

DENIZENS OF FREEPORT WEB ENHANCEMENT

Denizens of Freeport Web Enhancement is copyright © 2002 by Green Ronin Publishing. Reference to other copyrighted material in no way constitutes a challenge to the respective copyright holders of that material.

DENIZENS OF FREEPORT: CHARACTER MASTER LIST

Name	CR	Classes	Race	Organizations	Profession	Gender	Page
Admiral Hrothy	9	Ari4, Exp4, Rog2	Human	City Elite, Mainland	Spy	M	4
Alcindar	6	Exp6, Sor1	Dwarf	City Elite, Business	Tailor, Gossip	M	5
Aleksander Tovac	9	Exp3, Wiz7	Human	Sea Lord's Guard	Detective	M	6
Alfhild	15	Bbn15	Human		Pirate Captain	F	7
Aloum Batar	3	Mnk3	Human		Good Guy	M	8
Arden Windbrook	7	Exp5, Asn3	Human	Business, Entertainers	Street Barber	M	9
Arilee Stormcrest	5	Ari2, Rog4	Human	City Elite, Daughters of the Guild	Cat Burglar	F	10
Ayebat Jaxx	3	Rog1, War3	Half-elf		Bodyguard	M	12
Bill Sangapulatele	8	Ftr4, Mnk4	Human	Business	Bodyguard	M	13
Bianka Altanish	1	Adp2	Human	Crematorium, Death God	Researcher, Healer	F	14
Bloom, Palatella	3	Drd3	Human	Criminals	Narcotics Grower	F	15
Bloom, Lozenkranz	3	Rog3	Human	Criminals	Narcotics Grower	M	15
Captain Spooky	7	Sor7	Human	Criminals	Addict, Potion Seller	M	17
Celeste D'Arran	12	Brd12	Human	Office of Dredging, City Elite	Spy	F	18
C.Q. Calame	4	Exp4	Human	Business, The Shipping News, City Elite	Journalist	M	20
Angelo Stampfel	3	Rog3	Human	The Shipping News	Reporter	M	20
Typical Newshound	1	Exp2	Human	The Shipping News	Reporter	M	21
Typical Newsboy	1/6	Com1	Human	The Shipping News	Street Vendor	M	21
Crazy Mary	2	Com3	Human		Servant	F	22
Cuttleblack	11	Rog1, Fpp2	Mindflayer	Slavers	Pirate Captain	-	23
Cyril Berryhill	6	Exp3, Rog2, Asn1	Halfling	Syndicate	Clerk, Assassin	M	24
Darius Dorvin	3	Rog3	Halfling	Halfling Benevolent Association	Con Artist	M	26
Delinda Knorrbertal	10	Wiz10	Human	Business	Alchemist	F	27
Aporkus Beedle	1/2	Wiz1/Rog0	Human	Criminals, Business	Shop Clerk	M	28
Dimetrios	5	Exp2, War2, Rog2	Human	Criminals, Business	Smuggler	M	29
Dirk Haslinger	2	Rog2	Human	Criminals	Drug Pusher	M	30
Dordendun	2	Exp3	Dwarf	Business	Plant Merchant	M	31
Draegar Redblade	7	Ftr6	Hobgoblin	Criminals	Gang Officer	M	32
Redblade Soldier	3	Ftr3	Hobgoblin	Criminals	Elite Soldier	M	33
Eudokia Kasovar	8	Exp1, Sor8	Human	Dragon's Blood Cult	Cult Leader	F	34
Fargas Ironfoot	11	Rog6, Fpp5	Halfling		Pirate Captain	M	36
Bela	1/4	pet	Monkey		animal companion		37
Garek	9	Ftr4, Exp6	Dwarf	Business	Brewer	M	38
Gitch	4	Wiz4	Goblin	Business, Criminals	Fire Marshal	M	40
Firefighter	1	Com2	Goblin	Business, Criminals	firefighter	M	42
Thug	1	War2	Goblin	Criminals	enforcer, guard	M	42
Firebug	1	Rog1	Goblin	Criminals	arsonist	M	42
Gregor Grundi	8	Bbn8, Exp1	Dwarf	Adventurers	guide	M	43
Halkos Tremir	4	Exp5	Elf	Business, Criminals	barber	M	44
Harcourt Horkel	10	Brd10	Human	Business	con man, carney	M	45
The Hat	8	Brd6, Rog2	Human	Sea Lord's Guard	undercover agent	M	46
Husani the sage	7	Exp2	Yuan-ti	Freeport Institute	spy, scholar	M	48
Irene Dukas	3	Rog1, Exp2	Human	Business, Criminals	locksmith	F	49
Janis Hawthorne	5	Com6	Half-elf	Business	street fruit vendor	F	50
Karl the Kraken	8	Ftr8	Half-orc	Criminals	enforcer, sociopath	M	51
Kyrga Stonefoot	2	Exp3	Dwarf	Business	rickshaw driver	F	52
Laria Syrtis	9	Brd9	Half-elf	Privateers	pirate	F	53
Lexi	4	Exp1, Sor4	Human	Business	courtesan	F	54
Lord Bonewrack	12	Wiz12	Elf		insane necromancer	M	56
Louelien Sivesta	7	Rog3, Sor4, Exp2	Half-elf	Business	insane merchant	M	57
Moradon (Far Amrii)	5	Pal5	Human	Adventurers	do-gooder	M	59
Morgan Baumann	10	Ftr5, Fpp5	Human		pirate captain	F	60
Shantar Froese	8	Ftr4, Rog4	Elf	Criminals	pirate first officer	M	61
Sea Dogs	2	War2, Rog1	various	Criminals, taverns	pirate crew	either	61
Mother Mirren	4	Com3, Exp3	Human	Commoners, Business	grandma, matriarch	F	62
Mr. Wednesday	11	Rog6, Crb5	Human	Criminals	gang leader	M	63
Thirsty Knob	8	Clr8	Human	Criminals	gang healer	M	64
Cricket	2	Rog2	Human	Criminals	protege	M	64
Gangster	2	Rog2, War1	Human	Criminals	gangster	M	64
Mungo	7	Ftr3, Rog4	Half-orc	Criminals, Entertainers	street artist, Fagan	M	65
Nevtalathien	7	Ftr6, Exp2	Half-elf	Adventurers, Business	leatherworker	F	67

