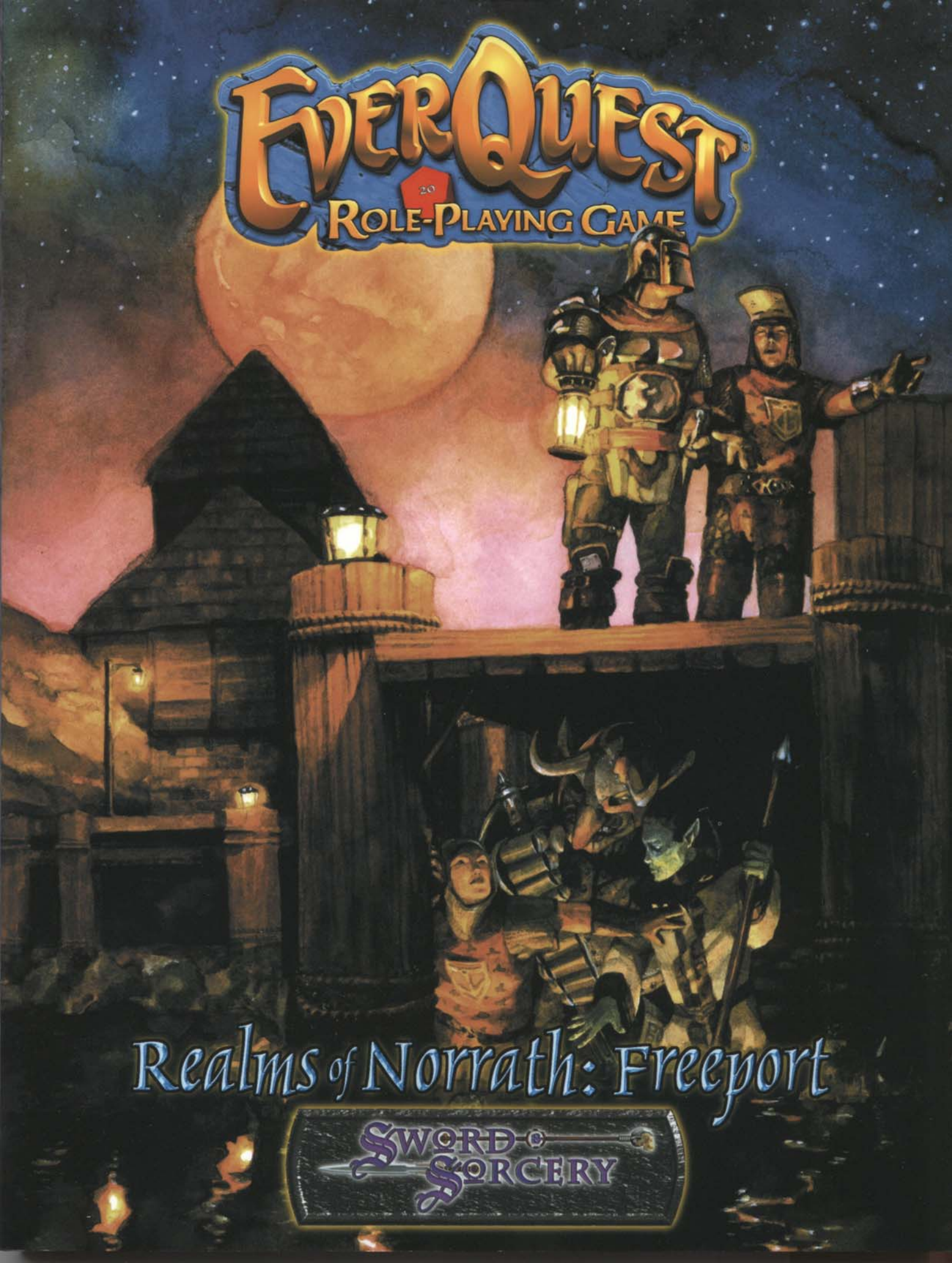
EverQuest
Role-Playing Game
Realms of Norrath: Freeport
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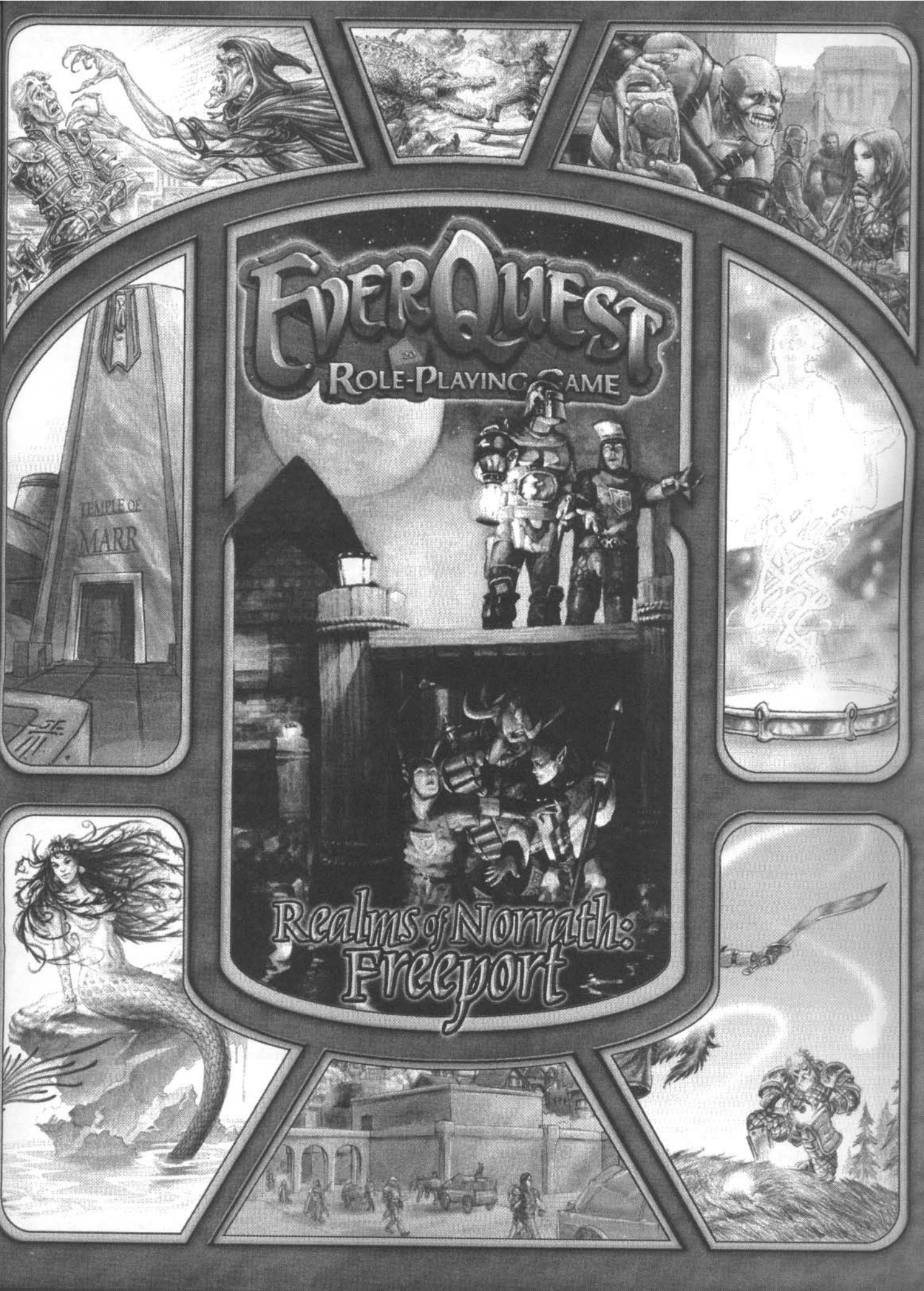
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Realms of Norrath:
Freeport
TEMPLE OF
MARR

Credits

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The city of Freeport explored in this book is of course completely different from the similarly named Freeport city setting published by the good folks at Green Ronin Publishing. The two uses of the city name "Freeport" are completely coincidental.

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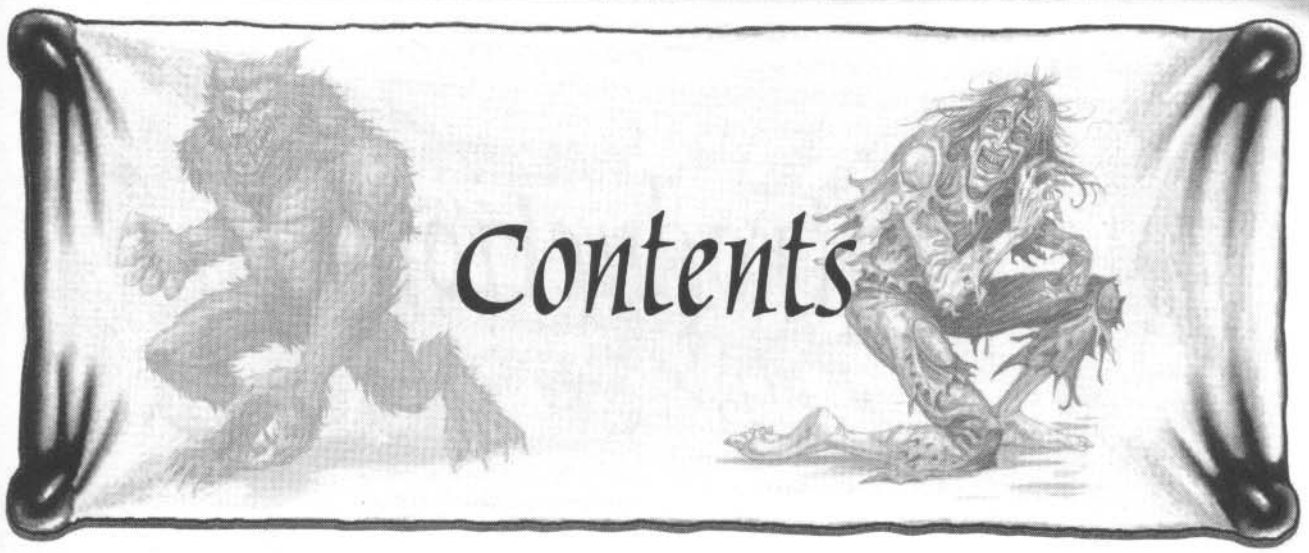

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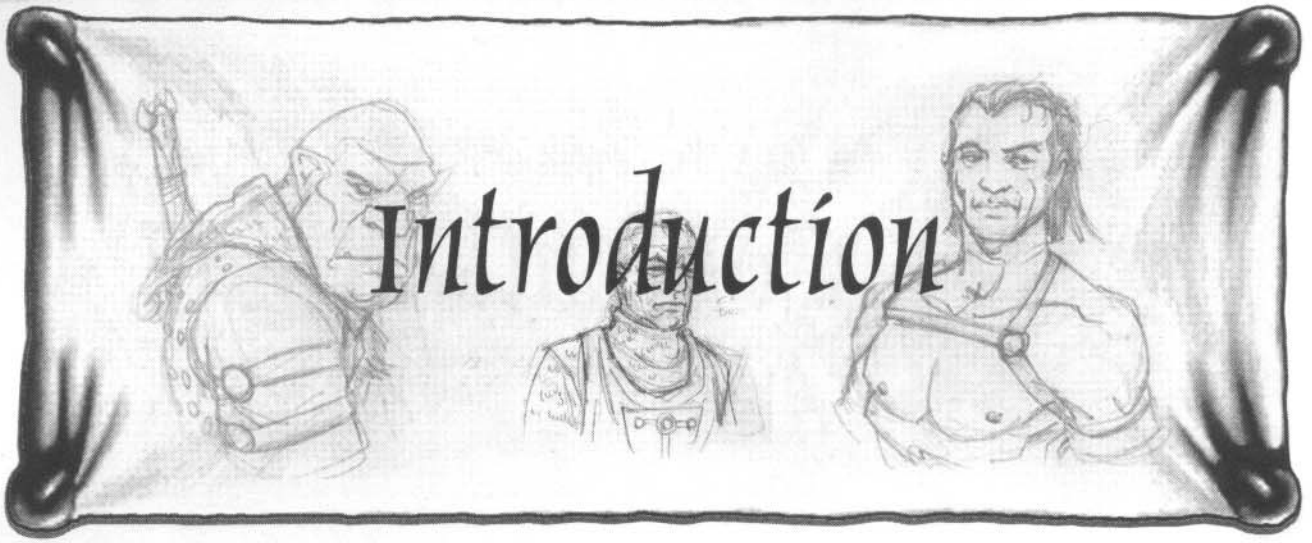


Introduction

It has always stood, or at least has stood for so long that no one can prove otherwise. It has the biggest harbor in the known world. It's the largest city, the richest trading post, and the most powerful military stronghold on the continent. A city split between two public factions and a dozen hidden ones, it has been called the City of a Thousand Alleys, the Great Market, the Free City of Humans, and the Sinking Ship of Antonica, as well as at least a dozen less favorable epithets. In previous ages it has been called Wielle, Haven, and Landing. Today it is known as Freeport, and it is the greatest city in the world.

Freeport is a city of contradictions. It controls hundreds of miles of land, but doesn't consider itself a kingdom. More money flows through its gates than any other nation, yet many of its neighborhoods suffer crushing poverty. It was established by dark elves centuries ago, but now it welcomes most travelers. It was once ruled by orders of paladins and clerics, but now they can't walk openly along most of its streets. It's the one city every adventurer wants to see, but it levies huge taxes on outsiders and rarely cares when visitors to its streets disappear. Though no race is forbidden to enter the city, the common residents' hatred of dark elves, ogres, trolls, and iksar is so great that the militia guards sometimes kill such non-humans on sight. Despite this, the militia's leader is part of a secret dark elf conspiracy, and in some places within the walls the Teir'Dal still operate openly.

People who have never seen the walls of Freeport tell stories of its gold-lined streets and open bazaars where all races gather peacefully to do business, but the reality is quite different. The city's streets are cobblestone at best, and often little more than wagon ruts in muddy paths. Non-humans do own businesses in Freeport, but bigotry and prejudice is as common there as in any other civilized land. Despite these failings, however, Freeport truly is a wondrous city, for nowhere else do creatures from as many lands gather together in one place. Its dangers are opportunities for adventure, and its adventures an opportunity for greatness.

The importance of Freeport to the world at large has been widely debated. While it is inarguably the greatest port in the world, certainly others could take its place. Troops from its walls regularly patrol the Commonlands and parts of the Desert of Ro, yet no armies have threatened these lands in generations. A great crusade in the recent past (in historical terms) set out from Freeport to cleanse Faydwer of undead, but the effort was only partially successful and cost the crusading paladins and priests a great part of their number, as well as control of their home. No leader in Freeport has tried to extend his influence further in a hundred years, and most nobles assume such an effort would be doomed to failure.

But it's a mistake to think of Freeport as dying or dwindling. It is still the gateway to Antonica from the east, and its politics determine to a great extent who can operate freely on over a third of the continent. The forces of Neriak, Grobb, and Oggok are separated by Freeport, and none cannot make a bid to conquer Antonica as long as Freeport opposes it. Smugglers regularly undergo lengthy journeys to avoid paying Freeport's dock fees, but they do so well out of sight of Freeport's walls. The city has had its influence weakened and divided by recent events, but it is still a power to be reckoned with. Wise leaders watch the events of Freeport with a careful eye and ponder the question: Who shall rule the city's future?

The great port's current ruler is Sir Lucan D'lere, self-proclaimed Protector of Freeport and Master of the Freeport Militia. His troops now patrol the Commonlands, supervise the gathering of foodstuffs that must be grown outside its mighty stone walls, and enforce the city's laws and taxes among more than two-thirds of its inhabitants. The richest section of town, the walled neighborhood known as the Hill, is under the rule of two religious orders, the Priests of Marr and the Knights of Truth. Sir Lucan was once a member of both of these orders, but he betrayed his former comrades. A great hatred thus exists between these Sir Lucan and these ruling bodies, and it is only a matter of time before their conflict turns into open bloodshed. Should Sir

Lucan be victorious, his alliances with the dark elves may well extend Neriak's power. Should he fall, the holy orders would surely strike down those envoys of the dark elves already operating in and near the city.

And if neither force survives? There are many ambitious groups who would enjoy great status if they were to take control of the city. The Church of the Dismal Rage would be able to encourage humans to worship the God of Hate openly if they could set the holy orders and the militia to destroy one another. The Coalition of Tradefolk might decide it is time the residents of Freeport governed themselves, and if they formed an alliance with the Steel Warriors they would have the military might to do so. The Academy of Arcane Science or the Ashen Order, or perhaps both together or apart, might wrest control simply to create a more peaceful city in which their studies could continue uninterrupted. Each imagined scenario presents the rest of Antonica, indeed the all of Norrath, with a different set of political realities.

Time alone can tell who will ultimately rule Freeport. For now the city sits in an uneasy stalemate, while citizens and visitors try to get on with their lives. But everyone can feel the tension in the air, and a storm is brewing. Everyone must consider — when the fighting starts, whose side do they want to be on?

A Word on Stat Blocks

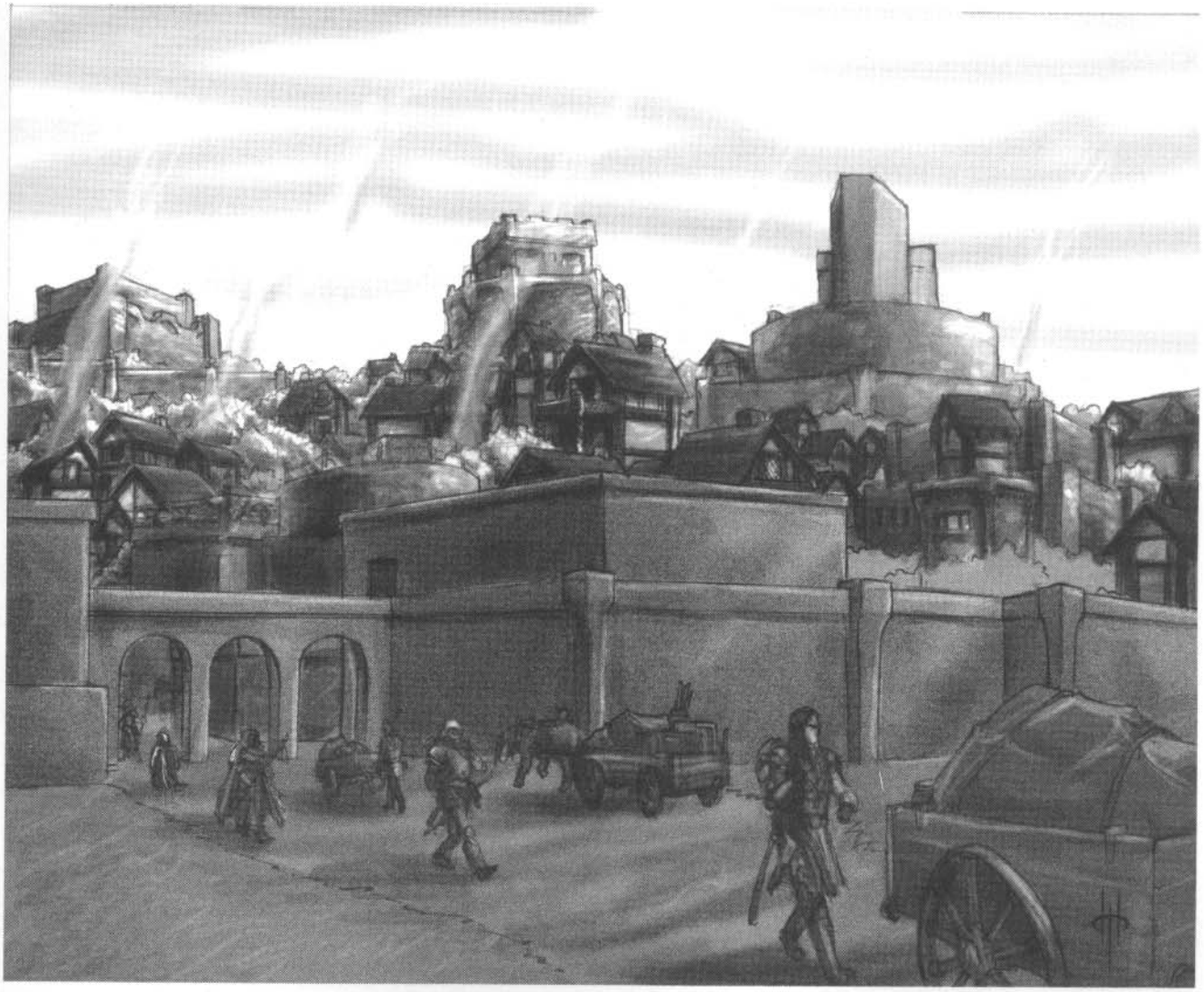
Major NPCs herein generally have been given full stat blocks located in sidebars near the organization or location with which that NPC is associated. These stat blocks are presented with all bonuses from items added in (if the NPC commonly has one or more buffs up as well, or is likely to put certain buffs up during a fight, a second stat block is listed with the character's buffed stats). All items are described either in the ***EverQuest: Gamer Master's Guide*** or in the appendices of this book. Similarly, any items mentioned in quests are detailed in one of those two places.

This book also presents a number of cities, towns, and villages, each with its own stat block. These serve as a quick way of presenting the size, scope, and economic power of a settlement. All of these civic stat blocks are set up the same way, as described below.

Name

This is the most commonly used name of the settlement; in a few cases, the official name may differ.

Size, Pop. This line tells you whether the city is the equivalent of a metropolis, city, town, or village in size, and what its total population is. This value is the total number of people one could expect to find within or just outside the



city on a typical day, and may include travelers and merchants.

Racial %. The percentage of the population of each race of inhabitant is listed here. Note that there may well be individuals of some races present whose numbers constitute less than 1% of the populace, and which thus aren't listed here. For Freeport itself, fractional percentage points are used in order to indicate the approximate population of all PC (player character) races.

Ruler: The person(s) in charge, at least nominally, whether an individual or a group.

Gold Piece Limit: This is the maximum cost of items that can commonly be found within the settlement. Items costing more than this may be available, at the GM's discretion.

Assets: The total amount of easily sold items and cash available to the settlement to buy trade goods or hire workers. A settlement simply can't afford more than its listed assets in goods or commodities, although such things as special dispensations or considerations, land rights, labor, or other non-monetary rewards do not fall into this category.

Resources: The major source(s) of income for the settlement, usually indicating the industry, resource, or product upon which the settlement was founded.

Militia: Those groups that enforce the local law, and their approximate membership.

Chapter One: Overview of the City

Freeport

Metropolis, Pop. Approx. 50,000

(Barbarian 1%, dark elf 0.1%, dwarf 2%, gnome 3%, Erudite 2%, half elf 7%, halfling 5%, high elf 6%, human 69%, iksar 0.2%, ogre 0.5%, troll 0.2%, wood elf 4%)

Ruler: Sir Lucan D'lere (contested)

Gold Piece Limit: 100,000 gp

Assets: 250,000,000 gp

Resources: Fish, trade, training, transportation

Militia: 1,000 Freeport Militia; 750 Knights of Truth; 500 Steel Warriors

Like all great cities, Freeport has many different faces. To the rich and affluent it is a city of magnificent manors and well-groomed parks. To a typical merchant or traveler, it is a place full of attractions and wonders, with the goods and performers of a dozen distant lands crowding for attention. To the poor and homeless it is a harsh domain ruled by criminal organizations and dark religions. These aspects have grown further apart under the current political situation, with different sections of the city answering to different masters.

In Freeport, social status often relates directly to altitude. The lowest areas of the city house the poor, the criminal, and the so-called "unskilled." This least powerful population is concentrated near the shore and docks, in the dilapidated buildings and dim back allies of Dockside. The areas near the main gates, level with the Freeport Plain, are home to the working classes and craftsfolk. This is the heart of the city, with a wide range of businesses, warehouses, and homes. Further north and higher up are the lofty social reaches of the Hill, the elite shops and expensive homes that are both physically and socially elevated. It's not impossible to improve one's lot in Freeport, and more than one wealthy Hill merchant was born in a Dockside flophouse, but the social strata are ties often stronger than family or guild.

The life of a peddler in dockside Freeport bears little resemblance to that of a wealthy trader on the Hill.

Politics

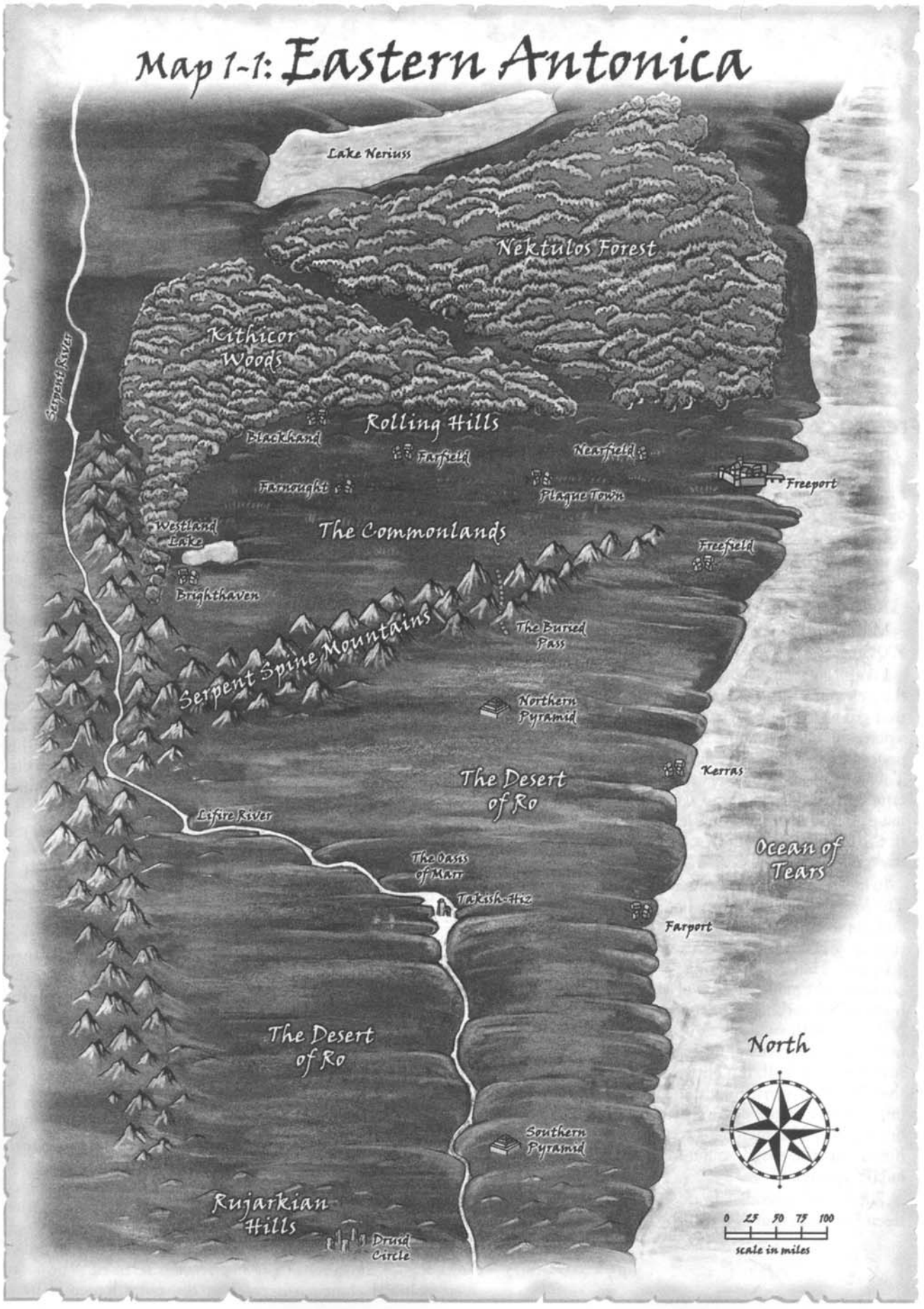
Freeport is currently in the midst of a quiet civil war. The northern sections of Freeport, in the raised area known as the Hill, are ruled by the Priests of Marr and Knights of Truth. These two religious orders, dedicated to Erollisi and Mithaniel Marr, respectively, used to control the entire city before losing much of their power in a crusade across the sea. Sir Lucan D'lere, once a member of their Order, turned on them and laid claim to all of Freeport. His reach exceeded his grasp, however, and the walled Hill was held by the religious orders.

Although the Orders used to leave the governing of day-to-day matters to the Office of Landowners, they now operate as a benevolent dictatorship, manning the gates into the Hill and enforcing laws as they see fit. Though many of the inhabitants of the Hill are nervous at this authoritarian state of affairs, the widespread suffering visible in the rest of Freeport prevents them from complaining too loudly.

The southwest of Freeport, generally referred to the Gates and Markets District, is under the rule of the Freeport Militia, a group of ruffians and cutthroats brought together by Sir Lucan. D'lere rules this area as virtual monarch, although he claims only the title of Protector of Freeport. There is no system in place to describe or restrain the power of Sir Lucan and the militia, and the real limit to their power is what they can achieve by force of arms. For now, the common people of Freeport are unwilling to oppose the Militia as long as they keep the peace, and other groups lack either the power or the willingness to confront them directly.

There is no longer any codified set of laws a visitor can familiarize himself with to be safe in Freeport, with the militia arresting anyone they wish for nearly any reason at all. In general, the militia does deal with typical crimes such as murder, disturbing the peace, or theft, but only insofar as they must to maintain their control over the city. Once arrested, a suspect may be thrown in jail and left to rot, tried before a group of militia guardsmen, exiled, fined (although the line between a "fine" and "extortion" can be rather vague), or even simply beaten and released. The more political clout a suspect has, the more leniently he is

Map 1-1: Eastern Antonica



treated, and most militia guards accept bribes or even promises of future bribes to let "poorly connected" victims off the hook.

The far eastern borough of Freeport is often referred to as Dockside, and it represents the poorest quarter of the city. Beggars and homeless wanderers are fairly common here, crime is high, and the quality of life is generally lower than anywhere else in the city. Tanneries and fisheries create unpleasant smells that blanket Dockside, and in more than one place there is open access to the city sewer. Though members of the Freeport Militia freely patrol the more well-lit sections of Dockside, Sir Lucan is not really in charge here. The true power in Dockside is shared by the thieves' guild, somewhat mockingly known as the "Coalition of Tradefolk Underground," and the Church of the Dismal Rage.

The Coalition of Tradefolk Underground (or sometimes just "the Underground") takes its name from the Freeport merchant's guild, known as the Coalition of Tradefolk. Much as the Coalition of Tradefolk monitors and controls legal trade within the city, the Underground is the governing body of thieves, scoundrels, thugs, and petty criminals throughout Freeport. Because of recent alliances with the Freeport Militia, the Coalition of Tradefolk Underground now also oversees to the day-to-day needs of the people of Dockside. Its members do this in a very subdued way, with grungy flophouses sometimes provided for the poor and back-alley muggings of violent offenders passing for justice. The militia who patrol here are usually friends or relatives of the thieves, and thus know where they can ask questions and where they need to mind their own business. In turn, the Underground sees to it that most of the money the militia claims in taxes from Dockside actually makes it to Lucan, and limits its smuggling and other criminal activity so that it doesn't entirely drive away the legitimate commerce that is the lifeblood of Freeport.

The Church of the Dismal Rage is a somewhat different matter, for they don't really care if the citizens of Dockside are care for or not. They are worshipers of Innoruuk, and care only about spreading His message of hate. The church controls the secret tunnels and open sewer ways of the city, holding absolute sway over the dark places under the city. Because many of those tunnels access the surface only in Dockside, the Dismal Rage and the Coalition have an understanding: neither wants to see much attention paid to the illicit activities in Dockside, and neither wants to see the Knights of Truth return to making regular patrols of the area. The Dismal Rage is similarly connected to the militia, and its members provide Lucan with some arcane support in return for his turning a blind eye to their presence. These three groups don't truly cooperate, however, and they often work against one another in subtle ways.

Despite its lack of power in the current political environment of the city, a Freeport City Council still exists, meeting periodically in the Freeport City Hall. To be a member of the City Council an individual must be a resident of Freeport or one of its protectorates in the Commonlands or Freefield. Additionally, an annual income of no less than 50,000 gp must be declared, and a "citizen's tax" of 55% must be paid in lieu of any lesser taxes. Realistically, few members of the council ever admit to an annual income of more than 50,000 gp, so membership on the council essentially requires a 27,000 gp annual fee.

In the days before Sir Lucan, the City Council made new laws and managed the city's money, requiring only the advice and consent of the Priests of Marr. Now, the Council is largely limited to making requests of the true city leaders and can only take action only with their permission. However, there are many minor civic matters, such as handing out licenses and paying the street sweepers and ratcatchers, in which the rulers have no interest. The Council is the only force that demonstrates an equal degree of influence in all Freeport's different neighborhoods, even if its power is currently limited to minutia.

Spread throughout the city are several other guilds and groups with considerable power, such as the mercenary Steel Warriors, the Academy of Arcane Science, and the League of Antonican Bards. While each of these groups is to a greater or lesser extent in favor of returning to the system overseen by the Priests of Marr and Knights of Truth in days past, none openly supports the forces trapped in the Hill. They have no desire to suffer the losses a direct conflict would bring, as they need to be able to do business in all sections of the city. As a result, they are officially neutral, allowing them at least limited access to every neighborhood within Freeport.

The reason the city has yet to explode into open war is that none of the factions wishes to see Freeport lose its place of prominence in the world. The Priests of Marr and Knights of Truth fear what would happen to the communities outside Freeport and to the innocent residents within the city should fighting begin. Lucan cares little for such matters, but is afraid that several of the groups currently neutral toward him would rebel if he tried to eliminate his opposition entirely. The Coalition of Tradefolk Underground makes huge sums of money off trade through Freeport, and its leaders know that open conflict would drive away many merchants. The Church of the Dismal Rage prefers not to attract the attention of any other groups who might interfere in the event of war, and prefers to operate secretively in the current environment of confusion and mistrust, fomenting hate and dissension from the shadows.

As a result of the current fragile balance of power in Freeport, small numbers of these competing groups can travel through areas controlled by their enemies as long as they take no overtly contentious actions. The sole exception to this rule are the members of the Church of the Dismal Rage, who must conceal their affiliation when traveling anywhere on the surface except the darkest alleys of Dockside. Likewise, it is unsafe for a lone Knight of Truth to wander along the back ways of the Gates and Markets District, but it's not unusual to find a group of three or more of them wandering through the West Gate or arranging for a shipment of supplies in Dockside. So far, any fighting that has occurred has been kept hidden from the general public — but the conflict may not remain so subdued for long.

Population

Though it is often touted as the most populous city on Norrath, and certainly the biggest on Antonica, no one knows exactly how many people are in Freeport at any given moment. There were more than 40,000 adults registered as citizens in the last census, but that was nearly a decade ago. Not only would many of the criminal, poor, and homeless have been overlooked, but there is no way of knowing how many adults have moved or died since that census, nor how many children have grown to adulthood or how many new residents have moved in since those numbers were gathered. Residents agree the city has grown in recent years, but no one can say how much.

It would be fair to estimate that no fewer than 50,000 adults can be found in the city each day, and no *more* than 60,000. This is more than have ever lived in Freeport before, and the growth has strained the city's resources greatly, driving prices for food and lodging to new highs. This produces rising tensions among the common folk of the city and is a sign of increasing dissatisfaction with the current state of affairs.

Geography

The Hill

The Hill is the oldest section of Freeport, dating back to the dark elf city that sat in the same location centuries ago. It is actually a collection of three hills packed tightly together, which may have been artificially built as a defensive position by the dark elves — the hills are the only elevated area for miles on the otherwise flat Freeport Plain. A 30-foot-high stone wall surrounds the Hill, built as a secondary line of defense and now used to keep out the Freeport Militia. A single waterway, the Marr River, cuts through the hills on its way to Dockside (and eventually the Ocean of Tears), forming several small ponds between the three hills along its way. Many of the buildings on the Hill are brand new or made of well-maintained stone and imported woods. The streets are often so wide as to be small squares, and parks and greenery are common among the businesses and homes.

The northern sections of the Hill are dominated by the Hall of Truth and the Temple of Marr. Both buildings date back to the original dark elf city, and have been extensively rebuilt and renovated over the centuries. Around them are the oldest buildings in the city, now used as homes of the wealthy and affluent. The original city offices are here as well, though many of them see little use with the Militia controlling everything outside of the Hill's secondary wall. The shops here are among the most exclusive and expensive in Freeport, but the reign of the militia elsewhere has driven some less prestigious businesses loyal to the Priests of Marr into the Hill as well.

Gates and Markets District

The Gates and Markets District encompasses nearly half of Freeport, and is what visitors and travelers think of as the city proper. It includes most of the open marketplaces, the massive main gate, the arena, the Academy of Arcane

Science campus, and a large number of warehouses and mid-range shops. Once an open if somewhat raucous district, it has become far more subdued since the rise of the Freeport Militia. Many of the buildings here are quite old, yet most are in relatively good repair. The streets are wide and well lit, but the district's alleys are often dangerous at night. There are no branches of the River of Marr running through this area of the city, but there are sections of the Freeport aqueduct — and several open sewer channels.

The Militia controls the Gates and Markets District with iron-handed discipline, tolerating no threat to Lucan's rulership. Only the need to continue to encourage trade has reined in the Militia's militant regime at all, and Lucan's warriors are ordered to display a calm and easy manner to visitors.

Typical visitors spend most of their time in this part of Freeport, even if they arrived in Dockside by boat. The Gates and Markets District is full of taverns, shops, and open markets. The majority of public guilds, middle-class housing, warehouses, trade companies, and public buildings are located here, making this area the financial and cultural heart of the city.

Dockside

The Freeport Dockside is a long strip of tanneries, shipyards, fisheries, and the poorer residential areas found along the eastern edge of the city. It also includes the docks and the dock authority buildings.. In many ways, Dockside is the heart of Freeport's economy, for everything shipped into the city by sea comes through here. However, little of the money stays in Dockside; instead, it lines the pockets of merchants in the Gates and Markets District and of wealthy business owners on the Hill. There are still a few shops of quality and value in Dockside, but such businesses are increasingly rare. The rest of the area has turned into a slum, cheaply constructed new buildings vying with old shacks for space, its poorly lit streets dim even during the day. There are several open sewer trenches running through Dockside, carrying the city's waste to the north, where it is eventually dumped into the ocean.

Poverty is extremely common in Dockside, and many residents here are homeless laborers and beggars. This has resulted in a high crime rate and the rise of the powerful thieves' guild, the Underground. The guild runs Dockside, although it does so only with the consent of the Freeport Militia.

