: Toughness +10 (+7 undead, +3 Tough), Fortitude +13, Reflex +11, Will +12

The Captain's Will: Hest is lord and master of the *Black Contessa*, and all its crew are bound to him and his curse. As a standard action, he may wrack an undead crew member with excruciating pain (no save), imposing a -4 penalty to attack rolls, skill checks, and ability checks for as long as Hest maintains the effect. As a full round action, he may inflict pain on any number of crewmen within his sight. Finally, if a Hestian spectre truly angers the captain, Hest can disincorporate the offender. This is a standard action, allows no save, and destroys the target.

ANDRE D'MEDICCI

D'Medicci is an effective second-in-command, but only as long as he speaks with borrowed authority. On his own, he is a tragically incompetent leader. He was content to bask in Hest's reflected glory while alive, but the crew's fear of him has been slowly eroding ever since the *Black Contessa* was cursed. Both shoddy and exceptional work draw the first mate's wrath; he fears being supplanted in the captain's favor.

ANDRE D'MEDICCI (MINION)

Type: 8th Level Undead (Incorporeal) (Hestian Spectre Expert 8)

Size: Medium

Speed: Fly 30 ft. (perfect)

Abilities: Str — (+0), Dex +2, Con —, Int +4, Wis +4, Cha +2

Skills: Bluff 11 (+13), Craft (calligraphy) 11 (+15), Diplomacy 11 (+13), Gather Information 11 (+13), Knowledge (geography) 11 (+15), Knowledge (local) 11 (+15), Knowledge (nobility) 11 (+15), Language 4 (Azharan, Common, Elven, Halfing, Naval Code, Northern Dialect, Semaphore), Notice 11 (+15), Profession (clerk) 11 (+17), Profession (sailor) 11 (+15)

Feats: Attack Focus (rapier), Contacts, Dodge Focus, Improved Defense, Jack-of-All-Trades, Move-by Attack, Power^B, Ripostef, Sneak Attack, Talented (Knowledge [nobility] and Profession [sailor])^B, Weapon Bind, Weapon Training, Well-Informed

†True20 Freeport Companion

Traits: Chill Touch, Create Spawn, Darkvision 60 ft., Ghost Touch, Immunities, Manifestation, Power (rank 11, bonus +13, Cha, save Difficulty 16; Drain Vitality), Rejuvenation, Unnatural Aura

Combat: Attack +8 or +10 (masterwork rapier), Damage +8 (Chill Touch) or +2 (rapier), Defense Dodge/Parry +12/+6 (+4 Int, +1 Dodge Focus, +2 Cha), Initiative +2

Saving Throws: Toughness +4 (+4 undead), Fortitude +2, Reflex +4, Will +10

TAMELIA BRUNE

Tamelia Brune was well on her way to becoming an infamous pirate captain when her ambition blinded her common sense. She vowed to defeat the universally dreaded ghost of Scevola Hest, but instead found only death and servitude aboard the *Black Contessa*.

TAMELIA BRUNE (REP +2)

Type: 8th Level Undead (Incorporeal) (Hestian Spectre Warrior 8)

Size: Medium

Speed: Fly 30 ft. (perfect)

Abilities: Str — (+1), Dex +3, Con —, Int +2, Wis +2, Cha +4

Skills: Acrobatics 8 (+11), Climb 2 (+4), Intimidate 9 (+13), Knowledge (geography) 8 (+10), Language 0 (Common), Notice 8 (+10), Profession (sailor) 11 (+14), Swim 2 (+4)

Feats: Acrobatic Bluff, Attack Focus (cutlass), Attack Specialization (cutlass), Born Marine†, Crab's Rush†, Defensive Attack, Power^B, Sneak Attack*, Tough (x2), Two-Weapon Defense, Two-Weapon Fighting^B, Weapon Training

†True20 Freeport Companion; * favored feat

Traits: Chill Touch, Create Spawn, Darkvision 60 ft., Determination, Ghost Touch, Immunities, Manifestation, Power (rank 11, bonus +15, Cha, save Difficulty 18; Drain Vitality), Rejuvenation, Unnatural Aura

Combat: Attack +11 or +13 (masterwork cutlass) or +12 (masterwork dagger) or +11/+10 (cutlass/dagger), Damage +8 (Chill Touch) or +4 (cutlass) or +2 (dagger), Defense Dodge/Parry +15/+14 (+4 Cha, +1 Two-Weapon Defense), Initiative +3; Conviction 6

