

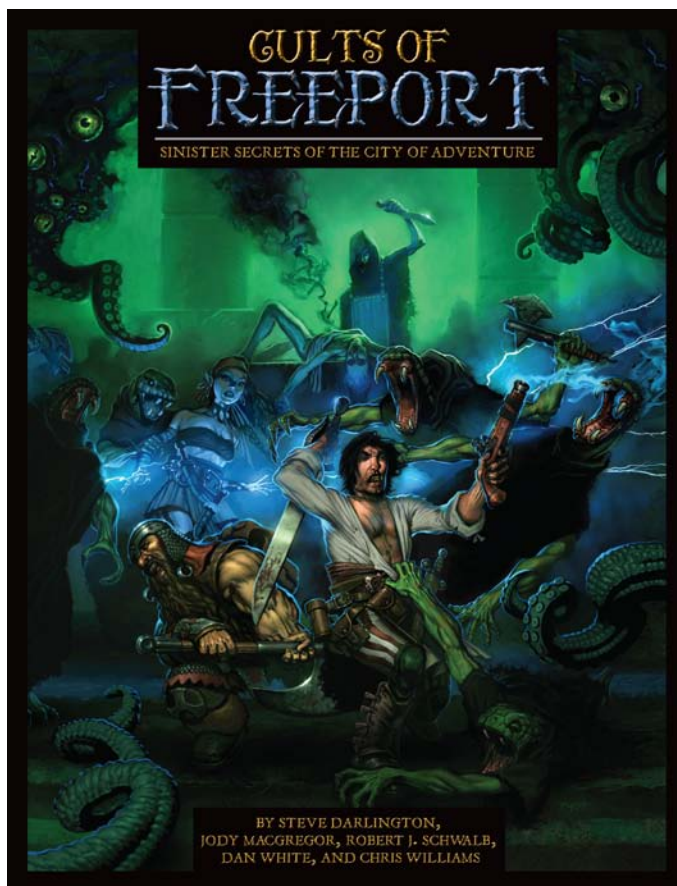
CULTS OF FREEPORT TRUE20 WEB ENHANCEMENT

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In late 2007, Green Ronin released *Cults of Freeport*, a system-less sourcebook that explores some of the most nefarious organizations lurking in City of Adventure. Covering eight cults, ranging from the familiar to the inexplicable, *Cults of Freeport* offers a glimpse into the madness that grips some of Freeport's worst citizens. 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 *Cults 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 I: THE BROTHERHOOD OF THE YELLOW SIGN

The Brotherhood of the Yellow Sign is an ancient and treacherous cult that has long worked its malevolence from behind the scenes, acting as a subversive agency designed to disrupt the societies they infiltrate. All of their work goes to divert attention from their true purpose, which is to unleash their dark god into the mortal world once again. Milton Drac's fall and the exposure of the cult's wicked plans proved to be an almost fatal setback for this vile group, but one should never underestimate the insidious nature of the King in Yellow. Despite all that's arrayed against them, this cult continues its dark deeds in this pirate haven to this very day.

REGINA MEYER

There are numerous cells devoted to the Unspeakable One, but Regina Meyer commands the largest and best organized. Self-proclaimed high priestess of the Brotherhood, Regina commands a sizeable following of cultists, recruited from the decadent nobles and brilliant students lured away from the Freeport Institute. Possessed of an intoxicating personality many find infectious, she's a dangerous force in the city and if not stopped, she could well find more success than Milton Drac ever dreamed possible.

REGINA MEYER (REP +0)

Type: 8th Level Humanoid (Human Adept 8)

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 11 (+15), Concentration 11 (+11), Intimidate 11 (+15), Knowledge (forbidden) 4 (+6), Knowledge (history) 11 (+13), Knowledge (religion) 11 (+13), Knowledge (supernatural) 11 (+13), Stealth 11 (+12)

Feats: Connected, Contacts, Dedicated (cult), Low Profile, Power^B, Power (×6), Supernatural Talent (Mind Touch, Pain)

Traits: Powers (rank 11, bonus +15, Cha, save Difficulty 18; Mind Touch +17, Pain +17, Scrying, Second Sight, Summon Outsider, Visions, Ward

Combat: Attack +5, Damage +1 (dagger), Defense Dodge/Parry +5/+4, Initiative +1; Conviction 6

Saving Throws: Toughness +0, Fortitude +2, Reflex +3, Will +6

ANDWAD FOUSTAFF, DEACON

Regina's right-hand man, Andwad is a rake and scoundrel, a despicable man, he brings to the Brotherhood vast wealth and an incredible network of contacts.

ANDWAD FOUSTAFF (REP +2)

Type: 6th Level Humanoid (Human Expert 3/Adept 3)

Size: Medium

Speed: 30 ft.

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

Skills: Acrobatics 6 (+7), Bluff 9 (+12), Concentration 3 (+4), Diplomacy 9 (+12), Disguise 6 (+9), Escape Artist 6 (+7), Gather Information 3 (+6), Knowledge (forbidden) 3 (+5), Knowledge (streetwise) 6 (+7), Knowledge (supernatural) 3 (+5), Notice 9 (+9), Search 6 (+8), Sense Motive 9 (+9), Sleight of Hand 6 (+7), Stealth 6 (+7)

Feats: Connected, Contacts, Dodge Focus, Evasion, Fascinate (Bluff)^B, Inspire Complacency (Bluff), Power (×3), Weapon Training

Traits: Expertise, Powers (rank 6, bonus +9, Cha, save Difficulty 14; Heart Shaping, Illusion, Mind Touch)

Combat: Attack +4, Damage +2 (rapier), Damage +1 (knife), Defense Dodge/Parry +5/+3, Initiative +1; Conviction 5

Saving Throws: Toughness +2 (leather), Fortitude +3, Reflex +4, Will +4

SEMPHI TIERSON

Bloated with corruption, Semphi Tierson suffers the touch of her dread master, her body swollen with fluids and her mind consumed by an insatiable hunger for carnal pleasures. Periodically, she receives flashes of inspiration, moments when the will of the Yellow King is made known to her.

SEMPHI TIERSON (REP —)

Type: 7th Level Aberration

Size: Large

Speed: 5 ft.

Abilities: Str -2, Dex -3, Con +6, Int +4, Wis +3, Cha +1

Skills: Bluff 10 (+11), Concentration 10 (+13), Intimidate 10 (+11), Knowledge (forbidden) 7 (+11), Knowledge (supernatural) 10 (+14), Notice 10 (+13), Sense Motive 10 (+13), Stealth 0 (-7)

Feats: Power (×3)

Traits: Commune, Darkvision 60 ft., Immune to Paralysis and Poison, Powers (rank 10, bonus +14, Int, save Difficulty 19; Mind Touch, Psychic Blast, Psychic Shield), Psychic Assault, Stench

Combat: Attack +1, Damage ---; Defense Dodge/Parry +1/—, Initiative -3

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

Commune: Once per day, Semphi may open her mind to the presence of the Unspeakable One and receive visions and instructions. Generally, such messages are garbled and confused, cryptic in their nature. However, Semphi may sacrifice her daily use of this ability to gain a +20 bonus on a single roll.

Psychic Assault: Each round as a standard action, Semphi may unleash a barrage of psychic force against all living creatures within 30 feet. The attack is damage +5, however targets must resist this damage using their Will saves in lieu of their Toughness saves. Failed saves impose injuries on their damage track as normal.

Stench: At the start of Semphi's turn, all living creatures within 30 feet of her must succeed on a Difficulty 19 Fortitude save or become nauseated for as long as they remain in the area. Those creatures who fail by 5 or more become enamored instead for 1d20/5 hours (minimum 1 hour). Enamored creatures shift their attitude to helpful toward her and are overcome with amorous feelings. A creature that succeeds or fails cannot again be affected by Semphi's stench for 24 hours.

U'RAHN

A cruel and nihilistic serpent person, U'Rahn has severed his ties with Yig and his servants to advance the agenda of the Unspeakable One. Tasked with recruiting other serpent people to the Brotherhood, U'Rahn prowls the Underside in search of degenerates and cast-offs, bringing them into the fold.

U'RAHN (REP +2)

Type: 4th Level Monstrous Humanoid (Shapechanger) (Serpent Person Adept 4)

Size: Medium

Speed: 30 ft., swim 20 ft.

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

Skills: Bluff 9 (+13), Disguise 9 (+13, +23 Change Shape), Escape Artist 0 (+4), Knowledge (forbidden) 1 (+3), Knowledge (supernatural) 9 (+11), Notice 9 (+13), Sleight of Hand 9 (+10), Stealth 9 (+13), Swim 0 (+8)

Feats: Dodge Focus, Improved Initiative^B, Power (×4), Run, Skill Focus (Escape Artist)^B, Skill Focus (Stealth)^B, Uncanny Dodge

Traits: Change Shape, Powers (rank 7, bonus +11, Cha, save Difficulty 17; Heart Reading, Heart Shaping, Mind Touch, Teleport), the Talent

Combat: Attack +3, Damage +1 (knife); Defense Dodge/Parry +4/+2, Initiative +5; Conviction 4

Saving Throws: Toughness +1, Fortitude +0, Reflex +2, Will +5

Change Shape: U'Rahn can assume the form of any Small or Medium humanoid. He prefers to wear the skin of an androgynous young man, hairless with yellow eyes.

CHAPTER II: THE PRIESTHOOD OF YIG

Older than the oldest civilization, the Priesthood of Yig has endured since the first serpent people hatched from their leathery eggs. In antiquity, their power and influence were unmatched, but when cultists of the Unspeakable One conjured forth their foul god, their vast empire sank and imprisoned their god beneath the wreckage of the civilization. For generations, the priests have striven to awaken Yig and restore their power, but isolation and time have proved constant adversaries, confusing their dogma and leading many astray to serve other and often darker gods. Still, the effort continues and in recent years, the Priesthood has made great strides in restoring their faith when the ancient temple of Yig was uncovered beneath Freeport. Now, serpent people come to the City of Adventure to learn the lost mysteries of their elder god and restore their power and influence to the world.