Economy

Freeport is a trade town, and thus owes its existence to the confluence of geography that makes it so attractive to merchants and shippers. In addition to having a large, deep natural bay that allows large ships to offload directly onto shore, Freeport is situated at one of the only easily traversable locales on the eastern coast of Antonica. To the south there is only desert and swamp, and to the north dense forests and mountains. Not only is Freeport itself a more hospitable landing site, it sits on the edge of the Commonlands, which lead directly to the only large pass in the Serpent's Spine Mountains. For any large caravan of goods to reach central and western Antonica from the east, it must pass near Freeport.

Freeport has always profited considerably from taxes and tariffs on any goods entering the city. All merchants, whether they arrive by ship or caravan, must submit their goods to the Freeport Militia for inspection. The goods are appraised for total value, and then taxed at a rate ranging from 3% to 10%. (The amount depends largely on the relationship between the merchant and the Militia. In the days when the Knights of Truth assessed taxes, the tariff was always a flat 4%.)

Further income is derived from Militia-owned warehouses, which charge 1 sp/day per 10 square feet (not by volume or weight) of goods stored. The Militia has outlawed private ownership of warehouse space, although some privately operated storehouses can be found on the Hill.

Similarly, ships in port must pay large sums of money, ranging from a mooring fee (1 gp/day per foot of the ship's length) to a warehouse fee (for keeping good aboard ship, with the same cost as using a Militia warehouse), and even to a dock maintenance fee (1 gp per foot of draft of the ship, paid when the ship comes to dock, however briefly). Any ship's captain who does not have a Freeport Dock Authority pilot's writ (costing 200 gp/year) must also arrange for a pilot from the Dock Authority to bring his ship into port (costing 30 gp, and sometimes requiring a 1 to 3 day delay).

The only exception to these taxes are foodstuffs, which are taxed when leaving the city rather than entering. This is done to encourage shipments of food from far and wide to come to the Freeport markets. Freeport has a small fleet of fishing ships, but very little agriculture near the city proper. Most food comes from one of the nearby communities under Freeport's protection, such as (and in particular) Freefield and Fairfield. These towns are protected by Militia patrols, and in return ship half of all their produce and livestock directly to the Militia to support its troops. These towns also send caravans with additional food to Freeport for sale to inns, taverns, and guilds. If Freeport was ever cut off completely from its outside sources of food, it would run out of food in no more than 30 days.

Climate

Freeport sits on a plain at the far eastern edge of the semi-arid Commonlands and the far northern tip of the Desert of Ro. Known as the Freeport Plain, this is an area of strong winds and little rain. The earth is good for neither cattle nor agriculture, though a few small farmsteads try to eke out a living in the protective shadow of Freeport's wall. The plain is extremely flat, with small rises of dust being the only terrain feature of note. Some scrub grass manages to survive here, but mostly the plain is filled with only cacti and tumbleweeds.

Spring and fall are the storm seasons, when most of the plain's precipitation occurs. Typical storms, which occur with relative frequency, roll in from the Commonlands, and it's not unusual for small thunderstorms to form with little warning. More powerful storms are rare, though, and generally move in from the Ocean of Tears when they do arise. Summers are hot and dry, with the plains turning to baked earth and dust. Though temperatures can easily climb to 95 degrees Fahrenheit by noon, the heat of the day generally lasts only a few hours. Summer storms are rare and

generally mild, though once every decade or so a sandstorm hits the city walls.

Winters are short and warm in the Freeport Plain, and are widely considered the best time to visit the area. The nights are just cold enough to encourage the use of a fireplace, and days pleasantly cool. Snowstorms are unusual, and most don't produce enough snow to turn the ground white. A few legendary blizzards have occurred, but none serious enough to close to port. The first ground thaw often hits Freeport before it reaches the surrounding land, as warm wind from the east brings an early spring, along with the inevitable spring storms.

Military

The greatest threat to Freeport has always been attack from the west. With no other friendly center within hundreds of miles, Freeport stands alone against hordes of Deathfist orcs, the potential armies of Neriak, and the raiding bands of ogres and trolls. Because of this, there are three major, well-organized military organizations within Freeport — the Steel Warriors, the Knights of Truth, and the Freeport Militia. While these groups do not generally work together, all would man the walls in the event that a serious foe should besiege the city — although disputes among these "allies" would most certainly occur.

Navy

The Freeport Navy has never been as large a force as its dependence on sea trade might suggest. The enclosed nature of the harbor discourages pirates from attempting a raid in port, and the presence of a large number of ground forces makes a raid on the city itself impractical. Piracy is common along the routes from Freeport to Faydwer, but Freeport makes little effort to patrol the deep seas. The elven and dwarven captains from Faydwer make a wage more concerted campaign against pirates, leaving Freeport's ships free to patrol the waters near the Antonican coast.

In theory, Freeport claims all waters within sight of the coast from as far north as the Nektulos Forest to as far south as the Innothule Swamp. In practice, however, the Militia can only lay claim to a dozen or so fighting ships at any given time (with six more generally in dock for repairs or on merchant runs to Faydwer). The Militia does seize ships occasionally, but doesn't have enough experienced sailors to crew many more ships even if it had them. Generally, any extra ship is sold at auction, although a particularly fine vessel might be used to replace an older Militia ship, which would then itself be sold. Sir Lucan wants to expand his navy, but seems unable to convince any more trained sailors to serve him. Though he could conscript crews, doing so in the current political environment would only invite mutiny and possibly even risk losing ships to the Knights of Truth.

This situation limits the Militia's ships' effective patrol range to no more than midway up the Nektulos Forest and no further south than the town of Qerras. Any effort to control a larger section of coastline results in ships being so far from friendly forces that they are vulnerable to ambush from pirate fleets. Although Sir Lucan has declared his intention to make a massed attack on Farport more than once, he can't currently do it without leaving Freeport itself unpatrolled.

Realistically, the ships of the Freeport Militia can do little more than catch smugglers trying to avoid paying docking fees when putting to shore near Freeport. The Militia's ships are built for speed and can easily overtake merchant vessels and most smugglers' ships. They are no match for the large warships favored by dwarven warriors and some pirate groups, but they can likely outrun anything they cannot outfight. Additionally, when pirate battleships are spotted too close to Freeport, the Militia has its ships patrol in squadrons of three or four, allowing them to overpower even heavily armed warships.

Religion

Although Freeport has no laws regarding religious freedoms, it has a longstanding tradition of tolerance towards the worshipers of peaceful gods. This clearly does not extend to cultists promoting evil rites or performing living sacrifices, and the worship of Bertoxxulous or Cazic-Thule has been specifically outlawed since the days of the Combine Empire. At one time, proclaiming reverence to Innoruuk was also a sure way to get oneself lynched, but in recent years some of Freeport's residents have begun to wonder if the Lord of Hate is truly as destructive as local priests say, or simply a god who promotes another brand of strength and self-reliance, in much the same way as Rallos Zek.

The tolerance for specific gods varies, as outlined below.

Erollisi and Mithaniel Marr

Modern Freeport first flourished under the watchful eye of the Order of Marr's Fist, and when that order fell, the Priests of Marr and Knights of Truth continued their traditions. As a result, more than three quarters of Freeport's human and at least half its half-elven population think of themselves as worshipers of one or both of these gods. Obviously, not all of these are devoted members of the Church of Marr, but given the strong presence of hundreds of priests and paladins of Erollisi and Mithaniel Marr, few citizens doubt the gods' power or interest in the city.

The most dedicated followers of the Marr twins are found in the northern section of the Gates and Markets District. This gives them access to the Church of Marr without resorting to a lengthy walk, but saves them from having to spend vast sums of money to pay for the richer housing on the Hill. Sir Lucan is well aware of the support the Church of Marr enjoys in this area, and has the region heavily patrolled day and night by the toughest members of his militia. As long as the common adherents of that faith don't attempt to overthrow Sir Lucan by force, however, he is willing to put off dealing with Marr's faithful permanently until his power base is more stable. The church discourages these followers from taking any violent actions against the Militia, aware that merchants and commoners stand little chance against Lucan's trained killers.

In addition to the Church of Marr and the Hall of Truth in the Hill, there are many small shrines dedicated to the twins in the Gates and Markets District, and one or two small chapels in Dockside for the destitute and for those seafarers too busy or frail to make it to the main churches.

Quellious

The child-goddess of peace is well known and accepted in Freeport, due in large part to the strong presence of the

Ashen Order of monks dedicated to her cause. Not many outside the monks themselves actually worship Quellious, but the denizens of Freeport generally respect Her teachings and support Her goals of peace. Unlike the folk of many cities, where worshipers of Quellious are often thought of as weak-willed pacifists, people in Freeport tend to equate them with the calm Ashen monks who can shatter stone with their bare hands. In general, this has created a degree of caution when it comes to Quellisites. Even thieves and brigands have learned that simple garb may cover a talented monastic fighter, and tend not to target anyone who appears to be poor, regardless of how easy a mark they might otherwise seem.

There are no public temples to Quellious in Freeport, but anyone interested in quiet contemplation or discussion of the worship of peace is always welcome on the lawn outside the Ashen Order.

Rallos Zek

Warriors dedicated to Rallos Zek tend to fall into one of two main groups in Freeport — the most militant and fatalistic members of the Steel Warriors and the most violent and bloodthirsty members of the Freeport Militia. Neither group is particularly large, nor can either stand the other. Nothing is more likely to foment hostilities between the Steel Warriors and the Freeport Militia than a fight between opposed worshipers of Rallos Zek that gets out of hand.

Those Steel Warriors who revere the Warlord tend to see Him as a harsh god. They see conflict as inevitable, rather than desirable, and therefore strive to be the best warriors they can. Unlike most worshipers of Rallos Zek, they don't see the weak and peaceful as lesser beings who should be crushed, but as foolish folk who are likely to be crushed. This is a nearly heretical point of view that often enrages more traditional followers of Rallos Zek, but it is also one that the merchants and townsfolk who hire the Steel Warriors can accept and even appreciate.

The worshipers of the Warlord among the Militia are far more traditionally-minded, seeing the teachings of Zek in much the same light as the orcs or ogres who worship Him. They believe that only force of arms and the power it derives are of any value, and that anyone who claims otherwise is a weakling. If not for Sir Lucan's firm orders that the Steel Warriors are not to be provoked, many members of the Militia would regularly seek confrontations with their less violent brethren. As it is, Militia guards often taunt Steel Warriors by calling them such names as "stall warriors" and "sodden soldiers." Needless to say, a few fights have broken out, but so far they've been contained by the arrival of cooler heads from both factions.

Bristlebane

Like many cities, Freeport has a strong group of Bristlebane supporters, but you'll never find a temple erected to His honor. What few shrines and chapels exist for His worshipers are well hidden in Dockside, and generally can be located only with the help of a member of the congregation. Thieves, conmen, scoundrels, and smugglers in Freeport pay at least lip service to Bristlebane, and a few are genuinely devoted to their patron god. In some cases, Freeport's Bristlebane worshipers actually see themselves as a force for good, keeping crime in the city to a manageable level while providing opportunities for the poor and downtrodden to make something of themselves. While more law-abiding citizens tend not to see things in quite this way, neither do they see Bristlebane as a force for evil. There will always be thieves, they argue, and thieves will always follow Bristlebane — in a place like Freeport, that is just the status quo.

Innoruuk

At one time Innoruuk was considered as vile a deity as Cazic-Thule, and no one in Freeport would have accepted his worshipers into their homes or shops. In the past few decades, however, the Church of the Dismal Rage, a clandestine organization dedicated to spreading the worship of Innoruuk among Freeport's denizens, has made some progress toward gaining legitimate acceptance. The dark elves that rule the Dismal Rage have managed to draw a considerable number of humans to their cause, and can now operate openly in some of the worst sections of Dockside. In sections of the city under control of the Militia, worship of Innoruuk is still seen as a perversion — but it is looked on as a private perversion that need not be discussed publicly or affect business relationships. On the Hill, however, anyone who admits reverence to Innoruuk is at best likely to be exiled by the Priests of Marr, and possibly to be summarily executed on the spot.

Karana, Prexus, Rodcet Nife, Solusek Ro, and Tunare

These gods have no noteworthy followings in Freeport, but what few worshipers they do have are accepted parts of society. Ranging from half elves who want to honor their Feir'Dal or Koada'Dal parent to displaced Erudites, pious sailors, and the other occasional oddity, those who choose to worship one of these gods may find themselves set apart, but are unlikely to be truly discriminated against. There is no chapel for these worshipers to visit, but they are certainly able to set up a shrine in their own home without having it smashed or burned. In fact, in years gone by there were shrines to Karana and Tunare in Freeport, but they lacked the membership to sustain themselves and were eventually disbanded.

Surrounding Territory

Although Freeport is one of the largest bastions of civilization on Norrath, it is surrounded by some of the harshest and most contested lands anywhere on Norrath. Dark elf spies try to make alliances that plot its downfall, orcs from two different clans dream of reducing it to a burning ruin, and dark forces that have never been understood have raised hordes of undead within sight of its walls. To understand why none of the factions in Freeport is willing to risk the city's destruction to achieve its own victory, one must first understand just how tenuous Freeport's survival would be if the city were weakened by internal struggle.

Commonlands

The Commonlands is a stretch of lightly wooded territory running 450 miles westward from the Freeport Plains. It is bordered by Kithicor Wood on the northwest, Nektulos Forest to the northeast, and the Serpent Spine Mountains to the south. This territory is claimed by the Deathfist orc clan, although there are also several human communities there that survive only with the protection of Freeport's guards. Despite this, the Commonlands are still very much

a wilderness, with wild animals, griffins, giants, and undead sometimes attacking the unwary or unescorted.

Still, the Commonlands is frequently traversed by halfling, human, and dark elf travelers, and serves as part of one of the fastest and safest routes east-west across Antonica. By common treaty, no human nation can lay claim to the Commonlands, and the roads that run through it were built decades ago through cooperation between Freeport and High Pass Keep. Practically speaking, however, Freeport's support of several towns as protectorates gives it political control in the area. Thanks in part to the regular patrols of the Freeport Militia, there are very few bandits on the Commonlands' well-populated routes, but moving even a few hours off those paths invites attack by orcs, dangerous beasts, or even dark elves.

Desert of Ro

Once the lush Elddar Forest, ancient home to the high elves, the Desert of Ro is now a vast wasteland of sand and ruins. It is one of the least habitable places on Norrath, but a few human colonies and bands of nomads manage to eek out a living in its milder north and south extremes, as well as along the Lifire River and the Oasis of Marr, which bisect it. The desert is of great interest to scholars and adventurers, for the ruins within it have been traced to the lost early empire of the Shissar, the legendary elven city of Takish-Hiz, and even the mighty Combine Empire.

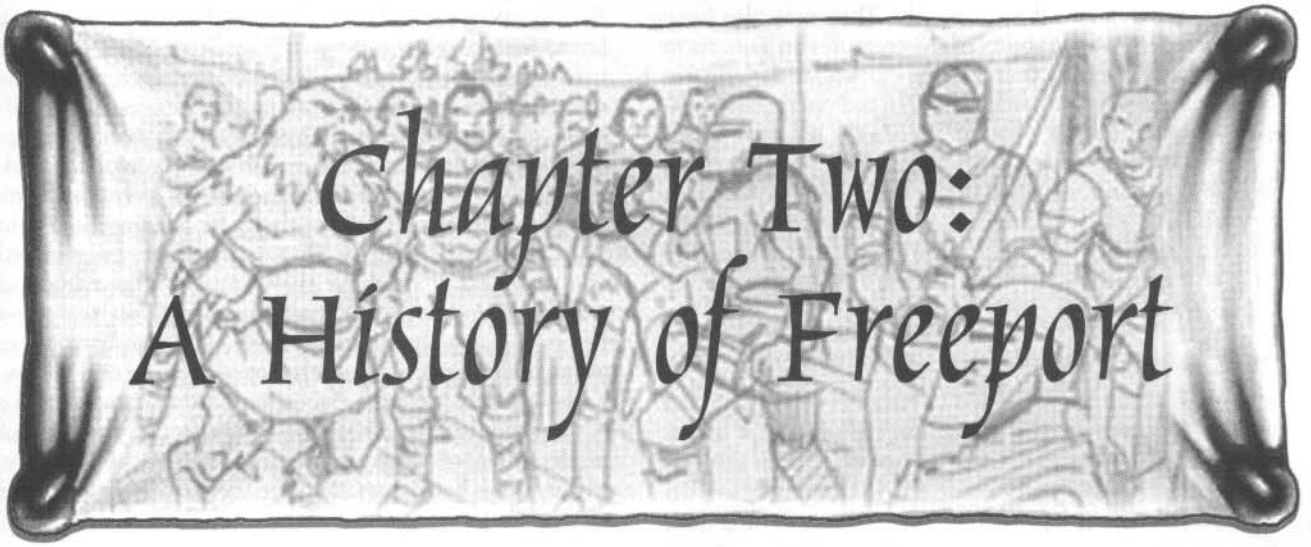
But the desert is also home to the Scorchfist orc clan, as well as dozens of species of venomous spider, and the restless dead from a thousand years of sunken cities, lost caravans, and occasional war. Trolls and ogres from the far south often try to escape the rotting wetlands of their birth through the Desert of Ro, and smugglers move through its dusty heat in an effort to avoid the taxes and tariffs of Freeport.

Ocean of Tears

The Ocean of Tears is a vast stretch of water separating the eastern shore of Antonica from the continent of Faydwer — home to dwarves, elves, and gnomes. The ocean's name comes from the many sad journeys that have been made across it. Centuries ago when the elves were forced to abandon Antonica (then called Tunaria) and set out for Faydwer, it was the Ocean of Tears they had to sail across. Later, when a few survivors of the Combine Empire made their way to Antonica, their journey was also across the Ocean of Tears. In both cases, hundreds if not thousands were lost, and legends claim that the tears of those who lost family and friends turned the once freshwater sea into the saltwater ocean it is today.

While many ships travel across the Ocean of Tears, professional traders stick to well-known trade routes. The majority of the ocean is unexplored, and captains who set sail with the intention of discovering new islands or currents often aren't seen again. Even the well-traveled routes aren't always safe, and it's not uncommon to hear tales of ships being attacked by cyclopes or pirates. Captains who do know particularly quick or safe routes keep them a well-hidden secret, and frequently keep their true maps and charts hidden among piles of poor or even intentionally misleading papers.

The most visited islands are those in the Fairsea Isles, a set of isles found in the middle of the Ocean of Tears and surrounded by strong currents in each direction. There are a few civilized settlements in the Fairsea Isles, including the Freeport Protectorate of Highdock and the elven town of the Sisters of Erollisi. Unfortunately, the isles also include a gigantic lizard-like being worshiped by natives as a god, more than one pirate haven, an island covered in undead, and a tribe of headhunting aquatic goblins. Trade across the ocean can be extremely profitable, but not every ship that sets sail arrives safely at its destination.



Chapter Two: A History of Freeport

The history of the City of Freeport dates back thousands of years. The current incarnation of the city evolved from the camp established by an elf known today by only single name Aataltaal during the Exodus of the Combine Empire. Before the arrival of this somewhat mysterious elf, the city existed as a little-used pirate haven overlooked by the Combine Empire. The pirates used the deep bay to their advantage and took refuge in the underground tunnels that were the remains of the dark elf city of Wielle, part of the Caerthielian Empire. It's possible that Wielle was built on the site of an older city, but if so not even the dark elves themselves still have a record of it.

The broad strokes of Freeport's history are fairly well known, but attempting to find exact dates or details regarding these eras is far more difficult. In part, this is due to the great age of the city and the lack of any hereditary continuity among its rulers. Without a single king or council to oversee and record (or have recorded) each stage of its development, Freeport must have its history cobbled together from secondary sources such as journals, guild ledgers, and religious texts.

There is a second and more compelling reason scholars seem unable to agree on relatively simple matters of historical fact — intentional disinformation. Beginning with the dark elves of Wielle, and continuing through various incarnations of the Dismal Rage and then the Militia, there have been intensive efforts to rewrite history to place one group or another in a better light. For example, texts found among the high elves of Faydwer claim the elves sacked Wielle when fleeing their great city of Takish-Hiz and the desert surrounding it. Dark elf books from the same era, however, claim that the high elves were part of the empire of Caerthielian and attacked Wielle as part of a rebellion against their Teir'Dal masters. Similarly, in more recent years agents of the Militia have done their best to destroy or rewrite any writing that suggests the clerics or paladins of Erollisi or Mithaniel Marr played an important role in the city's history.

What follows, then, is an approximate history of the city, based on what the majority of scholars agree is the most likely chain of events. Some details may be mistaken, and certainly every claim is disputed by at least one well-known historian, but for the most part this version of history is accepted by the scholarly community as being something close to accurate.

The City of Wielle

Before the time of the Combine Empire or the coming of Aataltaal, when the Elddar Forest covered the southeastern coast of the continent (then called Tunaria), the empire of Caerthielian controlled the northeastern quarter of the landmass. There is some debate as to the origin and fall of Caerthielian, but it is clear that the empire included dark elves in positions of great power and that it had contact with the high elves of Takish-Hiz.

Some time before the wars of Rallos Zek, the Caerthielians built the city of Wielle on the site of modern Freeport. The site lent itself well to fortification, with a large, deep natural bay allowing large ships to land close to shore and a large hill nearby providing an excellent site for defensive ramparts. Dark elf histories claim that the city of Wielle was a mere outpost, and that Caerthielian stretched across the width and breadth of Norrath. There are few extant histories from that era that might dispute this claim, but the fact that no evidence of dark elf settlements has been found on Kunark, Odus, or Velious makes most scholars (especially elven ones) doubt the veracity of the claim.

There are few records telling of how Wielle, or Caerthielian, fared during the wars of Rallos Zek's armies. There is a teleport pyramid near to the city in the northern reaches of the Desert of Ro, so it's likely that some assaults were staged. However, the city's port allowed it to be reinforced and supplied easily by sea, leading some scholars to suggest that this region and its people were among the few to withstand the Age of Wars unconquered and unbowed. The piecemeal history of the Deathfist orcs also provides some tantalizing clues, for they claim it is their destiny to make Freeport their own. Could the orcs be remembering their last commands from Rallos Zek, or trying to overcome a failure dating back to the time when they were part of that god's armies?

What is clear is that the city of Wielle was besieged, broken, and sacked by high elves under the command of Captain Paetroen as part of their departure from Tunaria and ***hejira*** (or "exodus") to Faydwer. It's likely that the elves needed the large boats found only in Wielle to move

their entire population successfully. They may also have wanted to remove the ability of any creatures on Tunaria to follow them, ensuring that their new homeland would not immediately come under attack from old enemies. Whatever their reasons, the elves of Takish-Hiz left little intact in Wielle. A few towers, sections of a once-mighty stone wall, and the burning wood of the docks were not enough to keep the dark elves safe in the ruined city, so they soon left. The high elves would again rule the city during the time of Aataltaal, but in just a few centuries the dark elves would return as well

The Combine Years

The Combine Empire is said to have been the mightiest nation ever known on the face of Norrath, yet it disappeared with few traces of its existence aside from the odd spell, magic item, or relic. There are no commonly known histories, no great plays or epic poems clearly hailing from that age; therefore, scholars are unsure of how the empire came to be or, more importantly, how it fell. Similarly, a great span of time preceding the Combine Empire is almost entirely undocumented, so no one can say for certain exactly what happened after the high elves sacked Wielle.

At least one document known to date back to this time suggests that for some reason the Combine Empire ignored Wielle and its natural port, allowing the place to become a haven for smugglers, pirates, and bandits. Others postulate based on sketchy evidence that a powerful elf within the ranks of the Combine Empire purposely kept Wielle off-limits, and some suggest that this elf was Aataltaal. Whatever the case, the outcasts dwelling within the crumbling buildings made no effort to rebuild the city, as its ruinous state was one of its attractions for them. By leaving the city in ruins, they maintained the illusion that the port was unused and worthless. It's possible the Combine Empire knew of the haven and left the site alone for that very reason — better to leave the pirates to haunt the one base you're aware of than scatter them to a dozen sites you don't know. At best, surely, no more than a few dozen pirates used this haven, and they had little long-term effect on the shape of modern Freeport. The port was forgotten by the rest of the world for the better part of an age. Eventually, though, the city of Wielle was to be rebuilt.

The Combine Exodus

Whatever the cause, the Combine Empire did fall, and many of its citizens were left without a home. One of those citizens was an high elven governor named Aataltaal. A natural leader and respected spellcaster, Aataltaal led an armada of ships from an unknown location across the

Ocean of Tears to the eastern shore of Tunaria. Fragments of logs from this time imply that Aataltaal planned Wielle as the destination of his voyage, which leads to speculation regarding some larger plan of the elf's some believe continues to this day. Soon, the ruined walls and abandoned towers of Wielle were restored and new docks and piers built to aid the unloading of hundreds of ships.

As a population began to develop, the new city was referred to as the landing, and later called Landing in some journals of the time. As most of the people traveling in Aataltaal's exodus were not sailors or warriors, but common laborers and artisans, they began to develop some commerce and businesses. Landing required more food than could be provided by the Ocean of Tears, so Aataltaal also encouraged the people to farm. Two main agricultural communities developed near Landing, marking the spots where the villages of Fairfield and Freefield now sit.

Though he was never officially named king or lord over Landing and the surrounding lands, it is clear that Aataltaal commanded much respect and was the *de facto* ruler of this burgeoning community despite the fact that it consisted almost entirely of humans. However, Aataltaal's interests seemed larger than Landing's present needs. As the community kept growing, much of his energy went into planning and preparing for the future, a time that for him never came.

The Coming of the Rage

As Landing grew, it (once again) attracted the attention of the dark elves of Neriak. The Teir'Dal had long known of the pirates who sheltered in their old outpost, but considered the humans a passing nuisance that required no action. This recent development, this "Landing," was clearly different. The armies of Aataltaal were rebuilding walls, sending out patrols, and helping people build homes well into the Commonlands. If Landing became the center of a powerful new human empire, Neriak itself would be threatened, an eventuality the Teir'Dal claim as the entire point of Aataltaal's effort, or what their histories cast as this "Koada'Dal's sacrifice of the humans". Clearly, the dark elves had to take action against such an intrusion.

By joint decree of the king and queen of Neriak, a force of necromancers, shadow knights, priests, warriors, and rogues was sent to undermine the Aataltaal's authority and sabotage any effort to build a new empire. This group called itself the Divine Rage, and its members saw themselves as the tools of Innoruuk's wrath upon any who dared lay claim to what had once been a dark elf city. One of the Divine Rage's founding members, Opal Dark Briar, had great influence over the actions of the Rage in its early years. Knowing they lacked the numbers to assault Landing directly, Dark Briar recommended the Divine Rage use their knowledge of the secret entrances into the tunnels beneath Wielle to sneak into Landing and set up cells of resistance. They recruited humans and other races wherever possible and began to plot to take over the city. The dark elves knew they would need great numbers to overcome Aataltaal's army and were patient for the first few years, building their numbers and planning to overthrow the existing rulers in a single, bloody night.

The Long Night

The Divine Rage plotted for the first several years of its existence, mostly concentrating on recruiting new members from the disaffected Landing population and harrying Aataltaal's forces. They aided the Deathfist orcs in raids against the agricultural centers, attacked Aataltaal's men whenever they could do so from secrecy and safety, and undermined Landing's defenses whenever possible. Ironically, however, this constant threat actually helped toughen Landing's forces. While he was unable to trace these attacks back to the Divine Rage, Aataltaal was sure some serious foe wanted Landing destroyed, so he gained the authority among the humans to create a stronger army.

The constant struggle between Aataltaal's forces and the hidden Divine Rage reached a head a mere five years after Aataltaal's arrival on the continent. A force of hundreds of Deathfist orcs, aided by many of the Divine Rage's most powerful spellcasters, marched on Landing with the intent of razing it to the ground. As Aataltaal readied his officers and allies to repulse them, Divine Rage assassins set upon them. The Divine Rage had expected to kill most of Aataltaal's experienced men and delay his response to the Deathfist attack, thus winning a significant victory.

Unbeknownst to the Divine Rage, however, Aataltaal had allied himself with several arcane scholars. The additional power of these spellcasters allowed Aataltaal and his officers to fight free of the assassins, in fact killing most of them. The attack, though not entirely successful in the leaving Landing without capable leaders, did evidently succeed in one brilliant fashion: Aataltaal was lost. No body was ever recovered and while each side later claimed the other took possession of it, there's good to reason to believe that neither the Divine Rage or the human officers have any idea what became of Aataltaal. Regardless, the humans quickly rejoined the army Aataltaal built to lead the counterattack against the Deathfist Clan. The humans scored a massive victory against the Deathfist, crushing them and destroying their greatest stronghold in a battle that raged from dusk to dawn. On the same night, nearly every leader of the Divine Rage was captured or killed. Only Opal Dark Briar herself escaped. This turning point, called the Long Night, spelled the end of the Divine Rage's power for many decades and would be a point of shame to Dark Briar for centuries.

The followers of Innoruuk were bloodied by the events of the Long Night, but not broken. Rather than risk another open confrontation, the few survivors moved deeper into the tunnels of the city, hiding in the shadows. No longer declaring proudly their imminent victory, the group renamed itself the Dismal Rage. Although they would continue with small plans, such as smuggling trolls through the city to Neriak and subverting those they could to the cause of hate, it would be long before the group could once again claim significant power within the city.

As for Aataltaal, rumors of his fate are countless. One popular theory is that he never existed at all and was merely an invention of the dark elves to create cause for an agenda against Wielle. There also remain whispers of an idea thought outlandish though not impossible: namely that using his spells to assume the guise of a dark elf, Aataltaal vanished into the ranks of those who attacked the humans

during the Long Night and used this cover to later infiltrate Neriak itself.

The Crusade of Marr's Fist

After Aataltaal's disappearance, a power vacuum was created within Landing. Without Aataltaal's strong leadership, the forces within Landing soon began to fight among themselves. Regular patrols failed, as a great deal of effort was required simply to control sections of Landing.

The Deathfist orcs thus escaped oblivion, and, slowly, they once again became more brazen in their attacks within the Commonlands. Dangers such as undead and brigands also began to develop. Soon, the communities of the Commonlands were under constant siege, and it became nearly impossible for land-bound caravans to bring supplies into Landing. The residents of the coastal town survived on fish and other trade goods brought from Faydwer, but they did not do so happily. Some groups of mercenaries and spellcasters made an effort to guard the walls of Landing and to send patrols out to protect the Commonlands villages, but increasingly their efforts were too little and too late.

It became obvious that if some force did not step in to take control, Landing would tear itself apart, leaving the surrounding settlements defenseless against attacks by orcs and worse creatures. Five years after the disappearance of Aataltaal, the Order of Marr's Fist, an organization of clerics and paladins of Mithaniel Marr, made the choice to fill this role. To do so, the Order first had to regain control of the Commonlands. This resulted in the Crusade of Marr's Fist, a series of extended sorties and brutal battles in the Commonlands between the forces of the twin Marr gods and the Deathfist orcs. This crusade lasted for three years and culminated in the Battle of the Tower, in which the priests and paladins crushed the mighty Deathfist fortification closest to Landing. Their numbers inflated with brigands and dark elf advisors, the orcish defenders refused to surrender even when clearly outmatched, fighting with such ferocity that they could not be captured — it was necessary to slaughter them wholesale. The result was a terrible carnage so great the earth around the Tower ran red for ten days.

The Roots of Freeport

The Order of Marr's Fist had originally planned to take control of the Tower and use it as a base of operations. So horrible was the scent of death after the battle, however, that the order abandoned this plan. Instead, they built a powerful stronghold in the hills of the Commonlands, digging deep into the earth to make it secure. From this chapterhouse, the Order of Marr's Fist began to patrol the territories near Landing and its settlements. Rather than truly take control of Landing, the Order of Marr's Fist declared the city to be a free port open to all who were willing to abide by the common laws of the local populace. The Office of Records and Rulings was built to keep safe all the legislation of the inhabitants of the city, as well as to serve as a depository of contracts and agreements made by anyone within the city. Over the next few years, the former town of Landing became commonly known as the City of Freeport, and eventually the name was officially adopted.

With the positive example of the Order of Marr's Fist, brave souls frequently took up the defense of Freeport and the Commonlands. Heroes rose regularly from its streets, and more flocked to its banner in times of need. The Freeport of this era was home to hope, bravery, and epic deeds. It became known as the City of Valor, and bards still sing the tales of its noblest heroes.

With the stability forged by these patriotic defenders, it was possible for other groups to gather together within Freeport. Some of the officers who served under Aataltaal soon formed a ragtag group of enforcers that, in its earliest form, was simply an instrument of revenge for the wealthy against the depredations of the Deathfist orcs. These mercenaries attempted to recover some kidnapped individuals but primarily went trophy-hunting to appease affluent families who had lost members to the orcs. As the mercenaries became more organized and engaged in other kinds of activities, they also received word from the new city of Qeynos that a group called the Steel Warriors had been created. The mercenaries sent word to the Steel Warriors that they'd like to become a chapter of the organization. The arrangement instantly legitimized the Steel Warriors as a global source of hired warriors.

The arcane scholars who had aided Aataltaal against the Divine Rage eventually opened a school which eventually became the Freeport Academy of Arcane Science. Rather than promote the magic theories and beliefs of any one race or nation, the Academy dedicated itself to exploring all magic possibilities, initially allowing even the study of necromancy. Not forgetting who had caused her downfall, Opal Dark Briar quickly saw to the formation of schools of magic within the Dismal Rage, and vowed to keep a careful eye on the Academy.

Common merchants and traders formed the Coalition of Tradefolk, regulating trade and commerce within the city. Soon thereafter, certain less reputable traders (and in some cases the reputable as well, or perhaps "cousins" of the legitimate merchants) also gathered together, whimsically also calling themselves the Coalition of Tradefolk. Even this early league of scoundrels and their hired ruffians was in some ways good for the city, however, for they knew Freeport would do best if violent crimes were kept to a minimum, and they dealt harshly with any criminal who threatened the city's long term prosperity.

The Two Coalitions of Tradesfolk

In *EverQuest* online, there are two entirely separate groups in Freeport that go by this name. The illicit crew is referred to in this book as "Coalition of Tradefolk Underground" or "the Underground," while the more law-abiding organization is simply the "Coalition of Tradefolk." It's worth noting that there are ties between these two groups, however, as sometimes Coalition of Tradefolk enterprises serve as fronts for the Underground, but even so they are for all intents and purposes two separate factions.

Befallen

Under the aegis of the Order of Marr's Fist, the city grew even more powerful and prosperous. The Order established regularly patrolled trade routes westward to Highkeep and eastward across the Ocean of Tears to Faydwer. Guard towers were built in the Commonlands and several of the plain's towns officially incorporated. The defenses of Freeport were established with a great wall that took over fifty years to build. Sadly, the gentle reign of the Order of Marr's Fist was not to last much past these five decades.

While striving to cleanse the Commonlands of evil, members of the Order came across a wandering man called Gynok Moltor. Once a guard in far-off Qeynos, Moltor claimed in his fevered ramblings that he had been cursed by gnoll shamans and driven into exile. Concerned for his safety, the Order took him into their stronghold and tried to nurse him back to health. That night, however, Moltor overcame his saviors and slaughtered every cleric and paladin within the bunker.

Somehow, Moltor had either summoned or been possessed by a terrible force of darkness that was more than a simple gnoll shaman's curse. For a night and a day this dark force ran unchecked throughout the Commonlands, animating those that had been killed at the Battle of the Tower and turning the stone building into the Tower of Death. Ghouls were raised from the weak and sick, and the slaughtered members of the Order of Marr's Fist became an army of zombies and skeletons.

But the malignant power was limited, and perverting so many once holy men and woman drained its energy greatly. When dawn broke on the second day, the vile power was drawn back to the bunker where Moltor's corpse lay, and bound within. Though its evil had created the Tower of Death, it could no longer break free of the bunker, and it was now limited to playing with those willing to enter. No longer a place dedicated to the twin gods, the bunker became known as Befallen, and many adventurers were lost to its evil grip as the centuries passed. The Order of Marr's Fist would never recover from the blow.

The Priests of Marr and the Knights of Truth.

Though the Order of Marr's Fist was no more, servants of Erollisi and Mithaniel Marr were still common throughout Freeport and its territories. Fearing a return to the lawless days that had followed Aataltaal's disappearance, the most prominent of these gathered quickly in Freeport to form a new organization to defend the Commonlands and Freeport itself. After some days, it was decided that two new orders would be formed: the Priests of Marr and the Knights of Truth. The Priests of Marr was opened to all clerics of Erollisi or Mithaniel Marr, although traditionally far more Erollisi clerics have existed within the order. To protect the order, paladins of Erollisi Marr would be allowed to join the Priests of Marr as Sentries, guardians devoted to watching over and defending the priesthood. The main duties of the Priests of Marr were to serve the twin gods and see to the needs of their worshipers. Accordingly, most decisions regarding Freeport itself were placed in the hands of the Priests of Marr.

The Knights of Truth was an organization open to all clerics and paladins of either god, although its membership has always leaned heavily toward paladins of Mithaniel Marr. The Knights of Truth were given the task of protecting Freeport, the Commonlands, and all human settlements on the eastern coast of the continent (by this time called Antonica). The Knights were appointed little temporal authority within Freeport itself, allowing them to concentrate on such threats as the tenacious Deathfist orcs and the forces of Neriak.

While far more deeply involved in the city's ordinance than the Order of Marr's Fist had been, these two religious organizations continued to encourage the people of Freeport to make their own laws and resolve their own problems, secure in the safety provided by the Knights of Truth. Eventually, the Office of Records and Rulings became the Freeport Office of Landholders, where citizens of Freeport and nearby communities could gather to make laws and settle grievances. A civil court system was established, using the Knights of Truth as judges and Priests of Marr as advocates for both accused and accuser.

Needing safe headquarters from which to perform their duties, both the Priests of Marr and Knights of Truth selected sites in the area known as The Hill. In the northern section of Freeport, the Hill still had its own defensive walls and towers dating back to the age of Wielle. The servants of the Marr twins ensured that all of Freeport was protected by a well-maintained city wall, but they also kept the defenses of the Hill intact. In theory, the northern section of Freeport was to serve as a second line of defense in case Deathfist orcs or similar opponents overran the main gate. In practice, the Hill attracted the richer and more powerful elements of Freeport society, but the defenses of North Freeport would be tested far more by human foes that the two new orders ever could have guessed.

The Crusade of Tears

The joint rule of the Knights of Truth and Priests of Marr lasted for several centuries. Freeport continued to have problems with underworld factions, as any port city, but was for the most part a safe and respected place to do business and to raise a family. The influence of Freeport's forces reached ever further afield, with the communities of Farfield and eventually Brighthaven being settled and thus flourishing in the relative safety the Knights of Truth provided. The Deathfist orcs were driven closer to extinction than any other orc tribe, and even the forces of Neriak were limited to occasional raids in the Commonlands.

In the year 3150, the leaders of both the Priests of Marr and the Knights of Truth received divine inspiration from their gods. They were commanded, by divine decree, to undertake a crusade eastward, across the Ocean of Tears and into the continent of Faydwer. The gods of these two groups had become concerned with the vast armies of undead gathering in hidden locations in the Isles of Tears and Faydwer, and commanded their followers to seek out and destroy them. As obedient servants of their gods, the priests and knights began to make preparations immediately.