- DENIZENS OF FREEPORT -

DENIZENS OF FREEPORT: CHARACTER MASTER LIST (CONTINUED)

Name	CR	Classes	Race	Organizations	Profession	Gender	Page
Omar Nkota	5	Rng4, Exp2	Human	Adventurers, Business, City Elite	animal trainer	M	68
Patamon	7	Rog3, Sor4	Human	Criminals	burglar	M	69
Portia Poorbelly	5	Ari6	Halfling	City Elite	cursed socialite	F	70
Prendag	10	Clt8, Blk3	Half-orc	Criminals	evil cult leader	M	71
Bleeding Fist Cultist	3	Clt4	Human	Criminals	evil cultist	M	72
Rat	7	Drd7	Halfling		urban druid lost boy	M	73
Raziya	4	Sor6	Half-elf	The Docks	savant sorcerer	F	75
Rikard Burbage	6	Brd5, Exp2	Half-elf	City Elite, Entertainers	actor, womanizer	M	77
Sesamin Anders	6	Exp6	Half-Orc	Business, Law	attorney	F	78
Stannis Alensin	13	Div7, Lor6	Human	Sea Lord's Guard	diviner, do-gooder	M	80
Talbous Mog	3	Clr3	Gnome	Criminals, Adventurers	mercenary cleric	M	82
Tanko Sandek	9	Rog1, Ftr8	Human	Sea Lord's Guard	Guard sergeant major	M	83
Thamiel Deepkiller	13	Mnk13	Elf		insane monk	M	84
Thorgrim	15	Ftr4, Wiz10	Human	Wizard's Guild	lord defender	M	86
Thulmir Quent	3	Rog1, Exp3	Human	Adventurers	quest broker	M	87
Timothy	1	Rog1	Human	Criminals	urchin, gang runner	M	88
Togar Irontooth	2	Exp3	Half-orc	Freeport Institute	sage	M	90
Torya Irontooth	½	Ari1	Half-orc	City Elite	socialite	F	91
Tureg Irontooth	3	War1, Exp3	Orc	Business	blacksmith	M	92
Vikky Tarjay	1	Rog1	Human	City Elite, Daughters of the Guild	socialite, cat burglar	F	93
Yuen	9	Mnk8	Chiao		foreign spy	M	94
Zach	1/6	Com1	Human	Commoners, Kids	urchin leader	M	95
Zako Sebesteyen	7	Brd7	Human	Entertainers	tavern entertainer	M	96