The hierophant of Yig is K'Stallo, who is fully detailed in the *True20 Freeport Companion*. The following text describes those supporting characters that make up the cult's leadership.

T'LOTHER, HIGH PRIEST

K'Stallo's greatest rival and a powerful force for change within the priesthood, T'Lother jockeys to advance his own agenda within the cult, which is to see the degenerates utterly destroyed and Freeport conquered, its people enslaved to transform the city into a new bastion of serpent people power, the heart of the old empire reborn. Deeply religious and filled with the certainty of a fanatic, his tolerance for K'Stallo's peaceful ways thins and many within the cult wonder how long before T'Lother seizes control completely.

T'LOTHER (REP +4)

Type: 12th Level Monstrous Humanoid (Shapechanger) (Serpent Person Adept 12)

Size: Medium

Speed: 30 ft., swim 20 ft.

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

Skills: Bluff 15 (+19), Concentration 15 (+14), Disguise 0 (+4, +14 Change Shape), Escape Artist 0 (+3), Intimidate 15 (+19), Knowledge (history) 15 (+17), Knowledge (supernatural) 15 (+17), Search 15 (+17), Stealth 0 (+3), Swim 0 (+8)

Feats: Benefit, Dodge Focus, Empower, Improved Initiative^B, Lucky, Mind Over Body, Power (×8), Skill Focus (Escape Artist)^B, Skill Focus (Stealth)^B, Supernatural Talent (Dominate and Harm), Weapon Training

Traits: Change Shape, Darkvision 60 ft., Powers (rank 15, bonus +19, Wis, save Difficulty 21; Cure, Dominate [rank 17, Difficulty 22], Harm [rank 17, Difficulty 22], Heart Shaping, Mind Reading, Mind Touch, Psychic Blast, Sleep), the Talent

Combat: Attack +6, Damage +3 (sword), Defense Dodge/Parry +7/+6, Initiative +4, Conviction 8

Saving Throws: Toughness +1, Fortitude +7, Reflex +8, Will +16

Change Shape: T'Lother can assume the form of any Small or Medium humanoid.

K'SAN, SENESCHAL OF THE TEMPLE

T'Lother's malformed assistant, K'San is a loyal servant, but harbors his own agenda. Seeking the annihilation of Freeport and who live there, he whispers to his master, pushing him whenever he falters.

K'SAN (MINION)

Type: 8th Level Monstrous Humanoid (Shapechanger) (Serpent Person Adept 8)

Size: Medium

Speed: 20 ft., swim 20 ft.

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

Skills: Bluff 11 (+18), Diplomacy 11 (+15), Disguise 11 (+15, +25 Change Shape), Escape Artist 0 (+2), Knowledge (history) 11 (+15), Knowledge (supernatural) 11 (+15), Notice 11 (+13), Sense Motive 11 (+13), Stealth 11 (+13), Swim 0 (+8)

Feats: Assessment, Benefit, Dodge Focus, Eidetic Memory, Improved Initiative^B, Power (×6), Skill Focus (Bluff), Skill Focus (Escape Artist)^B, Skill Focus (Stealth)^B

Traits: Change Shape, Darkvision 60 ft., Powers (rank 11, bonus +15, Cha, save Difficulty 19; Heart Reading, Heart Shaping, Mind Touch, Pain, Second Sight, Suggestion)

Combat: Attack +3, Damage +1 (knife), Defense Dodge/Parry +4/+4, Initiative +3

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

Change Shape: K'San can assume the form of any Small or Medium humanoid.

NYSSAL, KEEPER OF THE ARCHIVES

Masquerading as a professor at the Freeport Institute, Nyssal monitors the city and reports to T'Lother feeding him information about the happenings in the human community. His position in the Institute also grants him access to the collected knowledge of Valossa and the world. A notorious liar, not even his fellows put much stake in what he says.

NYSSAL (MINION)

Type: 7th Level Monstrous Humanoid (Shapechanger) (Serpent Person Expert 7)

Size: Medium

Speed: 30 ft., swim 20 ft.

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

Skills: Bluff 10 (+14), Diplomacy 10 (+14), Disguise 10 (+14, +24 Change Shape), Escape Artist 10 (+15), Gather Information 10 (+14), Knowledge (history) 10 (+12), Knowledge (streetwise) 10 (+12), Notice 10 (+10), Search 10 (+12), Stealth 10 (+15), Swim 0 (+8)

Feats: Connected, Dodge Focus, Improved Initiative^B, Fascinate (Bluff), Lucky, Mass Suggestion (Bluff), Skill Focus (Escape Artist)^B, Skill Focus (Stealth)^B, Sneak Attack (×2), Suggestion (Bluff), Uncanny Dodge, Weapon Training

Traits: Change Shape, Darkvision 60 ft.

Combat: Attack +7, Damage +3 (sword), Defense Dodge/Parry +8/+5, Initiative +6

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

Change Shape: Nyssal can assume the form of any Small or Medium humanoid.

K'T'KAH, THE FIRST REBORN

Believed to be prophecy in the flesh, the priesthood of Yig hold up this young serpent person as the fulfillment of all their work, the promise of their empire restored.

K'T'KAH (REP +1)

Type: 6th Level Monstrous Humanoid (Shapechanger) (Serpent Person Warrior 6)

Size: Medium

Speed: 40 ft., swim 20 ft.

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

Skills: Acrobatics 9 (+10), Disguise 0 (+1, +11 Change Shape), Escape Artist 9 (+13), Intimidate 9 (+10), Knowledge (history) 9 (+10), Stealth 9 (+13), Swim 0 (+10)

Feats: All-out Attack, Attack Focus (sword), Cleave, Dodge Focus (×2), Improved Initiative^B, Improved Speed, Rage, Skill Focus (Escape Artist)^B, Skill Focus (Stealth)^B, Tough, Uncanny Dodge, Weapon Training

Traits: Change Shape, Darkvision 60 ft., Determination

Combat: Attack +7 or +8 (sword), Damage +5 (sword), Defense Dodge/Parry +8/+8, Initiative +5; Conviction 5

Saving Throws: Toughness +4, Fortitude +6, Reflex +3, Will +3

Change Shape: K't'Kah can assume the form of any Small or Medium humanoid.

J'NESS

J'ness represents one of the many serpent people that serve the priesthood. As a female, she's barred from entering the clergy, so she aids the cult in other ways, infiltrating the city and wearing the skin of a simple woodcrafter. She uses her cover to serve as a spy and occasional assassin. Deeply loyal, she ever works to prove her worth to her masters.

J'NESS (MINION)

Type: 2nd Level Monstrous Humanoid (Shapechanger) (Serpent Person Expert 2)

Size: Medium

Speed: 30 ft., swim 20 ft.

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

Skills: Bluff 5 (+6), Craft (woodworking) 5 (+6), Disguise 5 (+6, +16 Change Shape), Escape Artist 5 (+10), Gather Information 5 (+6), Knowledge (streetwise) 5 (+6), Notice 5 (+7), Search 5 (+6), Stealth 5 (+10), Swim 0 (+9)

Feats: Dodge Focus, Eidetic Memory, Improved Initiative^B, Light Armor Training, Skill Focus (Escape Artist)^B, Skill Focus (Stealth)^B, Sneak Attack, Weapon Training

Traits: Change Shape, Darkvision 60 ft.

Combat: Attack +3, Damage +4 (sword) or Damage +2 (knife), Defense Dodge/Parry +4/+2, Initiative +6

Saving Throws: Toughness +2, Fortitude +0, Reflex +5, Will +2

Change Shape: J'ness can assume the form of any Small or Medium humanoid.

CHAPTER III: THE LOST SOULS OF YARASH

The Lost Souls of Yarash are the curse of the seas. They live only for slaughter, to amass ever higher the pile of corpses they have made, to harvest ever more souls with their blood-soaked blades. They know no mercy and give no quarter. They know no joy but the joy of killing, no sweetness like the agonized screams of their prey and have mastered no skill so much as combat, no art so well as torture. They follow no code, recognize no power, and fear no god—except their own.

LEXINGTON FILLORY

The leader of the Lost Souls, Lexington Fillory hides his filthy allegiance behind the façade of a respected merchant. Filled with the fiery passion of a true believer, he uses his considerable fortunes and natural charisma to bend the highly-placed to his way of thinking as well as to recruit meat for this cult and their disturbing agenda.

LEXINGTON FILLORY (REP +3)

Type: 12th Level Humanoid (Human Warrior 6/Expert 6)

Size: Medium

Speed: 30 ft.

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

Skills: Acrobatics 6 (+8), Bluff 6 (+10), Diplomacy 12 (+16), Gather Information 12 (+16), Intimidate 12 (+16), Knowledge (geography) 6 (+7), Knowledge (nobility) 6 (+7), Knowledge (religion) 12 (+13), Notice 6 (+5), Profession (merchant) 12 (+11), Sense Motive 6 (+5)

Feats: Attack Focus (sword), Attack Specialization (sword), Benefit, Connected^B, Diehard, Evasion, Improved Initiative, Inspire (Fear, Fury), Light Armor Training, Rage (×2), Skill Focus (Intimidate), Sneak Attack (×2), Weapon Training

Traits: Determination

Combat: Attack +12 or +13 (sword), Damage +5 (sword), Defense Dodge/Parry +12/+11, Initiative +6; Conviction 8

Saving Throws: Toughness +1, Fortitude +8, Ref +6, Will +4

GUMMER GHURTZ

The Lost Souls principal recruiter, Gummer Ghurtz is a known scoundrel and skilled storyteller, haunting winesinks and rumjoints all over the Docks and Scurvytown. A bloodthirsty bastard, he has a mean temper, but he hides it well when he's bringing folks into the fold.

