

Requires The Dungeons & Dragons® Player's Handbook For Use

Madness In Freeport

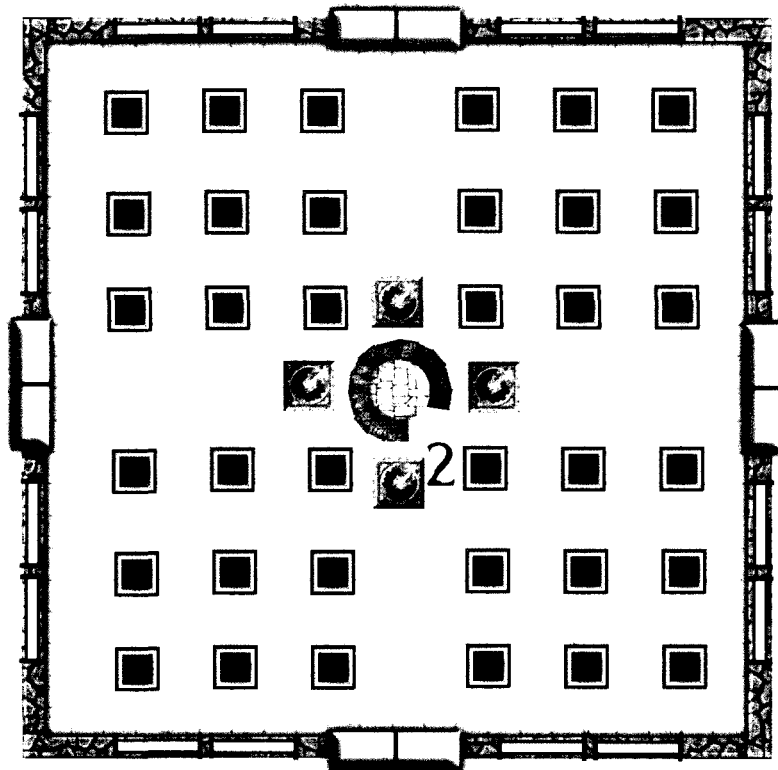
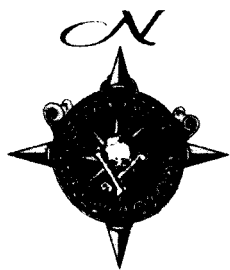
A d20 System Adventure for Levels 4 to 6

By William Simoni













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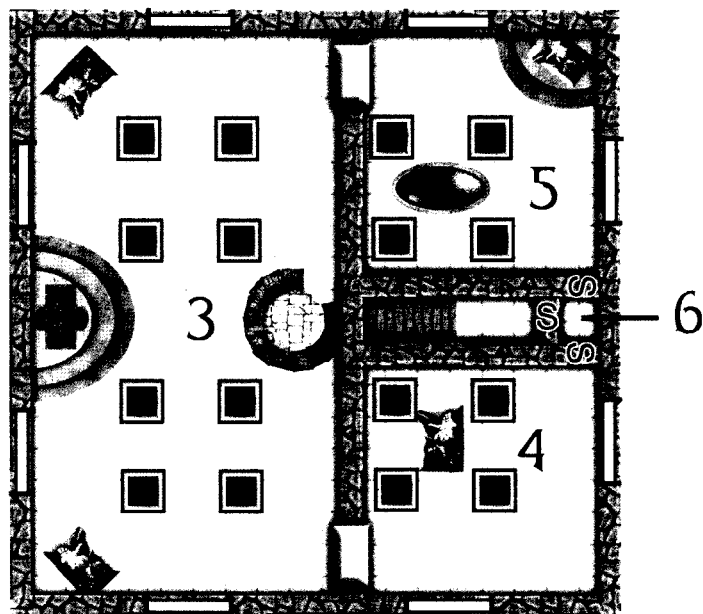
The Lighthouse "Milton's Folly"



First Floor

Key

-  pillars
-  windows
-  altar
-  dais
-  statue
-  pool
-  door
-  brazier
-  secret door
-  stairs



Second Floor

one square equals 5 feet

Madness In Freeport

A d20® System Adventure

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Chris Pramas would like to thank everyone for working so hard to get this product out in a timely fashion, the fans who have made Freeport live and breathe, and Nicole for always being there for me.

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Focus on Freeport is a free, monthly feature at the Green Ronin web site. Each article expands on Freeport, providing new locations, characters, adventures, and rules. Check it out.

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Introduction

Welcome to *Madness in Freeport*, the final installment of Green Ronin Publishing's initial Freeport trilogy. This module has been designed for characters who have made their way through the first two adventures in the series (*Death in Freeport* and *Terror in Freeport*) and are ready to discover more about the mysteries they've uncovered so far. You need the *Dungeons & Dragons® Player's Handbook*, *Monster Manual*, and *Dungeon Master's Guide* to play this adventure.

Freeport is a generic city that you can easily place in your own campaign world. To make it easier to do so, all three adventures in this series have left certain details up to your discretion. In addition, there are many adventure threads spread throughout the story that you can expand upon if you wish.

Using this Adventure

Throughout the adventure, sections of text are primed in shaded boxes. This is information for the players, which you can read aloud or paraphrase as you wish. Statistics for creatures and nonplayer characters (NPCs) are detailed in the appendix, with abbreviated information presented in each encounter. In that section, there are also a few handouts that can be photocopied for use during play, plus some new creatures created especially for this adventure.

Encounter Levels

Madness in Freeport is suitable for a party of four characters of levels four through six, though it could be run with less or with characters up to seventh level if the opposition is strengthened. An encounter level (EL) precedes most entries and rates a given situation's toughness for a typical party of four adventurers.

A Brief History of Freeport

Thousands of years ago, serpent people ruled the world. Their empire centered on a continent called Valossa — a vast island of cyclopean cities, its population devoted to the peaceful worship of Yig, the serpent god. Then this great race vanished overnight, their world-spanning civilization destroyed by the hand of the Unspeakable One, a loathsome deity born outside describable space. Most of the serpent people degenerated into savagery — but a few retained their sanity, including some of the cultists who had summoned the grotesque god. These apostates retreated to tunnels beneath the former Valossa, carrying on their uncouth rites beyond the wholesome glimmer of daylight and biding their time until the Unspeakable One could once again be persuaded to favor the world with its fearsome attentions.

Centuries passed. The serpent people and their empire were forgotten. Humans and their cousins rose to dominate the world, including the former Valossa, now reduced to a small

chain of islands known as the Serpent's Teeth. Pirates were the first to inhabit the largest of the islands, A'Val, and founded a settlement they dubbed Freeport. It became the buccaneers' base of operations, until their depredations on the high seas drew the attentions of the great naval powers. A cunning captain named Drac realized the city didn't stand a chance, so he struck a deal to scuttle the island's pirates if the other nations recognized Freeport as an independent city-state, with himself as Sea Lord. The result: instant respectability.

Freeport prospered for generations, becoming one of the world's key trading spots. There were rough spots over the years — poor leaders, bad decisions — but the city always landed on its feet...until now.

After one of the rough patches in city history, Anton Drac, a descendant of the city's founder, took the reins of government and got Freeport back on course. But he made enemies. Powerful ones. Walking the docks one night he was struck down by a single yellow-leathered arrow. The assassin was killed, and his body spirited away, before he could be questioned. Thus the stage was set for the man who would bring Freeport to the brink of doom.

Milton Drac, a distant relative of Anton, connived his way into the Sea Lord's chair and bent the Captains' Council (the city's administrative body) to his will. He poured the resources of the island, and the goodwill of his office, into one bizarre goal: building the largest lighthouse in the world, supposedly as a symbol of Freeport's dominance of the seas. The grand inauguration is just a few days away...and with it, the greatest danger Freeport has ever faced.

What Has Gone Before

The player characters (PCs) have been adventuring in Freeport for almost three months. In the first adventure — *Death in Freeport* — the PCs arrive in the city for the first time and are attacked by a press gang. After fighting them off, they meet Brother Egil, a librarian from the Temple of the God of Knowledge. He hires the PCs to investigate the disappearance of his friend Lucius, a fellow librarian.

The PCs investigate Lucius's home and discover a diary and a "To Do" list. The diary entries show that **Julius** suffered from amnesia and had forgotten five years of his life. As he was trying to piece things together, he began to have disturbing dreams. By the diary's last entry, it's clear that **Julius** had succumbed to paranoia and feared for his life.

The "To Do" list mentions a Captain Scarbelly. The PCs discover that he is an orc captain of a ship named the *Bloody Vengeance*. **Julius** visited him a few days before he disappeared. Captain Scarbelly reveals that **Julius** traveled with him on the open seas many years ago. The orc could not explain why **Julius** chose to sail with his crew or what the librarians' motives might have been.

The PCs also visit the Temple of the God of Knowledge to inquire about **Julius**. They are refused an audience with Thuron, the temple's high priest. Instead they speak with



Milos, his assistant. Milos is not very helpful, but he does point out that Lucius had an extensive library of rare books. He also describes the missing man as having looked haggard for the past few months.

All this investigation draws the attention of a strange cult known as the Brotherhood of the Yellow Sign. The cultists do not appreciate the PCs snooping around and attack them. The PCs are able to follow the cultists back to their hideout in an abandoned building. Inside, the PCs find secret tunnels leading to an underground Temple of the Yellow Sign. There they meet Milos in his true form as a priest of the Brotherhood. After dispatching Milos, they free Lucius from captivity.

Following *Death in Freeport*, many questions remained. Was the temple the PCs cleared out the only bastion of the Brotherhood of the Yellow Sign in Freeport? If not, who are the leaders of this strange cult? If the cultists can infiltrate the Temple of the God of Knowledge, where else might they be hidden within the city?

Terror in Freeport begins when Brother Egil once again approaches the PCs for help. Egil spotted a mysterious burglar searching for something in the chambers of Lucius. Egil fears that the Brotherhood of the Yellow Sign is still at work in the city, and he wants the PCs to investigate.

The heroes begin by searching for clues in Milos's quarters in the Old City. His room has been ransacked, but the PCs find a book with a sketch of the lighthouse on the back. The page is marked with a "V." This book is then promptly stolen from the heroes in the street. The PCs follow the thief, who leads them

back to the ruined building that served as a front for the underground Temple of the Yellow Sign they uncovered in *Death in Freeport*.

in the underground temple, the PCs find that the city is not exactly cleaning out the caverns as promised. After defeating some serpent people in the temple, the heroes discover some crates containing goods from the temple, along with strange bricks marked with the Yellow Sign on the inside. The bricks may have been destined for use in the construction of the lighthouse.

The boxes are marked with an address that leads the PCs to the home of Verlaine, the head of the Captains' Council. It appears that the cultists have been shipping artifacts from their abandoned temple to his home! The heroes investigate Verlaine's background and discover that he is one of the richest men in Freeport. He quickly rose to power from obscurity in the early days of Milton Drac's regime. He pushed Drac's lighthouse agenda through the council, and he became wealthy doing so.

The PCs are confronted by Verlaine and his lackeys, who then try to run the heroes out of town. Before that can happen, a serpent person disguised as Brother Egil rescues the PCs. He leads them into the sewers and from there into a deathtrap.

The PCs escape and discover a new temple of the Yellow Sign under Councilor Verlaine's home. Within, they find the real Brother Egil, wounded but alive. They also discover documents pointing to an attack on the Temple of the God of Knowledge.

Rushing to the temple, the PCs are able to thwart the Brotherhood's attack. After speaking to High Priest Thuron, the heroes discover that Thuron is also a serpent person — but not a member of the Brotherhood. Thuron translates the documents the PCs have found and reveals a sinister plot hatched by Milton Drac.

The Sea Lord planned to set the PCs up as the murderers of Verlaine and the destructors of the Temple of the God of Knowledge. At the same time, he tried to frame Verlaine as the leader of the Brotherhood of the Yellow Sign. Thuron's last revelation is that Milton Drac's name appears at the bottom of a speech written in the serpent tongue, next to the Yellow Sign. Milton Drac, it seems, is a member of the Brotherhood.

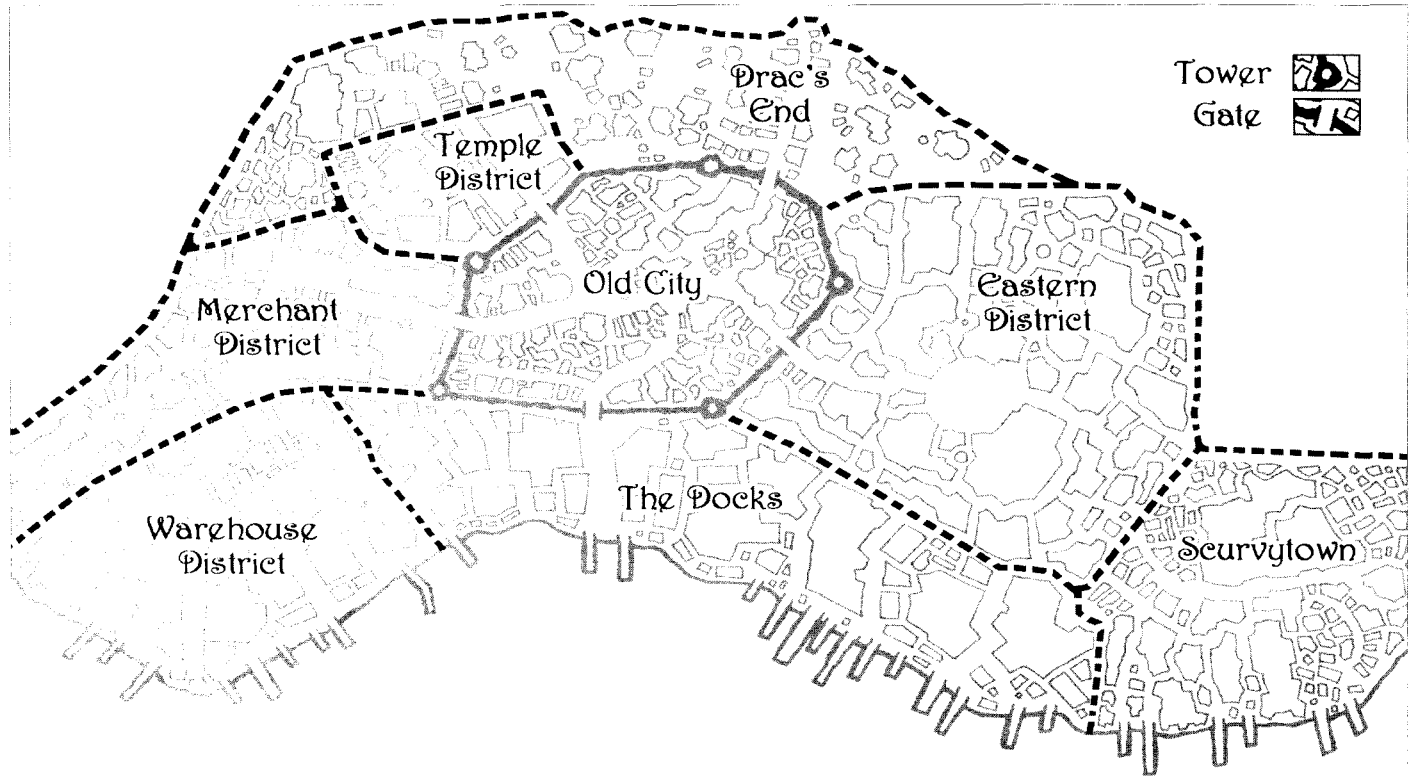
The aftermath of Terror in Freeport leaves many more questions unanswered. What does the Brotherhood of the Yellow Sign have to do with the lighthouse? If the Sea Lord of Freeport is a member of the cult, has the Brotherhood corrupted the whole government? What is the true purpose of the lighthouse, now known as Milton's Folly?

Adventure Synopsis

Madness in Freeport details the final confrontation between the PCs, the Brotherhood of the Yellow Sign, and the Sea Lord Milton Drac. In part one, Milton Drac invites the PCs to the Grand Lighthouse Ball. At the ball, they are drawn into the intrigues of the council and city politics. Through investigation and clever deduction, the heroes discover the secret behind the lighthouse and the plans of the Brotherhood. To thwart these plans, the PCs must recover an ancient artifact called the Jade Serpent of Yig.

In part two, the PCs learn that the artifact they must find is located in a sunken temple that survived the destruction of Valossa. Armed with the knowledge from an obscure log entry uncovered by Thuron, the heroes hope to find the entrance to the temple within the hidden caves of the infamous pirate Black Dog. A journey to Black Dog's Caves uncovers a long-buried doorway leading to the sunken temple.

Part three finds the PCs within the sunken Temple of Yig. There



The City of Freeport

1 inch = 500 feet

Freeport Harbor

they discover undead shadows roaming the halls, looking for release from their eternity of undeath. After finding four artifacts within the temple, they make a great personal sacrifice and are awarded the *Jade Serpent*.

In part four, the PCs at long last pay a visit to Milton's Folly. Within the walls of the strange lighthouse, they discover that they may already be too late. A furious chase ensues through the building, and a final confrontation with Milton Drac and the Brotherhood of the Yellow Sign brings the adventure to an exciting conclusion.

The general timeline of the adventure is as follows:

Day 1: The Grand Lighthouse Ball.

Day 2: The journey to Blackdog's Caves and the sunken Temple of Yig.

Day 3: The unveiling of Milton's Folly.

You may, if you like, add more time between these events — especially if the PCs need time to heal and prepare spells — but don't be too generous. If you give your players too much time to muck about, you risk losing the sense of urgency that drives the adventure. The players should realize on the night of the ball that they have only two days to figure out Drac's plan and stop it.

The Captains' Council

The Captains' Council is the governing body of Freeport. Councilors make and enforce the laws, defend Freeport's interests at home and abroad, and generally ensure that the city continues to prosper. Since Freeport is a city based on mercantilism and enlightened self-interest, councilors also make sure they profit from all of the above. The Captains' Council isn't only about prestige—it's also about filthy lucre.

The council, like many aspects of the city, is a legacy of Freeport's piratical past. In the rough-and-tumble early days, every pirate captain was considered an equal. Decisions were made by a simple majority, and duels were as common as debates.

As the city grew, there were just too many captains to continue on as before. When Captain Drac became sole Sea Lord of Freeport, he knew it was time for change. He also knew that if he simply disregarded the captains of Freeport his lordship would be over in a matter of days.

Drac's compromise solution was the creation of the Captains' Council. He chose six powerful captains to help him rule the city. They enforced Drac's edicts and handled the day-to-day business of governing the city. Under their rule Freeport grew and prospered.

Changing of the Guard

As the city grew, it changed in ways the pirates could not have anticipated. The captains on the council settled down and consolidated their power within the city, becoming the de facto nobility of Freeport. Stability in the government

Secrets of Freeport

Since the publication of *Death in Freeport*, people have been clamoring for more detail on the city. We tried to address this with the Focus on Freeport series of articles on the Green Ronin Publishing website, but we know what people really want: a Freeport sourcebook. Never let it be said that Green Ronin Publishing doesn't listen to its fans. We'll be publishing a 128 page sourcebook in the Fall called *Secrets of Freeport*. This book should answer all the burning questions about Freeport, provide details on the people and plots of the city, detail the geography of the Serpents's Teeth islands, and give any GM enough info to run a lengthy campaign. Best of all, we'll be including a full color postermap of the city, with street level detail. As the first city sourcebook for the d20 System, *Secrets of Freeport* will set the standard for quality and completeness. See you this Fall!

improved prospects for trade, so a merchant class established itself. As the population increased, so too did the demand for artisans and craftsmen. Soon a strong working class developed and settled in Freeport. It was a long time coming, but the city of rogues and buccaneers eventually grew into a powerful and independent city-state.

By the end of Drac's life, the council had gained much power in the city. They had influence with the other captains, the merchants, and the tradespeople. Although the Sea Lord's word was still law, Drac knew that he could not blatantly defy their will. This—as much as his son being unfit for the job—convinced Drac to empower the council to approve anyone nominated for the title of Sea Lord. This was a defining moment for the Captains' Council, as it gave them some control over who would govern the city.

The council elected Drac's nominee, Captain Cromey, who proved an excellent choice. He treated the members of the Captains' Council as equals and thought of them as trusted advisors rather than lackeys. At the end of his rule, Cromey followed in Drac's footsteps by giving the council even more authority. Cromey issued an edict that the Captains' Council would not only approve nominations for Sea Lord but also for new council members. This would force the Sea Lord to work with the council to rule the city, and it provided a check to his absolute power.

The Council Grows Stronger

About 30 years after the death of Drac, the city— which had almost doubled in size— was facing a crisis. A war raged on the continent, disrupting trade and drawing away much of the city's navy. Freeport was in turmoil as food and other essential supplies became scarce. Angry riots were common. The Sea Lord Corliss and the council could barely keep order in the



streets. An ambitious and popular councilor named Antonio Grossette saw this as an opportunity to increase the power and influence of the council.

Grossette proposed a plan to the Sea Lord to help him restore order. He asked for Corliss to declare martial law in the city. Since most of the military was off honoring treaties on the continent, private forces would have to be used. To keep peace on the streets, the size of the council have to be temporarily increased to 12. Grossette argued. Each of the councilors would then be given an area of the city to control and to keep order in by means of their own forces. Once order was restored, martial law would be lifted and the council would return to its former size,

At first Corliss resisted. He knew that the council would be a threat to his power if it grew too large. More importantly, endorsing private armies to roam the streets could become a problem itself if not watched carefully. But the situation in the city was worsening. (Many believe that Antonio and his fellow councilors intentionally allowed things to deteriorate to force the Sea Lord's hand.) In the end, Corliss finally agreed to Antonio's plan. But he insisted on personally choosing the men who would be added to the council.

Grossette's plan worked. Order was restored in the city within a few weeks. Food and supplies were rationed, and the forces of the council kept the peace. When the war ended six months later, the city was already on the road to recovering nicely. Now, Antonio could make his final gambit.

Corliss wanted to restore the council to its former size, as per the original agreement with Antonio. The councilors had other

ideas. Grossette had convinced the councilors they did not have to give up their newfound power. Corliss was outraged and threatened to use the military to remove the councilors. Civil war was a real possibility.

Into this impasse stepped Antonio Grossette. He offered Corliss a choice. He could wage a civil war to remove the councilors, or if he left the councilors in power they would put their private military forces, under the Sea Lord's control.

With his military tired from a bitter war on the continent, Corliss agreed to this compromise and enacted a law that the council would consist of 12 members henceforward. The councilors then surrendered control of their forces to the Sea Lord, and a new era in Freeport began. Antonio had increased the size of the council and at the same time diminished some of the Sea Lord's powers.

Drac's Return

About 50 years ago, Marten Drac—a direct descendant of the original Sea Lord—took over as the latest Sea Lord by means of blackmail and assassination. Among his most notorious deeds, he rammed a law through the council that required the Sea Lord of Freeport to count the original Drac as a blood ancestor.

Anton Drac assumed power in Freeport almost 30 years ago. Fortunately, he was able to undo much of the damage done to the city by his older brother Marten. During this time, the Captains' Council put a lot of pressure on the Sea Lord, hoping to capitalize on his efforts to change public opinion about the

Drac family. First and foremost, they repeatedly attempted to get Anton to repeal the succession law.

When the councilors realized that Anton would not budge on the succession issue, they changed tactics. For decades, the Sea Lord had the power to nominate new members to the council. Although the council voted to confirm these nominees, they wanted to be able to put up their own candidates as well.

Anton was initially against the idea. He knew that this would further diminish the powers of the Sea Lord. He also knew that the sting of Marten's hideous regime was still in everyone's mind, so he settled on a compromise solution. The council would have the power to nominate councilors. In return for this power, the Sea Lord would cast two votes for his nominee and break all ties. To elect their own nominee, at least seven councilors would have to vote against the Sea Lord.

