

Focus on Freeport #1: Falthar's Curios

By Chris Pramas

A d20 System Freeport Location

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Falthar's Curios is an out-of-the-way little shop in the Merchant District. Located on a street near the Warehouse District, the shop is wedged in between the Laughing Lady inn and a merchant's townhouse. Obscured in the shadows of two larger buildings, Falthar's Curios is easy to miss. A closer look shows the name of the place carved into the door in thirty odd languages. This is the first clue that the shop may contain more than pickled basilisk eyes.

Falthar

Falthar's family has tilled the soil for uncounted generations. Every once in a while, a footloose scion would leave the homestead in search of adventure. One such soul was Eli, Falthar's grandmother. She became a swordswoman of some repute, and her travels eventually led her to the planes. She returned home unexpectedly, heavy with child, and soon after bore an angelic little boy, Rodric.

Eli raised her son for the next several years, but found life around the farm as boring as she remembered it. She left Rodric in the care of her parents and went off again in search of her old companions. She returned home periodically, to tell tales of her adventures and shower her family with gifts. When Rodric was ten, however, Eli stopped coming home. No word of her fate ever reached the farm.

Rodric proved unlike his mother in almost every way. He loved the farm, and only left it when forced by circumstance. He felt he had a duty to his family, so he stayed at home and did his part. He married a local girl and had four children. The third of these was named Falthar. It was soon apparent who was the inheritor of Eli's spirit.

Falthar was a precocious child, the question why always ready at his lips. He did his work as requested but his eyes were always fixed on the horizon. Rodric stubbornly kept the youngster on the farm for as long as he could, but eventually he agreed to send the boy to a temple school in the local town. There he came to the attention of the wizard Thiril, who took him on as an apprentice.

Falthar was a gifted student, and took to magic easily. When he had read every book in Thiril's library and learned all the magic she could teach, Falthar took to the road. Like his grandmother, he had many adventures. Unlike her, he found that he preferred knowledge to constant life and death situations. After ten years of travel, including a stint on the planes in search of his grandmother's fate, Falthar was ready to cease his roaming. He had been to Freeport many times, and decided it was an ideal place to set up shop. He would have ready access to the Temple of the God of Knowledge, and all manner of exotic people and goods passed through the port.

Falthar opened his shop fifteen years ago. It took him awhile to build up a real clientele, but he had enough money from his adventuring days to keep him going. After a couple of years, he earned a reputation as an expert identifier of magic items. He not

only teased out an item's powers; he also discovered its history and prominent owners. These skills ensured that a plethora of magic items passed through Falthar's hands, and the wizard delighted in learning the story of each one.

Word on the Street

Characters in Freeport can hear about Falthar's Curios in any number of ways. Should the PCs ever try to find a purchaser for old tomes, or minor magic items, they'll likely be sent in Falthar's direction. He is also well known at the Temple of the God of Knowledge, where he can found at off-hours doing research and consulting with the clerics. In rare cases, Falthar may actually seek out the PCs. He has many contacts in Freeport, and may be tipped off about items in the PCs' possession.

The Shop

Falthar's Curios is only 15 feet wide, but it's a good 50 feet long. It almost seems that the building was an afterthought, crammed between two existing structures with little regard for functionality. Falthar has made it work though. The front room is stuffed with curiosities, from floor to rafters. Here customers can find many exotic and colorful items, but none of magical power.

The front room is the domain of Nell, an aspiring bard whose been working for Falthar for several years. Red haired and lithe, Nell dominates the small room with her chirpy voice and authoritative harangues. She can tell you what bird the rare feathers came from, or why those fruits only grow in the shadows of a volcano, or how that ethereal marauder was turned to stone. In short, Nell is the public face of Falthar's Curios. She deals with the average cityfolk, and feels out those who have legitimate business with Falthar.

Behind the counter at the far end of the Front Room, there is a sliding door that leads into Falthar's workroom. This is where the wizard can be found most of the time, working magic and doing research. He keeps magic items that he's currently working on in an iron trunk that's bolted to the floor (and arcane locked for additional protection). In addition to a desk and numerous shelves of reference works, the room is littered with lenses, measuring devices, scales and the like. Scorch marks on the ceiling indicate that accidents have been known to happen here.

A narrow staircase leads from the workroom to the second floor. The entirety of this floor is given over to Falthar's quarters and private library. The windows here are barred just in case. Most thieves know to keep away from wizards, but Falthar prefers to be safe. After Nell leaves each evening, Falthar casts an alarm spell in the Front Room. Falthar will thus be alerted if anyone breaks into the downstairs while he's asleep.

The back corner of the upstairs is the living area, with a small but comfortable bed and table for eating. Falthar doesn't have the time or facilities to cook for himself, so he usually sends Nell to fetch him food from the Laughing Lady next door.

The rest of the room is given over to Falthar's passions: magic and knowledge. He keeps volumes of journals and notebooks, as well as tomes collected from all over the world (and a few from beyond). Of particular note is a bureau with 30 thin drawers. Each drawer contains a minor magic item in a felt lined box, and a scroll describing its history.

Services

Falthar provides two levels of service for his customers. For those who want quick and dirty answers, he casts spells for a fee. His most popular spells are identify and locate object. He charges a little more than the going rate for this service, because he prefers to delve into the history of the items he studies. He gets a little patronizing with adventures that want to know what an item can do instead of what it has done.

Rates do not include the cost of spell components. Identify spells thus cost 190 gp (90 gp plus 100 gp for the required pearl).

Falthar prefers to have items left with him. He can then dig in and do some real research. In this case Falthar does not charge per spell, instead charging an inclusive fee based on the length of research. His usual rate is 200 gp a week. For that amount, he'll tease out magical abilities and put together a report on the item's history and notable owners. Most items take no longer than a week for him to research. Particularly ancient or famous items may occupy the Loremaster for a month or more.

Falthar also purchases exotic and magical items. He pays a sliding scale, depending on how interesting an item is. He'll thus pay less than the going rate for some items, but considerably more for others.

Spell Level Rate

Spell Level	Cost
1 st level	90 gp
2 nd level	180 gp
3 rd level	270 gp
4 th level	360 gp

Adventure Hooks

PCs have several good reasons to frequent Falthar's Curios. They can get magic items identified, or sell extraneous loot. DMs can also center adventures on the shop or its proprietor. Below are a few ideas:

1. Falthar's Curios is burglarized. If the PCs are on friendly terms, he may hire them to get back some of the missing items. He may loan the PCs some unusual items to carry out the mission. This may be a routine thievery or something more sinister. One thing is for sure; it took more than luck to break through Falthar's magical defenses.

- Falthar receives word that his grandmother may yet be alive on the planes. He could either ask the PCs to accompany him (the planes are not a place one should go alone), or ask a PC wizard to run the shop for him. The first option is more appropriate for mid to high level characters, while the second could be a fun low level adventure.
- Falthar's research turns up reference to a lost artifact. He recruits the PCs to find it. His offer is tempting: the PCs can keep the item if he studies it for one year first. He also offers to pay all expenses for the expedition.
- The celestial blood in Falthar's veins is more important than anyone guessed. His very existence threatens a scheme agents of Hell are hatching in Freeport. The PCs find themselves swept up in events as the forces of Good and Evil clash on the streets.

Falthar & Nell

Falthar, male Aasimar Diviner 5/Loremaster 3: HD 8d4+16; HP42; Init: 0; Spd 30 ft.; AC: 14 (ring of protection +2, amulet of natural armor +2); Atk melee +3 (1d6-1/quarterstaff); AL NG; SV Fort +4 (+1 Wiz, +1 Loremaster, +2 Con), Ref +3 (+1 Wiz, +1 Loremaster, +1 Avoidance), Will +10 (+4 Wiz, +3 Loremaster, +3 Wis); Str 8, Dex 10, Con 14, Int 18, Wis 16, Cha 12

Skills: Alchemy +6, Appraise +7, Concentration +4, Decipher Script +8, Gather Information +4, Knowledge (Arcana +16, Geography +6, History +8, Local +10, Nature +6, The Planes +14), Scry +6, Spellcraft +8, Use Magic Device +5

Feats & Class Abilities: Brew Potion, Extend Spell, Maximize Spell, Scribe Scroll, Skill Focus (Knowledge Arcana); Loremaster Secrets—Avoidance, Instant Mastery; Special Qualities—Acid, cold, and electricity resistance 5, light once per day

Spells: These are Falthar's typical spell choices. Feel free to provide him with other specialized spells. 0-Level—*arcane mark, detect magic, detect poison, mage hand, resistance, read magic*; 1st Level—*Alarm Comp. Languages Identify Magic Missile Tenser's floating disc*; 2nd Level—*arcane lock, detect thoughts, locate object, knock*; 3rd Level—*clairaudience/clairvoyance, hold person, secret page, tongues*; 4th Level—*minor globe of invulnerability, Rary's mnemonic enhancer, scrying*

Magic Items: amulet of natural armor +2, brooch of shielding, candle of truth, dispel magic wand (53 charges), goggles of minute seeing, ring of mind shielding, ring of protection +2

Nell, female Human Bard 2: HD 2d6+2; HP 14; Init +2; Spd 30 ft.; AC 14 (leather armor +2, Dex +2); Atk melee +3 (1d6+1/rapier); AL NG; SV: Fort +1, Ref +5, Wil +2; Str 10, Dex 14, Con 12, Int 13, Wis 8, Cha 15

Feats & Class Abilities: Dodge, Weapon Focus (rapier)

Skills: Appraise +4, Diplomacy +6, Gather Information +5, Knowledge (Arcana +4, History +3, Local +5), Listen +2, Sense Motive +3

Spells Prepared: This is a typical sampling. 0-Level—*daze, detect magic, light, mending, open/close, read magic*; 1st Level—*charm person, grease, silent image*

Magic Items: rapier +1

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Focus on Freeport #2: The Freeport Pirate

By Chris Pramas

A d20 System Prestige Class

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The Life of a Corsair

As is well known, pirates founded the great city of Freeport. Although Sea Lord Drac gave Freeport the veneer of legitimacy, the city retained its buccaneer spirit. While modern day Freeport is a port of call for merchants the world over, it remains a haven for those living outside of the law.

The Freeport Pirate is the inheritor of a great legacy. He maintains a code passed on from captain to captain since the founding of the city. While the Captain's Council plays politics and makes grand alliances, the pirates live life as they always have. A fast ship, a stout crew, and sharp steel is all a pirate needs.

That being said, piracy these days is a quite a bit different than the days of yore. The well-organized navies of the continental nations are dangerous opponents, and few pirate captains have more than one ship under their command. These days Freeport Pirates must range further afield, and take longer voyages, to find ripe pickings. Many head east, fueled by tales of spices and riches, while others harry the humanoid coastlands in the distant south. No one on the continent sheds any tears for the kuo-toa, orcs, or lizardfolk who fall to pirate cutlasses.

Fighters and rangers are most likely to become Freeport Pirates, closely followed by rogues and barbarians. Bards and sorcerers are unlikely pirates, but their high Charismas make can make it work. Clerics of maritime gods sometimes become pirates, as do druids that focus on the element of water. Monks and paladins never become Freeport Pirates, due to their lawful natures.

Class Skills and Attributes

Skills: Balance (Dex), Climb (Str), Craft (shipbuilding, sailmaking) (Int), Intimidate (Cha), Intuit Direction (Wis), Knowledge (boating, cartography, Freeport legend or history, geography, navigation, sea lore) (Int), Profession (sailor) (Int), Spot (Wis), Swim (Str), Use Rope (Dex).

Skill points at Each Level: 4 + Int modifier.

Hit Dice: d10

Requirements

To qualify to become a Freeport Pirate, a character must fulfill the following criteria.

Alignment: Any non-lawful.

Base Attack Bonus: +4

Feats: Dodge, Weapon Focus (Cutlass or Boarding Pike).

Knowledge (Sea Lore): 2 ranks

Profession (Sailor): 4 ranks

Swim: 4 ranks

Voyages: A character must take at least three voyages as a crewman on a pirate ship.

Class Features

Weapon and Armor Proficiency

The Freeport Pirate is proficient with all simple and martial weapons, but no type of armor. Wearing armor on the high seas is suicidal, and it is avoided by any pirate worth his salt. Freeport Pirates can also use the cutlass with the *Weapon Finesse* feat.

Common pirate weapons include the cutlass (as scimitar), the boarding pike (as shortspear), the belaying pin (as club), and the gaff (1d4, x3).

Special Abilities

Sea Legs

A pirate spends years at sea, and learns to stay on his feet during fair weather and foul. A Freeport Pirate gains a +2 competence bonus to all Balance checks. Furthermore, a successful check allows a full move instead of a half move. A failed check still means no movement at all.

Reckless Abandon

No one fights quite like a pirate. Scorning armor, the pirate defies death with style and panache. Due to his fearlessness and swashbuckling demeanor, the pirate adds his Cha bonus (if any) to his Dex bonus to modify his Armor Class. This bonus is lost if the pirate wears any armor. You can't look fearless while hiding behind a tower shield!

Rope Monkey

Experienced seamen can climb rigging and ropes with the speed and dexterity of monkeys. Starting at 2nd level a pirate retains his Dex bonus to AC while climbing or fighting on rigging, ropes, or even masts. Furthermore, opponents gain no bonus to hit in these circumstances.

Animal Companion

If the character desires, he can gain an animal companion on reaching 2nd level. Treat this as the *animal friendship* spell, though the ability is not magical in nature. Common animal companions include parrots and monkeys, but others are also possible. This is an extraordinary ability.

Press Gang Thwack

Not everyone chooses the pirate life. Sometimes a captain needs more crew, and the only way to get them is by force. A Freeport Pirate quickly becomes an expert at subduing landlubbers. Starting at 3rd level he can use weapons to deal subdual damage without taking the normal -4 penalty to hit. The quick crack to the back of the skull has become known as the Press Gang Thwack in Freeport. (see pages 134-135 of the PH for rules on subdual damage).

Superior Weapon Focus

At 4th level the pirate gains +1 bonus to hit with either the cutlass or the boarding pike. This bonus stacks with any existing Weapon Focus feat.

Life is Cheap

In the chaos of close-quarters shipboard fighting, pirates must be quick to survive. Foes must be dispatched with alacrity, and pirates learn effective if messy techniques to do so. At 5th level the Freeport Pirate can perform a coup de grace as a standard action instead of a full round action.

Lightning Parry

At 6th level a pirate with a light weapon in his off-hand can use it to parry incoming melee attacks. This adds +2 to the pirate's AC for the round, and the off-handed weapon cannot be used to attack while executing a lightning parry.

Lungs of Legend

At 7th level a Freeport Pirate learns to survive underwater for extended periods of time. He can hold his breath for a number of rounds equal to quadruple his Constitution, instead of double Con as normal. See page 85 of the DMG for full rules on drowning.

Superior Weapon Specialization

At 8th level the pirate gains a +2 to bonus to damage with either the cutlass or the boarding pike. This bonus stacks with any existing Weapon Specialization.

Fearsome Reputation

By 9th level such is the pirate's reputation that many foes flee at the mere sight of him. By announcing his presence and taking a dramatic action (like holding up the severed head of an enemy, for instance), a Freeport Pirate achieves the same effects as a *fear* spell cast by a 9th level sorcerer (use the pirate's Cha to determine DC). This is an extraordinary ability that can be used twice a day.

Pirate's Curse

At 10th level the Freeport Pirate gains his most feared ability: the Pirate's Curse. In his last moments of life the pirate can pronounce a curse on a person or small group of people (no more than 1d4+1). This is a supernatural ability that has the same effect as a *bestow curse* spell cast by a 20th level sorcerer (and again using the pirate's Cha for DC). Typical targets include the pirate's killers or those who steal his treasure. The curse may be given a trigger ("May my curse strike down the first scurvy dog to wield my cutlass in battle."). DMs should feel free to make up curse effects other than those listed in the PH. Curses should be both vengeful and appropriate to the crime. The dead pirate's ghost haunting the family of his killer for three generations, for instance, has a lot more flavor than a simple die roll penalty.

Table 1: Freeport Pirate

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Sea Legs, Reckless Abandon
2nd	+2	+0	+3	+0	Rope Monkey, Animal Companion
3rd	+3	+1	+3	+1	Press Gang Thwack
4th	+4	+1	+4	+1	Superior Weapon Focus
5th	+5	+1	+4	+1	Life is Cheap
6th	+6	+2	+5	+2	Lightning Parry
7th	+7	+2	+5	+2	Lungs of Legend
8th	+8	+2	+6	+2	Superior Weapon Specialization
9th	+9	+3	+6	+3	Fearsome Reputation
10th	+10	+3	+7	+3	Pirate's Curse

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Focus on Freeport: December 2000

Reikert Lloyd, Captain of Verlaine's Guard

By Robert J. Toth

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

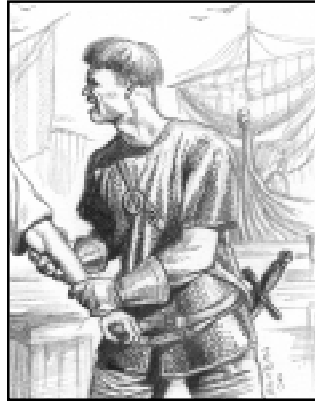
Unlike most thugs-for-hire, Lloyd came from the right side of the tracks. For decades, his family made candles and shipboard lanterns out of a large shop in the Old City. Lloyd, the third-youngest of four children, didn't stand to get his hands on the family business; at the same time he resented his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

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

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

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

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



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

Adventure Seeds

An Old Acquaintance

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

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

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

A New Ally

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

Reikert Lloyd, male human Ftr4

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

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

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

Focus on Freeport #4: The Captain's Council

By William Simoni

with additional material by Chris Pramas

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The Captain's 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 that they profit from all of the above. The Captain's 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 he couldn't simply disregard the captains of Freeport, or his lordship would be over in a matter of days. His compromise solution was the creation of the Captain's 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. These men became the first Captain's Council of Freeport. Under their rule Freeport grew and prospered.

Changing of the Guard

As the city grew it changed in ways that the pirates could not have anticipated. The captains on the council began to settle down and consolidate their power within the city, becoming the de facto nobility of Freeport. Stability in the government improved prospects for trade and 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 tradesman. 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 Captain's 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 Captain's 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 Captain's Council would not only approve nominations for Sea Lord but also approve nominations for new council members. This would force the Sea Lord to work with the council to rule the city and provide a check to his absolute power.

The Council Grows Stronger

About thirty 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.

He 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 twelve, Grossette argued. Each of the councilors would then be given an area of the city to control and use their own forces to calm the populace. Once order was restored, martial law would be lifted and the council returned 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 would become a problem itself if not watched carefully. The situation in the city was worsening, however. Many believe that Antonio and his fellow councilors allowed things to deteriorate intentionally to force the Sea Lord's

hand. Whatever the truth, the city was in bad shape. Corliss finally agreed to Antonio's plan but he insisted on choosing the men who would be added to the council himself.

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 recovering nicely and looking forward to a speedy recovery. 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 that they did not have to give up their newfound power. Corliss was outraged and threatened to use the military to remove the councilors, making civil war a very real possibility. Into this impasse stepped Antonio Grossette. He offered Corliss a choice. Face civil war to remove the councilors, or leave the councilors in power and 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 twelve members henceforward. The councilors then disbanded their forces and a new era in Freeport began. Antonio had increased the size of the council and at the same time diminished some of the powers of the Sea Lord.

Anton's Gift

Anton Drac assumed power in Freeport almost 30 years ago. Fortunately he was able to undo much of his older brother Marten's damage. During this time the Captain's 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. Marten Drac had passed the law to make certain that the Sea Lord would be a descendent of the original Captain Drac.

When the council realized that Anton would not budge on the succession issue, they decided to change their 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. This meant that the council would have to have at least seven members vote against the Sea Lord to elect their own nominee.

The council initially was not pleased with Anton's suggestion. They held out for many years hoping that they could get a more favorable result. 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 they 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 Captain's Council limits his powers. In four important areas the Sea Lord must gain the approval of the council before proceeding. These are: declarations of war, entering into treaties with foreign powers, allocations of city funds, and the levying of taxes.

Councilors hold their posts for life, with one exception (*see Madness in Freeport* for details on this), and can only be removed otherwise by vote of the council. If a councilor is murdered, a family member has the right to assume his seat. 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.

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 votes. If there is a tie, the nominee of the Sea Lord is automatically elected.

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 have influence in important segments of Freeport's population.

The Current Council

Details on the current members of the Captain's Council can be found in *Madness in Freeport*, coming soon to a game store near you. All of the councilors are described, and the PCs will get the chance to meet and greet the people who run Freeport.

Focus on Freeport #5: Holiday in the Sun

By Chris Pramas

A d20 System Freeport Adventure for Characters Level 2-4

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Two hundred years ago, the first Sea Lords of Freeport (Drac and Francisco) took the combined fleet of the city on a three month long journey of pillage and plunder. Known as the Great Raid, this action netted the city more booty than it had ever seen, and established the reputation of the Sea Lords. Although Drac and Francisco were later to struggle bitterly for rulership of the city, the Great Raid is remembered proudly by the people of Freeport.

This pride manifests itself in a yearly holiday, marking the day that the fleet returned to harbor. Known as Swagfest, this celebration shuts the city down for the better part of two days (one day to party, one day to recover and clean up). Many special events are held during Swagfest, and local luminaries never miss the opportunity to butter up the public.

Adventure Synopsis

Through planning or happenstance, the PCs are in Freeport for Swagfest. Since it's a maritime city, many of the holiday's events are held down by the docks. The PCs are in the thick of the action as Captain Lydon kicks off the day's festivities. Everyone knows that Lydon is stumping to join the Captain's Council, and he's sponsoring some of the fun as a prelude to his bid. As Captain Lydon begins a speech, the PCs notice a furtive assassin and foil an attempt on the good captain's life.

The captain is grateful but downplays the seriousness of the incident. He goes on to host several other events, which the PCs can join in. In the late afternoon, it's time for the Rat's Run. Hundreds of people chase a dire rat through the streets. The rat leads everyone on a merry chase, and eventually disappears into a dilapidated building. Inside the PCs find something they didn't expect: an Aranea's lair filled with cocooned festival-goers.

Part One: A Knife in the Back

It's a bright and sunny day in the city of Freeport. The city is abuzz with activity because today is Swagfest, one of the city's most important holidays. Celebrating the Great Raid of Sea Lords Drac and Francisco, in which the fleet of Freeport terrorized the maritime nations for three months and brought back loads of booty, Swagfest is a day long party that shuts the city down with revelry.

Like most of the city's inhabitants, you find yourselves making your way down to the harbor. Captain Lydon, a well-known sea dog, is set to launch the festivities at 9 am sharp. You muscle your way through the crowd until you find a good spot to watch the Captain. He and his cronies are standing on a temporary stage near a long pier. The sun says it's nearly nine o'clock.

Give the PCs a few minutes to ask questions and get situated. They'll likely be curious about Captain Lydon. PCs can make Gather Info checks. Depending on their rolls, they can find out the following info:

Dirt on Captain Lydon

DC	Information
10	Captain Lydon's been on the seas for years. They say he once scared away by ogre by showing off his rotten teeth!
15	Word on the street is that Captain Lydon is pushing for a seat on the Captain's Council. He's sponsoring many Swagfest events to gain public support.
20	Some say Lydon's interest in politics is linked to his waning fortunes as a merchant. Maybe he wants some of Drac's dirty money.
25	Lydon owes a big gambling debt to Finn, a notorious crimelord.

After a short wait, a young lad on stage blows a trumpet and the crowd quiets down. Captain Lydon, a big fellow with long scraggly hair, steps forward. Raising his hands, he addresses the crowds.
"Arrrrggghhhh, mateys, and welcome to Swagfest! It be my honor to begin the festivities this year. As ye well know, Sea Lord Drac be busy with his lighthouse, so it falls on your humble cap'n to take this duty. Are ye ready for plunder and pillage?"

The crowd roars its approval. Captain Lydon continues his speech, but it's hard to hear him over the shouts of the crowd. Have the PCs make Spot checks (DC 20) at this juncture. Anyone that succeeds catches a glimpse of a hooded figure slipping through the crowd towards the rear of the stage. The figure is

only visible for a second, and then melts back into the crowd.