GUMMER GHURTZ (REP +3)

Type: 8th Level Humanoid (Dwarf Expert 8)

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 11 (+13), Craft (stonework) 0 (+3), Diplomacy 11 (+13), Gather Information 11 (+13), Intimidate 11 (+11), Knowledge (streetwise) 11 (+11), Notice 11 (+12), Search 0 (+1, +3 stonework), Sense Motive 11 (+12), Sleight of Hand 11 (+11), Stealth 11 (+11)

Feats: Assessment, Attack Focus (knife), Contacts, Crippling Strike, Dodge Focus, Great Fortitude^B, Improved Initiative, Night Vision^B, Sneak Attack (×2), Talented (Craft and Search, stonework only)^B, Two-Weapon Defense, Two-Weapon Fighting, Uncanny Dodge

Traits: Expertise

Combat: Attack +6 or +7 (knife), Damage +2 (knife), Defense Dodge/Parry +7/+7; Initiative +4; Conviction 6

Saving Throws: Toughness +2, Fortitude +6, Reflex +6, Will +3

SILAS GANTRY

An old crusty sailor, Captain Silas Gantry retired to Freeport to instruct young men in the trade of sailing. He uses this innocent cover to mask his darker ambitions, to lure more fools to the service of his wicked god.

SILAS GANTRY (REP +2)

Type: 8th Level Humanoid (Human Warrior 8)

Size: Medium

Speed: 20 ft. (missing leg)

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

Skills: Bluff 11 (+13), Climb 11 (+12), Knowledge (geography) 11 (+11), Perform (storyteller) 11 (+13), Swim 4 (+5)

Feats: Attack Focus (cutlass), Attack Specialization (cutlass), Firearms Training, Greater Attack Focus (cutlass), Improved Critical (cutlass), Light Armor Training, Lucky, Seize Initiative, Uncanny Dodge, Weapon Bind, Weapon Break, Weapon Training^B

Traits: Determination

Combat: Attack +10 or +11 (cutlass) or Attack +10 (privateer FP), Damage +4 (cutlass or privateer FP), Defense Dodge/Parry +10/+9, Initiative +2; Conviction 6

Saving Throws: Toughness +4, Fortitude +10, Reflex +6, Will +4

FELDER MICHAELMAS

A typical example of a cultist of the Bloody One, Felder Michaelmas has been murdering folks since he was a boy. A vicious killer, he enjoys his bloody work and sees his allegiance to the Cult of Yarash as the fulfillment of his destiny.

FELDER MICHAELMAS (MINION)

Type: 1st Level Humanoid (Human Warrior 1)

Size: Medium

Speed: 30 ft.

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

Skills: Climb 4 (+7), Intimidate 4 (+4), Notice 4 (+4), Swim 4 (+7)

Feats: Improved Initiative, Iron Will, Light Armor Training, Tough^B, Weapon Training

Combat: Attack +3, Damage +7 (greatclub), Defense Dodge/Parry +3/+4, Initiative +6

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

THE DRAGON

A devout worshipper of Yarash, everything the Dragon does, he does for the glory of his horrid god. Massive and imposing, this half-orc brute is the terror of the seas and when he comes to Freeport, the wise flee his approach.

THE DRAGON (REP +2)

Type: 7th Level Dragon (Half-Dragon, Half-Orc Warrior 7)

Size: Medium

Speed: 30 ft.

Abilities: Str +8, Dex +1, Con +4, Int +0, Wis +0, Cha +1

Skills: Acrobatics 9 (+10), Climb 5 (+13), Intimidate 9 (+10), Jump 5 (+13), Knowledge (geography) 9 (+9), Notice 9 (+9), Profession (sailor) 9 (+9), Swim 5 (+13)

Feats: All-out Attack, Attack Focus (bite), Attack Specialization (bite), Cleave, Diehard, Iron Will, Night Vision^B, Rage (×3), Tough, Weapon Training^B

Traits: Breath Weapon, Darkvision, Determination, Immune to Sleep, Paralysis, and Electricity

Combat: Attack +8 or +9 (bite) or +8 (claws), Damage +10 (bite) or +8 (claws); Defense Dodge/Parry +8/+15, Initiative +1; Conviction 6

Saving Throws: Toughness +7, Fortitude +9, Reflex +3, Will +4

Breath Weapon: 60-ft. line electricity, +7 electricity damage, Reflex Difficulty 16 half.

CHAPTER IV: THE ESOTERIC ORDER OF STARRY WISDOM

Behind the façade of Freeport's Wizards' Guild lays a secret cabal of magicians dedicated to an insane force for madness and evil known only as the Crawling Chaos. The Order once dominated the Guild, infesting it with their mad ambitions to acquire an ancient relic lost since antiquity, but in the centuries since coming to Freeport, the Order shrunk to a small core of dedicated cultists. Even though their devotion may waver, ever are they bound to the sinister power of their dark master.

High Wizard Tarmon is detailed in the *True20 Freeport Companion*.

LORD ENTERTAINER UPJOHN DROWNE

A former arcane duelist and wizard of no small power, Upjohn Drowne fled the Continent after accidentally killing an opponent in a friendly duel. Winding up in Freeport, a place far enough away from his past that he could move without recognition, he serves as the Order's spymaster. In this role, he wears a variety of masks to make him the greatest infiltrator in the city.

UPJOHN DROWNE (REP +3)

Type: 9th Level Humanoid (Gnome Adept 9)

Size: Small

Speed: 30 ft.

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

Skills: Bluff 12 (+14), Concentration 12 (+13), Craft (alchemy) 0 (+6), Disguise 12 (+14), Gather Information 12 (+14), Knowledge (streetwise) 12 (+16), Knowledge (supernatural) 12 (+16), Notice 12 (+14), Sleight of Hand 12 (+13), Stealth 0 (+5)

Feats: Contacts, Fascinate (Bluff), Improved Initiative, Iron Will^B, Night Vision^B, Power (×7), Shield Penetration, Talented (Craft [alchemy] and Notice)^B, Well-Informed

Traits: Powers (rank 12, bonus +16, Int, save Difficulty 20; Body Control, Elemental Blast [fire], Fire Shaping, Flesh Shaping, Illusion, Mind Touch, Self Shaping), the Talent

Combat: Attack +6, Damage +1 (quarterstaff) or Damage +0 (knife), Defense Dodge/Parry +6/+4, Initiative +5; Conviction 7

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

LORD RECORDER KENNETH REGRANT

One of the preeminent psychics and diviners found in Freeport's Wizards' Guild, Kenneth Regrant is plagued with visions, his mind awash with future possibilities, present happenings, and the dim recollections of the past. Kenneth came from Freeport's streets, adopted by the Guild out of charity, but was found to possess great talent and swiftly earned his place among the powerful wizards inside the Esoteric Order.

KENNETH REGRANT (REP +5)

Type: 16th Level Humanoid (Human Adept 16)

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 19 (+19), Concentration 19 (+20), Gather Information 19 (+19), Intimidate 19 (+19), Knowledge (history) 19 (+23), Knowledge (supernatural) 19 (+23), Notice 19 (+21), Sense Motive 19 (+21), Stealth 4 (+8)

Feats: Animal Empathy, Canny Dodge (Int), Dedicated (Esoteric Order), Imbue Item, Improved Initiative, Power^B, Power (×8), Quicken Power, Shield Penetration, Skill Focus (Stealth), Skill Training, Supernatural Focus (Visions), Uncanny Dodge

Traits: Powers (rank 19, bonus +23, Int, save Difficulty 23; Calm, Combat Sense, Heart Reading, Mind Reading, Mind Touch, Object Reading, Psychic Blast, Second Sight, Visions +26), the Talent

Combat: Attack +9, Damage +1 (knife), Defense Dodge +13/+8, Initiative +5; Conviction 10

Saving Throws: Toughness +1, Fortitude +6, Reflex +6, Will +12

LORD WANDERER ENOCHIA BOWSTRING

Enochia Bowstring serves as the Wizards' Guild's diplomat and envoy, and she spends much of each year in transit to one location or other. She's given to apathy and disinterest in her work, but hides it behind a neutral façade.

ENOCHIA BOWSTRING (REP +4)

Type: 14th Level Humanoid (Elf Adept 14)

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 17 (+19), Concentration 17 (+17), Diplomacy 17 (+19), Gather Information 17 (+19), Intimidate 17 (+19), Knowledge (geography) 17 (+21), Knowledge (supernatural) 17 (+21), Notice 0 (+2), Search 0 (+2), Sense Motive 17 (+17)

Feats: Contacts, Lucky, Night Vision^B, Power (×15), Talented (Notice and Search)^B, Weapon Training^B

Traits: Powers (rank 17, bonus +21, Int, save Difficulty 22; Apport, Blink, Calm, Heart Reading, Heart Shaping, Mind Probe, Mind Reading, Mind Shaping, Mind Touch, Plane Shift, Psychic Shield, Second Sight, Suggestion, Teleport, Truth Reading), the Talent

Combat: Attack +9, Damage +2 (rapier), Defense Dodge/Parry +9/+7, Initiative +2; Conviction 9

Saving Throws: Toughness +0, Fortitude +6, Reflex +8, Will +11

LORD TEACHER ORRIN FEENEY

Having made a name for himself with his unmatched mastery of weather and the elements, he serves the Guild as an instructor and educator. Thoroughly insane, he tempers the rigorous schedule to which he must cleave with his dark experimentations with the meteorological conditions of the Serpent's Teeth.