The first concern was finding enough ships to carry the majority of the clerics and paladins, which was left to the Priests of Marr. Building so many warships quickly required

a great deal of money and contracts with numerous shipwrights and merchant houses. As careful as the priests attempted to be when making these arrangements, not all of the groups they dealt with were totally ethical. Money flowed into the coffers of several rogues and scoundrels, expanding the influence of the shadowy Coalition of Tradefolk Underground. In the end, however, the ships were built on time.

The second major concern was how to protect Freeport and its allied communities while the majority of the clerics and paladins were gone; it was left to the Knights of Truth to solve this difficulty. After much debate, it was decided that a handful of knights and priests would remain behind. To augment their forces, they would be given the authority to hire mercenaries and even arm a temporary militia if needed. It was also expected that the remaining knights would lean heavily on the Steel Warriors, a fighter's guild with strong ties to the Knights of Truth. Though only a dozen knights and half that number of priests were to be left behind, it was expected that this number would be enough to oversee the efforts of hired help and current allies to keep Freeport safe for the duration of the crusade.

The task of leading the remaining forces was left to Sir Lucan D'lere. Once a street rat and common thief, D'lere had been taken in by the Priests of Marr as a youth. As he grew, the priests desired to see him trained as either a priest or a Knight of Truth, and in the end Sir Valaron Dushire undertook his training. Sir Lucan became a powerful warrior and respected leader, and gained the hearts of the people of Freeport. Desiring to leave the common folk with a leader they could trust, Sir Valaron himself chose Sir Lucan for the critical position. It was a decision he would come to regret more than any other in his life — aside, perhaps, from having taken D'lere on as a student in the first place.

The Crusade was one of the most massive military expeditions undertaken since the fall of the Combine Empire. The Priests of Marr and Knights of Truth sailed across the Ocean of Tears, clearing several islands infected with hordes of undead along the way, then landed in Faydwer to seek the source of the undead on that continent. It seems odd that none of the local governments objected to such a mass invasion, but the elven Sisters of Erollisi vouched for the intentions of the army, quieting objections from Kelethin and Felwithe, and the crusaders spent little time near either Kaladim or Ak'Anon. The crusaders have never spoken of what it was they faced, fearing that whatever created armies of the undead could be summoned again should its true nature be known. Certainly they fought battles around Dagnor's Cauldron and in the Estate of Unrest, but some claim they also sought engagements in Castle Mistmoore and the Hills of Shade.

Many scholars believe that the same malignancy which destroyed the stronghold of the Order of Marr's Fist to create Befallen had begun to spread its influence into Faydwer. Others suspect that Lord Mistmoore it was the mastermind behind the problem. Whatever the case, the crusaders themselves do not talk of their journey, except to say that their gods are satisfied with the results. The Crusade of Tears took more than a year to complete, and cost the Priests of Marr and Knights of Truth almost half their number. As their forces gathered once more in the port near Kaladim, the crusaders returned by the shipful to Freeport, only to see what had become of their city during their absence.

The Freeport Militia

Sir Lucan D'lere took great pride in having been selected to protect the city while most of the clerics and paladins were off on crusade. He took his duties seriously and spent many weeks trying to oversee every aspect of Freeport's defenses. His enthusiasm was obvious, and he grew even more popular. This should have brought Sir Lucan satisfaction, but instead it began to worry him. He began to doubt that the crusaders would ever return from their dangerous mission. Moreover, he was learning to enjoy both the respect he was afforded and the power he had as virtual lord of Freeport — and he soon became consumed with the fear of losing those things. The idea of suffering some major failure, and thus being seen as weak or ineffectual, preyed upon him.

Sir Lucan began to seek ways to ensure that his power and popularity would never falter. He sought out members of the Coalition of Tradefolk Underground who had helped the Priests of Marr build their massive fleet, and he cut new deals with them. He allowed them to move openly in the sections of the city near the docks, as long as they took no action against the more affluent Freeport citizens. He also began hiring a few mercenaries to ensure the city walls were always fully manned. He spent the money left in the Knights of Truth coffers, and began going through the temple's funds as well. As months passed, those few members of the Priests of Marr who had remained to assist him grew increasingly concerned. Eventually, a paladin within the priesthood, Sentry Dilius, confronted Sir Lucan, demanding he relinquish control of Freeport.

No one knows exactly how the confrontation got out of hand. Clearly Sir Lucan was tired and not thinking clearly, having driven himself too hard for months, and Sentry Dilius was not known as a diplomatic man. Perhaps they began shouting, perhaps they came quickly to blows. In the end no justification would ever be enough, however, for Sir Lucan killed Sentry Dilius in a fit of rage and fear. With that act, Sir Lucan angered his gods and was stripped of his power as a paladin forever. The remaining priests and knights turned Lucan out, and demanded he return his Testimony of Knighthood. Sir Lucan refused. Of all the servants of the twin gods of Marr, only one Brother Jentry remained loyal to Lucan.

The Priests of Marr and Knights of Truth who remained within the city lacked the forces to defeat the mercenaries Sir Lucan had hired. They held onto the Hill, but could not remove Sir Lucan's foothold in the remainder of the city. Sir Lucan quickly expanded the ranks of his forces and officially instituted the Freeport Militia. Both sides settled in for a siege and left everyone asking one question — what would happen when the crusaders returned? Most residents of Freeport assumed Sir Lucan would be forced to flee the city once that day came. Sir Lucan could hire all the mercenaries he wanted, but without the support of the Academy of Arcane Scientists and the Warriors of Steel, he couldn't possibly face the combined might of the Priests of Marr and Knights of Truth.

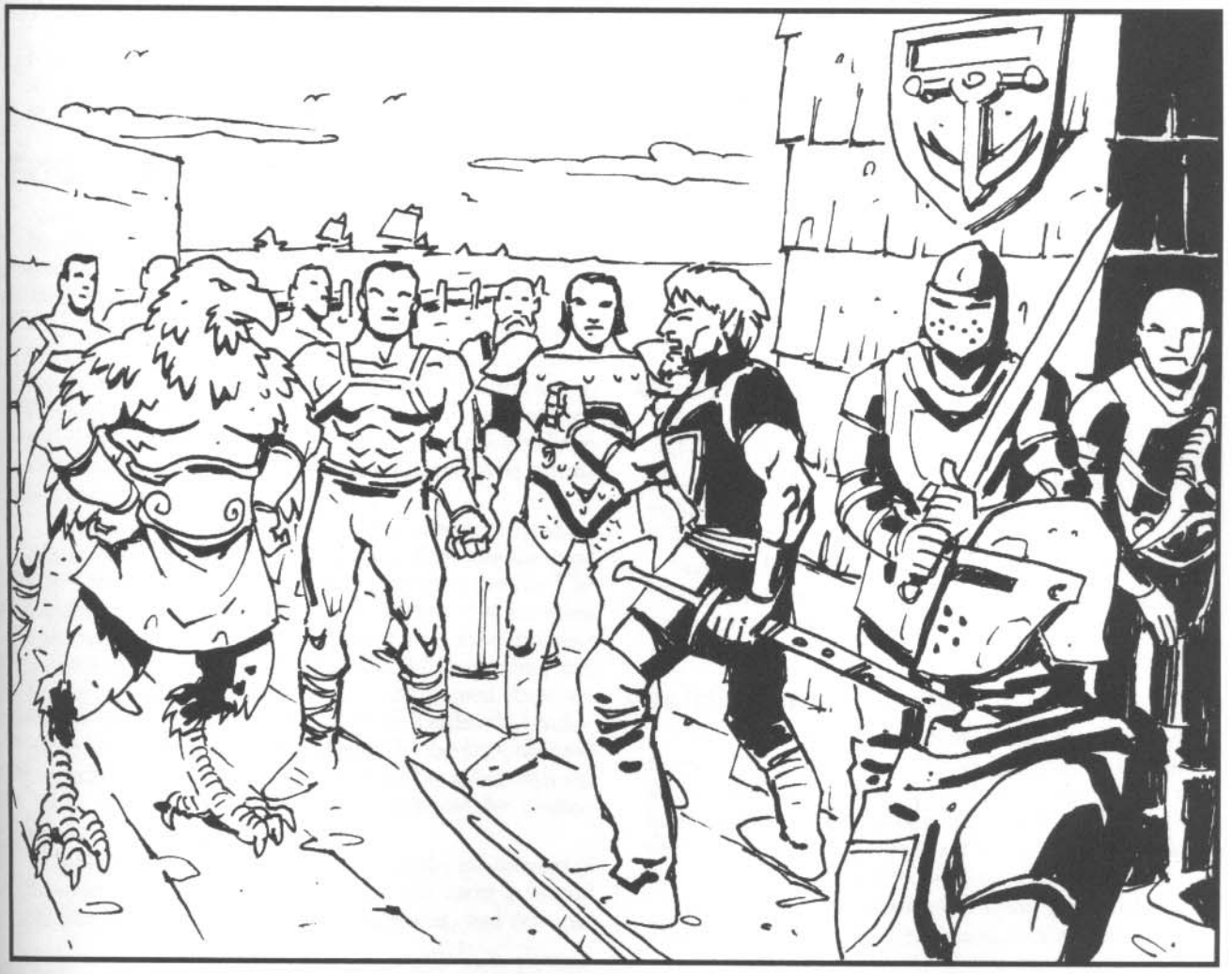
Sir Lucan, however, quickly reached the same conclusion. He sought any conceivable ally in his quest to retain the power he had come to love more than honor or truth — and he found such allies in the Dismal Rage, who saw the time was ripe for them to expose themselves once again. Agents from the Dismal Rage contacted Sir Lucan through his Coalition of Tradefolk Underground contacts, and offered him a deal. The Dismal Rage would support Lucan in his war against the agents of the twin gods if he in turn gave them license to operate openly within the tunnels and sewers of the city, and somewhat less openly in the poor eastern quarter. Sir Lucan demanded proof of their power, and was eventually convinced to make a devil's bargain with the Church of the Dismal Rage.

The Return

The stage was set for the return of the Crusaders. They had been warned by dispatches from across the Ocean of Tears that Sir Lucan had taken some questionable actions, but none of the crusaders seriously expected him to resist turning Freeport over once they returned. However, when the first ships sailed into port, they found the Freeport Militia waiting to place them under arrest. In most cases, the crusaders refused to be placed in custody and simply marched unhindered to their strongholds in North Freeport, but on more than one occasion open fighting broke out. The ships the crusaders left at the docks were inevitably stolen or scuttled, and all efforts to restore the Knights of Truth's regular patrols in East Freeport met with missing knights and open fighting between the Knights and the Militia.

When the main force of crusader ships, filled with more than half of the remaining Priests of Marr and Knights of Truth, were spotted approaching Freeport a showdown seemed inevitable. The Freeport Militia gathered in strength by the docks, holding back just enough forces to prevent those crusaders already in North Freeport from coming to their comrades' aid. Although the Militia seemed too weak to take on the crusaders, Sir Lucan knew that members of the Coalition of Tradefolk Underground and the Dismal Rage were hidden near the docks as well, ready to add their might to that of his troops.

No one will ever know if the combined forces arrayed against the returning worshipers of the Marr twins might have proven enough, for the fight never broke out. As the main body of ships was within minutes of docking, every Steel Warrior, Arcane Scientist, and Ashen Monk within the city came to the dock as well. Sir Lucan demanded to know if these groups intended to resist the Militia, but they responded only that they had come to see the returning crusaders safely back to North Freeport. Livid, Sir Lucan had no recourse but to allow the disembarking clerics and paladins to retreat to their headquarters. The other groups dispersed with the last of the crusaders, leaving Sir Lucan



in charge of West and East Freeport, but not of the independent section of the city on the Hill in North Freeport.

Freeport Today

The situation has remained essentially unchanged for the past several years. While they remain safe anywhere on the Hill, the clerics and paladins of the Marr twins lack the numbers to purge the rest of Freeport of the Militia. The Militia might prove able to scour north Freeport free of the two orders, but dare not try to do so openly lest such groups as the Academy of Arcane Scientists and the Steel Warriors entered the fray. The stalemate is an uncomfortable one, with both sides constantly struggling to gain an advantage great enough to take control of the city as a whole.

As a result, Freeport has become a city where a newcomer can earn fame and fortune quickly — or just as easily end up in an unmarked grave. The lack of a strong central authority has enabled a rise in power among other groups, a fact which the Coalition of Tradefolk Underground and the Dismal Rage have used to their best advantage. Crime is on the rise, even on the Hill, and fewer patrols are sent into the Commonlands to protect Freeport's interests. It remains one of the most powerful kingdoms on Norrath, but Freeport is rotting from within, and may soon be ripe for a revolution, or even a total collapse.

Chapter Three: Churches, Guilds and Factions

Freeport is a city in which politics and affiliation are power. The most powerful groups within the city are guilds, churches, holy orders, and military groups. Each of these has its own faction, as detailed below. Often, close allies and agents are considered to be part of an organization's faction, even if they aren't technically members. In a few rare cases, a single individual may have his or her own faction, and this faction may include close allies and underlings within it.

More details about each church and guild, including important NPCs, are given after the factions section. The strongholds of each church and guild are detailed in Chapter Four: People and Places in Freeport.

Factions

In the description for faction in the *EverQuest: Player's Handbook* (p. 144), it says "most city dwellers have the same faction, so once you're in the gates, you're relatively safe." Well, friend, not in Freeport.

Unlike the folk of most cities, Freeport's diverse peoples can't be kept track of with the simple moniker "Citizens of Freeport" or "Freeport Merchants." Virtually everyone in Freeport has taken sides with at least one group or another, and many of these groups hate each other implicitly. Even simple matters like where one buys supplies can be viewed as a political statement.

There are no less than four factions in Freeport vying for control of the city, and each has its own allies, enemies, and opinions among the dozen or so other factions present. The Knights of Truth hate the Freeport Militia, but are allies with the Priests of Marr. The Priests of Marr are indifferent towards the Coalition of Tradefolk Underground, but absolutely hate the Dismal Rage. The Dismal Rage are loosely allied with the Coalition of Tradefolk Underground, but don't get along well with the regular Coalition of Tradefolk. The Coalition proper is close allies with the Priests of Marr, but also strongly supports the Underground.

Confused? That's okay, so are many of the inhabitants of Freeport. The following is a list of the most powerful factions in Freeport, whom they represent, and how the rules for beginning faction rank are modified within and with regard to each faction. In all case, of course, as with all faction considerations, these modifiers apply only when characters' affiliations are known to those with whom she interacts, or vice versa. For more information on faction and faction rank, see "Faction" in Chapter 6 of the *EverQuest: Player's Handbook*.

Arcane Scientists

The Arcane Scientists faction is used for members of the Academy of Arcane Science, and their friends, immediate families, allies, employees, and students. The Arcane Scientists are loosely aligned with the Priests of Marr and Knights of Truth, strongly aligned with the Steel Warriors, largely neutral towards the Coalition of Tradefolk and the Freeport Militia, and completely opposed to the Dismal Rage.

Starting Faction Modifiers: Treat the Arcane Scientists faction as NG when determining initial faction. All enchanters, magicians, or wizards start with a minimum of a Dubious (–4) faction with the Arcane Scientists.

Ashen Order

The Ashen Order faction is used for members of the Ashen Order and those they have placed under their protection. The Ashen Order is largely neutral in all political affairs, though they do support the Coalition of Tradefolk and Priests of Marr.

Starting Faction Modifiers: Treat the Ashen Order as ON when determining initial faction. All human monks start with a minimum of Indifferent (+0) faction with the Ashen Order.

Coalition of Tradefolk

This faction, sometimes referred to as simply "the Coalition," represents the common merchants, tradesfolk, shopkeepers, and laborers of Freeport, along with their families, friends, and partners. The Coalition is allied with the Coalition Underground and the Commons Residents, but tries to remain neutral towards all other factions.

Starting Faction Modifiers: Treat the Coalition of Tradefolk as ON when determining initial faction.

Coalition of Tradefolk Underground

This faction, sometimes referred to simply as "the Underground," is used for members of the thieves' guild of Freeport, and their informants, patrons, associated merchants, and hirelings. The Underground is allied with the Freeport Militia and has dealings with both the Dismal Rage and the Temple of Marr, supports the Coalition of Tradefolk, and generally opposes the Knights of Truth and Steel Warriors.

Starting Faction Modifiers: Treat the Coalition of Tradefolk Underground as NE when determining starting faction, although non-humans cannot start with more than Indifferent (+0) faction.

Commons Residents

The Commons Residents faction is used for citizens of any of the towns or small settlements found in the Commonlands, as well as those of the city of Freefield in the Desert of Ro. The Commons Residents are strongly allied with the Coalition of Tradefolk and the League of Antonican Bards, they work with the Freeport Militia and Steel Warriors, and they oppose the Coalition of Tradefolk Underground.

Starting Faction Modifiers: Treat the Commons Residents as N when determining starting faction, although no one generally starts with more than Indifferent (+0) faction.

Dismal Rage

The Dismal Rage faction is used for members of the Church of the Dismal Rage and the Church of the Firstborn, as well as their underlings, associates, hirelings, and uninitiated prospects, or any creature working for the glory of Innoruuk within Freeport. The Dismal Rage is casually aligned with the Freeport Militia for the moment, and works with the Coalition Underground. They are directly opposed to the Knights of Truth, the Priests of Marr, the Ashen Order, and the Steel Warriors. Ultimately, the Dismal Rage seeks to destroy all other factions.

Starting Faction Modifiers: Treat the Dismal Rage as OE when determining initial faction. Characters other than dark elves can start with no higher than a Dubious (–4) faction with the Dismal Rage.

Freeport Militia

The Freeport Militia faction is used for members of the Militia and their agents, informants, employees, families, and allies, as well as anyone strongly loyal to Sir Lucan. The Freeport Militia is directly opposed to the Priests of Marr and Knights of Truth; it is trying to curry favor with the Coalition of Tradefolk, and it works with both the Underground and the Dismal Rage. This faction doesn't get along with the Arcane Scientists, the Ashen Order, or the Steel Warrior faction, but does its best not to antagonize them just yet.

Starting Faction Modifiers: Treat the Freeport Militia as ON when determining initial faction. No one who is not a member can start with a faction higher than Indifferent (+0) with the Freeport Militia.

Knights of Truth

This faction represents the clerics and paladins of the Knights of Truth as well as their supporters, employees, families, friends, and allies. The Knights of Truth are directly tied to the Priests of Marr and support the Coalition of Tradefolk and the Steel Warriors. They oppose the Coalition Underground and the Dismal Rage, and seek to destroy the Freeport Militia.

Starting Faction Modifiers: Treat the Knights of Truth as OG when determining initial faction. All worshipers of Erollisi Marr or Mithaniel Marr have a minimum starting faction of Amiable (+1).

League of Antonican Bards

The League of Antonican Bards faction is used for members of the bardic guild of Freeport (Marsheart's Chords), for visiting bards that are also part of the league, and for the students, allies, friends and employees of both. The League of Antonican Bards tries to remain neutral, but needs the goodwill of the Coalition of Tradefolk and Commons Residents; its members occasionally work with the Coalition Underground, and have no desire to antagonize the Arcane Scientists, the Freeport Militia, the Knights of Truth, the Priests of Marr, or the Steel Warriors.

Starting Faction Modifiers: Treat the League of Antonican Bards as N when determining initial faction. All members of the Marsheart's Chords guild start with a minimum of Amiable (+1).

Opal Dark Briar

This faction is used for Opal Dark Briar (see the Academy of Arcane Science description below), and for her closest allies and servants. Opal Dark Briar is closely aligned with the Dismal Rage faction, and sometimes works with the Coalition Underground. Her ultimate goal likely involves destroying or taking control of all other factions, though obviously she doesn't advertise this fact.

Starting Faction Modifiers: All dark elves start Indifferent (+0) to the Opal Dark Briar faction. All other races start at Dubious (–4). It's important to note that Opal Dark Briar often acts as though she had the Arcane Scientists faction, and many of her agents are similarly duplicitous.

Priests of Marr

This faction represents the clerics and paladins of the Temple of Marr as well as their supporters, employees, families, friends and allies. The Priests of Marr are directly tied to the Knights of Truth, and actively support the Arcane Scientists, the Ashen Order, the Coalition of Tradefolk, and the Commons Residents. They occasionally work with the Coalition Underground and the Steel Warriors. They oppose the Freeport Militia, and they seek to destroy the Dismal Rage.

Starting Faction Modifiers: Treat the Priests of Marr as OG when determining initial faction. All worshipers of Erollisi Marr or Mithaniel Marr have a minimum starting faction of Amiable (+1).

Steel Warriors

The Steel Warriors faction is for members of the Steel Warriors guild in Freeport and Qeynos, and their close

allies. They are loosely allied with the Arcane Scientists, the Ashen Order, and the Knights of Truth, they strongly support the Coalition of Tradefolk and the Commons Residents, and they oppose the Coalition of Tradefolk Underground and the Dismal Rage.

Starting Faction Modifiers: Treat the Steel Warriors as ON when determining initial faction.

Guilds and Temples

In its position as one of the greatest cities on the face of Norrath, the city of Freeport has extensive guildhalls and temples that cater to many different faiths and professions. Any member of a civilized profession can locate someone in Freeport to train him and support him during his adventuring career, while those of less civilized professions (such as shamans or beastlords) will be hard pressed to find someone to do so. The darker races and professions will have to go underground or into the seedier parts of town to find someone to train them in their vile ways.

Academy of Arcane Science (Enchanters, Magicians, Wizards)

The Academy of Arcane Science is a collection of enchanters, magicians, and wizards who have gathered together for the purpose of collecting old knowledge and researching new. Necromancers were also once a part of their academy, but the actions of the necromancers of the Dismal Rage caused their paths to diverge long ago. The Academy has roots dating back to the earliest days of human occupation in Freeport, and they have always been staunch allies of the city itself, defending it from any external threat even though they do their best to remain neutral in internal matters.

The Academy members spend most of their time researching new magics, although they do train new members to carry on that which they have found or created anew. Once they train someone in the basics of magic, they encourage the new apprentice to go and journey the world, to experience it, possibly to find new sources of magic and spells — and possibly to get them out of their hair so they can go back to their research.

The Academy has a loose chain of command. Romiak Jusathorn (see sidebar) is the currently High Chair of the guild and the Guildmaster of the enchanters; the guild's magicians are under the authority of Guildmaster Lorme Tredore (*male human, Mag 30, ON, Arcane Scientists*) and the wizards are under Guildmistress Sapphire Moonshadow (who is in reality Opal Dark Briar; see the "Church of the Firstborn" later in this chapter).

The Academy of Arcane Science is arguably the greatest facility of magical lore on Norrath, on a par with the libraries of Erudin, Felwithe, and Ak'Anon, and certainly being the greatest center of human magical knowledge. The academy maintains a friendly rivalry with many of the world's other establishments for mystic learning, although sometimes somewhat fiercer feuds can arise between individual members of the establishments.

Nearly any arcane material can be purchased at the Academy, ranging from spells to spell components, spellbooks, and even magic items useful to spellcasters. Items of less than a 5,000-gp value can be bought by anyone whose faction is no worse than Indifferent (+0), while characters with a faction of +6 or better receive a 10% discount. Items worth up to 25,000 gp are sometimes available for sale, but only to guild members in good standing.

Training

Instruction is available free of charge to accepted members of the Academy, and membership is by invitation only. Students' living conditions are spartan at best. Anyone who has a talent for magic and who shows no signs of necromantic or truly evil leanings can apply for membership within the Academy. Any non-necromantic arcane spellcaster of at least 5th level who has a faction of +4 or better with the Arcane Scientists is likely to receive an invitation. In rare cases, advanced instruction is available for non-members as well, at the discretion of the guildmasters, but this can be quite expensive. The Academy has access to three techniques unknown elsewhere, which they teach only to members of the guild.

New Feats

Mystic Focus [Mystic]

The power of the inferno, the cold grip of death, the sickly virulence of caustic acid, these are the weapons of spellcasters. It should come as no surprise then, that there are those who have chosen to master these forces.

Benefit: This feat is taken for a single descriptor type, such as acid, fire, or sonic (see the *EverQuest: Player's Handbook*, Chapter 10, "Spell Descriptors" for a complete list of Descriptors). Any time the caster casts a spell with that descriptor, that spell's save DC is increased by +2.

Special: This feat may be taken multiple times. Its effects do not stack; rather, each time it is taken, it must be taken for a new descriptor.

Second Elemental [Metamagic]

All magicians can summon elemental creatures for aid, but the master conjurer has learned to summon more than one at a time.

Prerequisites: Magician level 9+, Knowledge (mysticism) 12+ ranks

Benefit: This feat allows a magician to summon a minor elemental pet even if he already has one present. The second summoning spell must be no more than one-half the level of the highest-level spell the magician is capable of casting, and summoning a second elemental costs twice the usual mana.

For example, a 9th-level magician knows both *minor summoning: earth* and *elementalkin: fire*. He conjures an earth elemental with the 5th-level spell during the first round of a combat. In the second round, he casts *elementalkin: fire* as a second elemental spell, paying 14 mana to do so. When the magician gains access to 6th-level spells, he can prepare a 3rd-level *elementaling* spell as his second elemental.

Normal: It is not normally possible to have more than one pet active at a time.

Soulless Mesmerization [Metamagic, Mystic]

The character has learned to use spells from the *mesmerize* spell line on undead creatures, who do not have normal minds or souls.

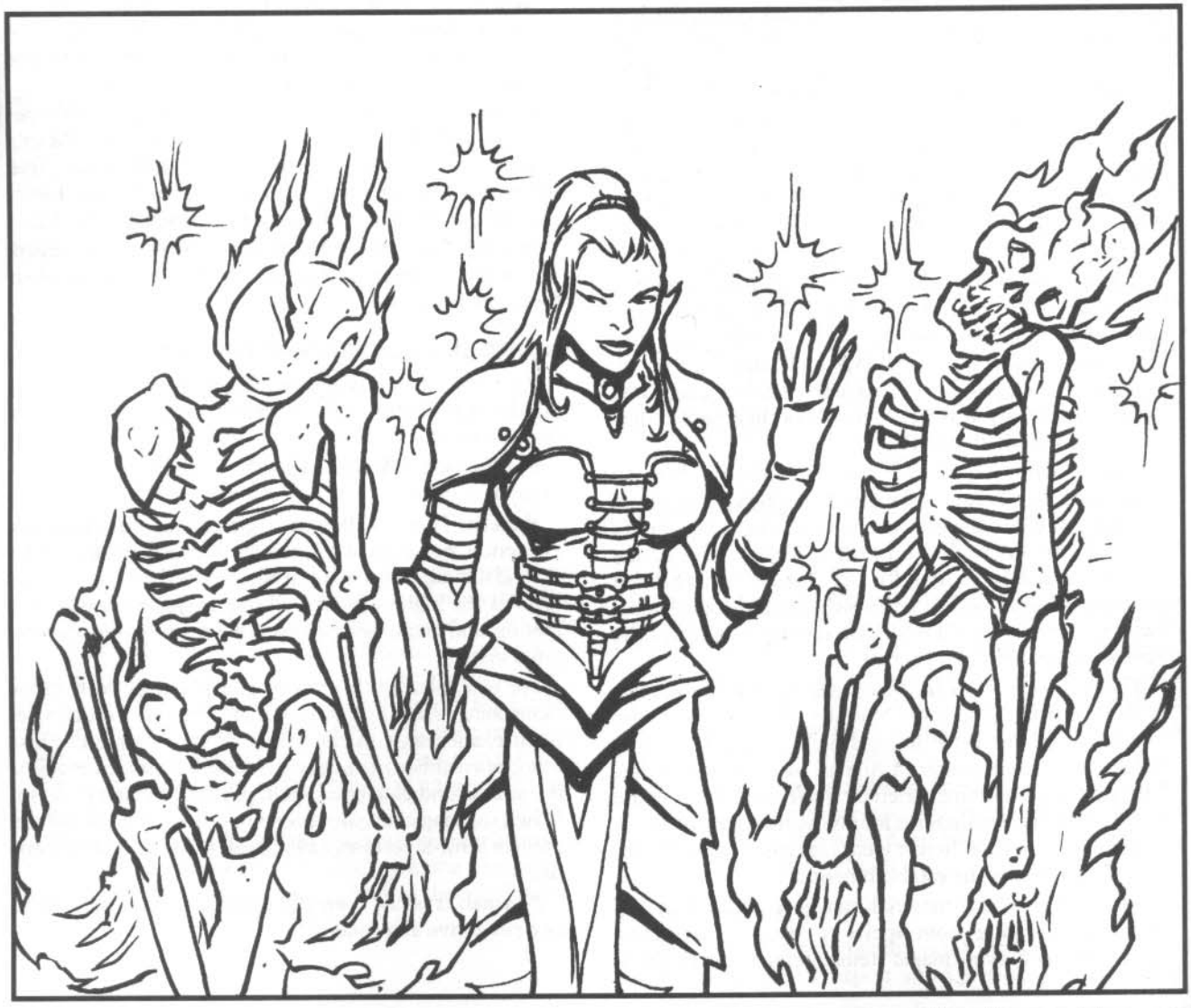
Benefit: A spell from the *mesmerize* spell line that is augmented with Soulless Mesmerization can affect undead. These creatures are still allowed a saving throw, although the DC is simply 10 + spell level + the caster's Int bonus, as opposed to the usual 10 + spell level + the caster's Cha bonus + the caster's Int bonus, as for most spells of this line. A Soulless Mesmerization spell uses 50% more mana (round up) than the spell normally costs, so for instance a *mesmerize* spell, which normally costs 3 mana, will cost 5 mana if it is prepared with this feat. The spell can still affect the usual targets, but the mana premium for Soulless Mesmerization must be paid, regardless, if that's how the spell was prepared.

Special: A spellcaster must decide whether he will enhance a spell with a metamagic feat when he prepares the spell, not when he casts it.

Arcane Guildmaster Romiak Jusathorn

The master of the Academy of Arcane Scientists is well known as a jovial and affable old man. However, Romiak Jusathorn was born into a wealthy family of respected spell casters and his attitude wasn't always so friendly. A magic prodigy from a rich family, Romiak grew up a snobby and selfish young man. His only friend in the "common" world was a halfling named Fozzin Chickleburr, the son of the Jusathorn family's housekeeper.

Romiak entered and graduated from the Academy of Arcane Scientists by the time he reached his majority. He reunited with his old friend Fozzin, who had left the household to become an adventurer when his family moved back to Rivervale. The young halfling was moderately successful and invited Romiak to join his band. Sadly, after a few happy and profitable adventures, Fozzin was killed by orcs east of Highkeep and could not be recovered. Romiak was devastated.



Romiak returned Fozzin's remains to his family in Rivervale, and they invited him to stay there awhile and to take some rest with them. Romiak quickly sank into a deep despair. The folks of Rivervale continued to care for him, bringing him cookies and pies and checking on him daily. Fozzin's family invited Romiak to meals and to social engagements. Slowly, he began to participate in the lives of the halflings. Their joy and celebration of life seeped into him and over time Romiak changed. He became more agreeable, more jovial. In time, Romiak applied this newfound attitude to his magic. He devised magical practical jokes and reveled in the amusement they brought to the Rivervale community. After many years, Romiak returned to the Academy in Freeport to teach the things he'd discovered. His zeal and his love of teaching landed him the position of Master of the School of Enchantment, where he reveled in both the teaching and the opportunities to do research. In time he mastered a new spell, *illusion — aviak*, which to this day he has not taught to another soul. Impressed with his zeal and his many accomplishments, the other masters made him the High Chair of the entire Academy when the old Chair retired.

Romiak is a well loved Guildmaster. He frequently gives advice, although, granted, it is generally cryptic in nature, and he does what he can for the community around him and for his students. He is concerned first and foremost with the issues that surround his school. He does not care for the Freeport Militia and would prefer to see them run (or to run them) out of town. However, Romiak understands that without the support of all the Academy masters, he would have no hope of standing against Sir Lucan and his forces. For now, he watches and waits.

Romiak Jusathorn, Male Human, Enc 30: CR 30; Medium-size humanoid [human] (6 ft.); HD 30d4+120; hp 221 [robe]; Init +2 (Dex); Spd 30 ft.; AC 23 [flat-footed 21, touch 17] (+2 Dex, +6 armor, +5 deflection); BAB +15; Grap +15; Atk +20/+17/+14/+11/+8 melee (1d6+5, *quick quarterstaff*); SA spells; SQ greater enchantments (dire charm, greater illusion, enchanted jewelry master, gather mana), Greater Specialization (divination), damage reduction 5/+2; Resist All 10; AL NG; Fac Arcane Scientists; SV Fort +14, Ref +12, Will +20; Str 10, Dex 14, Con 18 (12), Int 26 (20), Wis 16, Cha 24 (18).

Skills: Appraise +21, Bluff +24, Channeling +41 (*platinum sapphire ring*), Diplomacy +21, Intimidate +21, Knowledge (arts and literature) +9, Knowledge (folklore) +10, Knowledge (local lore [Freeport]) +13, Knowledge (local lore [Rivervale]) +12, Knowledge (monster lore [magical beasts]) +18, Knowledge (mysticism) +41, Meditation +41, Sense Motive +33, Spellcraft +41, Trade Skill (jewelcraft) +34.

Languages: Common (5), Halfling (5), Erudian (5), Aviak (5).

Feats: Enlarge Spell, Leadership, Mental Clarity, Mystic Capacity (x2), Quest Spell, Quicken Spell, School Specialization (divination), School Specialization (evocation), Silent Spell, Spell Focus (divination), Spell Focus (evocation), Still Spell.

Enchanter Spells Prepared (mana cost, modified for Greater Specialization and *velium ruby bracelet*): *Asphyxiate* (39), *bedlam* (30), *collaboration* (10), *color slant* (15), *dictate* (122), *fetter* (10), *Largarn's lamentation* (16), *memory flux* (55), *rune V* (55), *tashanian* (4).

Mana Pool: 500 (robe).

Possessions: Ring of seers, hardened robe, quick quarterstaff, platinum black pearl earring (DR 5/+2), *velium diamond necklace* (all resistances [10]), *platinum sapphire ring* (Channeling +4; spell save DCs +2), *velium ruby bracelet* (–4 mana cost for specialized spells, –3 for others).

Romiak Jusathorn (buffed with *Koadic's endless intellect, shield of the magi,* and *umbra*): hp 281; AC 25 [flat-footed 23, touch 17] (+2 Dex, +8 armor, +5 deflection); SQ damage reduction 5/+2, +3 magic saves, mana recovery 2/min., damage reduction 13/–; Resist MR 20, all others 10; SV Will +22; Int 30, Wis 20.

Skills: Appraise +25, Knowledge (arts and literature) +12, Knowledge (folklore) +12, Knowledge (local lore [Freeport]) +15, Knowledge (local lore [Rivervale]) +15, Knowledge (monster lore [magical beasts]) +25, Knowledge (mysticism) +43, Meditation +43, Sense Motive +35, Spellcraft +43, Trade Skill (jewelcraft) +36.

Mana Pool: 662.

New Spell

Illusion—Aviak

Divination

Level: Enc 7
Spell Line: *Minor illusion*
Mana: 8
Components: V, S
Casting Time: 1 action
Recast: 1 round
Range: Personal
Target: Caster
Duration: 1 hour/level (D)
Saving Throw: None (harmless)
Spell Resistance: No

As *illusion — barbarian*, except the caster for all intents and purposes becomes an aviak avocet of the same gender. See *EverQuest: Monsters of Norrath* for details about aviaks.

Quests for the Arcane Scientists

Name of Quest: Books from Kithicor
Faction: Arcane Scientists (–1 rank)
NPC: Sapphire Moonshadow
CR: 3

Reward: +1 faction rank with the Arcane Scientists each time this quest is completed (maximum +2 from this quest). +1 faction rank with Sapphire Moonshadow (Opal Dark Briar) if the quest is completed three times (maximum +1). 2d4 gold pieces.

Consequence: –1 faction rank with the Freeport Militia (maximum –2 from this quest). –1 faction rank with the Dismal Rage if the quest is completed three times (maximum –1 from this quest).

Quest Summary: In addition to her duties as Guildmistress of the College of Wizards, Sapphire Moonshadow is responsible for maintaining the libraries of the Academy of Arcane Science. This requires her to make arrangements for regular shipments from Erudin. Such shipments must go from Odus to Qeynos by boat, then across the Plains of Karana, through High Hold Pass and Kithicor Forest to Brighthaven. Since this journey is so long and dangerous, she never knows just when shipments will arrive in Brighthaven, forcing her to make special arrangements to bring the books from Brighthaven to the Academy.

Currently, there is a small shipment waiting in Brighthaven, part of a larger caravan thought lost in Kithicor. The shipment is a single small, locked chest containing six books on magic theory. The books are currently gibberish — they were enchanted before leaving Erudin and won't be legible until Moonshadow/Dark Briar casts the counter-enchantment in the Academy. The Freeport Militia has been trying to convince her to allow them to bring in these shipments, but wants a hefty fee in return. So far, she has refused.

Since they are just a few books, Moonshadow/Dark Briar doesn't want to pay a large group (and a correspondingly large price) to retrieve them. Since the books are useless until they reach her, she's willing to allow a small, relatively untried group to prove their worth by picking up the books in Brighthaven and bringing them safely back to her. Though the details of the shipment vary, this quest can occur several times as new shipments of books arrive in Brighthaven.

Name of Quest: Traitors' Hands
Faction: Arcane Scientists (+5 rank)
NPC: Lorme Tredore
CR: 10

Reward: +1 faction rank with the Arcane Scientists (maximum +3 from this quest). +1 faction rank with the Knights of Truth if the quest is completed three times (maximum +1 from this quest). *Onyx gauntlets.*

Consequence: –1 faction rank with the Dismal Rage. –1 faction rank with Opal Dark Briar if this quest is completed three times.

Quest Summary: In addition to the high faction requirements, this quest is given only to a person or group who have completed tasks for at least two members of the Arcane Scientists and shown the ability to be discreet.

In addition to running the magicians' school, Lorme Tredore is responsible for discipline and maintaining order among the Arcane Scientists. Normally this means restricting members' access to libraries if they abuse privileges or assigning apprentices to scullery work when they break curfew. But, rarely, it means taking much more serious measures.

Tredore has discovered that a number of Arcane Scientists are not only using the Academy's libraries to study necromantic magics, which is strictly forbidden, but they are then giving those secrets to a faction of dark elves operating in the Commonlands. Through careful investigation, Tredore has determined which members are guilty of this betrayal. Unfortunately, the members were either warned by Tredore's queries or had excellent instincts, for they have fled the Academy. Tredore needs these traitors found — and eliminated.