The PCs have spotted Jesswin, a hitwoman hired by Finn to take care of Captain Lydon. It seems the Crimelord was not excited that Lydon chose to spend his money on Swagfest, rather than paying off his debt.

“Two hundred years ago,” shouts Captain Lydon, “the fleet of Freeport first took to the waves. Two mighty captains had we, and the landlubbers shuddered as the captains gave ‘em fire and Freeport steel!”

Jesswin inches closer to the stage and draws a dagger. Unless interrupted, she plunges her own Freeport steel into Captain Lydon’s back. Let the PCs make a second Spot check, this time opposed by Jesswin’s Hide check (her Hide skill is +11). Characters that succeed can take a partial action before Jesswin strikes.

When the fight breaks out, the crowd goes crazy. Anyone not on stage has their movement cut in half and takes a -4 penalty on all attacks and skill checks to the jostling of the crowd.

Combatants:

Captain Lydon, male human Exp6: 20 hp, AC 12.

Jesswin, female human Ass1/Rog5: CR 6; Medium-size humanoid (5 ft. 6 in. tall); HD 6d6; hp 26; Init +3 (Dex); Spd 30 ft.; AC 16 (+3 Dex, +3 leather armor); Atk melee +8 (1d4+4/19-20/x2, +2 dagger), ranged +6 (1d4+2/19-20/x2, dagger); AL NE; SV Fort +1, Ref +9, Will +1; Str 14, Dex 16, Con 11, Int 14, Wis 10, Cha 12.

Feats and Class Abilities: Death Attack, Dodge, Evasion, Mobility, Point Blank Shot, Poison Use, Sneak Attack +4d6, Uncanny Dodge, Weapon Focus (dagger).

Skills: Balance +6, Bluff +7, Climb +6, Disable Device +9, Disguise +9, Escape Artist +7, Gather Info +7, Hide +11, Jump +6, Listen +4, Move Silently +11, Open Lock +7, Read Lips +4, Search +4, Spot +6, Swim +5, Tumble +7

Spells Prepared (1): 1st—*obscuring mist*

Magic Items: +2 dagger, gloves of arrow snaring

Tactics: Jesswin is there to kill Captain Lydon, and this she’ll try to do unless the PCs get in her way. She has studied her target for the required three rounds, so she’ll be able to make a Death Attack if she has the chance. She fights with a dagger in her right hand and her left hand free. This allows her to use her *gloves of arrow of arrow snaring*, or toss throwing daggers when needed.

Once the fighting starts, the Captain’s cronies try to spirit him away if possible. If Jesswin realizes that she’s surrounded and outnumbered, she makes a break for the dock. Rather than fight the crown into town, she’ll try to sprint down the dock and dive into the harbor, making use of her Mobility feat to get by pesky PCs. If she makes it into the water, she gets away clean.

Development: If Jesswin is captured, she admits nothing. The city watch shows up soon after, and takes her away “for questioning.” At the DM’s option, Jesswin could escape (or be sprung) and come back to haunt the PCs at a later date. They did, after all, ruin her rep.



Part Two: Fun for Everyone

With the attack (hopefully) beaten off by the PCs, the festivities can continue. Captain Lydon quickly thanks the PCs and then harangues the crowd into coming back. “There are ten kegs of ale heading this way, if only ye’ll stay!” With that, everyone calms down and the holiday is back on.

Lydon turns to the PCs. “Thank ye, for saving an old salt,” he says. “Stay by me and we’ll have a fine day yet.” If asked about the nature of the attack or warned to get off the streets, Captain Lydon waves the PCs off. “Nothing to worry about,” he asserts, “and there be a festival to run!”

“Francisco be not the only cap’n with a knife in his back,” jokes Captain Lydon. “Now, while we wait for the ale, let Swagfest commence!”

“As ye all know, the Great Raid did Freeport proud. And no pirate did more than One-eyed Jack. Lashed to the mast of Cap’n Drac’s flagship during a storm, he fought off over a dozen fishmen of the deep with only a belaying pin. Truly a salt to be reckoned with. Now, are ye ready for One-eyed Jack’s Stand?”

The crowd once again roars its approval. Captain Lydon makes his way to the scene of the first event, and he motions the PCs to follow him. A short distance away is a circle of packed earth with a large wooden pole driven into its center. A rope dangles from the top of the pole.

The rules of the game are simple. Contestants take the role of One-eyed Jack. They are tethered to the pole with the rope and given a padded club. A dozen sailors play the fishmen (AKA sahuagin) and they are armed with "harpoons" (actually padded staves). The fishmen attack One-eyed Jack until they are all defeated or Jack is unconscious. The contestant that defeats the most fishmen wins. Anyone that defeats all twelve fishmen wins automatically. Anyone that takes off the tether automatically loses.

Combatants:

12 human "fishmen" War1: 5 hp, Init. +1, AC 14, Atk +2 melee (1d6+1 subdual, padded staff).

Tactics: The sailors begin by attacking in ones and twos to test the opposition. All damage dealt is subdual damage, so one is in any real danger. If an opponent is worthy, the sailors begin to use teamwork. They'll try to flank "Jack" at first. If that doesn't work, they may try to overbear him or use special attacks like trip.

Treasure: The prize is "Jack's Eye," a jewel worth 25 gp. To determine the best NPC candidate, roll d8+3. One of the PCs must at least beat that number to gain the prize.

Development: Of course, gambling is rampant during the bouts. Rogues can have quite a field day playing the odds. Spellcasters may be tempted to cheat on behalf of their friends. Woe to them if the crowd catches them cheating though!

Part Three: Chasing the Rat

While One-eyed Jack's Stand is in progress, the ale carts arrive. The crowd's mood gets even jollier as the ale flows. Out in the harbor, several ships perform reenactments of famous engagements of the Great Raid. Throughout the day, inns and taverns do a brisk business with those more interested in hard drinking than fun and games. The PCs can do a bit of exploring if they like, but bring them back to Captain Lydon in mid-afternoon.

The action returns to the stage after lunch.

Captain Lydon mounts the stage again, and the crowd cheers for the old captain. He hoists a tankard and toasts the rowdy citizens of Freeport. The crowd responds with many shouts of "long live the Cap'n!" He smiles, exposing his terrible teeth, and clears his throat. "Alright, lads and lassies, time for some more fun. Ye all know that Captains Drac and Francisco chased the fat rats up and down the sealanes. Well, now it's yer turn!"

Lydon drags a small chest on stage and opens it carefully. He reaches inside with both hands, and pulls out something large and furry. The crowd recoils as he hoists aloft...a dire rat! At least three feet long and full of fight, the rat squirms in the captain's hands.

"The first salt to bring me back the fat rat gets the treasure. And remember he's worth more alive than dead!"

With that, Captain Lydon throws the huge rat in the midst of the crowd and pandemonium ensues!

In the press of the crowd, it's not possible to catch the dire rat at first. The best that can be hoped for the first few minutes is to keep it in sight. Have the PCs make Spot checks (DC 15) to keep track of the rat's general direction. Check results of 20 or better put the PCs right on track.

Due to circumstances, this is more a test of endurance than speed. With folks running in all directions (many, especially children, trying to desperately get AWAY from the rat), it's hard to build up speed. Have the PCs make Con checks (DC 15). Those with the Endurance feat gain a +4 bonus. Those that make it keep up with the rat. Those that fall behind can make Spot Checks (DC 12) to keep their friends in sight.

Play up the chaos of the crowd scene. Bullies may try to pick fights with some of the PCs ("that rat is mine!"). Children in

Further Adventures

Here are a few ideas for followup adventures stemming from *Holiday in the Sun*.

The Aranea's Origin

The PCs did not find out much about the Aranea or why it was in Freeport. Perhaps its presence was no coincidence. Was the Aranea put in Freeport by a higher power? If so, who, and will they be put out that their agent is dead?

Lydon's Debt

Captain Lydon still owes a big chunk of change to Finn, the crimelord. He may ask the PCs for assistance in this matter. They have proven themselves tough and capable after all. Similarly, he may ask them to be his bodyguards, or undertake a dangerous (yet potentially profitable) mission for him.

Finn's Vengeance

Speaking of Finn, he may want a piece of the PCs after the events of Swagfest. They foiled his assassin and helped Captain Lydon pull off his PR coup. When crimelords are unhappy, their followers are unhappy, and when their followers are unhappy, people wind up floating face down in Freeport harbor.



them. His jaws work futilely as he tries to gnaw his way free. Around the room are several large cocoons, some as large men.

Deep in the shadows you suddenly see a pair of eyes. An arachnid form is just visible in the webs. As mandibles click, a raspy voice emerges from this abomination. "If you leave now, I'll let you live," it whispers.

The characters have caught the Aranea in its spider form. Normally, the creature walks among the people of Freeport as a dwarf (using its Alternate Form ability). Swagfest was too good of a feeding opportunity to pass up, and several citizens have already been bound up for consumption.

Creature:

Aranea (see MM, page 19): 25 hp, Spells: 6 0-level^{3/4} *dancing lights, daze, flare, ghost sound, open/close*; 6 1st-level^{3/4} *cause fear, hypnotism, shield*

Tactics: The Aranea uses spells first, while the PCs make their way through the webs. Only when cornered does it resort to melee combat, and then it tries to use its poison to best effect (attacking the strongest looking party member, for instance).

Treasure: Hidden in the back corner, under several strands of webs, are a number of sacks. They contain: 5,000 sp, 300 gp, and one vial of *oil of slipperiness*. There is also a sheathed +1 rapier.

Development: Some of the cocooned victims may still be alive. This is an ideal time to introduce NPCs to your campaign. Today's rescued victim is tomorrow's adventure seed.

danger of being crushed may need rescuing. Finally though, most of the crowd will be left behind. The rat runs into Scurvytown, the poor part of Freeport. Have the PCs make one last Spot check (DC 10) to see the rat disappear through a basement window.

Part Four: A Bigger Problem

You see the rat dive through an open window and into the dark basement of a dilapidated building. You've left most other pursers behind, many because they wouldn't be caught dead in Scurvytown.

The PCs find the house deserted. They can crawl through the window after the rat, or go into the house and down a set of stairs. Either way they end up in a short hall that ends with a door that's slightly ajar.

PCs that make a Listen check (DC 15) hear a faint clicking. When they open the door, they are confronted with the following scene.

The door swings open to reveal the rat all right, but he's in no condition to fight back. The room is filled with arcing webs, and the rat is firmly caught amongst

Part Five: Bedlam Hour

If the PCs return to Captain Lydon with the rat in tow, the crowd cheers them. The cap'n says he knew they'd win out all along. It is up to the PCs to decide if they want to tell the story of the Aranea or not. If they do, and especially if they bring graphic proof, they are treated like heroes.

After the Aranea's horde though, the "treasure" for the capture of the rat may seem small (a case of exotic spices worth 75 gp). Sometimes being a hero is its own reward.

The PCs return while there's plenty of Swagfest left. That means they can party until dawn if they want to. Having just received handsome gifts in public, they should watch their backs though. This is Freeport after all!

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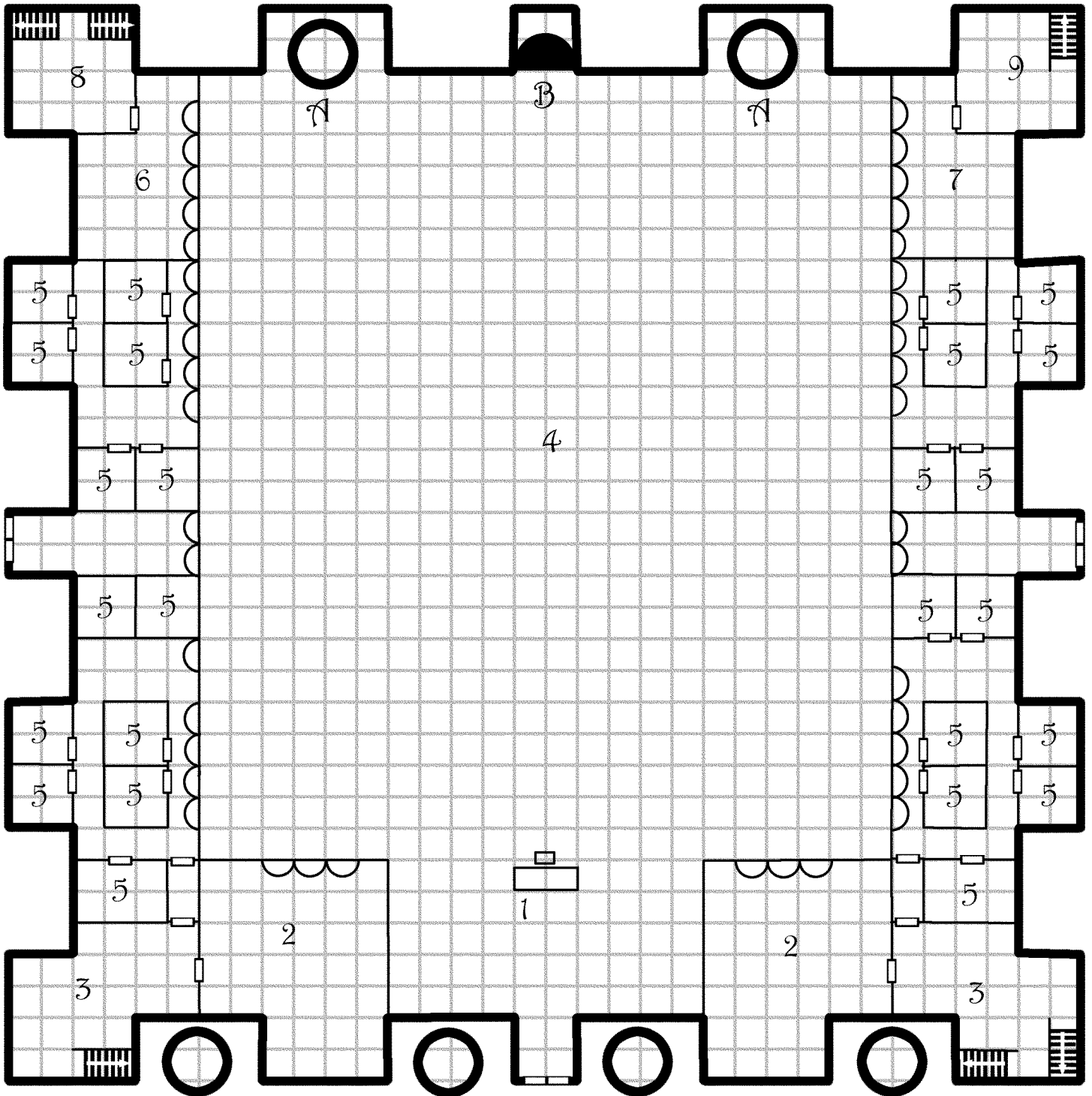
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Focus on Freeport Number Six: The Temple of the God of Knowledge

A Freeport Location by Bill Simoni

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See the next page for room descriptions

Room Key

This temple is the center of worship of the God on Knowledge in Freeport. There are 26 10x10 cells and 2 10x15 cells that house the priests on the first floor. The two rear towers house the High Priest and his second in command. The upper floors contain all of the library stacks and documents. The side doors to the temple are locked from the outside but can be used as exits as they unlock from the inside.

1. Reception Desk

All visitors to the temple are greeted here at a long desk by the priest who is on duty. He is responsible for pointing visitors in the right direction and generally greeting all those who visit the temple. Those who seek an audience with the leaders of the temple are shown to one of the two sitting rooms marked area 2 on the map. A friendly wizard has cast a permanent alarm spell on a small gem under the desk. If touched by the priest an alarm bell will ring throughout the atrium and the temple priests will arrive quickly to meet any threat.

2. Sitting Rooms

These two rooms are richly decorated and contain comfortable chairs and sofas. Those awaiting an audience with temple leaders are sent to wait in one of these two rooms. The doors leading out are locked.

3. Access Towers

These towers provide access to all floors of the temple. They are restricted and can only be used by members of the temple.

4. The Great Atrium

This enormous atrium is lit by skylights in the ceiling 100 feet above. The walls are lined with archways leading to the living quarters of the temple and on the upper levels to the scroll and book stacks. Numerous staircases line the walls of the atrium in a criss-crossing pattern that allows access to the many levels of the temple.

A. Statues

These statues can represent either a manifestation of the god of knowledge or renowned heroes of the priesthood. Their exact appearance is left up to you to customize for your campaign.

B. The Radiant Arch

This archway is always illuminated by a steady, bright, yellowish light. This represents the light of knowledge and is the center of worship for the priesthood. If this does not fit in with your campaign please feel free to customize it to your liking.

5. Priest Cells

All of the areas marked 5 on the map represent the cells that house the priests and acolytes of the temple. They are sparsely furnished and normally house 2-4 priests each.

6. High Priest's Office

This room is the office of the high priest of the temple. From here he conducts the day-to-day business of running the temple. There are always two acolytes here waiting on the high priest when he is at work. The archways that lead to this area can be closed off by lockable sliding panels if necessary.

7. Office of the High Priest's Assistant

This room is the same as area 6 except that it is used by the priest who is second in command at the temple.

8. High Priest's Tower

This tower is the private living quarters of the high priest of the temple. It rises up the entire height of the building and is quite luxurious. Understandably the door to this area is always kept locked.

9. Assistant's Tower

This tower is identical to the one occupied by the high priest except that it only encompasses the first two floors of the temple.

Focus on Freeport #7: The Jade Serpent of Yig

By William Simoni

Editing: Chris Pramas Graphic Design: Hal Mangold

A d20 System Freeport Major Artifact Copyright 2001

Welcome to another exciting **Focus on Freeport**. This month's installment explores the history and powers of the Jade Serpent of Yig, a powerful artifact introduced in *Madness in Freeport* that many believed was lost forever with the collapse of the Valossan civilization. Lost, until a brave band of heroes emerged from a forgotten temple, and armed with the serpent, saved all of Freeport from the insanity of the Unspeakable One. Read on to learn more about this ancient symbol of Yig's power.

The Legend of Niaggo

Within the halls of the great temple of Yig, N'Gar gathered the young hatchlings and led them into the chamber of the great serpent. It was his duty to educate and nurture the young ones and make certain that they followed the path of Yig. In truth, N'Gar had never really thought of it as a duty. For him it was a joy, and the reason for his existence.

"Settle down hatchlings!" he began. "Rest on your cushions now and be still, for I am about to tell you of the great hero Niaggo and his quest that saved our people and brought us the Jade Serpent." The young serpent people hushed for the priest. They were ready for a story about a hero.

"Hundreds of years ago," N'Gar began, "before the birth of your fathers' fathers, our people were faced with near extinction! A terrible famine gripped the land and the dead and dying choked the streets. Many believed that Yig, our protector, had abandoned us. Not even the wisest of priests could advise our blessed Emperor on how to end the suffering of his people.

"Niaggo, our hero, was a young serpentman at the time. The smallest of his brood, he had always been picked on by his brothers and sisters and teased by the other hatchlings at school. He had the courage to fight his tormentors, but still he returned to his parent's den bruised and bloodied more often than not. Niaggo cursed his weakness and the shame he brought his family.

"As Niaggo was preparing for the coming of age ritual, when he would shed his skin for the final time, he prayed in the temple. He was unsure of his future. Still smaller than the other young warriors, he lacked confidence in himself. The famine was at its height and many of his schoolmates had already set out in search of food. Niaggo made a decision that night to entrust his life to Yig. As he knelt before the image of our god, he offered his soul to Yig.

"The next day during the ritual Niaggo was struck senseless as Yig sent him an incredible vision. He saw before him a serpent idol carved entirely out of jade that pulsed with a dark green light. As he watched, the light spread from the heart of the idol and washed over the land, returning life to all that it touched. Suddenly, a gigantic, ebon snake appeared from nowhere and

swallowed the idol whole. The green light quickly faded and only darkness and death remained. In that instant, Niaggo knew that he must find this ebon snake and retrieve the idol at all costs to save the Valossan people.

"When he told the priests about the vision they mocked him. No one could believe that Niaggo had been chosen to end the famine. It was silly they all said. Niaggo was simply trying to get attention. Even his own parents thought he had made up the story. But, the hatchling that had once doubted himself was now filled with confidence and strength. Niaggo left Valossa, in search of the Jade Serpent, on his own, as an outcast.

"Niaggo traveled the land seeking the ebon snake he had seen in his vision. Everywhere he went he saw death and more death. He passed through countless villages filled with the emaciated bodies of his starved brethren, and was forced to fight off hunger-crazed cannibals after his flesh. His spirit began to waver and doubt slowly crept into his mind.

"At long last he came to a huge mountain shrouded in a cloud of black vapor. He knew that this must be the lair of the ebon snake. Without hesitation, he entered through a large cave. Inside he found a winding path leading deep into the earth and he followed it for what seemed like days. When he reached the bottom he found himself in a huge cavern. A gaping chasm pierced the floor of the chamber from end to end.

"A loud rumbling noise erupted from the depths of the chasm as he approached. The noise reverberated throughout the cavern as a huge, ebon, snake reared up right before him. Niaggo took a step back and then held firm.

"The snake had a single green eye in the center of its head. It gazed menacingly down at Niaggo and spoke to him, 'Why do you come here, son of Yig? Your people have abandoned their god and now pay the price for it. Everyday, more of your brethren die from starvation. What have you come here for? Can you help?'

"Niaggo said boldly, 'I am here to take back the Jade Serpent as Yig has chosen me to do so. With it my people will be saved from the famine and life will return to Valossa. Give me the serpent now!!!'

"The snake rose as if to strike, baring its fangs. 'Hssss! SSSo bold you are little one! I could kill you easily, swallow you whole if I wanted to. But if you are the chosen of Yig you should know that I do not need to give you the serpent. The power of the serpent lies within all of the children of Yig. You only need to have faith and his power will wash over you and protect you.'

"Do you have faith little one?"

"Yes!" responded Niaggo loudly. 'Yig is my protector and I do his bidding always.'

“We shall see, little one. We shall see”, responded the ebon snake.

Then, with alarming speed, the snake lunged forward, and opening his jaws, swallowed Niaggo whole! Niaggo despaired at first, thinking that he was dead. Then something stirred within him. He remembered the words of the ebon snake, ‘...have faith...have faith...have faith...’ As he felt himself slipping into the darkness of death he placed his soul completely in Yig’s hands.

“When he awoke, Niaggo was lying on the floor of the chamber alongside the brink of the great chasm. The ebon snake was nowhere to be seen. As his head cleared, he could not believe that he had survived the bite of that horrible snake. Then he saw it. On the ground, not far away, was a large piece of jade that must have been the eye of the ebon snake. It was the only proof that the snake had existed at all.

“As Niaggo stared at the formless piece of precious rock before him, he knew what he had to do. With his own hands, he would shape the jade into a likeness of his beloved god. Imbued with the power of his own faith, the Jade Serpent would be used to save the Valossan people.

“When Niaggo returned to his home, he bore with him the Jade Serpent of Yig. All those who had doubted him before now understood their folly. The famine was lifted and the people began to prosper. Niaggo became emperor and had many adventures, but none as incredible as his battle with the ebon serpent.

“What does this teach us hatchlings? Can anyone tell me?” After a few moments, one of the young ones stood up.

“Yes, Sseth”, said N’gar.

With his tail twitching behind him, Sseth stood up to speak, ‘Well sir, I think that I have learned that we must all remember to have faith. Even when times are tough, we need to trust in Yig and have faith that he will protect us.’”

“Very good, Sseth. Faith is our strongest weapon against our enemies.”

“Now you also know why so many of us have names that start with N’. We are named with an ‘N’ to honor the memory of Niaggo, who saved Valossa from extinction. Now, come with me and I will show you the Jade Serpent.”

The Serpent in Ancient Valossa

When Niaggo returned to Valossa with the Jade Serpent, it did more than just lift the famine. The Serpent came to represent not only the earthly manifestation of Yig but also a tangible symbol of the power and glory of the Valossan people. The Serpent became a reminder to all Yig’s children of their link to the divine and the necessity to have faith in Him.