ORRIN FEENEY (REP +3)

Type: 10th Level Humanoid (Human Adept 10)

Size: Medium

Speed: 30 ft.

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

Skills: Concentration 13 (+15), Intimidate 13 (+13), Knowledge (nature) 13 (+19), Knowledge (supernatural) 13 (+16), Notice 13 (+12), Search 13 (+15), Sense Motive 13 (+12), Survival 4 (+3)

Feats: Dodge Focus, Power^B, Power (×8), Quicken Power, Skill Focus (Knowledge—nature), Supernatural Focus (Weather Shaping), Widen Power

Traits: Powers (rank 13, bonus +16, Int, save Difficulty 19; Cold Shaping, Elemental Blast [cold, electricity], Fire Shaping, Psychic Shield, Second Sight, Water Shaping, Weather Shaping +19, Wind Shaping, Wind Walk), the Talent

Combat: Attack +6, Damage +3 (quarterstaff), Defense Dodge/Parry +7/+6, Initiative +1; Conviction 7

Saving Throws: Toughness +2, Fortitude +5, Reflex +4, Will +6

LORD RESEARCHER EDWINA LILYBRIDGE

As Lord Researcher, Edwina is charged with maintaining the tomes, artifacts, and relics possessed by the Esoteric Order. Ever the ambitious wizard, she makes extensive use of these treasures to advance her own position within the cult.

EDWINA LILYBRIDGE (MINION)

Type: 7th Level Humanoid (Human Adept 7)

Size: Medium

Speed: 30 ft.

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

Skills: Concentration 10 (+11), Gather Information 10 (+11), Knowledge (history) 10 (+13), Knowledge (local) 10 (+13), Knowledge (religion) 10 (+13), Knowledge (supernatural) 10 (+13), Notice 7 (+9), Search 10 (+16)

Feats: Canny Dodge (Int), Power (×8), Skill Focus (Search)^B, Weapon Training

Traits: Powers (rank 10, bonus +13, Int, save Difficulty 18; Apport, Enhance Senses, Mind Reading, Mind Touch, Object Reading, Psychic Shield, Second Sight, Ward)

Combat: Attack +3, Damage +3 (sword), Defense Dodge/Parry +6/+3, Initiative +0

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

CHAPTER V: SCIONS OF THE DESTROYER

The Temple District is one of the more bustling communities within Freeport. Home to representatives of nearly every legitimate and illegitimate church, sect, and cult, walking its streets rewards visitors with a dazzling assortment of colors, sounds, and, yes, even smells. Most Freeporters believe all the faiths here are benign, for it is by Sea Lord's decree that no altars of fiend or wicked god should be raised within the city's walls. Yet, cults thrive in the city, each devoted to gods and powers so sinister that to speak their names invites hideous attention. Even within the sacred halls of the various temples found in the most holy district, the cancer of corruption blossoms. Nowhere is this more true than among the fierce priests of the god of war. Darkness has claimed the souls of these priests and their observances to the bellicose deity are mere formalities. Their hearts lay truly with Abaddon the Destroyer, the Bringer of Endings, the Minister of Death and Havoc, who, when his mighty citadel reaches the bottom of the Abyss, will reduce this world to utter ruin.

FATHER CADICCEN

The high priest of the War God's temple in Freeport, Cadiccen conceals his true devotion behind the serene exterior of a pious servant of the lord of battle. He came to Freeport to breathe new life into Abaddon's cultists who had long infiltrated this church, but his appearance saw the established cultists exposed and destroyed. His efforts to "purge" the church bought him the position of high priest and ever since, he has quietly subverted the clergy, bringing them into the fold of his true master.

FATHER CADICCEN (REP +4)

Type: 15th Level Humanoid (Human Warrior 5/Adept 10)
Size: Medium
Speed: 30 ft.
Abilities: Str +2, Dex +1, Con +1, Int +1, Wis +2, Cha +1
Skills: Acrobatics 6 (+7), Bluff 18 (+19), Concentration 8 (+9), Diplomacy 8 (+9), Disguise 8 (+9), Jump 8 (+10), Intimidate 6 (+7), Knowledge (religion) 8 (+9), Notice 8 (+10), Sense Motive 8 (+10), Sleight of Hand 8 (+9)
Feats: Attack Focus (unarmed strike), Attack Specialization (unarmed strike), Canny Dodge (Wis), Dodge Focus^B, Improved Grab, Improved Strike, Improved Throw, Improved Trip, Mind Over Body, Move-By Action, Power (×5), Taunt, Tough, Uncanny Dodge, Weapon Training
Traits: Determination, Powers (rank 10, bonus +12, Wis, save Difficulty 17; Body Control, Combat Sense, Enhance Ability, Heart Shaping, Psychic Shield)
Combat: Attack +11 or +12 (unarmed), Damage +4 (unarmed), Defense Dodge/Parry +14/+12, Initiative +1; Conviction 10
Saving Throws: Toughness +2, Fortitude +9, Reflex +5, Will +8

HANNIBAL, CHIEF REAPER

Hannibal serves as Father Cadiccen's eyes and ears, monitoring developments in the temple and watching for enemies. A troubled man with a sordid past, he discarded the horrors of his youth for the blissful madness offered by Abaddon. He masks his savagery behind the dead eyes of a cold killer.

HANNIBAL (MINION)

Type: 9th Level Humanoid (Human Warrior 5/Adept 4)
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +1, Con +2, Int 0, Wis +1, Cha 0
Skills: Climb 10 (+13), Intimidate 10 (+10), Jump 10 (+13), Knowledge (religion) 12 (+12), Swim 10 (+13)
Feats: All-out Attack, Attack Focus (sword)^B, Attack Specialization (sword), Heavy Armor Training, Light Armor Training, Power (×4), Shield Training, Startle, Tough, Weapon Training
Traits: Determination, Powers (rank 4, bonus +5, Wis, save Difficulty 13; Combat Sense, Cure, Enhance Ability, Enhance Senses)
Combat: Attack +8 or +9 (sword), Damage +7 (sword), Defense Dodge/Parry +8/+10, Initiative +1
Saving Throws: Toughness +3, Fortitude +7, Reflex +3, Will +4

LAMARAK BLACKTUSK

Lamarak is an archetypical bloodthirsty, reckless orc. He grew up in the gutters and gangs of Freeport, but found his true calling when he was recruited as a Reaper. He is now in charge of the Scions' orc and goblin gangs in Bloodsalt.

LAMARACK BLACKTUSK (REP +2)

Type: 9th Level Humanoid (Orc Warrior 9)

Size: Medium

Speed: 40 ft.

Abilities: Str +5, Dex +1, Con +4, Int -2, Wis -2, Cha +1

Skills: Intimidate 12 (+13), Jump 8 (+12), Notice 4 (+2)

Feats: Armor Training (light), Attack Focus (sword), Cleave, Diehard, Improved Speed, Improved Strike, Iron Will, Night Vision^B, Power Attack, Rage, Startle, Tough, Uncanny Dodge, Weapon Training^B

Traits: Determination, Pitched Weapons (poisoned sword and bite: Injury, Difficulty 11, +1 damage/1 Con; immune to poison from pitched weapons)

Combat: Attack +10 or +12 (masterwork sword), Damage +8 (sword or unarmed), Defense Dodge/Parry +10/+14, Initiative +1; Conviction 7

Saving Throws: Toughness +7 (+2 studded leather, +1 Tough), Fortitude +10, Reflex +4, Will +3

TURK SILVERSKIN

Turk could have been a hero if he hadn't chosen to selfishly dwell on his own appetites. He is past his youthful prime, during which he traveled the world in search of the next adrenalin-fueled exploit; now he tries to make do with new drugs, sexual perversions, and other highs.

TURK SILVERSKIN (REP +2)

Type: 8th Level Humanoid (Human Warrior 8)

Size: Medium

Speed: 30 ft.

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

Skills: Acrobatics 8 (+5), Bluff 5 (+7, +11 Attractive), Climb 5 (+2), Diplomacy 0 (+2, +6 Attractive), Intimidate 11 (+13), Jump 5 (+2), Knowledge (geography) 6 (+7), Notice 4 (+3), Profession (sailor)[†] 5 (+4), Swim 8 (+0)

Feats: All-Out Attack, Armor Training (heavy, light), Attack Focus (sword), Attack Specialization (sword), Attractive, Dedicated (cult), Defensive Attack, Lucky^B, Press Ganger, Startle, Weapon Training

Traits: Determination

Combat: Attack +10 or +12 (masterwork sword), Damage +6 (sword), Defense Dodge/Parry +10/+10, Initiative +2; Conviction 6

Saving Throws: Toughness +7 (+6 full plate), Fortitude +9, Reflex +6, Will +3

[†]True20 Freeport Companion

"MATCHES"

Since childhood, "Matches" has been a true pyromaniac, feeling only delight at the sight of destruction and death his obsession causes. Not only incurably mad, he is also an inveterate liar and drunkard.

"MATCHES" (MINION)

Type: 3rd Level Humanoid (Human Expert 3)

Size: Medium

Speed: 30 ft.