Saving Throws: Toughness +6 (+4 undead, +2 Tough), Fortitude +6, Reflex +5, Will +4

COMMODORE COSIMO ULISSE

Ulisse commanded the fleet that finally sunk the *Black Contessa*. When the ghost ship returned, the Commodore gathered a new force, equipped with holy men and silver weapons, to attempt to destroy her again. He died in the attempt, as did all he led. Hest craved further revenge, so sent divers to recover Ulisse's corpse and bring it aboard so that his archenemy would join the ranks of his crew the next night.

Ulisse is little more than a ghostly shell of his former self, and looks far more decomposed than the rest of the crew. The cruel irony of his fate has shattered his will; he now is little better than an automaton, following orders mindlessly with no initiative of his own.

COMMODORE COSIMO ULISSE (MINION)

Type: 9th Level Undead (Incorporeal) (Hestian Spectre Warrior 9)

Size: Medium

Speed: Fly 30 ft. (perfect)

Abilities: Str — (+1), Dex +1, Con —, Int -1, Wis +0, Cha -1

Skills: Acrobatics 8 (+9), Diplomacy 9 (+10), Intimidate 9 (+8), Knowledge (geography) 9 (+8), Knowledge (nobility) 9 (+10), Language 0 (Common, Naval Code), Profession (sailor) 12 (+15), Profession (soldier) 8 (+11)

Feats: Attack Focus (Privateer FP), Benefit (commission), Firearms Drill†, Firearms Training, Inspire (competence, courage), Leadership, Power^B, Skill Focus (Profession [sailor]), Skill Focus (Profession [soldier]), Talented (Diplomacy and Knowledge [nobility]), Tough (x2), Weapon Training

†True20 Freeport Companion

Traits: Chill Touch, Create Spawn, Darkvision 60 ft., Ghost Touch, Immunities, Manifestation, Power (rank 12, bonus +11, Cha, save Difficulty 13; Drain Vitality), Rejuvenation, Unnatural Aura

Combat: Attack +10 or +11 (mwk cutlass or Privateer FP†), Damage +9 (Chill Touch) or +3 (cutlass) or +4 (Privateer FP), Defense Dodge/Parry +10/+10, Initiative -3

†True20 Freeport Companion

Saving Throws: Toughness +6 (+4 undead, +2 Tough), Fortitude +6, Reflex +4, Will +3

Broken Will: Ulisse's death and reanimation under the command of his hated enemy has broken his will to live (or survive, as he's undead). Instead of the usual +2 to Int, Wis and Cha for the Hestian template, he suffers a -2 penalty to those scores as well as a -4 penalty to Initiative.

LIEUTENANT NICOLA SANSAVERIO

Sansaverio knew of Hest's sedition, but failed to inform his captain before the mutiny occurred. Now he suffers eternal damnation along with the rest of Hest's crew, and he is the only one aboard who believes he deserves it.

LIEUTENANT NICOLA SANSAVERIO (REP +2)

Type: 5th Level Undead (Incorporeal) (Hestian Spectre Expert 5)

Speed: Fly 30 ft. (perfect)

Abilities: Str — (+1), Dex +2, Con —, Int +3, Wis +2, Cha +2

Skills: Acrobatics 8 (+12), Bluff 8 (+10), Climb 8 (+11), Craft (sailmaking) 8 (+11), Gather Information 4 (+6), Intimidate 8 (+10), Jump 4 (+7), Knowledge (nobility) 4 (+7), Language 0 (Common, Naval Code), Notice 8 (+10), Profession (sailor) 8 (+13), Swim 8 (+11)

Feats: Defensive Roll, Dodge Focus (x2), Endurance^B, Great Fortitude, Power^B, Skill Focus (Profession [sailor]), Talented (Acrobatics and Jump), Talented (Climb and Swim), Weapon Training

Traits: Chill Touch, Create Spawn, Darkvision 60 ft., Expertise, Ghost Touch, Immunities, Manifestation, Power (rank 8, bonus +10, Cha, save Difficulty 14; Drain Vitality), Rejuvenation, Unnatural Aura

Combat: Attack +5 or +6 (masterwork rapier), Damage +5 (Chill Touch) or +3 (rapier), Defense Dodge/Parry +9/+6 (+2 Cha, +2 Dodge Focus), Initiative +2; Conviction 5

Saving Throws: Toughness +3 (+2 undead, +1 Defensive Roll), Fortitude +3, Reflex +6, Will +3

CUOMO DARR

Cuomo Darr joined the navy only because it was a way to get paid for the one thing he did best: fighting. The transitions from military man to pirate and from living to undead hardly changed his behavior at all—Darr has always been a bloodthirsty thug, but now he's a nearly invulnerable one.