At first, the councilors were not pleased with Anton's suggestion, holding out against it for many years. They changed their minds when Anton decided to go to war on the continent. The council feared that he might die and they would get no deal at all. Shortly before Anton's assassination, the councilors accepted his offer and gained nominating power for the council members. This has come to be known as "Anton's Gift."

The Workings of the Council

Although the Sea Lord is able to enact laws, the Captains' Council limits his powers. In four important areas, the Sea Lord must gain the approval of the council before proceeding: declaring war, entering into treaties with foreign powers, allocating city funds, and levying taxes.

Councilors hold their posts for life—with the exception of the privateer seat (see the description of Captain Xavier Gordon on page 16 for details)—and can only be removed by vote of the council. Councilors are only removed if they commit treason or other heinous crimes against the city. (Bribery, nepotism, and extortion are not considered heinous crimes in Freeport.) If a council member is murdered, a family member has the right to assume his seat.

Councilors are nominated by the Sea Lord or by the council itself. A vote is then held, with the councilors placing one vote each and the Sea Lord placing two. If there is a tie, the Sea Lord's will prevails.

The citizens of Freeport have no direct vote to elect councilors or the Sea Lord. This does not mean that their opinions on the matter are ignored. Both the councilors and the Sea Lord understand that electing unpopular officials can only lead to bad business and an unruly populace. For this reason, most members of the Captains' Council maintain influence and control over a faction of people. The current council is pushing this to the limit, as many councilors have been elected only because they support Milton Drac. If this continues the city may eventually deteriorate into anarchy.

Part One: The Grand Lighthouse Ball

In which the adventurers discover that social occasions are only warfare artfully concealed.

Milton Drac is good at thinking on his feet. When the PCs thwart his plan to frame them (in *Terror in Freeport*), he moves quickly to an alternate plan. Using the evidence that already incriminates Verlaine (the Brotherhood temple beneath Verlaine's home, the artifacts being shipped there from the old temple, and the letter hiring the PCs to investigate the Temple of Knowledge), Drac takes immediate steps to paint his former chief councilor as the true villain.

A very public "cleansing" is held as Verlaine's home and the temple beneath it are destroyed by the militia. An edict is issued to remove Verlaine's name forever from the rolls of the Captains' Council, and all his former holdings are seized. Drac also drafts a proclamation explaining the treachery of Verlaine and his leadership of the Brotherhood of the Yellow Sign. At the same time, the PCs are hailed as heroes of Freeport for thwarting the Brotherhood's plans.

Since Drac's agents have failed to eliminate the PCs, the Sea Lord has decided to take matters into his own hands. He invites the heroes to the Grand Lighthouse Ball at his palace. There he awards them the Order of Drac for their role in defeating Verlaine. While the PCs are busy trying to find out a way to sabotage his plans, Drac tries to set them up and be rid of them once and for all.

This section of the adventure consists mainly of roleplaying. Although many rules exist for adjudicating conversations—such as using the Bluff, Sense Motive, and Diplomacy skills—reducing NPC and PC interaction to dice rolls can be unrewarding. A mixture of both conversation and dice rolls is best. Award PCs who do a good job roleplaying a +2 bonus to their rolls, and penalize others who do not do so well. This allows both the skills of the actual players and their alter egos to affect the success of a given action.

An Invitation

A few days after the events detailed in *Terror in Freeport*, a messenger delivers a silver filigree scroll tube to each of the PCs. Inside the scroll tube is a fine piece of vellum held together with a red satin ribbon. Give the heroes Handout A now. (You can find it yourself on page 47.)

The timing of the ball is entirely up to you. Figure out about how much time the heroes still need to recuperate from the events in *Terror in Freeport*, and let that be your guide. The messenger can then happily inform the heroes as to when the ball is to be held.

The chart below indicates what the PCs can discover by asking about the ball around Freeport using the Gather Information skill.

Ball Information

| DC | Result |
|----|---|
| 10 | The Lighthouse Ball is being held to celebrate the imminent completion of Milton's Folly. |
| 15 | Only the most influential people in Freeport have been invited to the ball. |
| 20 | Now that Verlaine is dead, many people are wondering who will replace him on the Captains' Council. |
| 25 | Councilor Grossette plans to challenge Drac for control of the council. She will put up her own nominee for Verlaine's vacant post. |

Location 1:

The Sea Lord's Palace

The Sea Lord's Palace is located in the center of the Old City. At five stories high, it is by far the largest building in the area. A 15-foot-high stone wall encloses the grounds of the palace. Twin large, black, cast-iron gates face the street and allow access to the courtyard. Four guards stand watch over the entrance, checking invitations. The landscaping within is well tended, with tall trees and numerous gardens of flowers. A white stone path leads from the gates to the palace beyond.

The map of the palace only details those areas the PCs are likely to visit during this portion of the adventure. It essentially covers the ground floor of the palace, consisting of the ballroom and the rooms that adjoin it. The room descriptions are deliberately brief. Feel free to detail the palace as you see fit for your campaign.

1. Guard Rooms

There are always two Sea Lord Guards in each of these rooms, watching over the entrance to the palace. As guests arrive for the ball, a guard stands before each door, inspecting invitations a second time. General statistics for the Sea Lord Guards are in the appendix.

Sea Lord Guards: 20, 20 hp

2. Entrance Hall

The floor of the entrance hall is covered in a mosaic depicting a battle at sea between a pirate ship and a giant, purple squid. Ornate, golden double doors stand closed at the end of the hall leading to the ballroom. Two smaller doors sit in the right and left wall. Well-dressed guards stand before them, preventing access to the rooms beyond.

3. Sitting Room

This is a waiting area for people who have come to visit the Sea Lord. It is well decorated, and many paintings line the walls. Two large couches sit in the center of the room, and a number of chairs are spread throughout.

4. Library

Anton Drac had a passion for learning. During his rule, he tore down the walls of two other sitting rooms to make this impressive library. Floor-to-ceiling bookcases line the interior walls, and large windows in the exterior walls let natural light in for reading. The library has fallen into disuse during the reign of Milton Drac, and dust is evident on the bookshelves. There are no magical tomes here, but there are many mundane texts covering everything from history to adventure stories.

5. The Grand Ballroom

A description of the grand ballroom for the players is given in the next section. The room is very large, exquisitely decorated, and impressive. It is generally used by the Sea Lord to receive important guests and dignitaries.

6. Small Audience Chamber

Drac uses this room to receive minor guests and to conduct day-to-day business. For just this purpose, a small throne sits against the wall opposite the window. The walls of the room are covered with wooden paneling to make it seem as if the people in the room are aboard a ship.

7-9. Sitting Rooms

These rooms contain tables, chairs, and couches for use by visitors. These chambers are well decorated and extremely comfortable. The guests at the ball, including the PCs, can freely use these rooms. They may come in handy if private conversations are necessary.

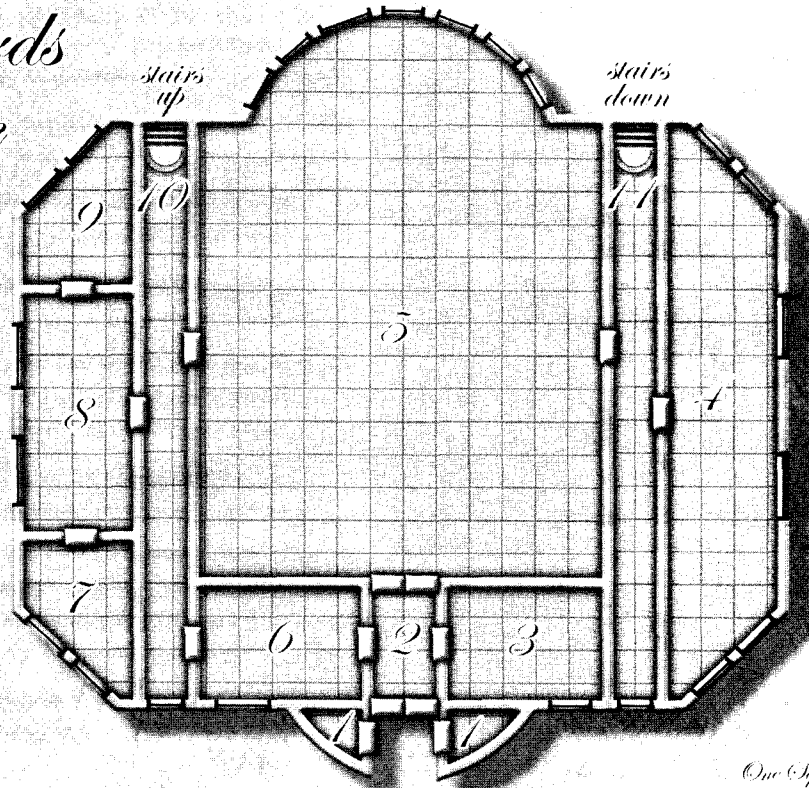
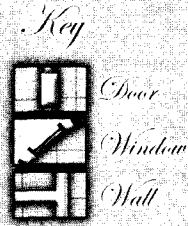
10. Stairs Up

These stairs lead to the upper levels of the palace. Two guards are stationed at both the top and the bottom of the stairs, and they refuse to let anyone but Drac pass into the palace's upper halls. The layout and contents of the rooms on the upper floors are not important for this adventure. Detail them as you see fit if one of the PCs is hellbent on doing a little unauthorized exploration.

11. Stairs Down

These stairs lead down to the palace's kitchen and the larder. There are two guards stationed at both the top and the bottom of the stairs. They refuse to let anyone but the cooks and serving staff pass. The specifics of the palace's basement are not important for this adventure, but you may detail them on your own if you like.

Sea Lord's Palace



One Square Equals 5 Feet

Arriving at the Ball

When the PCs arrive at the ball and show their invitations to the guards, they are asked to enter a sitting room (#3). A guard remains in the room with them until the chamberlain arrives.

The door swings open, and a halfling hustles into the room, breathing heavily. He takes a minute to hike up his black pants over his protruding belly and smooth out his silver-buttoned jacket. After bowing deeply, he addresses you, "Greetings heroes! Milton Drac welcomes you to his home. I am Tomas Fleetfoot, High Chamberlain of the Sea Lord's Palace. You are to be honored tonight at the ball for your deeds in defense of Freeport. We don't have much time, so please pay attention.

"In a few minutes, I will lead you into the hallway as a speech is made in your honor. The Sea Lord will then introduce you to the gathering, and you will enter the ballroom and approach the dais. The Sea Lord will present you all with the Order of Drac, a very great honor you know, and the ball will begin.

"Any questions? Good. Let's go."

Tomas leads you all into the hallway. The gold double doors now stand open, revealing the large ballroom. There are two single golden doors on either end of the room, in the middle of each wall. The floor is covered with polished black marble. At the far end of the room, a semi-circle of windows, about half as wide as the room itself, juts out into the garden outside the palace.

In front of the windows is a dais with 13 polished, oak chairs. One chair in the middle is larger than the others. The chair directly to the right of this chair is draped in black cloth. The guests are spread out around the room, at round tables. The center of the room has no tables, leaving room for dancing. A group of minstrels sits to the right of the dais.

Many colorful tapestries depicting various maritime scenes cover the walls. Large glass spheres hang from the ceiling. They glow with a yellow light that illuminates the room.

Standing in the center of the dais is a tall man with an angular face. He wears a long, light-green robe with a jeweled belt. He looks toward you and then addresses the guests, "Thank you all for coming to this grand ball to celebrate the completion of the lighthouse. Soon all the world will speak of the greatness of Freeport. As a glowing beacon, the lighthouse shall shine forth to all peoples, proclaiming the unspeakable power of our glorious city.

"Tonight, however, we honor the heroes who have saved us from the traitor Verlaine and the dark Brotherhood of the Yellow Sign. If not for their vigilance, our fair city might have fallen under the domination of unfathomable evil. Come forward, my friends, and accept the Order of Drac and our sincerest gratitude."

The room erupts in applause.



Milton hands each hero a gold medal with a pirate ship engraved on it, shaking the PC's hand as he does. The adventurers are then shown to a table near the dais, and the music and merriment begins.

During the Ball

The Lighthouse Ball lasts for the entire evening and into the early morning. Food and wine are in abundance throughout the affair. The exact structure of the ball is left up to you. Depending on the type of game you and your group enjoys, you may want to end it quickly, or you can take your time and enjoy the roleplaying possibilities.

There are two main topics of conversation at the party. The first is the political intrigue surrounding the nomination of a new councilor to replace Verlaine. The council is currently broken up into two different factions. Five members are loyal to Drac, while six members are loyal to Lady Elise, the leader of the opposition on the council. Lady Elise needs only one more councilor in her camp to be able to override Milton on the council. Of course, Drac would like to maintain his control over the council by getting his nominee elected.

The nomination issue is an excellent way for the PCs to get to know the people at the ball and where they stand politically. The heroes now have status in the city, and their support could be influential in the council's vote for a new nominee. If they support Lady Elise, they may be better able gain the confidence of the members of the council who oppose Drac.

The second topic is the lighthouse and its real purpose. Many

of the people at the ball have seen or learned interesting pieces of information about strange goings on at the lighthouse. When combined with what the PCs themselves have learned, insight into the real purpose of the lighthouse may be possible.

Before the ball, the PCs have discovered or found the following:

1. Bricks used in the lighthouse have the Yellow Sign engraved inside them (*Terror in Freeport*).
2. A copy a speech for Milton Drac was written in the serpent tongue to set up the PCs (*Terror in Freeport*).
3. A letter from someone named N'tal mentions the Brotherhood and says that the preparations are almost complete (*Death in Freeport*).
4. An architectural sketch of the lighthouse, which revealed some strange features (*Terror in Freeport*).

Here is a list of what the PCs can find out at the ball, either through roleplaying, Gather Information, or Diplomacy. The NPCs that have this information are detailed in the next section, "Important Guests at the Grand Ball."

1. Tomas the chamberlain saw a strange sign in a book that may have made a man jump out of a window and kill himself.
2. The upper levels of the lighthouse have been closed off for the past two weeks, and the workers have gone missing.
3. A mysterious ship was seen at the lighthouse. It was offloading cargo and a passenger that had a reptilian tail.
4. Strange lights were seen at the lighthouse, and the next day, two dead creatures were found near the shore. They had the head of an owl and the body of a bear.
5. Melkior, a member of the council, went secretly to the mainland and returned with a cargo of candles used in magical summoning rituals.
6. A strange, green metal called "serpent's blood" was bought by Drac and used in the upper levels of the lighthouse.
7. No local artisans received commissions to work on the upper levels of the lighthouse.
8. A crystal was commissioned from gem cutters on the mainland. It is magical in nature and is used to channel and boost magical energy.
9. Captain Lydon knows for certain that Milton Drac is a member of the Brotherhood of the Yellow Sign by a tattoo Drac has on his inner thigh.

Events

By and large, the PCs are free to interact with the guests. Give them enough room to mingle and talk to the important people present. It's important they discover the right clues, so don't be

afraid to have NPCs approach the PCs too. The adventurers are supposed to be heroes after all, and Drac made everyone in the room aware of that with his ceremony.

Two events must happen during the ball. First, Drac attempts to frame the PCs and get them out of the way (see "Drac's Gambit," below). You can run this event at any time, but give the PCs a chance to mingle before springing it on them. If they fall for Drac's plan before picking up the important clues, they are bound to have a much harder time of it later.

The second event is a good closer for the ball. A prophet shows up and freaks everybody out (see "The Serpent Speaks," below). Once this weirdness is over with, the party breaks up.

Drac's Gambit

Drac knows the PCs have discovered too much about the Brotherhood. He has a plan to set them up at this ball so that he can arrest them. He has instructed Corn—a serpentman posing as Councilman Brock—to approach the PCs and ask them to assassinate the Sea Lord.

Brock tries to gain the confidence of the PCs by telling them he has discovered the true purpose of the lighthouse. Moving the heroes into one of the sitting rooms for privacy, he explains. Drac is building the lighthouse as a powerful, magical device. The Sea Lord plans to use it to summon an army of monsters to attack the mainland and bring glory to Freeport.

Brock fears that the army of monsters may be uncontrollable and destroy Freeport as well. He is also concerned that something very large and powerful may be summoned through the lighthouse, dooming the city. When he tried to speak out about it, Drac threatened to kill his whole family.

Brock plans to lure Drac into the sitting room at location #9. The PCs are then to follow them in and kill Drac. They can then escape out of the windows in the room and climb over the wall. When things calm down, the truth about Drac is sure to be revealed, and the PCs will be hailed as heroes for thwarting him.

The PCs should be smart enough not to attempt to kill Drac at this gathering. Even heroes as savvy as they no doubt are would probably not escape. If they talk to other people at the party they should realize that Brock has been acting strangely lately, and they may not trust him.

If the heroes turn Brock down, he does not persist. If they take the bait, guards appear just as the PCs are getting ready to attack Drac. The PCs can't hope to fight them all off, but they can escape through the windows and over the wall into the city. Make it clear to the heroes that staying behind to fight will either lead to death or capture.

Drac's gambit shouldn't occur until after the PCs have had a chance to gather some information about the lighthouse. If they escape, this news can lead them to the next part of the adventure. It may be necessary to have K'Stallo—in his guise as High Priest Thuron—find them and move them in the right direction.

The Serpent Speaks

Toward the end of the evening, a stranger appears to the shock of all at the ball. He is the prophet of Yig, sent here by the god to issue a warning to the people of Freeport.

The music comes to a sudden halt as a man wearing a long, brown robe tied by a dirty rope-belt shuffles into the room. He is unshaven, with long hair and a beard. How he was able to get by the guards is a mystery.

People move aside as the intruder reaches the center of the room. In a raspy voice, he speaks: "Heed me well! The words of an old man should not be ignored. In the ancient scriptures of Yig, it is written:

*"The Yellowed Sign once again shall appear.
Then the time for Yig's revenge will be near.
As the finger of evil rises toward heaven,
One must pay heed to the calling of his brethren.
Search below the waves for that which was unmade,
And return with the Serpent carved of Jade.
When the madness is unleashed upon the land,
The icon of jade alone shall stand.
The end of the creature from outside
Contained within the Serpent deep inside.*

"Remember these verses well, citizens of Freeport. The prophecies of Yig do not lie."

The old man then transforms into a small snake. A guard steps forward and stabs the serpent with a spear. It vanishes in a puff of smoke.

This puts a damper on the festivities, but Drac asks the band to strike up a tune and for the party to continue. The PCs may make a Knowledge: Arcana check to determine if they know anything about the *Jade Serpent of Yig*. At DC 25, they learn that it was a great Valossan artifact said to be the earthly manifestation of their god Yig.

Important Guests at the Grand Ball

This section details the key NPCs attending the ball. The format for the entries is as follows:

Age: Self-explanatory.

Race: Self-explanatory.

Faction: The faction that the NPC is aligned with: Milton Drac, Lady Elise, or neutral.

Appearance: A physical description of the NPC.

Quote: A typical phrase or sentence used by the NPC.

Description: A detailed overview of the NPC's history, personality, motivations, and attitudes.

It's crucial to make the PCs feel that the 18 people detailed below are not the only people attending the ball. These entries

The Purpose of the Lighthouse Revealed!

The Brotherhood of the Yellow Sign worships a god known only as the Unspeakable One. The last time he was summoned, the entire Valossan civilization was destroyed in a great cataclysm. The cultists have been living in obscurity for centuries, doing the bidding of their inhuman patron. Now they are ready to strike.

Milton Drac has come up with a plan to unleash the power of this unholy god on the world. The lighthouse has been specially constructed to channel the energy of the Unspeakable One. During the gala unveiling of the lighthouse, when the harbor is choked with ships from all the nations of the world, Drac and the Brotherhood plan to enact a magical ritual. Tapping into the power of the Unspeakable One, they hope to focus this energy through a crystal in the lighthouse mechanism. This crystal should project the image of the Yellow Sign high into the sky, where all the thousands of spectators can see it.

The mere site of the Yellow Sign charged with the Unspeakable One's power will drive the people in Freeport mad. All the ships in the harbor will disperse around the world, spreading madness and terror wherever they travel. So will the Brotherhood of the Yellow Sign earn the favor of their god.

only cover a small number of over 200 guests, including wives, concubines, merchants, artisans, performers, nobles, and so on. You can detail these others as much as you like. This may also be a perfect time to add in an enemy or friend that the PCs have made in your own adventures in Freeport.

Tomas Fleetfoot, High Chamberlain of the Sea Lord's Palace

Age: 85

Race: Halfling

Faction: Neutral

Appearance: Tomas is 4'3" tall, with short, brown, curly hair and brown eyes. He has a rotund figure with a large potbelly. He wears a pair of black trousers and a fancy, black jacket with silver buttons.

Quote: "Right this way! Please hurry, the Sea Lord does not like to wait."

Description: The Fleetfoot family has been running things in the Sea Lord's Palace since the construction of the building by Captain Cromey, the second Sea Lord of Freeport. Tomas grew up within the walls of the palace and took over the operation of the castle from his father, who retired when Anton Drac was

assassinated. He knows every detail of the palace and the needs of the people who live there.

Tomas always seems to be in a hurry. He is frequently out of breath, and he talks very quickly. As the chamberlain, he has to see to the needs of the Sea Lord and all of the other staff, friends, and guests in the palace. The ball has been a nightmare of last-second preparations, and Tomas just hopes that everything goes over well.

Tomas does not like the current Sea Lord, but he is dedicated to his job and strives at all times to keep up his family's tradition. He does not know of Milton Drac's involvement with the Brotherhood of the Yellow Sign, but he does suspect something strange is going on in the palace. Last week, a visiting merchant ran screaming from his room and jumped out of a third-story window. When Tomas checked the room, a book was open on the desk with a strange symbol on it. It took all of his willpower to leave the room. (The symbol was the Yellow Sign.)

Thuron, High Priest of the Temple of the God of Knowledge (actually K'Stallo)

Age: 60

Race: Serpent person (disguised as human)

Faction: Lady Elise

Appearance: Thuron is 5' 9" tall and has a stocky build. He has shoulder-length gray hair and keen blue eyes. He wears a long, brown, velvet robe held at the waist by a white, silk belt. He walks with the aid of a gnarled quarterstaff with a rayed, gold sun mounted on the top. This is the symbol of the God of Knowledge.

Quote: "You should consider the ancient texts. They may aid you in your decision."

Description: Thuron was the benevolent high priest of the Temple of Knowledge for many years. As the PCs learned in *Terror in Freeport*, Thuron died not long ago, and a serpent person named K'Stallo took on his identity. Thankfully, K'Stallo is not a worshipper of the Yellow Sign, and he has proven a good source of knowledge for the PCs. Only the PCs know his secret.

To the best of his ability, K'Stallo tries to imitate the father-figure attitude of Thuron. He offers advice when it is not asked for, and he is willing to share his pearls of wisdom with anyone. K'Stallo can be tedious, but his advice is rarely wrong.

K'Stallo's current goal is to stop the plans of Milton Drac. He hopes to help the PCs accomplish this. He can be used to gently nudge the PCs in the right direction if they are floundering—or to give them a full-fledged push.

K'stallo is interested in the prophecy the old man recites in front of the guests. After hearing it, he tells the PCs he has to go back to the temple. He thinks he might understand the prophecy, but he needs to do some research first. He asks them to meet him there after they leave the ball.

Milton Drac, Sea Lord of Freeport

Age: 45

Race: Human

Faction: Milton Drac

Appearance: Milton Drac is 6' 5" tall, thin, and wiry. He has a long, angular face with a penetrating gaze and piercing eyes. He wears a long, light-green robe with a jeweled belt. He is unarmed.

Quote: "Greetings, friends! You really ought to be more careful. Being a hero can get you killed, you know."

Description: Milton Drac, the Sea Lord of Freeport, has a dark past. He is the bastard son of Marten Drac, one of the most brutal rulers Freeport has ever seen. His mother Annabel was a harlot that Marten bedded during a night of drunken womanizing, long before his rise to power. Soon after Marten became Sea Lord, Annabel paid him a visit to let him know that he had a son. Marten was unwilling to share his money with an aging strumpet and her bastard son, so he ordered them killed.