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

Skills: Climb 6 (+7), Craft (alchemy) 6 (+5), Craft (pyrotechnics) 6 (+5), Disable Device 6 (+5), Escape Artist 4 (+7), Knowledge (local) 6 (+5), Notice 6 (+3), Stealth 6 (+9)

Feats: Alchemist[†], Evasion, Exotic Weapon Proficiency (fire-breathing), Great Fortitude, Run, Second Chance (catching on fire), Sneak Attack

Traits: Fire-Breathing (spit and ignite a special alchemical alcohol that does damage as if alchemist's fire, but does not ignite merely upon contact with air)

Combat: Attack +5, Damage +2 (dagger) or +0 (fire-breathing), Defense Dodge/Parry +5/+3, Initiative +3

Saving Throws: Toughness +1, Fortitude +4, Reflex +6, Will -2

[†]True20 Freeport Companion

CHAPTER VI: THE CHARNEL CHILDREN

Some say that the Charnel God has always been with us, lurking in the wake of the gods of war and pain and destruction, methodically consuming the remains of the dead. His worshippers believe that by consuming the bodies of the dead, they offer their strength and secrets to the Charnel God. His followers also murder and consume the living, in order to gather even more power for their god—and to teach the world to fear him as they properly should.

The cult of the Charnel God once held sway over vast empires ruled by ghouls, but their enemies finally destroyed them. To this day, witch hunters root out the foul art of necromancy wherever it may be found, but the cult continues on in secret. In Freeport, the Charnel God has a home in the most unlikely of places: the seemingly innocent Cleaves Home for Foundlings and Wayward Children.

THE CANNIBAL RITUAL

By ritually consuming the bodies of the dead, the Charnel God's followers come closer to their god. The Cannibal Ritual transforms those partaking in the unholy feast into ghouls for a limited time. If perfected, the ritual could make this transformation permanent, and give the Charnel God's followers a manner of immortality—as undead. The most complete copy of this ritual is found in the dreaded *Ghoul's Manuscript*, thought destroyed by witch hunters in their crusade against necromancy.

Rules for performing rituals appear in **Chapter Five: Forbidden Lore** of the *True20 Freeport Companion*.

Power: Imbue Unlife, fatiguing

Difficulty: 30 (10 + base Difficulty 18 + 2 for fatiguing). Each assistant must succeed on a Difficulty 10 Wisdom check to aid the ritualist. Will save Difficulty 15 to avoid fatigue.

Ritualist: Only a ritualist is required, but assistants are usually utilized due to the high Difficulty.

Components: A flesh humanoid corpse, plus tools for butchering and cooking it.

Aids: A ritualist with at least 6 ranks in the Knowledge (religion) skill receives a +2 bonus on his skill check.

Time: 2 hours.

Costs: When the transformation begins, everyone present must succeed on a Difficulty 15 Will save or gain 1 point of madness. In addition, the ritualist and all participants in the feast automatically gain 1 point of corruption for such blasphemy.

Success: If the ritualist succeeds on his Knowledge (forbidden lore) check, every character who ate the specially prepared flesh is transformed into a ghoul for the remainder of the night, gaining the strength and hunger of an undead corpse-eater. Apply the Ritual Ghoul template (see below) to each recipient.

Failure: If the ritualist fails his check, none of the subjects are transformed, but all are afflicted by an unholy craving for human flesh that lasts for 10 minutes times the margin of failure. (For example, if the check failed by 6, then the hunger lasts for 60 minutes.) This compulsion may be resisted for 10 minutes with a successful Difficulty 15 Will save.

Ritual Ghoul (Template)

Type: The creature's type changes to undead. Do not recalculate base combat bonus, saves or skills.

Abilities: Same as the base creature, except that as an undead, a ritual ghoul has no Constitution.

Feats: A ritual ghoul gains Tough as a bonus feat, in addition to the base creature's other feats.

Combat: A ritual ghoul gains bite and claw attacks. If the base creature does not have these attack forms, use the appropriate damage value for the ghoul's size (see table). Creatures with natural weapons retain their old damage values or use the appropriate value from the table, whichever is better.

Size	Bite Damage	Claw Damage
Fine	-4	-4
Diminutive	-1	-4
Tiny	+0	-1
Small	+1	+0
Medium	+2	+1
Large	+3	+2
Huge	+4	+3
Gargantuan	+6	+4
Colossal	+8	+6

Traits: A ritual ghoul retains the traits of the base creature and gains those described here. The save Difficulty of a ghoul's traits is 10 + 1/2 the ghoul's level (round down) + the ghoul's Charisma.

Darkvision: 60 ft.

Immunities: Ritual ghouls are immune to poison, sleep, paralysis, stunning, disease and mind-influencing effects (including mind-influencing powers). They are not subject to critical hits, non-lethal damage, ability damage, ability drain or any effect requiring a Fortitude save, unless it works on inanimate objects.

Paralysis: Bite or claw; Fortitude resists; paralyzed for 4 rounds.

Saving Throws: A ritual ghoul has the same Toughness save based on its size, with a bonus equal to half its level (rounded down).

Advancement: As base creature.

Level Adjustment: Same as the base creature +3. This increase only applies if the creature can transform without using the Cannibal Ritual.

THE GHOUL MANUSCRIPT

The spine of this book is always made from a literal human spine, and many copies are bound in human skin as well. The tome relates the history of the Charnel God's cult and the blasphemous acts its members have committed in his name. The most important of these rites is the Cannibal Ritual, an unholy feast that transforms the participants into ghouls for a single night of bringing the dead and living alike closer to the insatiable Charnel God.

Those most receptive to the god's teachings actually hear a voice coming to them through the book; they invariably believe that this mad whisperer is the Charnel God himself, showing them the path to immortality as one of the undead instead of an all-to-fragile living creature.

Studying the book allows the reader to acquire maximum of to 10 free ranks in the Knowledge (forbidden lore) skill. However, each rank requires a month's study and inflicts 1 point of Madness. The book cannot raise the reader's total skill above 10 ranks, or the character's level +3, whichever is lower.

Whatever the truth behind the source of the book's voice, it is intelligent (Int +2, Wis +2, Cha +7; Will +9), and can help or hinder the reader as it sees fit. If the reader willingly follows the book's suggestions for committing darker and darker acts, then the book will lend its expertise to exploiting the rites contained within it. Once per day, an attuned reader may substitute the book's full Knowledge (forbidden lore) ranks in place of his own for the purposes of casting one ritual. This gives the user 1 point of Corruption.

If the reader has no intention of using the book to serve the Charnel God, then the book begins to exert a psychic pressure on the reader's mind. Each day that the book is perused, it makes a Will save opposed by the reader's Will save. If the book wins, the reader follows its vile suggestions for one day and gains one point of Corruption. Any character who becomes totally corrupted in this way becomes a helplessly devoted minion of the Charnel God.

EUGLENUS CLEAVES

Freeport society sees this former physician as a good man completely devoted to the welfare of the city's orphans, but this couldn't be further from the truth. The real Euglenus Cleaves experiments upon the children in his care, seeking to perfect the means to a depraved sort of immortality.

EUGLENUS CLEAVES (REP +3)

Type: 9th Level Humanoid (Human Expert 9)

Size: Medium

Speed: 30 ft.

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

Skills: Acrobatics 10 (+11), Bluff 12 (+13), Climb 8 (+8), Craft (herbal medicines) 6 (+9), Diplomacy 12 (+13), Jump 8 (+8), Knowledge (forbidden lore)† 3 (+7), Knowledge (geography) 8 (+11), Knowledge (nature) 12 (+15), Knowledge (religion) 4 (+7), Knowledge (streetwise) 8 (+11), Knowledge (supernatural) 12 (+15), Language 4 (Aquan, Azharan, Common, Draconic, Elvish, Fiendish, Gnomish), Medicine 12 (+8), Notice 12 (+15), Stealth 8 (+9)

†True20 Freeport Companion

Feats: Connected, Crippling Strike, Dedicated (cult), Diehard, Endurance, Favored Opponent (humans), Great Fortitude, Iron Will, Jack of All Trades, Leadership, Skill Focus (Medicine)^B, Sneak Attack, Talented (Bluff and Diplomacy)

Traits: Eldest Child, Expertise

Combat: Attack +7 or +8 (masterwork dagger), Damage +1 (dagger), Defense Dodge/Parry +7/+6, Initiative +1; Conviction 7

Saving Throws: Toughness +1, Fortitude +6, Reflex +4, Will +11

Eldest Child: Between his regular performance of the Cannibal Ritual and the voice of the Charnel God in his head, Cleaves may assume the form of a ritual ghoul at will. While transformed, he uses the following statistics:

Type: 9th Level Undead (Ritual Ghoul Expert 9)

Abilities: Con —

Feats: Connected, Crippling Strike, Dedicated (cult), Diehard, Endurance, Favored Opponent (humans), Great Fortitude, Iron Will, Jack of All Trades, Leadership, Skill Focus (Medicine)^B, Sneak Attack, Talented (Bluff and Diplomacy), Tough^B

Traits: Darkvision 60 ft., Paralysis, Undead Traits

Combat: Damage +2 plus paralysis (bite) or +1 plus paralysis (claw)

Saving Throws: Toughness +3 (+1 undead, +1 natural, +1 Tough), Fortitude +5

Paralysis: Bite or claw; Fortitude Difficulty 13; paralyzed for 4 rounds. The save Difficulty is Charisma-based.

"SLIM" WILLIAM THE PLEASER

William was Cleaves's first recruit into the Charnel Children. However, his own obsession is not the Charnel God's worship, but necromancy. He has gleaned as much of this craft as he could from his Psychopomp's sizable arcane library, and now earns money for the Cleaves Home and his own continuing researches by running a brothel secretly staffed by reanimated dead.