The traitors include Darmon Blackthorn (*male human, Enc 10/Nec 1, DE, Opal Dark Briar*), Eloise Ferra (*female human, Mag 8/Nec 3, OE, Opal Dark Briar*), Geith Hurein (*male Erudite, Wiz 9, DE, Dismal Rage*), Kahbasi Varlent (*female Erudite, Enc 9/Nec 3, NE, Opal Dark Briar*), Memnen Treblioc (*male human, Mag 10/Nec 2, NE, Dismal Rage*), and Xicastin Fral (*male gnome, Wiz 11/Nec 1, DE, Dismal Rage*). Tredore wants each traitor slain and his or her right hand brought to him with the Arcane Scientist ring still on it as proof of the deed. Each traitor is a single quest, allowing this quest to be done up to six times.

Of course, none of the traitors is wandering alone through the Commonlands. Each can be expected to have at least a few companions, ranging from Dismal Rage friends (mostly human warriors and shadow knights from 7th to 10th level), Deathfist orc mercenaries (3rd- to 7th-level orc warriors) and even dark elf allies or masters (anything from a few 5th-level guards to a 15th-level necromancer pumping the traitor for secrets).

Upon completion of this quest, Tredore rewards the characters with a pair of *onyx gauntlets* taken from the possessions left behind by one of the traitors in the Academy's vault.

Ashen Order

The Ashen Order is an order of monks that follow the teachings of the deity Quellious the Tranquil. Their belief in inner peace and strength gives them power and discipline found in few others. They share many beliefs with their fellow monastic order of The Silent Fist of Qeynos, but, whereas the monks of The Silent Fist follow no deity, the monks of the Ashen Order find strength in their worship of Quellious. These days only the monks of the Ashen Order, some Erudites, and a few itinerant bards follow the teachings of Quellious.

The origins of the Ashen Order hail back to the days when Freeport, then Wielle, was still a haven for pirates and brigands. A priest, whose name has long since been forgotten, set up a temple in the town to bring some order and tranquility to this wild town. His vision and his heart were large, but as one can expect he never did bring the tranquility he wished. In fact, the temple was regularly

attacked and burned, which led the priests to deal in less ornate structures and a more austere lifestyle.

While others in the church of Quellious did not support their fellow in his endeavor, this unnamed cleric managed to establish and maintain a following among the rough people of Wielle and even to gain new members now and then. One of these members was Apoc Alious, a grizzled warrior who had grown tired of war and was seeking another answer. He found it within the temple of Quellious, and he spent a number of years there in quiet contemplation. When brigands again came to destroy the temple once again, however, Apoc Alious resisted using his martial skills, but did so tempered and strengthened by a newfound inner calm. To the amazement of both onlookers and himself, he defeated the raiders easily, all without drawing a weapon or relying on the berserker rage that had possessed him in the past.

The leader of the church was torn. The followers of Quellious believe in defending themselves, but what Apoc had done went beyond self-defense in the priest's eyes — in the end, the old cleric didn't approve of Apoc's method. Apoc, however, found new purpose in his new fighting method, as did many others of the church. In the end, Apoc became the leader of a new sect of Quellious which he called the Ashen Order, a name meant to remind his brethren of the burned temple that was their origin.

The Ashen Order has had many small monasteries in its past, but now uses a single converted manor house in the old Market District as its base of operations. There is no official hierarchy or set of laws for the monks, for all seem to know their place within the Order intuitively. If a concern arises or a problem presents itself, the members come together and take care of it harmoniously. When a leader ceases to be a leader, a brother or sister of the order simply steps forward as appropriate and becomes the new leader. Currently within the monastery, all power rests with the aging Klom Jysun, for he is the acknowledged grandmaster of the order. This power is granted through the respect of his fellow monks, and therefore he is rarely required to take any affirmative action. The other senior monks go about their business quietly and efficiently, not bothering Jysun unless a matter of great importance to the Order as a whole is raised. In the current political climate, for example, only Jysun decides who is to be granted asylum within the monastery, and who is to be asked to leave. Similarly all envoys from political groups meet with Jysun directly, not so much to prevent some other monks from making a poor decision as to prevent the envoys from feeling insulted.

The other ranking masters presently in the Order are Puab Closk (*male human, Mnk 26, OG, Ashen Order*); Rayia Beslin (*female human, Mnk 24, OG, Ashen Order*), who judges the skill rank of each member and maintains the Order's contacts with groups outside of Freeport; and Velan Torresk (see Chapter 4, sidebar), who teaches the more advanced monks and handles the day-to-day running of the monastery. Either Puab or Rayia could lead as wisely as Klom Jysun, most likely, but neither feels compelled (or ready) to do so. They are both virtual paragons of tranquility, however, and are rarely ruffled, worried, or surprised.

Sir Lucan finds himself in no position to oust the militant monks, currently, so he is forced to leave the Ashen Order alone... for the moment.

Training

The Ashen Order trains anyone who asks and isn't disruptive — but only trains them in what the teachers of the Order believe they need to know. For anyone except a human monk, this is likely to be only philosophy and meditation rather than combat skills. Human monks (and, in theory, the rare iksar who might gain the order's trust) are trained in the open fields around the monastery. Most of this training is very similar to that available at other monastic centers, but the Ashen Order does have two combat skills they provide only to advanced students (level 8+) who have earned at least an *orange sash of the Order*. The feats that trainees of these methods may buy with training points are detailed below.

New Feats

Eyes Closed Sight [Combat]

The character has learned to use his instincts to avoid even those attacks of which he is consciously unaware.

Prerequisites: Blind-Fight, Improved Evasion.

Benefit: The character now has an uncanny ability to react to danger: he gains the benefit of the rogue's *uncanny dodge* ability. He retains his Dexterity bonus to AC (if any) even if caught flat-footed or if struck by an invisible attacker. He cannot be flanked in combat except by a character who has at least 4 more rogue class levels than his own character level. Further, he gains a +2 bonus on Reflex saving throws made to avoid traps and a +2 dodge bonus to AC against attacks by traps.

Fire Hand

The character has learned to focus his internal energy into dealing more powerful blows.

Prerequisites: Base attack +9 or higher, *feign death* as a class skill.

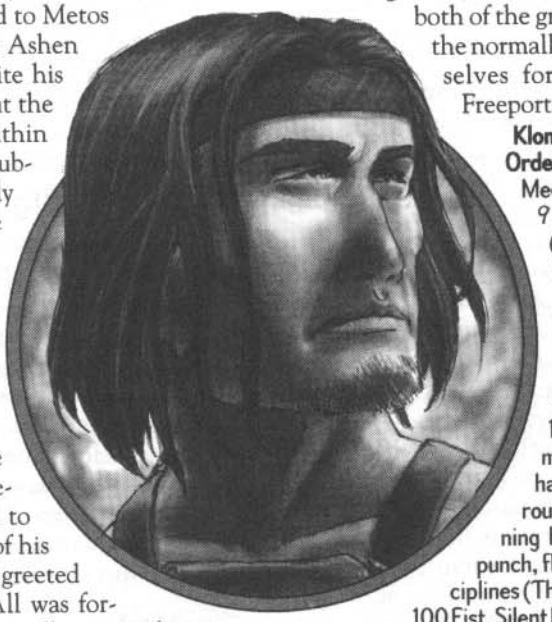
Benefit: Fire Hand is a combat technique similar to (although weaker than) the monk discipline Ashen Hand. A character may use Fire Hand to deal an additional +1d6 points of damage with an unarmed melee attack. No more than one attack per round may be a Fire Hand attack; the character must decide before making a particular attack roll whether he wishes to use this ability. The Fire Hand attack may be combined with a monk's stunning blow, but not with flying kick or with the Thunder Kick, Silent Fist, or Ashen Hand disciplines. Fire Hand may be used a number of times per day equal to 1 + the character's Wisdom modifier (minimum once per day).

The Most Tranquil, Grandmaster Klom Jysun

Harmony and balance are the most important things in life for the monks of the Ashen Order. Their leader, Klom Jysun, learned the importance of harmony when he tried to join the order as a young man. Born the son of a monk of the Silent Fist in Qeynos, Klom was raised to respect and understand the disciplines and traditions of the martial arts. When the family moved to Freeport, Klom was exposed to the Ashen Order and the philosophy of Quellious. He found personal truth in the teachings of this Order and sought to join its ranks. His father objected, however, feeling that divine influence was harmful to one's personal discipline. Klom argued heatedly with his father, and when they could come to no agreement, he left. He turned to Metos Arlopious, the old master of the Ashen Order, and begged to join despite his father's strenuous objections. But the old master refused. The anger within Klom, he said, would keep the stubborn boy from concentrating fully and lead only to frustration. He must first work things out with his father. Seeing that this task was impossible, Klom left Freeport. He wandered the continent of Antonica searching for a way to solve his problem with his father. He worked where he could and studied when he was able. Many years passed before Klom's path led him back to Freeport and to the front steps of his father's house. Inside, Klom was greeted and welcomed by his family. All was forgiven. He stayed for several weeks, talking quietly with his father about his choices and debating the points of philosophy upon which they disagreed. Finally, they came to a respectful understanding. They still did not agree, but they agreed to disagree agreeably. That evening, Klom's father died. Saddened at his father's death and by his own failure as a dutiful son, Klom returned to the chapter house of the Ashen Order. He asked for Metos Arlopious, but the old master had retired and left the order some time before. Surprisingly, though, Metos had left a letter left for Klom, explaining that the now middle-aged man was finished with his physical journeying. Harmony had found its way into Klom's life, and, his lesson learned, it was now time he took his place in the Order.

Klom grew to be among the wisest and most skilled of the Ashen monks. His personal quest for inner peace allows him to understand the difference between the peace of an unexamined life, and the true tranquility that comes only from having faced and accepted the difficulties that are part of growing in, and not apart from, the real world. He encourages other members of the Order to experience the world rather than living cloistered lives, for they can never know how deep their calm runs until it is challenged. Although no grandmaster led the Order for many years after Metos' passing, and no council was ever convened on the matter, Klom eventually became accepted as the grandmaster of the Order by silent acclamation.

In contemporary Freeport, Klom does not approve of the Dismal Rage or the Freeport Militia, but he strives to maintain balance and harmony in all things. In many ways, he sees the current situation as an excellent test of serenity, not only for members of the Ashen Order, but also for all of Freeport. However, suffering cannot be allowed to abide simply to provide opportunities for growth, and Klom fears that some day one or both of the groups will go too far and he and the normally tranquil order will find themselves forced to bring "harmony" to Freeport once again.



Klom Jysun, Grandmaster of the Ashen Order, Male Human, Mnk 30: CR 30; Medium-size humanoid [human] (5 ft., 9 in.); HD 30d8+180; hp 353; Init +12 (+8 Dex, +4 Improved Initiative); Spd 40 ft. (Swift); AC 36 [flat-footed 36, touch 28] (+8 Dex, +8 armor, +10 dodge); BAB +30; Grap +35; Atk +39/+36/+33/+30/+27 melee (1d10+5, crit 19–20/x2, unarmed), plus +39 melee (1d12+5, crit 19–20/x2, dragon punch) and +34 melee (1d10+2, crit 19–20/x2, off-hand unarmed); SA mystic strike +5, round kick, tiger claw, eagle strike, stunning blow (7/day, Fort DC 32), dragon punch, flying kick, counter punch, monk disciplines (Thunder Kick, Whirlwind, Inner Flame, 100 Fist, Silent Fist, Ashen Hand, Triple Attack); SQ mend (210 hp), martial defense +10, safe fall, evasion, feign death, improved evasion, purify body, monk disciplines (Resistant, Fearless, Stone Stance, Void Dance); Resist FR 12; AL ON; Fac Ashen Order; SV Fort +19, Ref +25, Will +20; Str 20 (14), Dex 26 (20), Con 22 (16), Int 14, Wis 24 (18), Cha 14.

Skills: Alcohol Tolerance +21, Balance +28, Climb +15, Escape Artist +23, Heal +17, Jump +20, Knowledge (local lore [Freeport]) +10, Knowledge (religion) +10, Listen +40, Safe Fall +32, Sneak +15, Spot +27, Swim +10, Trade Skill (tailoring) +22, Tumble +28.

Languages: Common (5), Lizardman (3), Gnoll (3).

Feats: Combat Reflexes, Dodge, Double Attack, Dual Wield, Eyes Closed Sight, Hand to Hand, Improved Critical (unarmed), Improved Disarm, Improved Hand to Hand, Improved Initiative, Improved Parry, Improved Trip, Leadership, Mobility, Parry, Power Attack, Riposte, Spring Attack, Swift, Weapon Finesse (unarmed), Weapon Focus (unarmed).

Possessions: Bracers of might, belt of physical harmony, headband of the master.

Quests for the Ashen Order

Name of Quest: The Training Sash
Faction: Ashen Order (+0 rank)
NPC: Rayia Beslin
CR: 1

Reward: +1 faction rank with the Ashen Order. *White training sash* (see sidebar). These rewards can be gained only once per person.

Consequence: None

Quest Summary: The Ashen Order has become known for the magical sashes it rewards to its dedicated students. Rayia Beslin grants the *white training sash* for going into the world and finding various creatures and bringing back proof of their defeat. She wants two Deathfist orc scalps, a skull from an undead skeleton, and a snake fang from a serpent of at least Small size. These can be found on various creatures in the Commonlands to the west and the Desert of Ro to the south. Upon completion of the set task, the aspirant will receive her white sash.

Sashes of the Order

Monks who complete quests on behalf of the Ashen Order are likely to receive the honor of various colored sashes. The first sashes granted are white and then yellow, and there are a number of aspirants with these colors. Gaining the later sashes is much more difficult, and while outsiders to the Ashen Order may not be familiar with the exact order the belts are awarded, most brigands and thieves do know that a monk wearing anything other than a white or yellow sash is best avoided.

White Training Sash

Powers: +1 Con, +1 Cha.
Bonus types: All = enhancement.
Caster Level: 3rd.
Market Price: 3,000 gp.
Slot: Waist.
Weight: —

Yellow Sash of the Order

Powers: +1 Con, +1 Cha, +1 hp.
Bonus types: All = enhancement.
Caster Level: 3rd.
Market Price: 5,100 gp.
Slot: Waist.
Weight: —

Orange Sash of the Order

Powers: +1 Con, +1 Cha, +1 initiative, +2 hp.
Bonus types: All = enhancement.
Caster Level: 3rd.
Market Price: 8,400 gp.
Slot: Waist.
Weight: —

Name of Quest: The Second Sash
Faction: Ashen Order (+1 rank)
NPC: Rayia Beslin
CR: 2

Reward: +1 faction rank with the Ashen Order and the Silent Fist. *Yellow sash of the Order* (see sidebar). These rewards can be gained only once per person.

Consequence: None

Quest Summary: For this quest, Rayia Beslin wants a so-called "slashed" belt from a Deathfist orc (a sign of station found only on stronger orcs), a giant snake's rattle, and the chitin of a desert tarantula. These can be found on various creatures in the Commonlands to the west and the Desert of Ro to the south. Upon completion of the task, the aspirant gives up her *white training sash* and receives in its place a magic *yellow sash of the Order*.

Name of Quest: The Third Sash
Faction: Ashen Order (+2 rank)
NPC: Reyia Beslin
CR: 5

Reward: +1 faction rank with the Ashen Order, the Silent Fist, and the Knights of Truth. *Orange sash of the Order* (see sidebar). These rewards can be gained only once per person.

Consequence: None

Quest Summary: For this quest, Rayia Beslin wants an orc legionnaire's bracer, a greater lightstone (from a dead will-o'-wisp), and a *cutthroat insignia ring* (see Appendix; see also Chapter Five, "Dervishes"). These can be found in the Commonlands or the Desert of Ro. Upon completion of the task, the aspirant gives up her *yellow sash* and receives in its place an *orange sash of the Order*.

Name of Quest: The Great Panda
Faction: Ashen Order (+2 rank)
NPC: Klom Jysun
CR: 20

Reward: +2 faction rank with Ashen Order, +1 faction rank with Priests of Marr, Knights of Truth, and the Silent Fist, possibly a *robe of the Great Panda*.

Consequence: –1 faction rank with the Freeport Militia and Dismal Rage

Quest Summary: Yoshi, a young man who joined the Order as an orphaned child, has fallen into a coma. The masters of the Order are understandably worried about the young man, not only because he shows great promise, and if he stays this way too much longer he will surely die. With the help of some priests and magicians and some research of their own, the Ashen Order has determined that the young man's soul as been taken prisoner by a great panda spirit named Giang Yin who resides in the Stonebrunt Mountains on the far off island of Odus. The divinations and research have also led them to believe that entrenched members of their Order should not go to battle the spirit, so they have come to rely on friends of the Order.

The PCs will have to travel to the Stonebrunt Mountains and track down Giang Yin. The panda spirit chastises the PCs when they find it, however, for it turns out Giang

Yin has taken the soul of young Yoshi only to train him in a new path of spiritual awareness, and when he is done he will return Yoshi's soul. If the party fights, Giang Yin will fight back; treat him as a standard giant polar bear (see *EverQuest: Monsters of Norrath*, p.163), but with Int, Wis, and Cha of 20 each and with 10 ranger levels added. If he is defeated, he disappears and reforms later in the mountains, but he does not reveal the whereabouts of Yoshi's soul. If parlay is enjoined, they should be able to convince him of the danger to Yoshi's physical being with some discussion. He demands, however, that the PCs clear out some kobolds that have been abusing the natural forces of the mountains before he will return the soul. These will be highland kobolds (*Monsters of Norrath*, p. 111) with 4 to 8 shaman or warrior levels each and several leaders with higher levels. The total number and levels will of course vary with the exact PC composition, but the average kobold should be around CR 16.

If the PCs defeat the kobolds, Giang Yin releases Yoshi's soul and gives them a patch of sacred panda fur. When the characters return to Freeport, young Yoshi is much better and is now in possession of a *robe of the Great Panda* (see *EverQuest: Game Master's Guide*, p. 127). If the players show him the patch of fur they received, he informs them that he has learned how to turn it into another such robe in approximately a week's time, and that they may take his effort as a reward.

Church of the Dismal Rage

The Church of the Dismal Rage is home to the increasing number of clerics in Freeport who serve Innoruuk. These clerics also welcome their Teir'Dal brethren-in-faith who come to visit them on occasion, as well as those of other races who have been turned to the cause of the Prince of Hate. Originally set up as a band of dark elf agents working for the rulers of Neriak, the modern Church of the Dismal Rage is a human-run organization spreading the word of Hate through the oppressed, downtrodden, simple, greedy, and mad of Freeport.

The Church lives simply to espouse its doctrine of hate and to destroy any attempt by humanity to create a larger empire not subject to the rule of Innoruuk. They accept that dark elves are their "older brethren" in the service of Innoruuk, but see no need for Freeport to fall under Teir'Dal control just because they wish to turn it to the glory of Innoruuk. The Church trains evil clerics and warriors in the dark underbelly of Freeport, planning to resurface one day to bring destruction and hate to all their enemies (i.e., to virtually everyone). Once trained, the new minions are sent out to gain in power and to sow hatred in service to their cruel god. In time, these minions are either culled out through being too weak or gain enough power to return and serve the Church and the Teir'Dal in greater manners.

Officially, Venox Tarkog (see below) is Freeport's highest authority in the service of Innoruuk. Ascension through the ranks is based purely on Innoruuk's favor and on one's personal power. Anyone wanting to take Tarkog's position from him must be ready for a fight. His second-in-command, Zhem Xecia (*male human, Clr 25, DE, Dismal Rage, Opal Dark Briar*), plots constantly to overthrow Tarkog, but has not yet found a single chink in his superior's formidable defenses.

The Church supports the efforts of Sir Lucan and his Freeport Militia. For the moment, Sir Lucan serves their purpose, and they continue to work in the shadows and maintain their secrecy while Sir Lucan does all the public work. They maintain loose ties with the Coalition of Tradefolk Underground, as they are both on the same side in backing the Freeport Militia. The most powerful clerics from Neriak can and do give Tarkog commands, and he is well aware that Opal Dark Briar can take the Dismal Rage away from him whenever she wants.

The Rage's Dark Cathedral lies in the sewers beneath Freeport (see Area 62, "The Floodport," in Chapter Four), maintained by Brek Stolrus (*male human, Clr 20, DE, Dismal Rage*); there, all sorts of malcontents and creatures of evil races and are able to make use of their services. A direct assault upon their lair would be largely useless unless it were supremely well conceived, as they could quickly disperse into the sewers to disappear — and they would surely reappear shortly thereafter, and most certainly be bearing a grudge. Members are tasked with finding new recruits, but must be sure of them before bringing them to a Firstborn (q.v.) meeting. To even reveal that the Church exists without the approval of Venox Tarkog is treason punishable by death.

Training

The Church of the Dismal Rage does a brisk business training members of the dark races in publicly forbidden professions and practices. Dark elves, ogres, and trolls can all find training as clerics, enchanters, magicians, necromancers, rogues, shadow knights, warriors, and wizards, although such training usually comes at a steep price (assume a cost of 20 gp/trainee's current level for each training point spent learning something from one of these trainers). Such training is available to anyone with a Dismal Rage faction of at least Indifferent (+0).

Clerics of Innoruuk who are actually members of the Church of the Dismal Rage can also learn the art of rebuking undead here, which is normally only known by necromancers.

New Feat

Rebuke Undead [General]

The character has learned to command the undead rather than turn them.

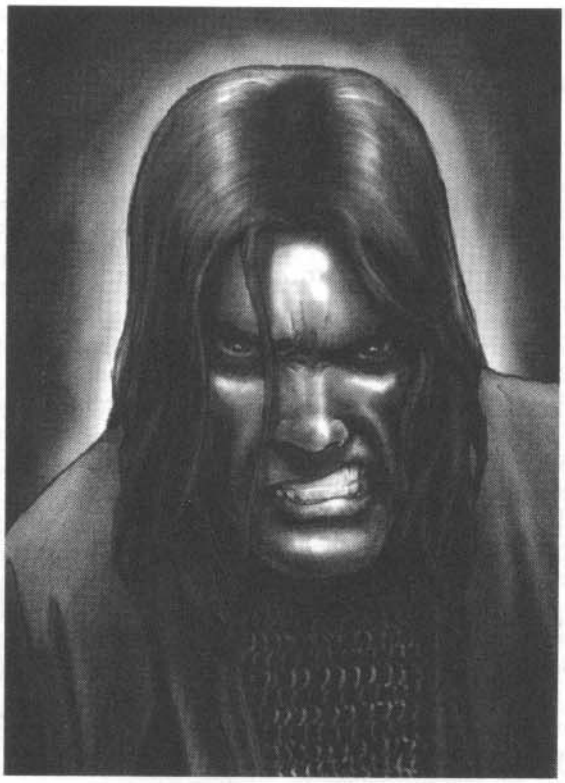
Prerequisites: Knowledge (monster lore [undead]) 8+ ranks, Knowledge (mysticism) 8+ ranks, ability to turn undead.

Benefit: The character has learned to rebuke (i.e., cow and command) undead rather than turn (or destroy) them. This uses one of his daily turn attempts just as if he had tried to turn the undead, and works exactly as the necromancer death mastery *rebuke undead* (see *EverQuest: Player's Handbook*, p. 71).

Traitor to His Race: Venox Tarkog

Venox Tarkog was born to a wealthy family on the Hill and given every opportunity to make something of his life. Lacking any motivation or real talent, however, he failed at every profession, business venture, or art form to which he half-heartedly turned his hand. Tarkog watched as his friends and peers became successful warriors and priests, merchants and statespersons, and he eventually felt ashamed. As the years passed, Tarkog was able to convince himself that he was being held back by others, that his lack of accomplishment was not his own fault. This ended his shame, but replaced it with a new emotion. He began to hate everyone around him, and in time his hate began to consume him.

So great was his hatred that Tarkog's face became contorted into a constant snarl. He began to attract the attention of members of the Dismal Rage, who are always watching for likely new recruits. His money and position made him an attractive mark, despite his lack of practical skills. But his seething hatred was so great that all of the agents' efforts to befriend him — a normal tactic for feeling out a possible member — failed. Finally, a dark elf woman named Sethes L'vide (*female dark elf, Nec 10/Rog 5, DE, Dismal Rage*) openly approached Tarkog about supporting the Dismal Rage. Her direct approach fascinated Tarkog, and he agreed to travel with her to the Dark Cathedral beneath the city streets.



Once introduced to the Church of the Dismal Rage, Tarkog found he was in his element. He could hate his friends, hi family, even his entire race — and be lauded for doing so. Opal Dark Briar personally encouraged him to seek training as a cleric of Innoruuk, and there Tarkog finally found his talent. He was not a great thinker or a particularly powerful spellcaster, but he was undeniably full of a profound hate, and the Prince of Hate welcomed him with closed arms. In just a few years time, Tarkog challenged and killed the old high priest, took L'vide as his bodyguard and sole confidante, and ruled the Dismal Rage with an iron hand. He chafes at the obvious power Opal Dark Briar holds, and secretly hates the dark elves as much as he hates his own race, but he sees that fate (or at least Innoruuk) seems to be on his side. The actions of Sir Lucan and the building of the Freeport Militia were clearly gifts from the Prince of Hate, and Tarkog gave Sir Lucan a divine blessing from Innoruuk in return for the fallen paladin's arm's-length alliance. This works perfectly into the cleric's plans, for Tarkog realizes two things: first, humans can easily be taught to hate; and second, humans breed much faster than dark elves, and there is strength in numbers.

Tarkog bows to Opal Dark Briar for now, but he won't do so forever.

Venox Tarkog, Male Human, Ari 2/Clr 28: CR 29; Medium-size humanoid [human] (5 ft., 6 in.); HD 2d8+4 (Ari) plus 28d8+56 (Clr); hp 198 [shield]; Init +0; Spd 20 ft. in armor, 30 ft. base; AC 33 [flat-footed 28, touch 15] (+13 armor, +5 shield, +5 deflection); BAB +22; Grap +23; Atk +31/+25/+19/+13 melee (1d10+9, *morningstar of burning hate*), or grapple +27/+22/+17/+12/+7 melee (1d6+9, *+5 armor spikes*), or +22 ranged; SA spells, divine power (celestial healer, turn undead x2 [9/day], receive divine aura); SQ Greater Specialization (alteration); Resist MR 3; AL NE; SV Fort +14, Ref +9, Will +31; Str 18 (10), Dex 10, Con 14, Int 11, Wis 30 (20), Cha 16.

Skills: Appraise +3, Bluff +8, Channeling +31, Diplomacy +6, Disguise +6, Gather Information +7, Knowledge (monster lore [undead]) +8, Knowledge (mysticism) +8, Knowledge (religion) +7, Meditation +30, Sense Motive +25, Spellcraft +9.

Languages: Common (5), Teir'Dal (4).

Feats: Extend Spell, Iron Will, Leadership, Mystic Capacity, Quicken Spell, Rebuke Undead, School Specialization (alteration).

Cleric Spells Prepared (mana cost, modified for Greater Specialization and the celestial healer ability): *Celestial healing* (31), *complete healing* (54), *divine barrier* [quickened] (68), *divine light* (47), *immobilize* (12), *judgement* (54), *nullify magic* (8), *stun command* (25), *wake of tranquility* (45).

Mana Pool: 590 [armor].

Possessions: Iron skin of contempt, large acrylia shield (see sidebar), *morningstar of burning hate, ring of Innoruuk.*

Venox Tarkog (buffed with *aegis, blessed armor of the risen, heroism,* and *symbol of Marzin*): hp 371 or [296 + (4d6+1)x10] = ave. 486, whichever is higher; AC 37 [flat-footed 32, touch 19] (+13 armor, +5 shield, +5 deflection, +4 divine); SQ damage reduction 17/–, mana recovery 1/min.

Acrylia Shields

As explained in Chapter 6 of *EverQuest: Game Master's Guide* (p. 211), blacksmiths have discovered means of using acrylia refined with *clear mana* to produce valuable items that have considerable magical properties. The materials required to make shields of this material (and the costs involved) are listed below, as are the properties of the shield thus created.

Acrylia Piece	Ingredients	DC	Cost
Small acrylia shield	Small shield mold, 2 sheets of acrylia	26	Min. 19,660 gp (see EQ GMG)
Large acrylia shield	Large shield mold, 4 sheets of acrylia	28	Min. 19,690 gp (see EQ GMG)

The item produced is equivalent to either a +3 *small shield* or a +3 *large shield*, as appropriate, and possesses the following arcane bonuses: Str +2, hp +2, magic resistance (3).

Quests for the Dismal Rage

Name of Quest: The Book of Hate
Faction: Dismal Rage (+1 rank)
NPC: Sethes L'vide
CR: 12

Reward: +1 faction rank with Dismal Rage, Priests of Innoruuk, and King Aythox Thex, plus a medium-power magic weapon (see "Quest Summary").

Consequence: –2 faction rank with Priests of Marr, Priests of Life, and Clerics of Tunare.

Quest Summary: Sethes L'vide has learned of an ancient book of Innoruuk's word, a Book of Hate that will give great power to its owner. She wants this book to bring more power to the Dismal Rage — but she wants the credit.

The book has been torn into four pieces, and will require some travel to get all four pieces back. Piece one, which includes the front cover, is in the possession of Thoeks (*male wood elf, Rng 13, DG, Faydark's Champions*), who lives in the woods of Greater Faydark. Piece two is in the possession of Etalla Brien (*female halfling, Dru 12, DG, Tagglefoot Farm*), who makes her home in the Misty Thicket. Piece three is in the possession Nidir Beesthorn (*male wood elf, Brd 12, OG, Songweavers*), who lives in the city of Kelethin. Piece four, which includes the back cover, is in the possession of Ilkrissa Promise (*female human, Clr 13, OG, Priests of Marr*), a priest of Erollisi Marr who lives in North Freeport.

The book pieces are charred and burned, but cannot be completely destroyed. Sethes knows of a ritual that will restore the book to its full glory when she gets the four pieces (although she may not yet be in possession of the ritual, either, possibly requiring a further quest on her behalf). She will reward the characters with one of the following: an *enameled black mace*, a *dragoon dirk*, an *axe of the iron back*, or a *cracked darkwood shield*.

The Church of the Firstborn

The Church of the Firstborn is Opal Dark Briar's answer to the Dismal Rage — her own personal cult of Innoruuk to rule despite her lack of any clerical abilities. Based on the churches of Neriak, the Church of the Firstborn is nonetheless Opal's own creation and it serves her needs first and only very rarely anyone else's. It is officially subsidiary to the Church of the Dismal Rage, and most Firstborn members work hand-in-hand with the Dismal Rage's worshipers, but Venox Tarkog is well aware that within the Firstborn, Opal is undisputed mistress.

Like the Church of the Dismal Rage, the Firstborn are worshipers of Innoruuk both dark elf and otherwise. There are no clerics within the church, however, for it is dedicated to the arts of necromancy. Opal Dark Briar acts as the high priestess of necromancers, with her two Prelates of the Dead, Xelha Nevagon (*female human, Nec 22, DE, Opal Dark Briar*) and Marv Orilis (*male human, Nec 19, OE, Opal Dark Briar*) taking care of most actual services and training issues. An order of shadow knights serves as acolytes and guards under the command and tutelage of Pietro Zarn (*male human, Shd 23, DE, Opal Dark Briar*), who is fanatically devoted to Opal, but who also has plans of his own.

In addition to the three "priests," the Church of the Firstborn has a total membership of no more than 200 members, split fairly evenly between necromancers and shadow knights. Members are never all together at once, both because such a gathering would be hard to hide, and because Opal and the Dismal Rage frequently have members on missions. Still, at least a dozen or so members are always on hand to welcome new members, or to kill unwanted intruders. The Church has few meetings, and those few it has are conducted in sections of Ner'Wielle, the hidden section of sewers controlled by the dark elves, rather than in the Dark Cathedral of the Dismal Rage.

Currently the Church of the Firstborn does little more than gather information and carefully, quietly spread the word of Innoruuk. While a few dark elves, ogres, and trolls are indeed members, its rank and file are humans who have been seduced to the cause of Opal Dark Briar and Innoruuk. Most new members are brought from the Dismal Rage, or else Opal herself recruits them from the Academy. Like a viper gathering to strike, the Church of the Firstborn lays in wait, dangerous but silent.

Training

Only those who have sworn heart and soul to Innoruuk and allegiance to Opal herself are given any training from the church, and such training is almost always done through

senior members teaching junior members. Those who prove their worth to the church are given the most aid, while others are simply told to do something useful with what they have rather than to pester their betters for help. Necromancers and shadow knights who have proven themselves may be given access to a few of the necromantic secrets Opal has developed over the long years of her life, including, for instance, the secret of creating scarecrows.

New Feat

Create Scarecrow [General]

The character has learned to bind an undead spirit into the animate body of a scarecrow.

Prerequisites: Knowledge (monster lore [undead]) 8+ ranks, Knowledge (mysticism) 8+ ranks, ability to cast 5th-level necromancer or shadow knight spells.

Benefit: The character has learned to make a scarecrow, a special form of constructed undead. Doing this requires 1,000 gp of special herbs and incenses, a specially-built effigy, a week of uninterrupted work, and an undead creature of at least 8 HD to be sacrificed. The character then makes a Knowledge (mysticism) check (DC 20). If this check is successful, the undead creature is destroyed and its spirit forced to inhabit the scarecrow body. A scarecrow is identical to a jack-o-lantern (see *EverQuest: Monsters of Norrath*, p. 109), except that it is utterly loyal and obedient to its creator.

The Dark Mistress, Opal Dark Briar

This dark elf necromancer serves the will of Innoruuk, as she has for hundreds of years. Her origins she leaves as vague as possible. Those who know anything about her know only that she grew up in Neriak and came to Freeport long ago. She was among the first dark elves to operate within Freeport during Aataltaal's time, and she was a founding member of the Church of the Dismal Rage. In time, however, she found herself butting heads with the clerics of Innoruuk within the church, so she formed the Church of the Firstborn to train shadow knights and necromancers without priestly interference. Her word became law among the Firstborn, and those who have stood in her way are no longer around to tell the tale.

Opal's personal power is formidable, but her greatest secret is the shard she carries close to her heart. Many years ago, before necromancers were expelled from the Academy of Arcane Scientists, Opal managed to infiltrate the academy under an assumed name in the guise of a supposed dark elf renegade and human sympathizer banished from Neriak. She eventually seduced Savean Moonsun, a powerful high elven wizard of the Academy, and using her dark magics managed to steal his soul. She locked this spirit inside the shard and used the vessel to harness his magic. With this artifact, Opal is able to hide her true self and appear as a stunningly beautiful high elf, which enables her to blend in easily with the unsuspecting arcanists of the Arcane Science guild. As the high elf Sapphire Moonshadow, she rose through the ranks of the Academy quickly, and became the mistress of the School of Wizards. Given that she is also the Teir'Dal Opal Dark Briar, the undisputed mistress of the Church of the Firstborn, she is currently the most powerful force in Ner'Wielle, and perhaps among the most powerful of all Antonica.

However, her great power and hatred are tempered by great wisdom and cunning: Opal has seen the folly of trying to use direct force against the arrayed powers that control the surface of Freeport, and has taken a much more subtle approach for many decades. She spends much of her time in the Academy, seeking out students she can twist subtly and secretly to her own purpose. She has her own agents and spies and her own plans that do not include sharing Freeport with members of the Dismal Rage priesthood or the Freeport Militia. While most Firstborn follow her commands dutifully when Opal is around, many remain loyal primarily to the Church of the Dismal Rage and to Innoruuk; however, she has a core of allies within her organization whose true loyalties lie only with her. Her plans may take years, decades, perhaps even centuries longer. As long as her power base grows and the city is tearing itself apart, Opal is content to wait.

Opal is sure that the power she gathers will someday lead her to an empire of her own. She will rule as queen, or perhaps even as goddess. Her only concern is a slight confusion that sometimes sets in when she has taken her high elf form for more than a few days at a time. At such times, she finds herself thinking more like an actual high elf, and less like the Teir'Dal schemer she is. The attentions of Warlord Cain Darkmoore (see the Steel Warriors entry later in this chapter) particularly seem totrigger this anomaly, and she has considered having him killed. On the other hand, controlling the Steel Warriors would be so useful...

Opal Dark Briar, Female Dark Elf, Nec 30: CR 32; Medium-size humanoid [dark elf] (5 ft., 9 in.); HD 30d4+30; hp 166; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 23 [flat-footed 21, touch 17] (+2 Dex, +6 armor, +5 deflection); BAB +15; Grap +14; Atk +15/+11/+7/+3 melee (1d3–1 plus 2d6 poison and *venom of the snake* proc, crit 19–20/x2, *dagger of venom*), or +17 ranged; SA spells; SQ death masteries (fear storm [Will DC 25], invisibility to undead, rebuke undead [9/day], restore undead [270 hp]), Greater Specialization (alteration), ultravision, dark elf traits; AL DE; Fac Opal Dark Briar; SV Fort +14, Ref +12, Will +24; Str 8, Dex 14, Con 12, Int 28 (22), Wis 24 (18), Cha 22 (10).

Skills: Channeling +35, Gather Information +21, Heal +22, Intimidate +21, Knowledge (history) +19, Knowledge (local lore [Freeport]) +19, Knowledge (monster lore [undead]) +29, Knowledge (mysticism) +39, Knowledge (religion) +29, Listen +21, Meditation +42, Spellcraft +42, Spot +21, Undead Empathy +36.

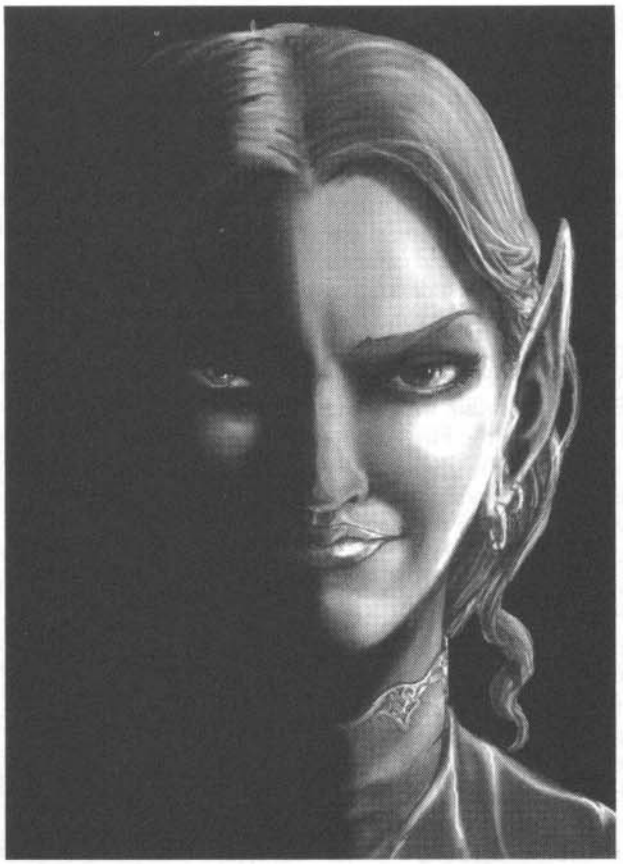
Languages: Teir'Dal (5), Common (5), Elder Teir'Dal (5), Elvish (5), Elder Elvish (5), Old Erudian (5), Ogre (4).