Annabel grabbed her child and fled Freeport ahead of the assassins, but she knew that Marten would eventually find them. She decided to entrust Milton to the priests of a monastery dedicated to the worship of the God of Knowledge. He was only 10 years old, but she made certain that he knew his lineage so that someday he might claim his birthright. Annabel was caught soon after. She refused to give up the whereabouts of her son, and she died during a particularly brutal torture session.

Of course, the monks Annabel had left her son with were actually members of the Brotherhood of the Yellow Sign, who believed that Milton was the answer to their prayers. They needed to gain control of Freeport to revive the worship of the Unspeakable One. What better way to do that than to have a member of the Drac bloodline assume power in the city—under their control?

The priests of the Brotherhood trained Milton in the ways of the Yellow Sign. They made certain he knew of the circumstances behind his mother's death. He became a priest in the Brotherhood and began plotting his revenge.

Milton Drac has a disconcerting demeanor that tends to make people uneasy. He enjoys mixing innuendo into his conversation so that those who speak to him are not sure whether they have just been insulted or complimented. Milton also uses his penetrating stare to shake up those who talk with him.

Milton Drac has one goal in all that he does. He wants to ensure the completion of the lighthouse so that madness of the Unspeakable One can be spread throughout the world. Conveniently, this satisfies his desire to see Freeport destroyed for the murder of his mother.

Captain Brock Wallace,

Captains' Council Member (actually Gorn)

Age: 55

Race: Serpentman

Faction: Milton Drac

Appearance: Brock is 5' 10" tall and overweight at over 200 pounds. His bald head is usually covered with a black tricorn. He wears black pants with white hose and a white, ruffled shirt. Two daggers in fine leather scabbards hang from his belt at either hip.

Quote: "I was wrong to oppose Drac. The lighthouse will be the crowning achievement of this age."

Description: The real Brock Wallace was the head of a prosperous merchant family of Freeport. The Wallaces made their fortune securing numerous trading contracts with important cities on the mainland. Brock was elected to the council nine years ago in return for his support for Milton's Folly. His contacts on the mainland provide much of the materials for the lighthouse project.

About a year ago, Brock spoke out about the lighthouse when Drac began to bring in other merchant families to supply the project. He threatened to pull his support and with it the supplies needed for the lighthouse. Drac responded by having a Valossan named Gorn kill Brock and assume his identity. Understandably, Brock is now very supportive of Drac and his policies.



Sealord Milton
Drac

Captain Brock
Wallace

Arias
Soderheim

Melkior
Maeorgan



Gareth
Varellian

Captain Hector
Torian

Lady Elise
Grosette

Dirwin
Arnig

Gorn tries to act like Brock, who was always outspoken and ill-tempered. Many of Brock's family and closest friends have noticed a change in him recently. He often forgets important details from his past. Things that used to send him into a rage now evoke no response at all. Clearly something has changed with Brock, but the people around him can't put their finger on exactly what is wrong.

Arias Soderheim, Captains' Council Member

Age: 105

Race: Half-Elf

Faction: Milton Drac

Appearance: Arias is 5' 11" tall and has a medium build. He wears dark-green breeches with a black, tight-fitting shirt. His shoulder-length, blond hair is held away from his angular face by a golden circlet. A short sword dangles by his side.

Quote: "Another tale? Perhaps the saga of the five princes?"

Description: Arias has been on the council for 24 years. He represents the shipping interests of the elven pirates of Freeport. Ironically, his half-elven heritage has suited him perfectly for this job. The very prejudice that normally haunts those of half-elven origin was exactly what was needed for him to get elected to the council.

Arias is a bard who revels in telling stories and playing the lyre. If given enough encouragement—and usually five minutes of attention is enough—he almost certainly breaks into a heroic saga or an enchanting melody.

Arias and the elven pirates support Drac and his lighthouse because they have become very rich doing so. Arias was one of the architects of Drac's rise to power. The elven pirates did not want to enter the war on the mainland that Anton, the previous Sea Lord, was pushing for. A war would disrupt trade, and that would cost the elven pirates money.

With the support of nations that wanted Freeport to remain neutral, Arias helped get Anton assassinated and bring Drac to

power. In return, Drac gave the elves exclusive rights to all of the shipping for material to build the lighthouse. They do not know of the true purpose of the lighthouse and are merely attempting to wait Drac out. After all, long life has its advantages. They plan to be enjoying his money long after he is dead.

Melkior Maeorgan, Captains' Council Member

Age: 35

Race: Human

Faction: Milton Drac

Appearance: Melkior stands 6' 5" tall and muscular. He wears black leather pants and a similar shirt covered with a gleaming breastplate. On his belt in a jeweled scabbard is a curved dagger. He has gray eyes and straight, jet-black hair cut short.

Quote: "Isn't this dagger exquisite? Its beauty can only be appreciated up close. Here, allow me to demonstrate."

Description: The Maeorgan family has been involved in the politics of Freeport for over a century. The Maeorgans made their fortune in the ship-building business, and they still lead the city in that field. Melkior rose to his position in the council 11 years ago, a few months before Sea Lord Anton was assassinated under a cloud of suspicion. His older brother, Councilor Armin Maeorgan, had been found murdered by an assassin's blade. Under a centuries' old rule of the council, Melkior assumed his brother's position on the council.

Although it has never been proven and he denies it to this day, Melkior killed his brother to take over the family business and gain a position on the council. He was urged to do so by Milton Drac, who helped him kill his brother. Melkior is ruthless but has a dark sense of humor. He knows that he has an intimidating figure, and he uses this to his best advantage.

Melkior is the right-hand man of Milton Drac. He is with him so often that many believe him to be Drac's bodyguard. He has recently converted to the Brotherhood of the Yellow Sign, and he will stop at nothing to see that the lighthouse is completed.

Captain Garth Varellion, Captains' Council Member

Age: 45

Race: Human

Faction: Milton Drac

Appearance: Captain Garth is a 6' 0"-tall, well-dressed, dashing figure with a lean, wiry build. He wears a flowing, green cape, black pantaloons, and a white, silk shirt. An ornate scabbard on his belt holds a saber. He has blue eyes and silver-gray hair.

Quote: "Good evening, fair maiden. I would enjoy the pleasure of your company at my table."

Description: Garth has been a member of the Captains' Council for the past 10 years. He earned his seat through friendship with Milton Drac, who he sailed with for many years. Unlike some other members of the council, he is actually the master of a ship, the *Christina*. He sets out to sea every chance he gets, and has many contacts among Freeport's dockside denizens.

Garth is conceited and vain. He believes that most women are attracted to him, and he flirts with them constantly. Most of the time he is successful, and he is unaccustomed to having a woman resist his advances. He is always cordial; even when he insults someone it is with a back-handed comment or subtle insinuation.

Garth has no idea that Milton Drac is a member of the cult, and has no knowledge of the true purpose of the lighthouse. He supports Drac because he owes the Sea Lord his position on the council. Garth has been briefed by Drac on the PCs, and tries to find out their real motives. Even with proof, it would be hard to convince Garth about the Brotherhood of the Yellow Sign.

Captain Hector Torian, Captains' Council Member

Age: 42

Race: Human

Faction: Milton Drac

Appearance: Hector Torian is a swarthy fellow, 5' 9" tall with a curly, black beard, bushy eyebrows, and long, curly, black hair. He wears a red frock coat with a white shirt and black pantaloons. A gold earring is in his right ear, and each of his fingers has a ring on it. A smile comes often to his face.

Quote: "Come here, and let's have a drink! Now, let me tell you about the last time I faced certain death on the high seas!"

Description: Hector has only recently retired from a life at sea. At the age of 10, he took his first sea voyage, and by the age of 18 he was the captain of his own ship, the *Silver Ghost*. He gained a reputation among his men as being fun-loving and generous. He was elected to the council 10 years ago with the financial backing of a then as-yet-unknown Milton Drac.

Hector is full of life and enjoys good food and good drink. He is loud and boisterous to the point of boorishness. He puts his foot in his mouth often because he is outspoken.

Hector supports Drac because he feels he owes him for his seat on the council. He knows nothing of the cult of the Yellow Sign. He genuinely cares for the people of Freeport, and he has voiced some concern that the lighthouse has been draining too much money from the government's coffers. Drac has assured him that the money will be replaced with the increased trade the lighthouse should generate.

Lady Elise Grossette, Captains' Council Member, faction Leader

Age: 55

Race: Human

Faction: Lady Elise

Appearance: Lady Elise is a plain-looking woman with a nonsense air about her. She uses little makeup and wears a simple navy-blue gown with an exquisite pearl necklace. She has brown eyes and long, black hair down to the middle of her back. She is 5' 11" tall.

Quote: "I understand your position on the matter, but have you considered this?"

Description: Lady Elise leads the faction on the council in opposition to Milton Drac. She is one of the council's senior members, with over 25 years of service. Her family has long held positions of power in Freeport, and she is an expert politician. When her father died with no male heir, she took over his seat despite the fact that she was a woman. Since then, she has been a voice of reason on an often-chaotic council.

Lady Elise is patient and calculating. She keeps her thoughts and feelings to herself until she is certain about what she wants to say and when she wants to say it. Many of the opposition councilors have taken to calling her "Grandma," but never to her face. She is an excellent public speaker and an accomplished negotiator.

Lady Elise is very concerned with the current situation in Freeport. She is lobbying hard for her choice as a replacement for Verlaine. Her choice is Petra Frick, the leader of the artisan's guild. This would give her veto power on the council over Drac. With that power, she hopes to undo many of the poor policies of the Sea Lord.

Lady Elise has already started an investigation into the lighthouse. Her agents have learned that the upper levels have been sealed off for the past two weeks. No one has been allowed in, and workers assigned to that area have disappeared.

'Dirwin "Nimblefingers" Arnig, Captains' Council Member

Age: 275

Race: Gnome

Faction: Lady Elise

Appearance: Dirwin has short, gray hair and bushy, gray eyebrows. He is 3' 6" tall, thin, and wiry. He is wearing a pair of

brown trousers, green boots, and a green, velvet jacket. Around his neck is a gold chain with a large emerald on the end of it.

Quote: "Young one. Let me show you how that is done. They don't call me 'Nimblefingers' for nothing, you know."

Description: Dirwin has seen many a year in Freeport. He was born into a noble family of gnomish gemcutters who make their living off the spoils of pirates. He has been on the council for 50 years and has seen a few Sea Lords come and go. He is the head of the Jewelers and Gemcutters Guild, and he also represents the gnomes and halflings of Freeport on the council.

Dirwin's attitude has not been negatively affected by his long term in office. He has a quick wit and loves jokes and conversation. He is also very proud of his skill with his hands, and he often shows off by performing card tricks at dinner parties.

Dirwin has been outspoken in his opposition to Drac and his policies. The city has suffered under the heavy taxation forced upon it to build the lighthouse. He and Lady Elise have been conducting a private investigation into the whole project. Through his contacts on the mainland, Dirwin has recently discovered that the Sea Lord commissioned the cutting of a large crystal to be used in the lighthouse. He finds it odd that Drac chose not to use any members of the Freeport guild to cut the gem. From a sketch Dirwin has obtained, the gem seems to look magical in nature. Dirwin plans to have a wizard analyze the drawing to see if its purpose can be determined.

If someone looks at the drawing of the crystal using the Spellcraft skill, on a DC 20 they discover that it is used to channel magical energy. Tarmon the High Wizard (see page 18) can also give the PCs this information if they do not have the relevant skill to find it out on their own.

Captain Xavier Gordon, Captains' Council Member

Age: 49

Race: Human

Faction: Lady Elise

Appearance: Captain Xavier is 6' 3" tall, with an average build, long, brown hair, and brown eyes. He wears tall, black leather boots, scarlet, skin-tight leggings, a white, puffy shirt, and a black, velvet jacket. A long scimitar rests at his side, within a golden scabbard.

Quote: "Sailing the seas is where a man belongs. These land lubbers have no idea!"

Description: Captain Xavier has been a member of the council for two years. He represents the many privateers that call Freeport their home when not at sea. His is the only seat on the council that is restricted to a specific type of candidate. By tradition, it must be filled by a privateer. It is also the only position on the council with a term limit. This ensures that the council always has on it a member who represents the pirates and privateers who originally founded the city.

Captain Xavier is looking forward to ending his term so that he

can return to his true love, the sea. He speaks of his travels often and tells many tall tales of adventures he has had aboard sailing vessels. He resents being called a pirate and prefers the term privateer, as he feels he keeps the interest of Freeport at heart.

Captain Xavier was initially supportive of Drac, but since he learned about the suffering caused by the lighthouse, he has withdrawn his support. He feels that it is an amazing waste of money that could have been spent elsewhere. Most of his fellow privateers agree with him. He has joined the opposition led by Lady Elise, but he is reluctant to take a serious stand against Drac until the majority of the council makes a move.

Captain Xavier has learned from his privateer contacts that a mysterious ship was seen just two days ago in the harbor. It slipped into a secluded area near the lighthouse in the dark of night and offloaded cargo and some passengers. One of the passengers had a long, reptilian tail.

Liam Blackhammer, Captains' Council Member

Age: 50

Race: Human

Faction: Lady Elise

Appearance: Liam is 5' 11" tall and muscular, with short, gray hair and blue eyes. He wears an ornamental chainmail shirt of gleaming silver, with a dark, brown leather shirt and pants.

Quote: "Milton's Folly—the project must end soon, or many more of our people will die."

Description: Liam is a blacksmith by trade, who joined the council 14 years ago to help fight the injustices inflicted on the poorer people throughout the city. Since then, he has been a champion of the common man of Freeport, doing everything in his power to divert as much money as possible from the lighthouse project to city services. If not for his efforts, things in Freeport would be much worse.

Liam has always been headstrong and emotional. When he first joined the council, he got into many arguments with the other members. Over the years, he has learned to control his temper and be more diplomatic. Occasionally, when he is pushed too far, he still loses his temper.

Liam is very upset with the situation in Freeport. He knows that the lighthouse has been slowly destroying the city and that Milton Drac is to blame. In the past few weeks, he has been speaking out about this more than ever.

Sister Gwendolyn, Captains' Council Member

Age: 40

Race: Human

Faction: Lady Elise

Appearance: Sister Gwendolyn is 5'9" tall, with shoulder-length, dark-green hair and green eyes. She is wearing a tight-

More Fun and Games

While Miton's Folly is the talk of the ball, there is more going on than Drac's sinister machinations. Below are some optional events that you can introduce to the ball at your discretion. These little vignettes are meant to flesh out the evening, and give the PCs a taste of life at the highest level of Freeport society.

The Senile Toad

Tarmon, the High Wizard, has lost nothing of his mental agility, despite his age. Sadly, the same cannot be said of his toad familiar, Burkhart. The little fellow just isn't all there any more, and Tarmon often leaves him in the safekeeping of his apprentice, Glenfield (1st level gnome wizard). Early in the evening, Burkhart slips away from Glenfield, and finds a nice quiet spot to lie down for a nap. Glenfield, who was rather distracted by the spectacle of the ball and the wealth and power on display, doesn't notice for quite some time that the toad has gone missing. He quickly realizes that he must find Burkhart before Tarmon is ready to leave. The young and excitable apprentice begins to rush from room to room, his agitation as plain as day. He may catch the PCs' eyes with his blatant fear. The PCs may also notice that he only calms down when Tarmon is near (he doesn't want to give away his failure after all!). Burkhart's reappearance can make quite a stir, especially if he hops into a crowd of young ladies.

Nighthaunt

Mararet Roth, more commonly known as Margy, is the daughter of Torsten Roth, the head of the Merchant's Guild. She is a young, vivacious woman and the PCs may take note of her raven-haired beauty as she mingles with the crowd. She appears to be a spoiled rich girl and a fitting daughter for Torsten. PCs who listen to her conversation may note that she talks of nothing but jewelry, antiques, and money. Her shallowness, however, is an act. Despite all the comforts that her father's money brings, Margy is a thrill-seeker at heart. She can't stand the phony world her father lives in, and her thirst for excitement has led her to a life of crime. At the ball she works her way through the crowd, finding out in innocent conversation what pricey items she can steal from the mansions of Freeport's elite. A few days after the ball, she plans to start her crime spree. Despite this careful plan though, she can't resist the urge to pick a few pockets during the ball itself. Alert PCs may notice her shenanigans if they watch carefully. Even if they do nothing during the ball, the PCs may remember the aristocratic pickpocket in the weeks to come, as a burglar dubbed "Nighthaunt" (1st/1st level human Aristocrat/Rogue) starts an epic career.

For Freeport!

The PCs may want to play down their decoration by Milton Drac for their "brave deeds." While they know that the honor is a sham, there are some youngsters in the audience swept away by the tales of their heroism. One such is Bedwyr (1st level human warrior), the nephew of Sister Gwendolyn. He thinks the PCs are the tops, and he wants to be just like them. Throughout the night, he pesters each of the PCs in turn, praising their deeds and thanking them on behalf of "Freeport's pure of heart." He is quick to add that he aspires to heroism himself, and that he is willing to help out in any way he can. Although something of a boob, Bedwyr is genuine in his feelings. Sister Gwendolyn is protective of her nephew, and the PCs may have to face her if they lead Bedwyr to a bad end.

fitting, aqua-colored, floor-length gown. Around her neck is a silver necklace with a jeweled miniature trident charm on the end of it. She is very attractive.

Quote: "That is a very interesting sword. Is it a family heirloom?"

Description: Sister Gwendolyn is a priestess of the God of the Sea. When her predecessor retired five years ago, she took over his seat on the council. Drac initially opposed this, but he was not able to convince the council to break with tradition. A member of the Sea God's church has been sitting on the council for over 150 years.

Gwendolyn is practical and self-assured. She enjoys conversation and often asks people she does not know to tell

her about their life, listening intently all the while. She can tend to be a flirt with men, but she almost never follows through on any of it.

Sister Gwendolyn has been helping Dirwin and Lady Elise investigate the lighthouse. She has heard many strange reports from the workers there. They claim to hear strange noises at night. A priest of her temple reported that he saw flashes of magical light from the upper chambers one night. The next morning, two horrible creatures with the head of an owl and the body of a bear were found dead at the base of the lighthouse. No one had ever seen one of these creatures before, but a librarian at the Temple of Knowledge told her that they are well-known monsters in places on the continent.

Captain Marcus Roberts, Captains' Council Member

Age: 50

Race: Human

Faction: Lady Elise

Appearance: Captain Marcus is 6'0" tall, with short, blonde hair and blue eyes. He wears green pants, a white shirt and a green jacket. He wears a short sword in a silver scabbard on his belt.

Quote: "Another round for my friend here. And give us the good stuff, not that cheap bilge-water you serve to everyone else."

Description: Marcus Roberts has been on the council for 12 years, having become a member shortly before the arrival of Drac. He spends as much time as possible aboard his ship, the *Black Dragon*, traveling back and forth to the mainland, serving as a quasi-ambassador for Freeport. He has created a vast spy network of informants within many of the mainland governments. He has also discovered a lot of information about nobles and politicians in Freeport. Luckily, Marcus is a discreet man with the interests of the city at heart. He tries to only use his information when it will benefit the city.

Marcus is flamboyant and expressive. He tends to be the life of the party. Whether it's telling a joke or dancing a jig, Marcus is always in the middle of things, having a good time. This boisterous exterior hides a calculating and sly mind. Marcus always has his eyes and ears open, and he doesn't miss much.

Marcus is not a vocal member of Lady Elise's faction. In the beginning, Marcus supported Drac to be Sea Lord. In the past few years, however, he has learned about Drac's manipulative nature and is frankly afraid of him. He tends to vote against Drac when he can because he knows the lighthouse is draining valuable resources away from the city.

Marcus's spy network has informed him that Drac recently sent Melkior Maeorgan to the mainland. He returned with crates filled with strange candles made of yellow wax and engraved with magical symbols. Anyone with the Spellcraft ability who gets DC 20 knows that these types of candles are used as the arcane focus for summoning spells.

Tarmon, High Wizard of Freeport

Age: 60

Race: Human

Faction: Neutral

Appearance: Tarmon is 6'5" tall and has short, brown hair and brown eyes. He wears a long, flowing, red robe bound by a golden belt. He walks with the aid of a gnarled, old, wooden staff.

Quote: "Do you know the history of that gem you are wearing? Let me tell you about it."

Description: Tarmon is a lifelong resident of Freeport and the leader of the Wizard's Guild. Born an orphan, he was raised on the mean streets of the city. An adventuring wizard discovered his

affinity for magic and took him on as a pupil. After many adventures on the mainland, Tarmon returned to Freeport to establish a guild for wizards.

Tarmon is energetic and quick-witted despite his advancing years. He enjoys conversation and has such a breadth of knowledge that he can talk long on many different subjects.

The Wizard's Guild has tried to stay out of the fray with regard to the lighthouse project. Although the wizards realize the project has been draining the city's coffers, they do not want to go against the majority of the council that supports it. Tarmon is unaware of the involvement of the Brotherhood of the Yellow Sign. If the PCs can gain his confidence, he gives them whatever aid he can.

Torsten Roth, Head of the Guild of Merchants

Age: 40

Race: Human

Faction: Milton Drac

Appearance: Torsten is 6' 0" and has brown, short, curly hair. He wears dark-blue pants and a dark-blue jacket with brass buttons. A gold belt is around his waist, and a golden pendant rests on his chest.

Quote: "Really, don't you have something better to do? Here's my glass. I can use some more wine."

Description: Torsten is one of the richest men in Freeport. He is the head of the powerful Roth merchant family as well as the Guild of Merchants. His great-grandfather built the family fortune by selling iron and copper ore to the Sea Lord from mines he purchased on the mainland. The family has diversified since then and now sells fine wine and exotic goods as well as the ore.

Torsten is a snob who was born with a silver spoon in his mouth. He thinks that most people are beneath his station, and he looks down on them with disdain. In conversation, he is annoying and condescending. He thinks that he can secure a nomination for councilor at this ball. He fawns all over the councilors to curry their favor.

For many years now, Torsten has been supplying Drac with some strange items for his lighthouse, most notably an exotic, soft metal called "Serpent's Blood" from the jungles of the south. The metal is light green and is soft enough to be shaped by hand. When treated properly, it turns rock-hard. It took Torsten over two years to find the metal, but Drac told him where to look and then paid handsomely for it. For this favor, Drac promised to nominate Torsten to replace Verlaine on the council. The nomination has yet to come, and Torsten is a little bitter about it.

Torsten does not know that the Serpent's Blood is a necessary ingredient for the Brotherhood of the Yellow Sign to use in the construction of the lighthouse. It has been infused into the upper levels in many runes and glyphs to channel the power of the Unspeakable One and aid in his summoning. When the PCs learn of the Serpent's Blood, have them make a Knowledge: Arcana check (DC 25). A successful check reveals that this type of metal was once used in rituals to summon demons.

Captain Lydon, Captains' Council Nominee

Age: 50

Race: Human

Faction: Neutral

Appearance: Captain Lydon is 6' 4" tall and weighs almost 300 pounds. He has long, scraggly, black hair and a five-o'clock shadow. He wears a bright-red jacket with gold buttons, a black pirate hat, and black pants. A saber hangs in a scabbard off of his black leather belt. He also has horribly crooked, yellow teeth.

Quote: "Arrrggghhh, a fine party this is. If this be the life of a councilor, count me in."

Description: Captain Lydon was born and raised on a pirate ship and has spent most of the rest of his life in the streets of Freeport. He has had his own ship, *The Gambit*, for almost 20 years. For the past 10 years, he has been trying to run a merchant shipping company to no avail. With his fortunes dwindling, he has made one last push to influence the citizens of Freeport, mainly those on the docks, and gain their support for the Captains' Council. His recent sponsorship of the annual Swagfest celebration was a great success, and it has moved him close to his wish of joining the Captains' Council.

