

INTRODUCTION

Freeport. City of Adventure. Haven of pirates, home of desperate men and women, scourge of the seas. Freeport is the door to a whole new world of adventure. It offers endless possibilities for fantasy gaming, whether you play the part of a dashing corsair sailing the high seas in search of plunder, or a grim hunter of cults, prowling the twisting streets of this corrupt city in search of blasphemous groups that worship dark and insane gods. You might be a thief, making ends meet by nicking purses, playing the Syndicate and the Canting Crew against one another while you struggle to build a new criminal organization and claim a piece of Freeport's golden pie. Or you might be a brave explorer, seeking lost civilizations, scouring the island for some clue, some scrap of the past to uncover secrets no man was meant to know. Whatever you decide, the Freeport Companion is an indispensable guide to running Freeport adventures and playing characters in this fabulous city-state.

The Freeport Companion is your mechanics supplement for using *The Pirate's Guide to Freeport* in your 4th Edition Dungeons & Dragons game. So to maximize this sourcebook's

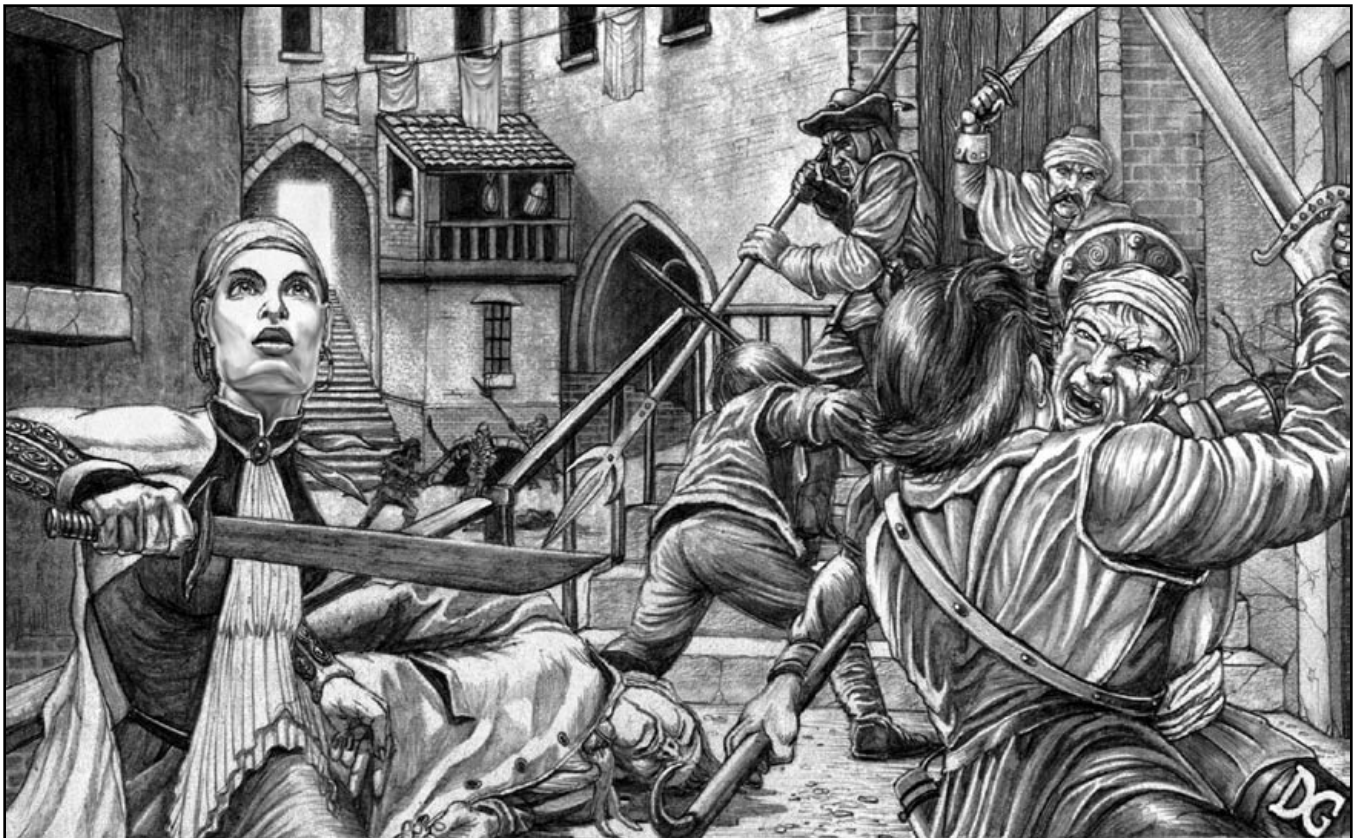
utility, you'll probably want to have a few other books. For setting information, *The Pirate's Guide to Freeport* is ideal since it not only updates the Freeport setting, but also provides extensive detail about the city, people, environs, and much more. For game rules, this Companion is designed to work with the 4th Edition of Dungeons & Dragons, and as such you'll need the core rule books for that system.