Feats: Enlarge Spell, Extend Spell, Improved Initiative, Leadership, Mental Clarity, Mystic Capacity x2, Quest Spell, Quicken Spell, School Specialization (alteration), School Specialization (conjuration), School Specialization (evocation), Silent Spell, Spell Focus (conjuration), Still Spell.

Necromancer Spells Prepared (mana cost, modified for Greater Specialization): *Annul magic* (13), *archlich* (0), *funeral pyre of Kelador* (68), *gather shadows* (6), *levant* (75), *paralyzing earth* (16), *scent of Terris* (30), *thrall of bones* (45), *trepidation* (7), *trucidation* (57).

Mana Pool: 540.

Possessions: Robes of hate, dagger of venom, ring of lords, shard of Savean Moonsun.



Opal Dark Briar (buffed with *diamondskin, manaskin, shield of the magi*, and *spirit armor*): hp 226 + (8d10+2)x2 = ave. 318, plus (2d10+3)x10 vs. spells or spell-like abilities only; AC 25 [flat-footed 23, touch 17] (+2 Dex, +8 armor, +5 deflection); SQ mana recovery 1 mana/10 mins., +3 magic saves, damage reduction 7/–; Resist MR 10.

Opal Dark Briar as Sapphire Moonshadow (and buffed with *diamondskin, manaskin, plain sight*, and *shield of the magi*): Medium-size humanoid [high elf] (5 ft., 9 in.); HD 30d4+30; hp 226 + (8d10+2)x2 = ave. 318, plus (2d10+3)x10 vs. spells or spell-like abilities only; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft.; AC 24 [flat-footed 23, touch 16] (+1 Dex, +8 armor, +5 deflection); BAB +15; Grap +13; Atk +14/+10/+6/+2 melee (1d3–1 plus 2d6 poison and *venom of the snake* proc, crit 19–20/x2, *dagger of venom*), or +16 ranged; SA spells; SQ death masteries (fear storm [Will DC 25], invisibility to undead, rebuke undead [9/day], restore undead [270 hp]), Greater Specialization (alteration), mana recovery 1 mana/10 mins., ultravision, *see invisibility*, +3 magic saves, damage reduction 7/–, high elf traits; Resist MR 10; AL DE (or N); Fac Opal Dark Briar (and possibly Arcane Scientists); SV Fort +14, Ref +11, Will +26; Str 6, Dex 12, Con 12, Int 28 (22), Wis 28 (22), Cha 26 (14).

Skills: Channeling +35, Gather Information +23, Heal +24, Intimidate +23, Knowledge (history) +19, Knowledge (local lore [Freeport]) +19, Knowledge (monster lore [undead]) +29, Knowledge (mysticism) +39, Knowledge (religion) +29, Listen +23, Meditation +42, Spellcraft +42, Spot +23, Undead Empathy +38.

Wizard Spells Prepared (mana cost, modified for Greater Specialization): *Abscond* (16), *annul magic* (13), *concussion* (4), *disintegrate* (108), *Elnerick's electrical rending* (88), *fetter* (12), *harvest* (0), *improved invisibility* (13), *lure of frost* (53), *sunstrike* (75).

The Shard of Savean Moonsun

The shard grants Opal Dark Briar the benefits of the spell *illusion — high elf* at will, requiring an attack action to activate. Further, while in high elf form (when she goes by the name Sapphire Moonshadow), she may prepare spells as a wizard of the same level as her actual spellcasting class (i.e., as a 30th-level wizard). However, she can have only necromancer *or* wizard spells prepared at any given time — she can't prepare some from each spell list unless the spell(s) in question appear on both. At the end of the third full consecutive day in which she retains her high elf form, and every day thereafter, there is a cumulative 10% chance that her alignment shifts to true neutral and she gains the Arcane Scientists faction, and remains so changed until she takes her dark elf form once again. If at *any* time she spends at least 2 hours in the company of Cain Darkmoore while in high elf form, she immediately has a chance to undergo this alignment shift equal to her current accumulated chance for that day +10%.

In the hands of any other person or being, the shard is powerless.

Quests for Opal Dark Briar

Name of Quest: Spell Components
Faction: Opal Dark Briar (–2 rank)
NPC: Xelha Nevagon
CR: 1

Reward: +1 faction rank with Dismal Rage and Opal Dark Briar (maximum +1 from this quest), 1d6 gold

Consequence: –1 faction rank with Knights of Truth (maximum –1 from this quest)

Quest Summary: Xelha collects components for ongoing magical research for the Dismal Rage. She needs fire beetle eyes, spiderling silks, bone chips, and rat whiskers. If a character brings her 4 units of each item, she will reward the character with 1d6 gold pieces. Creatures that have these sorts of body parts can usually be found not far outside of the city, and often within it.

Name of Quest: Trio of Fear
Faction: Opal Dark Briar (+2 rank)
NPC: Opal Dark Briar
CR: 20

Reward: +2 faction rank with Dismal Rage, +1 faction rank with Freeport Militia and Coalition of Tradefolk Underground; underground territory (see below)

Consequence: –2 faction rank with Trio of Fear

Quest Summary: For some reason, Opal Dark Briar wants the PCs to investigate a matter that has come to her attention — it seems another force for evil has entered Freeport and wishes to make a bid for power: the Trio of Fear, a group of followers of Cazic-Thule. Opal normally has no problem with other evil folk, as long as they keep their distance, but this Trio is encroaching on her territory. The Trio consists of S'kar'ss (*make iksar, Shm 20, DE, Trio of Fear*); "The Little One" (*female Erudite, Nec 18, NE, Trio of Fear*), who purposefully lost her name and is a mere 5 feet tall; and Mondinar Ingablatz (*male gnome, War 21, DE, Trio of Fear*), the main muscle of the Trio, who doesn't really follow any deity but pays lip service to Cazic-Thule through the others simply because it pays the bills and often allows him to indulge his violent tendencies.

The Trio of Fear has set up a small outfit in the sewers under East Freeport, and Opal wants the characters to wipe it out. The Trio won't be there at this time, but a number of necromancers, rogues, and warriors of Cazic-Thule will be, ranging from 10th to 12th level. The PCs will have a tough time on their hands, but if they succeed, Opal will be quite pleased with them and offer them the chance to set up their own operations (as they deem fit) from the base they have just cleared out.

Coalition of Tradefolk Underground

There have been dozens of different rogues' guilds in Freeport since the time of Aataltaal, sometimes up to half a dozen at a time all fighting for control of the underground trade. Currently, there is but one such group, and they call themselves the Coalition of Tradefolk Underground, modeling themselves after their more above-the-board brethren. They serve the underground trades, practicing theft and fencing stolen goods, smuggling, running confidence scams, gambling, illicit loans, and at times even murder. The Underground is careful not to fleece the Freeport sheep too severely, for a profitable city is necessary to their own long-term welfare — but there is little they won't do in moderation.

Of course, at the moment, such back-alley dealings are more above-board than normal, with Sir Lucan and his Freeport Militia having taken over most of Freeport. The Underground has been contracted to keep things running in Dockside, and the rogues have actually taken on many of the functions and trappings of government. The poor and dispossessed of eastern Freeport do not have much to steal, so the Underground aids and protects them instead, giving the guild a strong base of operations and a surprising amount of local support. Of course Sir Lucan wants to maintain the appearance of law and order, so, although they are allies, the Underground continues to work underground while the Militia patrols the few well-lit streets of Dockside.

The Coalition is like any other guild, in that it has appointed leaders for the various different "businesses" it controls. These positions are usually gained through great skill and personal charisma. Leaders maintain their power by keeping their members happy, which means keeping their pockets full of gold. At the head of this network is Guildlady Elisi Nasin (see below). All other guild leaders answer to her, generally through one of her three main agents: Beur Tenlah (*male human, Rog 22, NE, Coalition of Tradefolk Underground*), who oversees all matters of organized crime within Freeport; Gren Frikniller (*male halfling, Rog 25, NG, Coalition of Tradefolk Underground*), who handles domestic matters within Dockside; and Harkin Duskfoot (*male dwarf, Rog 10/War 9, N, Coalition of Tradefolk Underground*), who is responsible for the guild's finances and for enforcing discipline within the guild.

Members of the guild are expected to pay regular dues while they work in the city, which usually amounts to 25% of their take. Members working outside of the city are also expected to pay, but their "income" is often harder to prove, and thus harder to "tax."

Training

The rogues' guild trains its members in the basics of thievery and larceny: hiding, sneaking, picking pockets, and more for the more experienced members. However, there is only so much work for rogues in the city, and the guild expects new members to leave the city at least occasionally to make money. More experienced and more trustworthy members of the guild are given priority for the choicest assignments and best training within the city.

Drive and Determination: Elisi Nasin

As leader of the Freeport rogue's guild, Elisi Nasin is the example young rogues look to for inspiration. Elisi and her younger sister, Lyda, were orphaned in the slums of East Freeport when Elisi was only five years old. Lyda, though somewhat slow, had a pleasant disposition and was adopted by a merchant family who had lost a daughter the previous year. Six at the time, Elisi was taken on by a wealthy family as an indentured house servant. This lasted only two years before Elisi took to the streets. Her natural talents led Elisi into a life of petty crime and thievery. Her agility and intelligence were noticed by a high-ranking guild member, a halfling named Rhey Downdigger. He took her under his wing and trained her as an apprentice of sorts for several years. As Elisi grew up, her boyish looks gave way to womanly beauty. She became desired and admired by rich and poor alike. Elisi learned to use her looks to work her way into the lives of many very rich men. And although they practically watched her do it, Elisi took them for all they were worth, broke their hearts, and then left them to beg for more. By the time Downdigger died (or, rather, was assassinated), Elisi had amassed enough money to leave Freeport and travel the world.

Years later, Elisi heard of the Crusade of Tears and the uprising of the Freeport Militia. Elisi immediately seized this opportunity and returned to Freeport. She found on her return that, as she expected, the new Guildmaster was a mere a puppet for the Freeport Militia. It was not a problem for her to get him out of the picture. He was discovered one morning mysteriously dead in his room. Drawing on her old friends and contacts within the city, as well as Downdigger's, Elisi seized the Guildmaster's position and, before too many grumbles could be heard, quickly began to turn a hefty profit for the guild. She certainly gained enemies with her maneuvering, but she is generally well liked by the guild's members because of her ability to bring in quick coin.

Though Elisi has a sharp wit and a charming smile, she is very selfish, caring little for anything other than money. The only two people she cares for are her sister, Lyda, and, to a far lesser extent, her bodyguard Gren Frikniller (*male gnome, Rog 4/War 5, N, Coalition of Tradefolk Underground*). Elisi grew somewhat fond of Gren when he took a poisoned dagger in the back that was intended for her. Since that day, she has paid him well to make sure he's there to do it again. Aside from a dislike of unnecessary violence against women and children, Elisi seems to bear no hate for anyone but the rich. She cares little for the gods, who couldn't help her in her youth, and sells information to agents of the Freeport Militia and the Dismal Rage only because of the consistent profits those alliances bring.

Elisi Nasin, Female Human, Rog 30: CR 30; Medium-size humanoid [human] (5 ft., 6 in.); HD 30d8+150; hp 282; Init +13 (+9 Dex, +4 Improved Initiative); Spd 40 ft. (Swift); AC 27 [flat-footed 27, touch 22] (+7 Dex, +5 armor, +5 deflection); BAB +24; Grap +28; Atk +38/+35/+32/+29/+26 melee (1d3+9, crit 17–20/x2, *treacherous dagger*) and +33/+28 melee (1d3+7, crit 17–20/x2, *treacherous dagger*), or +31 ranged; SA backstab +10d6 (+12d6 with *treacherous dagger*), rogue abilities (opportunist, crippling strike, chaotic stab), disciplines (Counterattack, Deadeye, Kinesthetics, Duelist); SQ sense traps, evasion, rogue abilities (improved evasion, uncanny dodge), disciplines (Nimble, Blinding Speed); AL DN; Fac Coalition of Tradefolk Underground; SV Fort +15, Ref +28, Will +12; Str 18 (12), Dex 28 (22), Con 20 (14), Int 18, Wis 14, Cha 18.

Skills: Alcohol Tolerance +19, Appraise +9, Balance +14, Bluff +37, Climb +9, Diplomacy +37, Escape Artist +14, Forgery +14, Gather Information +34, Hide +29 (+10 armor), Knowledge (local lore [Freeport]) +34, Knowledge (street smarts) +24, Listen +32, Pick Lock +20, Pick Pocket +21, Read Lips +20, Search +34, Sense Motive +22, Sneak +18, Spot +32, Tumble +24.

Languages: Common (5), Thieves' Cant (5), Dwarvish (4), Gnomish (4), Halfling (4), Elvish (3).

Feats: Blind-Fight, Combat Reflexes, Dodge, Double Attack, Dual Wield, Improved Critical (dagger), Improved Disarm, Improved Initiative, Improved Two-Weapon Fighting, Lightning Reflexes, Mobility, Parry, Quick Draw, Riposte, Run, Spring Attack, Swift, Weapon Finesse (dagger).

Possessions: *Armor of night, 2 treacherous daggers, belt of sturdiness, ring of guarding.*

Quests for the Underground

Name of Quest: Protection

Faction: Coalition of Tradefolk Underground (+1 rank)

NPC: Beur Tenlah

CR: 8

Reward: +1 faction rank with the Freeport Militia (and the Coalition of Tradefolk Underground (both maximum +2 from this quest); 200 gold

Consequence: –1 faction rank with Priests of Marr and Knights of Truth (maximum –2 from this quest)

Quest Summary: Some merchants in the northern areas of Freeport, near the Knights of Truth, feel that they don't need the "protection" of the Coalition Underground anymore and have stopped making appropriate compensation to the guild for their worthwhile efforts.

Beur thinks that those merchants need to be reminded that something could go wrong, and that, "if something bad should happen to them," they might return to the fold. Those responsible this change of heart would be duly rewarded.

The characters are free to effect this wish through intimidation, violence, or any other "acts of convincing." However, they will have to deal with the Knights of Truth's guards should they be careless enough to get caught in a "convincing" act. The guards are 4th to 6th level warriors and paladins, usually in patrols of four.

Each successful return of a merchant to the guild's list of paying customers will net the characters the reward and the consequence.

Name of Quest: The List

Faction: Coalition of Tradefolk Underground (+2 rank)

NPC: Elisi Nasin

CR: 20

Reward: +2 faction rank with the Coalition of Tradefolk Underground, the Dismal Rage, and the Freeport Militia; 100,000 gp worth of items.

Consequence: –2 faction rank with the Knights of Truth and Priests of Marr, –1 faction rank with the Arcane Scientists and the Steel Warriors

Quest Summary: Elisi Nasin knows there are spies and traitors within her organization. She puts up with it for the most part. However, she has learned the "spymaster" for many of these traitors is Ferthen Yeth (*male human, War 18, NG, Steel Warriors*). Yeth is a devoted follower of Mithaniel Marr and a ranking member of the Steel Warriors. He is almost always accompanied by his lover Ermine (*female high elf, Enc 18, DG, Arcane Scientists*), who teaches charm classes at the academy. These two run no fewer than 20 spies in dockside, and some are well placed within the guild. Elisi wants them both killed, in public, in Freeport, messily.

While the PCs need not reveal their identities while performing this task, they do have to tell Elisi in advance how they plan the murder, so she can be sure they are the killers. If the characters succeed, Elisi rewards them well with up to 100,000 gp worth of magic items or Trade Skill items. There is very little Elisi can't get a hold of, so whatever the characters want within the price range should be available, although some items may take a few weeks to arrive.

The Freeport Militia

The Freeport Militia is the body that enforces Sir Lucan D'lere's will throughout most of Freeport, with unquestioned control of the Gates and Markets District and nominal control over Dockside. Officially, the Militia is a body of defenders drawn from and thus protecting the interests of the general populace of the city. According to this view of the militia, it was formed by Sir Lucan after the knights and priests of Erollisi and Mithaniel Marr "abandoned the city to its enemies."

In reality, the Freeport Militia is Sir Lucan's private army, and it serves his whim far more than it does the fears or needs of the population. It does manage to keep the city safe from such threats as Deathfist orcs and marauders, but this safety comes at a high price. Sir Lucan has become a tyrant, seeking to cement his control so firmly that no one can challenge it. For the present, he needs such allies as the Coalition of Tradefolk Underground and the Church of the Dismal Rage, but he has no plans to include them in the business of the city for any longer than he must. Lucan believes that soon the Militia will have grown enough that even the independent guilds of the city will pose no threat to him, and soon after that the Hill will fall. Once that happens, all of Freeport will bow to a single lord — King Lucan.

But those plans are in the future. In the present, Lucan lives in constant fear — fear of assassins, of rebellion, of invasion, and of personal failure. He rules with an iron fist, but knows if he misses his mercenaries' monthly salary even once they are likely to turn on him. Similarly, he knows the people of Freeport have sufficient numbers to overthrow him, which is why he struck a deal with the Underground to prevent such a movement from starting in the most likely place — among the perennially disenfranchised in Dockside. His fear of death has also driven him to make deals with the Dismal Rage. Agents of that group proved to Lucan they could preserve a spirit after death, and they have used this power to bind Lucan's soul to his body. Even if his flesh is killed, Lucan will continue to rule as one of the undead.

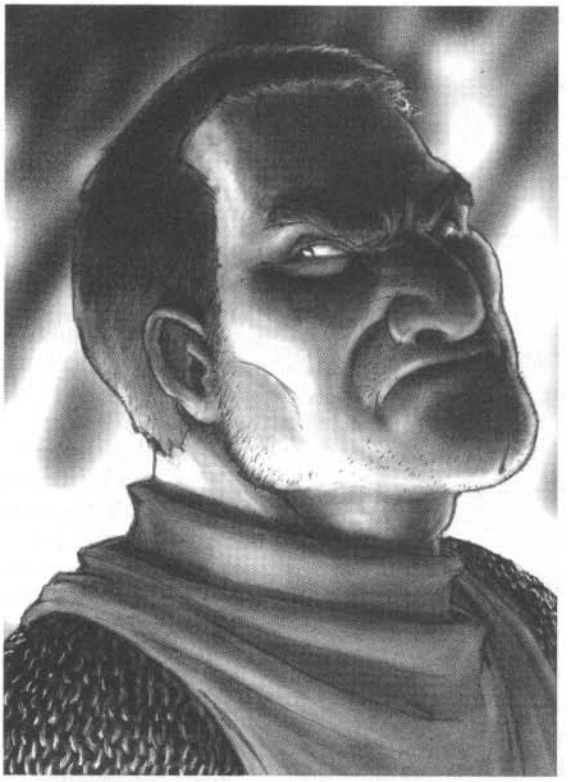
For now, Sir Lucan steadily builds his economic and military power, all the while being very careful not to act too harshly (at least not publicly) towards any powerful or popular group. He allows his assistants to run the daily affairs of the Militia; most notable among these assistants are Commander Drazden (see "**Militia House**" in Chapter Four) and Captain Hazran (*human male, War 25, NE, Freeport Militia*), commander of the city watch. Lucan is constantly expanding the reach of his forces, sending patrols into the Commonlands and sending ships across the Ocean of Tears. He is also becoming quite adept in the game of continental politics, and has made overtures of alliance with Highkeep, Rivervale, and Qeynos, though he has had little success in that area to date.

Training

Officially, any citizen of Freeport may go to the Militia for self-defense training. In practice, only strapping young men and women who show a genuine interest in joining are given any real instruction. Visitors may be invited to spar with militiamen if they hang around the Militia House regularly, and they may also be pressured into joining. Once an individual has shown some interest in the Militia and earned a good reputation with them, martial training can easily be arranged.

The Tyrant: Sir Lucan D'Lere

Sir Lucan never got over the feelings of inferiority that came with his childhood in the slums of Freeport. He learned his battle lessons in the Hall of Truth all too well, but the deeper lessons of the knights — charity, compassion, understanding — never found fertile soil within his breast. However, Lucan was an intelligent and cunning young man, and he learned to regurgitate the responses his teachers wanted to hear. He rose through the ranks slowly, but was well liked and had a gift for leadership. Although he was young to be given command of Freeport during the Crusade of Tears, Lucan was not an entirely unreasonable choice for the post.



Sadly, the position of power resonated with Sir Lucan in a way that serving the cause of justice never had. He quickly surrounded himself with his own force of mercenaries who answered only to him — these were the core of what would later become the Freeport Militia. When an older Sentry of the Temple of Marr, Sir Dilius, demanded that Sir Lucan disband his troops, Lucan killed him. With that act, Sir Lucan turned from the path of valor, and lost his special powers as a paladin. He has never truly regretted his actions, although a part of him certainly fears their repercussions.

While Sir Lucan is as secure as any usurper who controls only part of his land could hope to be, he lives in constant fear. He spends his days and nights locked within the Militia House, poring over texts on military strategy and histories of ancient battles, as well as ledgers that show how much coin he can command. He rarely sees anyone personally except Brother Jentry (who once swore to obey Sir Lucan and now follows that oath even unto his own damnation) and Commander Drazden: virtually all orders he issues are given through one of these two men. Yet despite his security in the Militia House and the unholy bargain with the Dismal Rage, which has granted him freedom from the fear of death, Sir Lucan knows no peace. The reason for his fear can be reduced down to a single fact, but it is not something he ever discusses, nor even allows himself to think about...

Sir Lucan was once a paladin of Mithaniel Marr. While defending the home of other paladins who were away crusading for good, he killed a servant of Erollisi Marr. He now fights to destroy the holy orders he once belonged to. Thus, in his heart, Sir Lucan knows an awful fear — Against the terrible retribution that must surely await him for his having betrayed two gods, what good is any amount of temporal power, any mere army?

Sir Lucan D'lere, Protector of Freeport, Male Human, Pal 10/War 20: CR 30; Medium-size humanoid [human] (6 ft., 3 in.); HD 10d10+70 (Pal) plus 20d12+140 (War); hp 405; Init +5 (Dex); Spd 30 ft.; AC 26 [flat-footed 20, touch 14] (+4 Dex, +10 armor, +2 shield); BAB +30; Grap +38; Atk +44/+40/+36/+32/+28 melee (1d8+11 [plus 2d6 orderly], crit 17–20/x2, *brilliant sword of faith*), or +38/+35/+32/+29/+26 melee (1d3+8, gauntlet), or +35 ranged; SA area taunt, discipline (Resistant); SQ smithing, berserking, Taunt bonus +5, undead legacy; AL OE; Fac Freeport Militia; SV Fort +26, Ref +14, Will +13; Str 26 (20), Dex 20 (14), Con 24 (18), Int 14, Wis 14, Cha 16.

Skills: Alcohol Tolerance +21, Bluff +19, Channeling N/a (9 ranks), Diplomacy +18, Heal +7, Intimidate +22, Knowledge (local lore [Freeport]) +12, Knowledge (religion) +7, Knowledge (warcraft) +25, Listen +8, Sense Motive +7, Taunt +32, Trade Skill (blacksmithing) +10.

Languages: Common (5), Elvish (3).

Feats: Cleave, Combat Reflexes, Double Attack, Finishing Blow, Great Cleave, Hand to Hand, Improved Critical (longsword), Leadership, Parry, Power Attack, Quick Draw, Riposte, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Undead legacy (Ex): Due to the ritual performed for Sir Lucan by the Dismal Rage, he rises as a skeleton lord (see sidebar) just 1 round after he is killed.

Possessions: *Tyrant's platemail*, masterwork large steel shield, *brilliant sword of faith*, *ring of grace*, *boots of brawn*.

New Monster Template: Skeleton Lord

This template is similar to the skeleton template found in Appendix One of *EverQuest: Monsters of Norrath* (p. 158), except as listed below. Skeleton lords are usually formed only from those who were great commanders and generals in life (usually warriors of 20th level or higher).

Creating a Skeleton Lord

"Skeleton lord" is a template that can be added to any living humanoid or monstrous humanoid (hereafter referred to as the "base creature"). The creature's type changes to "undead."

AC: Natural armor depends on the base creature's size. The base creature loses any previous natural armor bonus and replaces it as detailed in the table below.

Base Creature Size	Natural Armor Bonus
Tiny or smaller	+2
Small	+3
Medium-size	+6
Large	+10
Huge	+15
Gargantuan	+21
Colossal	+27

Special Attacks: As a standard skeleton, plus the following:

Terrifying Aura (Su): A skeleton lord radiates a constant fear aura in a 60-foot radius. Any creature in the area who views the skeleton lord must make a Will save (DC 10 + 1/2 the lord's HD + the lord's Cha modifier) or be affected. Once a creature successfully saves against the aura, it cannot be affected by the same skeleton lord's aura for 24 hours. The power otherwise works as the *invoke fear* spell.

Harm Touch (Su): A skeleton lord may use the shadow knight's harm touch ability a number of times per day equal to 1 + the lord's Cha modifier (minimum once per day), with a Fortitude save DC of 10 + 1/2 the lord's HD + the lord's Intelligence modifier. The skeleton lord deals 3 points of damage per HD with this attack.

Special Qualities: As a standard skeleton, plus the following:

Turn Resistance (Ex): A skeleton lord has turn resistance +4 (see *Monsters of Norrath*, p. 17).

Damage Reduction (Ex): A skeleton lord's desiccated body is highly resistant to harm, giving the creature damage reduction 15/+3.

Resistances (Ex): A skeleton lord receives bonuses of cold and electricity resistance (50).

Saves: A skeleton lord's base saving throws do not change.

Abilities: Being undead, a skeleton lord has no Constitution score. Other ability scores are modified as follows: Str +4, Dex +0, Int +2, Wis +0, Cha +4.

Skills: As the base creature.

Feats: As the base creature, plus Improved Initiative and Iron Will.

Challenge Rating: +2.

Alignment: Usually discordant evil.

Faction: Varies; often the same as the base creature's faction.

Quests for the Militia

Name of Quest: Enemies of the City
Faction: Freeport Militia (–2 rank)
NPC: Captain Hazran
CR: 3

Reward: +1 faction rank with Freeport Militia if completed three times (maximum +3 from this quest); 5 gp.

Consequence: –1 faction with Deathfist orcs, –1 faction with dervishes.

Quest Summary: The Deathfist orcs and dervishes of the Desert of Ro are enemies of the city of Freeport, and the Sir Lucan doesn't want them around. Any PC who provides proof of killing three of these enemies to Captain Hazran is given a bounty of 5 gp. The return of *cutthroat insignia rings* or Deathfist scalps counts as proof of death of these enemies of the state.

Name of Quest: Cutthroat Dervishes
Faction: Freeport Militia (+1 rank)
NPC: Captain Hazran
CR: 8

Reward: +1 faction rank with Freeport Militia and Dismal Rage; 500 gold.

Consequence: –1 faction rank with Knights of Truth, Priests of Marr, and Steel Warriors

Quest Summary: Captain Hazran wants the characters to deliver a message to the leader of a dervish band, proposing a meeting between the Freeport Militia and the cutthroats in the interest of an alliance Sir Lucan can use to finally win the city of Freeport. Gulleg (a dwarven cutthroat) is the leader with whom Hazran wants to arrange a meeting, and he can be found in the Southern Desert of Ro.

The Desert of Ro holds its own dangers that characters will have to face. There, they will learn that Gulleg is now dead, and has been replaced by Jinnah (*female human, Rog 5/War 5, DN, Dervishes*). She is, however, willing to agree to the meeting — if the characters can properly influence her and make it worth her while. Diplomacy, Bluff, and Sense Motive skills could all be of use in this meeting. Jinnah also demands a mock combat for the entertainment of her clan, forcing one of the characters to fight an 8th-level warrior until one of the two is killed or incapacitated (knocked unconscious, pinned, etc.). If the characters try to get around this combat in any way, Jinnah refuses to meet with them or anyone associated with them.

Knights of Truth

The Knights of Truth are paladins dedicated to Mithaniel Marr within Freeport, as well as to a selection of clerics of that deity. Their chapterhouse, the Hall of Truth, is also a safe haven for all those of valorous and good hearts. The Hall of Truth is open to anyone who has proven a dedication to serving the ideals of Mithaniel Marr. There is a particularly close connection between the Hall and the clerics of the Temple of Marr, but it's not unusual to see members of the Academy of Arcane Science, the Ashen Order, or the Steel Warriors spend their days here with friends here as well.

The Knights of Truth have a military hierarchy, with Valeron Dushire (see below) holding the title of Grand Marshall and second-in-command Eestyana Naestra (*female human, Clr 30, OG, Knights of Truth*), who's in charge of the few priests within the order, holding the title of Marshall. Third in the line of command is Sir Edwardian Holyblade (see "**Hall of Truth**" in Chapter Four), Knight Commander of the Hall of Truth. Knights and priests below them hold other military-style titles for use within the church. Outside the order they usually just use the title "Sir" or "Dame."

Although the Knights of Truth favor skill-at-arms as the solution to most of their problems, the problems inherent in that approach have not escaped their notice. Knight Banneret Kalatrina Plossen (*female human, Pal 18/Rog 6, OG, Knights of Truth*) ensures that the Order remains well-informed and thus able to respond to new developments in the city quickly and accurately. Dame Kalatrina is technically in charge of assignments to itinerant knights (those not assigned to permanent positions), and is thus junior to Sir Edwardian. Realistically, however, she might best be described as Mistress of Spies for the Knights of Truth, and thus second in importance only to Sir Valeron. Once a street-rat and thief, Kalatrina was caught sneaking into the Hall as a youth, and was taken under Sir Valeron's compassionate wing. She soon proved her worth both as a valiant soul and as an analyst of information, and, once she achieved the rank of full knight, she took it upon herself to root out important information for the Order through whatever means necessary. To Dame Kalatrina, there is no dishonor in using deception to bring about the cause of truth, any more than there is dishonor in making a feint before landing a killing blow against an orc. However, she never keeps her activities secret from Sir Valeron, Sir Edwardian, or Dame Eestyana, in a personal effort to guarantee that she is never corrupted by the power she wields.

To outsiders, the main concern of the Knights of Truth at the moment seems to be the rebel Sir Lucan and his Freeport Militia. While the knights do oppose Sir Lucan at every opportunity, it is the Dismal Rage and the forces of evil behind them that they know as their true enemy. With so many lost to the Crusade of Tears, the knights know they can only hold on for now, not being able to bring the fight to the enemy lest they are defeated in this time of relative weakness. They hope that training new recruits and sending them out into the world to learn and grow powerful will give them a new force for good to shed light into Innoruuk's spreading darkness.

Training

The Knights of Truth train those they can in the ways of truth and valor. They encourage young trainees to go forth into the world and do good deeds and fight evil, so that when they are more experienced they can return to fight the great forces of evil and darkness arrayed within their own city of Freeport. Even non-knights can learn martial skills within the hall, if they are known to the knights as true and worthy foes of evil. Clerics of good deities, notably the Marr twins, but also Rodcet Nife, Tunare, and Karana can also take instruction here if they have proven themselves.

Those who spend time training with the knights often become among the most dedicated and pure defenders of good, and once their faction rank is +3, they may spend training points to gain the feat Pure Heart.

New Feat

Pure Heart [General]

The character has been trained to resist evil and to see through deception.

Benefit: The character gains a +1 bonus on all Will saves and a +2 bonus on Sense Motive checks.

Special: The +1 bonus to Will saves from this feat stacks with that gained from Iron Will.

Quests for the Hall of Truth

Name of Quest: The Vigil
Faction: Knights of Truth (+0 rank)
NPC: Dame Kalatrina
CR: 1

Reward: +1 faction rank with Knights of Truth, Priests of Marr, and Steel Warriors (maximum +2 from this quest); 15 gold.

Consequence: –1 faction rank with the Dismal Rage, the Freeport Militia, Opal Dark Briar, and the Coalition of Tradefolk Underground (maximum –2 from this quest).

Quest Summary: The Knights are spread thin these days and they could use a little help keeping watch at night over the town. Dame Kalatrina will use the services of anyone with at least a +0 faction rank with the Knights of Truth, but she needs them for a week at a time. Patrolling characters will be up at night combing the streets of the Hill, and the GM is free to have nothing happen or to have other events and quests occur as she sees fit. If a character tries to stay up at day and still patrol at night, he may run the risk of falling asleep on the job, or at least not being fully alert: after 24 consecutive hours without sleep, and every 6 hours thereafter, a character must make a Will save (DC 10, +1 for every 6 hours he has gone without sleep) to avoid becoming *exhausted* (see *EverQuest: Game Master's Guide*, p. 44). If the save fails by 5 or more, the character sits or lies down to rest and promptly falls asleep for a number of hours equal to 1/2 the amount by which he failed the save.

The characters are free to use the Hall of Truth to sleep and eat in while they are on the Knights' payroll. They are paid at the end of each week of service.

Name of Quest: A New Enemy
Faction: Knights of Truth (+1 rank)
NPC: Eestyana Naestra
CR: 6

Reward: +2 faction rank with Knights of Truth, +1 faction rank with the Priests of Marr and the Steel Warriors; 50–100 gold pieces.

Consequence: –1 faction rank with Freeport Militia and the Trio of Fear

Quest Summary: Dame Eestyana is concerned with a new evil that seems to have entered the city, a band of criminals apparently dedicated to spreading fear. It seems a band of Cazic-Thule followers (see the "Trio of Fear" quest

The Grand Marshall of Valor, Valeron Dushire

Grand Marshall Valeron Dushire comes from a long line of leaders and paladins. His father, grandfather, and great-grandfather were all paladins of Mithaniel Marr, as were many of their fathers and grandfathers before them. Growing up in Freeport, surrounded by tradition, Valeron never wanted to be anything else. His parents and grandparents instilled in him great integrity and a strong sense of what is right, but always tempered with compassion and love for all creatures. The Order trained him the standards of honor and the instinctive use of weapons and armor. The day Valeron took up the banner as leader of the Halls of Truth was the proudest day in his and his family's life.

Similarly, when he received instructions directly from his god to undertake the Crusade of Tears, his heart filled with a greater joy than he had ever felt before. He led the command personally, and hand-picked every knight and cleric who was to go with him. Though he was concerned about leaving as inexperienced a knight as Lucan to keep the city, he felt no harm could come in so short a time. During the crusade itself, Valeron reached the height of his martial skill, and led one of the mightiest armies Norrath had ever seen.

Upon his return to Freeport, Valeron was greatly saddened by Lucan's fall and deeply hurt by his actions. At first he hoped to convince Lucan to return to the light, but now Valeron has realized — however profound his misgivings — that only the fallen paladin's death can bring peace to the city. Unfortunately, his mighty army suffered heavy losses in the Crusade, and the Freeport Militia is larger, better-funded, and more deeply entrenched than the Knights of Truth.

As all good men do, Valeron ponders the part he must play in the plan of Mithaniel Marr. He is truly concerned over the current state of affairs in Freeport and seeks to find a solution to the problem. He has wondered on more than one occasion whether his god might be testing his servant's faith, but the good knight is determined not to give in to despair. He remains a quiet and direct man, calm and sincere. His confidence and courage challenged daily, Valeron looks upon the future of his home and the Order with hope and faith. He knows a great conflict is coming and prepares by bringing as many to the light of Marr as he can. Even if he is to fall, he shall do so in Mithaniel's service.

Grand Marshall Valeron Dushire, Male Human, Pal 30: CR 30; Medium-size humanoid [human] (6 ft., 2 in.); HD 30d10+180; hp 405; Init +2 (Dex); Spd 20 ft. in armor, 30 ft base; AC 34 [flat-footed 27, touch 15] (+12 armor, +7 shield, +5 deflection); BAB +30; Grap +34; Atk +42/+38/+34/+30/+26 melee (1d8+12 plus *holy* proc, crit 19–20/x2, *longsword of the faith*), or +40/+36/+32/+28/+24 melee (1d8+12 plus *holy* proc, crit 19–20/x2, *longsword of the faith*) and +35 melee (1d6+3 and *daze*, shield [Improved Bash]), or +32 ranged; SA slay undead, spells, discipline (Holy Forge); SQ improved lay on hands (1/day), smithing, disciplines (Resistant, Fearless, Sanctification), +5 on all energy-based saves; Resist PR 3; AL OG; Fac Knights of Truth, Priests of Marr; SV Fort +23, Ref +12, Will +22; Str 24 (19), Dex 14, Con 22 (17), Int 14, Wis 24 (18), Cha 24 (18).

Skills: Channeling +36, Diplomacy +24, Heal +15, Intimidate +15, Knowledge (local lore [Freeport]) +7, Knowledge (religion) +22, Knowledge (warcraft) +22, Listen +11, Meditation +22, Ride +21, Sense Motive +11, Trade Skill (blacksmithing) +22.

Languages: Common (5), Elvish (4), Dwarvish (4).

Feats: Bash, Combat Reflexes, Double Attack, Improved Bash, Improved Parry, Iron Will, Leadership, Mounted Combat, Parry, Power Attack, Ride-By Attack, Riposte.

Paladin Spells Prepared (mana cost): *Celestial cleansing* (50), *divine aura* (2), *force* (15), *healing wave of Prexus* (108), *root* (5), *superior healing* (39), *valor of Marr* (50), *yaulp IV* (1).

Mana Pool: 364.

Possessions: Crusader's plate, mighty bulwark, longsword of the faith, talisman of faith.

Valeron Dushire (buffed with *resolution*, *shield of words*, and *symbol of Naltron*, as well as either *Brell's mountainous barrier* or *divine strength*): hp 517 + (2d10+1)x10 = ave. 637; AC 37 [flat-footed 30, touch 18] (+12 armor, +7 shield, +5 deflection +3 divine); SQ damage reduction 16/–.

under the Opal Dark Briar faction earlier in this chapter) have begun to make trouble for the docks of East Freeport, waylaying people in the middle of the night, summoning undead, and otherwise spreading fear through the town. Dame Eestyana feels that the people in charge of Dockside don't care enough and in any case don't have the right tools to deal with the problem, but as adventurers at least friendly to the servants of Mithaniel Marr, the PCs should be able to find out what is happening and put a stop to it.

The Trio of Fear has set up shop in the sewers of Dockside, a short distance from the Floodport. They have been running activities during the night to create fear and tension within the city. The characters can run patrols during the night to stop hauntings and muggings during the night, and possibly deal with any Freeport Militia or Dismal Rage agents who might also be out and object to the PCs' presence. After a number of encounters with 4th- to 6th-level rogues and necromancers, the characters should eventually find the Trio's home base in the sewer — but it should soon be clear to them they can't handle this task right now. Hopefully they will return to Dame Eestyana to claim their reward while she informs the characters the knights will determine what more can be done about it (and perhaps in time the PCs will be contacted again for this task if the Trio remains at large).

Name of Quest: The Hammer
Faction: Knights of Truth (+3 rank)
NPC: Valeron Dushire
CR: 15

Reward: +2 faction rank with Knights of Truth and +1 faction rank with the Priests of Marr, plus a *wraith-bone hammer*.