Over the years, the symbol of the Jade Serpent was adopted by almost all the institutions of Valossan government. The military carried the Serpent before it to ensure victory in important battles. Priests of Yig had to prove they could control the power of the Serpent to become the high priest of the temple. The emperor sat on the Jade Throne and his standard bore the image of the Serpent carved by Niaggo. Almost every home proudly

displayed a replica of the Serpent to bring blessings to those who lived there and to ward off evil.

Sadly, when some Valossans turned to the Unspeakable One they forgot the lesson that Niaggo had taught them. They lost their faith in Yig and he would not protect them from the great evil that destroyed their civilization. But Yig’s power resided within the Jade Serpent for centuries, waiting, hidden within a sunken temple, for the chance to destroy the worshipers of the Unspeakable One.

Appearance

The Jade Serpent weighs ten pounds and is carved from a single block of unblemished jade in the shape of a coiled snake. It is two feet tall and one foot wide at the base. The sculpturing is exquisite with finely detailed scales and life-like features. Its head is poised to strike with bared fangs and a forked tongue. When the powers of the snake are evoked the serpent glows from within with a dark green light.

Powers of the Serpent

The Jade Serpent has many useful powers. In order to control them, it is necessary to become attuned to the magic imbued within the Serpent. Once attuned, there are no activation words or somatic components that need to be used to invoke the powers. The wielder simply concentrates on what she wants the Serpent to do and it happens.

Attuning the Jade Serpent

Initial attunement to the Jade Serpent requires a Spellcraft check with a DC of 25. The following modifiers apply to the check:

Attunement Modifiers

Modifier	Condition
+5	for a civilized serpent person of Yig
+3	for anyone who sacrificed his or her blood in the sunken temple as described in <i>Madness in Freeport</i>
+2	for a cleric of Yig
+2	for each level of attunement reached (maximum +4)

Rogues with the Use Magic Device skill treat the Jade Serpent as an item they need to *activate blindly* as described in the PH.

Level 1 Attunement

Once attuned, the player will have access to the following minor powers of the Serpent:

Cure light wounds: 3x per day at caster level 5.

Summon Viper: 2x per day summons a small Viper under the caster’s control.

Immunity to Poison: This power is conferred continually upon the user.

Level 2 Attunement

If the player spends at least one month meditating at least four hours a day, over the Jade Serpent, she can make another attempt to become further attuned to the idol. The materials required for proper mediation will cost the player 1,000 GP. These include items such as incense and magical herbs. A successful Spellcraft check with a DC of 30 will grant the player access to the following major powers of the idol:

Cure Moderate Wounds: 3x per day at caster level 5.

Neutralize Poison: 3x per day.

Summon Viper: 2x per day summons a large viper under the caster's control.

Create Food and Water: 5x per day.

Remove Fear: 2x per day. This power affects all allies of the user that can see the Serpent.

Level 3 Attunement

The next level of attunement to the Jade Serpent requires the player to spend at least 5,000 GP of supplies and two months of daily meditation. No other strenuous activities can be performed while the player is meditating on the Serpent. At the end of the two months of preparation a successful Spellcraft check with a DC of 35 will give the player full access to all the powers of the Jade Serpent. The greatest powers of the idol are listed below:

Horrid Wilting: Once per day at caster level 15. When used on worshipers of the Unspeakable One, treat the caster level as 25!

Greater Restoration: Once per day at caster level 13.

The Consequences of Power

The great powers of the Jade Serpent do not come without a price. Anyone who becomes attuned to the Serpent will begin to transform, over time, into a serpent person (see *Death in Freeport* for info on serpent people)!

The danger is minimal at first, but gradually increases with the level of attunement that the player has attained. Once each month, a player who is using the Jade Serpent must make a Will save. The DC is based on the level of attunement the player has attained:

Transformation Resistance

Attunement Level	DC
Level 1:	DC 20
Level 2:	DC 25
Level 3:	DC 30

If she fails, a transformation process lasting a full month begins. A tail sprouts out of her back, her teeth grow into fangs and finally her skin becomes scaly as she is transformed into a serpent person. If the player stops using the Jade Serpent immediately upon failing a Will save the transformation reverses but she can never use the Jade Serpent again. Once the transformation is completed it can only be reversed with the destruction of the Jade Serpent or by a *Wish* spell.

Destroying the Jade Serpent

In your campaign, it may become necessary to destroy the Jade Serpent of Yig.

The artifact cannot be unmade by normal means. It is impervious to all physical and magical harm. The Jade Serpent is considered a *major artifact* as described in the DMG.

To destroy the Jade Serpent it must be subjected to the acid breath of the great green wyrm Azial. Azial was a mighty dragon that was old even before the Valossan civilization was destroyed. It is said that his lair was buried during the great cataclysm that engulfed Valossa centuries ago. It may be that his caves are located somewhere under the waves similar to the sunken temple of Yig. The lair might also be buried deep within a mountain on the mainland. In either case, a journey to find Azial will be an epic undertaking indeed.

Adventure Hooks

Here are some ideas for adventures using the Jade Serpent you can use in your campaign.

Hatching the Egg

If your players have recovered the egg from the hatchery within the sunken temple of Yig (as described in *Madness in Freeport*) they are in for a surprise. After being subjected to the power of the Jade Serpent, the egg will begin to mature and hatch into an infant serpent person! As new foster-parents, the players must decide what to do with their young charge. Should they hand him over to Thuron to be raised by his own people? Will the followers of the Unspeakable One kidnap him for their own purposes? Will he be bred to good or evil? Or is he destined to revive the dead Valossan civilization at the cost of all others? Raising a child is never easy.

Destroy the Jade Serpent?!

The players must destroy the Jade Serpent! Perhaps one of them has used it too often and has been transformed into a serpent person and destroying the Serpent is the only way to regain their true form. Maybe Thuron has taken the Serpent and is using it to revive Valossa and subjugate all other races. To end his reign of terror the Serpent must be unmade. Whatever the reason, the destruction of the Jade Serpent can make for a great epic adventure.

Revenge of the Unspeakable One

By thwarting the plans of the Cult of the Unspeakable One in Freeport the players have made powerful enemies. The cultists not only want their death but they want the Jade Serpent as well. After seeing what happened to Drac and his companions at the lighthouse it is easy to understand why. What the heroes do not know is that the cultists have plans for the great artifact. They believe that it can be corrupted by the Unspeakable One to serve their evil purposes. Can the heroes thwart the cult a second time?

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Focus on Freeport #8: An Unwelcome Guest

By Graveyard Greg

Editing and Development: Chris Pramas Graphic Design: Hal Mangold

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This month a new evil makes its first appearance in Freeport: the plague wraith. Even one of these creatures can endanger an entire city. Let the living beware!

Plague Wraith

Medium-Size Undead (Incorporeal)

Hit Dice: 6d12 (39 hp)

Initiative: +7 (+3 Dex, +4 Improved Initiative)

Speed: 30 ft. fly 60 ft. (good)

AC: 16 (+3 Dex, +3 deflection)

Attacks: Incorporeal touch +6 melee

Damage: Incorporeal touch 1d4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Disease

Special Qualities: Undead, incorporeal, +2 turn resistance, unnatural aura, daylight powerlessness, sense disease, remove disease vulnerability

Saves: Fort +2, Ref +5, Will +7

Abilities: Str -, Dex 16, Con -, Int 15, Wis 14, Cha 16

Skills: Hide +12, Intimidate +12, Intuit Direction +8, Listen +13, Search +11, Spot +13

Feats: Alertness, Blind-Fight, Combat Reflexes, Improved Initiative

Climate/Terrain: Any land and underground

Organization: Solitary, gang (2-5)

Challenge Rating: 6

Treasure: None

Alignment: Always chaotic evil

Advancement Range: 7-11 HD (Medium-size)

Plague Wraiths are incorporeal creatures born of evil, darkness, and disease. They despise all living creatures of good health, as well as the daylight that gives mortals strength.

Although composed of darkness and disease, plague wraiths are more or less humanoid in shape. Like normal wraiths, they are utterly featureless except for the glowing pinpoints of their eyes and wisps of dark green vapor that surrounds their form. In most cases, plague wraiths reflect the shapes they once had in life, appearing to wear armor or possess weapons. This does not affect their AC or combat abilities.

Combat

Close combat with a plague wraith is quite perilous. While the plague wraith is unlikely to kill foes outright, its attacks spread a fatal disease that can only be cured by magic.

Disease Touch (Su): Living creatures hit by a plague wraith's incorporeal touch attack must succeed at a Fortitude save (DC 15) or contract the disease *Wraith Plague* (see below). Once a plague wraith has successfully infected a target, it looks for a new foe to attack.

Unnatural Aura (Su): Both wild and domesticated animals can sense the unnatural presence of a plague wraith at a distance of 30 feet. They will not willingly approach nearer than that and panic if forced to do so; they remain panicked until they move more than 30 ft. away from the plague wraith.

Sense Disease (Su): A Plague Wraith can sense disease in any humanoid, and will not attack those already suffering from any kind of illness. Sense disease is a free action for the plague wraith.

Undead: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and disease. Not subject to critical hits, subdual damage, ability damage, energy drain, or death from massive damage.

Incorporeal: 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. Can pass through solid objects at will, and own attacks pass through armor. Always moves silently.

Daylight Powerlessness (Ex): Plague Wraiths are powerless in natural sunlight (not merely a *daylight* spell) and flee from it.

Vulnerability (Ex): A plague wraith is vulnerable to the *remove disease* spell. A caster must hit the plague wraith with a touch attack. If the plague wraith fails its save, it is destroyed. Note that the plague wraith's normal immunity to effects that require Fortitude saves does not apply.

Wraith Plague

Infection: Injury

DC: 16

Incubation: 1 day

Damage: 1d6 Con*

*Successful saves do not allow the character to recover. Only magical healing can save the character.

Those infected by the *Wraith Plague* get the chills and their skin gains a deathly pallor. *Wraith Plague* kills any living creature whose Constitution drops to zero. Humanoids must endure an even worse fate. 1d4 days after they die, they are reborn as plague wraiths.

Adventure Hook: Epidemic in Freeport!

A plague wraith arrives in Freeport, and starts to infect the populace. Can the characters prevent the epidemic from spreading?

The outbreak starts within the Old City, and soon spreads throughout the populace of Freeport until the epidemic literally engulfs the Temple District.

Characters can't help but getting caught up in the hysteria. They quickly discover rumors of a "ghostly figure" haunting the Old City. A dangerous battle ensues, and if the characters are successful, they'll think the job is over, right?

Wrong. The outbreak may have started within the Old City, but the *original* plague wraith is staking out Scurvytown. If the characters don't track the plague back to its source soon, Scurvytown erupts in plague wraiths.

New Spell: Detect Disease

Divination

Level: Clr 0, Drd 0, Pal 1, Rgr 1

Components: V, S

Casting Time: 1 action

Range: Close (25 ft + 5 ft / 2 levels)

Target or Area: One creature, one object, or a 5-ft cube

Duration: Instantaneous

Saving Throw: None

Spell Resistance: None

You determine whether or not a creature, object, or area is diseased or is a carrier of a disease. You can determine the exact type of disease with a successful Heal check (DC 20).

Note: The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt block it.



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Focus On Freeport #9: Hell's Foes

By Jim Bishop Copyright 2001, Green Ronin Publishing

The devil slayer, diabolist, hellblade, and inquisitor (Dvl, Dbl, Hel, and Inq) are standard prestige classes as described in the DMG. All four are designed to give mortals a fighting chance against the forces of Hell.

Devil Slayer

The devil slayer devotes his life to combating the forces of Hell. Unlike the sneaky hellblade or bookish diabolist, he learns special techniques to defeat devils in single combat. Some churches of good train these warriors as an elite militant branch, while other devil slayers come by their training after being wronged by the creatures, out of sheer vengefulness.

Barbarians, fighters, monks, paladins, and rangers make excellent devil slayers, while clerics and druids add a spellcasting emphasis to the class. Rogues and arcane spellcasters rarely have the bloody-mindedness to follow this path.

Hit Die: d10

Requirements

To qualify to become a devil slayer, a character must fulfill all the following criteria.

Base Attack Bonus: +5.

Knowledge (the planes): 4 ranks.

Feats: Blind Fight, Exotic Weapon Proficiency (bastard sword), Iron Will.

Special: The devil slayer must defeat a devil of at least CR 6 in melee combat.

Class Skills

The devil slayer's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Ride (Dex), and Swim (Str). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the devil slayer prestige class.

Weapon and Armor Proficiency: Devil slayers are proficient in all simple and martial weapons, all forms of armor, and shields.

Damage Bonus vs. Devils (Ex): Due to his extensive training, the devil slayer gets a +1 bonus to weapon damage rolls, including ranged attacks within 30 feet, made against devils. This bonus improves by +1 for every 2 levels after 1st. This bonus stacks with a ranger's favored enemy bonus.

Righteous Sword (Ex): At 2nd level, the devil slayer's training allows him to attack creatures with damage resistance as if his weapon had an additional +1 bonus. This ability does not actually give an additional bonus to attack or damage. It can be used on any melee attack, including unarmed attacks, and on ranged attacks within 30 feet. This bonus stacks with a monk's ki bonus.

Immunity to Fear (Ex): At 4th level, the devil slayer learns to focus his will against fear. He is immune to all fear effects, magical or otherwise.

Immunity to Charm (Ex): At 6th level, the devil slayer can cloud his mind against charm effects. He is immune to all charm spells and spell-like effects.

Fire/cold resistance (Ex): Beginning at 8th level, the devil slayer learns to toughen his body against the effects of extreme heat and cold. He can shrug off the first 5 points of damage from these sources, per attack. At 10th level, he ignores the first 10 points of damage per attack.

Table 1.1: Devil Slayer

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	+1 damage bonus vs. devils
2nd	+2	+3	+0	+0	Righteous sword
3rd	+3	+3	+1	+1	+2 damage bonus vs. devils
4th	+4	+4	+1	+1	Immunity to fear
5th	+5	+4	+1	+1	+3 damage bonus vs. devils
6th	+6	+5	+2	+2	Immunity to charm
7th	+7	+5	+2	+2	+4 damage bonus vs. devils
8th	+8	+6	+2	+2	Fire/cold resistance 5
9th	+9	+6	+3	+3	+5 damage bonus vs. devils
10th	+10	+7	+3	+3	Fire/cold resistance 10

Sample Devil Slayer

Medium-size Humanoid (Half-orc)

Hit Dice: 7d12+14, 4d10+8 (78 hp)

Initiative: +5 (+5 Dex)

Speed: 40 ft.

AC: 23 (+5 Dex, +2 darkwood shield, +6 +3 *studded leather*)

Attacks: +1 *shocking bastard sword* +19/+14/+9 melee; or javelin +16/+11/+6

Damage: +1 *shocking bastard sword* 1d10+7/19-20; or javelin 1d6+6

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: +2 damage bonus vs. devils, rage 2/day, righteous sword

Special Qualities: Uncanny dodge, immune to fear

Saves: Fort +11, Ref +8, Will +6

Abilities: Str 22, Dex 20, Con 14, Int 6, Wis 11, Cha 6

Skills: Climb +12, Jump +12, Knowledge (the planes) +6

Feats: Blind Fight, Exotic Weapon Proficiency (bastard sword), Iron Will, Weapon Focus (bastard sword)

Climate/Terrain: Any land or underground

Organization: Solitary or vendetta (1 devil slayer plus 1 hellblade, 1 inquisitor, and 1 diabolist)

Challenge Rating: 11

Treasure: Standard

Alignment: Neutral

Advancement: By character class

This example character is a half-orc Bar7/Dv14.

Combat

Rage (Ex): Twice per day, the character can fly into a rage, gaining +4 to Strength and Constitution and a +2 morale bonus on Will saves, but suffering a –2 penalty to AC. The rage lasts for 7 rounds.

Righteous Sword (Su): The character attacks creatures with damage resistance as if his weapon had an additional +1 bonus.

Uncanny Dodge (Ex): The character retains his Dexterity bonus to AC even when flat-footed, and can't be flanked except by a rogue of 11th-level or higher.

Possessions: +1 *shocking bastard sword*, darkwood shield, *gauntlets of ogre power*, +3 *studded leather*.

Diabolist

Devils have many secrets, and those an inquisitor cannot lash or burn out, the diabolist culls from his long research in forbidden tomes. His readings give him the edge in magical combat with fiends, and eventually he may learn to uncover their true names buried in sinister texts.

Almost all diabolists are clerics, sorcerers, or wizards. A very few multiclass characters follow this lonely road, including a number of ex-bards whose legend lore abilities are invaluable in their research.

Hit Die: d4

Requirements

To qualify to become a diabolist, a character must fulfill all the following criteria.

Alignment: Any lawful.

Knowledge (history): 10 ranks.

Knowledge (the planes): 10 ranks.

Feats: Spell Focus (abjuration), Spell Penetration.

Spells: Must be able to cast at least seven abjurations, at least one of which must be 4th level or higher.

Special: The diabolist must overcome the spell resistance of a devil of at least CR 6.

Class Skills

The diabolist's class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Knowledge (all skills, taken individually), Profession (Wis), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the diabolist prestige class.

Weapon and Armor Proficiency: Diabolists gain no proficiency in any weapon or armor.

Spells per Day: The diabolist continues training in magic after taking on his new responsibilities. When a diabolist level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before taking the prestige class.

Greater Spell Penetration (Ex): At 1st level, the diabolist adds a +4 bonus to caster level checks to beat a creature's spell resistance. At 3rd level, the bonus improves to +6.

Table 1.2: Diabolist

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Greater spell penetration (+4)	+1 Level of existing class
2nd	+1	+0	+0	+3	Close gate	+1 Level of existing class
3rd	+1	+1	+1	+3	Greater spell penetration (+6)	+1 Level of existing class
4th	+2	+1	+1	+4	<i>Dismissal</i> 1/day	+1 Level of existing class
5th	+2	+1	+1	+4	Greater abjuration focus (+4)	+1 Level of existing class
6th	+3	+2	+2	+5	<i>Dimensional anchor</i> 1/day	+1 Level of existing class
7th	+3	+2	+2	+5	Greater abjuration focus (+6)	+1 Level of existing class
8th	+4	+2	+2	+6	<i>Dimensional anchor</i> 2/day	+1 Level of existing class
9th	+4	+3	+3	+6	Find true name (CR 1-9)	+1 Level of existing class
10th	+5	+3	+3	+7	Find true name (CR 10+)	+1 Level of existing class

Sample Diabolist

Medium-size Humanoid (Gnome)

Hit Dice: 10d4+10 (27 hp)

Initiative: +4 (+4 Dex)

Speed: 20 ft.

AC: 17 (+1 size, +4 Dex, +2 *ring of protection* +2)

Attacks: dagger +3 melee; or light crossbow +8 ranged

Damage: dagger 1d4-1/19-20; or light crossbow 1d8/19-20

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spells

Special Qualities: Close gate, greater spell penetration

Saves: Fort +4, Ref +7, Will +9

Abilities: Str 9, Dex 19, Con 13, Int 19, Wis 12, Cha 8

Skills: Alchemy +21, Concentration +14, Spellcraft +17, Knowledge (history) +17, Knowledge (the planes) +17, Scry +17

Feats: Combat Casting, Maximize Spell, Scribe Scroll, Spell Focus (Abjuration), Spell Mastery, Spell Penetration

Climate/Terrain: Any land or underground

Organization: Solitary or vendetta (1 diabolist plus 1 devil slayer, 1 hellblade, and 1 inquisitor)

Challenge Rating: 10

Treasure: Standard

Alignment: Lawful neutral

Advancement: By character class

This example character is a gnome Wiz7/Dbl3.

Combat

Wizard Spells Known (4/5/5/4/4/2): 0th—All; 1st—*color spray*, *endure elements*, *grease*, *mage armor*, *magic missile*, *protection from evil*, *shield*, *spider climb*, *true strike*; 2nd—*knock*, *mirror image*, *protection from arrows*, *see invisible*; 3rd—*dispel magic*, *fireball*, *fly*, *lightning bolt*; 4th—*dimension door*, *improved invisible*, *lesser geas*, *minor globe of invulnerability*, *scrying*; 5th—*animate dead*, *dismissal*, *hold monster*, *nightmare*.

Close Gate (Su): The character can reduce a devil's chance of summoning reinforcements by 25% as a standard action.

Greater Spell Penetration: The character has a +6 bonus to checks to overcome spell resistance.

Possessions: *ring of protection* +2, *robe of useful items*, arcane scroll of *teleport* (2 spells scribed at 20th caster level), spellbook.



Close Gate (Sp): Beginning at 2nd level, diabolists learn how to prevent devils from using their ability to summon infernal reinforcements. As a standard action, he can throw raw magical power at the opening gate, reducing the chance of success by 20% + 5% at every additional class level.

Spell-like Abilities: The diabolist gains a number of spell-like abilities. 4th level: *dismissal* 1/day; 6th level: *dimensional anchor* 1/day; 8th level: *dimensional anchor* 2/day. These abilities are as the spells cast by a 15th-level wizard (save DC 10 + Int + spell level).

Greater Abjuration Focus (Ex): At 5th level, the diabolist adds +4 to the DC of all abjuration spells he casts. At 7th level, this bonus improves to +6.

Find True Name (Ex): In his endless researches into blasphemous folios, the diabolist sometimes turns up something special in his nets: the true name of a fiend. These names are not spelled out plainly; more often they are buried in text that is relentlessly allegorical, or concealed in an illustrative woodcut. In any case, they are available to the skilled researcher, and from there he can put the names to use summoning and controlling their owners. To research a specific name, the diabolist must make a Knowledge (the planes) check (DC 27) to locate that of a lesser devil (CR 1-9), and the same check (DC 34) to locate the name of a greater devil (CR 10+). Locating the name of a duke, demon prince, archdevil, or other nobility of the lower planes is never possible using this method.

Hellblade

When direct force isn't appropriate, and magic ineffective, the forces of good turn to the hellblade. Acting as assassins, spies, messengers, and thieves, hellblades provide a vital service in the war against Hell. Most aren't formally trained; they tend to be planar natives with a little devil lore and an axe to grind. At least one inquisition group has found success training these agents alongside their clerics and paladins, but most are recruited for single missions.

Bards, monks, rogues, and rangers are the classic sneaky hellblades. Multiclass sorcerers and wizards add a potent touch of arcane magic to the mix, but stand to lose much of their upper-level spellcasting ability. Most other classes do not become hellblades.

Hit Die: d6

Requirements

To qualify to become a hellblade, a character must fulfill all the following criteria.

Hide: 8 ranks.

Knowledge (the planes): 4 ranks.

Move Silently: 8 ranks.

Feats: Martial Weapon Proficiency (any).

Special: In addition, the hellblade must be deputized or otherwise recruited by an agent of the inquisition.

Class Skills

The hellblade's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Disable Device (Int), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Innuendo (Wis), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Listen (Wis), Move Silently (Dex), Open Lock (Dex), Perform (Cha), Pick Pocket (Dex), Profession (Wis), Read Lips (Int, exclusive skill), Search (Int), Sense Motive (Wis), Spot (Wis), Swim (Str), Tumble (Dex), Use Magic Device (Cha, exclusive skill), and Use Rope (Dex). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 8 + Int modifier.

Class Features

All of the following are class features of the hellblade prestige class.

Weapon and Armor Proficiency: Hellblades are proficient with all simple weapons, plus the hand crossbow, repeating crossbow, and whip. Medium-size hellblades are also proficient with the rapier and spiked chain. All hellblades are proficient with light armor, but not with shields.

Sneak Attack (Ex): If a hellblade can catch an opponent when he is unable to defend himself effectively from attack, he can strike a vital spot for extra damage. Basically, any time the hellblade's target would be denied his Dexterity bonus to AC, or when the hellblade flanks the target, the hellblade's attack deals extra damage. The extra damage is +1d6 at 1st level and an additional 1d6 every two levels thereafter. Should the hellblade score a critical hit with a sneak attack, this extra damage is not multiplied.