"SLIM" WILLIAM THE PLEASER (REP +3)

Type: 8th Level Humanoid (Human Adept 8)

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 11 (+13), Concentration 11 (+10), Craft (drawing) 11 (+15), Gather Information 11 (+11), Intimidate 11 (+13), Knowledge (forbidden lore) 3 (+7), Knowledge (religion) 11 (+15), Knowledge (supernatural) 11 (+15), Notice 4 (+3), Profession (pimp) 11 (+10)

Feats: Attack Focus (touch), Connected, Imbue Item, Improved Initiative, Powers (x7), Talented (Bluff and Intimidate)^B

Traits: Charnel Child, Powers (rank 11, bonus +15, Int, save Difficulty 19; Body Control, Drain Vitality, Harm, Imbue Unlife, Second Sight, Sense Minds, Sleep), the Talent

Combat: Attack +5 or +6 (masterwork club or melee touch attack), Damage +3 (club), Defense Dodge/Parry +5/+5, Initiative +5; Conviction 6

Saving Throws: Toughness +2, Fortitude +4, Reflex +3, Will +5

Charnel Child: While under the influence of the Cannibal Ritual, William uses the following statistics:

Type: 8th Level Undead (Ritual Ghoul Adept 8)

Abilities: Con —

Feats: Attack Focus (touch), Connected, Imbue Item, Improved Initiative, Powers (x7), Talented (Bluff and Intimidate)^B, Tough^B

Traits: Darkvision 60 ft., Paralysis, Powers (rank 11, bonus +15, Int, save Difficulty 19; Body Control, Drain Vitality, Harm, Imbue Unlife, Second Sight, Sense Minds, Sleep), the Talent, Undead Traits

Combat: Damage +3 plus paralysis (bite) or +2 plus paralysis (claw)

Saving Throws: Toughness +3 (+1 undead, +1 natural, +1 Tough), Fortitude +2

Paralysis: Bite or claw; Fortitude Difficulty 14; paralyzed for 4 rounds. The save Difficulty is Charisma-based.

"SLY" SIMON MIDWICH

Beneath Simon's angelic face and charming manner lies a brutal bully, a thorough beast who gleefully leads the other child-ghouls on their monthly hunts.

"SLY" SIMON MIDWICH (MINION)

Type: 1st Level Humanoid (Half-Elf Warrior 1)

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 4 (+8), Diplomacy 0 (+3), gather Information 0 (+3), Notice 4 (+5), Search 0 (+2), Stealth 4 (+9), Survival 4 (-3)

Feats: Iron Will^B, Night Vision^B, Skill Focus (Bluff), Skill Focus (Stealth), Talented (Diplomacy and Gather Information)^B, Talented (Notice and Search)^B, Track, Weapon Training

Traits: Charnel Child

Combat: Attack +3, Damage +3 (dagger) or +2 (unarmed), Defense Dodge/Parry +3/+3, Initiative +2

Saving Throws: Toughness +2, Fortitude +4, Reflex +2, Will +1

Charnel Child: While under the influence of the Cannibal Ritual, Simon uses the following statistics:

Type: 1st Level Undead (Ritual Ghoul Warrior 1)

Abilities: Con —

Feats: Iron Will^B, Night Vision^B, Skill Focus (Bluff), Skill Focus (Stealth), Talented (Diplomacy and Gather Information)^B, Talented (Notice and Search)^B, Tough^B, Track, Weapon Training

Traits: Darkvision 60 ft., Paralysis, Undead Traits

Combat: Damage +4 plus paralysis (bite) or +3 plus paralysis (claw)

Saving Throws: Toughness +3 (+1 undead, +1 natural, +1 Tough), Fortitude +2

Paralysis: Bite or claw; Fortitude Difficulty 12; paralyzed for 4 rounds. The save Difficulty is Charisma-based.

"HORRIBLE" LUCINDA PENMARK

Lucinda is large and strong for her age, and from her arrival she was able to stand up to the orphanages' bullies, and eventually best them at their own game. This and her insatiable appetite have earned her an honored place among the Charnel Children in spite of being the cult's only girl.

"HORRIBLE" LUCINDA PENMARK (MINION)

Type: 1st Level Humanoid (Human Warrior 1)

Size: Medium

Speed: 30 ft.

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

Skills: Climb 4 (+5), Intimidate 4 (+6), Stealth 4 (+5)

Feats: Improved Strike, Skill Focus (Intimidate)^B, Startle, Tough, Weapon Training

Traits: Charnel Child

Combat: Attack +2, Damage +2 (unarmed), Defense Dodge/Parry +2/+2, Initiative +1

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

Charnel Child: While under the influence of the Cannibal Ritual, Lucinda uses the following statistics:

Type: 1st Level Undead (Ritual Ghoul Warrior 1)

Abilities: Con —

Feats: Improved Strike, Skill Focus (Intimidate)^B, Startle, Tough, Tough^B, Weapon Training

Traits: Darkvision 60 ft., Paralysis, Undead Traits

Combat: Damage +3 plus paralysis (bite) or +2 plus paralysis (claw)

Saving Throws: Toughness +4 (+1 undead, +1 natural, +2 Tough), Fortitude +2

Paralysis: Bite or claw; Fortitude Difficulty 10; paralyzed for 4 rounds. The save Difficulty is Charisma-based.

"GROSS" BILLY EGGBERT

Billy is a stunted, disturbing child who has latched onto the idea of eating anything, no matter how disgusting, in a pathetic attempt to get attention and approval. He was, of course, a natural for the Charnel God's cult.

Due to his young age and slight build, Billy is considered a Small creature with a reduced speed. By omitting his cult-related traits, his statistics can be used to represent the majority of the other orphans in the Cleaves Home.

"GROSS" BILLY EGGBERT (MINION)

Type: 1st Level Human (Human Ordinary 1)

Size: Small

Speed: 20 ft.

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

Skills: Bluff 4 (+3), Climb 4 (+3), Notice 4 (+3), Stealth 4 (+9)

Feats: Great Fortitude^B

Traits: Charnel Child

Combat: Attack +2, Damage -1 nonlethal (unarmed), Defense Dodge/Parry +2/—, Initiative +1

Saving Throws: Toughness +0, Fortitude +3, Reflex +1, Will -1

Charnel Child: While under the influence of the Cannibal Ritual, Billy uses the following statistics:

Type: 1st Level Undead (Ritual Ghoul Ordinary 1)

Abilities: Con —

Feats: Great Fortitude^B, Tough^B

Traits: Darkvision 60 ft., Paralysis, Undead Traits

Combat: Damage +1 plus paralysis (bite) or +0 plus paralysis (claw)

Saving Throws: Toughness +2 (-1 size, +1 undead, +1 natural, +1 Tough), Fortitude +0

Paralysis: Bite or claw; Fortitude Difficulty 10; paralyzed for 4 rounds. The save Difficulty is Charisma-based.

CHAPTER VII: THE SOCIETY OF THE VELVET WHIP

When the Unspeakable One was summoned into the heart of Yig's domains, destroying the civilization of Valossa, the snake god's agony reverberated throughout the worlds into which his coils reached. Some of these worlds were torn apart, and fragments found their way into the World of Freeport. One such world was Midgard, home of Lowyatar, the goddess of pain and suffering. Fittingly, she survived Yig's cosmic thrashing as well the death throes of her parents. The pain of a god was a novel experience for Lowyatar, and she began plotting to feel it once again—when she would take her revenge upon Yig.

Lowyatar teaches that life is a gift, but one defined by suffering that only ends in death. In order to fully appreciate this gift, one must savor the agony it brings. Her followers embrace life's pain and seek to learn new ways to experience it and to share it with others. When the writings of the greatest of the Mistress's prophets were translated into the common tongue, other churches condemned them as vile darkness, and the cult was forced underground. Lowyatar's followers survive as the Society of the Velvet Whip, and one such cell lurks in the darker side of Freeport's high society.

Dark elves and gargoyles are described in the *True20 Bestiary*.

CULT MAGIC

TRAFFICKING WITH FIENDS

Summoning fiends is accomplished with the Summon Outsider power (see the *True20 Freeport Companion*). Leanna and Gulimar can call fiends of up to 8th and 7th level, respectively, simply by taking 10.

Favorites include succubi, hellcats, and chain fiends. See the *True20 Bestiary* for descriptions of those and many other evil outsiders.

DRAC'S FALL

The transformation itself can easily be hand-waved. However, for Narrators who want details in case the victim survives long enough to talk about it, here are two ways that it could be accomplished:

Calling in a Favor: The cult leaders summon an evil outsider with the power to transform the unlucky mortal. (Note: This is not a standard power of any of the fiends appearing in the *True20 Bestiary*. Either swap out a listed power for this new ability, or advance the demon enough levels to gain a new feat to spend on it.)

Other-Shaping: This new power is found in the *True20 Adept's Handbook*. Leanna knows its prerequisite, Self-Shaping, so she can spend a point of Conviction to manifest this power.

LEANNA ST-MARTIN

The daughter of the cult's previous leader, Leanna embraced Lowyatar's teachings at an early age. When she and Emmanuelle disagreed on a point of dogma, Leanna took matters into her own hands and ruthlessly wrested away control of the cult. She now seeks to extend the Society's teachings through the jaded upper class of Freeport.

Leanna is often seen about town on horseback, carrying a riding crop. Treat this weapon as a whip lacking extra reach. (She also uses a normal whip in more private settings.)

LEANNA ST-MARTIN (REP +5)

Type: 14th Level Humanoid (Human Adept 9/Expert 5)

Size: Medium

Speed: 30 ft.

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

Skills: Bluff* 10 (+15, +19 Attractive), Concentration 8 (+10), Diplomacy* 0 (+2, +6 Attractive), Escape Artist 8 (+10), Gather Information* 8 (+10), Intimidate 8 (+15), Knowledge (forbidden)† 6 (+6), Knowledge (religion) 8 (+8), Knowledge (supernatural) 6 (+6), Notice 6 (+8), Sense Motive 8 (+10), Sleight of Hand 6 (+8)

*Apply a -8 penalty to these skills when interacting with a non-corrupt character, except when intending to deceive.