CUOMO DARR (MINION)

Type: 4th Level Undead (Incorporeal) (Hestian Spectre Warrior 4)

Size: Medium

Speed: Fly 30 ft. (perfect)

Abilities: Str — (+2), Dex +2, Con —, Int +1, Wis +2, Cha +3

Skills: Acrobatics 3 (+5), Climb 4 (+7), Intimidate 4 (+10), Jump 4 (+6), Notice 3 (+5), Profession (sailor) 3 (+6), Swim 4 (+7)

Feats: Attack Focus (cutlass), Born Marine†, Improved Sunder, Power^B, Skill Focus (Intimidate)^B, Startle, Tough, Weapon Break, Weapon Training

†*True20 Freeport Companion*

Traits: Chill Touch, Create Spawn, Darkvision 60 ft., Ghost Touch, Immunities, Manifestation, Power (rank 7, bonus +10, Cha, save Difficulty 15; Drain Vitality), Rejuvenation, Unnatural Aura

Combat: Attack +6 or +7 (cutlass), Damage +4 (Chill Touch or cutlass), Defense Dodge/Parry +9/+9 (+3 Cha), Initiative +2

Saving Throws: Toughness +3 (+2 undead, +1 Tough), Fortitude +4, Reflex +3, Will +3

APPENDIX

This appendix is a compilation of all new feats, powers, and items reprinted or introduced in the *Buccaneers of Freeport True20 Enhancement*.

FEATS

ADRENALINE RUSH (WARRIOR)

Prerequisite: Tough

Your character gains a boost of adrenaline when heavily injured. When you become wounded, you gain a temporary +1 bonus to Strength, until you receive healing of any form or the combat ends.

ARTIFICER TRAINING (ADEPT)

Prerequisites: Trained in at least one Craft skill, Imbue Item

This feat allows an adept to choose any three powers or feats that they do not already have and imbue supernatural items with them. The adept does not gain the benefits of possessing these powers or feats; he merely gains the ability to imbue them into supernatural items. The adept need not have any prerequisites for any feats he selects in this way and can select feats normally only available to Warriors and Experts. The adept does not need to have the prerequisites for any power selected in this way either, though they must be able to imbue the prerequisites of any powers they select (i.e., an artificer must be able to imbue Body Control before he can learn to imbue Combat Sense).

BEAR'S PAW (GENERAL)

You are massively muscled for your size, with arms and hands strong enough to allow you to wield large weapons single-handed.

Prerequisites: Str +5, Weapon Training, base combat bonus +6

Benefit: You may wield a Large melee weapon as a Medium weapon, but with a -2 penalty to attack rolls. You may not wield a double weapon or reach weapon with one hand.

Special: You may wield two Large weapons using the Two Weapon Fighting rules, but the penalties stack with the penalty to attacks for using this feat (for -8 and -12, or -6 each with the Two-Weapon Fighting feat).

FEARSOME PRESENCE (WARRIOR)

Prerequisite: Trained in Intimidate

You can inspire fear in others. Take a standard action to strike a suitably fearsome pose or utter an intimidating threat. Anyone within (Intimidate rank x 5) feet able to interact with you must make a Will save (Difficulty 10 + 1/2 your Intimidate skill rank) or become shaken. If the save fails by five or more, the subject flees from you. In the save fails by ten or more, the subject panics, dropping any held items and fleeing from you as quickly as possible.

POWERS

WATER BREATHING

Maintenance, Fatiguing

Prerequisite: Water Shaping

You can cause a single creature you touch to be able to breathe water freely for 2 hours per adept level. A separate use of this power is needed for each new target. This power does not make creatures unable to breathe air.