Lydon is crass but lovable. He is a simple man who enjoys drinking, smoking, and just plain having fun. He laughs often, and he is trying hard to impress people at this ball. He knows that this may be his only shot at the big time.

Captain Lydon is also a degenerate gambler. He owes a local underworld boss named Finn a boatload of gold that he simply does not have. Drac has offered to pay off this debt and nominate Lydon to the council. In return, Lydon would have to be Drac's puppet on the council.

Drac does not know that Lydon is aware of the Sea Lord's involvement with the Brotherhood of the Yellow Sign. He saw Milton Drac performing rituals to the unspeakable god in the

small temple the PCs cleaned out in *Death in Freeport*. Lydon learned from watching that ritual that all members of the order are branded on their inner thigh with the Yellow Sign. Drac has the mark. Why Lydon was in the temple is another story.

Petra Fricke, Captains' Council Nominee

Age: 45

Race: Human

Faction: Lady Elise

Appearance: Petra is 5' 9" tall and slender, with short, blond hair. She wears a long, midnight-blue gown with a fine silver belt at her waist. A single, golden ring adorns her right hand.

Quote: "There is nothing more pleasing than turning a piece of stone into a work of art."

Description: Petra is a sculptor, and much of her work appears in the temples of Freeport. She has been the leader of the Guild of Craftsmen for the past four years. She has submitted many petitions to the council concerning the building of the lighthouse. The craftsmen have complained that they have not received any contracts for work on the project for the last three years. This all coincides with the building of the upper levels of the lighthouse.

Petra is a beautiful woman who seems to glow with an inner happiness. She loves sculpting and talks about it often. She is polite and personable and freely converses with the PCs. She also loves to dance, and her dance card is usually full.

Petra is worried about the lighthouse and what it has done to the city. When Lady Elise approached her, she happily accepted her nomination to the council for the express reason of opposing Drac. At first, many artisans and craftsmen worked on the project. Then, as the upper levels were nearing completion, all work for local craftsmen ended. Although this is strange, she does not suspect that there is a cult involved in the lighthouse project.



Captain Xavier
Gordon

Liam
Blackhammer

Sister
Gwendolyn

Captain Marcus
Roberts

Part Two: Black Dog's Caves

In which the adventurers explore the caves of an infamous pirate and discover the entrance to the sunken temple of Yig.

After the ball, the PCs should have a good idea of the secret behind the Lighthouse of Drac. They should regroup at the Temple of the God of Knowledge and confer with Thuron. If something has happened to Thuron in your campaign, you can substitute the Loremaster Falthar. (See *Falthar's Curios*, the first installment of *Focus on Freeport* at Green Ronin's website.)

After the PCs have pieced their clues together, Thuron tells them that they must find the *Jade Serpent of Yig* to stop the Brotherhood of the Yellow Sign. Only the power of this ancient Valossan artifact can overcome the Unspeakable One and prevent the world from degenerating into madness and chaos. Thuron tells them that the *Jade Serpent* was kept in the Temple of Yig in ancient Valossa, now sunk beneath the waves.

To locate the entrance to the sunken temple, the PCs must conduct some research. Thuron can provide them with a good start. During his studies at the Temple of Knowledge, he came across excerpts from the log of the infamous pirate named Black Dog. Handout B is an excerpt from that logbook of Black Dog. Thuron believes that the doorway described in the log is of Valossan origin and could lead to the sunken temple.



The PCs can ask around town about Black Dog and his caves. There are many legends surrounding the pirate. The table below lists what the PCs can discover with a successful Gather Information check.

The Legend of Black Dog

| DC | Information |
|----|--|
| 10 | Black Dog the pirate was the scourge of the seas around Freeport over 50 years ago, until he mysteriously disappeared. He is described as a hard-drinking man with a deadly saber and an even deadlier temper. |
| 15 | Black Dog stowed away a king's ransom in gold and jewels that was never found. The caves where the treasure is hidden are beset with all manner of hideous traps to thwart any would-be thieves. |
| 20 | Black Dog haunts his caves from beyond the grave and will suffer no man who finds them to come back alive. |
| 25 | An old pirate named Gareth who served under Black Dog over 50 years ago still lives. He may know the location of the treasure caves. He lives in the Old City at 45 Masthead lane. |

If the PCs do not have a high enough Gather Information score or they roll poorly, you can simply allow them to discover the information after they spend some time questioning people in the city about Black Dog, or after they spend a substantial sum on bribes.

Gareth, the Old Sea Dog

The exact location of Masthead Lane is not important for the purposes of this adventure. Suffice it to say that it is located somewhere in the Old City. The house is a two-story affair made of wood, with three windows facing the street on each floor. The knocker on the door is carved in the shape of a three-masted ship.

Gareth is an elderly man in his seventies. He has a peg leg and a huge scar across his left eye socket. He knows full well why the PCs have come to see him. In fact, he has been making a living for years now by telling people the location of Black Dog's Caves — for a price. His usual style is to complain about an old back injury he got when he fell through the rigging of a ship. He then tries to get as much money for his information as possible through sympathy. He tries for 250 gp, but he settles for 200 gp. If it isn't obvious, no one has ever returned from Black Dog's Caves.

When the PCs ask Gareth about Black Dog's Caves, he breaks into the following well-rehearsed speech..

"I know what you wants. It's the treasure of Black Dog it is. I remember me days with him well. We frightened every merchant from here to the mainland. Heh! Those were the days!

"Of course me accident set me back for a while. I fell through the riggin' ya know. Damn near broke me back, I did. That's why I has to use this cane and all. Now I am getting' old, and I ain't got much money.

"I could tells ya where the caves are, but what good would that do me? I am only a poor, old sailor with a half-broken back and not much money left. Can you spare some coin for a crippled, old man? I won't steer ya wrong."

Once paid, Gareth continues,

"Thank ye! Thank ye very much. Now, the trick to findin' the caves is the tides. Ye has to go only a few miles along the coast until ye see two tall stones stickin' up out o' the water. They be tall, almost a full mast high.

"When the tides is low, a cave will appear on the island. All ye have to do is get yer boat in the cave. Once inside, I can't be much help to ye. I was never let inside, but I know it's dangerous. Black Dog sure did love his treasure!"

Gareth does not know anything specific about the caves except where the entrance is. He does know that the place is probably trapped, as Black Dog always talked about protecting his treasure.

Finding the Entrance

At the docks, the PCs can purchase a sturdy rowboat complete with oars for about 50 gp. Gareth has not led the PCs astray. If they follow the coastline, they see the two stones just as he described.

Low tide occurs at 7:00 AM and 6:00 PM. At these times, the cave entrance is accessible by boat. If a PC has the Profession: Boater skill, he can use it to direct his comrades in the boat, and all tests can be made on his skill score.

If no one has the Profession: Boater skill, then standard Wisdom checks apply. It may also be necessary to consider Dexterity on some checks while in the boat. The boat can be successfully navigated into the cave on a DC of 15.

Location 2:

Black Dog's Caves

One the heroes get inside the caves, consult the map and read the boxed text to them as they move from location to location. The cave is unlit, so the heroes should bring light sources with them, unless they all have darkvision.

1. A Swift-Moving Current

The tunnel beyond the cave entrance is narrow and damp. Water drips from the ceiling onto your shoulders, and the sound of the surf echoes in your ears. After traveling a short distance, you can hear the sound of rushing water as your boat begins to move quickly in a swift current. The tunnel winds to the left and then back the right as your boat careens wildly down into darkness!

Moving this quickly down the tunnel is dangerous. Everyone in the boat must make a Dexterity check (DC 15) or be thrown overboard. Any PCs who are sitting get a +2 to their check.

Characters thrown from the boat are carried along with the current and deposited in location #2. Any hero still controlling the boat must make another check (Profession: Boater or Wisdom, DC 15) to prevent the craft from slamming into the wall at the end of the tunnel. If this check is failed then the boat hits the wall, and all those on board take 1 d6 damage and are carried into location #2 by the current.

2. The Watcher (EL 5)

Something's lurking in the water in here. Read Box A to the PCs who enter the room on the boat. Read box B to those PCs who have fallen out of the boat.

BOX A

Your boat is thrust out of the narrow tunnel and into a large chamber. Stalactites dot the ceiling at least 50 feet above the surface of a dark, underground lake. There are tunnels leading out of the chamber on either side. You can also just make out the far end of the cavern where another tunnel lies. Two beaches flank the tunnel to your left. On the beach closest to you, something glitters in the gloom as your light hits it.

BOX B

The current in the tunnel has carried you into deeper water. You see that you are in a large chamber, swimming in an underground lake. There are tunnels leading out of the chamber in front of you and to either side. Two beaches flank the tunnel to your left.

The underground lake is the home of an adult tojanida. If the encounter level is too low for your group, feel free to add another creature to increase the challenge. The Tojanida sizes up the PCs before attacking. It knows the entire cave complex, and it chooses a moment or place to attack that is to its best advantage.

The lair of the beast is located near the center of the lake, 50 feet below the surface. A Search check to find the lair is

The Saber of Sorrow

An evil wizard who wanted to exact revenge on his abusive employer created the *Saber of Sorrow*. It gained its name after the wizard's employer killed his entire family because of the saber's curse.

Although the saber acts in most respects like a normal +2 magical weapon in combat, it is cursed. Anyone who owns the saber becomes incredibly protective of it, culminating in an insane paranoia that anyone who sees the weapon wants to steal it. This paranoia is so strong that those who possess the saber eventually try to kill those close to them.

Once a day, a player who possesses the weapon must make a Will saving throw (DC 12) to resist the effects of the saber. If this check fails, the owner has succumbed to the weapon's curse and begins to become paranoid and protective of the saber. One day after the curse takes effect, the owner of the saber attacks and tries to kill those closest to him.

successful on a DC 20 if the PCs have some way of seeing underwater, and DC 25 if they do not. The lair is littered with the bones and the mostly useless equipment of the monster's unfortunate victims. There are six gems scattered among the bones, each worth about 100 gp. There is also a masterwork quarterstaff that has not yet begun to rot.

Tojanida: 45 hp. (See the *Monster Manual*, page 177.)

3. The Shining Saber (EL 3)

As you get closer to the beach, you can now see what was glittering from far off. A saber is stuck in the sand, halfway up the beach. The saber appears to be untarnished, and it reflects your light source. The beach is littered with skeletons, some of which still wear rusted armor and wield corroded weapons.

The saber in the sand is named the *Saber of Sorrow*. It has a long and sad history. It ended up buried here in Black Dog's Caves as the result of a horrible tragedy. The saber was found by Black Dog's first mate Ironfoot. Due to the saber's curse, Ironfoot killed his lover Isabella because he thought she coveted it.

Overcome with grief, Ironfoot killed himself on this very beach by driving the saber through his chest. As a result, he has come back as an allip with an unholy hatred of the saber. Ironfoot remains hidden incorporeal within the walls of the cavern until someone touches the saber. At that point, he attacks until the saber is dropped. Ironfoot pursue anyone who has the saber, to the exclusion of all others.

For specifics on the *Saber of Sorrow*, check out the sidebar on this page.

Allip: 26 hp. (See the *Monster Manual* page 16.)

4. Illusion Trap (EL 3)

You emerge from a narrow tunnel to see a large, natural cavern 25 feet long by 40 feet wide. A slim strip of beach lines the far wall. Ten large, iron-bound chests sit on the sand. A skeleton lies half in the water and half on the beach. Its arms are stretched longingly toward the chests.

This cave is a trap designed by a wizard loyal to Black Dog. The beach and the skeleton are real, but the chests are the result of a *permanent image* designed to draw would-be thieves toward the apparent treasure. Since the chests are an illusion, they show no signs of decay or water damage. The GM should only allow a secret Will saving throw (DC 18) to disbelieve this illusion if a player expresses doubt about what he sees.

The first player to step on the beach sets off a lightning blast trap, emanating from the wall behind the chests. Keep in mind that the lightning blast will bounce off the walls of the cavern until it has traveled a total of 50 feet.

Lightning Blast: CR 3; 5-ft.-wide, 50-ft.-long blast (3d6); Reflex save (DC 13) avoids; Search (DC 26); Disable Device (DC 25).

5. The Healing Basin

The underground waterway ends here in a circular chamber with frescoes painted on the walls. The frescoes depict scenes from the mythology of the God of the Sea. A large stalagmite in the center of the room has been crafted into a basin. The sides of the stalagmite are carved in the shape of a sea serpent that winds around the entire basin. The basin is fitted with water.

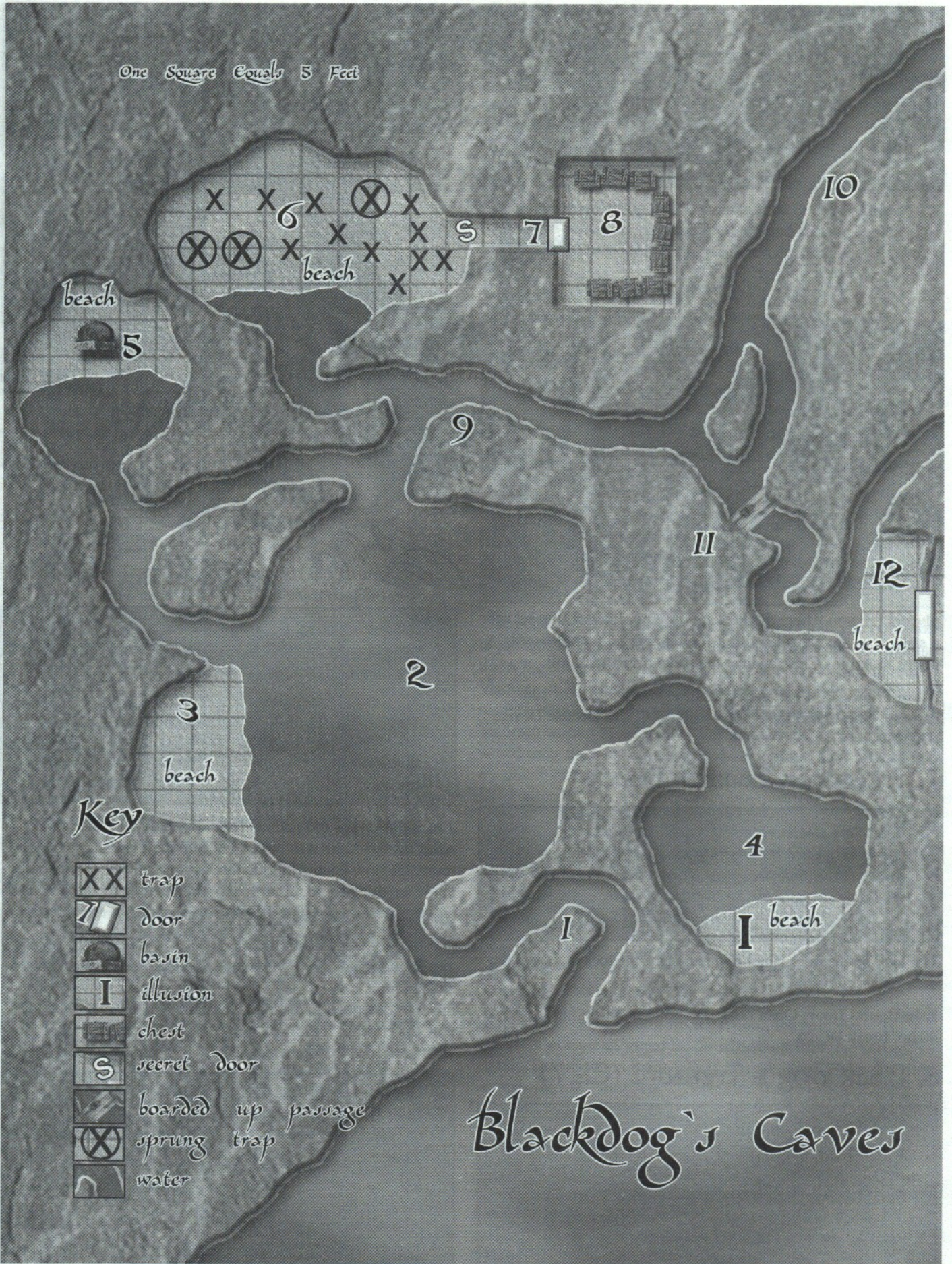
Black Dog never went out on a raid without first paying homage to the Sea God. As a reward for his faithfulness, the Sea God enchanted the basin in the center of the room. Although the water in the basin is briny, anyone who can bear to drink it is instantly healed for 2d8 hit points. The water can only heal a drinker once per day, and once removed from the basin the water has no power.

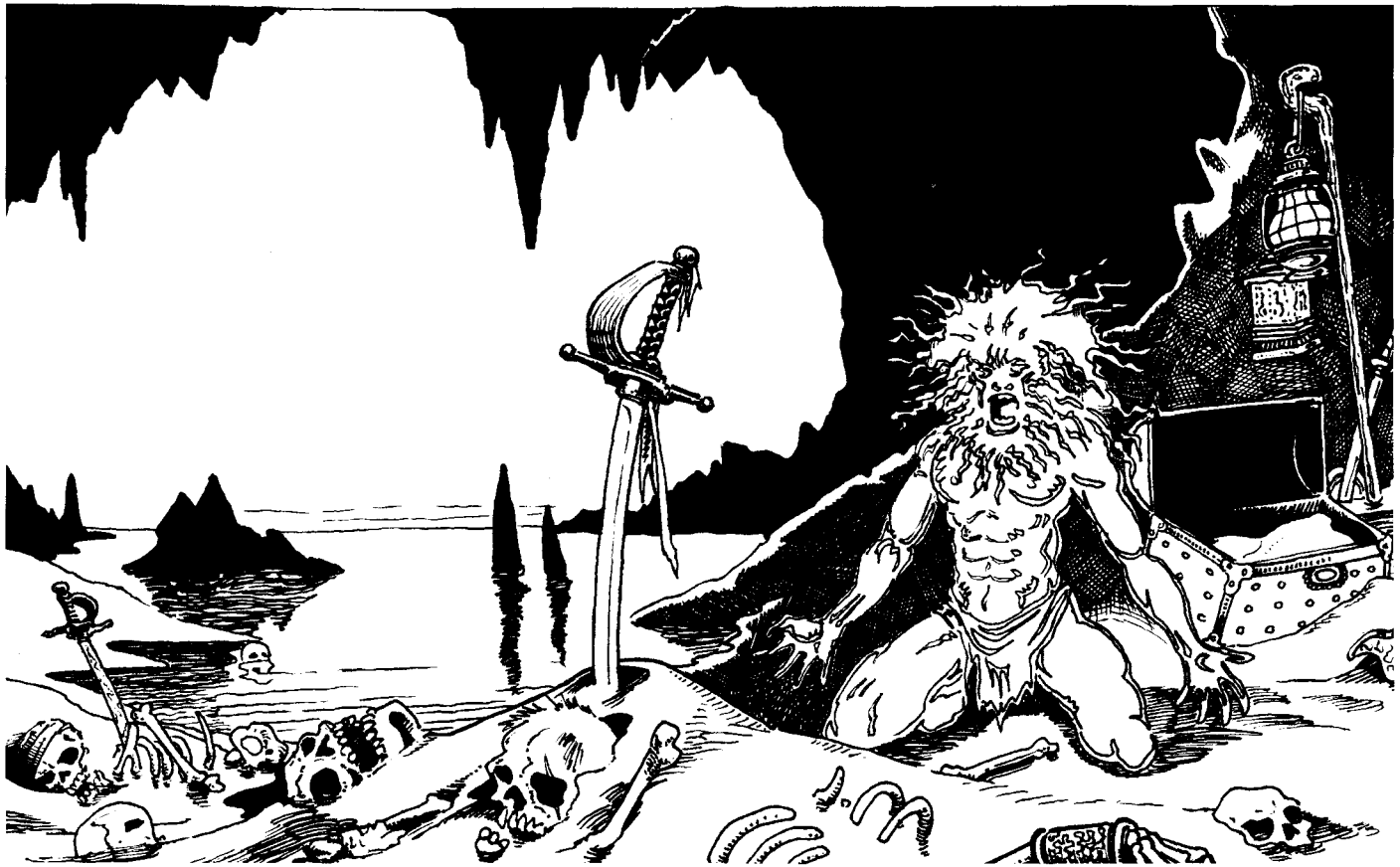
6. Deadly Spikes (EL 4)

A huge, natural chamber looms before you. The floor is filled with sand, and the water laps against it rhythmically. Near the shore off to the right is a skeleton, impaled by a large stake jutting up out of the sand. As more of the chamber comes into view, you see at least two more skeletons impaled the same way.

The treasure room of Black Dog can be found if players can detect the secret door in the wall on the right side of the chamber (Search, DC 20). For that reason, Black Dog constructed hidden stake traps throughout the room, to impale would-be looters. Each five-foot square of the chamber marked by an "X" on the map contains a stake trap. The best way to keep track of this is to draw the room on a map and have the

One Square Equals 5 Feet





players tell you where the PCs are moving. Players that set off a stake trap are considered flat-footed and gain no Dexterity bonus to Armor Class against the stake trap attack roll.

Stake Trap: CR 4; +15 melee; Reflex save (DC 20) for 1d8 damage, otherwise 3d8/x3 crit; Search (DC 20); Disable Device (DC 20).

7. Treasure Chamber Door

Moving through the secret door, you enter a passage of worked stone. At the end of the passage, is a huge, wooden door bound in iron. A large lock is built into the center of the door. An inscription on the door reads: "Enter here and face the wrath of Black Dog."

The lock on the door is not trapped. Once the lock is picked the door opens outward.

Iron-Bound Door: Open Lock, DC 25; 3 in. thick; hardness 5; 40 hp; Break DC 26.

8. Black Dog's Treasure (EL 7)

As the huge, wooden door is pulled open and grinds to a halt, a low moan seems to come from the walls of the chamber itself. The chamber is 25 feet wide by 20 feet long. A total of nine chests line the walls.

The moaning continues until suddenly a figure rises up through the floor, glowing with an eerie,

greenish light. He wields a saber, wears tall boots, a long frock coat, and a hat with a feather in it.

Floating in the center of the room, the apparition points his saber at you and speaks in a loud, booming voice: "Who dares disturb the treasure of Black Dog? You cannot hope to stand before me! Leave now, and no harm will come to you. Stay to seek your fortune, and you will be doomed to everlasting damnation!"

The apparition is the undead form of Black Dog the pirate. After his death, he was buried beneath the floor in his treasure room. He now haunts this chamber for eternity and refuses to allow anything to be removed from it. As long as the heroes do not remove any treasure, Black Dog allows them to leave.

The heroes can talk with the spectre of Black Dog. First, though, they have to leave the treasure chamber before he calms down enough for a conversation to be initiated. He does know where the door described in his log is located, and he can tell the PCs how to get there. If they ask him, Black Dog can also tell them what happened to Tom when he tried to open the serpent door.

"Tom was always doing crazy things. I told him to leave the door alone but he wouldn't listen. He stuck his hand in the serpent's mouth and began to turn the knob. Then he suddenly screamed and yanked his arm free of the serpent. Immediately, a stream of poisonous, green liquid shot out of the serpent's mouth and hit him square in the chest. The poison was so nasty he was unable to move for over a week.

Even when he recovered, Tom was unable to exert himself for the rest of his life. When we asked him what happened, he said that the stone serpent had bit down on his arm. We thought he was crazy because we were all there and no one saw the thing move."

If any of the PCs annoy Black Dog in any way, he attacks.

Black Dog's Spectre: 45 hp. (See the *Monster Manual*, pages 169-170.)

Chest 1: Poison Needle Trap: CR 2; +8 ranged (1, plus greenblood oil poison (see the *Dungeon Master's Guide*, page 80)); Search (DC 22); Disable Device (DC 20). This chest contains 700 gp.

Chest 2: Untrapped. It contains 2,000 sp.