"It doesn't matter who you are, Freeport welcomes all. From fanatics to addicts, from streetwalkers to decadent nobles, everyone can find a home in this den of pirates, this city of excess. Freeport may be a haven for exiles and unwanted, but truly, it is far more than that. It is my city, my city of adventure, and like a good mistress, I can't imagine my life without her."

—Pious Pete, Guide and Famous Personage

While the Freeport Companion is intended to give you all the nuts and bolts you need to explore the mean streets of Freeport, you shouldn't feel obligated to use all of the information provided in this sourcebook. New races in Chapter One may not fit with your campaign setting. The corsair class may contradict

other classes you use in your games. Likewise, you may not want to take advantage of the insanity and madness rules, or the new monsters and so on. The rules are designed for you to take what you like and leave the rest. Above all, have fun! This sourcebook should spark new ideas, get your engine started, and help you create exciting adventures in this city and play compelling characters worthy of being denizens of the City of Adventure.



CHAPTER ONE

RACES OF FREEPORT

If Freeport has anything, it's diversity. Like flies to a pile of dung, people from all over the known world descend on this city looking for fortune, adventure, revenge, and countless other things. Freeport promises much for those with the grit and will to take it. Freeport is also a city that doesn't give a damn about the past or the future: It is a city of the

now, and good or bad, ugly or beautiful, it welcomes all to its labyrinthine streets, devouring the weak and embracing the strong. This is the City of Adventure, and any who seek thrills and danger may just find what they're looking for in the depths of this lively community.

~CORE RACES~

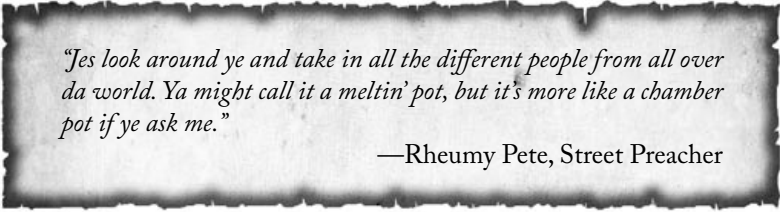
Freeport is, in many respects, a human city. Humans founded it, the majority of its leaders have been human, and most influential citizens are part of this prolific race. While humanity may be ubiquitous, Freeport is also home to numerous other humanoid races, and members of all the standard races can be found in varying numbers throughout. Freeport has its fair share of elves, dwarves, gnomes, halflings, to say nothing of orcs, hobgoblins, and dozens of other races, ranging from the different shades of more common races to the downright strange and disturbing.

For the most part, these peoples get along, setting aside old grudges to profit in this bustling city. This said, there is a tension in the city, with various neighborhoods looking at others with envious eyes, lamenting when a filthy orc family moves next door, or looking suspiciously at a halfling holding up the wall at a nearby inn. From time to time, the pressure of so many people, with so many differing values and customs, flares up. The result is a brief explosion of violence and rioting until it seems anarchy will reign, only to lapse back to the normal simmering climate of this diverse city.

HUMANS

Humanity may be the dominant race in Freeport, but this fact does not create any sense of solidarity or give them a sense of entitlement or superiority. Sure, some bigoted humans may sneer at the riffraff in Bloodsalt, and nobody likes goblinoids, but Freeport humans don't make distinctions between themselves and most others who call the city home. The reason for this cosmopolitan outlook is human Freeporters often hail

from many lands, with different languages, outlooks, customs, beliefs, and everything in between. It is the fusion of cultures that gives Freeport its character, and if the city is willing to turn a blind eye toward a person hailing from a violent and sinister city, surely they can accept dwarves, elves, and others, right? For the most part, yes they can.