WAYFINDING

You are able to find and navigate the paths of the world more easily. You can use Wayfinding in place of Survival when making checks to navigate, track, or determine direction, and in place of Notice to detect potential dangers along your path, like ambushers. With a Difficulty 20 check, you can find the shortest or safest route to a particular place, but not a person or object. If you change destinations, the previous route is lost to you, unless you have written it down or drawn a map.

Special: You can take 10 or take 20 on Wayfinding checks that substitute for skill checks, if the skill normally allows you to do so. You cannot take 10 or take 20 on a check to find a route to a place.

Time: The same as the skill, or a full-round action for finding routes.

EQUIPMENT

AXE-HAMMER

This martial weapon is a handaxe backed by a light hammer. The wielder must choose one side of the head to use for a given attack.

Damage Bonus +2 (axe) or +1 (hammer)

Critical 20/+4 (axe) or 20/+3 (hammer)

Damage Descriptor Slashing (axe) or Bludgeoning (hammer)

Range Increment —

Size Small

Cost 12 L [Cost 6 if using standard Wealth rules]

Weight 4 lbs.

CHAIN SHIRT

This is a light sleeveless shirt made of chainmail.

Light armor, Toughness Bonus +2, Cost 15 (100 L), Weight 30 lbs.

SUPERNATURAL ITEMS

DRAGONBITER

This ancient northern sword is a supernatural weapon. *Dragonbiter* bestows the Favored Opponent and Smite Opponent feats, effective against dragons only, upon the user whenever it is drawn or worn.

THE RAPIER OF REGRET

This rapier is an intelligent supernatural weapon, with mental abilities of Int +0, Wis +3, Cha +3. It can read and speak Common, and has darkvision and hearing that extend out to 120 ft. It knows the Mind Reading, Mind Touch, Second Sight, and Sense Minds powers (ranks 7, bonus +15, Corruption 8). It may also use the Heart-Shaping power to inflict despair (only) on any creature it touches (including the wielder or any foe it strikes).

The *Rapier of Regret* is a subtle, devious, and thoroughly evil weapon that very rarely reveals its intelligence and powers openly. Instead, it uses the wielder's own thoughts and memories to sap that creature's cheer and purpose. It does the same with foes the wielder fights, using its powers to demoralize those it strikes by churning up whatever memory causes the foe the most guilt and regret.

In the hands of a thoroughly corrupt creature, however, the *Rapier* reveals its true nature to its master and works as a full partner in spreading agony and despair.

The rapier is a vice-aligned weapon for the purposes of Damage Reduction. It also causes the user to gain 1 point of corruption after each week in which the rapier was used. (These points can be removed normally, but only if the character stops using the sword.)

CLOAK OF THE BEAST

This enchanted cloak consists of a complete wild animal pelt, with the head fastened to a light helm. To determine the animal used, roll 1d20: 1-5 = bear, 6-7 = bison, 8-12 = boar, 13-14 = lion, 15-16 = tiger, 17-20 = wolf.

The *cloak of the beast* provides a +2 bonus to Toughness, with no armor check penalty. The wearer gains a +4 bonus to saving throws to avoid fatigue from cold environments (which stacks with the Endurance feat, if possessed).

When worn by a character who can assume the matching animal's form, or its dire version (through the Self-Shaping power, the Alternate Form trait, or other means), the cloak merges with the animal form, without the wearer losing any of its benefits.

GILLSLITTER'S TOY

Gillslitter's prosthetic arm is a supernatural item that gives him several benefits. First, it gives him a +1 bonus to Dexterity.

The *Toy* serves as a Large supernatural heavy steel shield.

Whether attacking unarmed or with a weapon, the *Toy* is considered a reach weapon. Unarmed attacks use the *Toy* as a Large spiked gauntlet (+1 base damage). When Gillslitter holds a weapon, the *Toy's* hooks and chains give him a +10 bonus to resist attempts to disarm.

MIRROR OF LORE

This ornate silver mirror is about the size of a dinner plate, and decorated with sapphires, making it quite valuable (5,000 L) even without its imbued powers.

The *Mirror of Lore* is intelligent, with mental abilities of Int +3, Wis +3, Cha +0. It can speak and read Common and three other languages, and has darkvision and hearing that extend out to 120 ft. It knows the Mind Touch and Visions powers (ranks 11, bonus +14, Int), though Visions only provides useful answers once per week.