Chest 3: Hail of Needles Trap: CR 1; +20 ranged (2d4); Search (DC 22); Disable Device (22). This chest contains 2,000 sp, a *potion of swimming*, a *potion of spider climb*, a *potion of endurance*, and a *potion of cure light wounds*.

Chest 4: Untrapped. It contains 100 pp and a *potion of cure serious wounds*.

Chest 5: Untrapped. It contains 400 gp and a *potion of clairaudience/clairvoyance*.

Chest 6: Arrow Trap: CR 1; +10 ranged (1d6/x3 crit); Search (DC 20); Disable Device (DC 20). This chest contains a masterwork saber and a *scroll (water breathing, caster level 5)*.

Chest 7: Untrapped. It contains 600 gp, two gems (100 gp each), and two gems (250 gp each).

Chest 8: Untrapped. It contains two jeweled, golden goblets (100 gp each), 10 golden plates (25 gp each), one silver necklace (250 gp), and one gold necklace (300 gp).

Chest 9: Poison Needle Trap: CR 2; +8 ranged (1, plus greenblood oil poison (see the *Dungeon Master's Guide*, page 80); Search (DC 22); Disable Device (DC 20). This chest contains 2,000 sp and a *ring of protection +1*.

9. The Swift Current

10 feet into this tunnel, the current begins to send your boat careening forward at a dangerous speed!

Strong currents affect the water in the tunnels beyond this point. The PCs must make a Profession: Boater skill check or a Wisdom check (DC 15) to turn the boat or stop it in the current. Anyone who stands up in the boat must make a Dexterity check (DC 15) to avoid falling out of the boat. The current carries PCs that fall out of the boat to location #10 or location #11. Swim checks (DC 15) should be made for the rough water.

10. Possible Access to Other Areas

This watery passage can be used to expand this adventure if you so desire. If not, it can be ignored, or you can simply state that the passage narrows and is too small to allow the PCs to continue.

11. Boarded-Up Tunnel

The entrance to this tunnel is boarded up above the waterline. The boards are rotted from exposure to the seawater. Written across the wooden barrier in black ink and in the common tongue are the words: "DANGER! KEEP OUT!"

This is the boarded-up passage mentioned in Black Dog's logbook. The boards are easily broken and cast aside. The current pulls the boat into the passage beyond.

12. The Serpent Portal (EL 4)

Your boat lands on a beach facing a 30-foot wide, curved, jade wall covered by a mural. The mural depicts two serpent men in red robes, standing on the summit of a jade tower shaped in the form of a coiled snake. Their hands are raised to the sky, and far below a throng of serpent people look on.

Between the two robed figures is an enormous, stone doorway 10 feet wide and 20 feet high. In the center of the door, a bas-relief cobra is carved out of the green stone. The mouth of the cobra juts out further than the rest of the relief, its fangs bared as if ready to strike. Beneath the cobra is writing in Valossan script.

This is the top of the temple depicted in the mural. The remainder of the temple was buried during the great cataclysm. The writing under the cobra can be read by anyone who has learned to read Valossan. A PC may also use the Decipher Script skill (DC 20) to read the writing. (Add +2 if he has deciphered any previous Valossan writing successfully.) The script reads, "All those who would enter the temple must pass the test of the fangs. Reach into the mouth of Yig, and your courage will be rewarded."

The mouth of Yig is a test of courage and mental strength. To open the door, a PC must put his hand and arm into the serpent's maw to reach the doorknob. While reaching for the knob, it feels as if the jaws of the serpent are closing over his arm.

This is an illusion that only affects the PC who has his arm in the mouth of Yig. If the PC tries to disbelieve the illusion, he must make a Will saving throw (DC 20). The illusion causes extreme pain. If the PC can keep his arm in the mouth despite the pain the door opens. This requires a Will save (DC 20).

If the PC removes his arm from the door, the pain stops, but a stream of poisonous green liquid will shoot from the serpent's mouth. The poison in the mouth is a supernatural effect that does not exhaust itself from use.

Even if the trap itself is disabled, the illusion remains in place. The PCs can try to open the door any number of times.

Mouth of Yig: CR 4; 5-ft.-wide and 30-ft.-long stream (dragon bile poison (see the *Dungeon Master's Guide*, page 80)); Reflex save (DC 13, DC 18 if hand is in the mouth of Yig) avoids; Search (DC 25); Disable Device (DC 28).

Part Three: The Sunken Temple of Yig

In which the adventurers descend into the ancient Temple of Yig and discover the price they must pay for the Jade Serpent.

Having discovered and navigated Black Dog's caves, the PCs have at last entered the lost Temple of Yig. The temple is constructed of green jade and is spiral in shape, built to resemble a coiled snake. Each level of the temple is 20 feet high and wider than the one above it. The temple is well below sea level, and it would be completely flooded if not for the magic that keeps it intact.

Location 3:

The Sunken Temple of Yig

As the Valossan civilization was being destroyed, the god Yig was angered. He blamed his priests for not warning their people of the devastation that would come from the worship of the Unspeakable One. Knowing that his own power would soon begin to wane, Yig used his remaining strength to preserve his temple from the cataclysm. Then, to punish his priests he turned them all into undead shadows. They have been doomed for centuries to wander the halls of the temple and contemplate how they failed Yig and the Valossan people.

Centuries of undead life have twisted the minds of most of the priests left in the temple. They only seek to end their existence. To that end, they attack the PCs without provocation.

There are some, however, who still cling to the hope that they can save their souls by helping to vanquish the Unspeakable One. These priests see the PCs as their possible salvation and

The Amulet of the Serpent

A wizard king of Valossa created the *Amulet of the Serpent* in celebration of his coronation. It was a gift to the high priest of the temple to honor Yig. Each high priest passed the amulet on to his successor as a religious relic. The amulet was worn by the high priest at important religious ceremonies and when the Valossan army went to war.

When worn, the amulet confers the following benefits: +2 to AC (similar to an *amulet of natural armor*) and a +4 luck saving throw bonus against poison (similar to a *peript of proof against poison*).

Caster Level: 5th; *Prerequisites:* Craft Wondrous Item, *barkskin*, *neutralize poison*, creator's caster level must be at least 6th; *Market Price:* 12,000 gp. *Weight:* —.

ask them for help. If the PCs have not learned the Valossan language, the priests switch to an archaic form of the common tongue. (All of the serpent people encountered in the temple are shadow serpents, described in the appendix.)

1. The Statue of Yig

The serpent door grinds open, sending dirt scattering across the floor. The chamber beyond is circular, 30 feet in diameter. A ramp along the far right wall leads down into murky water. In the center of the chamber is an enormous, 15-foot-high, marble statue of a coiled snake. The walls of the room feature a continuous mural depicting the construction of the temple and its consecration. In many different locations, someone has scribbled the same Valossan words across the mural in red ink.

This room was a prayer and meeting chamber used by the high priests of Yig. Under the sacred image of their god, the priests made important decisions and communed with their god.

A priest named Sseth, who was trying to warn his brethren that Yig was unhappy with them, wrote this warning on the walls: "Beware brethren, for Yig will abandon us" He was thought to be insane and was placed under house arrest in his quarters in the temple below. The PCs may meet his shade later.

Any PC who has learned the Valossan language can read the phrase. A PC with the Decipher Script skill can attempt to translate the writing (DC 20). Add +2 to his roll if he has deciphered any Valossan writing previously.

This is an excellent room for the PCs to rest in before they take on the temple. They can sleep here and prepare or pray for spells without incident.

2. The Water-Filled Chamber (EL 3)

This floor of the temple is filled with water. No other floors are flooded, and the water is contained on this floor. The magical enchantment that Yig placed on the temple to keep it intact also allowed this odd condition to persist after the cataclysm.

It should be easy for the PCs to get to the next floor. They can swim down the ramp (Swim check, DC 10). Once in the water, they notice a light coming from another ramp ahead of them. This ramp brings them to the third floor.

Read this description to those who swim from ramp to ramp.

The water is cold as you wade down the ramp. After only a few feet of swimming underwater, you can see a light up ahead of you. Swimming toward the light, you begin to make out another ramp leading further down into the temple. Halfway along this ramp, you come out of the water into a dry room. Incredibly, the water defies gravity and does not come down into this room from above.

The priests used this room to prepare for services in the chapel below. It was once filled with numerous cabinets and standing closets filled with vestments. These enclosures have since rotted, and their remnants lie scattered throughout the room on the floor. On the wall opposite the ramps stands a statue of a serpent person. Around the statue's neck, on a golden chain, there is an amulet shaped like a serpent's head. This is the *Amulet of the Serpent*.

If a PC can make it over to the statue and remove the amulet, a shadow serpent in the room attacks. The monster looks like a darker patch of water shaped like a serpent.

The shadow serpent is incorporeal. He does not have to breathe and is not hindered moving through the water. The PCs, on the other hand, may find it difficult to fight underwater without drowning. (See the *Dungeon Master's Guide*, page 85). The heroes can only attack with piercing weapons that can be jabbed at an opponent, and they still take a -4 penalty to hit.

The shadow serpent attacks the bearer of the amulet and ignores all others. He does not follow anyone who leaves the room.

Shadow Serpent: 15 hp.

3. The High Altar of Yig (EL 4)

You emerge from the water into a circular room 50 feet in diameter. Spaced along the walls every 10 feet are carved serpent heads with balls of glowing light between their fangs. To your left, about 30 feet away is another ramp leading down. A marble altar with serpents carved into it sits in the center of the wall facing you. Numerous large, round pillows are spread about on the floor of the room. They give the place a damp, musty smell.

In front of the altar is a dark, barely visible, serpent shape. It is gesturing toward a large jade bowl lying on the altar. It does not notice you enter the room.

This is the chamber where the priests conducted ceremonies to honor Yig. The serpent people sat on the pillows during the rituals. Over the years, the pillows have become infested with disease, and anyone handling them risks contracting the illness.

The shadow serpent in front of the altar is Alisstar, the last high priest of Yig. As leader of the temple, he blames himself for the priests' failure to stop the Unspeakable One. For centuries, he has been searching for a way to complete a ritual to appease Yig and set the souls of his brethren free. He is intent on the altar and takes no notice of the PCs unless they attack him or they speak to him.

If Alisstar is attacked, he throws up his hands and begs for mercy. He wishes only to speak with the heroes, not fight with them. To him, they are his only hope.

If the PCs try to communicate with Alisstar, read the following:

You startle the figure behind the altar. His head jerks up, and he speaks in a low, moaning voice, his words in a heavily accented version of the common tongue.

"At lasst. At lasst living ssoulls are come to help uss. Yesss. Help uss you can. Alisstar is my name, and the high priest I wass of thiss temple.

"Ssince the day of desstruction, me and my brethren have wandered thesse hallss. Doomed to exisst for all time. Doomed to live with our failure. Yig has abandoned uss!

"But you can help. Yess, you can. Do as I wissh, and I will give you what you sseek.

Alisstar wants the PCs to help him complete his ritual because he believes this is the only way to lift Yig's curse. To accomplish this, he needs them to recover four items that have been scattered throughout the temple. The first is the *Amulet of the Serpent* in location #2. The second is the *Fangs of the Serpent* in location #21. The third is the *Venom of the Serpent* in location #14. Lastly, they must recover the *Scales of the Serpent* in location #9.

Alisstar promises to give the PCs the *Jade Serpent* if they bring him all of these items.

Diseased Pillows: CR 2; no attack roll necessary (the shakes (see *Dungeon Master's Guide*, page 75)); Fort save (DC 13) avoids; Search (DC 20).

High Priest Alisstar (Shadow Serpent): 30 hp.





4. Acolytes Chambers (EL 7)

A rank odor permeates the air in this room. Scattered about the floor are pillows and bedding that are rotting and decayed. Emerging from the shadows, four dark serpent shapes move toward you, wailing loudly.

The four shadow serpents in this room were acolytes of the temple. They attack the PCs, hoping the heroes can put an end to their horrible existence.

Acolytes (4 Shadow Serpents): 15, 14, 13, 16 hp.

5. Prayer Room (EL 6)

This long room follows the curve of the outside wall of the temple. The walls are covered with a mosaic of a large serpent. Its tail begins near the door, and the body winds along the outside wall, culminating in a fanged head at the far end of the room.

The eyes of the mosaic serpent glow with a green light. In front of the head is a stone table on which a large book rests. The floor is covered with four large piles of dust shaped like serpents.

The priests of the temple used this room as a prayer and meditation chamber. The eyes of the mosaic serpent were imbued with the spirit of Yig. As the priests recited their prayers, the eyes would help them commune with their god. When Yig abandoned his priests, the eyes drove them to madness instead. The priests in this room killed each other as a result. The piles of dust are what remains of their corpses.

Anyone staring at the mural's eyes for more than a few seconds must make a Will save (DC 15) or be dominated by the will of Yig. Dominated PCs are instructed to attack their friends. This entitles them to another saving throw, as per the *dominate person* spell.

The book on the table is written entirely in Valossan and entitled *The Way of Yig*. The pages of the book are made of molted serpent skin. Any rare book dealer would pay 2,000-3,000 gp for it.

The Eyes of Yig: CR 6; no attack roll required (*dominate person*); Will save (DC 15) negates; Search (DC 20); Disable Device (DC 10).

6. Incense Room

A pungent odor hangs in the air of this small room. The walls are lined with stone shelves that hold various jars and urns. A brazier stands at the far end of the room, unlit.

The priests of Yig used this room to store the various type of incense they needed to perform their rituals. Most of the incense has long since lost its potency. Searching the room (DC 20) uncovers an urn containing two blocks of *incense of meditation*.

7. Ramp to the Lower Levels (EL 5)

This room is a mess. The floor is strewn with bits and pieces of decaying wood, moldy pillows, and smashed pottery. Opposite the door is a ramp leading down into darkness. A pair of red, piercing eyes sway back and forth in the shadows of the ramp. After a few moments, they begin to move toward you.

The creature in the shadows is a wraith. In life, he was a human prisoner of the temple who tried to escape from the pit below. He made it as far as this room when the curse of Yig struck him down and turned him into a wraith. He has been haunting this room ever since. The wraith cannot leave this room.

Wraith: 32 hp. (See the *Monster Manual*, pages 185-186.)

8. Infirmary

The walls on either side of this room are lined with rotting sedan chairs. Along the far wall is a stone table with a shelf above it holding various jars.

Most of the chairs are empty, but two of them contain the shadowy forms of Valossan serpent priests. Their barely visible hands motion for you to come toward them. They seem to be incapacitated.

When the curse of Yig struck, these priests were being treated in the infirmary. They have been lying here, waiting to die, for centuries. They want the PCs to kill them and beg them to do so.

These shadow serpents are willing to give the PCs information in exchange for their deaths. Here is what the priests know:

1. The *Scales of the Serpent* are worn by the warrior priest Vrosh.
2. The armor makes him invulnerable to attack unless you strike at the one weakness in the armor: a discolored scale just under the right breast.
3. The Avatar of Yig is a giant serpent located in the lowest level of the temple, in a great pit used for holy sacrifices.

Among the jars on the shelf at the back of the room is one container of *Keoghtom's ointment*. The PCs can find the jar on a Search check (DC 15).

9. The Serpent Scales (EL 5)

This large room looks to have been a gymnasium of some sort. Rotted matting covers the floor, and various combat dummies are scattered throughout the area. The walls are lined with racks that hold rusting and tarnished weapons of all sorts.

Standing in the center of the room is a shadow serpent holding a crackling short spear and wearing a suit of green scale mail. In a loud, deep voice, he speaks, "Come, young onesss. Come for your lessson. You must be sstrong to fight for Yig."

With that, he assumes a fighting stance, brandishing his spear.

This is Vrosh, a warrior priest of Yig. He was driven mad after the curse. He waits here to train young priests in the art of war. Vrosh refuses to respond to any questions and speaks to the heroes as a teacher does to a student. He wields a magical spear and wears the *Scales of the Serpent*. Although he is a shadow, he battles the PCs with his weapon—but only to the point of wounding them.

While wearing the *Scales of the Serpent*, Vrosh is immune to all forms of physical and magical attack. His only weakness is one damaged scale on his right breast. If the PCs talked to the wounded priests in location #8, they can notice the weak spot easily. If not, have anyone fighting Vrosh make a Spot check (DC 20). If successful, she notices the damaged scale.

When PCs attempt to hit Vrosh in the damaged scale, add +4 to his regular AC. Spells that can be targeted can be aimed at the damaged scale with the same penalty. Any spell that hits automatically (like *magic missile*) can hit the damaged scale as well—as long as the caster knows about it.

When Vrosh dies, the scale armor falls to the ground undamaged. The armor can only be worn by a Valossan and so is useless to the PCs. The short spear, on the other hand, is a +7 *shock short spear*.

Warrior Priest Vrosh (Shadow Serpent): 35 hp.

10. Scroll Room

The walls of this small room are riddled from floor to ceiling with tiny, square niches. At one time, these must have contained many scrolls and rolled up parchments. Most of them have disintegrated over the years, and piles of dust are all that remain.

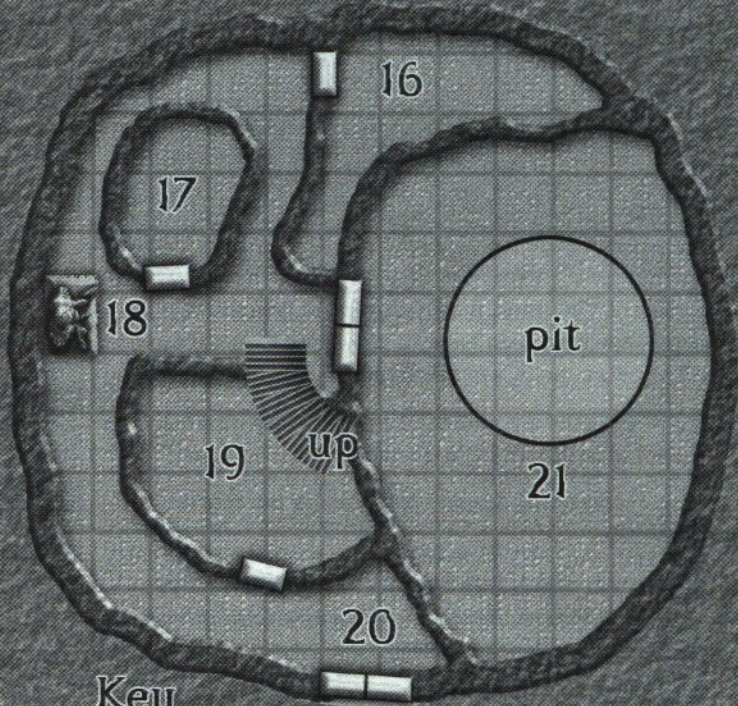
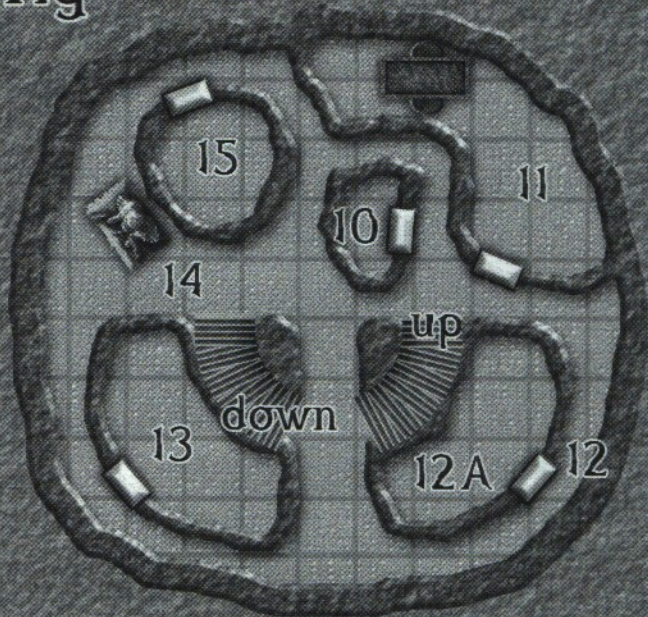
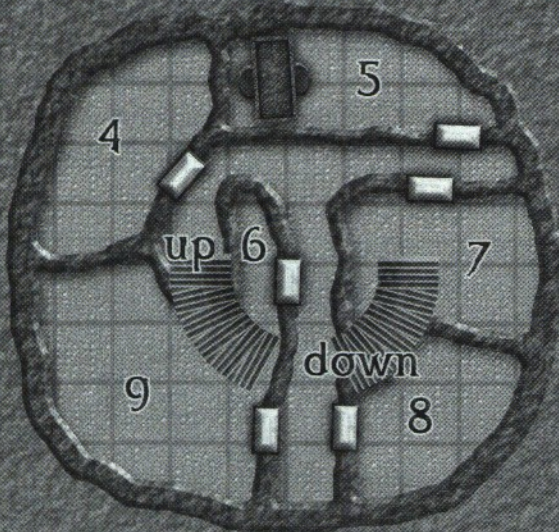
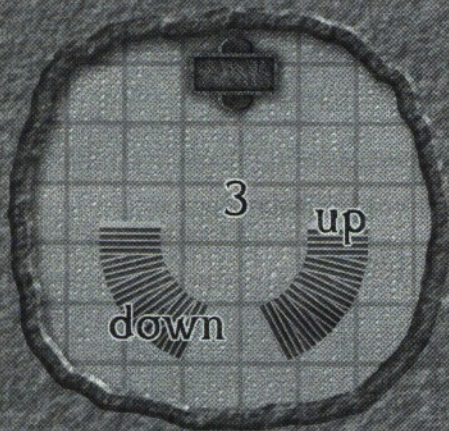
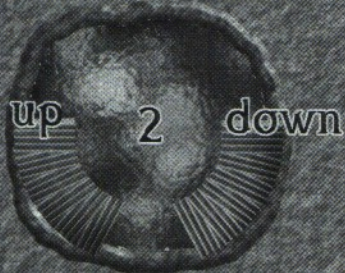
The scrolls in this room have almost all been destroyed by the ravages of time. If the PCs search the niches (DC 20), they can find a useable *scroll* (*water breathing*, caster level 5).

11. Mess Hall (EL 7)

Long, low stone tables are scattered throughout this hall. Many ceramic plates and utensils are cracked and broken upon them. Three dark serpent shapes sit at a table nearby. They appear to be eating, although there is no food on their plates.

Suddenly, you hear the sound of pottery being smashed and broken on the floor. Emerging from the shadows at the back of the hall is a shadow serpent. He turns toward you and speaks: "Ahhhh! Fresssh morssselss for usss to eat. Let usss kill them, and I will make usss a feassstfit for a king!"

Sunken Temple of Yig



Key

-  altar
-  statue
-  door
-  stairs

One Square Equals 5 Feet

These shadow serpents have not come to terms with the curse of Yig. They believe that they are still alive, and they're looking for a fresh meal. The PCs can attempt to talk to the shadow serpents to convince them that they have been dead for centuries (Bluff, opposed roll). If this succeeds, the shadow serpents stand down and stagger about in bewilderment until the heroes leave. Otherwise, they fight to the death.

Shadow Serpents (4): 13, 18, 14, 12.

12. The Sealed Door

The stone door to this room has been wedged shut by three iron spikes that have been driven into the floor. A tiny door has been carved into the portal at eye level. It is currently shut and locked.

This is the room of Sseth, the priest who wrote the warning on the walls in the topmost chamber of the tower (location #1). His fellow priests imprisoned him here because they believed he had gone insane. They used the small door to feed him. This door can be unlocked (Open Lock, DC 20).

If the small door is opened, read the following to the PCs:

Peering through the portal, you can see a room completely bare but for the Valossan writing covering every square inch of wall, in many different styles and sizes. A voice calls to you from the gloom, "Enter Foolsss! Help you I can. Yesss! You may be the oness. NO! I am not sssure. Yesss! In you mussst come!"

The spikes keeping the door closed can be removed with a Strength check (DC 10).