Consequence: –2 faction rank with the Freeport Militia and the Dismal Rage

Quest Summary: Kinton "Hammer" Binafa was one of the Order's best knights. Several months ago he went on a quest to the Karanas to eradicate some evil that was festering there. He has not been heard from since. Sir Dushire would like the players to go west and locate Binafa and find out what happened to him, and, if necessary, to bring back his remains for resurrection — the Order cannot afford to lose any Knights at this juncture.

Hammer was investigating an ancient cemetery near the center of the great plain. There he and his companions found an ancient set of catacombs under the old cemetery and they investigated further. It turned out to be not only a home to undead, but to a small cult of Teir'Dal necromancers and clerics of Innoruuk.

The party should find the cemetery without too much trouble, as it is a well-known haunt in the area. There will be some undead there, but nothing too powerful (CR 5–7). However, the cemetery is a foul place, and if one stays too long more undead rise up from the many graves. Investigation will eventually reveal a torn tabard of a Knight of Truth and then an opening under one of the graves that leads to a small cave complex, where a number of Teir'Dal priests, necromancers, and their minions reside. Priests and necromancers rule the cult, and there are also rogues and warriors at least matching the number of spellcasters.

If the Teir'Dal are defeated, the PCs will find the remains of Hammer and his crew. Most of their possessions have already been stripped, as have their souls — no resurrections for this bunch. However, a broken hammer shaft and head are left on the body, with Kinton's initials inscribed on the broken shaft. If the head and shaft of the hammer are returned to the Hall of Truth, Sir Dushire can have the hammer restored in just a few days' time and will give it the players as a reward.

Marsheart's Chords

The League of Antonican Bards is the oldest human guild in existence. It exists to record and document the history of Norrath through poetry and song. Similarly, there have been bards in Freeport since the days when it was called Wielle. They haven't always been in the same building, but they have always had a presence in the city.

Currently they gather and sing at the shop of Marsheart's Chords (Area 55 on the Freeport map) and the Theater of the Tranquil near the Ashen Order compound. Young bards are taught the ways of music and the power it can hold. Once they are taught the basics of their calling, they are sent into the world to bring new knowledge back to the guild.

The League has a loose hierarchy, with guild leaders of the various chapters across Norrath selected more or less only on the basis of who wants to be in charge. Outside of the guild's leadership, however, the hierarchy is based on seniority and knowledge, as with most other such organizations. Younger members quickly learn to pay attention to the wiser and more knowledgeable members of the guild.

Officially, the current Guildmaster is Caskin Marsheart (*male human, Brd 30, DG, League of Antonican Bards*), but that venerable master has almost entirely retired. This leaves the actual business of the guild to his friend and assistant, Marus Kemson (see below). Kemson in turn relies heavily on his former apprentice Ton Twostring (*male human, Brd 15, OG, League of Antonican Bards*) to handle mundane affairs of the guild (delivering mail, hearing reports from informants, etc.), leaving Kemson free to deal with other guild leaders and the (few) long-range or problematical plans of the guild.

The bards of the guild support the power of light and good, in general, but they are not particularly orderly. Still, they are opposed to any clearly arrayed forces of darkness, such as that represented by the Freeport Militia. The power of the Dismal Rage, for instance, while it would not be condoned by the League, is far too nebulous for the bards to oppose actively.

The bards also have two great enemies outside of Freeport — the Ring of Scale and Mayong Mistmoore. It's unknown exactly what caused these great enmities, but most likely it was something that occurred long ago and perhaps involved the League's bards stealing knowledge from those groups.

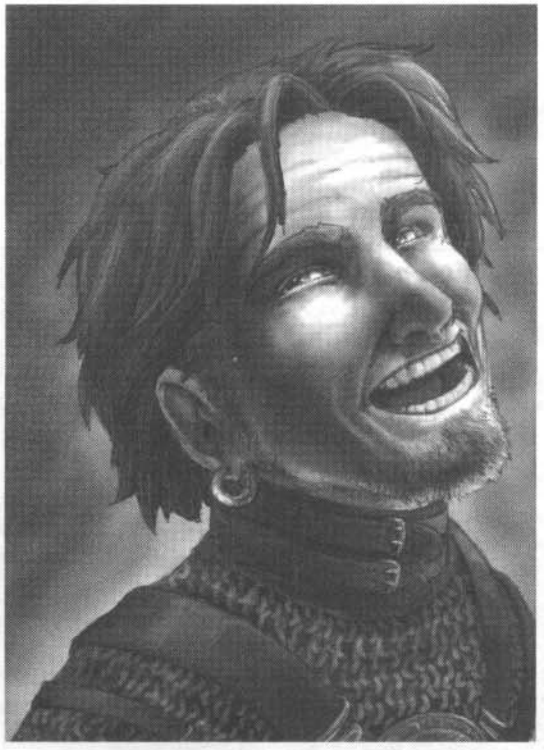
In Freeport, the bards maintain a mostly neutral stance, although each bard is free to take a stand for or against virtually any matter or group.

Training

While private instruction is available from the League, most bardic training comes simply by getting involved. Would-be bards who join in the fun often enough and who attempt to participate honestly are bound to learn by simple exposure to the masters. Those who show some skill or aptitude are likely to be singled out for more careful

A Reluctant Master: Marus Kemson

Marus is like the friendly uncle most people had as they grew up — he loves to sing and dance and enjoys a good time — but he can be deadly serious when it is required. Born the son of Magnus, a Steel Warrior, Marus was pressured to take up sword and shield at an early age, as his father and brothers before him. He demonstrated a natural skill with the blade, but Marus also knew there was a sound in his heart he could not ignore. He sought some way to express this music, but he had the thick hands of a warrior's son and had inherited also the harsh voice his forefathers had used to call out battle commands. Undaunted, Marus spent many hours singing and picking out tunes on an old bugler's trumpet. His family laughed at his efforts, but Marus was determined to find a way to let others hear the songs he knew were within him.



Impressed despite himself by the boy's determination, Magnus arranged for an old friend, a bard, to come spend a summer with them. Marus threw himself into every instruction the man bard offered, and by the end of three months could bring tears to his family's eyes with a harp tune, or rouse them to shout with a fierce drum-beat. The bard told Magnus that the boy had a great talent, and offered to take him on as an apprentice. His father was dubious, but he eventually agreed.

So Marus became a bard and traveled all over the world, learning much. Though his voice was never sweet, the natural baritone developed a great power that allowed him to inspire fear, confidence, or sadness with a few clear notes. In time, he came to Freeport to teach music. Only months later, he was invited to instruct at Marsheart's Chords, the famous shop where all the bards in Freeport regularly gathered. He worked for Caskin Marsheart for years, and as Caskin withdrew from the world, Marus took over his duties. One day, Caskin failed to answer the knock at his door, and Marus found himself the *de facto* guild leader of bards. Though he never sought the position, no other bard would take it up. Marus understands Caskin's withdrawal from the world and wants to pay back the man who gave him a home and a warm welcome for so many years. The job is challenging and rarely leaves him much time to sing or teach, but Marus has found he also has some of his father's fighting spirit. He won't allow the guild to collapse, not while he still has some breath to draw into his powerful lungs.

Marus Kemson, Male Human, Brd 30: CR 30; Medium-size humanoid [human] (5 ft., 11 in.); HD 30d8+90; hp 228; Init +11 (+7 Dex, +4 Improved Initiative); Spd 30 ft.; AC 27 [flat-footed 25, touch 17] (+2 Dex, +10 armor, +5 deflection); BAB +22; Grap +23; Atk +28/+23/+18/+13/+8 melee (1d8+6 and *Brusco's boastful bellow* proc, crit 19–20/x2, *harmonic longsword*) and +19 melee (1d8+1, *Combine heavy mace*), or +29 ranged; SA songs; SQ bardic knowledge (+34), disciplines (Resistant, Fearless, Deft Dance, Puretone); Resist SR 5; AL DG; Fac League of Antonican Bards; SV Fort +18, Ref +29, Will +24; Str 12, Dex 24 (18), Con 17 (14), Int 18, Wis 22 (16), Cha 26 (18).

Skills: Alcohol Tolerance +19, Appraise +14, Balance +12, Bluff +23, Climb +11, Diplomacy +38, Disable Device +8, Disguise +11, Gather Information +36, Hide +22, Listen +38, Perform (singing) +43, Play Brass Instruments +31, Play Percussion Instruments +34, Play String Instruments +41 (masterwork lute), Play Wind Instruments +31 (*faun flute*), Search +19, Sense Heading +21, Sense Motive +21, Sneak +22, Swim +5, Wilderness Lore +16.

Languages: Common (5), Elvish (4), Gnomish (4), Dragon (3), Dwarvish (4), Halfling (4), Faerie (3).

Feats: Alertness, Ambidexterity, Combat Reflexes, Dodge, Dual Wield, Improved Disarm, Improved Initiative, Leadership, Riposte, Track.

Bard Songs Prepared (instrument): *Angstich's assonance* (brass), *Brusco's bombastic bellow* (none), *chorus of replenishment* (string), *Kazumi's note of preservation* (wind), *Selo's song of travel* (percussion), *song of Highsun* (wind), *song of twilight* (wind), *warsong of the Vah Shir* (percussion).

Mana Pool: 480.

Possessions: Symphonic mail, harmonic longsword, +1 (Combine) heavy mace, ring of charms, velium bloodstone ring (+3 Con, +1 to Con-based checks), *faun flute*, drums, masterwork lute.

instruction. Favored students might gain access to specific and secret magical lore of the bards, such as the feat below: Undead Melody. A faction rank of at least +4 is required to be taught this feat.

New Feat

Undead Melody

The bard may use songs in the *Kellin's lucid lullaby* line to affect undead.

Prerequisites: Ability to perform magical songs.

Benefit: When using an instrument to play songs in the *Kellin's lucid lullaby* song line, the bard may affect undead targets even though undead are not normally affected by "mind-affecting" effects or powers. However, using one of these songs to affect undead in this way requires the expenditure of 2 mana every round, in addition to any other normal mana requirements.

Quests for the Bards

Name of Quest: Mail Delivery
Faction: League of Antonica Bards (+0 rank)
NPC: Ton Twostring
CR: 2

Reward: +1 faction rank with the League of Antonica Bards and the Knights of Truth (maximum of +2 rank from this quest); 4d6 gold.

Consequence: –1 faction rank with Mayong Mistmoore and the Ring of Scale (maximum of –2 rank from this quest).

Quest Summary: The bards, with their interest in information, deliver mail throughout Norrath as they wander. In recent years, the volume of mail delivery has exceeded their individual capacities, so for the less vital mail packages, they hire outside help. Ton Twostring has mail packages for Idia in Kelethin in the land of the elves or Lislia Goldtune in Highpass keep to the west. Each trip requires only the safe delivery of the mail, and the PCs will be paid upon completion (they must return with the addressee's signature, proving delivery). Each mail package is specially sealed and any tampering will cause payment to be forfeit.

Name of Quest: Tome of Horrors
Faction: League of Antonican Bards (+0 rank)
NPC: Caskin Marsheart
CR: 17

Reward: +2 faction rank with the League of Antonican Bards, +1 faction rank with Qeynos Guards and Priests of Marr.

Consequence: –2 faction rank with Mayong Mistmoore, –1 faction rank with the Dismal Rage and the Ring of Scale.

Quest Summary: Caskin Marsheart has in his possession an ancient book written in an unknown language. For whatever reason, Mayong Mistmoore doesn't want him to have it.

The players will overhear some people talking about an attack on Caskin in a dive or other foul place, for Mayong has sent a cloaked dhampyre (see *EverQuest: Monsters of Norrath*, p. 37) to kill Caskin and is working with some agents of the Dismal Rage for aid in the city. When the party gets to Caskin, he will already be under attack by a cloaked dhampyre and the party will have a fight on their hands. Caskin will give the book to the characters should they express a desire in it. Perhaps they can solve its riddle?

After some time, the characters can discover another copy of the book in the library of Erudin, although this second one is written in yet another entirely unknown language. Discovery of this book will attract the attention of another cloaked dhampyre. When a page of one book is put over the corresponding page in the other book, the text reveals a third language — Ancient Teir'Dal. The book speaks of unholy rites to Innoruuk and reveals in explicit detail how one can become a powerful vampire in his service.

If the party returns to Freeport, they will become the targets of regular attacks from cloaked dhampyres and other servants of Mayong Mistmoore, as well as their Dismal Rage allies (at least they are allies for the moment). Clerics and bards they meet will suggest they destroy the books, for such an action would surely be best for all. However, the books can only be destroyed in an ancient forge deep within the city of Neriak. There will be plenty of challenges in getting to the forge.

Steel Warriors

The Steel Warriors is the most widespread mercenary guild in all of Norrath. Their members include caravan guards, city defenders, gladiators, swordplay instructors, and adventurers. Unlike most warriors' guilds, the Steel Warriors are not dedicated to promoting any particular race or nation, even though their two main guildhalls are located in human cities (Freeport and Qeynos). What the Steel Warriors do promote is a sense of duty and honor. The guild doesn't care if its members engage in activities of a morally questionable nature, as long as they are open and honest about it. It is not acceptable is for a Steel Warrior to engage in trickery, betrayal, deceit, or theft. If a member turns to assassination, banditry, piracy, or crimes of deception or larceny, the guild takes steps to put an end to that practice — and likely that individual.

Although the Steel Warriors all follow the same code of conduct, there is no set hierarchy of rulership within the guild. The two most powerful guildmasters (called Warlords among the Steel Warriors), Cain Darkmoore in Freeport and Ebon Strongbear in Qeynos, wield great power and command tremendous respect, but they do not command the guild as a whole. Any city may have its own Steel Warriors chapterhouse by petitioning the nearest existing chapterhouse. Within each chapter, the local Warlord's word is law, but he has no authority over the Steel Warriors in other cities. When a member of the guild enters a chapterhouse's jurisdiction, however, he is expected to obey its rules and respect its authority.

When the Knights of Truth and Priests of Marr went on the Crusade of Tears, the Steel Warriors expected to fill the vacuum created. Sir Lucan, however, raised an independent militia from ruffians, foreign warriors with no guild connection, and even outright criminals. While this did not sit well with the Steel Warriors, Cain Darkmoore was unwilling to use the military forces at his disposal to prevent Lucan's actions. For a time, the influx of brigands and bandits into Freeport was worrying, for many of them claimed to be Steel Warriors from other cities. This threatened to turn the Steel Warriors into no more than a house of swords available to the highest bidder, and Darkmoore and his officers had to physically eject a great number of new members to keep his guild free of corruption. Once that matter was settled, however, Darkmoore spent little more thought on political matters. The Warlord is always concerned with eliminating the threat of the Deathfist orcs in the Commonlands, and continues to concentrate his guild's efforts there.

Today in Freeport, the Steel Warriors remain arm's-length allies of the Knights of Truth and other forces of northern Freeport, but they are too powerful to be directly threatened by the Freeport Militia. This gives them free access to both West and North Freeport. They are also popular among the merchants of Freeport, as the guild's hired swords allow them to safely travel in the broad main avenues and even among the piers of Dockside. Further from these areas, however, even an experienced Steel Warrior thinks twice before moving alone down a dark alley.

This does not mean the Bunker is currently without any concerns. The guild only remains safe as long as it remains powerful, a fact of which Darkmoore is all too aware. He must always keep his membership high, their supplies stocked, and the merchant routes through the Commonlands clear. While prices for Freeport merchants is kept low, foreigners wishing Steel Warrior escorts must pay well for the safety they provide. The money from these endeavors is used to encourage young members to make their own excursions into Deathfist territory, as well as to keep the Arena and Bunker supplied against the possibility, however unlikely, of a siege by the Militia.

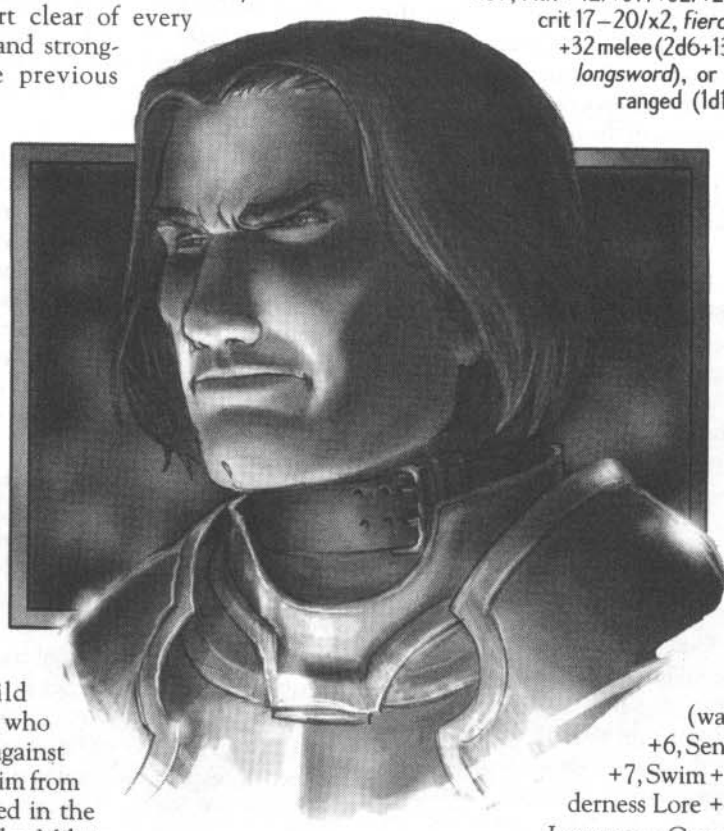
Training

For the first time in decades, the Steel Warriors of Freeport are actively recruiting and training new, young fighters rather than depending on interested parties coming to them. The Arena is used to test those who wish to join the Bunker's ranks. (It is also occasionally rented out — any coin is good coin — to foreign warriors and gamblers who wish to use it for gladiatorial games.) Older guild members who in the past would already have retired instead stay on in semi-retirement, training non-guildmembers for a hefty fee.

Those who do receive training from the Steel Warriors have access to many of the best swordmasters on Norrath, and as a result can gain new feats such as Heavy Blow (see below) with their training points.

Warlord Cain Darkmoore

The dauntless, grizzled, and powerful master of the Steel Warriors in Freeport has proven his prowess a dozen times over despite his relatively short years. Only 35 despite his salt-and-pepper hair and beard, Darkmoore has already mastered the arts of archery, swordplay, and military tactics. He once fought with a small band of adventurers in successful raids into the dungeon Befallen. He led a troop against dervishes and even sand giants — and won — in the Desert of Ro. And he commands a warband that in recent history swept the lands within several days' march of Freeport clear of every Deathfist village and stronghold. When the previous Warlord of the Bunker decided to retire to the Plains of Karana, Darkmoore was an obvious choice to succeed him. As Warlord, Darkmoore maintains his constant vigil against the Deathfist orcs. He encourages young Steel Warriors to test themselves against orc warriors and provides reduced-price guild services to anyone who needs protection against them. This keeps him from getting too involved in the conflict between the Militia and Knights of Truth, but if pressed, his support lies firmly with Valeron Dushire and the Knights. Sir Lucan knows this, but lacks the forces to confront the Steel Warriors or Darkmoore himself. As long as Darkmoore keeps his attention on the Commonlands and the orcs there, however, Sir Lucan is content to leave the Steel Warriors alone — for now.



Darkmoore has felt the weight of his responsibility steadily increasing in recent years, and is not as quick to resort to violence as he once was. He finds his thoughts turning toward his own retirement more and more, and begins to wonder what the future holds for him. It is his hope to find a peaceful place within the Commonlands for his twilight years, once the Deathfist threat is eliminated. He has no desire to spend these years alone, however, and has for the past year or more been courting Sapphire Moonshadow of the Academy of Arcane Science.

Cain Darkmoore, Male Human, War 30: CR 30; Medium-size humanoid [human] (6 ft., 3 in.); HD 30d12+210; hp 464; Init +6 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 25 [flat-footed 24, touch 11] (+1 Dex, +14 armor); BAB +30; Grap +37; Atk +42/+37/+32/+27/+22 melee (2d6+16, crit 17–20/x2, *fierce longsword*) and +37/+32 melee (2d6+13, crit 17–20/x2, *fierce longsword*), or +41/+36/+31/+26/+21 ranged (1d10+8 and *spirit strike* proc, 220 ft., crit x3, *bow of the huntsman* and *larktwitter arrows*); SA area taunt; SQ berserking, Taunt bonus +7, warrior disciplines (all); AL ON; Fac Steel Warriors; SV Fort +24, Ref +16, Will +12; Str 24 (18), Dex 22 (16), Con 24 (18), Int 13, Wis 14, Cha 16.

Skills: Alcohol Tolerance +17, Climb +16, Intimidate +23, Jump +16, Knowledge (local lore [Freeport]) +9, Knowledge (warcraft) +21, Listen +6, Sense Motive +18, Spot +7, Swim +12, Taunt +31, Wilderness Lore +4.

Languages: Common (5).

Feats: Cleave, Combat Reflexes, Double Attack, Dual Wield, Finishing Blow, Great Cleave, Hand to Hand, Heavy Blow, Improved Critical (longsword), Improved Two-Weapon Fighting, Leadership, Parry, Quick Draw, Riposte, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: *Golden steel plate*, 2 *fierce longswords*, *bow of the huntsman*, quiver and 20 *larktwitter arrows*, *bracers of the bear*.

New Feat

Heavy Blow [Combat]

The character has been trained to maximize the force of blows landed with slower, heavier weapons.

Prerequisites: Power Attack

Benefit: When fighting with a slow or very slow weapon (based on a nonmagical version of the weapon in question; see **Table 7–5** in *EverQuest: Player's Handbook*, p. 156), the character may on his action, before making any attack rolls for a round, choose to subtract a number from all his melee attack rolls that round, as with the Power Attack feat. However, for every 2 points the character subtracts, he gains a +3 bonus to damage rolls made with that weapon for 1 full round. The number subtracted from attack rolls may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

Quests for the Warlord

Name of Quest: Missing Shipment

Faction: Steel Warriors (+1 rank)

NPC: Larn Brugal

CR: 5

Reward: +1 faction with Steel Warriors, Knights of Truth, Qeynos Guards; 1,000 gp in credit for use at the Bunker and a masterwork weapon.

Consequence: –1 faction with the Freeport Militia, Corrupt Qeynos Guards, and the Dismal Rage.

Quest Summary: Larn is concerned about a shipment of arms and armor that never made it to a Steel Warrior outpost in the Commonlands. If the characters succeed in returning the shipment, they'll each receive credit worth 1,000 gold pieces from the Bunker's supplies, as well as a masterwork weapon of their choice. Should they simply return with information, they'll each receive 100 gold in Bunker credit.

The supplies were stolen by a band of Deathfist orcs who are now using them against their foes. There are about 20 members of this orc band, but they may be faced a few at a time. The orcs' main advantage is that they are all outfitted with masterwork weapons and chainmail...

Name of Quest: The Escort

Faction: Steel Warriors (+1 rank) and Priests of Marr (+1 rank)

NPC: Cain Darkmoore

CR: 18

Reward: +1 faction with the Steel Warriors, the Priests of Marr, and the Knights of Truth; 10,000 gp in credit for use at the Bunker.

Consequence: –2 faction with the Dismal Rage and the Freeport Militia

Quest Summary: Lady Sabrina Everheart (*female human, Ari 4/Clr 5, NG, Priests of Marr*) is going to Highpass to meet with the Priests of Marr from Qeynos for a week of business and discussion. Cain Darkmoore needs some good adventurers to see her safely there and back again, also guarding her while in Highpass. Agents of the Dismal Rage, in an attempt to stop the talks, attack the party at least once every three days along the journey and two or more additional times while in Highpass. If the party returns Lady Everheart safely to Freeport, they will receive as a group a 10,000-gp credit for use at the Bunker. If they do not succeed in keeping Lady Everheart alive, but do return with her body, the party will only be given 1,000 gold in credit for their troubles.

This quest may only be undertaken once, but similar tasks are possible.

Temple of Marr

The Temple of Marr is home to the clerics of the twin gods Erollisi and Mithaniel Marr. The majority of the Temple priests are dedicated primarily to Erollisi Marr, but there are a number of priests of Mithaniel Marr here as well. The paladins who guard the Temple, known as the Sentries, are generally also dedicated to Erollisi Marr.

Regardless of their personal leanings, the priests in the Temple of Marr serve the needs of the parish and promote the ideals of both Erollisi and Mithaniel Marr. They teach compassion, love, and mercy, although sometimes that means teaching the art of war as well — those gentle virtues must be protected. Initiates are known as younger sisters or brothers, eventually moving through the ranks as senior sisters and brothers, then mothers and fathers, and finally senior mothers and fathers. Tholius Quey (see below) is High Father of the order, and Gygus Remnara (*male human, Pal 25, OG, Priests of Marr*) is the Senior Father of the Sentries.

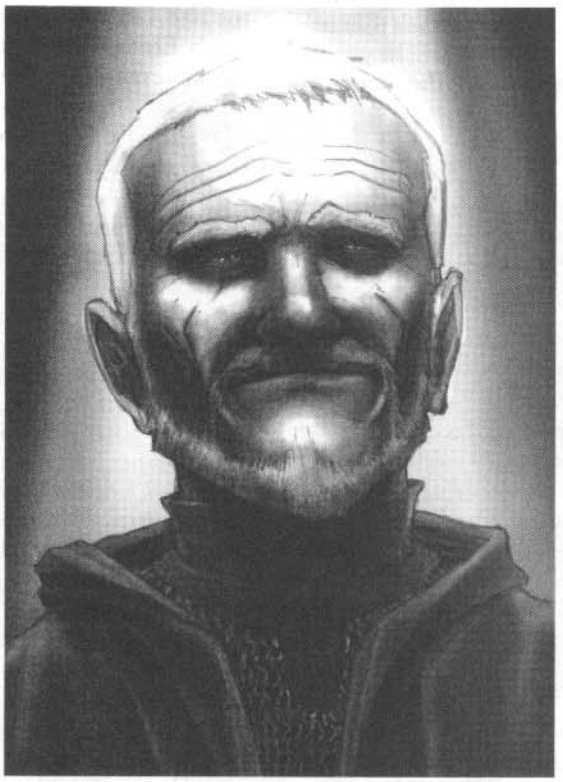
The Temple of Marr is closely allied with the Halls of Truth, and stands opposed to Sir Lucan and his Freeport Militia. The Priests of Marr do not like the fact that they have found it necessary to train their young initiates to defend themselves and others much more in recent years, but they do so only to fight Freeport's dark forces of hate. Unlike the Knights of Truth, the priests still hope some kind of peaceful solution can be found to the city's political troubles, and they go so far as to maintain contacts with groups that openly support their enemy (especially the Coalition of Tradefolk Underground) to ensure communication between the two sides remains open.

Training

The priests of the Temple of Marr spend most of their training resources on their young clerics and Sentries. They lack the vast number of experienced warriors the Knights of Truth enjoy, and if a particularly talented student rises in their ranks they often send her to their brother knights. Similarly, they often take time to train a cleric from the Hall of Truth, as their own clerical instructors are more numerous. Clerics who worship gods closely allied with Erollisi and Mithaniel Marr are also welcomed with open arms, though it sometimes takes a few days for a Priest of Marr to find time to train such an outsider.

Tough Love: Tholius Quey

As a young man, Tholius Quey enjoyed little responsibility and much freedom. He was a wanderer and a dreamer and had not a care in the world. Then he entered Freeport and met a priestess called Andralia. Ironically, she was a priestess of Erollisi Marr, the goddess of love, and it was his love for Andralia that prompted Tholius to join the order of priesthood. In the beginning he thought only to win the love of this beautiful woman, but Tholius got more than he bargained for. He heard and understood the teachings of the Marr Twins and converted sincerely to the order. Tholius and Andralia married and, together with some friends of theirs, adventured for many years. Eventually, they settled in Freeport and started a family. Both still serve in the temple of Erollisi Marr. His new life of responsibility and leadership amuses Tholius. He frequently thinks back to his younger wandering days and laughs to think about where he ended up. Tholius is a warm and enduring fellow, although he can be short when he's busy. He tries to make time for everyone he can. He is a gentle man but he also understands that sometimes force is the best method.



Tholius relishes life and celebrates each day, understanding all too well that, under the control of the Freeport Militia and the Dismal Rage, circumstances could turn foul at any time.

Tholius Quey, Male Human, Exp 1/Clr 29: CR 30; Medium-size humanoid [human] (5 ft., 9 in.); HD 1d8+5 (Exp) plus 29d8+145 (Clr); hp 313; Init +0; Spd 20 ft. in armor, 30 ft. base; AC 32 [flat-footed 25, touch 15] (+10 armor, +7 shield, +5 deflection); BAB +21; Grap +23; Atk +31/+26/+21/+16/+11 melee (1d8+10, *mace of righteous might*), or +21 ranged; SA spells; SQ divine powers (celestial healer, purify soul, turn undead, receive divine aura, bestow divine aura), Greater Specialization (alteration), +5 on saves against magically-produced effects; AL OG; Fac Priests of Marr; SV Fort +18, Ref +9, Will +30; Str 20 (14), Dex 10, Con 20 (14), Int 14, Wis 30 (20), Cha 16.

Skills: Alcohol Tolerance +9, Channeling +38, Diplomacy +26, Heal +20, Knowledge (folklore) +6, Knowledge (local lore [Freeport]) +12, Knowledge (mysticism) +12, Knowledge (religion) +17, Knowledge (street smarts) +6, Listen +14, Meditation +43, Perform (singing) +8, Search +6, Sense Motive +29, Spellcraft +12, Spot +14, Trade Skill (baking) +18.

Languages: Common (5), Halfling (4).

Feats: Dodge, Extend Spell, Healing Adept, Iron Will, Leadership, Mystic Capacity, Quicken Spell, School Specialization (alteration).

Cleric Spells Prepared (mana cost, modified for Greater Specialization and the celestial healer ability): *Celestial elixir* (40), *complete healing* (54), *divine aura* (extended x4 [total 9 round duration]; 6 mana), *divine barrier* (17), *divine light* (47), *immobilize* (12), *judgement* (54), *the Unspoken Word* (64), *wake of tranquility* (45).

Mana Pool: 615.

Possessions: Faith-tempered mail, ward of the faithful, mace of righteous might, cloak of warding.

Tholius Quey (buffed with *aegis, aegolism, blessed armor of the risen,* and *Marzin's mark*): hp 663 + (4d6+1)x10 = ave. 813; AC 41 [flat-footed 34, touch 24] (+10 armor, +7 shield, +5 deflection, +9 divine); SQ damage reduction 17/–, mana recovery 1 mana/min.

Quests

Name of Quest: Ah, Amour!

Faction: Priests of Marr (+0 rank) and Steel Warriors (+0 rank)

NPC: Lady Sabrina Everheart

CR: 3

Reward: +1 faction with Priests of Marr, the League of Antonican Bards, and the Steel Warriors

Consequence: –1 faction with Opal Dark Briar

Quest Summary: Plagus Ladeson is a master of the Steel Warriors who has troubles with love. He left Qeynos to find his beloved Milea, but ended up in Freeport instead. Having thus lost Milea, surely, he now pines after the beautiful maiden Toala, but she is enamored with Warlord Cain Darkmoore. Lady Sabrina Everheart (*female human, Ari 4/Clr 5, NG, Priests of Marr*) feels that Plagus and Toala are meant for each other, and encourages the PCs to find a way to make their romance blossom. This quest requires role-playing and interaction rather than combat. The characters must encourage Plagus to forget about Milea entirely, convince Toala she isn't really interested in Cain, and then get Plagus and Toala together. Skills such as Perform, Diplomacy, Bluff, Sense Motive, and the like might all be useful skills for this quest. Sabrina considers this attempt a success should Plagus and Toala simply have dinner together, and the party will reap the rewards of her maneuvering.

Name of Quest: Redemption

Faction: Priests of Marr (+2 rank)

NPC: Tholius Quey

CR: 20

Reward: +1 faction with Priests of Marr, Knights of Truth, and the Ashen Order; a *shield of rainbow hues*.

Consequence: –1 faction with the Freeport Militia, the Dismal Rage, and the Trio of Fear

Quest Summary: Tholius Quey has word from one of his clerics, Danlaram, that an iksar by the name of S'thris wishes to leave the flock of Cazic-Thule. S'thris is a powerful warrior monk of the iksar, but he no longer wishes to serve Fear. He met Danlaram on a foray into the Swamp of No Hope, and they are now fighting their way back to the city of Freeport together. Erollisi has informed Tholius in a dream-sending that the ship carrying Danlaram and his new iksar companion will be attacked on the Island of the Sisters in the Ocean of Tears. The forces of Fear are sure to defeat them if they remain alone. Tholius needs a party to journey to the island and assist S'thris and Danlaram.

The Trio of Fear (see the "Trio of Fear" quest under the Opal Dark Briar faction earlier in this chapter) arrives on a skeletal ship not long after the characters arrive. A group of 20 or more 12th-level rogues, warriors, and necromancers assaults the island in an attempt to kill the duo and anyone who stands to aid them.

Chapter Four: People and Places of Freeport

The following descriptions are only the highlights of Freeport, as the city is too big to have every hovel and business detailed here. Below, then, are some of the most important, famous, or infamous locations of Freeport.

Quests are also presented throughout this section, as in the last, as continuing suggestions on how to use these locales in a game and to serve as starting points for more involved adventures. These are only examples of what's going on in Freeport on any given day, and the GM should always alter, ignore, or add to them as her game's needs direct.

The Gates and Markets District

The Gates and Markets District is the largest slice of Freeport, taking up everything west of Dockside and south of the Hill. It is where most commoners live and is filled with small open bazaars and tight alleyways lined with small shops, as well as vast open markets and major shopping thoroughfares. It is also home to the West Gate, which is the largest and most commonly used land entrance. Its widest streets are well lit and well patrolled, and its wealthier districts are beginning to challenge even the Hill for style and grandeur. Unfortunately, its back allies and poorer neighborhoods have suffered in recent years, and look more like Dockside than vibrant sections of the city.

[1] The West Gate

The main gate into Freeport is the West Gate, a massive structure with a gatehouse a full 50 feet wide and 30 tall. There are two attached keeps able to support 40 soldiers each and a walled killing ground that stretches a hundred feet more before granting access to the city proper. The gatehouse boasts two gates set in separate arches a few feet apart, each made of solid wood with iron plates covering both sides. Huge winches open and shut the gates, and twelve iron bolts set around each gate lock them at need. In the early days of Freeport, just 90 warriors held this gate for weeks against an army of thousands of Deathfist orcs.

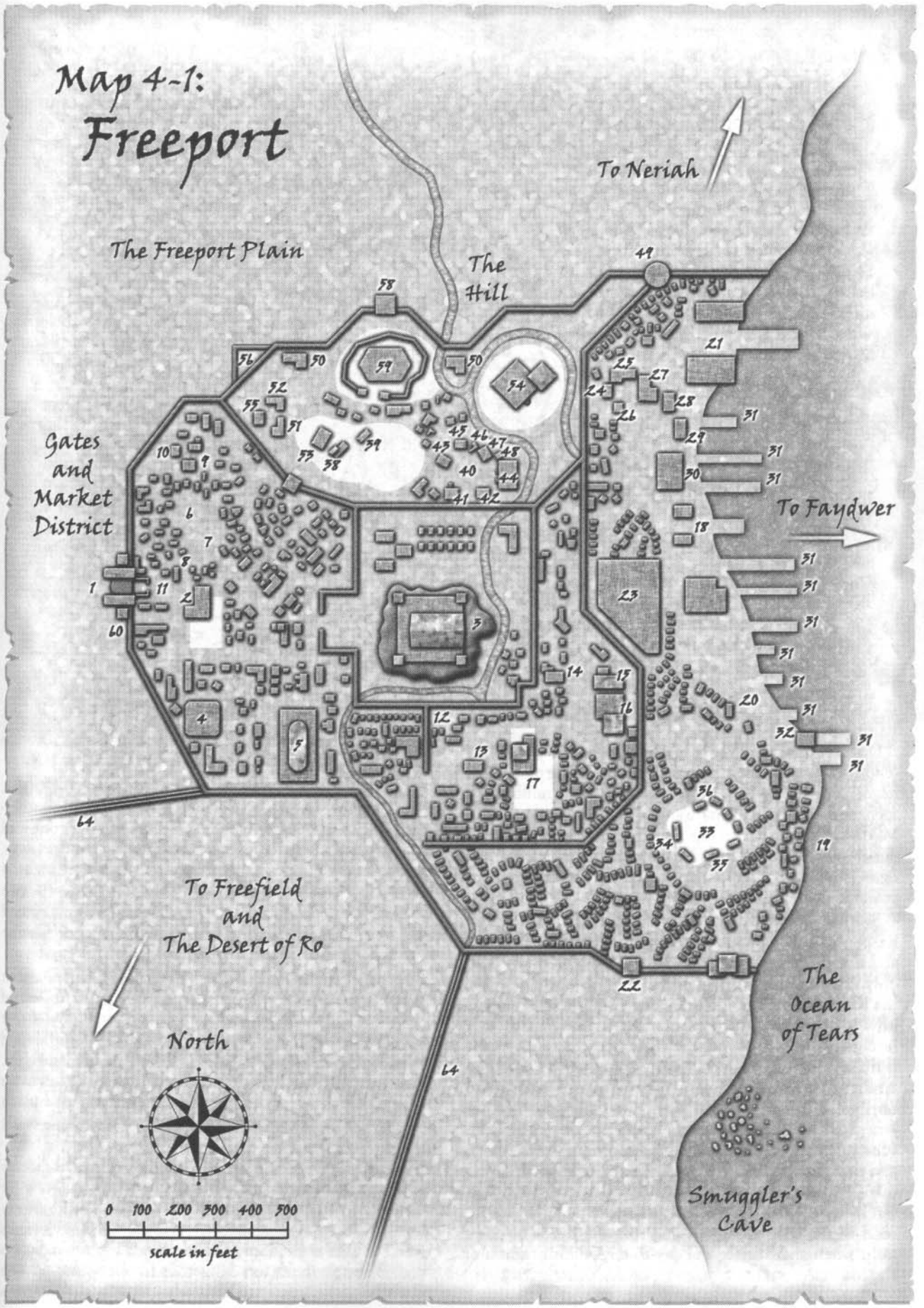
The Freeport Militia has little concern that an army will ever show up at the city's walls again, and therefore make only a token effort to staff the West Gate. Generally, 6 to 8 militiamen (ranging in level from 4th–9th) stand by the open gates, while 2 or 3 senior officers (*male or female human, Mil 10–15, N, Freeport Militia*) wait comfortably in one of the keeps. Gate duty is generally considered a punishment among the militiamen, and as a result gate guards are often a surly, unhelpful lot.

[2] The Militia House

The Militia House is one of the first buildings a visitor encounters when entering Freeport from the West Gate. It is a sprawling complex of red brick and white stone, with two stories, and several balconies, great halls, barracks and practice yards. While it is obviously well-built and well cared for, the Militia House is also plainly designed to be functional, not pretty. Its doors are iron-reinforced oak, and thick wooden beams braced- its outer walls. It has no windows, but every door can be watched from a balcony or rooftop, making the building well able to withstand any attack short of an actual siege.