Detect Illusions (Ex): As part of his training, the hellblade learns to scrutinize his surroundings for the telltale signs of an illusion. If he spends a partial action, he is entitled to a saving throw to disbelieve an illusion without first interacting with it.

Additionally, the hellblade gains a +10 competence bonus on any Listen or Spot check to detect invisible creatures.

Hellblade (Ex): Early on in his training, the character chooses a single martial weapon as his "hellblade", the center of his martial training. At 2nd level, he receives free Weapon Focus in this weapon. At 4th level, he receives free Weapon Specialization in the same weapon. At 8th level, he receives free Improved Critical with it, and at 10th level, he may make a Whirlwind Attack with it. The hellblade gains these abilities as virtual feats.

Uncanny Dodge (Ex): Starting at 2nd level, the hellblade gains the extraordinary ability to react to danger before his senses would normally allow him to do so. At 2nd level and above, he retains his Dexterity bonus to AC regardless of being caught flat-footed or struck by an invisible attacker. At 5th level, the hellblade can no longer be flanked, since he can react to opponents on either side of him as easily as he can react to a single attacker. A rogue at least four levels higher than the hellblade can flank him (and thus sneak attack him).

At 10th level, the hellblade gains an intuitive sense that alerts him to danger from traps, giving him a +1 bonus to Reflex saves made to avoid traps. If the hellblade has another class that grants the uncanny dodge ability, add together all the class levels of the classes that grant the ability and determine the character's uncanny dodge ability on that basis.

Immunity to Fear and Charm (Ex): At 6th level, the hellblade gains immunity to fear and charm spells and effects.

Table 1.3: Hellblade

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Sneak attack +1d6, detect illusions
2nd	+1	+0	+3	+0	Hellblade (Weapon Focus), uncanny dodge (Dex bonus to AC)
3rd	+2	+1	+3	+1	Sneak attack +2d6
4th	+3	+1	+4	+1	Hellblade (Weapon Specialization)
5th	+3	+1	+4	+1	Sneak attack +3d6, uncanny dodge (can't be flanked)
6th	+4	+2	+5	+2	Immunity to fear and charm
7th	+5	+2	+5	+2	Sneak attack +4d6
8th	+6	+2	+6	+2	Hellblade (Improved Critical)
9th	+6	+3	+6	+3	Sneak attack +5d6
10th	+7	+3	+7	+3	Hellblade (Whirlwind Attack), uncanny dodge (+1 vs. traps)

Sample Hellblade

Medium-size Humanoid (Human)

Hit Dice: 11d6+11 (51 hp)

Initiative: +8 (+4 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 19 (+4 Dex, +5 +2 *studded leather*)

Attacks: +2 *shocking spiked chain* +12/+7 melee; or masterwork composite shortbow +13/+8 ranged

Damage: +2 *shocking spiked chain* 2d4+3(+1d6); or mighty composite shortbow 1d6+1/x3

Face/Reach: 5 ft. by 5 ft./10 ft. (*spiked chain*)

Special Attacks: Sneak attack +6d6

Special Qualities: Evasion, uncanny dodge, detect illusions

Saves: Fort +4, Ref +13, Will +3

Abilities: Str 12, Dex 18, Con 12, Int 18, Wis 10, Cha 14

Skills: Bluff +16, Climb +11, Diplomacy +9, Disable Device +14, Escape Artist +14, Gather Information +16, Hide +18, Knowledge (the planes) +8, Listen +10, Move Silently +18, Open Locks +18, Read Lips +11, Search +18, Sense Motive +14, Spot +8, Use Magical Device +9, Use Rope +11

Feats: Dodge, Expertise, Improved Disarm, Improved Initiative, Improved Trip, [Weapon Focus (*spiked chain*)]

Climate/Terrain: Any land or underground

Organization: Solitary or vendetta (1 hellblade plus 1 devil slayer, 1 inquisitor, and 1 diabolist)

Challenge Rating: 11

Treasure: Standard

Alignment: Neutral good

Advancement: By character class

This example character is a human Rog8/Hel3.

Combat

Detect Illusions (Ex): The character receives a +20 bonus on any check to detect invisible creatures and illusions.

Sneak Attack (Ex): Whenever the character's target is denied his Dexterity bonus to AC, or if the character is flanking his target, he deals +6d6 extra damage.

Uncanny Dodge (Ex): The character retains his Dexterity bonus to AC even when flat-footed, and can't be flanked except by a rogue of 12th-level or higher.

Possessions: +2 *shocking spiked chain*, +2 *studded leather*, masterwork thieves' tools, masterwork mighty composite shortbow (+1 Str).

Inquisitor

Where the devil slayer and hellblade deal with the overt threat posed by Hell, only the inquisitor is poised to counter its darkest temptations, and see through its most cunning disguises. Where evil lies hidden, the inquisitor will bring it to light. Where good people have been corrupted, he leads the battle to save their souls—or kill them trying.

Most inquisitors are zealous agents of a church, but some are employed by civilian authorities to destroy cabals of doppelgangers, vampires, and especially devils within their city. They usually enjoy some measure of support from the community, but in places where the taint runs deep, the inquisitor must operate as a shadowy underground figure.

Clerics and paladins make up the bulk of the inquisition's ranks. Inquisitor clerics tend to favor the domains of Destruction, Good, Knowledge, Protection, and War. A tiny number of multiclass monks, fighters, and even rogues pursue this track, but these are remarkable exceptions to the rule.

Hit Die: d8

Requirements

To qualify to become an inquisitor, a character must fulfill all the following criteria.

Alignment: Lawful good or lawful neutral.

Intimidate: 5 ranks.

Knowledge (religion): 8 ranks.

Knowledge (the planes): 4 ranks.

Feats: Exotic Weapon Proficiency (whip), Extra Turning.

Special: The inquisitor must be tempted by a devil, and successfully resist.

Class Skills

The inquisitor's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcane) (Int), Knowledge (religion) (Int), Knowledge (the planes) (Int), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the inquisitor prestige class.

Weapon and Armor Proficiency: Inquisitors are proficient in all simple weapons, all forms of armor, and shields.

Spells per Day: The inquisitor continues training in magic after taking on his new responsibilities. When an inquisitor level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before taking the prestige class. Additionally, the inquisitor's ability to turn undead advances as if he had advanced a level in a class he belonged to before taking the prestige class.

Spell-like Abilities (Sp): Beginning at 1st level, the inquisitor gains a number of spell-like abilities, each of which he may use once per day. 1st level: *dispel evil*; 7th level: *holy word*; 9th level: *holy aura*. These abilities are as the spells cast by a 15th-level sorcerer (save DC 10 + Cha + spell level).

Turn Fiends (Su): Beginning at 2nd level, inquisitors gain the supernatural ability to turn evil outsiders as undead of the same HD, forcing these fiends to recoil from the channeled power of the inquisitor's god. An inquisitor may attempt to turn fiends once per day at 2nd level, and another time per day every three levels thereafter.

Rabble-Rouser (Ex): The inquisitor can rally a sympathetic crowd to his side, using his demagogic skills to exploit their fears of the unknown. Inciting a mob works best in a friendly town, so the inquisitor receives a -2 penalty to his rabble-raising check for every step that the community's alignment differs from his own. For instance, in a chaotic neutral town a lawful good inquisitor would receive a -6 penalty to his attempt. To raise a mob, the inquisitor makes a Diplomacy or Intimidate check and adds the result to 10 + his inquisitor level. This determines the total HD of the summoned crowd. The mob forms at a rate of 5 individuals per round. These individuals are 1st-to-4th-level warriors of the most common race in the community. When first summoned, the mob wants blood. They attack anything the inquisitor points out, or attack at random if no clear guidance is given. The inquisitor may issue different orders, which requires a successful Diplomacy or Intimidate check (DC 16). The mob sticks around until the end of one combat, or a number of hours equal to the inquisitor's level, whichever is shorter. He can use this ability once per day.

Table 1.4: Inquisitor

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Greater spell penetration (+4)	+1 Level of existing class
1st	+0	+2	+0	+2	<i>Dispel evil</i> 1/day	+1 Level of existing class
2nd	+1	+3	+0	+3	Turn fiends 1/day	+1 Level of existing class
3rd	+2	+3	+1	+3	Rabble-rouser	+1 Level of existing class
4th	+3	+4	+1	+4	Immunity to fear	+1 Level of existing class
5th	+3	+4	+1	+4	Turn fiends 2/day	+1 Level of existing class
6th	+4	+5	+2	+5	Immunity to charm	+1 Level of existing class
7th	+5	+5	+2	+5	<i>Holy word</i> 1/day	+1 Level of existing class
8th	+6	+6	+2	+6	Turn fiends 3/day	+1 Level of existing class
9th	+6	+6	+3	+6	<i>Holy aura</i> 1/day	+1 Level of existing class
10th	+7	+7	+3	+7	Extract confession	+1 Level of existing class

Immunity to Fear (Ex): At 4th level, the inquisitor learns to focus his will against fear. He is immune to all fear spells and effects. Inquisitors with the Aura of Courage special ability add an additional +4 holy bonus on their allies' saving throws against fear effects.

Immunity to Charm (Ex): At 6th level, the inquisitor gains immunity to all charm spells and effects.

Extract Confession (Su): With his keen insight and stern demeanor, the inquisitor can extract confessions and repentance from the unlikeliest souls. Given enough time, and sharp implements, he can even coax the good nature from a devil. When used to get a confession from a mortal, this ability grants a +10 competence bonus on Intimidate checks. When used to redeem evil outsiders, the inquisitor and fiend make opposed Intimidate

checks, then opposed Knowledge (religion) checks. The total difference is the inquisitor's conversion score. Use the chart below to resolve the encounter:

Confession Table

Conversion Score	Result
0 or less	The inquisitor's faith is shaken; he gains a negative level.
1-4	The fiend gains a negative level.
5-10	The fiend gains two negative levels.
10+	The fiend is completely won over: it ascends to another plane of being amid lights and sound.

Sample Inquisitor

Medium-size Humanoid (Human)

Hit Dice: 6d10+6, 6d8+6 (74 hp)

Initiative: +1 (+1 Dex)

Speed: 20 ft.

AC: 24 (+1 Dex, +10 +2 full plate, +3 +1 large shield)

Attacks: +2 morningstar +14/+9 melee; or masterwork mighty whip +11/+6 ranged

Damage: +2 morningstar 1d8+5; or masterwork mighty whip 1d2+3

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Smite evil, turn undead, turn fiends, spells, spell-like abilities

Special Qualities: Aura of courage, lay on hands, divine health, rabble-rouser

Saves: Fort +12, Ref +7, Will +14

Abilities: Str 17, Dex 12, Con 13, Int 12, Wis 18, Cha 19

Skills: Intimidate +21, Knowledge (religion) +12, Knowledge (the planes) +11, Ride +2

Feats: Exotic Weapon Proficiency (whip), Extra Turning, Iron Will, Skill Focus (Intimidate)

Climate/Terrain: Any land or underground

Organization: Solitary or vendetta (1 inquisitor plus 1 devil slayer, 1 hellblade, and 1 diabolist)

Challenge Rating: 12

Treasure: Standard

Alignment: Lawful good

Advancement: By character class

This example character is a human Pal6/Inq6.

Combat

Smite Evil (Su): Once per day, the character can focus divine power to gain a +4 attack bonus and +6 damage bonus when attacking an evil creature.

Turn Undead (Su): The character can turn undead 11 times per day, as a 10th-level cleric.

Turn Fiends (Su): The character can turn evil outsiders once per day as undead of the same HD, forcing these fiends to recoil from the channeled power of his god.

Aura of Courage: The character is immune to fear effects. In addition, allies within 10 ft. add +8 to their saving throws against fear effects.

Lay on Hands (Su): The character can heal 24 hp of damage per day.

Divine Health: The character is immune to all natural and magical diseases.

Rabble-Rouser (Ex): The character can rally a sympathetic crowd to his side once per day. He makes a Diplomacy or Intimidate check and adds the result to 10 + his inquisitor level. This determines the total HD of the summoned crowd. The mob forms at a rate of 5 individuals per round. These individuals are 1st-to-4th-level warriors of the most common race in the community.

The mob sticks around until the end of one combat, or a number of hours equal to the inquisitor's level, whichever is shorter.

Spell-like Abilities: 1/day—*dispel evil* as a 15th-level sorcerer (DC 19).

Paladin Spells per Day: 2/2/2

Possessions: +2 full plate, +1 large steel shield of fire resistance, +2 holy morningstar, masterwork mighty whip (+3 Str), silver holy symbol.



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Focus on Freeport #10: Hell in Freeport Prestige Classes

By Jim Bishop

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The blackthorn, crusader, grayback, and manikin are new prestige classes with special requirements. All four require a special initiation (detailed in the entries), and all four change the character's base type from humanoid to something else: construct, elemental, outsider, or even plant.

Note that these classes are NOT intended for use by PCs—they are far more powerful than traditional prestige classes, and are designed to round out four very specific cultures within the infernal prison of the Forge (see Hell in Freeport). If the DM allows his players to take these classes, he should impose a 20% penalty on earned experience so that they advance more slowly than conventional characters.

Blackthorn

Locked away from the woods and green hills of their homes, the elves of the Forge stood little chance against their opponents in the arena. In a desperate gamble, the clan's high druid engineered a symbiotic bargain with a local predator; a species of thorn bush that grows only in the lower planes. This tough, predatory vine has thorns long and sharp enough to pierce armor, and is known for hunting lesser fiends.

Today the pit-briers supply the elves with shelter and defense, and some warriors take the seeds directly into their bodies (see Initiation, below). Once the seeds take root, these warriors lose their identities to the bramble, and are known as blackthorns. The blackthorns are famed for their speed and cunning, and their ferocious defense of the tribe.

Barbarians, druids, rangers, and rogues are the most common blackthorns, and stand to gain the most from the class. Bards and monks rarely initiate, and other classes are almost unheard of.

Hit Die: d8.

Requirements

A character must fulfill all the following criteria before becoming a blackthorn.

Race: Elf, half-elf.

Base Save Bonus: Reflex +5.

Wilderness Lore: 6 1/2 ranks.

Feats: Alertness, Lightning Reflexes, Quick Draw.

Special: Initiation (see below).

Initiation Requirements

The reagent is prepared from at least a dozen pit-brier seeds harvested at the peak of growth. Only seeds from the largest and most aggressive plants are used.

Drying and preparing the seeds requires a successful Knowledge (nature) or Profession (gardener) check (DC 14). Implanting the seeds into an initiate requires a successful Healing check (DC 16).

The ritual requires a 16th-level patron who can cast divine spells. Completing the ritual drains 500 xp from the patron and requires *command plants*, *commune with nature*, and *plant growth*.

Class Skills

Blackthorn class skills (and the key ability for each skill) are Animal Empathy (Cha, exclusive skill), Climb (Str), Concentration (Con), Craft (Int), Escape Artist (Dex), Handle Animal (Cha), Heal (Wis), Hide (Dex), Intimidate (Cha), Intuit Direction (Wis), Jump (Str), Knowledge (nature) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Spot (Wis), Swim (Str), Use Rope (Dex), and Wilderness Lore (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the blackthorn prestige class.

Weapon and Armor Proficiency: Blackthorns are proficient with all simple weapons, plus the hand crossbow, longbow, longspear, rapier, repeating crossbow, shortbow, spiked chain, and whip. They are proficient with light and medium armor, but not with shields.

Initiation (Su): Pit-brier seeds are planted near the blackthorn's heart, where the plant sprouts and takes root in her flesh. This symbiotic relationship gives her supernatural powers while draining her vitality.

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Initial Con drain of 1d3 points, secondary Con drain of 1d3 points; Ref save halves (DC 22). One day later the blackthorn gains a +4 inherent bonus to Dex and her type changes to Plant. All damage taken from this catalyst is permanent ability drain, and may not be cured by spells or healing (besides *wish*). Creatures who are immune to ability drain may not become blackthorns.

Plant: Immune to mind-influencing effects, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

The Green Teeth (Ex): The blackthorn is covered in thorny grows that change with the seasons. She gains a +8 racial bonus on Hide checks when outdoors in a natural setting.

Natural weapons (Ex): The blackthorn may attack with her bare hands as if attacking with magical weapons. Each spurred fist may strike as a rapier or punching dagger, at the character's discretion, in

either case with a +2 enhancement bonus. It's important that they gain this ability AS IF their hands were rapiers and/or daggers for the sake of feats that may apply to these weapons.

Hunter's Bane (Ex): The blackthorn gains a +8 racial bonus on Move Silently and Listen checks when outdoors in a natural setting.

Soft Step (Su): The character gains the druid abilities of *nature sense*, *woodland stride* and *trackless step*.

Natural weapons (Ex): The blackthorn's spurs gain the Keen special ability.

Rampant Growth (Su): With this level, the pit-brier completely overtakes the host body. The blackthorn gains a +2 natural armor bonus to AC, and an additional +2 racial bonus on Hide, Listen, and Move Silently checks when outdoors in a natural setting.

Sample Blackthorn

Medium-size Plant (Elf)

Hit Dice: 7d6, 3d10, 2d8 (50 hp)

Initiative: +11 (+7 Dex, +4 Improved Initiative)

Speed: 30 ft.

AC: 20 (+7 Dex, +1 *ring of protection* +1, +1 *amulet of natural armor* +1, +1 *bracers of armor* +1)

Attacks: +2 *longspear* +15/+10 melee; or mighty composite longbow +16/+11 ranged

Damage: +2 *longspear* 1d8+6/x3; or mighty composite longbow 1d8+4/x3

Face/Reach: 5 ft. by 5 ft./10 ft. (*longspear*)

Special Attacks: Sneak attack +4d6

Special Qualities: Evasion, uncanny dodge (Dex to AC, can't be flanked), plant

Saves: Fort +8, Ref +18, Will +5

Abilities: Str 18, Dex 24, Con 10, Int 12, Wis 15, Cha 12

Skills: Balance +17, Bluff +10, Climb +15, Craft (weaponsmithing) +11, Disguise +9, Hide +13, Jump +15, Knowledge (nature) +7, Listen +14, Move Silently +7, Pick Pocket +16, Search +12, Spot +4, Use Rope +8, Wilderness Lore +10

Feats: Alertness, Lightning Reflexes, Improved Initiative, Quick Draw, [Track]

Climate/Terrain: Any land

Organization: Solitary, company (1 blackthorn, plus 3 7th-level rogues), squad (1 blackthorn, plus 3 7th-level rogues, 3 7th-level rangers, and 2d6 3rd-level rogues), or clan (1 blackthorn, plus 1 10th-level druid, 3 7th-level rangers, 3 7th-level rogues, and 5d10 3rd-level rogues)

Challenge Rating: 12

Treasure: Standard

Alignment: Chaotic neutral

Advancement: By character class

This example character is a wood elf Rog7/Rgr3/Bla2.

Combat

Sneak Attack (Ex): Whenever the character's target is denied his Dexterity bonus to AC, or if the character is flanking her target, she deals +4d6 extra damage.

Evasion (Ex): If exposed to an attack that allows a Reflex saving throw for half damage, the character takes no damage from a successful saving throw.

Uncanny Dodge (Ex): The character retains her Dexterity bonus to AC even when flat-footed, and can't be flanked except by a rogue of 11th-level or higher.

Plant: Immune to mind-influencing effect, poison, sleep, paralysis, stunning, and polymorphing. Not subject to critical hits.

Possessions: +2 *longspear*, mighty composite longbow (+4 Str), *ring of protection* +1, *amulet of natural armor* +1, *bracers of armor* +1.

Table 1-1: Blackthorn

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Initiation
2nd	+1	+0	+3	+0	
3rd	+2	+1	+3	+1	The green teeth
4th	+3	+1	+4	+1	
5th	+3	+1	+4	+1	Hunter's bane
6th	+4	+2	+5	+2	Soft step
7th	+5	+2	+5	+2	
8th	+6/+1	+2	+6	+2	Rampant growth
9th	+6/+1	+3	+6	+3	
10th	+7/+2	+3	+7	+3	King in the woods

Natural weapons (Ex): These weapons improve to a +3 enhancement bonus.

King in the Woods (Su): With the last growth spurt of the infernal bramble, the blackthorn becomes a part of the forest world. She suffers 1d4 Con drain immediately (Ref save halves [DC 26]), and one day later she gains an additional +2 inherent bonus to Dex.

Natural weapons (Ex): These weapons may be used to deliver powerful venom once per day. Injury DC 17, initial damage 1d6 Con, secondary damage 1d6 Con.

Spell-like abilities: At will—*entangle*, *commune with nature*, and *plant growth*. Once per day—*command plants*, *transport via plants*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 10 + Cha + spell level).

Crusader

The crusaders imprisoned in the Forge have suffered perhaps the cruelest fate of any group held there. Centuries past they were captured as part of an invading inquisition force. In the years since, they have tended their sputtering faith amid the violence and degradation of the Ladder.

Many years ago, a splinter group of church fathers turned to dark measures to improve their chances in the arena. Without properly purified water, they distilled the ichors of the river Styx into a blasphemous holy water. This unholy brew grants the crusaders divine powers, but over time the infernal essence of the river robs them of their minds.

The overwhelming majority of the crusaders are clerics and paladins. A tiny number are druids and rangers of exceptional faith.

Hit Die: d8.

Requirements

A character must fulfill all the following before becoming a crusader.

Race: Any humanoid.

Alignment: Lawful good.

Base Attack Bonus: +7.

Heal: 6 1/2 ranks.

Knowledge (religion): 6 1/2 ranks.

Spells: Able to cast divine spells.

Special: Initiation (see below).

Initiation Requirements

The benediction requires at least six gallons of water taken from the Styx. This black liquid is rendered down in a still, and the resulting treacle is mixed with soda ash to neutralize the acids. The still and chemicals required cost 5,000 gp, and can be reused. This distillation process requires a successful Alchemy check (DC 21). Overseeing the ritual requires a 16th-level patron who can cast divine spells. It drains 500 xp from the patron and requires *bless*, *consecrate*, and *hallow*.

Class Skills

Crusader class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Diplomacy (Cha), Heal (Wis), Knowledge (religion) (Int), Profession (Wis), Ride (Dex), Scry (Int, exclusive skill), and Spellcraft (Int). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the crusader prestige class.

Weapon and Armor Proficiency: Crusaders are proficient with all simple and martial weapons, all types of armor, and shields.

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Initiation (Su): To join the crusaders, the initiate drinks blessed ichors from the river Styx. This black fluid opens the character's mind to the invisible world, but burns away his mortal self. Initial Int drain of 1d3 points, secondary Cha drain of 1d3 points; Will save halves (DC 22). One day later he gains a +4 inherent bonus to Wis and his type changes to Outsider. All damage taken from this catalyst is permanent ability drain, and may not be cured by spells or healing (besides *wish*). Creatures who are immune to ability drain or mineral poisons receive no benefit from taking the chalice.

Outsider: Cannot be raised or resurrected. Darkvision 60 ft.

Spells per Day: The crusader continues training in magic after taking his benediction. When a crusader level is gained, the character gains new spells per day as if he had also gained a level in a spellcasting class he belonged to before taking the prestige class.

Winged Avenger (Ex): The crusader sprouts large feathered wings. He can fly at twice his normal speed (good maneuverability). He also gains Flyby Attack as a bonus feat.

Magic Weapon (Su): The crusader summons divine energy to create a blade of pure force. This blade may be used as a short sword, longsword, bastard sword, or greatsword. Switching between weapon functions is a free action. The blade has a +2 enhancement bonus, and as a force effect it can strike ethereal and incorporeal creatures. Note that this ability does not grant free proficiencies in these weapons.

Eyes of Faith (Su): The character gains a continuous *true seeing* ability, as the spell. As noted in the spell description, this divine ability allows him to see alignments at a glance. The effect can be dispelled, but he can create it again during his next turn as a free action. It can be deactivated at will, also as a free action.

Sword of Purity (Su): The crusader's force weapon gains the Bane (Outsiders, Evil) special ability. The weapon also projects a permanent *zone of truth*, as if cast by a 16th-level sorcerer (save

DC 10 + Cha + spell level).

Holy Warrior: The crusader gains three new abilities.