"Jes look around ye and take in all the different people from all over da world. Ya might call it a meltin' pot, but it's more like a chamber pot if ye ask me."

—Rheumy Pete, Street Preacher

It is important to note that Freeport's muddy heritage infuses the city, creating an often-unsettling fusion of architecture, cuisine, and dress. Matters of religion and philosophy

are equally diverse, and Freeport embraces those of just about every theological stripe. This aspect of Freeport is comforting to visitors and immigrants, since it usually guarantees there's something or someone from home nearby.

DWARVES

Freeport dwarves are a curious lot. Since most dwarves have deep roots in their homelands, and given their famous dislike for the sea, it takes something serious for a dwarf to pick up and start a new life in Freeport. Dwarves must come to terms with the large orc and goblinoid population allowed to walk the streets with impunity. Though there are many reasons why dwarves would never come to Freeport, the amazing thing is that they do. Many are exiles, fleeing their homes for an accused or actual crime, while others may just be down-on-their-luck adventurers, winding up here with no way to get home. Of course, some bold or mad dwarves might end up in Freeport for the promise of gold, wealth, or in pursuit of some ancient foe in need of killing. Regardless of how and why they come to the city, they're here and they fit in just like anyone else.

CHAPTER TWO CORSAIR CLASS

Pirate, buccaneer, adventurer—the corsair is all these things and more. The consummate adventurer, the corsair laughs in the face of danger, throws caution to the wind, and somehow escapes harm even in the most desperate of situations. Whether riding the waves on the deck of a swift schooner or swinging from a chandelier in a great hall, the corsair lives for the thrill of danger.

The corsair is, at heart, a combatant. Unlike other martial characters, she eschews heavier armors in favor of speed and mobility. To compensate for her lighter armor, she uses every trick she can to overcome her opponents. At first, she comes to rely on unfair fighting techniques to slip past defenses and land crippling wounds. As she grows in power, she becomes more comfortable in unstable environments, fighting with finesse anywhere, from the rigging of a ship to the rolling deck of a galleon in a storm-tossed sea.

Will you yield to the call of the seas in search of booty and adventure?

CREATING A CORSAIR

The corsair is a fast, agile combatant, capable of delivering devastating damage under the right circumstances. Maneuverability is the corsair's strength, slipping past the enemies' front lines to wreak havoc from behind, similar to how a rogue functions in combat. In addition, most corsairs are charismatic, having strong personalities that aid them in positions of leadership. There are two corsair builds: the debonair corsair who distracts opponents through witty and clever means and the relentless corsair whose steel speaks with ruthless efficiency.

DEBONAIR CORSAIR

There are few things you can't act your charm your way out of, and you favor powers that take advantage of your Charisma. As many of your powers rely on Charisma, make that your highest ability. Make Dexterity your second highest ability, and Constitution or Strength is a good candidate for your third highest ability.

Suggested Feat: Improved Initiative (Human feat: Human Perseverance)

Suggested Skills: Acrobatics, Athletics, Bluff, Insight, Perception, Thievery.

Suggested At-Will Powers: *deceptive strike, have at you!*

Suggested Encounter Power: *unexpected missile*

Suggested Daily Power: *false weakness*

RELENTLESS CORSAIR

Your problem-solving solutions involve speed and steel, and you like powers that rely on your Dexterity to deal extra damage and/or push, knock down, immobilize, slow, or otherwise weaken your enemies in battle. Your attacks use Dexterity, so that should be your highest ability score, followed closely by Constitution and Strength.

Suggested Feat: Nimble Blade (Human feat: Action Surge)

Suggested Skills: Acrobatics, Athletics, Intimidate, Endurance, Perception, Stealth

Suggested At-Will Powers: *flashing press, slowing strike*

Suggested Encounter Power: *whirling blade*

Suggested Daily Power: *dirty tactics*

CORSAIR CLASS FEATURES

All corsairs share the following class features, one of which functions as a power.

DIRTY FIGHTING

Once per round when you have combat advantage you can catch an opponent when he is unable to defend himself effectively from your attack. You must use a weapon from the light blade, the crossbow, the sling or the improvised weapon group to fight dirty. If your attack hits and deals normal damage, you may choose to deal extra damage to the enemy. As you advance in level, your ability to fight dirty increases.