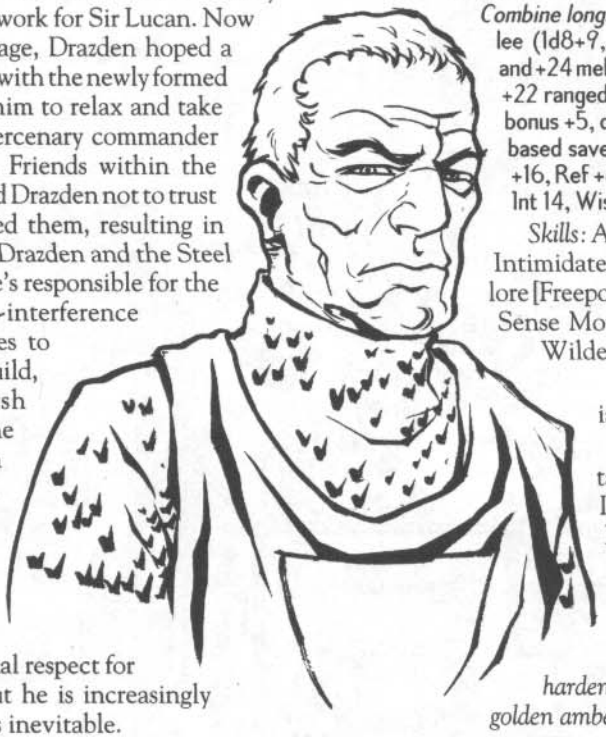
As the headquarters and base of operations for the Freeport Militia, the Militia House serves as a home for as many as 300 militiamen at one time, and can house up to 1,000 in times of strife. It is also the home of Sir Lucan D'lere, the supreme commander of the Freeport Militia (see Chapter Three for more information on Sir Lucan). There are no fewer than 30 militiamen on duty guarding the building at any one time, with another 50 to 100 off duty able to defend on short notice.

Sir Lucan commands the Militia as a whole, but it is Commander Drazden (see sidebar) who runs the Militia House and Captain Hazran (*human male, War 25, NE, Freeport Militia*) who leads the city watch. In fact, only these two, along with Lucan's cohort, Brother Jentry (*male human, Clr 11/War 8, NG, Freeport Militia, Priests of Marr*), regularly see Sir Lucan in person any more, so the day-to-day management of the Militia rests squarely on the Commander's broad shoulders — and Drazden wouldn't have it any other way. Drazden in turn depends heavily on his First Lieutenant, Guardsman Kroon (*male human, War 20, NE, Freeport Militia*) and on Brother Jentry.


Map 4-1:
Freeport
To Neriah
The Freeport Plain
The Hill
Gates and Market District
To Faydwer
To Freefield and The Desert of Ro
North
The Ocean of Tears
Smuggler's Cave
0 100 200 300 400 500
scale in feet

Commander Drazden

Commander Drazden is an old hand at commanding men. He led a mercenary company in the Commonlands and Kithicor Forest for many years before going to work for Sir Lucan. Now approaching middle age, Drazden hoped a position of command with the newly formed Militia would allow him to relax and take fewer risks than a mercenary commander was often forced to. Friends within the Steel Warriors warned Drazden not to trust Lucan, but he ignored them, resulting in some strain between Drazden and the Steel Warriors. Even so, he's responsible for the Militia's official no-interference policy when it comes to the Steel Warriors' guild, despite some harsh words on the matter he has exchanged with Captain Hazran. Drazden hopes to keep the Militia and the guild from ever actually coming to blows, and he holds a great deal of personal respect for Cain Darkmoore, but he is increasingly convinced conflict is inevitable.



Commander Drazden, Male Human, War 20: CR 20; Medium-size humanoid [human] (6 ft., 1 in.); HD 20d12+80; hp 219; Init +2 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 23 [flat-footed 18, touch 11] (+1 Dex, +8 armor, +4 shield); BAB +20; Grap +26; Atk +28/+24/+20/+16/+12 melee (1d8+9, crit 17–20/x2, *Combine longsword*), or +26/+22/+18/+14/+10 melee (1d8+9, crit 17–20/x2, *Combine longsword*) and +24 melee (1d6+3 and *daze*, Improved Bash), or +22 ranged; SA area taunt; SQ berserking, Taunt bonus +5, discipline (Resistant), +2 on all energy-based saves; AL N; Fac Freeport Militia; SV Fort +16, Ref +8, Will +7; Str 22 (20), Dex 14, Con 18, Int 14, Wis 12, Cha 14.

Skills: Alcohol Tolerance +14, Climb +11, Intimidate +22, Jump +16, Knowledge (local lore [Freeport]) +7, Knowledge (warcraft) +22, Sense Motive +11, Swim +16, Taunt +30, Wilderness Lore +6.

Languages: Common (5), Barbarian (4).

Feats: Bash, Cleave, Double Attack, Great Cleave, Improved Bash, Improved Critical (longsword), Leadership, Parry, Power Attack, Quick Draw, Toughened, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Masterwork full plate, *hardened steel shield*, *Combine longsword*, *golden amber necklace* (+2 Str).

Drazden uses Kroon as a messenger and knee-breaker, sending him on missions that require brute force more than negotiating ability. Kroon is a vicious bully and ruffian who spent several years as a pirate and bandit before joining the Militia. He lacks the intelligence to track of administrative duties such as supplies and payrolls, but he is a fearless fighter and a harsh disciplinarian who enjoys his position of power enough to remain quite loyal to the Militia.

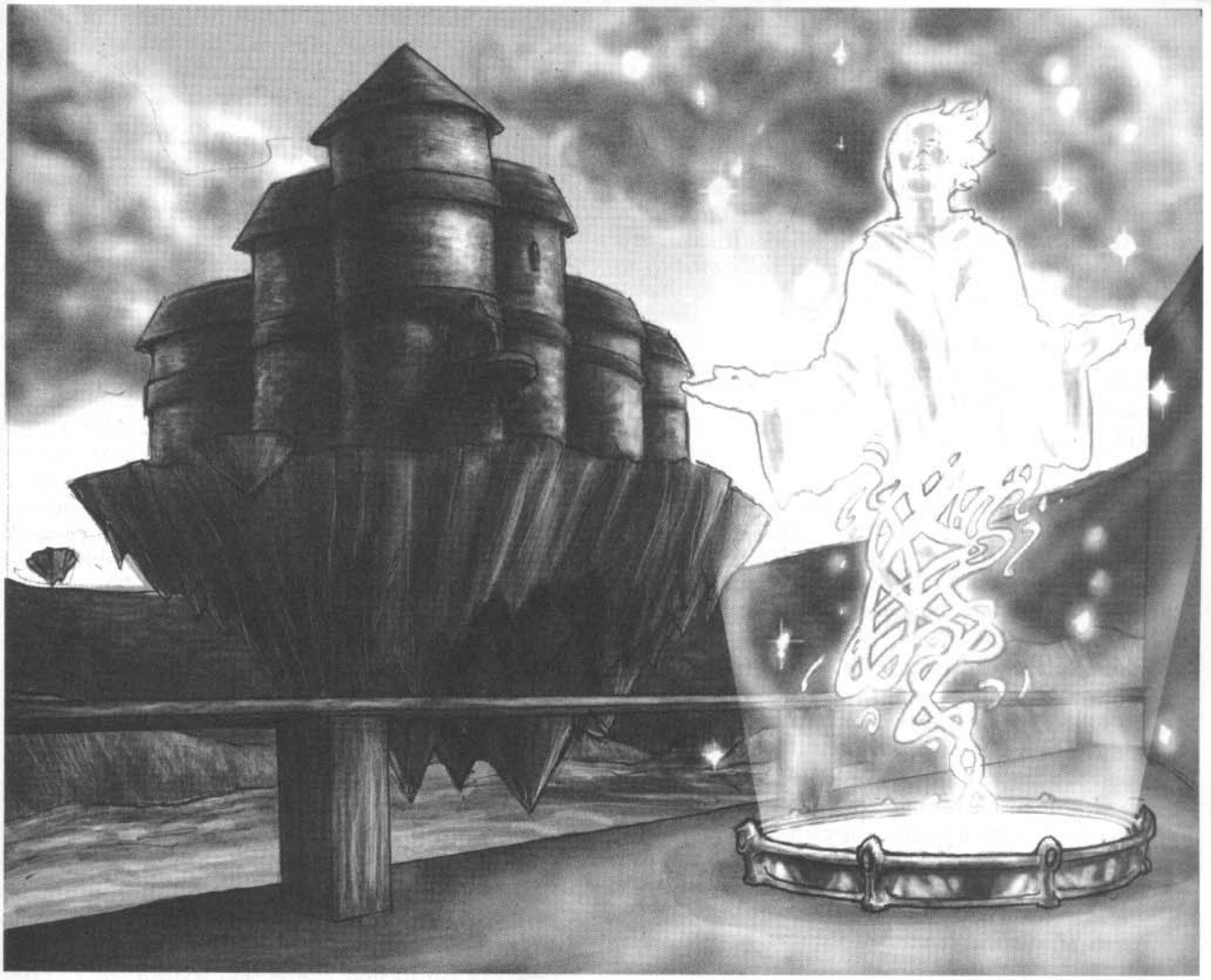
Brother Jentry is a bird of an entirely different feather. Responsible for handling exactly the kind of paperwork and detail-oriented problems Kroon hates, Jentry is the only Priest of Marr who supported Sir Lucan when he left the Knights of Truth and formed the Militia. He remains loyal to his goddess and her Church even now — although he could never set foot on the Hill at this juncture — for it is his love of Sir Lucan that keeps him by the tormented tyrant's side. However, Jentry inwardly despairs at the terrible state of events in Freeport. Officially, Brother Jentry is Sir Lucan's confessor and personal physician (despite being an accomplished warrior in his own right), and thus always accompanies Sir Lucan on any journey he takes outside Freeport. In practice, of course, Sir Lucan rarely leaves the Militia House, thus leaving Jentry free to tend to the serious injuries and spiritual needs of other militiamen and oversee the day-to-day administration of the Militia.

[3] The Academy of Arcane Science

The largest compound in the Gates and Markets District, the Academy of Arcane Science is based in a five story-castle located on a floating island of rock. A large stone wall surrounds a secluded compound comprised of ponds, creeks, gardens, outbuildings and small amphitheaters. At least 4 arcane spellcasters of no less than 9th level (generally two wizards, one enchanter, and one magician) always guard the massive 30-foot-wide iron gate that serves as the entrance to this extensive campus.

From the single gate, a wide path leads to a cliff face that oversees the entire compound (and offers a fair view of Dockside and the Hill), and a large cut crystal fully 10 feet in diameter. Similar in appearance to the teleportals found in Erudin, the crystal crackles with arcane blue energies. This teleportal, built by human spellcasters, serves as an icon of the Academy's mastery of even the most hidden magics. It is also the only way into the Academy's castle short of flying.

The castle serves as the main building for the Academy of Arcane Science, and houses the living quarters for teachers, instructors and guildmasters, as well as the senior-level classes, the magic libraries, and the Academy's vaults (used to hold both items of value owned by guildmembers and to secure items too dangerous to allow into anyone else's hands). A few students who have a guildmaster's



favor may also have rooms here, but no more than a dozen or so at a time.

All other students have rooms in the smaller outbuildings scattered throughout the compound, as do guild members who are neither instructors nor staff of the academy. Junior students (those of 4th level or less) are often crammed in as tightly as 8 to a room. Four bunk beds, tables and chests provide a bare minimum of space. More senior students (5th–9th levels) have rooms with only a single room-mate. Full members of the guild have access to a small room of their own and to the Academy's vault in the main building.

Although Romiak Jusathorn (see Chapter Three) is the ultimate authority within the Academy, he is generally too busy to handle its daily affairs, given the major political issues facing the guild and the running of his own faculty of the academy (the enchanters). Similarly, Lorme Tredor (*male human, Mag 30, ON, Arcane Scientists*), saddled with both the maintenance of the guild's discipline and running the school for magicians, has little time for other matters. The third guildmaster (or guildmistress, rather), Sapphire Moonshadow, somehow manages to run the wizard school, maintain the libraries, teach her most promising students personally, lead a few beginning-level courses, and still go on sabbaticals that can last for weeks — but obviously this leaves her with no time for less important matters. Most of the administrative work of running the Academy therefore goes to three senior staff members.

Tara Neklene (*female human, Mag 15, NG, Arcane Scientists*), the campus Ombudsperson, is responsible for keeping the academic aspects of the academy running smoothly. She is an open and caring person, well liked by most students, although she is generally run ragged by her faculty's Guildmaster.

Nusk Treton (*male human, Exp 4/Wiz 23, ON, Arcane Scientists*) is the Seneschal of the castle. He is responsible for keeping the staff and employees smoothly at work, as well as monitoring supplies and repairs. He is often seen as rather stiff and overly formal, but his gruff demeanor is mostly reserved only for individuals who make his life more difficult. He answers directly to Guildmaster Jusathorn, rather than to his Guildmistress, and many see him as a possible successor to the High Chair.

Glyssa Sonshaw (*female Erudite, Ari 5/Enc 18, N, Arcane Scientists*) is the Dean of Studies, and approves (or forbids) any line of study or research undertaken by students and junior guild members on campus. She is a typical Erudite, aloof and often condescending, but she also has a great passion for research and often goes to great lengths to assist members in getting rare materials for promising experi-

ments. She sometimes assists Lorme Tredore in matters of discipline.

The academy normally has 50 full-time spellcasters working as professors, consultants, and guards. There are also anywhere from 4 to 40 guild members other than the staff on the campus at any given time, ranging in power from novices to individuals who might challenge Jusathorn in terms of raw magical power, if they wished. At its height, the Academy boasted two hundred resident students at a time, but in recent years that number has dwindled to something closer to eighty.

Quests for the Academy

Name of Quest: Bounty on Deathfist Apprentice Scrolls
Faction: Arcane Scientists (–2 rank)
NPC: Tara Neklene
CR: 2

Reward: +1 faction rank with the Arcane Scientists (maximum +2 from this quest). +1 faction rank with the Knights of Truth if the quest is completed twice (maximum +1 from this quest). 2d6 gold pieces. Neklene recommends anyone who completes this quest twice to Nusk Treton as trustworthy and competent help.

Consequence: –1 faction rank with Opal Dark Briar (maximum –2 from this quest). –1 faction rank with the Freeport Militia if the quest is completed twice (maximum –1 from this quest).

Quest Summary: Tara Neklene is making a comprehensive study of orc magic, hoping to gain a better understanding of why some orcs seem to gain magician-like spell abilities without the need of study. She originally spent many days in the eastern Commonlands herself, studying the weak Deathfist orc apprentices. Recently, Sapphire Moonshadow gave her greatly expanded duties, preventing her from making such expeditions. Neklene decided to pay others to gather the materials she needs, and isn't too picky about who she hires to do so. What she currently needs is a complete set of the four scrolls carried by Deathfist apprentices. In time, she hopes to translate the scrolls, though currently she is unable to do so.

Different Deathfist apprentices carry different scrolls, but there seem to be four basic types of scroll which can be distinguished by the color of the tassels connected to them (red, blue, green and black). Each time the characters kill a Deathfist apprentice, roll d% to determine what color scroll it carries (01–25 red; 26–50 blue; 51–75 green; and 76–100 black). Neklene is only interested in a complete set of four scrolls.

Name of Quest: The Journal Hunt
Faction: Arcane Scientists (+1 rank)
NPC: Nusk Treton
CR: 5

Reward: +1 faction rank with the Arcane Scientists (maximum +1 from this quest). +1 faction rank with the Priests of Marr (maximum +1 from this quest). 4d6 gold pieces.

Consequence: –1 faction rank with Opal Dark Briar. –1 faction rank with the Freeport Militia.

Quest Summary: Nusk Treton is a student of, among other things, the history of Freeport, the dark elf ruins upon which the city is built, and the connections these ruins have to the Desert of Ro. As with all his researches, Treton keeps his findings in an enchanted, locked journal. From time to time, he loans out these journals to allies and friends. Because they are powerful tomes, he does not make copies, trusting in his allies' abilities to return the books to him. Occasionally, that trust is misplaced.

One of Treton's colleagues is Kire Sorg, a wizard who occasionally explores the ruins of the northern Desert of Ro seeking clues as to why Sollusek Ro created it and how the Lifire River broke through the Serpent's Spine to create the Oasis of Marr. Sorg keeps a house in Freefield where he compiles his notes and rests between expeditions. Last season, Sorg asked Treton for aid in solving a riddle written in Elder Elvish, and in response Treton sent him his Freeport Journal, which contains numerous examples of both Elder Elvish and Elder Teir'Dal riddles. Unfortunately, Opal Dark Briar discovered Sorg had the journal and sent her student Lydl Mastat to recover the book and kill Sorg. Mastat was successful, and Treton did not get his journal back.

Rather than return the journal, Mastat used it and other notes Sorg had put together to find a way under the Wizard's Pyramid in the northern Desert of Ro. What he found there drove him mad, however, and he now wanders the deserts in search of "The Great Forest," though such a place clearly no longer exists. (For stats on Mastat, see "The Screamer" in Chapter Six.)

Treton has heard of the madman who carries a book of black leather with silver hinges and lock and runes on the cover, and, from the description, rightly believes it to be his missing journal. He needs a group to travel to Freefield to gather all Sorg's remaining notes, then venture into the Desert of Ro to find Mastat and recover the Freeport Journal.

Although this exact quest cannot be undertaken more than once, Treton may well need help recovering other journals from other locales. Any quest to return a journal has the same rewards, regardless of its CR.

Name of Quest: Old Acquaintances
Faction: Arcane Scientists (+4 rank)
NPC: Glyssa Sonshaw
CR: 20

Reward: +1 faction rank with the Arcane Scientists and the Priests of Marr (maximum +1 each from this quest). 50,000 gp cash or 75,000 gp worth of magical jewelry.

Consequence: –1 faction rank with the Dead, Opal Dark Briar, and the Freeport Militia.

Quest Summary: This quest only occurs if PCs approach Glyssa Sonshaw about the gem pirates from the "All That Glitters" quest (see Area 38, the Blue Hall, in this chapter), or if they talk to someone at the academy about the mummy from the "Cell Number Nine" quest (see Area 49), in which case they are directed to Sonshaw. For either problem, Sonshaw needs a powerful, trustworthy, and experienced group of characters to hunt down one of the Academy's greatest enemies, Kernon Sumbuttle (*male gnome, Nec 22, OE, The Dead*), and bring him back alive.

Sumbuttle is a spy and assassin who lived in secrecy in Ak'Anon for many years. He is a venerable and wily gnome who, as an apprentice, studied magic at the Academy. When his necromantic studies were discovered, he was expelled, a shame he's carried for decades. Because of this, he makes an effort to cut off the Academy's supplies of gems and spell components, and takes any mercenary mission that hurts his former school.

Agents in Ak'Anon discovered his hiding place at long last and drove him from Faydwer. He is believed to be in the Commonlands now, negotiating with the creatures of the Tower of Death. Sonshaw needs him alive for questioning, for he must procure the gnome's grimoire on mummification (in hopes of reversing the process that turned an Academy member into an undead). If the PCs return Sumbuttle alive (and only if he is alive), Sonshaw is prepared to reward them with 50,000 gp (or up to 75,000 gp worth of items made with Trade Skill [jewelcraft]).

[4]The Bunker

The Steel Warriors' chapterhouse in Freeport is known as the Bunker, although the guild also maintains control of the mighty Arena. The Bunker is a sturdy two-story building of marble and stone, with sturdy iron-reinforced doors and very few windows. It can house 500 warriors, but currently holds only about 75 members plus a similar number of staff. It is obviously designed to be defended easily, and in fact has an extensive cellar with two years' worth of rations, an extensive warehouse of weapons and armor, and an independent forge. Tyeg Envil (*male human, Mil 18, ON, Steel Warriors*) manages these supplies and, out of necessity, buys and sells goods like any other Freeport merchant.

In years past, the Knights of Truth maintained all guard positions within Freeport, which limited the Steel Warriors in gaining positions as city guards. This also limited the Bunker's political influence, but by the same token it allowed the Steel Warriors to concentrate on other matters. Many caravans coming into and out of Freeport depend on Steel Warrior guards to make the trip through the orc-infested Commonlands safely. Merchants and caravan masters know they can arrange for such protection at the Bunker.

Warlord Cain Darkmoore (see Chapter Three) is generally far too busy to speak to such traders himself, and leaves such matters in the hands of his Chief Aide, Joffin Sinclay (*male human, War 14/Exp 8, NG, Steel Warriors*). Sinclay arranges for guard duties, keeps the Bunker well supplied, and handles any complaints regarding specific guild members. He is also officially in charge of the Bunker's holding cells (although numerous assistants handle the actual running of the cell block), which are now a make-shift jail for criminals the Steel Warriors capture. The Militia has made formal complaints to the Steel Warriors about them "dispensing their own justice." In fact, even the Knights of Truth have pointed out on several occasions that the guild has no legal authority to hold prisoners, but Darkmoore nonetheless gives Sinclay free rein to hold anyone he feels should not be let loose on the people of Freeport or the Commonlands.

Quests for the Bunker

Name of Quest: The Sewer Rats
Faction: Steel Warriors (+0 rank)
NPC: Joffin Sinclay
CR: 2

Reward: +1 faction rank with Steel Warriors, Knights of Truth, Qeynos Guards (maximum +1 each from this quest); credit for 5 gp worth of arms and/or armor per rat head.

Consequence: –1 faction rank with Freeport Militia and Corrupt Qeynos Guards (maximum –1 each from this quest)

Quest Summary: Giant sewer rats (see *EverQuest: Monsters of Norrath*, p. 171) are coming out of the sewers in Dockside and attacking folk there, and no one from the Militia or the Tradesfolk Underground — ostensibly the ones who should deal with such matters — seems to want to do anything about it. The Steel Warriors aren't legitimately authorized to deal with a civic matter of this nature, unless called on to do so, but they know there are always plenty of young warriors around wanting to prove themselves. The PCs, once called on for this "unofficial" duty, must wait for the rats to come out at night. There are currently about 20–30 giant rats in their nest in the sewers. They often come out to hunt in several packs of 2–3, though 5–6 always remain in or about the nest. If the characters turn in at least 10 rat heads, they will receive the faction reward. For each head, they receive a 5 gp bounty that can only be used as credit from the Bunker arms and armor supply (using normal *EverQuest: Player's Handbook* prices).

[5]The Arena

The Arena is the secondary base of operations for the Steel Warriors in Freeport. A massive structure, it runs a full 400 feet north-to-south and half that east-west. It is constructed of massive stone blocks forming walls 40 feet high. The center of the Arena is an open field, with tiers of stone benches surrounding it. There is a single massive complex attached to the north end of the Arena which offers a full view of the whole field. Catwalks run along the tops of the building's walls.

The Arena is an old building, its foundations dating back to the city of Wielle. In those days it was used for bloody gladiatorial games for the amusement of dark elf nobles. Today it is still the scene of many battles, but most are small and bloodless. It is famous throughout Antonica as a place for fighters to test their skills under the watchful eye of Steel Warrior judges, and gain guidance from guild instructors.

Arinna Trueblade (*female human, Ari 9/War 15, ON, Steel Warriors*) commands the Arena and its staff of 20 instructors and 50 guards. Like the Bunker, it is stocked with two years of food and supplies, though it would be far more difficult to hold against a siege. Arinna decides who is allowed to use the Arena, renting it and its staff out for blood duels, training sessions, mock battles, and even plays (though usually plays of a particularly bloody nature). Generally, individuals use only a small part of the Arena, but it is possible to rent the whole thing at a cost of 500 gp/day.

[6] The West Gate Market

Because a huge number of the merchants who do business in Freeport are traveling traders, a large number of open-air markets exist throughout the city. Several are famous for particular types of goods — Dockside's Eastmarket Square is well known as a bargain hunter's first stop, while the Hill's Great Market has a well-deserved reputation for high-quality (and highly expensive) goods — but the most famous place to shop in Freeport is indisputably the West Gate Market.

[7] Linadian's

Among the numerous merchants who operate out of wagons to avoid property and building taxes is a lovely elven woman named Linadian (*female high elf, Exp 10, NG, Merchants of Felwithe*). She comes here several times a year with her wagon full of cloth and silk armor and pattern pieces from far off Faydwer. These fine elven goods are much sought after and her wagon is usually emptied within a week or two of her arrival. Linadian is a relatively young elf eager to make contacts in Freeport in order to get a trading company started in the area. She maintains careful neutrality in the various conflicts of the city, but generally doesn't like the attitude of the Freeport Militia.

[8] The Pot and Kiln

This small one-room place is made of the typical wattle-and-daub construction seen all over Freeport. In the Pot and Kiln, a patron can acquire all types of pots, vases, bowls, cups, and mugs. Also available are pottery supplies and access to space in the kiln and time on a pottery wheel.

Jynsa (*female human, Com 10, NG, Coalition of Tradefolk*) and Gurb Smithson (*male human, Exp 6, NG, Coalition of Tradefolk*) are the owners of the Pot and Kiln, a small family business. They are friendly and open, always happy to show customers around the store or rent out space in the workshop to fellow craftsfolk. Unlike most merchants in Freeport, the Smithsons actually support the Militia. In their blissful ignorance, they consider it an army of the people rather than an autocratic military enforcing the will of a despot. However, their vocal support has led senior officers of the Militia to tell its members to take extra care of the Smithsons' shop and safety, in the hope that their opinions will spread throughout the Coalition of Tradefolk.

[9] Hogcaller's Inn

The Hogcaller's Inn is a well-established and well-kept tavern and boarding house. Its half-timber construction is sturdy and sound. Very little of the city noise makes it into the great room, where good hot food is served each day.

Upstairs, the rooms are clean, large, and simple, with woven cloth rugs on the floor of each one. The Hogcaller's Inn may *sound* like a sty, but it's one of the best inexpensive places to stay in town. It's also one of the safest inns in its price range, as the proprietor is first cousin to a senior Steel Warriors guild member, who sees that his warriors make regular visits. As a result, it's not uncommon for travelers to stay for more than just a few days, and some even live here for weeks at a time.

Swin Blackeye (*male human, Exp 5, NG, Coalition of Tradefolk*) is the owner and barkeep of the Hogcaller's Inn. He's an older man with a stoop and a warm smile. Blackeye and his family have lived in Freeport for many generations. He knows everyone in town and is usually happy to greet and chat with his patrons. Drona Whystlethin (*female human, Rng 3/Rog 3/Exp 3, NG, Steel Warriors*) is Swin's companion and partner. She originally met Blackeye when guarding a caravan of furniture he ordered for the Hogcaller's, and fell in love with his gentle, carefree, yet efficient manner. Whystlethin took a position at the inn the following year so they could stay near one another. She refuses to marry Swin, but the two have lived happily together for more than 20 years.

[10] The Charcoal Brewer

This colorful wagon belongs to Krystin Charcoal (*human female, Exp 12, NG, Merchants of Qeynos*), a traveling a purveyor of rare brews and brewing supplies. Krystin spends her time divided between Freeport and Qeynos, bringing goods from one city to the other. She is a smart businesswoman more interested in her business than the gossip and political undercurrents in the cities she visits.

[11] Boomba's Big Box

Boomba the Big (*ogre male, Mil 12, N, Coalition of Tradefolk Underground*) is frequently found trading his "wares" just inside the West Gate. Boomba is a nomadic hunter who seems to possess a singular talent — that of pickling. Anything an adventurer can conceive of might be found pickled and preserved in a small (or large) jar in Boomba's wagon. Boomba is not terribly intelligent, but he is quite friendly in a gruff, overbearing sort of way, and he really seems to enjoy his work.

[12] The Theater of the Tranquil

The theater is a large open area south of the Academy of Arcane Science with a stage at one end. When there's a festival or a traveling minstrel show in town, this is the best place for a large crowd to gather. The staging area next to the city canal is a common place for city folks to catch a juggling act, a lyrical recitation, or some public announcement. The wooden stage is raised and includes a simple curtained backstage area and even a balcony for the stage proper. In the yard there is plenty of room for dozens of viewers to stand and easily see whoever is upon the stage. When the stage is not occupied, the yard is commonly used as a make-shift market area for the wagon and tent merchants who frequent Freeport. It isn't completely safe, though, as the stage yard is also a common place for cutpurses and thieves to prey upon the unsuspecting crowd, caught up in the show on stage. At festival time, hawkers are here selling foodstuffs and even renting out simple stools; however, at such times the pickpockets and cutpurses are also moving among the crowd in droves.

The theater yard also a common place for employers to seek new help, hiring callers to shout offers of work, information on rare items, or even business offers. Merchants who need temporary porters, religious zealots who seek converts, and Militia recruiters are all commonly seen on the stage when no show is running. Less often, individuals looking for work spend time shouting out their areas of expertise, on the offhand chance someone is looking to hire.

[13] Brownloe's Bakery

Brownloe's Bakery is a single-story structure with a stone floor suitable for several baking ovens and stoves. The Brownloes moved to Freeport several years ago, and brought with them their traditional family recipes for fresh breads and other baked goods, as well as opening a small store for baking supplies. The aroma of freshly baked foods and treats drifts well into the surrounding area, bringing business from as far away as the Arena and even the docks in eastern Freeport.

Ran (*male human, Com 3, NG, Coalition of Tradefolk*) and Pincia Brownloe (*female human, Com 4, NG, Coalition of Tradefolk*), own and operate the bakery along with their 12-year-old son Joshua (*male human, Com 1, NG, Coalition of Tradefolk*). They are hard-working, honest folk, and commonly provide their patrons with the traditional "baker's dozen."

[14] Torlig's Herbs and Medicines

Torlig's Herbs and Medicines is a wooden building with a stone outer wall surrounding the bottom floor. It used to be all wood, but the fires and small explosions that became common in the basement forced alchemist Torlig Mudel (*male human, Exp 9, NG, Coalition of Tradefolk*), the owner, to rebuild partly in stone. Despite the accidents and smoke, Torlig's place is a popular apothecary where a customer can find herbs, potions, crystals, and other potion-making materials. Torlig himself is a little on the strange side. He is a small and shrunken man whose chronic clumsiness has left him with a singed and somewhat surprised appearance. He is scattered and easily side-tracked, but a firm patron can keep him on track long enough to get what he needs.

[15] The Velvet Room

Though extravagant and expensive in appearance, the Velvet Room is a bordello enveloped in faux marble stone and gilded metal trim. This two-story building is a marvel of cheap but rich-looking building materials. The luminous red gaslights outside the doors are simple lanterns in red paper globes. The inside is draped in what looks like heavy red velveteen and trimmed in painted plaster "woodwork." The chandeliers drip with glass gems and the wallpaper is painted with fool's gold. The suggestive paintings that hang on the walls are merely reproductions of the works of the masters and the carpets are used and worn, but covered with newer area rugs that hide the disrepair. Overall, the first impression of the Velvet Room is one of luxury, but that only remains as long as the lights stay dim. The

entertainers here are of the typical sort. There are pretty women, some half-elves, and even a handsome young man or two. Due to a "trade agreement" with Torlig (at Area 14), they are all healthy and without disease.

Mistress Phynnola (*female human, Com 4/Exp 8, NG, Coalition of Tradefolk, Trade Folk Underground*) is the madam of the Velvet Room. She is an attractive older woman who obviously understands the business of seduction. Phynnola actually seems to care for her employees like children. She personally sees to it that they are all well cared for in her establishment.

Trancet (*male human, War 12, NG, Coalition of Tradefolk Underground*) is Phynnola's lover and the Velvet Room's live-in security. He is a young and very handsome man who is obviously well-equipped for the job. He is all business when it comes to the entertainers, but he is friendly enough when he's not working.

[16] Grythod's Warehouse

Much like the clearinghouse in East Freeport, Grythod's Warehouse is a large holding facility for goods and bulk items coming in and out of Freeport. Since it's not in Dockside, Grythod's Warehouse tends to be used for goods going over land. Space is rentable here, but it's at a premium since its owner and operator, Grythod Fyrthar (*male gnome, Exp 8, NG, Coalition of Tradefolk*), has discovered several loopholes that reduce the Militia's taxes on goods that pass through. Thus, Grythod's Warehouse usually sits rather full, with goods stacked to the ceiling, and has little space available on a moment's notice. To avoid

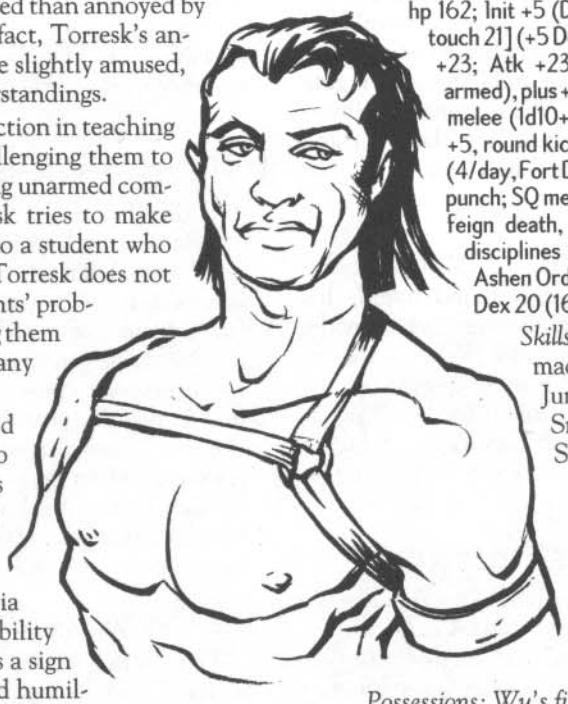
Velan Torresk

Torresk takes it upon himself to train the younger members of the Order, often spending as much as 12 hours a day in the yards. Because of this, he's the senior monk seen most often by those outside the order, and in fact is believed by many to be the true master of the Ashen Order. Torresk denies such a claim whenever he hears it, but is more amused than annoyed by the rumor's persistency. In fact, Torresk's answer to life's troubles is to be slightly amused, which can lead to misunderstandings.

Torresk finds great satisfaction in teaching younger monks, and in challenging them to grow. In addition to teaching unarmed combat and philosophy, Torresk tries to make sure he is always available to a student who has problems of any kind. Torresk does not believe in solving his students' problems for them, but in helping them discover how to overcome any difficulties themselves.

Klom Jysun once told Torresk that he is likely to follow in the grandmaster's footsteps, which causes Torresk some confusion. He knows he is not as skilled as either Puab Closk or Rayia Beslin, and suspects his inability to control his amusement is a sign that he lacks true peace and humility. Torresk finds this quality in himself troubling at times, and is known to his own perceived failing as an example when talking to troubled younger monks. What Torresk has not yet realized is that his sense of humor and compassion are his most valuable assets, traits which might help him weather the storms and lead the Order through a potentially troubled future.

In all other respects, Torresk is a true master of the philosophy of armed tranquility common to the Ashen Order. He is humble, but not falsely modest. He forgoes anger, fear, lust, and greed, and ensures he makes no important decision unless he is a state of calm contemplation. He is not indecisive, however, and is perfectly able to act quickly and firmly when the situation calls for it. He draws strength from his inner peace, but does not allow it to hamper him in times of crisis.



Velan Torresk, Master of Initiates, Male Human, Mnk 20: CR20; Medium-size humanoid [human] (5 ft., 10 in.); HD 20d8+60; hp 162; Init +5 (Dex); Spd 30 ft.; AC 25 [flat-footed 25, touch 21] (+5 Dex, +4 armor, +6 dodge); BAB +20; Grap +23; Atk +23/+20/+17/+14/+11 melee (1d10+3, unarmed), plus +23 melee (1d12+3, dragon punch) and +18 melee (1d10+1, off-hand unarmed); SA mystic strike +5, round kick, tiger claw, eagle strike, stunning blow (4/day, Fort DC 24), dragon punch, flying kick, counter punch; SQ mend (80 hp), martial defense +6, safe fall, feign death, improved evasion, purify body, monk disciplines (Resistant); Resist FR 3; AL NG; Fac Ashen Order; SV Fort +12, Ref +17, Will +13; Str 16, Dex 20 (16), Con 16 (12), Int 13, Wis 19, Cha 17 (13).

Skills: Balance +11, Climb +10, Diplomacy +12, Escape Artist +10, Heal +13, Jump +12, Listen +24, Safe Fall +18, Sneak +12, Spot +20, Swim +7, Trade Skill (tailoring) +14, Tumble +17.

Languages: Common (5), Gnoll (3).

Feats: Combat Reflexes, Double Attack, Dual Wield, Eyes Closed Sight, Fire Hand, Hand to Hand, Improved Disarm, Improved Hand to Hand, Improved Trip, Parry, Power Attack, Riposte.

Possessions: Wu's fighting apparel, silver sash of the order.

Silver Sash of the Order

Powers: +4 Dex, +4 Con, +4 Cha, +12 hp.
Bonus types: All = enhancement.
Caster Level: 12th.
Market Price: 50,500 gp.
Slot: Waist.
Weight: —

difficulty in moving heavy objects up and down, Grynodhas installed a clockwork weight and pulley system attached to several liftable platforms and crates. A large, movable arm pivots from a point in the ceiling and facilitates the lifting system. Its ingenious design is one of Grythod's prized secrets; he never operates his machinery when others are about.

[17] Ashen Monastery

The Ashen Monastery is the home of the Ashen Order, a group of human monks who worship Quellious. With a permanent staff of nearly 100, and supporting several hundred more itinerant monks, the monastery is the only base of operation for the Ashen Order. It serves as martial training ground, scholastic academy, meditative retreat, military stronghold, receptacle of knowledge, and symbol of peace for the members of the order, as well as a point of contact for individuals from outside. It also serves as a haven for those who have no other place to turn, for the Ashen Order does not allow violence within the compound.

The grounds of the monastery are well groomed and green, with lush yards of grass and a few gardens of carefully pruned shrubs and delicately arranged rocks. The outer areas are open to the public, although any guest of the order is expected to act calmly and with respect. It's not unusual for older members of the order to lead small classes in various forms of martial arts in these areas, and many monks of all experience levels spend hours in silent meditation here. When a monk decides to teach a class for outsiders, it too is done in these yards, though such instruction is limited to philosophy and history, never combat.

The actual building is remarkably ornate given that it is home to a collection of ascetics. Made of intricately carved wood and lustrous plasters, the building was originally the manor house of a wealthy family of Freeport. However, when the last heir of that line was old and dying, he discovered he had no peace within him, so he sought out all manner of supposed "wise men." A humble monk who had learned the teachings of Quellious happened upon the dying man's home while it was overrun by quacks and fakers, and calmly drove them all away. He pointed out that surrounding oneself with contentious people who argued with each other was not a wise way to find inner peace. The dying man agreed, and left the house and a small fortune to the monk. As the monk was a member of the Ashen Order, he invited his fellows to join him there, and it eventually became the Order's only monastery.