Smite Evil (Su): Once per day he can make a normal attack to deal additional damage equal to his HD total (maximum of +20) against an evil foe.

Immunities (Ex): Immune to acid, electricity, and petrification attacks.

Resistances (Ex): Cold and fire resistance 20.

Magic Weapon (Su): The crusader's force weapon improves to a +3 bonus.

Champion of Good: With his final level as a crusader, the character's faith is further strengthened at the cost of his mind. He suffers 1d4 Int drain immediately (Will save halves [DC 25]), and one day later gains an additional +2 inherent bonus to Wis.

Magic Circle against Evil (Su): A *magic circle against evil* effect always surrounds the crusader, identical with the spell cast by a sorcerer of level equal to the crusader's character level. The effect can be dispelled, but he can create it again during his next turn as a free action. It can be deactivated at will, also as a free action.

Battle Hymn (Su): When fighting evil outsiders, the crusader can sing a battle hymn as a full-round action. All lawful good allies of the crusader within 100 ft. gain a morale bonus to attack rolls, checks, and saves equal to one-half the crusader's class level (5) plus his Charisma modifier. This action does provoke an attack of opportunity.

Spell-like abilities: At will—*consecrate*, *cure serious wounds*, *hallow*, *holy aura*, *holy smite*, and *holy word*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 10 + Cha + spell level).

Magic Weapon (Su): The crusader's force weapon gains the Holy special ability.

Table 1-2: Crusader

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+1	+2	+0	+2	Initiation	+1 Level of existing class
2nd	+2	+3	+0	+3		+1 Level of existing class
3rd	+3	+3	+1	+3	Wings of the dove	+1 Level of existing class
4th	+4	+4	+1	+4		+1 Level of existing class
5th	+5	+4	+1	+4	Eyes of faith	+1 Level of existing class
6th	+6/+1	+5	+2	+5	Sword of purity	+1 Level of existing class
7th	+7/+2	+5	+2	+5		+1 Level of existing class
8th	+8/+3	+6	+2	+6	Holy warrior	+1 Level of existing class
9th	+9/+4	+6	+3	+6		+1 Level of existing class
10th	+10/+5	+7	+3	+7	Champion of good	+1 Level of existing class

Sample Crusader

Medium-size Outsider (Good, Lawful, Human)

Hit Dice: 12d8+12 (75 hp)

Initiative: +1 (+1 Dex)

Speed: 20 ft.

AC: 24 (+1 Dex, +10 +2 *full plate*, +3 +1 *large shield*)

Attacks: +2 *longsword* +16/+11 melee; or masterwork javelin +11/+6 ranged

Damage: +2 *longsword* 1d8+4/17-20; or masterwork javelin 1d6+4

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spells, turn undead

Special Qualities: Darkvision 60 ft., spontaneous casting, law domain, war domain

Saves: Fort +9, Ref +5, Will +13

Abilities: Str 18, Dex 13, Con 12, Int 10, Wis 25, Cha 14

Skills: Concentration +8, Diplomacy +9, Heal +15, Knowledge (arcana) +9, Knowledge (religion) +10, Listen +7, Spellcraft +7, Spot +7

Feats: Cleave, Combat Casting, Extra Turning, Great Cleave, Improved Critical (*longsword*), [Martial Weapon Proficiency (*longsword*)], Power Attack, [Weapon Focus (*longsword*)]

Climate/Terrain:

Organization: Solitary, company (1 crusader, plus 3 7th-level paladins), squad (1 crusader, plus 3 7th-level paladins, 5 3rd-level paladins, and 2d6 2nd-level fighters), or clan (1 crusader, 3 7th-level paladins, 10 3rd-level paladins, 5 3rd-level clerics, and 5d10 2nd-level fighters)

Challenge Rating: 12

Treasure: Standard

Alignment: Lawful good

Advancement: By character class

This example character is a human Clr10/Cru2.

Combat

Turn Undead (Su): The character can turn undead 9 times per day.

Spontaneous Casting: The character can swap out a prepared spell for a *cure* spell of the same level.

Law Domain: The character casts law spells at +1 caster level.

War Domain: The character gains free weapon feats.

Cleric Spells per Day: 6/7+1/6+1/6+1/4+1/4+1/3+1.

Possessions: +2 *full plate*, +1 *large steel shield of fire resistance*, +2 *holy longsword*, masterwork javelins (5).

Greyback

Without a mine or forge, the dwarves of the Forge were at a terrible disadvantage in the arena. They turned first to ancestral worship and the battle rages of their dim past, but eventually they hit upon the brew of minerals, metals, and stone now called the shine.

Their early experiments in alchemy were horribly costly, both in materials and fighting men. A dozen great champions fell to the poison before Barent Lockerhelm finally survived the transformation, and went on to smash his clan into the upper echelon of the standings.

Those who survive the shine gain incredible physical resilience as heavy elements are woven into their skin and bones, but at the cost of speed and flexibility. After many doses, the skin takes on a gray tint and the eyes pick up a metallic gleam.

Most graybacks are clerics, fighters, and paladins, since they don't rely heavily on Dexterity for their skills or AC. Barbarians, monks, and rangers are badly hurt by the loss of Dex, but also stand to gain HP and powerful new abilities. Bards, rogues, sorcerers and wizards almost never take the shine.

Hit Die: d12.

Requirements

A character must fulfill all the following criteria before becoming a grayback.

Race: Dwarf.

Base Save Bonus: Fortitude +6.

Feats: Endurance, Great Fortitude, Toughness.

Special: Initiation (see below).

Table 1-5: Grayback

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+2	+0	+0	Initiation
2nd	+2	+3	+0	+0	
3rd	+3	+3	+1	+1	Avalanche
4th	+4	+4	+1	+1	
5th	+5	+4	+1	+1	Greater earth mastery
6th	+6/+1	+5	+2	+2	Voice of stone
7th	+7/+2	+5	+2	+2	
8th	+8/+3	+6	+2	+2	Regeneration 10
9th	+9/+4	+6	+3	+3	
10th	+10/+5	+7	+3	+3	A dream of earth

Initiation Requirements

The shine is brewed from mineral salts, oxides of iron and mithral, ores of cobalt and nickel, and rare earths only found in the Hells. Blending this toxic brew requires a successful Alchemy check (DC 21), and requires an outlay of 5,000 gp, including 2,000 gp for specialized alchemical equipment, which can be reused. The ritual requires a 10th-level patron who can cast arcane or divine spells. It drains 500 xp from the patron and requires *flesh to stone*, *stone shape*, and *stoneskin*.

Class Skills

Grayback class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Climb (Str), Craft (Int), Heal (Wis), Intimidate (Cha), Jump (Str), Knowledge (geology) (Int), and Profession (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the grayback prestige class.

Weapon and Armor Proficiency: Graybacks are proficient with all simple and martial weapons, all types of armor, and shields.

Initiation (Su): This toxic brew petrifies bones and connective tissue, making the character slow and ponderous but incredibly tough. Initial Dex drain of 1d3 points, secondary Dex drain of 1d3 points; Fort save halves (DC 22). One day later the character gains a +4 inherent bonus to Con and his type changes to Elemental (Earth). All damage taken from the shine is permanent ability loss, and may not be cured by spells or healing (besides *wish*). Creatures who are immune to ability drain or mineral poisons receive no benefit from taking the shine.

Stonelegs (Ex): The grayback's speed is halved (no lower than 10 ft. when in armor), and his weight doubles. His carrying capacity also doubles, as if he were one size category larger.

Natural Weapons (Ex): The grayback may attack with his bare hands as if attacking with magical weapons. Each stony fist may strike as a heavy

or light mace, at the character's discretion, in either case with a +2 enhancement bonus. They gain this ability AS IF their hands were maces for the sake of feats that may apply to these weapons.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Avalanche (Ex): The grayback blooms stony material all over his body, particularly along his hands and forearms. These growths give all the benefits of the Improved Bull Rush and Sunder feats even if the character lacks the prerequisites.

Natural Weapons (Ex): The grayback's bare fists gain the Mighty Cleaving special ability.

Greater Earth Mastery (Ex): The grayback gains a +2 attack and damage bonus if both he and his foe touch the ground. If his opponent is airborne or waterborne, he suffers a -4 penalty to attack and damage. Additionally, if the grayback is touching the ground he may take a full-round action to remain in his place regardless of the force brought to bear against him. Treat this as a +20 circumstance bonus to resist a bull rush attempt, or on any test against being moved.

Natural Weapons (Ex): The grayback's fists improve to a +3 bonus.

Voice of Stone (Su): The grayback's bare fists gain the Thundering special ability, usable three times per day.

Regeneration (Ex): The grayback becomes more rock than flesh, and is almost impossible to put down. He treats most forms of damage as subdual damage, and regenerates this damage at the rate of 5 points per round. Energy attacks (acid, cold, electricity, fire, and sonic) deal normal damage.

A Dream of Earth: With his last level as a grayback, the character drifts into a long reverie of stone. He suffers 1d4 Dex drain immediately (Fort save halves [DC 26]), and one day later he gains an additional +2 inherent bonus to Con.

Spell-like abilities: At will—*earthquake*, *meld into stone*, *stone shape* and *stone tell*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 10 + Cha + spell level).

Damage reduction 5/- (Ex): The character ignores the first 5 points of damage from each attack.

Natural Weapon (Ex): The grayback's bare fists improve to a +4 bonus.

Sample Grayback

Medium-size Elemental (Earth, Dwarf)

Hit Dice: 10d10+73, 4d12+28 (193 hp)

Initiative: +0

Speed: 10 ft.

AC: 21 (+7 +2 *breastplate*, +4 +2 *large steel shield*)

Attacks: Natural weapon +22/+17/+12 melee; or masterwork throwing axe +15/+10/+5 ranged

Damage: Natural weapon 1d8+9/19-20; or throwing axe 1d6+5

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Natural weapons

Special Qualities: Elemental, stonelegs, avalanche

Saves: Fort +18, Ref +4, Will +5

Abilities: Str 20, Dex 10, Con 20, Int 10, Wis 12, Cha 12

Skills: Climb +11, Craft (blacksmithing) +8, Craft (armorsmithing) +8, Knowledge (geology) +8

Feats: Blind-Fight, Cleave, Endurance, Great Cleave, Great Fortitude, [Improved Bull Rush], Improved Critical (natural weapons), Power Attack, Quick Draw, [Sunder], Toughness, Weapon Focus (natural weapons), Weapon Specialization (natural weapons)

Climate/Terrain: Any hill, mountains, and underground

Organization: Solitary, company (1 grayback, plus 6 7th-level fighters), squad (1 grayback, plus 6 7th-level fighters, 3 7th-level rangers, and 2d6 2nd-level fighters), or clan (1 grayback, plus 1 10th-level cleric, 6 7th-level fighters, 3 7th-level rangers, and 5d10 2nd-level fighters)

Challenge Rating: 14

Treasure: Standard

Alignment: Chaotic good

Advancement: By character class

This example character is a dwarf Ftr10/Gry4.

Combat

Natural Weapons (Ex): The character's fist is equal to +2 *heavy mace of mighty cleaving*.

Elemental: Immune to poison, sleep, paralysis, and stunning. Not subject to critical hits.

Stonelegs (Ex): The character's speed is halved, and his weight doubles (to 400 pounds). His carrying capacity also doubles, as if he were one size category larger.

Avalanche (Ex): When fighting with his natural weapons, the character gains all the benefits of the Improved Bull Rush, Mighty Cleaving, and Sunder feats.

Possessions: +2 *breastplate*, +2 *large steel shield*, masterwork throwing axes (5).

Manikin

Like the other terrestrial races trapped in the Forge, gnomes were cut off from their traditional sources of strength. Without the research and inquiry that form the basis of gnomish society, they stood little chance in the arena.

They recruited an automaton named Iron Jack to help, and recycled automata bodies for parts. Eventually their experiments culminated in the manlike constructs called manikins. The first gnomes to abandon their bodies were artificers and mages.

Their brains were carefully implanted in manikin shells, and they were taught to take advantage of the strengths of these new forms. The first trials were wildly successful, and in the months that followed dozens of gnomes and a handful of humans have gone under the knife.

Manikins are almost always bards, sorcerers, or wizards, though

the occasional multiclass rogue initiates to gain new spell-like abilities.

Hit Die: d6.

Requirements

A character must fulfill all the following criteria before becoming a manikin.

Race: Any humanoid.

Base Save Bonus: Will +6.

Feats: Iron Will, Quicken Spell, Spell Penetration.

Spells: Able to cast arcane spells.

Special: Initiation (see below)

Initiation Requirements

A manikin frame must be milled from a block of pure aluminum, weighing approximately 300 pounds. Nerves of glass, muscles of fine tungsten wire, relays of brass, and joints of porcelain and mercury are also required.

Creating the body requires a successful Craft (metalworking) check (DC 20). Installing the complex internal structures require a successful Craft (automata) check (DC 22). Transplanting a subject brain into its new body requires a successful Healing check (DC 20). Failure on the transplant check applies a -2 modifier to save against the initial ability damage.

Assembling the manikin costs 50,000 gp, including 20,000 for specialized lathes and tools, which can be reused.

The ritual requires a 16th-level patron who can cast arcane spells. Completing the ritual drains 500 xp from the patron and requires *animate objects*, *limited wish*, and *magic jar*.

Class Skills

Manikin class skills (and the key ability for each skill) are Alchemy (Int), Concentration (Con), Craft (Int), Decipher Script (Int, exclusive skill), Diplomacy (Cha), Knowledge (all skills, taken individually) (Int), Perform (Cha), Profession (Wis), Scry (Int, exclusive skill), Sense Motive (Wis), Speak Language (Int), Spellcraft (Int), and Use Magic Device (Cha, exclusive skill). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the manikin prestige class.

Weapon and Armor Proficiency: Manikins gain no proficiency in any weapon or armor.

Initiation (Su): Initiation as a manikin is quite straightforward. The subject's brain is removed and implanted into a magically prepared golem shell. Freed from old duties the brain can develop its pure intellect, but at the cost of its attachment to the immediate world. Initial Wis drain of 1d3 points, secondary Wis drain of 1d3 points; Will save halves (DC 18). One day later the manikin gains a +2 inherent bonus to Int and Cha, and her type changes to Construct. All damage taken from this catalyst is permanent ability loss, and may not be cured by spells or healing (besides *wish*). Creatures who are immune to ability drain may not become manikins. **Special note:** all manikins are Medium-size creatures. If the initiate was a Small character, she loses all benefits from her old size category.

Construct: Immune to mind-influencing effects, poison, disease, and similar effects. Not subject to critical hits, subdual damage, ability damage (except damage taken from the manikin prestige class), energy drain, or death from massive damage. Constitution score becomes "—". Cannot heal damage naturally, but can be healed. Cannot be raised or resurrected. Darkvision 60 ft.

Spells per Day: The manikin continues training in magic after taking her new form. When a manikin level is gained, the character gains new spells per day as if she had also gained a level in an

arcane spellcasting class she belonged to before taking the prestige class.

Water Bearer: The manikin gains three new abilities.

Spell Resistance 13 (Ex): This ability can be activated and deactivated as a free action.

Spell Storing (Ex): A single targeted spell of up to 3rd level can be stored in the manikin's metal frame. (The spell must have a casting time of 1 action.) Any time she deals damage to a creature in melee combat, she can immediately cast the spell on that creature as a free action without provoking an attack of opportunity.

Chisel and Maul (Ex): The manikin gains the Sunder feat as a virtual feat even if she lacks the prerequisites. She also does double damage with her natural weapons when attacking an object or structure.

Spell Resistance 15 (Ex): This ability can be activated and deactivated as a free action.

Spell-like abilities: At will—*heat metal*, *rusting grasp*, and *shatter*. Once per day, she can cast *disintegrate* as a melee touch attack. These abilities are as the spells cast by a 15th-level sorcerer (save DC 10 + Cha + spell level).

Natural Weapons (Ex): The manikin may attack with her bare hands as if attacking with magical weapons. Each metal hand may strike as a club with a +2 enhancement bonus. They gain this ability AS IF their hands were clubs for the sake of feats that may apply to these weapons.

Cuirass (Ex): The character can stiffen her carapace as a full-round action, granting her a hardness rating of 10 until her next turn. This ability can be used any number of times per day.

Northern Crown (Su): The manikin has a reserve of magical energy she can draw on to instantly cast certain spells. She chooses a number of spells of 3rd-level or less equal to her Int or Cha modifier. The manikin can cast these spells as if they were prepared with the Quicken Spell metamagic feat, even if she lacks the feat.

Spell Resistance 17 (Ex): This ability can be activated and deactivated as a free action.

Spell-like abilities: At will—*blur*, *fly*, and *mirror image*. Once per day—*dimension door*, *ethereal jaunt*, *haste*. These abilities are as the spells cast by an 18th-level sorcerer (save DC 10 + Cha + spell level).

Natural Weapons (Ex): The manikin's bare hands gain the Ghost Touch special ability.

Southern Cross (Su): The manikin suffers 1d4 Wis drain immediately (Will save halves [DC 18]), and one day later she gains an additional +1 inherent bonus to Int and Cha.

Spell Resistance 19 (Ex): This ability can be activated and deactivated as a free action.

Spell-like abilities: At will—*detect scrying*, *divination*, and *scrying*. Once per day—*animate objects*, *antimagic field*, and *spell turning*. These abilities are as the spells cast by a 20th-level sorcerer (save DC 10 + Cha + spell level).

Natural Weapons (Ex): The manikin's bare hands improve to a +3 enhancement bonus.

Table 1-8: Manikin

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day
1st	+0	+0	+0	+2	Initiation	+1 Level of existing class
2nd	+1	+0	+0	+3		+1 Level of existing class
3rd	+1	+1	+1	+3	Water bearer	+1 Level of existing class
4th	+2	+1	+1	+4		+1 Level of existing class
5th	+2	+1	+1	+4	Chisel and maul	+1 Level of existing class
6th	+3	+2	+2	+5	Cuirass	+1 Level of existing class
7th	+3	+2	+2	+5		+1 Level of existing class
8th	+4	+2	+2	+6	Northern crown	+1 Level of existing class
9th	+4	+3	+3	+6		+1 Level of existing class
10th	+5	+3	+3	+7	Southern cross	+1 Level of existing class

Sample Manikin

Medium-size Construct (Gnome)

Hit Dice: 12d4 (34 hp)

Initiative: +2 (+2 Dex)

Speed: 30 ft.

AC: 20 (+2 Dex, +2 *ring of protection* +2, +2 *amulet of natural armor* +2, +2 *bracers of armor* +2)

Attacks: +2 *club* +8/+3 melee; or +1 *light crossbow* +9 ranged

Damage: +2 *club* 1d6+2; or +1 *light crossbow* 1d8+1/19-20

Face/Reach: 5 ft. by 5 ft./5 ft.

Special Attacks: Spells

Special Qualities: Construct, darkvision 60 ft.

Saves: Fort +9, Ref +6, Will +11

Abilities: Str 10, Dex 14, Con —, Int 20, Wis 12, Cha 12

Skills: Alchemy +8, Craft (automata) +18, Innuendo +4, Knowledge (arcana) +20, Knowledge (automata) +17, Listen +4, Scry +20, Sense Motive +5, Spellcraft +17, Spot +7

Feats: Brew Potion, Combat Casting, Empower Spell, Iron Will, Quicken Spell, [Scribe Scroll], Silent Spell, Spell Penetration

Climate/Terrain: Any land or underground

Organization: Solitary, company (1 manikin, plus 3 7th-level wizards), squad (1 manikin, plus 3 7th-level wizards, 5 3rd-level wizards, and 2d6 2nd-level fighters), or clan (1 manikin, 3 7th-level wizards, 10 3rd-level wizards, and 5d10 2nd-level fighters)

Challenge Rating: 12

Treasure: Standard

Alignment: Lawful neutral

Advancement: By character class

This example character is a gnome Wiz10/Man2.

Combat

Construct: The character is immune to mind-influencing effects, poison, and disease. She is not subject to critical hits, subdual damage, ability, energy drain, or death from massive damage.

Wizard Spells Known (4/6/5/5/4/4/2): 0th—All. 1st—*feather fall*, *mage armor*, *magic missile*, *shield*, *shocking grasp*, *silent image*, *spider climb*. 2nd—*blur*, *ghoul touch*, *knock*, *mirror image*, *see invisibility*, *summon monster II*, *web*. 3rd—*blink*, *dispel magic*, *fireball*, *fly*, *invisibility sphere*, *lightning bolt*. 4th—*bestow curse*, *dimension door*, *minor creation*, *polymorph self*. 5th—*cone of cold*, *dominate person*, *greater shadow conjuration*, *hold monster*, *sending*, *telekinesis*, *teleport*, *wall of force*, *wall of stone*. 6th—*acid fog*, *analyze dweomer*, *chain lightning*, *control water*, *disintegrate*.

Possessions: +1 *light crossbow*, +2 *club*, *ring of protection* +2, *amulet of natural armor* +2, *bracers of armor* +2, *wand of dispel magic* (27 charges remaining), *wand of fly* (40 charges), spellbook.

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Focus on Freeport #11: Deus Ex Machina

A d20 System Freeport Adventure in three parts for four 5th to 6th level characters.

By Jeff Quick Copyright 2001, Green Ronin Publishing

Part One: Nothing is Sacred

In which the adventurers become acquainted with the rooftops of Drac's End.

Clerics around the city have been losing their holy symbols for the last few weeks, and various relics and worship implements have gone missing from some temples. A group of rogues and clerics in service to the Trickster God have been pulling the majority of the heists. They have their systems and escape routes completely mapped out. Their next targets are the PCs.

In the jumble of small buildings on the western arm of Drac's End near the merchant district, worshipers of the Trickster God steal the party's cleric's holy symbol. The worshipers are Resseka (a female human cleric/rogue), Harcourt (a male halfling rogue), Claret (a female gnome cleric), and Chemb (a male human cleric/fighter/rogue).

If the party has no cleric, then poor Brother Egil happens to be along with the party, and the Trickster clerics steal his symbol while he's with the party. The thieves then lead the party on a merry, somewhat dangerous, chase across the rooftops. The chase leads into the temple district, where the thieves disappear down the belfry of an abandoned temple of the God of Retribution.

Encounter 1: The Heist (EL 5)

At some point, lead the PCs into the western arm of Drac's End, near the Merchant and Temple Districts. They might be returning at the end of an adventure from some important person's house to spend fresh reward money, or going to visit someone in the government, or they might just be in the area on an unrelated investigation.

The Trickster clerics have set up an elaborate con to pick up one last holy symbol. When the PCs enter the rogues' zone of attack, Resseka, acting as a prostitute (having changed her features and clothing with *change self*), begins soliciting. She targets the person farthest from the cleric in an attempt to draw attention away from the real target.

Once the PCs talk to her, she drags negotiations out, and tries to draw her mark away from the party if possible. PCs must make a Sense Motive check opposed by Resseka's Bluff to sense that she might be more than a simple businesswoman.

Harcourt hides in the shadows of the eaves of the building across the street from Resseka, above and behind the PCs if the "prostitute" does her job well. Harcourt waits for the party's cleric to move into a position where he can sneak down and take his or her holy symbol. If after several rounds the cleric does not give him an opening, Harcourt climbs down quietly and gets the cleric's attention. He tries to pull the cleric aside and talk "confidentially." He tells the cleric that this woman spends a lot of time here and that she lost one of her children at sea more than year ago, and has no money. He tries to watch out for her, but sometimes she goes a little too far with her propositions. During

the course of the conversation, he attempts a Pick Pocket roll to steal the holy symbol from under the cleric's nose.

If trickery doesn't seem to be helping, Harcourt just makes a blatant grab for the symbol. Once he has it, he makes a double move with his *slippers of spider climbing* up the side of the nearest building and onto the rooftops. If the struggle to steal the holy symbol took him away from his building of choice, he heads back there immediately to begin the chase.

Chemb and Claret watch the theft in secret from a block away (about 60 feet). Claret has a readied action to cast *sanctuary* on Harcourt (Will save DC 14) as soon as he has the holy symbol in his hand. She then uses her *silence* scroll on any spellcaster who seems aggressive.