When someone looks into the mirror, instead of seeing his own reflection he sees the visage of a deceased acquaintance, who speaks in the deceased's voice. (If the character feels strong guilt over someone's death, as Flynn does, he sees that person.) However, this is not the ghost of that person, but merely a guise that the spirit within the mirror adopts. Except for when reciting its visions, the mirror's conversation tends to be rather vague, but it looks for clues in the user's speech and reactions (and any visions it may receive upon first contact) for how to impersonate the deceased more convincingly.

PROPHYLACTIC AMULET

The owner of this supernatural item cannot become pregnant (if female) or sire a child (if male) while wearing it. In addition, he or she receives a +4 bonus to saving throws to resist sexually transmitted diseases (but no other types of illness).

This amulet does not protect against supernatural diseases, nor does it prevent impregnation by any being with significant power over fertility or lust (nature gods, succubi, and the like).

ROD OF FIRESTARTING

On command, this brass rod gouts flame from one end, which acts as a torch, but does +1 bludgeoning damage (as a light mace). This supernatural item cannot work underwater, and is instantly doused if immersed.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game

Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. *System Reference Document* Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, based on original material by E. Gary Gygax and Dave Arneson. *Modern System Reference Document* Copyright 2002, Wizards of the Coast, Inc. Authors Bill Slavicek, Jeff Grubb, Rich Redman, Charles Ryan, based on material by Jonathan Tweet, Monte Cook, Skip Williams, Richard Baker, Peter Adkison, Bruce R. Cordell, John Tynes, Andy Collins, and JD Wilker. *Death in Freepport Revised*, Copyright 2000-2004, Green Ronin Publishing, LLC; Author Chris Pramas. *Falthar's Curios*, Copyright 2000, Green Ronin Publishing, LLC; Author Chris Pramas. *Fading Suns: d20* Copyright © 2001 Holistic Design, Inc. *Focus on Freepport #7: The Jade Serpent of Yig*, Copyright 2001, Green Ronin Publishing, LLC; Author William Simoni. *Madness in Freepport Revised*, Copyright 2001-2004, Green Ronin Publishing, LLC; Author William Simoni. *Rokugan*, Copyright 2001 AEG. *Terror in Freepport Revised*, Copyright 2001-2004, Green Ronin Publishing, LLC; Author Robert J. Toth. *The Assassin's Handbook*, Copyright 2001, Green Ronin Publishing, LLC; Authors Wolfgang Baur and David "Zeb" Cook. *Galactic Races*, Copyright 2001, Fantasy Flight Games. *Legions of Hell*, Copyright 2001, Green Ronin Publishing; Author Chris Pramas. *Seas of Blood*, Copyright 2001 Mongoose Publishing. *OGL Horror*, Copyright 2003 Mongoose Publishing. *The Quintessential Fighter*, Copyright 2001 Mongoose Publishing. *Armies of the Abyss*, Copyright 2002, Green Ronin Publishing, LLC; Authors Erik Mona and Chris Pramas. *The Assassin's Handbook*, Copyright 