12a. Sseth's Prison

The room beyond the sealed stone door is crescent shaped and completely bare of any furnishings. You immediately notice that the walls are covered from floor to ceiling with Valossan writing. It appears to be the work of a madman.

A voice calls to you from the back of the room, "To me you musst come, young oness. I alone can help you. Need you do the Venom of the Sserpent. Have it I do. But no! Give it to them I will not! Yesssf You mussst! No! Yesss! Yess, give it to you I sssshall. Only if they anssswer the riddle. Yesss! Only if they anssswer the riddle. No! Yessss! Anssswer it they mussst!"

Although Sseth wasn't crazy before Valossa was destroyed, he sure is now. The shadow serpent is quite mad, and he asks the PCs to solve a riddle. If they answer correctly he tells them where they can find the vial containing the *Venom of the Serpent*. Sseth does not respond to any questions and continually asks the PCs if they want to answer his riddle. As in the passage above, he vocally argues with himself throughout. Here is Sseth's riddle:

*I create life and also nourish it.
I contain life and the future for some.
I am first, although some say I came last.
I am fragile, yet strong enough to hold precious cargo.
What am I?*

The answer to Sseth's riddle is: an egg. If PCs guess correctly, Sseth tells them that the vial of the *Venom of the Serpent* can be found in a secret compartment within the statue of Yig at location #14. The compartment is located in the middle of the statue's tail. If they guess incorrectly, he hisses at them, but he still tells them that they must search the likeness of Yig to find what they seek.

13. The High Priest's Chamber (EL 3)

The door opens, revealing a crescent-shaped chamber 15 feet wide and 40 feet long. A large rug with the faded image of a coiled serpent covers the floor. Opposite the door is an empty, rectangular glass case with a rotting log in it. A decaying, round mattress sits in the right corner of the room, a small chest at its side. On the other side of the room, there is a large desk and a chair. Lying open on the desk is a leather-bound tome with yellowed pages.

High priest Alisstar called these chambers home before the cataclysm. Shortly before the end, he went up to the altar (location #3) to try to appease Yig. He has been there ever since.

The glass case is the home of Alisstar's pet snake. The snake was not spared from the curse of Yig and has been transformed into a shadow constrictor snake. The snake is currently in the chest, it attacks anyone who opens the chest.

The chest is locked (Open Lock, DC 20). Besides the shadow constrictor snake, it contains 500 gp, a *potion of freedom of movement*, and two *potions of cure moderate wounds*.

The book on the table is Alisstar's journal. It is written in Valossan and so can only be read by PCs who have learned that language. A rogue can use the Decipher Script skill to comprehend the text (DC 25).

The most recent journal entries express Alisstar's concern about the growing worship of the Unspeakable One. One key passage reads, "It is clear that this Unspeakable God is not of this world. It is possible that he is from another plane of existence altogether. To defeat him, it may be necessary to send him back to his own plane or to imprison him on this one." Additionally, the journal contains a thorough history of Valossan life. To the right people, it would be worth around 1,000gp.

Shadow Constrictor Snake: 20 hp.



14. Another Statue of Yig

A huge, 15-foot-tall statue of a coiled serpent takes up the center of the hallway. At one time, it must have been colorfully painted, but most of the paint has since faded or fallen off. At its base is a tiny altar upon which rests two small jars.

This was a small shrine to the god Yig. Priests placed incense and offerer on the altar. The jars on the altar are empty. Hidden in a secret compartment in the tail of the statue is the vial containing the *Venom of the Serpent*. The DC for the Search check to find the vial depends on what the heroes have learned so far.

Finding the Venom

| Conditions | Search DC |
|---|-----------|
| The PCs answered Sseth's riddle | 15 |
| The PCs failed to answer Sseth's riddle | 25 |
| The PCs have yet to encounter Sseth | 30 |

15. The High Priest's Servants (EL 3)

The door opens into a circular chamber. The furniture has been seperated in a very deliberate fashion. Both sides of the room have a single desk,

chair, mattress, and closet. A line has been drawn down the center of the room with white chalk. Standing on either side of the line are two shadow serpents shouting and pointing their fingers at each other.

These two shadow serpents, Arness and Hursst, were once the servants of Alisstar, the high priest of Yig. They never got along, and even went so far as to divide up the room evenly between them. Their bickering only got worse after the catastrophe and they have been at each other's throats for centuries, unable to harm each other with anything besides their words.

Arness tries to convince the PCs to kill Hursst, and Hursst does his best to convince them to kill Arness. Both promise to help the PCs find the "hidden treasure of the temple."

They are both lying. There is no hidden treasure. The sole aim of these two bitter shadows is for the other one to die. The shadows do not attack the PCs unless they themselves are attacked.

The closets on both sides of the room contain 100 gp each.

16. Chamber of the Sacrifices (EL 3)

Opening the door to this room releases a foul odor of decaying flesh and rotteness that almost overwhelms your senses. The chamber beyond is large and irregularly shaped. From its dark recesses, hideous creatures shuffle toward you. Their skin is mottled and has turned a sickly green with decay. In many places, the skin has long since sloughed off, revealing yellowed bones.

This chamber was used by the priests as a holding pen for the living creatures they needed as sacrifices to Yig. They used many different types of humanoids: halflings, gnomes, and humans for the most part, as the Valossans considered them barbaric and savage. They have been trapped here by the curse of Yig for many centuries. They attack the PCs but do not follow them from the room.

Medium-Sized Zombies (10): 16, 13, 12, 11, 15, 14, 10, 17, 18, 9 hp. (See the *Monster Manual*, pages 191-192.)

17. The Hatchery

A wave of hot air washes over you as you open the door to this chamber. The circular room beyond is filled with dozens of cracked eggs scattered about the floor upon rotting cushions. The heat comes from glowing stones spaced evenly on brackets along the walls.

Priests of Yig were chosen before birth and brought to the temple to hatch here and be raised in service of the serpent god. Before the great cataclysm, Sseth—who knew of the coming curse of Yig—destroyed most of the eggs and their growing embryos.

One egg escaped the rampage and sits in the room undisturbed. (Spot check, DC 20.)

Strangely, the curse of Yig froze the embryo in this egg in suspended animation. Once the curse is lifted, the egg begins to mature again. If the PCs take it with them, you may use this as a hook for a later adventure. They may need to raise the young serpent or protect it from those who want to exploit it.

18. Yet Another Statue of Yig

A 15-foot-tall statue of a coiled snake with its fangs bared is mounted here. Yellow light shines across the hallway from its eyes. The light falls on a set of double doors with an elaborate carving of a snake upon it.

This statue was built to honor Yig, but it is also the only way to open the set of double doors at the end of the hall. Mysteriously, anyone standing in the path of the light does not block its path to the doors. Close examination of the statue (Spot check, DC 15) reveals that the eyes have a pair of lids. If these lids are moved to cover the eyes, the doors to location #21 open. There is no other way to open these well-constructed, heavily reinforced, and thoroughly enchanted doors.

19. Waiting Room

This large room at one time must have appeared rich and inviting. Now all of the furniture is rotting away, and the tapestries on the walls are faded and torn. Many cushions adorn the chamber, but they have fallen into ruin and decay. In the center of the room, upon a marble pedestal, rests a serpent carved out of jade.

Visitors to the temple of Yig used this room as a waiting area. It was richly decorated and sometimes served as a receiving room for the high priest. The jade serpent in the center of the room is an exact replica of the actual jade serpent the PCs seek.

20. Exit?

A large set of double doors stands before you. Wet silt seeps under the door jamb, and the doors appear to be warped. Two huge pull rings are attached to the center of each door.

The PCs should be discouraged to open these doors, since doing so would flood this level of the temple. You can also use these doors to expand the adventure on your own. They may lead to other undiscovered areas of the ruined Valossan city that you can detail for your gaming group.

21. The Pit of the Great Serpent (EL 5)

As the light from the serpent's eyes is covered, the huge double doors creak open to reveal a large chamber beyond. Inside is a large, sunken amphitheater shaped like a half-moon. There are five

tiers of steps leading down to a 20-foot-diameter pit. The steps are covered with rotting cushions, and long faded tapestries adorn the walls.

At the center of the pit is a gigantic snake. Its skin is yellow with decay. It rears its head as you enter, baring a set of gleaming white fangs.

This serpent was believed to be the worldly manifestation of the god Yig. The Valossans sacrificed slaves to the serpent as a way to pay homage to their god. The PCs must now kill the undead form of the serpent to retrieve its fangs for Alisstar's ritual. Once the snake is slain, the fangs can be removed from his jaws easily.

Zombie Constrictor Snake: 60 hp.

Receiving the Jade Serpent

After the PCs recover the four artifacts, they are ready to return to the high priest in location #3 so that he can complete his ritual. Alisstar is overjoyed to see the PCs and what they have retrieved for him. Motioning toward the altar, he addresses them.

"Thank you! Thank you for doing ass I assked. Pleassse put the artifactsss there on the altar.

"I still need you help. Due to my ethereal nature, I cannot perform the physical partsss of the ritual. One of you mussst sssacrifice sssome blood sssso that my people can be ssaved.

"I mussst warn you, however. This sssacrifice will be great. You will lossse a part of yoursssself permanently. It iss the only way. If you refussse, we will be consigned to an eternity of sssuffering, and you will never get the Jade Ssserpent."

Alisstar has just revealed the real price that the PCs must pay to obtain the Jade Serpent. One of them must be willing to give up her own blood! This causes her to lose two points of Constitution permanently! Although the PCs may balk at this idea, there is no other way for them to obtain the Jade Serpent. This may be a good adventure hook for later in your campaign, as there may be a way for the PC to regain the lost points of Constitution.

Alisstar performs all of the extensive verbal and awkward somatic portions of the ritual. The *Scales of the Serpent* are laid on the altar as the chosen PC dons the *Amulet of the Serpent*. The PC must take the *Fangs of the Serpent* and use one on each wrist to draw blood. The PC's blood must then be mixed with the *Venom of the Serpent*. This mixture is then poured on the *Scales of the Serpent*.

At that moment Alisstar proclaims, "IT IS DONE!" The building begins to shake. Alisstar makes a motion with his hands, and the *Jade Serpent* rises from the center of the altar and floats before the PCs. As the high priest's form disperses, he waves a last "thank you" to the PCs.

The PCs should be able to escape from the temple the same way they came in. As they go, the building will start to collapse around them. Once the heroes are free of the temple it collapses to rubble behind them.



Part Four: Milton's Folly

In which the adventurers rush to stop Milton Drac from plunging the world into madness.

The boat the PCs used to navigate Black Dog's Caves is still waiting for them on the beach in front of the serpent portal. They can use it to get back to Freeport.

If your group has followed the time frame of the adventure as outlined in Part One, it should be about 6:00 AM, and the sky is beginning to lighten with the coming of the dawn. As the PCs row their boat into Freeport harbor read them the following passage.

As the first light of dawn creeps over the horizon, the harbor is illuminated, revealing an amazing number of ships and boats of every kind. Never in its history has Freeport's harbor been so crowded with vessels. A dark shadow stretches across the water, growing longer and longer with the rising of the new day's sun.

Tracing the blackness back to its source, you gaze upon the massive bulk of Milton's Folly, looming over Freeport Harbor. The scaffolding that encased its walls is gone, and the white marble of the lighthouse gleams in the sunlight. The waters around it are kept clear by a patrol of four Sea Lord cutters filled with marines.

The coming christening of the lighthouse and the ceremonial activation of the light are set to occur at night on the day the PCs return to Freeport. The confusion and overcrowding in the city allows them to easily avoid the city watch, which has been ordered to arrest them on sight.

If the heroes make their way to the Temple of the God of Knowledge, K'Stallo happily puts them up there, giving them sanctuary so they can rest and heal in preparation for their assault on the lighthouse. If K'Stallo has been killed, the PCs should still be able to find an inn to stay in—if they are willing to all cram into one room. The impending celebration has the town crowded. If they do so discreetly, they shouldn't have any troubles from the city watch.

It should be made clear to the PCs that it is next to impossible to storm the lighthouse by day. The roving patrols of the Sea Lord's marines and lookouts stationed within the lighthouse would certainly see anyone approaching the island. Milton Drac has ordered the tight security to "keep agents of Freeport's enemies from destroying the lighthouse." His real reason for the move is to stop the PCs from meddling in his plans. For a further nudge in the right direction, a PC with the Knowledge: Nature skill (DC 5) realizes that this evening there is no moon, which should make it dark enough to approach the lighthouse in secret at night.

Location 4: The Lighthouse of Drac

Milton's Folly is over 200 feet tall and towers over the harbor of Freeport. It is a square building that gradually tapers up with sloping walls, from 145 feet wide at its base to 45 feet at its summit. Open archways in the sides of the building begin 20 feet off the ground and continue up to the second floor. At this point, a sloped, stone ledge juts out to prevent anyone from climbing on the outside to the levels above. The remaining floors have normal glass windows. The fourth floor of the lighthouse is a square tower stretching 100 feet to the top level. Large, 10-foot-wide double doors face each of the cardinal directions, allowing access to the building.

At night, the tower is guarded by a roving patrol of four fast-moving ships full of marines, circling the island. The lookouts that watch from within the lighthouse by day are not on duty at night. If the PCs are careful, they should be able to slip past the patrol and get onto the island unseen.

In any case, the PCs should be careful about hiding their lights. On a dark night like this, torches can be seen a long way away.

1. The Great Doors

A five-foot-wide and 10-foot-high set of stone double doors stand closed in the center of the lighthouse wall. Through the darkness, you can make out an intricate relief on their surface, depicting the lighthouse shining streaks of light over the harbor.

Two great, iron pull rings are fastened to the center of each door. The walls of the lighthouse slope inward and are smooth for the first 20 feet, until they reach open archways carved into the marble. A flickering orange light emanating from within the building dances within the stone of the archways.

The doors to the lighthouse are identical on each side. The guards within have barred all the doors so the PCs cannot open them from outside the lighthouse without making lots of noise. To enter quietly, they must climb through the archways and into the building. Climbing the walls require a Climbing check (DC 25). Tools can be helpful here.

2. The Hall of Columns (EL 7)

Read the text below to the players if they enter through one of the archways.

From the archway, you look down into an enormous, square room, 145 feet along each side at the base. The walls angle inward to a ceiling 50 feet above the floor. Huge, five-foot-square, carved stone columns support the structure above. The light in the room comes from four large, flaming braziers that surround a white marble spiral staircase in the center of the room.

A Note on Timing

The timeline of the adventure is set up so that the PCs enter the lighthouse on the very night that Milton Drac is completing his ritual. This may not work out for your PCs, as they may have spent more time adventuring in the Sunken Temple than one day. They may also want to enter the lighthouse during the day before the ritual has begun.

Rather than hitting the heroes over the head with some contrived solution, you may want to allow them to enter the lighthouse and find nothing. The first two floors of the lighthouse show no outward signs of being anything but a temple to the God of the Seas.

Another option is that time may move much slower within the walls of the sunken temple due to its peculiar, supernatural nature. Two days within its walls may only be a single day in the real world. Of course, you are free to come up with your own method of moving the adventure to its climax: chasing Milton Drac down within the lighthouse.

Four Brotherhood cultists are standing around the foot of the staircase. They are quite bored, having been here for many hours. Depending on which archway the PCs have used to get in, they may or may not be able to see the guards at first. Use standard Listen and Spot checks to determine if they become aware of each other.

If the guards are alerted to the PCs presence, three of them move to attack while the fourth charges up the stairs to raise the alarm. The stairs are 50 feet long, so it takes two rounds for the guard to reach the top. The cultists are armed with crossbows. They use the columns for cover and shoot at the PCs.

Read the text below to the players if they enter through one of the doors:

You open the door and see a huge square room, 145 feet along each side at the base. The walls angle inward to a ceiling 50 feet above the floor. Huge, five-foot-square, carved stone columns support the structure above. In the center of the room is a stone spiral staircase surrounded by four burning braziers.

Depending on how much noise the PCs made and what door they used, the four guards react differently. If it took a few tries to open the doors, one of the guards has already raced up the stairs to set up the ambush in location #3. If the heroes used a knock spell or broke through the door in one try, three of the guards attack with their crossbows, while the other starts running up the stairs.

The carvings on the columns depict various scenes from the history and myth surrounding the Sea God. If the PCs look at the columns carefully, they may notice (Spot check, DC 20)

that each of the carvings has a subtle etching of the Yellow Sign hidden within it.

Stone Doors: 4 in. thick; hardness 8; 60 hp; Break DC 28.

Brotherhood Cultist Guards (4): 21, 23, 26, 27 hp.

3. The Temple of the Sea God (EL 7)

The door at the end of the spiral staircase opens into a rectangular room 65 feet wide, 115 feet long, and 30 feet high. Two rows of five-foot-square columns run the length of the chamber. Opposite the staircase, in the center of the far wall, is an altar of blue marble on a dais flanked by two floor-to-ceiling windows that look out onto the harbor. Enormous, 20-foot-tall statues of the Sea God stand in the far corners of the room, their tridents pointed toward the altar. There are two small doors along the back wall, equally spaced from the staircase.

What occurs in this room depends on whether or not a cultist from below was able to raise the alarm. If no warning was given, a ceremony is going on here as the cultists of the brotherhood preparing for the coming power of their god. One priest stands on the dais, his back to four cultists chanting unintelligible words. The PCs have a chance to sneak by them undetected if they are careful. Make opposed Listen and Move Silently checks for each of the PCs. Give the cultists a -2 modifier to their rolls, as they are busy with their ritual.

If the alarm has been raised, the cultists set a trap for the PCs. Two cultists remain in the temple, hiding behind the statues in the corner of the room. The priest and one cultist wait in location #4, while the two other cultists wait in location #5. At an appropriate time, the cultists attack from surprise, using their crossbows if possible and then their spells.

The cultists have desecrated the altar to the Sea God. They have carved the Yellow Sign onto the top of the altar. The grooves of the carving are filled with dried human blood.

Brotherhood Cultist Acolytes (4): 10, 10, 8, 8 hp.

Priest of the Unspeakable One: 20 hp.

4. The Shrine of the Warrior God

The door to this room is decorated with a bas-relief showing a warrior clad in plate mail, slaying a dragon with a lance. It opens into a 50-foot-square room with floor-to-ceiling windows on the south and east walls. To the left of the door stand four square pillars arranged 20 feet apart, around a marble statue. The statue is carved in the likeness of the Warrior God wielding a lance, and it is almost 20 feet tall. The walls of the room are painted with scenes depicting various forms of combat.



The statue in this room contains half of a switch that needs to be activated to open the secret door at location #6. If the PCs examine the statue closely (Search check, DC 22), they notice that the arm holding the lance appears to be able to move. If the PCs pull the lance down, they hear a grinding noise coming from the direction of location #6. The door there doesn't open until the switch on the statue in location #5 is activated too.

5. The Water Shrine of the Sea God

A bas-relief on the door to this room depicts a pool of water with a mermaid bathing at its edge. The room beyond is 50 feet square with 30-foot-tall windows in the north and east walls. A dais with a statue of the Sea God wielding a trident sits in the corner opposite the door. To the right of the door is a round, stone basin filled with water. Four square, stone pillars spaced 20 feet apart flank the pool.

Draped over the lip of the basin is the body of a woman. The shaft of a crossbow bolt protrudes from her back. She is dressed in leather armor.

The woman lying in the basin is a thief who slipped into the temple to try and steal any valuables she could find. Unfortunately for her, the cultists found her here in this room and killed her with a crossbow bolt in the back. A search of her body uncovers 100 gp and a *potion of fly*.

The statue on the dais contains the other half of the switch to open the secret door in location #6. If the PCs examine the statue of the Sea God closely (Search check, DC 22), they notice that the trident in the statue's arm can be moved. If the PCs pull the trident down, a grinding noise can be heard coming from the direction of location #6. The door there doesn't open until the switch on the statue in location #4 is activated too.

The secret door in the corner of this room can be discovered on a successful Search check (DC 20).

6. Secret Door Room

Read the following description to the PCs if they enter this room before activating the switches found in locations #4 and #5.

The secret door opens silently into a small room 15 feet long and 10 feet wide. The walls and floor of the room are completely bare. In front of you, a small handle just from the wall, embedded about three feet from the ground.

The handle opens the secret door in the wall from this side. The secret door in the west wall can be detected with a successful Search check (DC 20), but it cannot be opened until the switches in locations #4 and #5 are activated.

Read the following if the PCs have activated both switches locations #4 and #5.



Moving through the secret door, you are now in a 10-foot-wide by 15-foot-long room. In the center of the west wall, a passage has opened, leading to a long hallway beyond. The hallway is 15 feet wide and ends in a five-foot-wide staircase leading up.

Nothing threatens the PCs in this room. At the top of the staircase, a trapdoor leads to location #7.

7. Lair of the Gibbering Moulder (EL 5)

When you open the trapdoor, your senses are assaulted by the hideous stench of decaying flesh. The floor is smeared with dried blood, and bones lie scattered all around. The room is 75 feet square and 20 feet high. There are four square stone pillars spaced 30 feet apart in the center of the chamber. A slurping noise emanates from the northwest corner of the room.

This room houses a rather nasty surprise: a gibbering moulder. It attacks anyone who enters the room and is not marked with the Yellow Sign. The workers who built the upper levels of the lighthouse were fed to this creature so they could not reveal any of its secrets. The creature is careful not to use its ground manipulation ability near any of the pillars that support the floor above.

Once the foul creature is dispatched, the PCs must locate the secret trapdoor marked on the map. Any PC with the Track feat (DC 20) may notice that there is a faint path leading from the stairs to the pillar marked on the map. The tracks abruptly stop there.

On a successful Search check (DC 20), an investigation of the pillar locates concealed ladder rungs within the stone. Once detected, the rungs can be pulled down to allow the PCs to climb up the side of the column to the trapdoor located in the ceiling.

Gibbering Moulder: 25 hp. (See the *Monster Manual*, page 104.)

8. The Tower Stairs (EL 13)

Opening the trapdoor releases a shaft of sickly yellow light that washes over your faces. The room beyond is a square tower, 45 feet long on each side. A five-foot-wide, railed staircase hugs the walls, rising all the way to the summit of the tower, 100 feet above your heads.

The light emanates from the walls of the tower and the hundreds of ritual candles that line the railing. The Yellow Sign within each of the bricks is throbbing with magical energy, illuminating the whole tower with an eerie light.

Near the top of the staircase, almost at the summit of the tower, you can see six people looking over the railing and down at you. One of them is clearly Milton Drac. The other five are serpent people dressed in robes.

Drac speaks in a booming voice that echoes off the walls of the chamber, "Well, well, well. I see that you have dispatched my pet. No matter. The ritual is almost complete. Soon the yellow sign will return to Freeport and drive all the unfaithful masses to madness!

"Your ridiculous attempt to stop us ends now. Farewell, friends. What a pity that you have come so far only to fail in the end."

With that he turns to the serpent person next to him on the stairs and says, "I leave them to you, N'tal. They should provide some amusement. Don't take too long though. I wouldn't want you to miss the glorious arrival of our master, the Unspeakable One."

After his speech, Drac tosses one of his exploding skulls (see Drac's description in the appendix) and then disappears from view. The four serpent people cultists are armed with composite short bows, and they use them on the PCs as they attempt to climb the stairs.

N'tal removes his robe and immediately cast *afly* spell so that he can freely move about the tower. N'tal uses his spells to greatest effect and tries to keep the PCs from reaching the top of the staircase at all costs. If this means killing his fellow cultists, then so be it.

Milton Drac heads for the top of the lighthouse (location #9) and bars the door to the upper level of the lighthouse from the inside.

Serpent People (4): 14, 15, 13, 14 hp.

N'Tal (Serpentman Wiz7): 35 hp, spells: 0—*dancing lights, daze, detect magic, resistance*; 1—*burning hands, feather fall, hold portal, magic missile, shield*; 2—*blindness/deafness, blur, darkness, flaming sphere*; 3—*fireball, fly, lightning bolt*; 4—*ice storm, wall of fire*.