The Back-up Plan

If Harcourt completely fails his Pick Pocket attempt, or doesn't get enough of a head start, Claret and Chemb charge down the street toward the PCs, shouting "Stop, thief!" to try to buy him some time.

Claret acts the part of a robbed cleric, and tries to engage the party in conversation for a couple of rounds shouting about the loss of her holy symbol. Again, PCs must make a Sense Motive check opposed by her Bluff check to get an idea that Claret might be in on the scam.

Meanwhile, Chemb attempts to climb the building to chase Harcourt down. Actually, he just gets in the PCs' way, climbing slowly, and falling on anyone who comes up behind him. Claret and Chemb continue to act aggrieved for as long as the con is useful to them.

In the confusion, Resseka slips away from her mark and climbs a nearby rooftop where she has a light crossbow and thieves' tools stashed. She drops her *change self* spell, drinking her *potion of cat's grace* if she has time. Her role for the rest of the encounter is to act as a troubleshooter to clear Harcourt's exit. She tries to stay one rooftop away from the action, above it if possible, firing her crossbow on anyone with abilities, spells, or magic items that allow him or her to catch up with Harcourt. If Harcourt gets in trouble, Resseka is also his backup. He tosses the holy symbol to her and she continues running with it.

If Harcourt Gets Away Clean

If Harcourt makes his Move Silently and Pick Pocket checks so well that no one notices him take the holy symbol, give the party another Spot check a few seconds later. Those who beat DC 10 notice a halfling running straight up the side of a nearby building. Those who beat DC 15 notice that he is holding a holy symbol in his right hand that looks like the party's cleric's symbol.

Encounter 2: The Chase (EL 6) Building 4

The Trickster clerics know that stealing holy symbols is a touchy proposition, and that any cleric with friends will give chase. So, through cleverness and applied serendipity, they have arranged a set of rooftop tricks and traps to discourage pursuers. They all know every step of the way. Harcourt is probably the only one nimble enough to run it while being chased, but all of them know the tricks and traps, and none of the accomplices will fall for them.

Most of the buildings have pitched roofs. Any pursuer who chases Harcourt on foot across a normal pitched roof must make a Balance check (DC 10) each round. Characters who succeed can move at half speed for 1 round. (Movement in conjunction with Balance checks can be tricky, so DMs might want to re-read the skill description to make sure the encounter comes off as intended).

Note that a Balance check that fails by 5 or more means the character falls. Characters who fall must succeed at a Reflex save (DC 15) or slide off the edge of the roof. Characters who fall off a building take 1d6 points of damage for each story they fall.

If a PC somehow seems to be gaining on Harcourt, he drinks his *potion of expeditious retreat*.

Building 1

This building is where Harcourt starts. It is a two-story rough stone building with a drainpipe up the side. It is an easy climb (DC 10). The roof is pitched, and requires a Balance check (DC 10) each round to move across. A thin plank, about 4 inches wide connects this building with the next one. Crossing it requires a Balance check (DC 15), although Harcourt's *slippers of spider climbing* allow him to cross without a roll. If he has a round to spare, Harcourt uses a move-equivalent action to kick the board off the roof once he's across, forcing pursuers to jump the 10-foot chasm between buildings (PHB, p.70).

Building 2

This is a two-story stone building (Climb check DC 15) with a gentle slope to the roof (no Balance check required). The building is old and its roof is prone to collapse. Shaded areas on the map collapse under more than 50 pounds of weight. PCs on the roof who make a successful Knowledge (architecture) check (DC 10) can identify the weak areas and avoid them. A tightrope leads from the crest of this roof to the roof of the next building. Crossing this tightrope requires a successful Balance check (DC 25).

Building 3

This is a smooth, thin, three-story building with a flat roof (Climb check DC 20). A pigeon coop sits atop this roof, and as Harcourt runs by, he bangs on the walls of the coop to rouse the pigeons, and then flings the door open as he passes by. This creates two potential problems for pursuers. The explosion of pigeons when the door opens provides three-quarters concealment for Harcourt for one round. Second, pursuers must spend a move-equivalent action closing the door to the coop to continue the chase.

Building 4

This is a two-story wooden structure with a steeply pitched roof. Harcourt can jump and land on this building without fear of falling thanks to his slippers (although he does need to make a DC 15 Jump check to take no damage from jumping down 10 feet). Anyone attempting to follow him must make a Balance check (DC 20) to stay up after a leap onto this building.

Building 5

This is a bi-level building with an open courtyard in the lower area. Pursuers who don't follow Harcourt closely must make a Reflex save (DC 15) or fall 20 feet into the courtyard below. Pursuers who are moving quickly do not get a Reflex save, and just fall.

Building 6

This is a one-story stone building that adjoins the wall between Drac's End and the Temple District. The clerics of the Trickster God cut a door through the wall from this rooftop to one on the other side, allowing them to slip between the districts unnoticed. A fifth accomplice (a 1st-level human rogue) waits here with the door open wide enough for Harcourt to slip through. He then slams it shut and braces it. Pursuers must climb the wall, use magic, or simply bash through. The solid wood door is thick and barred, hardness 5, hp 20, Strength check DC 23 required to force it open.

Through the Wall

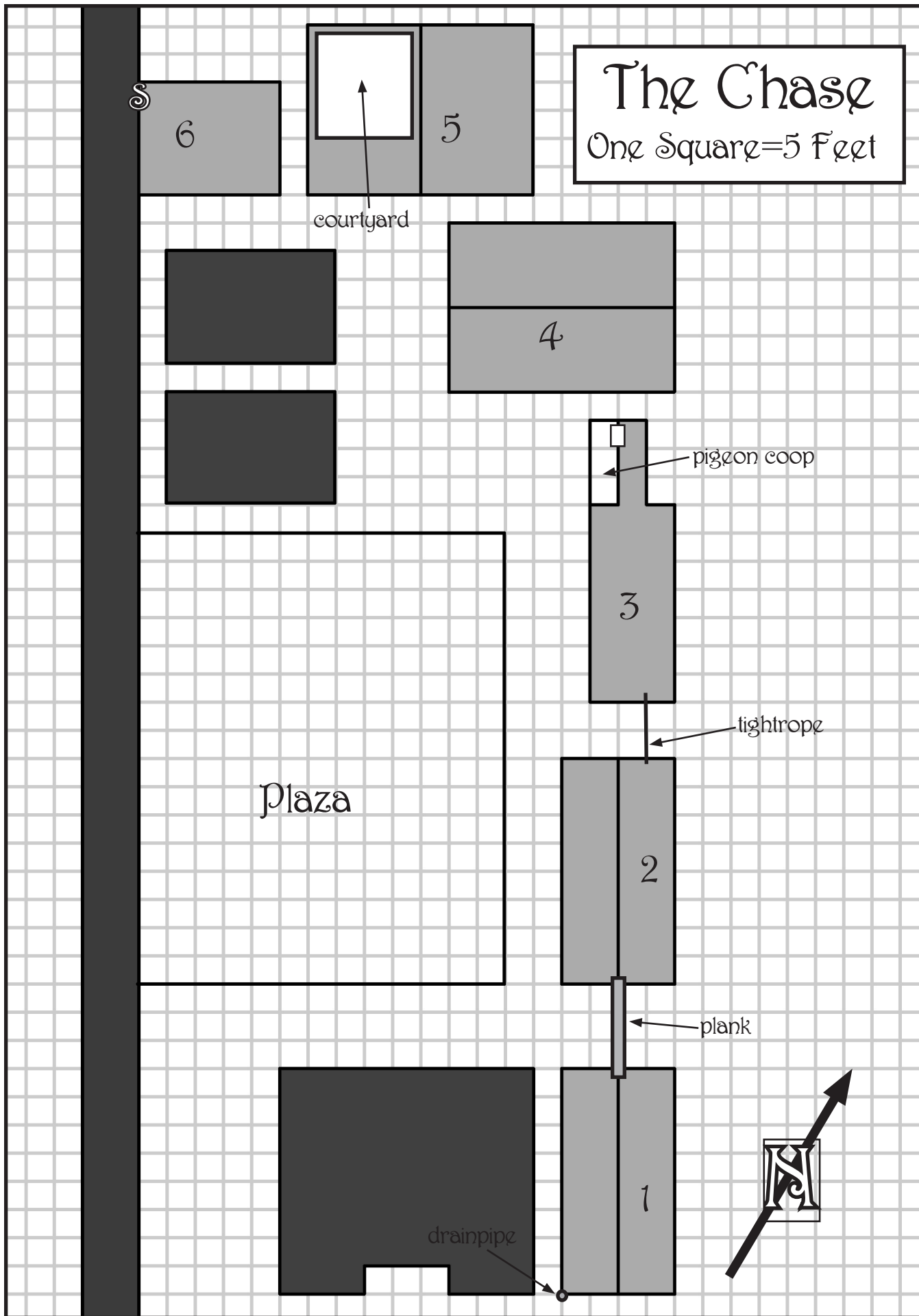
The tricks stop on the other side of the wall. Another building, little more than a shack, adjoins the wall on the Temple District side, but by the time anyone climbs over or smashes through, no one remains on that roof. Pursuers must clear one more 15-foot expanse to get to the rooftop of the old temple of the Retribution God. Unless pursuers take a very long time to get over, they just see two figures disappear down the temple's belfry as they land on the other side.

Remember that Resseka uses spells and her crossbow to deter anyone who comes too close to Harcourt during his escape.

Capturing a Trickster

PCs might capture Harcourt, or simply forego all the running and jumping about rooftops and catch one of his slower accomplices. This is a perfectly acceptable plan, although not as fun for the Trickster clerics. None of the Trickster worshipers are prepared to fight, but if necessary they will engage in one round of combat before trying to escape. If they get stuck in a fight, Chemb, having the most combat experience, tries to cover his compatriots' escapes. However, since the clerics aren't geared up for combat, they can probably be captured for questioning with minimal effort.

Though wily, these people are not made of stone. Any suitable application of Bluff, Diplomacy, or Intimidation can get them to reveal that they've been working on a rite to their god. The rite involves stealing holy symbols and religious relics. They don't know exactly why, just that it's part of the rite. Their recent base of



operations has been the abandoned temple of the Retribution God in the temple district. The temple is boarded up and barricaded from the inside. The only way in is through the belfry on the roof.

The PCs won't get the holy symbol back this way, and they won't get much experience, but they'll get all they need to reach Part 2 of the adventure.

Statistics for Part One

Chemb

Male human Ftr 3/Clr 1/Rog 1; CR 5; Medium-size humanoid; HD 3d10+6 plus 1d8+2 plus 1d6+2; hp 40; Init +4 (Improved Initiative); Spd 30 ft.; AC 12 (touch 10, flat-footed 12); Atk +7 melee (1d8+4, +1 *morningstar*); SA Sneak attack; SQ Turn undead; AL CN; SV Fort +7, Ref +5, Will +4; Str 17, Dex 10, Con 15, Int 8, Wis 13, Cha 10.

Skills and Feats: Bluff +3, Climb +10, Intimidate +1, Jump +4, Listen +2, Open Lock +1, Spot +3, Ride +6; Dodge, Improved Initiative, Lightning Reflexes, Power Attack, Sunder.

Spells Prepared (3/2; base DC = 11 + spell level): 0—*detect magic, guidance* (2); 1st—*change self**, *shield of faith*.

*Domain spell. *Domains*: Chaos (chaos spells at +1 caster level); Trickery (Bluff, Disguise, Hide are class skills).

Possessions: 50 gp, belt pouch, thieves' tools, traveler's outfit, +1 *morningstar*, +1 *leather*, *potion of cat's grace*, *potion of hiding*, *potion of sneaking*, *potion of cure light wounds* (3).

Description: Chemb is big and strong. With blond hair, tan skin, and a perpetually startled facial expression, he seems like dumb muscle. He is, but he has a lot of surprises.

Claret

Female gnome Clr 5; CR 5; Small humanoid; HD 5d8+10; hp 34; Init +1 (Dex); Spd 20 ft.; AC 13 (touch 13, flat-footed 12); Atk +5 ranged (1d8, light crossbow); SQ Cantrips, low-light vision, turn undead; AL N; SV Fort +6, Ref +2, Will +7; Str 7, Dex 13, Con 14, Int 10, Wis 16, Cha 12.

Skills and Feats: Bluff +9, Diplomacy +9, Hide +5, Listen +7, Spot +5; Alertness, Brew Potion.

Spells Prepared (5/5/4/3; base DC = 13 + spell level): 0—*detect magic, detect poison, guidance* (2), *mending*; 1st—*entropic shield**, *obscuring mist, sanctuary* (2), *summon monster I*; 2nd—*invisibility**, *darkness, lesser restoration, undetectable alignment*; 3rd—*protection from elements**, *bestow curse, meld into stone*.

*Domain spell. *Domains*: Luck (good fortune); Trickery (Bluff, Disguise, Hide are class skills).

Possessions: belt pouch, clerical vestments, light crossbow, +1 *bracers of armor*, *pearl of power* (1st level), *potion of cure moderate wounds*, *potion of glibness*, *silence scroll*, 350 gp.

Description: An unremarkable gnome dressed obviously as a cleric. Claret is no rogue, but a great trickster. She can project nearly any emotion she needs to on demand.

What if the Party Cleric Worships the Trickster God?

This doesn't change much. You might give the cleric a bonus on Spot or Sense Motive checks to realize what's going on. If a Trickster cleric sees through Resseka's con job, you might have the cleric make a Knowledge (religion) check at DC 15 to recognize her. However, this impious crime wave is no respecter of religions. Trickster God holy symbols are as valid a target as any other religion's.

Harcourt

Male halfling Rog 6; CR 6; Small humanoid; HD 6d6; hp 25; Init +8 (+4 Dex, +4 Improved Initiative); Spd 20 ft.; AC 18 (touch 15, flat-footed 14); Atk +5 melee (1d4, dagger), or +10 ranged (1d4, dagger); SA Sneak attack; SQ Evasion, uncanny dodge; AL N; SV Fort +3, Ref +10, Will +4; Str 10, Dex 18, Con 11, Int 14, Wis 9, Cha 10.

Skills and Feats: Appraise +5, Balance +15, Bluff +8, Climb +2, Escape Artist +5, Hide +16, Jump +12, Listen +10, Move Silently +15, Open Lock +12, Pick Pocket +15, Search +11, Tumble +15; Improved Initiative, Iron Will.

Possessions: Traveler's outfit, belt pouch, thieves' tools, *potion of expeditious retreat*, +1 *silent moves leather armor*, *slippers of spider climbing*, 10 gp.

Description: Harcourt is a confident-looking halfling, and a working thief. His eyes roam all over his environment, as if constantly evaluating his surroundings.

Resseka

Female human Clr 2/Rog 3; CR 5; Medium-sized humanoid; HD 2d8-2 plus 3d6-3; hp 19; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft.; AC 13 (touch 13, flat-footed 10); Atk +7 ranged (1d8+1, +1 *light crossbow*); SA Sneak Attack; SQ Evasion, rebuke undead, uncanny dodge; AL CN; SV Fort +3, Ref +7, Will +5; Str 10, Dex 16, Con 8, Int 12, Wis 12, Cha 16.

Skills and Feats: Balance +6, Bluff +10, Climb +3, Disguise +10, Forgery +4, Innuendo +4, Jump +3, Pick Pocket +10, Profession (entertainer) +5, Read Lips +4, Sense Motive +4; Dodge, Improved Initiative, Toughness.

Possessions: Courtier's outfit, jewelry (100 gp), thieves' tools, +1 *light crossbow*, *potion of cat's grace*, *potion of cure light wounds*, 200 gp.

Description: Resseka has a natural beauty, which she uses to her advantage as often as possible.

Spells Prepared (4/3; base DC = 11 + spell level): 0—*detect magic, light, purify food and water* (2); 1st—*change self**, *sanctuary*.

*Domain spell. *Domains*: Luck (good fortune); Trickery (Bluff, Disguise, Hide are class skills).

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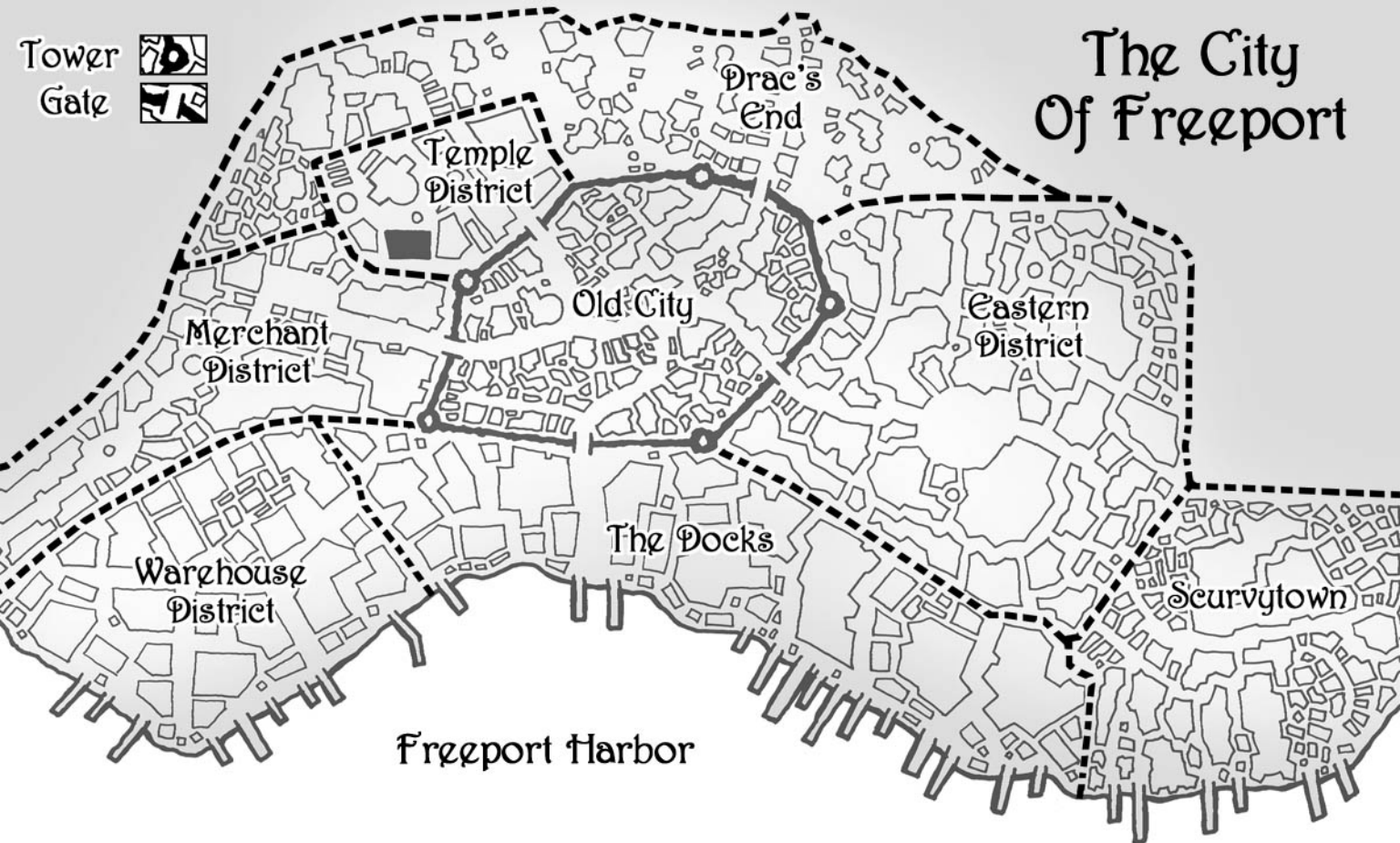
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The City Of Freeport



Focus on Freeport #13: Deus Ex Machina

A d20 System Freeport Adventure in three parts for four 5th to 6th level characters.,
By Jeff Quick Copyright 2001, Green Ronin Publishing

Part Two: Forsaken Places

In which the adventurers learn what has become of the old God of Retribution's abode.

Clerics around the city have been losing their holy symbols for the last few weeks, and various relics and worship implements have gone missing. A group of rogues and clerics in service to the Trickster God have been pulling their majority of the heists. They have very recently stolen the holy symbol of the party's cleric. The party has tracked them to the belfry of the abandoned temple to the God of Retribution.

In part two of this adventure, the PCs must wind their way through a series of traps, setbacks, and misdirections to the basement of the old temple of the God of Retribution. There they must search for a secret door which will lead them to the secret storage room where the holy symbols are being held.

Encounter 2:

The Abandoned Temple (EL 6)

Some time ago, a vengeful lord petitioned the God of Retribution's church for help in settling an old score. The high priests of the church decided that the lord's "donation" in return for their services was enough money to fund a new, larger temple to better equip and house servants of such divine calling. When the clerics left their old temple, they took most of the building's contents with them, boarding up all the windows and doors. There was some discussion about using the old temple for storage or training, but the matter was tabled in the bustle to populate and promote the new temple's location.

The clerics of the Trickster God were quick to start rumors about why the Retribution clerics left. Several different stories were spread, including tales that anyone who worshiped there would be haunted by ghosts of the unavenged, that the land underneath the temple was irreparably desecrated, and that the God of Retribution had cursed the temple and would rain down disease on any who dared enter. For good measure, the Trickster clerics staged a few "supernatural" events among the superstitious.

So, despite stern ecclesiastical proclamations to the contrary, the old building was ruined as a useful tool for the Retribution church. The Trickster clerics moved in and took it as a base of operations.

The temple itself is a gothic, dark gray two-story building with an extensive basement. The walls of the building are reinforced masonry, and roof is steeply pitched, covered with slate tile.

The iron reinforcements within the walls are too closely set for any creature larger than Tiny to squeeze through. Climbing the walls is a Climb check (DC 15), and moving across the roof requires a Balance check (DC 15). Gargoyles sit poised at each corner of the building and at regular intervals along the edges of the roof, but they are merely waterspouts, not magical beasts.

All doors and windows are tightly boarded up. Breaking through the 2 inches of wood requires a successful Strength check (DC 25). To prevent intrusion from determined vandals, the Trickster clerics have reinforced potential entries on the first floor with sheets of iron from the inside. Windows on the second floor are each guarded with a *glyph of warding*. None of the rooms are lit on the second floor. Anyone who doesn't know the layout already must bring his or her own light.

Clerics and occupants of nearby temples have reported occasionally hearing inhuman shrieks and loud crashing noises from the second floor, screeching metallic noises from the first floor, and supernatural effects at odd hours. PCs can make a Gather Information check (DC 15) to pick up this information.

Three weeks ago, two young Retribution clerics took it upon themselves to reclaim the temple for their god. They only told a few people where they were going, as they wanted to reclaim the temple for the God of Retribution's glory, and not their own. They have been missing ever since.