Feats: Attractive^B, Benefit (Status), Connected, Dedicated (cult), Endurance, Exotic Weapon Training (whip), Iron Will, Power (x9), Skill Focus (Bluff), Sneak Attack

Traits: Corruption 7 (totally corrupt), Powers (rank 12, bonus +19, Corruption, save Difficulty 21; Body Control, Cold Shaping, Cure, Elemental Weapon, Fire Shaping, Pain, Second Sight, Self-Shaping, Summon Outsider†), the Talent

Combat: Attack +9 or +10 (masterwork whip), Damage +0 nonlethal (whip), Defense Dodge/Parry +9/—, Initiative +2; Conviction 9

Saving Throws: Toughness +2, Fortitude +5, Reflex +5, Will +10

†*True20 Freeport Companion*

GULIMAR DO'ANA, DARK ELF

Gulimar was an exile and hired sword who ended up as the slave of Alhazred, author of the *Felomelonicon*. Entrusted with the book upon his master's death, the dark elf arranged for its translation, and narrowly escaped the Inquisition that attempted to stamp out Lowyatar's worship. Gulimar is now second in command of the Society in Freeport, where his intimate knowledge of *The Book of Nine Tales* is one of the cult's most valuable resources.

GULIMAR DO'ANA (REP +3)

Type: 13th Level Humanoid (Dark Elf Warrior 6/Adept 7)

Size: Medium

Speed: 30 ft.

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

Skills: Bluff* 10 (+12, +16 Attractive), Diplomacy* 0 (+2, +6 Attractive), Intimidate 12 (+20), Jump 4 (+5), Knowledge (forbidden lore)† 10 (+11), Knowledge (geography) 4 (+5), Knowledge (history) 4 (+5), Knowledge (religion) 10 (+11), Knowledge (streetwise) 4 (+5), Knowledge (supernatural) 10 (+11), Knowledge (tactics) 4 (+5), Notice 0 (+5), Search 0 (+3), Stealth 8 (+11)

*Apply a -8 penalty to these skills when interacting with a non-corrupt character, except when intending to deceive.

Feats: Attack Focus (rapier), Attack Specialization (rapier), Attractive, Canny Dodge (Wis), Dedicated (cult), Defensive Attack, Eidetic Memory, Improved Initiative, Move-by Action, Power^B, Power (x6), Talented (Notice and Search)^B, Two-Weapon Fighting, Weapon Training^B

Traits: Corruption 8 (totally corrupt), Darkvision 60 ft., Determination, Light Blindness, Power (rank 16, bonus +24, Corruption, save Difficulty 24; Shadow Shaping†), Powers (rank 10, bonus +8, Corruption, save Difficulty 21; Body Control, Combat Sense, Mind Touch, Pain, Summon Outsider†), Power Resistance 24

Combat: Attack +12 or +14 (supernatural rapier) or +12/+10 (supernatural rapier and masterwork dagger), Damage +3 (rapier) or +2 (dagger), Defense Dodge/Parry +15/+10, Initiative +7; Conviction 9

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

†*True20 Freeport Companion*

BROTHER REMIGIO

Remigio Stonequay was a born thug who served in the Sea Lord's Guard until Commissioner Williams's housecleaning landed him in the Tombs. In order to escape his full sentence, he joined the Church of Penitence. But then he visited the Crimson Weal, turned to armed robbery to fund his new habit, and was eventually recruited into the Society. He now seeks recruits under the guise of a self-flagellating penitent.

BROTHER REMIGIO (MINION)

Type: 7th Level Humanoid (Dwarf Warrior 7)

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 5 (+6), Craft (any) 0 (+0, +2 stonework), Intimidate 10 (+8), Knowledge (local) 5 (+5), Knowledge (streetwise) 5 (+5), Notice 5 (+7), Search 0 (+0, +2 stonework), Swim 5 (+7)

Feats: Armor Training (heavy, light), Attack Focus (unarmed strike), Cleave, Diehard, Great Cleave, Great Fortitude^B, Improved Strike, Night Vision^B, Skill Focus (Bluff), Talented (Craft and Search, stonework only)^B, Weapon Bind, Weapon Training

Combat: Attack +9 or +10 (unarmed strike), Damage +4 (unarmed strike), Defense Dodge/Parry +9/+9, Initiative +2

Saving Throws: Toughness +3, Fortitude +10, Reflex +4, Will +4

TYPICAL CULTIST

Most of the cult is recruited from the jaded, idle youth of Freeport's upper class. These privileged scions are lured slowly into the forbidden excesses of the Weal, and if found suitable, inducted into the Society.

TYPICAL CULTIST (MINION)

Type: 3rd Level Humanoid (Human Ordinary 3)

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 6 (+6), Diplomacy 6 (+6), Gather Information 6 (+6), Knowledge (local) 6 (+7), Knowledge (nobility) 6 (+7)

Feats: Benefit (Status)^B

Combat: Attack +0, Damage +1 (dagger), Defense Dodge/Parry +0/+0, Initiative +0

Saving Throws: Toughness +0, Fortitude +0, Reflex +0, Will -1

LADY ELISE GROSSETTE

Lady Elise was once one of the prime movers and shakers in Freeport, and was expected by many to become the next Sea Lord. But during the Succession Crisis, a rival arranged for her to be kidnapped during a key vote. Her captor also tortured her, breaking her will. Haunted by this experience, she never returned to office. She lived as a virtual recluse until Leanna taught her to embrace and own her pain.

LADY ELISE GROSSETTE (REP +4)

Type: 12th Level Humanoid (Human Expert 12)

Size: Medium

Speed: 30 ft.

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

Skills: Bluff 15 (+22), Diplomacy 15 (+22), Gather Information 15 (+22), Intimidate 6 (+10), Knowledge (history) 15 (+17), Knowledge (local) 15 (+17), Knowledge (nobility) 15 (+17), Knowledge (religion) 3 (+5), Knowledge (tactics) 5 (+7), Language 3 (Common, Dwarven, Elven, Gnomish, Halfling), Notice 15 (+20), Sense Motive 15 (+20), Swim 3 (+2)

Feats: Benefit (Status)^B, Connected, Contacts, Inspire (awe, competency, complacency), Iron Will, Master Plan, Skill Focus (Bluff, Diplomacy, Gather Information, Notice, Sense Motive), Skill Mastery (Bluff, Diplomacy, Notice, Sense Motive), Taunt, Well-Informed

Traits: Expertise

Combat: Attack +8 or +9 (masterwork dagger), Damage +0 (dagger), Defense Dodge/Parry +8/+8, Initiative -1; Conviction 8

Saving Throws: Toughness -1, Fortitude +3, Reflex +3, Will +12

CHAPTER VIII: THE OBSIDIAN BROTHERHOOD

Very little is known about the being known only as the Wanderer. He traveled the planes and left ruins in his wake. Eventually he arrived in Yig's world, and the God of Serpents fought him rather than allowing his realm to be destroyed. Yig emerged victorious, and left behind the pieces of the defeated Wanderer with the serpent people. Fearing the dead god's power, they threw his fragments into a volcano, believing that would destroy the interloper fully. They were wrong.

A few years ago, two ambitious young wizards were digging for lost artifacts on the slopes of Mount A'Val when they stumbled across a cave filled with strange obsidian shards. One of them, Gallus Vickers, was unlucky enough to fall upon an obsidian shard and die of the wound. The other, Xyrades, saw that his companion's blood caused strange runes to appear upon and within the black glass, and the words he translated promised power and knowledge beyond his fondest dreams. As he collected and activated more shards, he came to learn more about the Wanderer and its travels, and descended further into the mad, relentless pursuit of the dead god's secrets. He has gathered together a cabal of amoral wizards, archivists, and hired killers to help him in this endeavor, though none of them guess at his true purpose: To reassemble the Wanderer's body and bend the awakened god to his will—regardless of the certain apocalypse which that feat would bring about.

rites and rituals

The Obsidian Brotherhood has two primary rituals, described below. However, the brothers also reconstruct and practice other rituals revealed through studying the shards' fiery runes, such as the one used to bring Gallus back as a shadow.

Rules for rituals can be found in the *True20 Freeport Companion*.

ENSLAVING THE DEAD

This ritual traps the soul of the deceased in a bodiless undead state, under the command of the caster.

Power: Imbue Unlife, fatiguing

Difficulty: 30 (10 + base Difficulty 18 + 2 for fatiguing)

Ritualists: Enslaving the Dead requires only a ritualist.

Components: The corpse of the dead creature to be enslaved, an obsidian shard, and a small amount of the ritualist's blood.

Aids: The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (religion) or Knowledge (supernatural), and a +2 bonus if he has 6 or more ranks in both skills.

Costs: When the shadow is created, everyone present must succeed on a Difficulty 15 Will save or gain 1 point of madness. In addition, the ritualist automatically gains 1 point of corruption for the blasphemy of creating and enslaving an undead spirit.

Success: If the caster succeeds on his Knowledge (forbidden lore) check, a shadow is created. Apply the Apparition (Shadow) template from the *True20 Bestiary* to the deceased character's stats.

This shadow is compelled to serve its creator (no saving throw). Threatening the shadow does not cancel this effect—the spirit is truly at the mercy of the caster's whims.

Failure: If the caster fails his check, then the ritual fails, and the corpse can never again be subject to any form of the Imbue Unlife power or any such rituals dealing with necromancy.

THE RITUAL OF AWAKENING

The Ritual of Awakening requires no training in forbidden knowledge and no skill check. The "ritualist" must simply slay a victim with his own hands, using an obsidian shard. This awakens the shard, making it ready to translate.

THE RITUAL OF JOINING

This ritual uses powerful magics to fuse together pieces of the Wanderer's body. Only Xyrades fully understands this ritual, so he always acts as the primary ritualist.