Wooden Trapdoor: 2 in. thick; hardness 5; 20 hp; Break DC 25.

9. The Yellow Sign

The door bursts open, and you have at last reached the summit of Milton's Folly. The room is a square, 45 feet long on all sides. The ceiling is angled toward the center of the room and ends in a six-sided glass enclosure that sticks out four feet above the stone roof. A raised platform supports a slender stone column upon which rests a crystal that shines yellow light through the glass and out into the night.

Milton Drac, Melkior Maeorgan, and a serpent person stand in front of the platform. Before any of you can speak, the tower shakes ominously, and the platform and column begin to glow with a bright, yellow light. The stone throbs with magical power as a beam of light shoots through the crystal and out into the night sky. It blinds you for a moment, and you hear the voice of Drac:

"As I said, you are too late. The Yellow Sign is now corrupting the minds of all those fools in the harbor below. Soon they will leave here and spread the glorious madness of the Unspeakable One throughout the world! Ha, ha, ha, ha!"

"Now, we can turn our attentions to you. Since I have been trying to kill you for many months now, an agonizing death seems more than appropriate. Which do you prefer? Being flayed alive or slowly bleeding to death as carrion pick at your bodies? Neither, I suppose. I guess we shall just have to kill you now!"

Despite the bold rhetoric, Drac, Melkior, and Gorn know full well that the PCs can still stop them from accomplishing their goal. The crystal needs to project the yellow sign over the harbor for at least 10 minutes to take full effect over the people viewing it.

They plan to protect the crystal at all costs. If they discover that the PCs have the *Jade Serpent*, they do all they can to destroy it. They know that its power can be used against the Yellow Sign.

If the crystal on the pedestal is removed but not replaced with the *Jade Serpent*, the power surging through the tower is unleashed. This can be very bad.

The first round after this occurs, the glass enclosure explodes, causing 1d6 damage to everyone in the room. The third round after sees the ceiling of the room begin to crumble and collapse. Half of the chunks of brick and masonry are carried upward with the uncontrolled energy, while the other half will fall on those within the room (1d8 damage, Reflex save (DC 20) avoids).

If the crystal or the *Jade Serpent* is not placed on the pedestal by the fifth round, the room is engulfed in magical energy, and everyone in the room perishes. Drac and his fellow cultists do not have a death wish, so they do all they can to get the crystal back onto the pedestal.

The *Jade Serpent* has power over servants of the Yellow Sign. If the PCs can remove the crystal and replace it with the *Jade Serpent*, Drac and his allies are in trouble. The energy from the lighthouse surges through the idol of Yig and bathes all of Freeport in a calming, green glow. All those corrupted by the Yellow Sign are cured. The servants of the Unspeakable One who are caught in this glow wither and die as their skin is peeled away from their bones and they turn to dust—a most fitting end for Drac and his cronies, should any of them still live when the *Jade Serpent* does its work.

Aftermath

When the glow of the *Jade Serpent* fades away, Freeport, perhaps for the first time, is utterly silent. Then cheers shatter the moment, as the crowd goes wild. The throngs on the ships below and jammed onto the streets have no idea how close they came to unending madness. They don't know exactly what they've just seen, but they know it was one hell of a show. Drac, for all of his evil intent, did give the people of Freeport something for the history books.

The PCs, of course, are in an awkward position. They could try to explain Drac's plan and show how his death was justified to save the city. The remaining members of Drac's faction on the council, however, are likely to see it as murder, not heroism. The best thing for the PCs to do is slip away from the

lighthouse and let the Captains' Council deal with Drac's death and the repercussions—well, unless they are trying to kickstart careers in politics!

Foiling Drac's plan is not without its rewards. For surviving all of Drac's machinations and saving Freeport and the world from a terrible fate, each PC receives a special story award of 3,000 XP. Also, if the PCs managed to unearth Black Dog's treasure, they should have a pile of cash for their future ventures.

This concludes the Freeport Trilogy, the first campaign series for the d20 System. Don't retire to the countryside just yet though. There are plenty more stories to tell in Freeport. This summer, the city has an even bigger problem in *Hell in Freeport*, the first high-level adventure from Green Ronin. We'll then send 2001 out with a bang with *Secrets of Freeport*, a hefty sourcebook bursting with details on the city of adventure. Until then, watch your back!

Adventure Hooks

You can continue your Freeport adventures right away, with any of these handy adventure hooks.

Valossa Reborn?

It is possible that the emanations of the *Jade Serpent* undid the hereditary madness of the degenerate serpent people. In fact, it is possible that K'Stallo knew this all along and hoped the PCs would help him restore his race. With a return to lucidity and the leadership of K'Stallo, the serpent people could have a second chance to thrive. Since Freeport is built on the wreckage of Valossa, such a rebirth is not necessarily in the best interest of the city. What would the PCs do if their erstwhile ally K'Stallo put the well-being of his people before that of Freeport?

A New Sea Lord

The Captains' Council is in turmoil for weeks, if not months. They not only must fill several seats, they must also choose a new Sea Lord. The machinations are sure to be heated. The succession law is still on the books, so many distant Drac relations are likely to show up as claimants. There are also those on the Captains' Council who want to abolish the office of Sea Lord altogether. This succession crisis could tear the city apart, and the PCs may very well get caught up in the mess.

The Jade Serpent

The *Jade Serpent* is a powerful artifact. If the PCs are smart, they take it with them when they leave the lighthouse. After Drac has been thwarted, however, what happens to this artifact? Will the Wizard's Guild requisition it for testing? Will K'Stallo demand it as his people's birthright? Or will an ancient dragon land on the docks of Freeport one day, demanding the artifact for himself?

Check Green Ronin's website for an upcoming issue of *Focus in Freeport*, in which William Simoni delves deeper into the history and powers of the *Jade Serpent*.

The Cult Avenged

The Brotherhood of the Yellow Sign has been thwarted, but it has not been destroyed. True, Milton Drac was a powerful cultist, but he was not in the leadership of the organization. The Brotherhood still lurks in the underbelly of society, preying on the weak, the vain, and the ignorant.

The Brotherhood's leaders are sure to be most displeased with the PCs and may pursue a vendetta against them. The PCs may find themselves beset with assassins, bounty hunters, and crazed cultists. Rooting out the source of the attacks isn't going to be easy, since the cult has cells the world over. How many heads does the serpent have? Only the Unspeakable One really knows.

Appendix 1: Statistics

Creatures

Allip

CR 3; Medium-sized undead (incorporeal); HD 4d12; hp 26; Init +5 (+1 Dex, +4 Improved Initiative); Spd fly 30 ft. (perfect); AC 15 (+1 Dex, +4 Deflection); Atk incorporeal touch +3 melee (1d4 permanent Wisdom drain); SA babble, wisdom drain, madness; SQ undead, incorporeal, +2 turn resistance; AL NE; SV Fort +1, Ref +2, Will +4; Str—, Dex 12, Con —, Int 11, Wis 11, Cha 18.

Skills and Feats: Hide +8, Intimidate +11, Intuit Direction +4, Listen +7, Search +7, Spot +7, Improved Initiative.

Brotherhood Cultist Acolyte

Male human Clr1: CR 1; Medium-sized humanoid; HD 1d8; hp 10, 8, 9, 10; Init +4 (Improved Initiative); Spd 30; AC 15 (+5 chainmail); Atk +2 melee (1d6+2, light mace); +0 ranged (1d8, light crossbow); AL CE; SV Fort +4, Will +0, Ref +4; Str 14, Dex 10, Con 14, Int 12, Wis 14, Cha 13.

Skills and Feats: Concentration +5, Knowledge: Unspeakable One +4, Knowledge: Religion of the Unspeakable One +4, Listen +4, Scry +4, Combat Casting, Improved Initiative.

Possessions: A pouch with 25 gp, a Yellow Sign gold pendant.

Spells Prepared (3/4): 0 — *inflict minor wounds* (x2), *guidance*; 1 — *cause fear*, *protection from law*, *doom*.

Domains: Chaos (chaos spells cast at +1); Death (death touch ability once per day).

Brotherhood Cultist Guard

Male human Ftr3: CR 3; Medium-sized humanoid; HD 3d10; hp 25, 23, 27, 21; Init +4 (Improved Initiative); Spd 20 ft.; AC 15 (+5 chainmail); Atk +7melee, (1d6+4, scimitar); +3 ranged (1d8, light crossbow); AL NE, SV Fort +6, Ref +1, Will +1; Str 18, Dex 11, Con 17, Int 10, Wis 10, Cha 9.

Skills and Feats: Climb +2, Jump +1, Listen +5, Ride +1, Spot +5, Alertness, Blind-Fighting, Far Shot, Improved Initiative, Point Blank Shot

Possessions: A pouch with 10 gp, a Yellow Sign gold pendant.

Gibbering Moulder

CR 5; Medium-sized aberration; HD 4d8+4; hp 25; Init +1 (Dex); Spd 10 ft.; AC 19 (+1 Dex, +8 Natural); Atk +4 melee (six bites); SA gibbering, spittle, improved grab, blood drain, engulf, ground manipulation; SQ amorphous; AL N; SV Fort +2, Ref +2, Will +5; Str 10, Dex 13, Con 12, Int 4, Wis 13, Cha 13.

Skills and Feats: Listen +8, Spot +12, Weapon Finesse (Bite).

Priest of the Unspeakable One

Male human Clr3: CR 3; Medium-sized humanoid; HD 3d8; hp 21; Init +7 (+3 Dex, +4 Improved Initiative); Spd 20; AC 15 (+3 Dex, +2 hide armor); Atk +2 melee (1d8, heavy mace), +5 ranged (1d4, dart); AL CE; SV Fort +3, Ref +4, Will +6; Str 10, Dex 16, Con 10, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +5, Knowledge: Unspeakable One +3, Knowledge: Religion of the Unspeakable One +3, Listen +5, Scry +3, Combat Casting, Dodge, Improved Initiative.

Possession: A pouch with 100 gp, a Yellow Sign gold pendant, a *potion of cure light wounds*.

Spells Prepared (4/4/3): 0—*inflict minor wounds* (x2), *resistance*, *virtue*; 1—*cause fear**, *obscuring mist*, *protection from law*, 2—*darkness*, *death knell**, *summon monster 11*.

Domains: Chaos (chaos spells cast at +1); Death (death touch ability once per day). *Domain spell.

Sea Lord Guard

Male human Ftr2: CR 2; Medium-sized humanoid; HD 2d10; hp 20 (elite); Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (+2 Dex, +5 chainmail); Atk +5 melee (1d8+3, battle axe); +4 ranged (1d8+2, light crossbow); AL LN; SV Fort +5, Ref +2, Will +2; Str 16, Dex 14, Con 15, Int 11, Wis 14, Cha 11.

Skills and Feats: Climb +0, Jump +0, Listen +6, Ride +3, Spot +6, Alertness, Dodge, Improved Initiative, Point Blank Shot.

Possessions: Pouch with 10 gp.

Serpent People

(N'tal's Bodyguard), Civilized

Serpentmen, Ftr2: CR3; Medium-sized humanoid; HD 2d8, hp 14, 15, 13, 14; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft.; AC 17 (+1 Dex, +1 natural, +5 chainmail); Atk +4 melee (2d4+3, falchion); +3 ranged (1d6, composite short bow); SQ polymorph self (Sp), darkvision 60 ft.; AL NE; SV Fort +2, Ref +2, Will +2; Str 14, Dex 12, Con 8, Int 13, Wis 12 Cha 13.

Skills and Feats: Climb +1, Escape Artist +2, Hide +2, Jump +1, Spot +4, Alertness, Far Shot. Improved Initiative, Point Blank Shot.

Possessions: A pouch with 35 gp, a Yellow Sign gold pendant.

Spectre

CR 7; Medium-sized undead (incorporeal); HD 7d12; hp 45; Init +7 (+3 Dex, +4 Improved Initiative); Spd 40 ft., fly 80 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk incorporeal touch +6 melee (1d8 and energy drain); SA energy drain, create spawn; SQ undead, incorporeal, +2 turn resistance, unnatural aura, sunlight powerlessness; AL LE; SV Fort +2, Ref +5, Will +7; Str—, Dex 16, Con—, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +13, Intimidate +12, Intuit Direction +10, Listen +13, Search +10, Spot +13, Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Tojanida

CR 5; Medium-sized outsider (water); HD 7d8+14; hp 45; Init +1 (Dex); Spd 10 ft., swim 90 ft.; AC 23 (+1 Dex, +12 natural); Atk bite +10 melee (2d8+3), 2 claws +5 melee (1d6+1); SA improved grab, ink cloud; SQ all-around vision, acid and cold immunity, fire and electricity resistance 20; AL N; SV Fort +7, Ref +6, Will +6; Str 16, Dex 13; Con 15; Int 10; Wis 12; Cha 9.

Skills and Feats: Escape Artist +11, Hide +11, Intimidate +5, Intuit Direction +11, Listen +11, Search +6, Spot +13, Blind-Fight, Dodge.

Wraith

CR 5; Medium-sized undead (incorporeal); HD 5d12; hp 32; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft., fly 60 ft. (good); AC 15 (+3 Dex, +2 deflection); Atk incorporeal touch +5 melee (1d4, plus 1d6 permanent Con drain); SA Con drain, create spawn; SQ undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness; AL LE; SV Fort +1, Ref +4, Will +6; Str —, Dex 16, Con —, Int 14, Wis 14, Cha 15.

Skills and Feats: Hide +11, Intimidate +10, Intuit Direction +6, Listen +12, Search +10, Sense Motive +8, Spot +12, Alertness, Blind-Fight, Combat Reflexes, Improved Initiative.

Zombie

CR 1/2; Medium-sized undead; HD 2d12+3; hp 16 (average); Init -1 (Dex); Spd 30 ft.; AC 11 (-1 Dex, +2 natural); Atk slam +2 melee (1d6+1 slam); SQ undead, partial actions only; AL N; SV Fort +0, Ref -1, Will +3; Str 13, Dex 8, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Toughness.

Named Opponents

Dirwin “Nimblefingers” Arnig

Male gnome Expert Gemcutter10: Small-sized humanoid; HD 10d6; hp 50; Init +4 (+4 Dex); Speed 20 ft.; AC 15 (+4 Dex, +1 size); Atk: +7/+2 melee; +1 1/+6 ranged; AL NG; SV Fort +3, Ref +7, Will +9; Str 10, Dex 18, Con 14, Int 13, Wis 15, Cha 15.

Skills: Appraise +11, Bluff +7, Craft: Gemcutting +14, Diplomacy +12, Gather Information +9, Innuendo +7, Knowledge: History +5, Perform +10, Read Lips +4, Sense Motive +7.

Liam Blackhammer

Male human Expert Blacksmith9: Medium-sized humanoid; HD 9d6+18; hp 56; Init -2 (-2 Dex); Speed 30 ft.; AC 9 (-2 Dex, +3 ornamental chain shirt); Atk: +9/+4 melee; +4 ranged;

AL NG; SV Fort +5, Ref +1, Will +8; Str 16, Dex 6, Con 15, Int 13, Wis 15, Cha 15.

Skills: Alchemy +6, Appraise +7, Craft: Blacksmithing +11, Diplomacy +8, Gather Information +10, Intimidate +7, Sense Motive +11.

Milton Drac

Male human Clr8: Medium-sized humanoid; HD 8d8; hp 52; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30; AC 16 (+3 Dex, *Ring of Protection* +3); Atk: +9/+4 melee (Weapon Finesse) (1d6+3, sickle); +9/+3 ranged (+3 Dex) (3d6, exploding skull); AL CE, SV Fort +6, Ref +5, Will +10; Str 16, Dex 17, Con 11, Int 18, Wis 18, Cha 18.

Skills and Feats: Bluff +6, Concentration +5, Diplomacy +13, Gather Information +5, Innuendo +9, Intimidate +8, Knowledge: Arcana of the Unspeakable One +10, Knowledge: Religion of the Unspeakable One +10, Listen +9, Scry +5, Search +5, Sense Motive +7, Spot +8, Alertness, Extra Turning, Combat Casting, Improved Initiative, Weapon Finesse (Sickle).

Spells Prepared (7/6/5/5/4): 0 — *cure minor wounds* (x2), *guidance*, *inflict minor wounds*, *resistance*, *virtue*; 1 — *cause fear**, *cure light wounds*, *divine favor*, *entropic shield*, *protection from good*, *protection from law**; 2—*hold person*, *inflict moderate wounds*, *shatter*, *silence*, *summon monster II*; 3—*cure serious wounds*, *dispel magic*, *inflict serious wounds*, *magic circle against good*, *magic circle against law**; 4 — *chaos hammer**, *inflict serious wounds*, *lesser planar ally*, *unholy blight*.

Domains: Chaos (chaos spells cast at +1); Death (death touch ability once per day). *Domain spell.

Possessions: A sickle, a green robe, three exploding skulls (these explode into shards of bone upon striking their target, 3d6 damage, radius 20 ft., Ref save for half damage), a *ring of protection* +3, a Yellow Sign gold pendant, a *potion of healing*.

Tomas Fletfoot

Male halfling chamberlain Exp5: Small-sized humanoid; HD 7d6; hp 25; Init +2 (Dex); Spd 20 ft.; AC 13 (+1 size, +2 Dex); AL LN; SV Fort +1, Ref +7, Will +4; Str 10, Dex 15, Con 9, Int 7, Wis 15, Cha 14.

Skills and Feats: Bluff +6, Diplomacy +9, Gather Information +6, Hide +11, Innuendo +6, Listen +11, Move Silently +7, Read Lips +2, Search +2, Sense Motive +6, Spot +8, Alertness.

Petra Fricke

Female human Expert Sculptor9: Medium-sized humanoid; HD 9d6; hp 43; Init +2 (+2 Dex); Speed 30 ft.; AC 12 (+2 Dex); Atk: +6/+1 melee; +8/+2 ranged; AL NG; SV Fort +3, Ref +5, Will +7; Str 10, Dex 15, Con 11, Int 14, Wis 12, Cha 16.

Skills: Appraise +14, Craft (Sculpture) +14, Diplomacy +9, Gather Information +13, Innuendo +10, Listen +8, Perform +11, Read Lips +9, Search +11, Sense Motive +9, Spot +9.

Captain Xavier Gordon

Male human Expert Sea Captain6: Medium-sized humanoid; HD 6d6+12; hp 38; Init +3 (+3 Dex); Speed 30 ft.; AC 13 (+3 Dex); Atk: +6 melee (1d6+2, scimitar); +7 ranged; AL CG; SV Fort +3, Ref +4, Will +5; Str 14, Dex 17, Con 14, Int 16, Wis 12, Cha 11.

Skills: Balance +4, Bluff +3, Climb +5, Diplomacy +5, Gather Information +9, Intuit Direction +5, Knowledge: Geography +4, Profession: Sailor +6; Sense Motive +4, Spot +4.

Lady Elise Grossette

Female human Aristocrat11: Medium-sized humanoid; HD 11d8; hp 65; Init +0; Spd 30 ft.; AC 10; Atk: +7/+2 Melee; +8 ranged; AL LG; SV Fort +2, Ref +3, Will +8; Str 9, Dex 11, Con 10, Int 13, Wis 14, Cha 18.

Skills: Bluff +10, Diplomacy +18, Gather Information +18, Innuendo +10, Knowledge: Nobility +6, Listen +7, Read Lips +8, Sense Motive +10, Spot +5, Swim +0.

Sister Gwendolyn

Female human Cleric8: Medium-sized humanoid; HD 8d8+8, hp 51; Init +1 (+1 Dex); Speed 30 ft.; AC 11 (+1 Dex); Atk: +6/+1 melee, +7/+2 ranged; AL NG; SV Fort +7, Ref +3, Will +10; Str 10, Dex 13, Con 12, Int 12, Wis 18, Cha 18.

Skills and Feats: Bluff +8, Concentration +3, Diplomacy +11, Innuendo +8, Knowledge (Religion) +4, Scry +2, Sense Motive +8, Spellcraft +4, Extra Turning.

Spells Prepared (6/6/5/5/4): 0—*create water, cure minor wounds, detect magic, light, purify food and magic, virtue;* 1—*bless water, endure elements, entropic shield*, obscuring mist, sanctuary, shield of faith;* 2—*aid, consecrate, delay poison, fog cloud*, zone of truth';* 3—*continual flame, create food and water, cure serious wounds, water breathing*, water walk;* 4—*control water*, cure critical wounds, death ward, tongues.*

Domains: Luck (reroll once per day); Water (turn or destroy fire creatures, rebuke or command water creatures—use each ability up to 7 times per day). *Domain spell.

Captain Lydon

Male human Rog5/Ftr3: Medium-sized humanoid; HD 5d6+5/3d10+5; hp 48; Init +5 (+1 Dex, +4 Improved Initiative); Speed 30 ft.; AC 11 (+1 Dex); Atk: +10/+5 melee (1d6+3, saber); +7/+2 ranged; AL CG; SV Fort +5, Ref +6, Will +4; Str 17, Dex 12, Con 12, Int 12, Wis 14, Cha 12.

Skills and Feats: Appraise +4, Bluff +4, Climb +7, Decipher Script +4, Diplomacy +4, Disguise +4, Escape Artist +3, Forgery +5, Gather Information +7, Innuendo +6, Intimidate +5, Intuit Direction +10, Listen +12, Perform +6, Profession (Sailor) +8, Ride +4, Search +9, Sense Motive +12, Swim +6, Sneak Attack (3d6), Evasion, Uncanny Dodge, Traps.

Melkior Maeorgan

Male human Ftr5: Medium-sized humanoid; HD 5d10; hp 49; Init +7 (+3 Dex, +4 Improved Initiative, Spd 20 ft.; AC 21 (+3 Dex, +7 *breastplate* +2, +1 small steel shield); Atk: +11 (1d4+7, +/ *adamantine dagger*); +8 ranged (1d4, throwing dagger); AL NE; SV Fort +7, Ref +4, Will +3; Str 18, Dex 16, Con 16, Int 15, Wis 15, Cha 12.

Skills and Feats: Climb +1, Diplomacy +4, Forgery +5, Innuendo +5, Intimidate +4, Jump +1, Listen +4, Ride +4, Search +3, Sense Motive +4, Swim -4 (+5 without armor). Expertise, Improved Initiative, Weapon Focus: Dagger, Weapon Finesse (Dagger), Specialized Dagger, Power Attack.

Possessions: A +2 *breastplate*, a +/ *adamantine dagger*, a *potion of healing*, and a pouch with 100 gp.

N'Tal

Serpentman Wiz7: Medium-size humanoid; HD 7d4+14; hp 35; Init +8 (+4 Dex, +4 Improved Initiative); Speed 30 ft.; AC 18 (+4 Dex, +3 +3 *amulet of natural armor*, +1 natural armor); Atk: +5 melee (1d6+2, quarterstaff); +7 ranged (1d4, dart); SQ darkvision 60 ft., polymorph self (Sp): AL CE; SV Fort +4, Ref +6, Will +6; Str 14, Dex 18, Con 15, Int 18, Wis 13, Cha 10.

Skills and Feats: Bluff +4, Concentration +11, Jump +6, Listen +5, Scry +9, Search +8, Sense Motive +5, Spellcraft +10, Spot +6, Combat Casting, Dodge, Improved Initiative, Maximize Spell, Spell Focus: Evocation.

Spells (4/5/4/3/2): 0—*dancing lights, daze, detect magic, resistance;* 1—*burning hands, feather fall, hold portal, magic missile, shield;* 2—*blindness/deafness, blur, darkness, flaming sphere;* 3—*fireball, fly, lightning bolt;* 4—*ice storm, wall of fire.*

Captain Marcus Roberts

Male human Rog9: Medium-sized humanoid; HD 9d6+9; hp 47; Init +7 (+3 Dex, +4 Improved Initiative); Speed 30 ft.; AC 13 (+3 Dex); Atk: +7/+2 melee (1d6+1, short sword); +9/+4 ranged; AL CG; SV Fort +4, Ref +9, Will +5; Str 12, Dex 16, Con 13, Int 16, Wis 14, Cha 16.