DENIZENS OF FREEPORT: INDEX

Abyss Dust	17, 28, 29, 30	Diseases	22, 50, 66
Actor	77	Diviners	6, 80
Addicts	17, 30, 45, 96	Docks, The	29, 40, 50, 67, 75
Alchemist	27, 31	Dojo	13
Aristocrats	4, 10, 18, 53, 56, 93	Doom Magnet	12
Arson	40, 51, 66	Drac's End	13, 15, 30, 56, 68, 91, 92, 95
Assassins	9, 24	Dunbar	88
Bar Brawlers	29, 51, 77, 96	Dreaming Street	55, 88
Barbers	9, 44	Drugs	15, 17, 29
Blacksmith	92	Eastern District	24, 26, 31, 44, 49, 50, 69
Blinkdog Rickshaw Co.	52, 69	Entertainers	16, 45, 77, 91, 96
Blood Culling, The	72	Familiars	5, 27, 40, 57, 69
Bloody Jack	32	Finito Hummel	79
Bodyguards	12, 13	Finn	24, 36, 88, 93
Bounties	7, 11, 37, 61, 74	Freeport Fire Department	40
Brewer	38	Freeport Institute	48, 90
Broken Mug, The	60	Gang - Buccaneers	32, 40, 63
Burglars	10, 66, 69	Gang - Cutthroats	32
Captain Roberts	19	Gang - Joy Boys	63
Chiao	94	God of Death	14
Commoners	62	God of Murder	71
Con men	26, 45, 65	God of Rogues	74
Continent	4, 5, 68, 84	God of the Sun	59
Courtesan	55	Golmon	14
Crematorium	14	Guides	43, 52
Crime Boss	63	Halfling Benevolent Assoc.	24, 70
Culinary Immortality	71	Herbs	31
Cults	11, 34, 55, 72	Hunker Down (feat)	83
Curio Shop	57	Indecipherable Scroll	95
Curses	11, 43, 70	Information Sources	5, 10, 26, 44, 48, 50, 52, 62, 82, 87, 89, 90, 91, 95, 96
Daughters of the Guild	10, 93		
Detectives	6, 46, 83		

- DENIZENS OF FREEPORT -

Knowledge (anatomy)	15	Seaside Market	67
Krom's Throat	32	Sociopath	51
Laughing Madness, The	22	Scurvytown	23, 32, 33, 44, 69, 71, 73, 88
Lawyer	78	Sea Captains	4, 23
Leatherworker	67	Sea Lord's Guard	6, 11, 16, 25, 29, 31, 33, 46, 71, 81, 83
Locksmith	49	Serial Killers	9, 36, 51
Martial Arts Teacher	13, 94	Serpent People	16, 48
Mercenaries	12, 32, 43, 67, 82	Sewers	25, 73
Merchant District	9, 50, 70	Ships	23, 37, 53, 61, 87
Merchant's Guild	33	Ship Masters	29
Mindflayer	23	Shipping News, The	20, 39, 77
Monkeys	37, 66	Shapeshifters	10
Northlanders	7, 86	Slavers	23, 26, 56
Old City	26, 50, 63, 79	Smugglers	29, 63
Office of Dredging	18	Snake Weed	15
Order of Starry Wisdom	34, 86	Spies	4, 18, 94
Patch Carty	40	Swagfest	72
Pets	37, 59, 66	Syndicate, The	24, 26, 37, 44, 79, 88
Pirates	7, 23, 36, 53, 60, 84	Tailors	5, 62
Pit, The	32	Tallowtack	89
Plague	22, 31	Taverns	39, 96
Plane of Shadows	56	Thorgrim, Lord Defender	40, 86
Potions	17, 46	Tired Liver Tonic	46
Quest Broker	87	Translator	52
Radicals	15, 96	Treasures	4, 37, 54, 67, 87
Rakshasas	10, 85, 94	Urchins	21, 26, 75, 88, 95
Reflexive Spellcasting	76	Valossa	23, 35
Reporters	20, 21	Warehouse District	63
Rhinoceros	59	Water Elemental	42
Rhodes of Freeport	39, 78	Weapon Property-Repeating	79
Rickshaws	52	Wizard's Guild	86
Ring of Bravado	79	Womanizers	29, 77
Ring of Sorcerers	35	Xander Williams	6, 46
Robe of Mundanity	19	Yig Sphere	48
		Yuan-ti	48
		Zola the Seer	41

DENIZENS OF FREEPORT: LISTING OF NEW RULES

Culinary Immortality (SU)	71	Ring of Bravado	79
Hunker Down (feat)	83	Ring of Sorcerers	35
Knowledge (anatomy)	15	Robe of Mundanity	19
Laughing Madness, The	22	Tallowtack	88
Master Hovith's Tired Liver Tonic	46	Weapon Property - Repeating	79
Reflexive Spellcasting (SQ)	76		

DENIZENS OF FREEPORT: ERRATA

Page	Fix
10	From the 5 th of Arden Windbrook's hooks and on, his hooks should be indented, as they are sub-hooks dependent upon the way the GM decides to treat the 4 th hook.
10	The 5 th of Arden Windbrook's hooks should actually be two separate sub-hooks. The imbedded hook that should stand alone starts with the second sentence; "The mob demands that the characters, as renowned heroes..."
20	C.Q. Calame's CR should be 3 (note this error first occurred in Freeport: City of Adventure)

- DENIZENS OF FREEPORT -

- OPEN GAMING LICENSE -

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, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.
Denizens of Freeport, Copyright 2003, Green Ronin Publishing, Editor Chris Wilkes