Level	Dirty Fighting Damaged
1 st -10 th	+2d4
11 th -20 th	+3d4
21 st -30 th	+5d4

IMPROVISED WEAPON PROFICIENCY

You are proficient in all improvised weapons and when wielding an improvised weapon you gain a +2 proficiency bonus to attack rolls.

ONE STEP AHEAD

At the beginning of an encounter, you possess combat advantage against any enemies that have not yet acted in the encounter.

Right-Quick Bastard Corsair Class Feature

In the blink of an eye, you slam an unfriendly object into your foe.

At-Will • Martial, Weapon

Minor Action **Melee weapon**

Target: One creature

Attack: Dexterity or Charisma vs. AC

Hit: 1d4 damage.

Increase to 2d4 damage at 11th level, and to 3d4 damage at 21st level.

Special: No powers, magic items, or class features can increase the damage dealt by right-quick bastard, even if they normally add bonuses to damage. Similarly, you never deal extra dice with a critical hit when attacking with right-quick bastard, even if you have an item or power that normally lets you do so.

Special: You may only use this power once per turn, even if you have multiple minor actions available.

CHAPTER FIVE MAGIC ITEMS AND RITUALS

UNIQUE MAGIC WEAPONS

Most specific weapons found in Freeport have a colorful story and place in Freeport's long and checkered history.

Beamsplitter (unique weapon) Paragon Level

This weapon is a stout boarding axe with a leather-wrapped handle and crescent shaped blade.

Beamsplitter is a +3 boarding axe.

Enhancement: Attack rolls and damage rolls

Critical: + 2d8

Property: You deal triple damage to wooden objects and creatures composed of wood.

Legends: Beamsplitter was commissioned years ago by one of the Continental navies for use in scuttling the ships of pirates and raiders (History DC 20). It was lost in the sinking of the Continental warship Invincible and sent to the bottom, ironically enough, by pirates (History DC 25), but rumors occasionally surface of it in the hands of sahuagin, merrow, and even local pirates (History DC 20).

Dnulper (unique weapon) Paragon Level

The shaft of this wicked looking guisarme is blackened as if scorched and the blade is a dull gray color.

Dnulper is a +2 guisarme.

Enhancement: Attack rolls and damage rolls

Critical: + 1d6 necrotic energy per plus

Property: Any living, corporeal creature slain by Dnulper rises on the following turn as a zombie under your control. These creations remain animated until the next sunrise or sunset, whichever comes first. Zombies created by this weapon must remain within 10 squares of the wielder or revert to inanimate corpses. There is no limit to the number of zombies that may be created in this manner.

Power (At-Will • Necrotic): Free Action. All damage dealt by this weapon is necrotic damage. Another free action returns the weapon to normal damage.

Legends: Dnulper is said to be the creation of Friar Ingiltere, a mad monk and necromancer of Freeport's distant past (History DC 25), and named for the villain's wicked patron, a demon of unsurpassed power (History DC 30). The weapon's shaft is carved from a lightning-struck trunk of a hangman's tree, and the head is forged from the grave sword of an ancient chieftain (History DC 25).

Reaverbane (unique weapon)

Epic Level

The blade of this brilliant weapon is forged of blue steel and etched with holy symbols and prayers dedicated to the Justice God. Its handle is wrapped with platinum wire and the pommel is a platinum eagle's head. The crossbar continues the same theme, being two eagles, wings held close to their bodies, necks craning forth, and beaks open as if screaming.

Reaverbane is a +6 longsword.

Enhancement: Attack rolls and damage rolls

Critical: + 1d8 per plus

Property: You act as if under a continual Discern Lies ritual.

Power (Encounter • Radiant): Standard Action. Area burst 2 within 10 squares; targets enemies; base attack +6 vs. Will. Each hit enemy within the burst takes 4d8 radiant damage. In addition, each ally in the blast regains 15 hit points and may make a saving throw.

Legends: Reaverbane was commissioned by a league of merchants in the early days before Freeport's founding and was put to work defending their ships against the buccaneers and pirates that plagued the Serpent's Teeth (History DC 25). Many a corsair of the day tasted Reaverbane's edge—until a distant ancestor of Xavier Gordon captured the weapon from the merchant fleet (History DC 30).