Skills and Feats: Bluff +14, Decipher Script +13, Diplomacy +11, Disguise +11, Escape Artist +14, Forgery +14, Gather Information +15, Innuendo +12, Listen +11, Move Silently +13, Open Locks +8, Read Lips +8, Search +9, Sense Motive +12, Spot +9, Swim +4, Use Magic Device +8, Sneak Attack (5d6), Evasion, Uncanny Dodge, Traps.

Torsten Roth

Male human Aristocrats: Medium-sized humanoid; HD 8d6+8; hp 42; Init +1 (+1 Dex); Speed 30 ft.; AC 11 (+1 Dex); Atk: +6/+1 melee; +7/+2 ranged; AL LN; SV Fort +2, Ref +3, Will +8; Str 10, Dex 12, Con 12, Int 14, Wis 15, Cha 14.

Skills: Appraise +13, Bluff +8, Diplomacy +8, Forgery +8, Gathering Information +7, Innuendo +9, Listen +9, Profession (Miner) +13, Read Lips +10, Search +9, Sense Motive +10, Spot +9.

Arias Soderheim

Male elf merchant Brd10: Medium-sized humanoid; HD 10d6; hp 50; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30; AC 14 (+4 Dex); Atk: +1/+2 melee (1d6, short sword); +11/+6 ranged (1d4, throwing dagger); SQ immunity to magic sleep, +2 save vs. enchantment, low-light vision; AL LN, SV Fort +3, Ref +11, Will +8; Str 10, Dex 18, Con 11, Int 18, Wis 12, Cha 18.

Skills and Feats: Appraise +9, Bluff +10, Concentration +4, Decipher Script +7, Diplomacy +14, Disguise +7, Escape Artist +7, Gather Information +7, Innuendo +5, Jump +4, Listen +8, Move Silently +7, Perform +14, Profession: Sailor +6, Search +9, Sense Motive +6, Spellcraft +9, Spot +9, Swim +0, Tumble +6, Use Magic Device +6, Use Rope +6, Alertness, Combat Casting, Dodge, Improved Initiative, Bardic Music, Bardic Knowledge.

Spells Prepared (3/4/4/3/1): 0 — *dancing lights, prestidigitation, read magic*; 1 — *charm person, hypnotism, mage armor, sleep*; 2 — *detect thoughts, enthrall, misdirection, suggestion*; 3 — *charm monster, emotion, lesser geas*; 4 — *dominate person*.

Tarmon

Male human Wiz12: Medium-sized humanoid; HD 12d4+12; hp 48; Init +7 (+3 Dex, Improved Initiative); Speed 30 ft.; AC 16 (+3 Dex, +3 Ring of Protection); Atk: +7/+2 (1d6+1 quarterstaff); +9/+4 ranged; AL CG; SV Fort +5, Ref +7, Will +11; Str 13, Dex 16, Con 12, Int 19, Wis 17, Cha 13.

Skills and Feats: Alchemy +10, Concentration +16, Diplomacy +4, Knowledge: History +14, Knowledge: the Planes +15, Knowledge: Arcana +19; Scribe +13, Search +7, Sense Motive +6; Spellcraft +19; Spot +6, Combat Casting, Improved Initiative, Spell Focus: Evocation, Spell Focus: Conjunction, Spell Penetration, Scribe Scroll, Leadership, Spell Mastery.

Prepared Spells (4/5/5/5/4/3/2): 0— *detect magic, ghost sounds, mage hand, read magic*; 1 — *charm person, hypnotism, mage armor, shield, unseen servant*; 2 — *daylight, detect thoughts, resist elements, summon swarm, whispering wind*; 3 — *dispel magic, fireball, fly, nondetection, tongues*; 4 — *arcane eye, detect scrying, shout, dimension door*; 5— *dominate person, teleport, prying eyes*; 6 — *disintegrate, true seeing*.

Thuron, a.k.a. K'Stallo

Male serpent person Clr4: Medium-sized humanoid; HD 3d8; hp 23; Init +4 (Improved Initiative); Spd 30 ft; AC 11 (+1 natural); Atk +4 melee (1d6+1 club/improvised weapon); SQ darkvision 60 ft., polymorph self (Sp); AL CG; SV Fort +4, Ref +1, Will +7; Str 12, Dex 11, Con 10, Int 14, Wis 16, Cha 13.

Skills and Feats: Concentration +6, Hide +2, Knowledge: Arcana of Yig +9, Knowledge: Religion of Yig +9, Move Silently +2, Alertness, Extra Turning, Combat Casting, Improved Initiative, Still Spell.

Spells Prepared (5/5/4): 0—*cure minor wounds (x2), detect poison, guidance, read magic*; 1—*command, cure light wounds, magic stone*, remove fear, sanctuary*; 2—*augury, cure moderate wounds, enthrall, invisibility* *.

Domains: Earth (turn or destroy air creatures, rebuke or destroy earth creatures—use either ability up to 4 times per day); Trickery (Bluff, Disguise, and Hide are class skills). *Domain spell.

Captain Hector Torian

Male human Rog9: Medium-sized humanoid; HD 8d6; hp 36; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex); Atk: +6/+1 melee; +9/+4 Ranged; AL CG; SV Fort +2, Ref +9, Will +3; Str 11, Dex 16, Con 10, Int 13, Wis 12, Cha 15.

Skills and Feats: Balance +9, Bluff +9, Climb +6, Diplomacy +12, Gather Information +12, Innuendo +7, Intuit Direction +11, Listen +11, Profession (Sailor) +11, Search +5, Sense Motive +8, Spot +11, Swim +9, Use Rope +9, Alertness, Dodge, Expertise, Improved Initiative, Sneak Attack (2d6), Evasion, Uncanny Dodge, Traps.

Captain Garth Varellion

Male human Rog4/Ftr4: Medium-sized humanoid; HD 4d6/4d10; hp 42; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (+3 Dex); Atk +9 melee (1d8, saber); +10 ranged (1d4, throwing dagger); AL LN; SV Fort +5, Ref +8, Will +4; Str 14, Dex 17, Con 11, Int 11, Wis 10, Cha 16.

Skills and Feats: Balance +8, Bluff +8, Climb +3, Diplomacy +12, Gather Information +8, Handle Animal +7, Innuendo +5, Jump +10, Knowledge (Nobility) +4, Listen +7, Profession (Sailor) +5, Sense Motive +5, Swim +5, Use Rope +8, Alertness, Blind Fight, Combat Reflexes, Improved Initiative, Iron Will, Leadership, Quick Draw, Sneak Attack (2d6), Evasion, Uncanny Dodge, Traps.

Vrosh

Male shadow serpent: Medium-sized undead; HD 6d8; hp 35; Init: +6 (+2 Dex, +4 Improved Initiative); Speed 30 ft., fly 40 ft. (good); AC 20 (+2 Dex, +1 deflection, +7 Scales of the Serpent); Atk: +6 melee (2d6+1, +1 shock short spear), SQ undead, incorporeal, +8 turn resistance, immune to all damage that does not penetrate the weak spot in the Scales of the Serpent; AL N; SV Fort +3, Ref +5, Will +8; Str—, Dex 15, Con—, Int 6, Wis 13, Cha 12.

Skills and Feats: +12 Hide, Intuit Direction +5, Listen +10, Spot +7, Improved Initiative.

Captain Brock Wallace, a.k.a. Gorn

Male serpent person Rog5: Medium-sized humanoid; HD 5d6; hp 37; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft; AC 20 (+1 natural, +6 +3 hide armor, +3 Dex); Atk: +3 melee (2d4, falchion); +6 ranged (1d8, light crossbow); SQ darkvision 60 ft., polymorph self (Sp); AL NE; SV Fort +4, Ref

+7, Will +1; Str 10, Dex 16, Con 16, Int 15, Wis 10, Cha 10.

Skills and Feats: Balance +5, Bluff +5, Climb +2, Diplomacy +4, Disguise +3, Escape Artist +6, Forgery +8, Gather Information +3, Hide +5, Innuendo +3, Listen +4, Move Silently +5, Perform +3, Search +4, Sense Motive +5, Spot +5, Tumble +5, Use Magic Device +5, Dodge, Improved Initiative, Point Blank Shot, Sneak Attack (3d6), Evasion, Traps.

Possessions: A suit of +3 *hide armor*, a falchion, a crossbow, a potion of invisibility, and a pouch with 75 gp.

New Creatures

Shadow Constrictor Snake

Medium-Size Undead (Incorporeal)

Hit Dice: 3d8+3 (20 hp)
Initiative: +3 (Dex)
Speed: 20 ft., fly 30 ft. (good)
AC: 14 (+3 Dex, +1 deflection)
Attacks: Incorporeal constriction +5 melee
Damage: Incorporeal constriction 1 temporary Constitution per round.
Face/Reach: 5 ft. by 5ft. (coiled)/5 ft.
Special Attacks: Constitution damage
Special Qualities: Undead, incorporeal, +4 turn resistance
Saves: Fort +4, Ref +6, Will +2
Abilities: Str—, Dex 17, Con — Int 1, Wis 12, Cha 2
Skills: Hide +11, Intuit Direction +5, Listen +9, Spot +9
Feats: —
Climate/Terrain: Warm forest, aquatic, or underground.
Solitary: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral
Advancement: 4-5 HD (Medium-Size), 6-10 HD (Large)

Shadow snakes are undead that are created by evil mages or, as in this case, the anger of a deity. They haunt the area where they lived in life and can be commanded by those that create them to guard an area or an item. Unlike a normal shadow, shadow constrictors drain their opponent's Constitution.

Combat

Shadow constrictors use their ability to hide and move through solid objects to their best advantage in combat. If they score a successful hit, they wrap themselves around an opponent and constrict. If they make a successful grapple check, they begin to drain the target's Constitution at the rate of 1 point per round.

Incorporeal Constriction (Su): When a shadow serpent constricts around a living creature, he drains 1 point of temporary Constitution per round. Any creature that is reduced to 0 Constitution by a shadow serpent dies.

Undead: The creature is immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Also, it is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: The creature can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. It can pass through solid objects at will, and its own attacks ignore armor. It always moves silently.

Shadow Serpent

Medium-Size Undead (Incorporeal)

Hit Dice: 3d8 (15 hp)
Initiative: +4 (Improved Initiative)
Speed: 30 ft., fly 40 ft. (good)
AC: 12(+1 Dex,+1 deflection)
Attacks: Incorporeal touch +3 melee
Damage: Incorporeal touch 1d6 temporary Strength
Face/Reach: 5 ft. by 5 ft./5 ft.
Special Attacks: Strength damage
Special Qualities: Undead, incorporeal, +4 turn resistance
Saves: Fort +1, Ref +3, Will +5
Abilities: Str—, Dex 13, Con—, Int 6, Wis 13, Cha 12
Skills: Hide +10, Intuit Direction +5, Listen +7, Spot +7
Feats: Improved Initiative
Climate/Terrain: Any land or underground.
Solitary: Solitary, gang (2-5), or swarm (6-11)
Challenge Rating: 3
Treasure: None
Alignment: Any
Advancement: 4-9 HD (Medium Size)

The serpent god Yig turned his priests into shadow serpents as a punishment for allowing the Valossan civilization to be destroyed by the Unspeakable One. They now haunt the temple of Yig, awaiting a release from their terrible existence. They look like shadows but are obviously shaped as serpent people.

Unlike most shadows, the shadow serpents do not all harbor hatred for the living. Although many attack the living on site, a few have managed to keep some semblance of their corporeal personality and intelligence. These few would rather converse with the living in an attempt to find a way to free their souls from the curse of undeath.

Combat

Shadow serpents linger in the temple chambers and quarters where they spent their lives in the service of Yig. They use their ability to hide and move through solid objects to their best advantage in combat.

Strength Damage (Su): When a shadow serpent touches a living creature, he drains 1d4 points of temporary Strength. Any creature reduced to 0 Strength by a shadow serpent dies.

Undead: The creature is immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Also, it is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: The creature can be harmed only by other incorporeal creatures, +1 or better magic weapons, or magic, with a 50% chance to ignore any damage from a corporeal source. It can pass through solid objects at will, and its own attacks ignore armor. It always moves silently.

Zombie Constrictor Snake

Huge Animal

Hit Dice: 11d8+11 (60 hp)
Initiative: -1 (Dex)
Speed: 10ft., climb 10 ft.
AC: 11 (-2 size, -1 Dex. +4 natural)
Attacks: Bite +13 melee
Damage: Bite 1d8+10
Face/Reach: 15 ft. by 15ft. (coiled)/10 ft.
Special Attacks: Improved grab, constrict 1d8+10
Special Qualities: Undead, partial actions only
Saves: Fort +2, Ref +1, Will +6
Abilities: Str 21, Dex 8, Con —, Int —, Wis 10, Cha 1
Skills: —
Feats: Toughness
Climate/Terrain: Any land, underground
Solitary: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 9-23 HD (Huge)

This zombie snake was created by the curse of Yig, although it is possible for similar snakes to be created by an evil mage or cleric through the usual means. In all other respects, this zombie reacts like others of its kind.

Combat

Zombie constrictors bite opponents first, then attempt to grapple them to use its constriction attack.

Constrict (Ex): This snake deals 1d8+10 points of damage with a successful grapple attack against opponents up to Large size.

Improved Grab (Ex): If the snake hits with a bite attack, it can then constrict.

Undead: This creature is immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Also, it is not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Partial Actions Only (Ex): Zombies have poor reflexes and can perform only partial actions. Thus they can move or attack, but they can only do both if they charge (a partial charge).



continued from page 1

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Handout A

*Milton Drac—the most honorable Sea Lord of Freeport—
cordially invites you to be his honored guest at the Grand
Lighthouse Ball. You have been awarded the Order of Drac
for your Bravery in defeating the evil councilor Verlaine.
Present this invitation at the gates of the Sea Lord's palace
to gain admittance to the festivities. Prepare yourselves for an evening of
entertainment you will not soon forget.*

Handout B

many a man can find the caves but they'll
never find me.

and the lads and I were carried away by the
rapids. Old Sven lost his balance and fell clear
out of the boat. We never saw him again.

At last we reached the beach. There was a huge
stone doorway at least half a mast tall and 20
planks wide. All kinds of drawings of snakes
were on the surface. Big carvings of a snake
and weird writing were on its front.

The head was the worst part of it. I told Tom
not to touch the damn thing but he wouldn't
listen. He said he will never be the same.

Finally, we all gave up and roped our way
back. I told the men to forget about that
passage, and we boarded it up so as none of us
would go down in a drunken fit.

Coming May 2001

Legions of Hell

A d20 System Monster Compendium

Written by Chris Pramas

Cover by Brom

MSRP: \$14.95

GRR1005

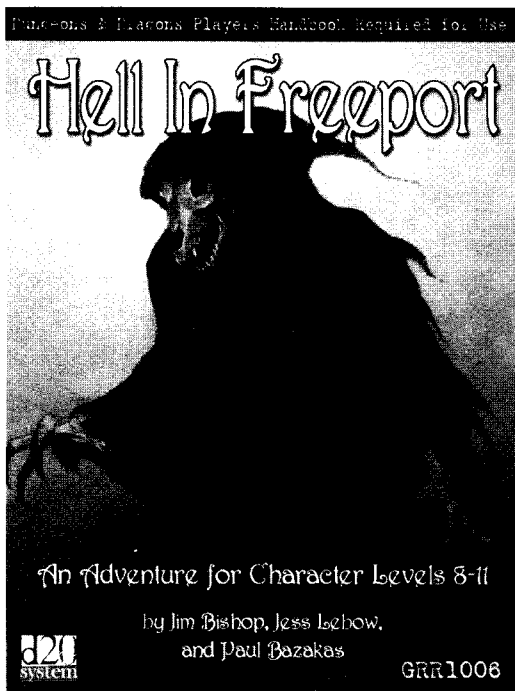
Chris Pramas is going to Hell...again. The author of the popular AD&D *Guide to Hell* returns to the pit in this 64-page sourcebook. This time the focus is on the inhabitants of the nine layers. In *Legions of Hell*, you'll find page after page of new foes, stunningly illustrated by top artists in the field. Full d20 System stats make this book a must for the serious fantasy roleplayer.

Your players will beg for mercy after facing the *Legions of Hell*!



Coming July 2001

Hell in Freeport



A d20 System Adventure

Written by Jim Bishop, Jess Lebow, and Paul Bazakas

MSRP: \$14.95

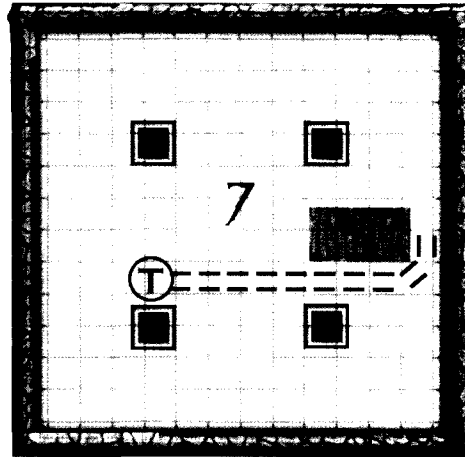
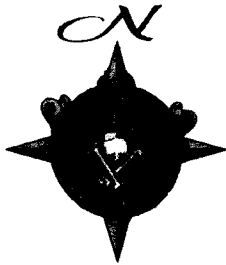
GRR1006

Freeport has never been in more danger! Infernal forces lurk in every alley and inn. Inquisitors and prophets of doom comb the streets, for the stench of evil hangs in the air. A city that is no stranger to dirty dealings and bloody paybacks is about to get a lesson in debauchery from the pros-the minions of Hell. It's a race against time as the heroes, or perhaps villains, of Freeport work to save themselves from the wrath of an ancient prophecy and from the hands of an infernal lich lord.

Hell in Freeport is a stand-alone, 64-page adventure that provides the perfect compliment to *Legions of Hell*. Only high level heroes need apply for this hazardous duty.



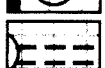

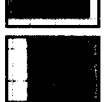
Recommended for characters level 8-11.

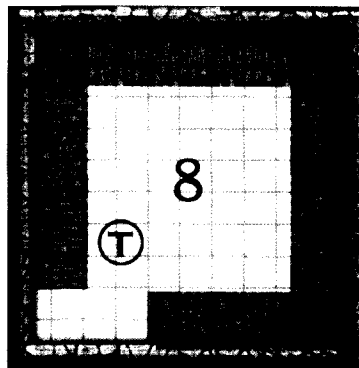
The Lighthouse "Milton's Folly"



Third Floor

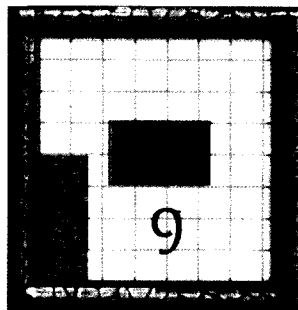
Key

-  column
-  trap door
-  trap door path
-  pedestal
-  stairs

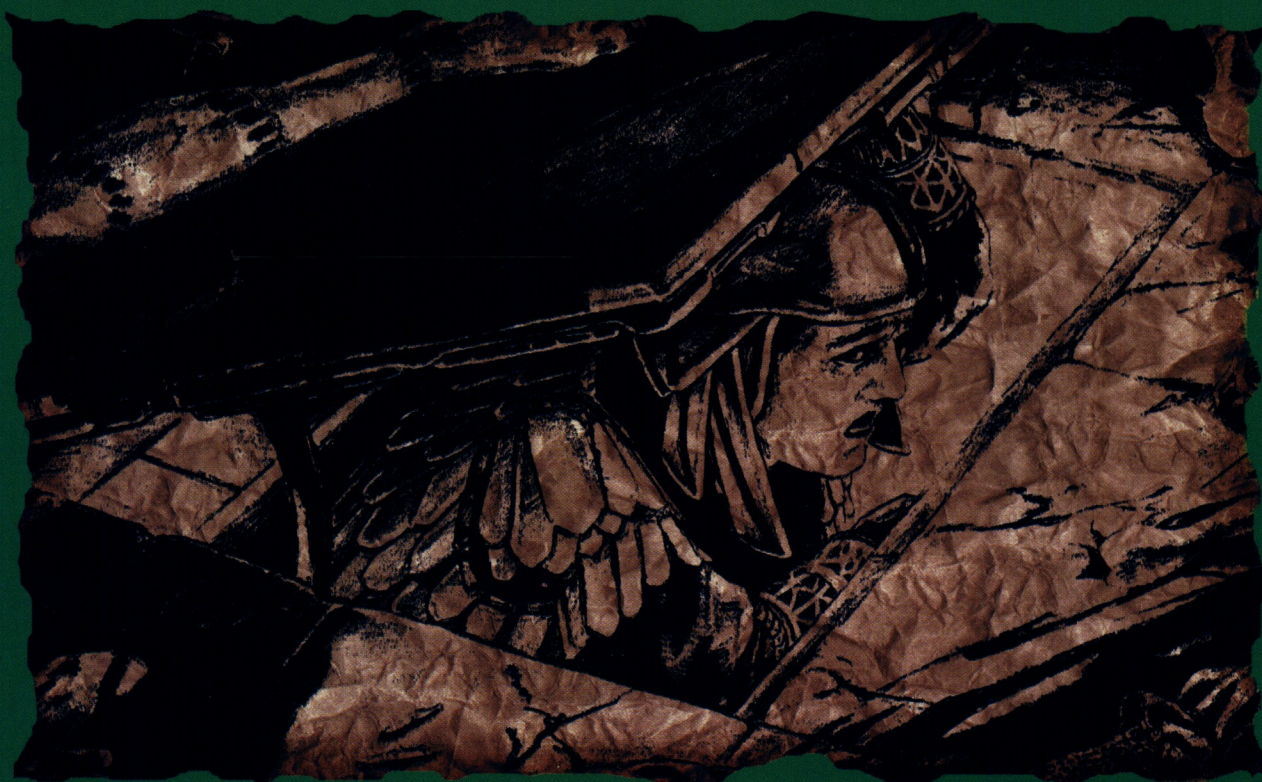


Fourth Floor

one square equals 5 feet



Fifth Floor



The Hour of Destiny is at hand!

In only three days, Sealord Drac will unveil the lighthouse known throughout Freeport as Milton's Folly. It's a race against time, as the PCs must discover the hideous purpose of Drac's creation before it is too late. Will the Brotherhood of the Yellow Sign summon forth the Unspeakable One once again, and send Freeport to a watery grave? Will Milton Drac turn himself into a dread god, and harrow the world with his malefic power? Or is the Sealord just a dupe of the Brotherhood, to be sacrificed for the greater evil of the Yellow Sign? These rumors and many more are whispered on the streets of Freeport, while foreign ships by the hundred sail into port for the lighthouse's debut.

Madness in Freeport is the action-packed conclusion of the Freeport Trilogy. The city's fate hangs in the balance, and only swift and heroic action by the PCs can foil Drac's sinister plan. Freeport will never be the same.

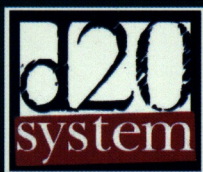
Madness in Freeport is brimming with information and adventure. Within these pages you'll find:

- The secret of Milton's Folly revealed at last! • A history of the Captain's Council and its role in the development of Freeport • A who's who of Freeport's movers and shakers • Three new monsters • Complete maps of the Lighthouse of Drac • Enough booty to make any pirate jealous! •



About Freeport

Freeport is an exciting fantasy city ready for use in any campaign. First seen in Chris Pramas's landmark d20 adventure *Death in Freeport*, the city has continued to grow in the Freeport Trilogy and in a series of free, online articles on our website. Stay tuned for the epic sourcebook, *Secrets of Freeport*, coming later this year from Green Ronin Publishing.



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