2002, Green Ronin Publishing, LLC; Authors Wolfgang Baur and David "Zeb" Cook. *Book of the Righteous*, Copyright 2002, Aaron Loeb. *Freepport: The City of Adventure*, Copyright 2002, Green Ronin Publishing, LLC.; Authors Chris Pramas, Matt Forbeck, et al. *Monster's Handbook*, Copyright 2002, Fantasy Flight Publishing, Inc. *Mutants & Masterminds* Copyright 2002, Green Ronin Publishing, LLC. *Salon du Masque*, Copyright 2002, Green Ronin Publishing, LLC; Author Chris Pramas. *Silver Age Sentinels d20*, Copyright 2002, Guardians of Order, Inc.; Authors Stephen Kenson, Mark C. Mackinnon, Jeff Mackintosh, Jesse Scoble. *Spycraft* Copyright 2002, Alderac Entertainment Group. *Spycraft Espionage Handbook*, Copyright 2002, Alderac Entertainment Group, Inc.; Authors Patrick Kapera and Kevin Wilson. *Spycraft Modern Arms Guide*, Copyright 2002, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Tim D'Allard, Rob Drake, Michael Fish, Scott Gearin, Owen Hershey, Patrick Kapera, Michael Petrovich, Jim Wardrip, Stephen Wilcoxon. *Tome of Horrors*, Copyright 2002, Necromancer Games, Inc.; Author Scott Greene, based on original material by Gary Gygax. *Ultramodern Firearms*, Copyright 2002, Green Ronin Publishing; Author Charles McManus Ryan. *Wrath & Rage*, Copyright 2002, Green Ronin Publishing; Author Jim Bishop. *Aasimar & Tiefling: A Guidebook to the Planetouched*, Copyright 2003, Green Ronin Publishing; Author Robert J. Schwalb. *The Avatar's Handbook*, Copyright 2003, Green Ronin Publishing; Authors Jesse Decker and Chris Tomasson. *Bastards & Bloodlines*, Copyright 2003, Green Ronin Publishing, Author Owen K.C. Stephens. *Black Sails Over Freepport*, Copyright 2003, Green Ronin Publishing, LLC; Authors Brian E. Kirby, Robert Lawson, William Simoni, and Robert J. Toth. *The Book of Fiends*, Copyright 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, and Robert J. Schwalb. *Challenging Challenge Ratings: Immortal's Handbook*, Copyright 2003, Craig Cochrane. *Conan The Roleplaying Game*, Copyright 2003 Conan Properties International LLC; Authorized Publisher Mongoose Publishing Lld; Author Ian Sturrock. *CORE Explanatory Notice*, Copyright 2003, Benjamin R. Durbin. *Crime and Punishment*, Copyright 2003, Author Keith Baker. *Crooks!*, Copyright 2003, Green Ronin Publishing; Authors Sean Glenn, Kyle Hunter, and Erik Mona. *Cry Havoc*, Copyright 2003, Skip Williams. All rights reserved. *Darwin's World 2nd Edition*, Copyright 2003, RPG Objects; Authors Dominic Covey and Chris Davis. *Grim Tales, Cybervare* game mechanics; Copyright 2003, Benjamin R. Durbin, published by Bad Axe Games, LLC. *Grim Tales, Firearms* game mechanics; Copyright 2003, Benjamin R. Durbin, published by Bad Axe Games, LLC. *Grim Tales, Horror* game mechanics; Copyright 2003, Benjamin R. Durbin, published by Bad Axe Games, LLC. *Grim Tales, Spellcasting* game mechanics; Copyright 2003, Benjamin R. Durbin, published by Bad Axe Games, LLC. *Grim Tales, Vehicle* game mechanics; Copyright 2003, Benjamin R.