Power: Flesh-Shaping, fatiguing

Difficulty: 32 (10 + base Difficulty 20 + 2 for fatiguing)

Ritualists: The Ritual of Joining requires a ritualist and at least one assistant.

Components: An awakened shard, and the already joined fragments of the Wanderer's body.

Aids: The ritualist must be trained in the Knowledge (supernatural) skill, or else the Difficulty of the Knowledge (forbidden lore) check increases by +2.

The ritualist receives a +1 bonus if he has 6 or more ranks in Knowledge (supernatural). Assistants with 6 or more ranks in Knowledge (supernatural) provide a bonus of +3 to the primary ritualist rather than the usual +2. No more than four assistants may provide an aid bonus.

Time: 1 hour.

Costs: When the shards are joined, everyone present must succeed on a Difficulty 15 Will save or gain 1 point of madness. In addition, the ritualist and assistants automatically gain 1 point of corruption for bringing a dead god one step closer to resurrection.

Success: If the ritualist succeeds on his Knowledge (forbidden lore) check, the shards are fused into a larger piece.

Failure: If the ritualist fails his check, the shards are not fused, and the necromantic power gathered by the incantation rebounds violently. All present must make a Difficulty 25 Fortitude save. Those who succeed take 2 points of Con damage; those who fail suffer 2 points of Con drain.

XYRADES, LEADER OF THE OBSIDIAN BROTHERHOOD

Xyrades depraved desires are only exceeded by his thirst for the knowledge locked within the Wanderer's body. This hunger makes him absolutely ruthless about how he gets whatever he desires: He has murdered repeatedly, bound his friend's ghost to his will, and committed vile acts beyond description. He only accepts new brothers who prove they are willing to murder and to traffic with fiends.

XYRADES (REP +4)

Type: 15th Level Humanoid (Human Adept 15)

Size: Medium

Speed: 30 ft.

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

Skills: Concentration 18 (+19), Craft (alchemy) 18 (+22), Craft (sculpture) 7 (+11), Gather Information 9 (+11*), Intimidate 9 (+15), Knowledge (forbidden lore)† 12 (+16), Knowledge (geography) 18 (+22), Knowledge (history) 18 (+22), Knowledge (religion) 18 (+22), Knowledge (supernatural) 18 (+25), Language 3 (Azharan, Comon, Draconic, Dwarven, Elven, Fiendish, Vallossan), Notice 9 (+10), Search 9 (+23)

*Apply a -6 penalty when interacting with non-corrupt creatures, except when trying to deceive.

†*True20 Freeport Companion*

Feats: Dedicated (awaken the Wanderer), Canny Dodge (Int), Imbue Item, Iron Will, Powers (x14), Skill Focus (Knowledge [supernatural])^b

Traits: Corruption 6 (totally corrupt), Powers (rank 18, bonus +24, Corruption, save Difficulty 23; Cloud Minds†, Cold Shaping, Corrupting Shadow†, Dominate, Earth Shaping, Manipulate Object, Mind Touch, Object Reading, Plane Shift, Second Sight, Suggestion, Summon Outsider†, True Vision†, Ward), the Talent †*True20 Freeport Companion*

Combat: Attack +8 or +9 (supernatural dagger), Damage +1 (dagger), Defense Dodge/Parry +12/+7, Initiative +1; Conviction 10

Saving Throws: Toughness +0, Fortitude +5, Reflex +6, Will +12

GALLUS VICKERS

Gallus Vickers is a shadow of his former self—quite literally. Xyrades used his newfound black magic to bind his dead companion's spirit to his will, and set him to translating shards. The undead wizard's condition has driven him insane, and he wants nothing but the opportunity to break free of, and slay, his onetime friend.

The Apparition template appears in the *True20 Bestiary*. The Immunities, Manifestation, and Rejuvenation traits also appear in *True20 Adventure Roleplaying* (under Ghost), so are not reprinted here.

GALLUS VICKERS (REP +3)

Type: 9th Level Undead (Incorporeal) (Human Adept 9)

Size: Medium

Speed: 30 ft.

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

Skills: Concentration 12 (+15), Craft (alchemy) 12 (+13), Knowledge (forbidden lore)† 12 (+13), Knowledge (local) 8 (+9), Knowledge (religion) 12 (+13), Knowledge (supernatural) 12 (+13), Notice 8 (+21), Search 12 (+25), Stealth 12 (+21, +25 in shadows, +17 in bright light)

Feats: Dodge Focus^b, Imbue Item, Powers (x9), Subtle Power, Uncanny Dodge

Traits: Ability Damage (1 Str), Create Spawn, Immunities, Manifestation, Powers (rank 12, bonus +13, Int, save Difficulty 15; Cold Shaping, Elemental Aura, Illusion, Mind Probe, Mind Touch, Move Object, Object Reading, Second Sight, Summon Elemental†), Rejuvenation, the Talent, Unnatural Aura

Combat: Attack +3, Damage 1 Str (incorporeal touch), Defense Dodge/Parry +7/—, Initiative +1; Conviction 7

Saving Throws: Toughness +0, Fortitude +3, Reflex +4, Will +9

Ability Damage: A shadow causes 1 point of Strength damage with its incorporeal touch attack. A creature whose Strength is incapacitated by a shadow's incorporeal touch attack dies.

Create Spawn: A creature slain by a shadow's incorporeal touch attack rises from the dead within 3 rounds. A spawn is under the command of the shadow that created it, until its master releases it or is destroyed. A shadow can command up to twice its level in spawn; any spawn exceeding this limit are created as free-willed creatures.

Unnatural Aura: Animals can sense of the unnatural presence of a shadow at a distance of 30 ft. They do not willingly approach nearer than that and panic if forced to do so; they remain panicked as long as they are within that range.

TORVEY THE FLEA

Torvey's obsessive-compulsive behavior has made the rest of the brothers hate him, but he is tolerated for his undeniably excellent performance as a translator. Torvey murdered his predecessor in order to become head archivist.

TORVEY THE FLEA (MINION)

Type: 9th Level Humanoid (Human Ordinary 9)
Size: Medium
Speed: 30 ft.
Abilities: Str +0, Dex +1, Con +1, Int +3, Wis +0, Cha -2
Skills: Concentration 12 (+12), Craft (calligraphy) 12 (+15), Disable Device 12 (+15), Knowledge (forbidden lore)† 6 (+9), Knowledge (supernatural) 12 (+17), Notice 12 (+12), Profession (translator)† 12 (+14), Search 12 (+15)
Feats: Talented (Knowledge [supernatural] and Profession [translator])^B
Combat: Attack +1, Damage +2 (sickle), Defense Dodge/Parry +1/+0, Initiative +1
Saving Throws: Toughness +1, Fortitude +1, Reflex +1, Will +0

HOBSON, THE SILVER SHRIKE

Life on the mean streets of Freeport's dock forged Hobson in a heartless killer at a young age. He worked as a bully for hire, and then made his reputation as a reliable assassin. With that prestige, he gathered together a band of killers to follow in his footsteps. Xyrades hired him the Shrikes to eliminate anyone who looks too closely at the Brotherhood's activities, as well as to bloody new shards for translation. However, Xyrades seems to be usurping Hobson's authority within his own gang.

HOBSON (REP +3)

Type: 8th Level Humanoid (Human Warrior 4/Expert 4)
Size: Medium
Speed: 30 ft.
Abilities: Str +3, Dex +3, Con +1, Int +0, Wis +0, Cha +0
Skills: Climb 4 (+6), Gather Information 8 (+8), Intimidate 11(+11), Jump 4 (+6), Knowledge (local) 7 (+7), Notice 8 (+8), Sleight of Hand 7 (+9), Stealth 11 (+13), Swim 4 (+5)
Feats: All-Out Attack, Armor Training (light), Attack Focus (sword), Cleave, Contacts, Evasion, Improved Initiative, Improved Strike^B, Point Blank Shot, Sneak Attack (x2), Weapon Training
Traits: Determination
Combat: Attack +10 or +12 (masterwork sword), Damage +6 (sword or unarmed strike) or +4 (dagger), Defense Dodge/Parry +10/+10, Initiative +7; Conviction 6
Saving Throws: Toughness +3 (+2 masterwork studded leather), Fortitude +6, Reflex +5, Will +2

JOSEPH "BLACKJACK" SIMONEN

Joseph was a priest of the God of Knowledge who was greedier for magical lore than his brethren. He found his true calling when he met Xyrades, who learned that he was willing to do anything for the knowledge he desired. He now works as an archivist for the Brotherhood, translating shards and occasionally committing some vile act at the cult's request.

JOSEPH "BLACKJACK" SIMONEN (MINION)

Type: 4th Level Humanoid (Human Adept 4)
Size: Medium
Speed: 30 ft.
Abilities: Str -1, Dex +0, Con +0, Int +3, Wis +2, Cha -1
Skills: Craft (bookbinding) 7 (+10), Craft (calligraphy) 7 (+10), Concentration 7 (+9), Knowledge (engineering) 7 (+10), Knowledge (forbidden lore)† 1 (+4), Knowledge (religion) 7 (+10), Knowledge (supernatural) 7 (+13), Notice 7 (+9), Profession (priest)† 4 (+6)
†*True20 Freeport Companion*
Feats: Eidetic Memory^B, Power (x5), Skill Focus (Knowledge [arcana]), Supernatural Talent (Light Shaping and Second Sight)
Traits: Powers (rank 7, bonus +10, Int, save Difficulty 15; Enhance Senses, Light Shaping +12, Object Reading, Second Sight +12, Sleep)
Combat: Attack +2, Damage +0 (dagger), Defense Dodge/Parry +2/+1, Initiative 0
Saving Throws: Toughness +0, Fortitude +1, Reflex +1, Will +6

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