1. The Belfrey

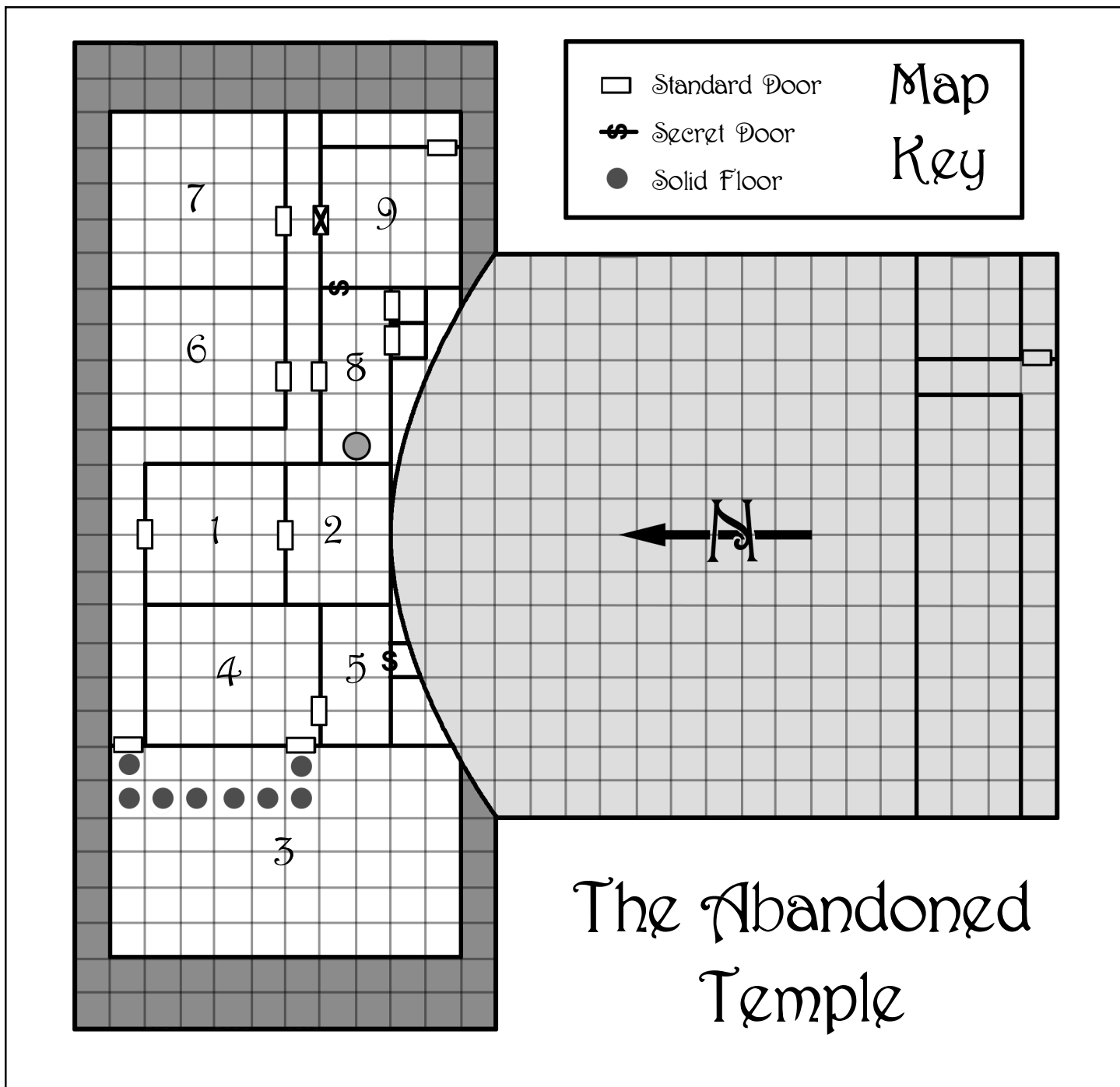
The belfrey is the easiest way into the temple. The bell was removed by the previous owners, replaced by the new occupants with a rope dropping 15 feet to the floor of the room below. The 20 foot by 20 foot room sees a lot of travel, and is not dusty at

What If They Decide It's Not Worth The Effort?

Basic holy symbols only cost 1 gold piece. The PCs might decide to just go buy another one rather than risk their necks delving into an abandoned, reportedly cursed, temple. If the characters try this, they learn that nearly every known seller or crafter of holy symbols in the city has been hit in the last day.

A successful Gather Information check (DC 10) reveals this in an hour. Without the check, the PCs must spend an entire day prying the same information from embarrassed or uptight clerics and clerical suppliers. Not all the symbols are gone, but the few remaining ones are in use, and getting them from their owners will require impressive feats of Diplomacy.

If this happens, then over the next few days they hear stories of a weird creature, like an iron golem crashing around town.



The Abandoned Temple

all, as this is the common (though inconvenient) entrance and exit for Trickster clerics who operate out of the temple.

The belfrey has an illusion cast on it, causing the room to appear turned 180 degrees from its actual orientation. Anyone attempting to leave the room by what appears to be the south door will actually be leaving by the north door, and vice versa.

2. Fungus Room (El 6)

This unlit room contains shriekers and violet fungi. The Trickster clerics threw spores in when they first took over the temple to discourage anyone who doesn't know about the illusion. One such discouraged person was one of the lost God of Retribution clerics, Brother Jalelu, who sought to learn what had happened in

the old temple. Caught in the fungal trap, his Strength became so damaged that he was rendered immobile, and could not cry out to his companion, Brother Knoxton, who had gone through the "south" door. As he lay in the dark, unaware of what even happened to him, the cries of shriekers drove him mad. In a last struggle, he killed himself to end the misery before the violet fungi ate his body. His horrible death and thirst for revenge brought him back as an allip who now lies in wait near the fungi for the ones who laid this trap to return.

Shriekers (4): hp 10, 11, 12, 12, no treasure; see *MM* page 93.

Violet Fungi (2): hp 14, 15; 100 sp, 2 flasks of holy water, 2 potions of *cure light wounds*; see *MM* page 93.

Allip (1): hp 30; no treasure; see *MM* page 16.

3. Collapsible Room (EL 3)

This empty room has been radically altered from its previous function. The floor of the entire 30 foot by 50 foot room is loose flagstones, resting precariously on wooden pillars in the area below. Only the squares with circles are safe to step on. Placing more than 40 pounds of weight on any other square causes that square and all adjacent squares (even “safe” ones) to collapse. Because of this sliding effect, the Reflex save necessary to keep from falling is higher than a normal pit trap.

Anyone in an adjacent square to someone who has triggered the trap must also make Reflex save, and this triggers the collapse of all adjacent areas around that character. The collapsing effect halts at the door, where solid construction resumes.

Anyone caught in the trap takes 1d6 points of damage from falling, and 4d6 points of damage from collapsing stones falling down. As with a cave-in, a successful Reflex save (DC 15) allows characters to take half damage from the collapsing damage. A Strength check (DC 24) is required to extricate anyone trapped within.

Simply by walking into the room, dwarves may make a Search check with their stonemasonry bonus to detect the safe and unsafe areas to step on. Others may (of their own volition) make Knowledge (architecture and engineering) or Craft (stonemasonry) checks (DC 20) to spot unsafe areas.

Collapsible Floor Trap (10 Ft. Deep): CR 3; no attack roll necessary (5d6); Reflex save (DC 23) avoids; Search (DC 20); Disable Device (DC 20).

4. Psychological Torture Chamber

The second Retribution cleric who entered the temple, Brother Knoxton, got nearly pummeled to death by the girallon in room 6 before the Trickster clerics pulled him out. Rather than letting him go, they decided to have some “fun” with him.

The Tricksters locked him in this stuffy room in a cage with a black bag over his head. Every day, one of the clerics enters through room 5 in a devil costume with food and water. Loud noises, smoke, fire, and dramatic shadows heighten the effect as the “devil” taunts the poor cleric, assuring him that his cries go unheard by his god, and that the legions of the damned are only keeping him alive until the time of proper sacrifice comes to pass. The poor cleric is convinced that he is in some infernal region after an untimely death at the hands of a four-armed hellspawn. He has not lost faith, however, and views the PCs as deliverers sent by his god.

Brother Knoxton is weak and somewhat hysterical, but relatively healthy. He has lost all sense of time. He has been here for almost three weeks, though due to light and sleep deprivation, he believes he has been here for months. If he is returned to the Retribution church, the highest-ranking cleric wants a full account of what the PCs have seen. She then asks their help: to go back in and act as a distraction while she musters her clerics to storm the old temple and bring their god’s vengeance down on those who would do this.

The Retribution church will grant free *lesser restoration* and

cure spells to any PCs who volunteer for the task. All the PCs must do is enter the old temple again and continue what they were doing before i.e., cause trouble, bang around, and keep the occupants busy. Of course, the PCs may just want to continue on and finish the matter at hand for themselves. They are adventurers after all.

Brother Knoxton: Male human Clr1

5. Devil Prop Room

This room contains all the props the Trickster clerics use to convince Brother Knoxton that he is in an infernal realm. Two combat practice dummies wear heavy cloaks and leering “devil” masks. Heavy, four-fingered gloves rest on a table with fake pointed “tails” and “cloven-hoof” shoes. The room also contains torches, green wood to create smoke, two gongs, several sheets of metal, sticks, horns, and numerous other items designed to mimic what hell would look like by someone who had never been there.

In the southeastern corner of the room is a sliding door leading to a small crawlspace. A successful Search check (DC 15) is required to find it. (Remember that elves get a free Search check if they come within 5 feet of a hidden door.) The crawlspace leads to a rope ladder, which extends into the worship area below.

6. Girallon Room (EL 5)

The door to this room is barred and locked with a thick, heavy padlock. Interested rogues must succeed at an Open Locks check (DC 20) to get it open. A Listen check (DC 15) reveals slow, steady breathing inside the room.

Not long after claiming the temple for their own, one of the Trickster clerics found a censer the Retribution clerics left behind. Somehow, while fooling around with it, she accidentally summoned a girallon. The clerics took a beating until they managed to get a *hold* spell to take on the beast. Assuming the summoning spell would end eventually, they stuck the creature in this room to wait it out. The summoning still hasn’t ended, so they keep it fed and locked up here until they think of something better to do with it. It has become sort of a mascot for the clerics. They’ve named it “Alouicious.”

Alouicious is asleep on the far end of the room when the PCs enter. If they make any noise above a whisper, the girallon springs up and attacks in a blind fury.

Girallon (1): hp 50; no treasure; see *MM* page 104.

7. Spike Trap Room (EL 2)

This room used to be a classroom, and dusty chairs and tables still sit in disarray. There’s nothing else of interest here.

The Tricksters have set up this room specifically to harm intruders. This room is completely out of the way of any normal function. Anyone opening this door obviously doesn’t belong here. Simply opening the door triggers the trap—a large spiked grate that falls on anyone who enters the room.

When triggered, this trap also pulls a rope that rings a bell in the basement, alerting the clerics that someone has opened the

wrong door. If this happens, two cleric/rogues are dispatched to see whom the intruders are and what needs to be done about it. One moves to room 9 to keep an eye on the “front” door. The other moves to the worship area to make sure no one uses the rope ladder to let themselves down into the first floor.

Spiked Plate: CR 1; +8 melee (1d10/x2 crit); Search (DC 23); Disable Device (DC 20).

8. Old Prayer Room

In its previous life, the Retribution clerics would pray to their god in this small chapel. The room is now empty, though a round pedestal still sits on the west end of the room where an icon or some other object of worship used to rest. In the south end of the room, two small cubicles are partitioned off. These used to be private conference rooms for the faithful to meet with a cleric for advice or penance. One Trickster cleric now uses the westernmost one as a personal stash. He keeps 50 gp in a rough sack underneath a bench.

The rest of the Trickster clerics mainly use this room as a hallway. Though a secret door is not strictly necessary, doing things in a straightforward way is never a Trickster cleric’s first choice. The Search check required to find this door is DC 18.

9. Meeting Room

The door on the north end of this room has been nailed shut. A Strength check (DC 23) is required to force it open. The door in the southeastern corner leads to the staircase going down to the first floor.

This room used to be a meeting room for worshipers of the God of Retribution. Now it’s used as a largish cloak room for the Trickster clerics. Coats, cloaks, boots, and wet-weather gear line the walls. If the PCs triggered the trap and alarm in room 7, Temmel, one of the halfling rogue/clerics, moves at full speed to get here and hide inside a heavy human coat. Temmel can make it from the basement to the room in eight rounds, and must take an ninth round to hide properly. If the PCs get to this room before he does, he hides under the stairs.

If the PCs enter the room just as he is hiding on the ninth round, he quickly drinks his *potion of invisibility*, runs through the door, and slams it behind him. He knows he can’t outrun anyone Medium-size or larger, so instead of running downstairs, he waits silently on the landing in the space behind where the door swings open (the door swings out onto the landing).

If all his tricks fail him and he gets caught, Temmel promises to trade information for his freedom. He will

tell the PCs any of the following information if they so much as move their eyebrows menacingly.

- The holy symbols are downstairs in the basement. They’re being used in some kind of ritual.
- The stairs to the basement are on the west end of the first floor.
- To avoid any more problems, turn left at the bottom of the stairs, go through the door on the right, go through the small room, go straight across the large room, and the stairs will be nearby.

He will also tell them anything else he thinks they want to hear. All of these things are perfectly true, but he says them so quickly, and with a nervous tic. Even when telling the truth, Temmel looks like he’s lying. PCs may make an opposed Sense Motive check against Temmel’s Bluff to figure out what’s true and what isn’t.

Down the Stairs

Somehow, the PCs will eventually find their way to the first floor, by walking, climbing, or falling. The next level down is theoretically more lived in, and less prone to traps. But the tricks get much worse in Part Three of *Deus Ex Machina* — especially when the opponents know you’re coming....

Statistics for Part Two

Temmel

Male halfling Rog3/Clr1; CR 4; Small humanoid; hp 21; Init +7; Spd 20 ft.; AC 16 (touch 14, flat-footed 13); Atk +3 melee (1d4, +1 dagger); SA Sneak attack, rebuke undead; SQ Halfling qualities; AL CN; SV Fort +4, Ref +7, Will +5; Str 8, Dex 16, Con 10, Int 12, Wis 12, Cha 10.

Skills and Feats: Bluff +6, Climb +6, Escape Artist +9, Hide +14, Jump +6, Knowledge (religion) +2, Listen +6, Move Silently +11, Open Lock +9, Pick Pocket +9, Sense Motive +6; Dodge, Improved Initiative.

Possessions: leather armor, thieves’ tools, +1 dagger, *potion of invisibility*, 40 gp

Description: Temmel is weaselly and thinks largely of his own profit and well-being.

Spells Prepared (3/2; base DC = 11 + spell level): 0—*detect magic*, *light* (2); 1st—*entropic shield**, *sanctuary*.

*Domain spell. *Domains:* Luck (good fortune); Trickery (Bluff, Disguise, Hide are class skills).



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Focus on Freeport #14: Deus Ex Machina

A d20 System Freeport Adventure in three parts for four 5th to 6th level characters.
By Jeff Quick Edited By Chris Wilkes Graphic Design and Cartography: Hal Mangold
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Part Three: The Face of the Trickster

In which it is finally revealed what the Trickster God's followers have been up to lately.

Around the city, clerics have been losing their holy symbols for the last few weeks, and various relics and worship implements have gone missing. A group of rogues and clerics in service to the Trickster God have been pulling the majority of the heists. They have very recently stolen the holy symbol of the party's cleric. The party has tracked them to the belfry of the abandoned temple to the Retribution God, and navigated the traps and opposition down to the first floor of the temple.

Adventure Synopsis

The PCs explore the lower level of the temple, encountering more tricks left by the Tricksters, and some of the more aggressive worshippers in person. In the basement a powerful sorcerer works to combine the holy symbols into a new creation known as a faith golem. The PCs must either stop him, or deal with the aftermath of the faith golem's completion.

Encounter 3: The First Floor

If the PCs have caused enough of a disturbance to attract Temmel (see page 4 of Part 2 of this adventure, Room 9, and his statistics block), but do not discover him, then the halfling sneaks down the stairs after the PCs. He will stay at least one doorway behind them as they explore the rest of this level. He watches them, and attempts to determine who has what skills, and what spells the PCs cast. If the PCs go back into rooms 15 or 16, he scurries out and runs downstairs to report on their activities.

No natural light gets into the temple thanks to the Tricksters' excessive protection scheme. However, lanterns light every room with enough light to see by.

10. Room Behind the Stairs

A successful DC 15 Listen check at the door reveals a faint, tuneless humming from within the room.

This room is a workroom and storage room for traps. Tall shelves line the west wall. The shelves are filled with springs, clamps, metal plates, spools of wire, lengths of rope, and numerous other objects used to make traps. There are 200 pounds of misc. trap makings (excluding rope) at an average value of 10 gp per pound. Tools are hung on the south wall (for the greedy, there are 25 pounds of Artisan's tools worth 1 gp per pound, and five pounds worth of fine, thief tool equivalent tools worth 30 gp per pound). A long workbench runs down the center of the room.

A gnome sits at the far end of the workbench, tinkering on some tiny device, humming. He has a jeweler's loupe in one eye, squinting with the other. He seems totally intent on the task, oblivious to the PCs, no matter how much noise they make getting in.

The gnome is an illusion which emanates from the device he seems to be working on. The device is in reality a magic alarm system for the gnome (Whillispur) (see page 5) who really works here. The illusory gnome only reacts if anyone touches anything on the shelves or the device itself without first saying, "Time for work."

When that happens, the illusion sits up and yells, "They're taking the traps! They're taking the traps! Someone come help me! They're taking the traps!" If the PCs have not already tipped their hand, this alarm alerts the rest of the temple that something is wrong. The alarm resets itself after 10 minutes. A rogue can disarm the device in 2d4 rounds with a successful Disable Device check (DC 27).

Gnome Illusion Caster

This odd bit of seemingly inert machinery casts an illusion of a gnome tinkering with it. It is essentially a burglar alarm. When the device is activated, the user declares which area within 30 feet will be warded, and what the gnome says when the alarm is triggered. The gnome can speak up to 25 words over a period of 10 minutes.

Gnome Illusion Caster: *Caster Level:* 3rd; *Prerequisites:* Craft Wondrous Item, minor image, magic mouth; *Market Price:* 16,750 gp; *Weight:* 1 lb.

11. Chute Out (EL 1/2)

The two 5-foot squares directly inside this room are a spring-loaded pit trap. When more than 30 pounds of weight is placed on either of these squares, the floor gives way. If the victim fails the Reflex save, he or she is shunted down a small chute, through a one-way swinging portcullis, and into the sewer. A removable grate to reach street level is 30 feet away, but getting back into the temple the way the character got out is less simple. Springy hinges pull the portcullis closed right after use, and it has a one way latch. A Strength check (DC 25) is needed to break it open from the wrong side before anyone can climb back through. Of course someone could hold it open from the inside.

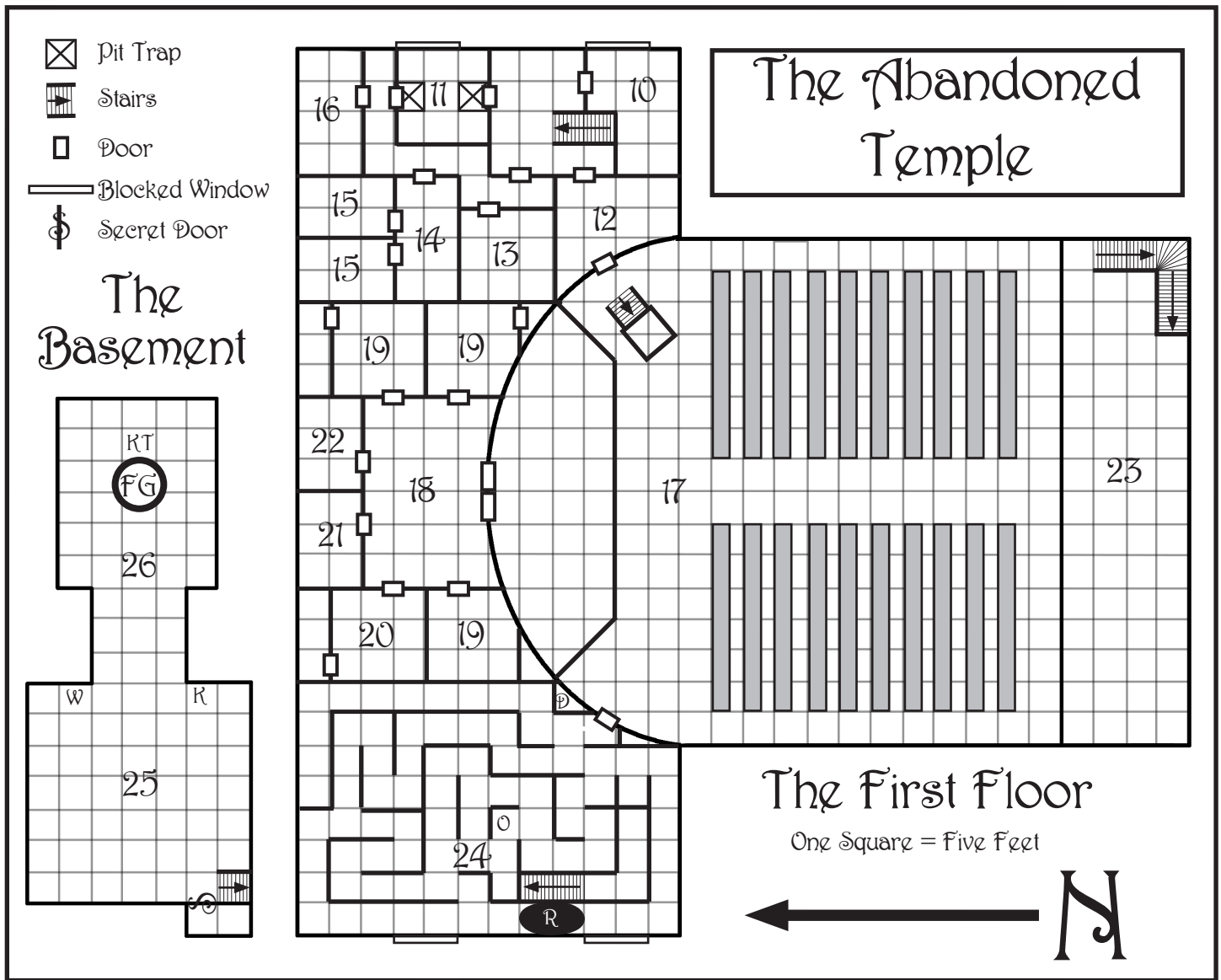
Trapdoor & Pit Trap: CR 1/2; mechanical; location trigger; automatic reset; 10 ft. deep (1d6); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20). *Market Price:* 1,000 gp.

12. Walkway

This room used to be a preparation room for clergy before a worship service. Now, it's an empty thoroughfare for Trickster clerics on their way out.

13. Planning Room

Formerly an office, this room is now used to plan the various schemes and tricks that the clerics pull on their victims. All four walls have maps of the city and surrounding areas drawn and written



on in an odd script. The maps are (all marked with the illusory script spell (3rd level cast by Whillispur). Those who attempt to read the writing on the maps and fail the spell's Will saving throw (DC 16) are compelled to say their names aloud and leave the building the way they came in.

If someone dispels (DC 16) the effect, or casts the appropriate spells to counteract it, this is a good place to insert some hints about future plots and red herrings of your choice. Nothing here reveals the Tricksters' current plans, since those are already in action and well past the planning stage.

14. Kitchen

This room used to be an antechamber to two offices, but has been converted into a makeshift kitchen. Counters line the south and west walls and a cauldron sits in the southwest corner. From day to day, the clerics usually get by on *create food and water* spells, but the Tricksters cook with aid of *heat metal* spells on the cauldron. They also cook up less edible brews in here, using the room for occasional alchemy concoctions.

A brew simmers in the cauldron as the PCs enter. PCs who want to spend an hour identifying the substance in the cauldron (an makes a successful Alchemy check DC 25) can learn that the mixture brewing is a batch of *tanglefoot bags*. If they do this, they will not be disturbed, but the golem in room 26 crashes out of the church halfway through the process.

15. Pantries

Both of these rooms used to be offices. Now they are pantries of various foodstuff and reagents. Mixed indiscriminately in along with flour and meal, are more toxic dry goods such as explosive powder and raw materials for *tanglefoot bags* and *tindertwigs*. Clunk, the rat familiar of Whillispur (see Room 25), is in the eastern pantry

The Pantries

Clunk

Female rat familiar; CR 1/2; Tiny Animal; HD (5d4+5)/2; hp 9; Init +2; Spd 15 ft.; AC 14 (touch 14, flat-footed 12); +4 melee (1d3-4 bite) reach 0'; familiar, AL N; SV Fort +2, Ref +4, Will +4; Str 2, Dex 15, Con 10, Int 2, Wis 12, Cha 2.

Skills and Feats: Hide +18, Move Silent +10; Scent.

sneaking food out. If the PCs burst in on her, she scurries under the floor, and travels down to room 25 to join her master. Whillispur will know his familiar is scared, and that there are intruders upstairs, due to their telepathic link. She is not smart enough to give a detailed report though. Noticing her escape is a Listen check opposed by her Move Silent, followed (if successful) by a Spot check opposed by her Hide. Should Clunk die, do not forget to penalize Whillispur appropriately.