Durbin, published by Bad Axe Games, LLC. *Immortals Handbook*, Copyright 2003, Craig Cochrane. *Modern Player's Companion*, Copyright 2003, The Game Mechanics, Inc; Author: Stan! *Monsters of the Mind*, Copyright 2003, Green Ronin Publishing, LLC; Authors Kevin Brennan, James Maliszewski, Morgan Peer, and Tracey Peer. *Monte Cook's: Arcana Unearthed*, Copyright 2003, Monte J. Cook. All rights reserved. *Possessors: Children of the Outer Gods*, Copyright 2003, Philip Reed and Christopher Shy, www.philipreed.com and www.studioronin.com. *Skull & Bones* © 2003, Green Ronin Publishing, LLC; Authors Ian Sturrock, T.S. Luikart, and Gareth-Michael Skarka. *Spycraft Faceman/Snoop Class Guide*, Copyright 2003, Alderac Entertainment Group, Inc.; Authors Alexander Flagg, Clayton A. Oliver. *Spycraft Fixer/Pointman Class Guide*, Copyright 2003, Alderac Entertainment Group, Inc.; Authors Scott Gearin. *Spycraft Soldier/Wheelman Class Guide*, Copyright 2003, Alderac Entertainment Group, Inc.; Authors Chad Brunner, Shawn Carman, B. D. Flory, Scott Gearin, Patrick Kapera. *Swords of Our Fathers* Copyright 2003, The Game Mechanics. *Design Parameters: Immortal's Handbook*, Copyright 2003, Craig Cochrane. *A Magical Medieval Society: Western Europe*, Copyright 2003, Expeditious Retreat Press; Authors Suzi Yee and Joseph Browning. *Tales of Freepport*, Copyright 2003, Green Ronin Publishing, LLC; Author Graeme Davis. *The Unholy Warrior's Handbook*, Copyright 2003, Green Ronin Publishing; Author Robert J. Schwalb. *Advanced Player's Guide*, Copyright 2004, White Wolf Publishing, Inc. *Algernon Files*, Copyright 2004, Blackwyrn Games; Authors Aaron Sullivan and Dave Mattingly. *Creatures of Freepport*, Copyright 2004, Green Ronin Publishing, LLC; Authors Graeme Davis and Keith Baker. *Grim Tales*, Copyright 2004, Benjamin R. Durbin, published by Bad Axe Games, LLC. *Mutants & Masterminds Annual #1*, Copyright 2004, Green Ronin Publishing, LLC; Editor Erik Mona. *Relics and Rituals: Excalibur*, Copyright 2004, White Wolf Publishing, Inc. *Spycraft Mastermind Guide*, Copyright 2004, Alderac Entertainment Group, Inc.; Steve Crow, Alexander Flagg, B. D. Flory, Clayton A. Oliver. *Spycraft U.S. Militaries Guide*, Copyright 2004, Alderac Entertainment Group, Inc.; Authors Dave McAlister, Clayton A. Oliver, Patrick Kapera. *The Psychic's Handbook*, Copyright 2004, Green Ronin Publishing, LLC; Author Steve Kenson. *Unearthed Arcana* Copyright 2004, Wizards of the Coast, Inc.; Andy Collins, Jesse Decker, David Noonan, Rich Redman. *Advanced Player's Manual*, Copyright 2005, Green Ronin Publishing; Author Skip Williams. *Blue Rose*, Copyright 2005, Green Ronin Publishing; Authors Jeremy Crawford, Dawn Elliot, Steve Kenson, Alejandro Melchior, and John Sneed. *Blue Rose Companion*, Copyright 2005, Green Ronin Publishing; Editor Jeremy Crawford. *Dungeon Crawl Classics #20: Shadows in Freepport* by Robert J. Schwalb, Copyright 2005 Goodman Games (contact info@goodman-games.com, or see www.goodman-games.com) *The Freepport Trilogy*, Copyright 2005, Green Ronin Publishing, LLC; Authors Chris Pramas, William Simoni, and Robert J. Toth. *Gimmick's Guide to Gadgets*, Copyright 2005, Green Ronin Publishing; Author Mike Mearls. *Hot Pursuit*, Copyright 2005, Corey Reid, published by Adamant Entertainment, Inc. *Monte Cook Presents: Iron Heroes*, Copyright 2005, Monte J. Cook. All rights reserved. *Mythic Heroes*, Copyright 2005, Benjamin R. Durbin, published by Bad Axe Games, LLC. *Mutants & Masterminds, Second Edition*, Copyright 2005, Green Ronin Publishing; Author Steve Kenson. *The Seven Saxons*, by Benjamin R. Durbin and Ryan Smalley, Copyright 2005, Bad Axe Games, LLC. *Spycraft*, Copyright 2005, Alderac Entertainment Group. *True20 Adventure Roleplaying*, Copyright 2005, Green Ronin Publishing, LLC; Author Steve Kenson. *Borrowed Time*, Copyright 2006, Golden Elm Media; Authors Bruce Baugh and David Bolack. *Caliphate Nights*, Copyright 2006, Paradigm Concepts; Author Aaron Intante-Levy. *Lux Aeternum*, Copyright 2006, BlackWyrn Games; Author Ryan Wolfe with Dave Mattingly, Aaron Sullivan, and Derrick Thomas. *The Mastermind's Manual*, Copyright 2006, Green Ronin Publishing; Author Steve Kenson. *Mecha vs. Kaiju*, Copyright 2006, Big Finger Games; Author Johnathan Wright. *Tales of the Caliphate Nights*, Copyright 2006, Paradigm Concepts, Inc., Author Aaron Infante-Levy. *True20 Bestiary*, Copyright 2006, Green Ronin Publishing; Author Matthew E. Kaiser. *True20 Freepport Companion*, Copyright 2007, Green Ronin Publishing, LLC; Authors Steve Kenson and Robert J. Schwalb. *Buccaneers of Freepport True20 Web Enhancement*, Copyright 2011, Green Ronin Publishing, LLC; Authors Tim Emrick.