16. Mess Hall

This used to be two rooms used to store seasonal religious items. The Tricksters knocked the wall out between the rooms and use it as a dining room. A 10-foot long table runs down the center of the room with mismatched chairs around. Since the clerics come and go at odd hours and rarely eat together, not much space is needed to feed everyone. No one is here currently and the place smells of fish.

17. Worship Chamber

This large room has rows and rows of hard, wooden pews where worshippers and supplicants would come to hear stories and homilies about the folly of pride, avarice, injustice, and the inescapable weight of retribution that would surely crush any who engaged in activities. A large stage area at the front of the room remains from when the Retribution clerics would put on fairly elaborate morality plays and dramatized cautionary tales. A double door leads from the stage to the dressing rooms behind.

A lectern stands in the northeast corner of the room. The lectern and some pews seem less dusty than other things in the room, suggesting that the Trickster clerics use it occasionally for some reason, probably for their own bizarre worship services.

If the PCs have tipped their hand to the Trickster minions, as to their presence in the church, a spy watches them in this room. Harcourt, the thief who stole the party's holy symbol in the first place, crouches on the ceiling (using his *slippers of spider climbing*) in the darkness. At the first sign of intrusion, he was dispatched (along with Temmel) to watch the trap door from the second floor, to make sure no one comes down that way. Use Harcourt's stats from the first part of the adventure, and remember to subtract any items he used up during the escape from the PCs.

Harcourt still has the party cleric's holy symbol handy—it wasn't needed for the project after all. If the PCs find and corner him, he gives himself up and hands the holy symbol back to the cleric. He apologizes for the terrible lack of judgment that stealing holy symbols displayed, and promises never to do such a thing again. He's even sincere, given that the normal resale value of holy symbols is nearly nothing.

18. Staging Area

This used to be where actors, clergy, and props were readied before presentation to worshippers. Now, it seems to be the common living area. Cushions and chairs are set about the room, some around a table in the northwest corner. A deck of cards sits on the table. Bookshelves and scroll racks stand up against the east and north walls. None of the books or scrolls are magical. Stands on the west wall hold musical instruments, puppets, masks, and other items used to surprise or entertain. Despite the potential for this room to hold dangerous or surprising items, it does not.

19. Dressing Rooms

These former dressing rooms are now dorm-style sleeping quarters. Each room contains two bunk beds. There is a room off the sleeping area which the Tricksters use to keep chamberpots in. A chest is at the head and foot of each bunk bed. The chests are not locked, and contain nothing of value, only personal items. (In a building full of rogues and thieves, no one leaves valuables in any place where valuables would normally be left.)

20. Occupied Dressing Room (E6 4)

One single chest rests against the far wall. When the PCs get close, the chest announces itself, as if a person with a high-pitched voice were trying to sound loud and important. The chest says,

"Hello. I am a talking chest! I am full of treasure. I am also trapped, so if you had planned to open me, be verry careful. Oh, but I am so full of treasure. I couldn't take any more. Well, maybe just a little. A teensy bit. Maybe a gold piece or two. There. On my lid. On top. Just right there. Go ahead. I'd be very, very happy if you did that."

A grig and a pixie hide invisibly on a top bunk 15 feet away. They are here as part of an informal trickster's exchange program, learning how things are done in the big city. The Trickster clerics have sent them here to keep them out of the way while they finish their project downstairs. Fortunately, someone has showed up to play tricks on. The grig is using his *ventriloquism* spell-like ability (Will Disbelief SV (DC13) for all who hear it to realize that the chest is not really speaking), pretending to be the chest. The chest is just like every other chest in the room, not locked, trapped, or containing anything of value.

If someone plays along and puts any number of gold pieces on the lid of the chest, the grig and pixie turn visible and applaud the person's giving, unsuspecting behavior. As a reward, they dig around in their pockets. The grig has two *thunderstones*. The pixie has a magic ring. She claims she doesn't know what it does. They offer one prize or the other to whoever put the gold pieces on the chest.

OR, they offer information. They've been here for two weeks, and have seen nearly everything that goes on. They don't understand everything they've seen (human customs are not their strong suit), but they've seen it all. They will truthfully answer three questions that the PCs ask.

Grig (1): hp 2; Tiny; 2 *thunderstones*; see MM, under Sprites.

Pixie (1): hp 3; Small; *ring of mind shielding*; see MM, under Sprites.

21. Prop Room

This was probably another storage room before. Now the Tricksters use it as an enormous closet. Clothing of many different styles and sizes hang on racks all over the room, in a seemingly haphazard fashion. A case on the north wall holds several different jewelry arrangements. A successful Appraise check (DC 15) reveals the precious stones to be false. A successful Appraise check (DC 20) reveals a true 500 gp diamond to be hidden within a fake diamond.

22. Very Full Prop Room (EL 1)

Not strictly a trap, this room merely suffers from dangerous disorganization. Perhaps tons of heavy wooden platforms, broken weapons, extra furniture, and unused book cases are packed precariously into this room. Opening the door causes the jumble of objects to fall out, possibly damaging the person who opened the door, and certainly making enough noise to announce the PCs' presence. After the fallout, there's nothing of value in the rest of the room.

Disorganized Room: CR 1; mechanical; touch trigger; manual reset; no attack roll necessary (2d6); Reflex Save (DC 20); Search (DC 20); Disable Device (DC 20). Market Price: 0 gp.

23. Korzaks's Quarters

Behind the worship area, and up a flight of stairs are the sorcerer's "guest quarters" where he stays when he's not in the basement working on his creation. The door has an *arcane lock* spell cast on it (*Dispel Magic* DC 27, or *Knock* to open it but it locks again in 10 minutes, possibly trapping looters inside), which has mostly discouraged the Tricksters from prying.

Korzaks lives a simple life, devoted mainly to the Magic God and to his art. Among his personal effects are a set of masterwork sculpting tools, a pottery wheel, several blocks of clay, and religious icons all over one wall. Of all his personal effects, only the pottery wheel and a *decanter of endless water* are magical. The command word, "revolve," is written on the side of the wheel. When the command word is spoken, the wheel begins to spin. While not terribly useful for the active adventurer, the wheel could be sold for 100 gp if someone lugged it out of the building and sold it on the open market.

24. Maze (EL variable)

This is a single large room that has been divided with sturdy wooden posts (one at every intersection of squares). The ceiling is 10 feet tall and made of a different type of stone than the walls or floor. If the PCs were in the room above this one, they might remember that the ceiling is loose, and prone to collapse if any significant weight is placed on it.

The posts are each set 5 feet apart and run from floor to ceiling. Large wooden panels, 8 feet tall, 5 feet wide, and 1 inch thick

The Maze

Orpen & Regel

AC14, HP23, Init -1, Move 20', masterwork Morning Stars melee +4, 1d8+1, F+5/R+0/W+5, Light Crossbows, ranged +1, 1d8, spells 4/4/3, 3 Cure Light Wound scrolls, Blur potion, Levitate potion.

Druf

AC16, HP16, Init +6, Move 30', masterwork Rapier melee +4, 1d6, F+2/R+5/W+1, masterwork Composite Shortbow, ranged +6, 1d6+1, 4 Cure Light Wound potions, Dark Vision potion, Neutralize Poison potion; Hide +8, Move Silent +8, Search +8, Listen +6, Spot +6, Disarm Device +10, Sneak attack 2d6, Evasion, Uncanny Dodge

Falling into the Maze

If the PCs fell into the Maze from above, use the rules for cave-ins in the DMG. After they free themselves, Druf, Orpen, and Regel, along with the rogues, Temmel and Harcourt, show up (if still in play) with crossbows and attempt to snipe at them from various other places in the maze. Harcourt ties ropes around strategically located posts, and waits for the clerics with crossbows to lure the PCs into position. Then he pulls the ropes to bring the ceiling down on them. Temmel drinks his potion of invisibility and knocks on walls or tosses stones to distract and confuse the PCs.

connect the posts at intervals, creating a maze. The panels provide about 6 inches of clearance between the bottom and the floor and 18 inches of open space between the top and the ceiling. A successful Disable Device check, (DC 15) allows the skill user to change a panel's configuration, or just remove it. Slipping under or over the walls without seriously jostling them requires a successful Escape Artist check (DC 10 under, DC 13 over). Anyone Medium-size or larger will probably not succeed in armor.

The flagstones that make up the ceiling of this room are tenuously held in place by the posts. If the posts are jostled hard or moved, the ceiling collapses in the four squares surrounding each post. Anyone in those four squares must make a Reflex save for the trap or be caught in it. Afterward, use the rules for cave-ins in the DMG.

Collapsible Ceiling: CR 3; mechanical; touch trigger; no reset; no attack roll necessary (4d6); multiple targets (all targets in a 10-ft. by 10-ft. area); Reflex save (DC 23) avoids; Search (DC 20); Disable Device (DC 20). Market Price: 1,400 gp.

If the Tricksters are at all alerted to their presence, two clerics and one rogue occupy the maze in an attempt to slow or halt the PCs from reaching the basement. The rogue is male human named Druf. The clerics are a female and a male human named Orpen and Regel. All are 3rd level. Their starting positions on the map are indicated by the first letter of their names.

D: Druf sits on a small shelf connected to the wall so his feet can't be seen. Once the PCs have traveled down the long corridor to his north, Druf attempts to Move Silently and place a panel between the two posts to his immediate north, blocking their exit. Druf has a feeling this will end badly, so after he does his assigned duty, he silently leaves the temple through the sewer trap door in room 11. If pressed he will try to extinguish lights and use his Dark Vision potion to elude pursuit.

O: As the PCs move through the switchbacks, Orpen tosses marbles under the panels to try to trip them up. If the PCs chase her, she drinks her blur potion and tries to circle around the party in the maze, to escape. She'd rather not fight.

R: Regel stands in the bottom of the 20 foot deep pit in the dark, with a crossbow. He fires up at anyone who leaps over the pit (-4 to hit, due to partial cover and brief exposure, but count first target as flatfooted due to surprise). If someone falls or jumps down in the pit with him and begins to fight, he draws his masterwork morningstar and tries to fight it out.

Any time the PCs come within 10 feet of the stairs, allow them to make Listen checks (DC 15). Those who succeed hear chanting coming from below.

Encounter 4: The Basement

25. Training Room (EL 7)

Before the renovations, this room was a training area for Retribution clerics. The ceiling is 20 feet high, and the walls are solid stone. Sparring areas, archery targets, empty weapon racks, and enchanted combat training dummies still stand unused around the room. If the PCs have made enough noise coming down, then everyone below

is prepared for their arrival, having cast defensive spells, readied weapons, and activated magic items for combat.

Khorbon and Whillispur (and possibly his familiar, Clunk) are on guard to provide the sorcerer with everything he needs, and in the critical moments before the completion of the golem, he needs protection. Their initial positions are marked on the map with the first letter of their names. When the PCs get to the foot of the stairs, Khorbon speaks the command word to activate the enchanted training dummies, and Whillispur casts the *enlarge* spell on the dummy closest

In The Basement

Khorbon

Male human Clr 3; CR 3; Medium-size humanoid; HD 3d8+6; hp 24; Init +1; Spd 20 ft.; AC 16 (touch 11, flat-footed 15); +0 melee, (1d6-2, light club); +3 ranged (1d8+1, +1 *light crossbow*); SQ turn undead; AL NE; SV Fort +5, Ref +2, Will +5; Str 6, Dex 12, Con 14, Int 16, Wis 15, Cha 10.

Skills and Feats: Bluff +3, Concentration +8, Diplomacy +6, Heal +8, Knowledge (religion) +9, Spellcraft +9; Brew Potion, Scribe Scroll.

Spells Prepared (4/4/3; base DC = 12 + spell level): 0—*create water*, *inflict minor wounds* (2), *read magic*; 1st—*doom*, *entropic shield**, *inflict light wounds*, *shield of faith*; 2nd—*hold person*, *invisibility**, *sound burst*.

*Domain spell. Domains: Luck (good fortune); Trickery (Bluff, Disguise, Hide are class skills).

Possessions: belt pouch, wooden holy symbol, +1 *light crossbow*, masterwork chainmail.

Description: A portly, balding man, Khorbon loves violence, but is bad at dealing it out physically.

Whillispur

Male gnome Ill5; CR 5; Small humanoid; HD 5d4+5; hp 19; Init +0; Spd 20 ft.; AC 11 (touch 11, flat-footed 11); +2 melee (1d6, club); SQ Cantrips, familiar (Clunk the rat), low-light vision; AL N; SV Fort +4, Ref +1, Will +4; Str 10, Dex 10, Con 12, Int 16, Wis 11, Cha 12.

Skills and Feats: Alchemy +13, Bluff +4, Escape Artist +3, Knowledge (religion) +11, Knowledge (arcane) +11, Concentration +9, Spellcraft +11, Spot +2; Brew Potion, Scribe Scroll, Silent Spell, Spell Mastery.

Spells Prepared (4/5/4/3; base DC = 13 + spell level): 0—*arcane mark*, *detect magic*, *mage hand*, *ray of frost*; 1st—*change self**, *color spray*, *enlarge*, *mage armor*, *shield*; 2nd—*blindness/deafness*, *glitterdust*, *invisibility**, *web*; 3rd—*illusory script**, *hold person*, *non-detection*.

Possessions: spell component pouch, club, *ring of protection +1*, *wand of magic missiles (3rd level)*.

Description: An archetypal smiling gnome, Whillispur sees humor in practically everything, even combat and his own death. In combat he may sneak

Korzaks Tarm

Male human Sor16; CR 16; Medium-size humanoid; HD 16d4; hp 50; Init +1; Spd 30 ft.; AC 14 (touch 14, flat-footed 13); Atk +7/+2 melee (1d4-1, dagger); AL CN; SV Fort +7, Ref +8, Will +13; Str 9, Dex 13, Con 10, Int 12, Wis 10, Cha 19.

Skills and Feats: Alchemy +10, Concentration +10, Craft (sculpting) +14, Craft (armorsmithing) +11, Craft (leatherworking) +12, Knowledge (arcana) +12, Spellcraft +13; Craft Magic Arms and Armor, Craft Wondrous Item, Empower Spell, Extend Spell, Lightning Reflexes, Maximize Spell, Skill Focus (Craft: Sculpting).

Spells (6/7/7/7/6/6/5/3; base DC = 14 + spell level): 0—*detect magic*, *detect poison*, *disrupt undead*, *light*, *mage hand*, *mending*, *open/close*, *read magic*, *resistance*; 1st—*animate rope*, *comprehend languages*, *magic missile*, *shield*, *spider climb*; 2nd—*arcane lock*, *cat's grace*, *daylight*, *detect thoughts*, *see invisibility*; 3rd—*dispel magic*, *fireball*, *haste*, *protection from elements*; 4th—*lesser geas*, *polymorph other*, *stoneskin*, *minor creation*; 5th—*fabricate*, *major creation*, *stone shape*, *summon monster V*; 6th—*geas*, *planar binding*, *repulsion*; 7th—*limited wish*, *teleport without error*; 8th—*polymorph any object*. Note at this point he has already cast, or is casting, a *limited wish*, *major creation*, and *polymorph any object*, so those spell slots are gone from his roster.

Possessions: *apron of protection +3*, *clear ioun stone*, *hand of the mage*, *figurines of wondrous power (marble elephant, onyx dog)*, *wand of fireball (6th-level caster)*.

Physical Description: Korzaks dresses in workman's clothes, but his magic apron is covered with glyphs. His hair is wild and unkempt, though his goatee is neatly trimmed. He sometimes swats absentmindedly at his *ioun stone*.

Deus Ex Machina

If the PCs rescued Brother Knoxton and talked to the high priest of the Retribution God (Room 4 in the previous installment), the Retribution clerics begin pounding on the front door with a portable ram during this fight. Though the heavy door is DC 25, and the sheet of iron reinforcing it gives it DC 28, the determined clerics can get through eventually. Along with the ram (+2 synergy bonus, and allows one other to give +2 strength bonus without roll), assume that the clerics cast *bull's strength* and/or *divine power* on each other to break through. Given all this, the Retribution clerics can take 20 and get through in 2 minutes.

The PCs do not even need to make a Listen check to hear the pounding from above. They might not know what it is, but they can hear it. If they hold off for 2 minutes, ten 1st-level clerics, four 3rd-level clerics, one 6th-level cleric and one 10th-level cleric from the Retribution church come crashing into the building, armed for a fight (use the stats from DMG for generic clerics).

During this time, Korzaks finishes the golem, and it attacks as mentioned in its description. The Tricksters flee at the arrival of the angry Retribution clerics, and the golem might or might not break free and rampage across the city. In either event, the PCs have a lot more help than they probably had planned on having if they're patient.

If the PCs get themselves into a bind, and can't save themselves under their own power, the Retribution clerics also make excellent last-second saviors. Of course, the PCs get drastically fewer experience points if this happens.

to the stairs. Khorbon and Whillispur then fight from a distance (Khorbon with his crossbow and spells, Whillispur with his wand) while the animated training dummies engage the PCs in melee combat.

Regel comes through the secret door from the pit and fires at PCs with his crossbow, if still active.

Animated Objects (2): hp: 12, 11; Medium-size; see MM.

26. Casting Room

Unlike the rest of the building, this room is still used for the very same thing it was created for. It is a casting room, for large, unpredictable spells. A magic circle is inscribed on the floor, and the walls are covered with protective wards both from the Retribution and Trickster faiths.

The current project in the room is a golem. The creator is a human male named Korzaks Tarm. His position is marked on the map on page 2 with his initials. Korzaks is a powerful sorcerer who specializes in making golems. About a year ago, he "got religion" and began worshipping the Magic God, casting off his old, irreligious ways. With misguided missionary zeal, he wants to show others the true power of the gods.

Once the Trickster God heard of this extraordinary conversion, he set about to take advantage of it. He arranged for his followers to hire Korzaks to create a faith golem: a walking amalgam of religious icons and relics, all working together in divine harmony. Korzaks was delighted at the prospect, though the Trickster God knew well the havoc this would create.

The golem's body is made of the stolen holy symbols and relics, welded, beaten, and locked together. If Khorbon and Whillispur manage to hold the PCs for 5 rounds after reaching the bottom of the stairs, Korzaks's chanting ends, and the golem is complete. The gems of its eyes gleam, and the creature lurches to life, moving immediately toward the stairs. Using its irreligious sense (see sidebar) it immediately begins to search for mockers and the unfaithful. If any PCs fit that description, it attacks the nearest of them without hesitation. If not, it attempts to move toward the stairs, returning combat only if attacked.

Korzaks himself does not want to fight. Though he is fully capable of it, he only wants to make golems and he is not about to risk dying in a dirty ruin when he has so much work ahead of him. He watches in glee if the golem does what it was meant to do, or horror if the PCs destroy it. In either case, he does not fight or retaliate unless attacked by PCs. If attacked, the sorcerer retaliates with his fireball wand and then casts *teleport without error* to his quarters. There he gathers his belongings over a period of five rounds. Then he casts *teleport without error* again to travel home, far away from Freeport, a town full of unbelievers and thieves.

Wrap Up

If the faith golem gets out, it rages through the streets, targeting the faithless and irreligious for a merciless death. Since the faith golem is a tough creature, quite possibly too tough for your PCs to take on alone, you may want to have the golem burst out of the temple and then run the climax as a running fight through the chaotic streets of Freeport. The PCs could get some aid from tough locals (possibly members of the Sea Lord's Guard) on the scene, but you should try not to let the PCs get upstaged. Basically, you want a few well placed blows to rob the golem of enough hit points so that the PCs can take it out in spectacular fashion on the Docks or some other den of non-belief like Scurvytown. You can also offer the PCs heroic opportunities to save women and children, or perhaps a city notable you want to use as an important NPC later on.

If the PCs stopped the faith golem before it got outside to do any damage, the Trickster God is unhappy about the turn of events, and might be angry with the PCs. Korzaks is definitely displeased at the destruction of his latest masterpiece. In either event, the Trickster clerics all escape as quickly as possible, through any available routes. They are none too happy about having their temple broken up. However, tricks often go wrong and they accept the consequences when they do. They will be disappointed, but bear no grudge. Other potential enemies or plot threads include:

- The faith golem attacks a well known priest of the Sun God. Given its programmed targets, this priest seems like a strange choice for assault, possibly being revealed to be a Doppelganger or other imposter.
- Alternately, the Trickster church decides to take this personally and is deeply unhappy with the PCs for putting an early stop to their god's plans. They plot revenge on the PCs.
- The Trickster God loves chaos, but usually has a larger plan. The faith golem might have been a distraction for some other scheme the god had in the offing.
- One of the relics incorporated into the golem was a holy hammer. The churches of the Dwarf God, the Smith God, and the Retribution God all have claim on this relic, and have agreed that the PCs were chosen by the gods to be impartial judges to decide who will receive it once the golem is stopped. Each church makes its own case, with its own threats and rewards for compliance.

New Monster: Faith Golem

Faith Golem

Large Construct

Hit Dice: 10d10 (55 hp)

Initiative: +0

Speed: 30 ft. (can't run)

AC: 19 (–1 size, +10 natural)

Attacks: 2 slams +13 melee

Damage: Slam 2d10+6

Face/Reach: 5 ft. by 5 ft./10 ft.

Special Attacks: Berserk, inflict wounds

Special Qualities: Construct, irreligious sense, magic immunity, damage reduction 15/+1

Saves: Fort +3, Ref +3, Will +6

Abilities: Str 23, Dex 10, Con —, Int —, Wis 17, Cha 10

Climate/Terrain: Any land and underground

Organization: Solitary

Challenge Rating: 10

Treasure: None

Alignment: Always neutral

Advancement: 11–19 HD (Large); 20–29 HD (Huge)

A faith golem is a hulking mass of metal and wood, composed of hundreds of holy symbols and religious relics. It is unusually aware for a golem, and seems to have a spiritual sense that allows it to pinpoint the irreligious, apostate, or undead—a creature that might have had faith in the gods at one point, but has since lost it, or an unrepentant mocker of the gods.

Faith golems can be used to guard holy or unholy sites, or to clear out undead from otherwise peaceful graveyards.

Although faith golems have no treasure, the body mass of a defeated faith golem often contains enough salvageable precious metals and gems to be worth 2000 gp if the holy symbols are not returned to their owners.

Combat

Faith golems use their irreligious sense ability to seek out and destroy the irreligious parts of the world. Its exact definition of “irreligious” is described below.

Berserk (Ex): When a faith golem enters combat, there is a cumulative 1% chance each round that its elemental spirit breaks free and goes berserk. The uncontrolled golem rampages, attacking the nearest living creature or smashing some object smaller than itself if no creature is within reach, then moving on to spread more destruction. The golem’s creator, if within 60 feet, can try to regain control by speaking firmly and persuasively to the golem, which requires a successful Charisma check (DC 19). It takes 1 minute of rest by the golem to reset the golem’s berserk chance to 0%.

Inflict wounds (Su): Once per round, instead of its regular attack, a faith golem may attack as if it had cast the spell *inflict serious wounds* as a 5th-level caster (3d8+5 damage, touch attack).

Irreligious Sense (Su): A faith golem can detect divine spellcasters and operating divine spells with 60 feet. It can also detect those who scorn religion, have rejected a religion they once believed in, or are incapable of believing in a religion within 60 feet.

Magic Immunity (Ex): Faith golems are immune to all spells, spell-like abilities, and supernatural effects, except as follows. A magic circle against chaos, evil, good, or law prevents the golem from entering as if it were a summoned creature. Faith golems are healed by holy or unholy damage, and from cure or inflict spells.

Construction

A faith golem must be created from at least 1,000 pounds of holy symbols, religious relics, and consecrated objects that have been used by a divine spellcaster.

The golem costs 50,000 gp to create, in addition to the cost of the holy symbols for construction of the body. Creating the body requires a successful Craft (sculpting or blacksmithing) check (DC 15).

The creator must be 16th level and able to cast arcane spells. Completing the ritual drains 1,000 XP from the creator and requires *limited wish*, *major creation*, and *polymorph any object*.

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