The current grandmaster of the monastery is Klom Jysun (see Chapter Three), although he is aided in his tasks by the two most senior masters, Puab Closk (*male human, Mnk 26, OG, Ashen Order*) and Rayia Beslin (*female human, Mnk 24, OG, Ashen Order*). Puab generally makes known the will of the master within the monastery and leads the majority of classes for the most advanced monks of the Order, while Rayia is primarily responsible for maintaining the Order's contacts with groups outside of Freeport. Another senior monk, Master of Initiates Velan Torresk (see below), often teaches classes for the mid-level monks (those from 6th to 12th level) and handles the day-to-day running of the monastery. He also oversees training for the youngest and least experienced members of the order, and, since he is often about, is the most likely to deal with newcomers and visitors to the monastery. Although any of his superiors would be happy to take on the duties he has assumed, Torresk feels their time is too important to take up with the requests of fools and politicians, and he allows only supplicants with important questions to access the rulers of the Order.

Dockside

Dockside is the oldest and most rundown section of the city. It includes the entire eastern third of Freeport, a long stretch of city built on the sloping ground between the Freeport Plain and the Ocean of Tears. It's also where the actual docks reside, making it the source of much of the city's wealth. Little of the money made here stays in dockside, however, since even in the days of Wielle only fishermen, dockworkers, poor merchants, and the businesses that directly supported them actually lived in this part of the city.

[18] Sea Castles Shipyard

Freeport supports two major shipyards, the largest of which is Sea Castles. Originally an independent business with close ties to the League of Antonican Bards and the Priests of Marr, Sea Castles was confiscated by the Freeport Militia early in Sir Lucan's rule. The ships built by Sea Castles are less expensive than those available at other shipyards because they don't have to pay the heavy Militia taxes and they use only local materials and laborers. However, the profit earned by Sea Castles goes directly into Militia coffers, effectively preventing the yard from improving or expanding its operation. In time, this may give another shipyard the chance to grow larger, although, again, the Militia might take steps to prevent that.

Yanna Marstun (*female human, Exp 10, N, Coalition of Tradefolk Underground*) is the shop boss at Sea Castles. She is responsible for the book-keeping, hiring, and ordering of ships built. Marstun is gruff and unfriendly, but will always talk business with someone who looks like they have money to spend. Sir Lucan gave Marstun authority of the shipyards after he realized the Militia had no one with good business experience in the shipbuilding industry, but she considers it hers far more than his. She isn't happy about the stranglehold the Militia has on "her" business, and urges other members of the thieves' guild to cut a deal with the Priests of Marr, granting them the thieves' support in return for an unfettered hand in Dockside once the Militia is gone. So far, she has received little support for this idea.

Bronto Thudfoot (*male ogre, War 12, OE, Coalition of Tradefolk Underground*) is Marstun's porter and unofficial enforcer. He is very large, very ugly, and very unpleasant to be near. He does, however, have a strong sense of right and wrong, and doesn't tolerate bullies. More than one ruffian on Dockside has found himself suddenly hoisted up by the collar after taunting someone in Bronto's presence. He is Yanna's most trusted employee, and sleeps in the shipyard along with the yard's three mangy dogs at night to keep an eye on things.

Quests for Sea Castles

Name of Quest: Message Bearer

Faction: Coalition of Tradefolk Underground (+3 rank)

NPC: Yanna Marstun

CR: 2

Reward: +1 faction rank with the Coalition of Tradefolk Underground if completed three times (maximum +1 rank from this quest). 2d6 gp.

Consequence: –1 faction rank with the League of Antonican Bards if completed three times (maximum –1 rank from this quest).

Quest Summary: Marstun is ready to give up waiting for the Underground to agree to speak with the Priests of Marr directly. Of course she can't use any of her normal couriers to deliver a message proposing such a meeting, since they also work for the Underground and would report her efforts to the guild leadership. She also can't use the League of Antonican Bards, since they see her as a usurper. So she needs an independent group she can trust to take messages from her to a priest stationed in the Temple of Marr, and then bring her the response.

However, since she wants to keep her messages secret, she needs the messengers to have a legitimate reason for going to the temple of Marr. So she insists the messengers go find something (anything) dangerous outside the walls of Freeport first, and get injured in a fight. Then they can go to the temple and ask to be healed, passing off the message to whichever priest heals them.

If characters complete this mission, there will be numerous messages moving between the priests and Marstun, and thus many opportunities to do the quest again.

[19] Fisherman's Wharf

The Fisherman's Wharf, located south of the ports and peers, is the place for individual fishermen to moor their smaller boats and offload their fish to the fishmongers in the city. The fisherfolk can be found at the wharf spending time telling stories or sleeping in their boats when not out fishing. The wharf is not a place for innocents, as the men and women who live and work on the docks are a rough and wild lot. They certainly aren't above making a coin or two doing something illicit like smuggling items or people in from larger ships, or even disposing of oddly-shaped unmarked bundles out in the silent depths of the Ocean of Tears.

Despite that, these people comprise the least bigoted group in Freeport. Anyone who can and will spend days fishing, be it in a small rowboat or from the shore, is accepted by this loose collection of outcasts. Most of these fisherfolk are humans or half elves, but an occasional ogre, troll, or even iksar has been seen among their numbers in recent generations. Freeport's need for a constant influx of food is so great that fishers generally escape harassment from any faction.

The oldest of the wharf's regular residents is Bait Masterson (*male human, Mil 3/War 5/Bard 3/Exp 3, DN, no faction*), a crusty survivor who has been fishing in the Ocean of Tears for over 60 years. Masterson lives in his small dorry, fishing a few days each week and sleeping under an oiled tarp the rest of the time. He claims that he was once a doughty adventurer, and he certainly knows a great deal about the routes and islands of the ocean, among other odd matters, but people assume his stories of a previous life are just colorful entertainment. Masterson is decidedly tougher than most fishermen, however, and serves as protector of new wharf-dwellers, as well as advisor and confidant to the other fishers. Much of the wharf's independence from the Militia or thieves' guild is due to Masterson's quiet refusal to pay a share of his small profit to anyone.

[20] Ooma's Flesh Palace

Located directly off the dock, this building is not much to look at on the outside, but the inside of the downstairs common room is quite colorful. The walls are draped in swaths of colored fabric, matching and not. The room is crammed with couches, chairs, settees, and all manner of sitting and lounging furniture. The first floor is where a patron can choose his pleasure, pay in advance, and move into one of the tiny rooms off the main hall. If the patron wants more space, the second floor has regular-sized rooms, some of which even have silk-covered beds and other comforts — for a hefty premium.

Madam Ooma (*female ogre, Exp 4/Mil 4, N, Coalition of Tradefolk Underground*) is the owner of Ooma's Flesh Palace. She is a very large ogress who dresses in very bright colors, plunging necklines, and heavy makeup. She insists that all her entertainers are welcoming and pleasing, and she likes to be able to provide whatever a patron asks for, even if she doesn't currently have it. Ooma is willing to overlook almost any indiscretion for the right amount of money, although she is actually very protective of her workers.

Ooma's trusted assistant is Loxiasha (*female dark elf, Rog 6/War 7, NE, Coalition of Tradefolk Underground*), or Loxi, as she is called by Madame Ooma. Not normally available for private entertainment, Loxi is the "muscle" for the Flesh Palace, acting as both bouncer and Ooma's bodyguard. She is fiercely loyal to Ooma and allows no one to lay an unwelcome finger on either Ooma or any of the entertainers. No one knows how this unusual relationship began, and neither Loxi nor Ooma ever speaks of it. Loxi's reputation is generally enough to keep patrons in line, but she's perfectly willing to resort to violence if needed — fingers have been lost to the keen, lightning-quick edges of Loxiasha's twin short swords.

[21] Swashbuilder's Ships

Swashbuilder's Ships is an independently owned major shipyard, second only to Sea Castles (see Area 18), and is one of the very few places in Freeport it's possible to get a ship repaired or built from scratch without the Freeport Militia's permission. Garrick Tolsen (*male human, Exp 9, NG, Coalition of Tradefolk*), the Master Shipwright, has strong ties to the high elves and dwarves in Faydwer and is therefore protected to some extent by their factors here in Freeport. Tolsen spends his days designing and overseeing the commissions and construction of each individual ship built in his yard. He is very competent and has never built a ship that sank without being burned or scuttled.

Lertor Kroo (*male human, Com 6/Exp 5, NE, Coalition of Tradefolk*) is the Swashbuilder's Yardmaster. He is the man

to go to for information about the ships themselves. He knows everything about them from the materials used and their cost to the length of the keel and the number of crew needed to sail it in a storm. Kroo is something of a nautical genius, and has built a few ships that are both faster and stronger than others of the same size and basic design.

The pay at Swashbuilder's is a little better than elsewhere, so there are many laborers working here. This means they are able to produce ships faster than Sea Castles. However, due to the heavy taxes assessed on the building materials and licenses needed to build in Freeport, the ships from Swashbuilder's are much more expensive. So far, only the regular influx of dwarven and elven captains needing repairs while at Freeport keeps Swashbuilder's financially afloat.

Quest for Swashbuilder's

Name of Quest: Recover the Seafoam

Faction: Coalition of Tradefolk (+2 rank)

NPC: Garrick Tolsen

CR: 10

Reward: +1 faction rank with the Coalition of Tradefolk. 2d6 pp.

Consequence: –1 faction rank with Coalition of Tradefolk Underground.

Quest Summary: There is constant competition between Swashbuilder's Ships and Sea Castles for the business of independent human ship captains. With Militia ships going to Sea Castles and all dwarves and elves going to Swashbuilder's, only the small human independents can be wooed by one shipyard or the other. In general, those with more money choose Swashbuilder's because of its reputation for higher quality work. One such captain is merchant prince Heinrick Finn, who commissioned Swashbuilder's to build him the largest, fastest ship ever conceived — the Seafoam.

However, thieves posing as laborers snuck into Lertor Kroo's office and stole his plans for the Seafoam. Garrick is convinced — correctly — that the thieves worked for Sea Castles. If the plans are not returned, Swashbuilder's will be unable to complete Finn's ship, and many design secrets will be mastered by the shipwrights at Sea Castles. Garrick needs someone to get the plans back from the Sea Castles enforcer, Bronto Thudfoot (see Area 18). However, Garrick does not want to start a blood feud with the Sea Castles' owner or with the Militia, so he requires this be done without killing or maiming Bronto.

This quest can be undertaken multiple times, as more documents are stolen from Swashbuilder's.

[22] Brown Bear Tannery

Winslow Tanner (*male human, Com 5, NG, Coalition of Tradefolk Underground*) is the bachelor brother of Winlar Tanner of the Leather and Hide (Area 28). He is tall and lean, like his brother, and no stranger to hard work. Winslow's shop is near the docks close to the slaughterhouse and the fishmongers, as that's the best place to dump the unused parts without too much complaint from the locals. Winslow's main business is providing the Leather and Hide with skins and leather, and some of the local taverns with meats. He sells his wares directly to the public on occasion, but only when his stock is too full or his profits down.

Not many people visit the Brown Bear. The terrible smell of the materials needed to cure hides and skins keeps most away, and can actually prove nauseating (Fort save DC 5 to avoid nausea the first dozen times a PC is exposed to the smell). As a result no one lives within several hundred yards of the Brown Bear; all the nearby buildings are abandoned. This leads Tanner to pay well for even unskilled labor (5 sp per 12 hour work day). It also encourages groups needing an illicit meeting place to put clothes over their noses and get together at one of the nearby empty storefronts.

[23] Agnold's Clearinghouse

An integral part of the Freeport market system, Agnold's Clearinghouse is a large three-story stone holding house for large shipments of goods, whether they are brought by land or sea. It is the largest warehouse in Freeport, and is well guarded by the Freeport Militia, who in fact own it. Merchants or shippers rent space here for their bulk items that are still awaiting sale or are simply not ready to move on just yet. Since stairs are difficult with heavy items in hand, each floor is reached through a series of ramps and landings. This allows the use of carts and wheeled flats to move heavy or bulky items.

Harford Agnold (*male human, Mil 4, N, Freeport Militia*) is the foreman here. He organizes the space and takes care of the books and rental agreements. Ragdurn Agnold (*male human, Com 1/Mil 6, N, Freeport Militia*), Harford's elder brother, is the senior porter and the sometimes, as necessary, the enforcer for the clearinghouse. Both men are short but very well-muscled. They are both equally prone to anger and usually leave the customer service to the more agreeable help.

[24] Armor by Ikthar

Ikthar Fireheart (*male human, Exp 9/Mil 1, OG, Coalition of Tradefolk*) owns Armor by Ikthar. He is a successful armorsmith who worked his way up from apprenticeship to master with another highly regarded local smith. Ikthar is well respected in the community and has several apprentices. Good-natured and friendly, he is generally opposed to paying for "protection" but sees the necessity in paying exorbitant taxes to the Militia, at least for now. He recommends Gord's Smithy (Area 34) to anyone who asks for weaponry.

The great success of his business forces Ikthar to maintain a large staff. Since Ikthar wants to be left alone to do what he loves — make armor — Valentina Fireheart (*female human, Exp 6, NG, Coalition of Tradefolk*), a pretty but stern mold-maker, looks after the shop and deals with the apprentices. She also makes sure Ikthar's interests are looked after by any means necessary, even when she knows her husband might not agree with her at times somewhat ruthless methods.

The other journeyperson working for Ikthar and Valentin is Daria Smith (*female human, Exp 8/Mil 1, NG, Coalition of Tradefolk*), cousin to Gord Smith and daughter of the previous master smith of this establishment, Ikthar's mentor. Daria is quiet and keeps to herself, and may soon set out to start her own shop, specializing in swordsmithing. For

the moment, however, she satisfies herself with talking to other smiths who come to buy supplies from Ikthar. Ithkar's two young apprentices are Issilyn Ristan (*female human, Exp 5, NG, Coalition of Tradefolk*) and Kif (*male human, Exp 1/Mil 1, DG, Coalition of Tradefolk*). Issilyn is a tough girl who takes no guff from the local boys about training to be a female smith; she idolizes Daria, but dislikes Valentina. Kif is a hard-working young boy who is terrified of falling into poverty like the rest of his family, and who dreams of someday being a Steel Warrior rather than a smith.

Quest for the Smith

Name of Quest: Five Secret Swords

Faction: Coalition of Tradefolk (+2 rank)

NPC: Daria Smith

CR: 9

Reward: +1 faction rank with the Coalition of Tradefolk (maximum of +1 from this quest). Any item(s) worth up to 3,000 gp and having a Trade Skill (blacksmithing) DC of 25 or less (see Chapter 6 of the *EverQuest: Game Master's Guide*).

Consequence: –1 faction rank with Deathfist orcs, Deathscorch orcs, dervishes, and the Indigo Brotherhood.

Quest Summary: Daria Smith wants to set up her own smithy shop, but knows her reputation is not yet great enough for her to attract her own clientele. In order to build her reputation, she wants to design a new style of sword. To do this, she needs examples of five specific types of sword to study: those of a Deathfist orc, a Deathscorch orc, a dervish, a Teir'Dal warrior, and an Elddar warrior (now to be only found as ghouls, mummies, or spectres in the Desert of Ro). Obviously, she can't track these things down herself, so she needs a group to find them and bring them to her. She promises to construct custom armor and weapons worth no more than 3,000 gp for the group that first gets all these weapons for her.

[25] Trader's Holiday

The Trader's Holiday is a solid three-story wattle-and-daub building. The thirsty traveler can find many common ales, wines, and traveling foods at a decent price at the Trader's Holiday. River Alemaker (*male human, Com 5, OG, Coalition of Tradefolk*) is the eldest of three siblings who own and run the Trader's Holiday tavern. He is in charge of the brewing process, and makes the important business decisions. River is a serious man and an upstanding citizen whose first priority is taking care of his family.

Sun Alemaker (*female human, Com 6, NG, Coalition of Tradefolk*) is the second sibling, and the only sister. She oversees the daily business of the tavern, and is responsible for the food preparation. Like her namesake, Sun is bright and kind; she has been known to give down-on-their luck strangers a warm meal and a free place to stay near the fireplace in the common room.

Cloud (*male human, Exp 5, DG, Coalition of Tradefolk Underground, Coalition of Tradefolk Underground*) is the youngest of the Alemaker siblings. It is his job to arrange for the bulk sale and export of the Alemaker brews. He is an intelligent young man who has come to believe that one must be wily in order to survive in the business world. Unfortunately, he also wants to live beyond the Alemaker's means, and frequently owes money to questionable lenders, causing trouble for his siblings.

[26] Slan's

Slan's is a half-timber one-room building tucked in behind the Trader's Holiday and Velith and Bardo's Imported Goods. Although there is no outward sign of the building's purpose, it is locally known to be a good quiet place to both get rare and quality ales and to discuss things privately. Slan O'Donner (*male human, Mil 6/Exp 4, NE, Coalition of Tradefolk Underground*) is the sole owner and operator of this tavern. He opened this place several years back when his older brother, Ston, began to object to the type of the clientele Slan attracted to Velith and Bardo's Imported Goods (Area 27). Although tension between Slan and Ston remains high, Slan nonetheless frequently takes steps to protect his brother's business from the less savory elements of Dockside society.

Quest for Slan

Name of Quest: Dead Man's Tales

Faction: Coalition of Tradefolk Underground (+0 rank)

NPC: Slan O'Donner

CR: 5

Reward: +1 faction rank with the Coalition of Tradefolk Underground (maximum of +2 from this quest). Occasional free drinks at Slan's.

Consequence: –1 faction rank with the Coalition of Tradefolk if completed twice (maximum –1 from this quest).

Quest Summary: Slan watches over his elder brother Ston's well-being, whether his brother wants him to or not. A group of investors supposedly backed by the Freeport Militia are trying to convince Ston to sell them a share of Velith and Bardo's Imported Goods. Ston is seriously considering the offer, but Slan knows very well that once the investors get their hooks into the business, Ston is likely to suffer an unfortunate accident. He wants to hire a group to kill these prospective "investors," who, he has discovered, are actually just four thugs that got kicked off their ship (*male humans, Mil 3, DE, no faction*). He can offer little in return beyond free drinks at his establishment and the promise of a friend in the underworld of Freeport.

This quest can be undertaken more than once, as Slan often sees assassination as the best way to keep his brother safe.

[27] Velith and Bardo's Imported Goods

Made of stout brick, Velith and Bardo's has become more than just an import mercantile — there are now several rooms available for travelers and a small serving room as well. Although Velith and Bardo's was bought by the O'Donner family several years ago, the name of the previous owners was kept because it is recognized in Freeport as a dependable if somewhat pricy place to procure quality imported goods such as alcohol, books, molds, and jewelry.

Widower Ston O'Donner (*male human, Exp 6, N, Coalition of Tradefolk*) is the current owner of Velith and Bardo's Imported Goods. He is a shrewd businessman with many legitimate contacts throughout Norrath and Faydwer, and he refuses to lower himself to dealing with thugs and criminals. His wares are imported from some of the best ports in the world, and always come with bills of sale and proof of their origin.

Monita O'Donner (*female human, Exp 3, N, Coalition of Tradefolk Underground*) and Myrissa O'Donner (*female human, Exp 1/Mil 1, DG, Coalition of Tradefolk Underground*) are Ston's twin daughters. They work here in the shop and take care of their father as best they can, trying to be demure and obedient. In truth, though, they often listen to their uncle Slan more than their father, and both are rapidly developing extensive underworld contacts of their own.

[28] Leather and Hide

This shop is a simple wattle-and-daub cottage with a stone foundation, run by the Tanner family. It is one of the few places in Dockside to find good leather armor, as well as goods and patterns for making leather goods. The prices are high, but the workmanship is worth every bit. This is largely due to the relationship the Leather and Hide has with the Brown Bear tannery (Area 22), allowing the Leather and Hide to select the best raw materials from the tannery with a family discount.

Winlar Tanner (*male human, Rog 10/Exp 5, NG, Coalition of Tradefolk Underground*) is the head of the household and the owner of Leather and Hide. He is a tall, lean man used to working in the sun. Winlar stays to himself and lets the younger members of his family greet and trade with the patrons. He is also, unbeknownst to his children, one of the most respected ex-thieves of Dockside, having once been a master cat burglar and cutpurse before his father died and passed the family shop on to Winlar. He still has many contacts within the underworld of Freeport, and isn't afraid to use them to benefit his shop or his family at need.

Quest for the Tanner

Name of Quest: Hidden Hides

Faction: Coalition of Tradefolk Underground (+1 rank)

NPC: Winlar Tanner

CR: 8

Reward: +1 faction rank with the Coalition of Tradefolk Underground. Any item(s) worth up to 1,500 gp and having a Trade Skill (tailoring) DC of 30 or less (see Chapter 6 of the *EverQuest: Game Master's Guide*).

Consequence: –1 faction rank with the Dismal Rage.

Quest Summary: Every month, a large package of hides is couriered from the Brown Bear tannery to the Leather and Hide. These hides are the secret of the Leather and Hide's success, for they always represent the best hides the Brown Bear has to offer. Jealous of this arrangement, a group of humans within the Dismal Rage killed the courier who normally brings the shipment and dumped his package

into the Drowning Pool (see Area 63 in "Under the City"). The package protects the hides within from spoiling immediately, but after a day or two they'll be ruined.

Winlar Tanner has used his contacts with the thieves' guild to discover where his hides were dumped, but the current alliance between the Underground and the Dismal Rage, however shaky, means he can't get any of his old friends to recover the bundle for him. He needs a group of outsiders, people trusted by the thieves but not a well-known part of the guild, to go to the Drowning Pool and recover the 500-pound bundle.

Of course, the drowned ones in the pool attack anyone who enters it, and the bundle rests at the bottom. Further, they attack the bundle if it is left unattended at the surface, attracted by the smell of flesh. The bundle's covering has a hardness of 4 and 15 hit points. If the bundle comes into contact with water after its covering is destroyed, its contents are ruined and the quest a failure.

This quest may be undertaken only once.

[29] Grub and Grog Tavern

The aptly named Grub and Grog Tavern is a small, dirty, one-room building that's little better than a wooden shack. It is not uncommon to find a rowdy bunch of half-drunken men pounding their mugs and fists to a bawdy tune or to hear stomping and guffaws from the crowd as a bard recites licentious limericks for a few silver coins.

Jaleel Hoglomp (*male human, Exp 3/Mil 4, N, Coalition of Tradefolk Underground*) is the owner and proprietor of the Grub and Grog. He is a knowledgeable and talented listener, and therefore a good source for sensitive information — although anything worth hearing from him comes only at a steep price. Jaleel's cook Winda Lylil (*female human, Rng 4/Exp 8, NE, Coalition of Tradefolk Underground*) is quiet to a fault and generally keeps to the kitchen, but is in fact famous in certain circles for knowing vast amounts about the more esoteric aspects of baking and brewing. It can be difficult to convince her to reveal her secrets, but a wily trader can find ways to convince her to part with her hard-won knowledge.

Quest for the Cook

Name of Quest: Trading Spices

Faction: Coalition of Tradefolk Underground (+1 rank)

NPC: Winda Lylil

CR: 12

Reward: +1 faction rank with the Coalition of Tradefolk Underground if completed three times (maximum +1 from this quest). Any one baking or brewing recipe.

Consequence: –1 faction rank with the Arcane Scientists if completed three times (maximum –1 from this quest).

Quest Summary: Winda Lylil has put her days of cavorting across the countryside looking for rare herbs and vegetables behind her. Now, when she needs something rare or expensive, she generally sends agents out to get it for her. If that is not an option, she must often buy her herbs at outrageous prices from the Arcane Scientists, who overcharge her because of her unwillingness to record her vast knowledge in a book for them. But when a young brewer or baker tries to convince her to reveal some secret process, Lylil knows it's a good opportunity to get the rarities she needs.

Currently, Lylil is looking for kiola nuts, found only on Erollisi Isle in the Ocean of Tears; desert fungus, found on the bellies of some dune tarantulas in the Desert of Marr; and eagleflowers, located near griffin nests in the western reaches of the Commonlands. Anyone who brings her these three things has earned one baking or brewing recipe from her vast mental cookbook.

This quest may be done multiple times, though the exact ingredients needed are likely to vary.

[30] Freeport Inn

The Freeport Inn, located just off the pier, is the largest inn in Dockside. The stone-walled first floor contains the bar and a few beds, but the majority of the numerous rooms are on the wooden second floor. Since almost everyone who comes to Freeport from this dock stays at the Freeport Inn, an adventurer can find food, lodging, equipment, traveling gear, employment, information, entertainment, and even some minor arcane services here. The Freeport Inn is actually owned and controlled by the Freeport Militia, although Innkeep Hunter (*male human, Com 2/Mil 2, N, Freeport Militia, Coalition of Tradefolk Underground*) and wife Nasumi (*female human, Com 5, N, Coalition of Tradefolk Underground*) operate the inn on the Militia's behalf. Both are competent, friendly, and willing to talk to passers through. They are also the eyes and ears of the Militia for those who come into Freeport through the port. If it's said or done in the Freeport Inn, chances are the Militia will know about it within a couple of hours.

[31] The Docks

The docks and piers are the lifeblood of Freeport and the source of most of the work available in Dockside. They teem with stevedores moving cargo onto and off of ships, unemployed riffraff looking for work, captains hiring experienced sailors to fill suddenly open berths, fisherfolk trying their luck further from the wharf, Militia soldiers patrolling the crowds in an effort to keep the peace, strangers traveling from across Norrath, and venders and thieves making their living off everyone else. Even the Knights of Truth have some presence on the docks by day, though they tend to retreat to the Hill before nightfall. No city has a larger set of docks than Freeport, and as many as thirty greatships can be in harbor at once, with up to twice that number smaller vessels. It is possible to find passage to the Butcherblock Mountains of Faydwer or Kunark every day, and voyages to Velious, Odus, or even Qeynos can be arranged with a few days' notice.

Small shacks and wagons are scattered across the docks, selling everything from fresh fish (and some not so fresh for a copper or so less) to weapons and armor. Hawkers advertising for higher quality accommodations in the Gates and Markets District or even on the Hill try to whisk away richer patrons, while beggars and street urchins offer to take poorer transients to someplace "clean and safe" in Dockside for a mere copper. Ships sell passage from small sheds placed together near the northern end of the docks, and often a temporary stockade is set up to hold everything from shipments of livestock to drunks captured by the Militia.

The largest and best kept docks are those furthest north. The further south one travels around the great natural harbor, the poorer and smaller the ships' berths become. To the far south, there are a few private docks set up on rocks near the mouth of the harbor, but these can handle only smaller sailing ships and often can only be reached by rowboat. Sir Lucan has a private dock among these rocks, as do many of the faction and guild leaders of Freeport. The docks furthest south along the coastline are almost never used, and have the largest number of buildings built on them over the water. This is a common place for the poorest fishers and truly homeless or criminal to stay, hiding under the piers to avoid the eyes of the law and the harsh heat of the sun.

Not only do the southern docks lead to the streets of eastern Freeport, but they also conceal some parts of the seedier elements in the city. It is relatively well known in the underworld that there are secret tunnels and doorways below the docks that lead to the sewers. By day these areas are at least lightly patrolled, but at night members of the Dismal Rage can operate in the open.

Olunea Miltin (*female human, Exp 12, NG, Coalition of Tradefolk Underground*) fishes on the mid-range docks every morning and sells her daily small catches to the Grub and Grog. Miltin is an established presence on the docks and to most people she is invisible — just another poor citizen of Dockside trying to eke out a living without causing any trouble. But her very invisibility makes her a good spy, and not much occurs on the docks that she doesn't hear about within a few hours. She is the eyes and ears of the Coalition of Tradefolk Underground, and their first line of defense against criminal elements from other cities.

Miltin's counterpart within the Dismal Rage is Brunar Rankin (*male barbarian, Mil 12, NE, Dismal Rage*). He spends his days fishing under the southern docks, unnoticed by passersby. Brunar is the gatekeeper to the secret underground tunnel access found under the docks that leads to the Floodport, as well as the spy of the worshipers of Innoruuk within Freeport.

<2>[32] Seafarer's Roost

The Seafarer's Roost is the largest building on the southern docks. When the captain of a ship heads to the Port Authority to check in his wares, his sailors all head here to "the Anchor," as some call it, for a bite, a pint, and a bed. This wood-and-brick two-story building is frequented by every race and manner of being from human bards and ogre mercenaries to dark elf merchants and gnomish scholars. The rooms here are small, but the grog is cheap and plentiful and no violence is tolerated. A visitor may not be able to find everything *at* the Seafarer's Roost, but he will find someone who knows where in Dockside it might be for sale, trade, or theft.

Lunce (*male human, Mil 10, N, Coalition of Tradefolk Underground*) and Gregor Nasin (*male human, Mil 7, N, Coalition of Tradefolk Underground*) are cousins who run the Seafarer's Roost. They are the go-between men for the Underground connections in Dockside, as well as the liaisons between the thieves' guild and the Dismal Rage.

The basement of the Seafarer's Roost, which can only be accessed from below the dock it sits on, has a secret passageway to a series of tunnels beneath dockside (Search DC 28 to find). These tunnels are in some cases natural caverns, and in others are the result of generations of unplanned aqueduct and sewer construction. Together, they form part of the Floodport (see Area 61 in "Beneath the City"). The tunnels were once the main home of the Coalition of Tradefolk Underground, but now that the thieves can operate more openly in Dockside, the tunnels are increasingly being taken over by the expanding Church of the Dismal Rage.

[33] Eastmarket Square

Peddlers and traveling merchants who come to Freeport to sell their wares but who can't afford housing in the richer districts usually find themselves setting up a wagon or tent in Eastmarket Square. It's a large, open vale in the south end of Dockside, covered by a very large cloth pavilion. Once a bustling counterpart to the larger markets near the West Gate, Eastmarket Square has become increasingly run-down in the years since Sir Lucan took power. The nearby surrounding buildings are now empty, and new businesses can afford little more than a shed or lean-to tent. The goods available in Eastmarket Square vary from day to day as the merchants and peddlers move from place to place. One might find weapons and armor for sale one day and nothing but grilled meat on a stick the next. But on any given day, a traveler must be alert for the many beggars and thieves who call this area home, or he may leave the square with less than he intended.

[34] Gord's Smithy

One of the two occupied buildings in Eastmarket Square is Gord's Smithy. This split-level wood-and-brick building belongs to the Smith family, which has operated in Freeport for several generations. They, like the Firehearts (see Area 24), have a well-earned reputation for integrity and for high-quality work: weaponry, weapon accessories, and *weapon molds.*

Gord Smith (*male human, Exp 11, NG, Coalition of Tradefolk*) is the owner of Gord's Smithy. He is the older cousin of Daria Smith, Ithkar Fireheart's former apprentice and now fellow smith, and commonly recommends patrons who need armor to Armor by Ikthar. Gord is a well-muscled weaponsmith and an available bachelor. He is quick with a smile and often takes a moment or two away from the hot forge or anvil to chat with a customer. The important business matters in the shop are handled by Jenna Smith (*female human, Com 10, NG, Coalition of Tradefolk*), Gord's older sister and fellow master-crafter. Her specialty is weapons and smithing tools, and she takes great pride in her work. Jenna is a widow, but her husband died long ago. She is amiable, like her brother, but more business-minded.

Klan Smith (*male human, Exp 2, NG, Coalition of Tradefolk*) is Jenna's son. He is a young man and a good apprentice to Gord. Having never known his father, he is eager to prove himself a good smith to his uncle. Klan is well liked by nearly everyone in Dockside, often looked out for by beggars and scoundrels whenever he goes out. Klan is blissfully unaware of the dangers of Freeport, as no one who knows better would dare risk the anger of near every citizen of Dockside by doing him harm.

[35] Chops and Hops

The other occupied building in Eastmarket Square is Chops and Hops, a fieldstone-and-wood restaurant across from Gord's Smithy. Chops and Hops is a popular tavern and a good place to get a warm slice of roast beast and a deep mug of beer. It can be hard to find if one is new to the area, but the savory aroma of roasting meat brings in new patrons from blocks away. Still, information and gossip is said to be the real draw for many patrons of the Chops and Hops, as it is frequented by several Militia members and by traveling minstrels looking to entertain for their supper.

Lynda Tapper (*female human, Com 8, N, Coalition of Tradefolk Underground*) owns and operates Chops and Hops. She is a no-nonsense older woman who knows exactly what she wants and doesn't let anything get in her way. She is involved in a relationship with Senior Guard Ranlan (*male human, War 10, NE, Coalition of Tradefolk Underground*) of the Freeport Militia, who protects her from having to pay the heavy Militia taxes. Ranlan lives at the Chops and Hops, acting as Lynda's live-in protector and unofficial bouncer. He is a large, strong, and very imposing man, and thus violence is seldom a problem among Lynda's patrons.

[36] The Black House

The Black House is not a business, and at first glance appears to be an abandoned and condemned building in near ruins. In truth, it is the access point to the Dark Cathedral (see "Below the City," later in this chapter), the temple used by the Church of the Dismal Rage. The building is kept dirty and unrepaired to discourage visitors, and the secret door to the cathedral is well hidden (Search DC 30), although members who know its location have no difficulty finding it. Residents of Dockside know not to go near the Black House, which gets its name from the large number of people who visit it at night.

[37] Dock Authority

Without a doubt the most important building in all of Dockside is the Freeport Dock Authority. A massive three-story structure of aging and weathered wood, the Dock Authority houses the Pier Patrol, the Port Authority, the Pilot's Den, the Tariff House, and the Warehousing Desk. These offices run nearly everything having to do with the docks and the entire sea trade. Although no one person is considered in charge of the entire Dock Authority, in general Guard Nekopo (*male human, War 10, OE, Freeport Militia*) makes any enforcement decisions and Tanlok Harson (*male human, Exp 10, DG, Coalition of Tradefolk*) supervises administration. Sir Lucan doesn't really care how the Dock Authority is run, as long as the steady stream of tax revenue doesn't slow or lessen.

The Pier Patrol is located on the first floor and is the most powerful office within the Dock Authority building. It is

the branch of the Militia that deals with matters on the docks and piers, enforces Freeport maritime regulations, collects taxes, and inspects cargoes. It is the barracks for those crew members who serve on the Militia's small fleet of patrol ships when they are not aboard ship. There is something of a rivalry between the Dockside Militia soldiers who serve on the docks, led by Guard Nekopo, and the marines who serve aboard the patrol ships, led by Captain Seirvan (*male human, Exp 4/War 6, ON, Freeport Militia*). This rivalry is in no small part due to the fact that Nekopo is simply a vicious bully always looking for excuses to throw people into the cells under the Militia House, while Seirvan is an old hand at fighting pirates, working for the Militia only because they're the ones in charge right now.

The Port Authority is what's left of the old regulatory group that kept track of records and payments when the Priests of Marr were still in charge of Dockside. It is managed by Tanlok Harson (see above), who has been here since the old days. Though he is no longer in charge of enforcing Freeport regulations (and no one asks his opinion before making new regulations), he is the only person in the Dock Authority building who knows how to keep track of ship schedules, calculate the space needed for all the cargo in a given ship, and convince beggars to serve as unskilled laborers for a day or two. He keeps track of the paperwork for everyone else in the building, and is the first person everyone goes to if there's a problem. Because of his ability to get things done, the Militia hasn't replaced him, but they did cut his salary considerably. He now lives out of the Port Authority office, and has been forced to sell fishing supplies on the side to make ends meet.

The Pilot's House is located on the second floor, and shares its space with the Freeport Dock Pilot Offices. This is where any captain who wants to bring his ship into dock must come to get his assigned docking slip. It also serves as a lounge for mariners who have a pilot's writ (which requires them to have a faction rank of at least +2 with the Freeport Militia and to pay a 200 gp annual fee). A captain must either have a writ, or must pay a mariner who does have one to steer his ship into its slip. Festel Harson (*male human, Com 5, DG, Coalition of Tradefolk Underground*), younger brother of Tanlok Harson, runs this office.

Captains who visit Freeport regularly often arrange for a particular pilot and slip to be available at given times, but less frequent ships must send someone to the Pilot's House in a rowboat to make such arrangements. The fee a pilot can charge to bring in a ship is limited by the Militia to no more than 30 gp, but no law says a pilot must accept a job. Because the pilots are well aware of the power they hold over ships, they often claim to be "unavailable" for a day or two, forcing captains to either sit their ship outside the harbor and wait, or else offer some sort of bribe above the 30 gp maximum fee.

The Warehousing Desk is also on the second floor; it is run by Guard Braetus (*male human, Mil 10, OE, Freeport Militia*). Since the Militia owns and operates all the legal warehouses in Freeport, the Warehousing Desk is the only place a captain can go to find storage for his goods. Good traders try to avoid the need for warehousing, but often it's impossible to transport a shipment in one batch by land or to arrive exactly when a buyer does. Guard Braetus is a simple man of less than spectacular intelligence, but he is also a firm believer in getting his due in respect. If a captain or trader treats him like a servant, he simply informs them there is no space available in any warehouse. Bribing Braetus doesn't do any good, since what he desires is respect (and fear), not money. Complementing him can be an effective way to get in his good graces, however.

The Priest of Discord

The Freeport priest of discord (see *EverQuest: Monsters of Norrath*, p. 121) spends his time wandering around Dockside. He seems to be a typical member of the strange group of beings that can be found in nearly every city on Norrath, although he does perhaps look slightly more smug than most of his kind. It is whispered that Sir Lucan spoke with the priest just before forming the Freeport Militia, but the truth of these claims will never be known. Like all priests of discord, this one does nothing except preach violence as a solution to all problems. And all too often in Dockside, people take heed.

The Southern Gate

The Southern Gate, also known as the Postern Gate, is a smaller land-based entrance into the city. It is 30 feet wide and has a tower at each end. It opens into a killing ground roughly 50 feet square with towers at each corner, connected by inward-facing crenellated walls. There is room enough for 100 soldiers to guard the Southern Gate, but the Militia rarely posts more than 4 here. The killing ground is a common area for traveling merchants to set up wagons and tents as a makeshift bazaar. Although this technically violates Freeport trade codes, no one in Dockside seems to care much, and the codes are not enforced unless someone causes trouble.

The Hill

The Hill is the original site of the city of Wielle, and many of its buildings are restored structures from that era or else are built on the foundations of old Wielle buildings. The Hill is actually set on three raised areas in the northern section of Freeport. This is where the dark elves built their stronghold to watch over the unprotected town around them. While part of the Hill is protected by the same outer wall as the rest of the city, there is also an older interior wall separating northern Freeport from the rest of the city. The only access between the Hill and other sections of the city is through the Second Gate, a reconstructed tower that was once the gatehouse to the dark elves' main keep.

[38] Blue Hall

One of the brightest buildings in North Freeport is the Blue Hall, and exclusive jewelry store that doesn't even bother to advertise its name on the outside of its store. The Blue Hall's proprietors are interested only in the wealthiest of clients, depending solely on word of mouth to expand their clientele. The Blue Hall is in fact a large two-story wooden building painted blue. Unlike many shops in Freeport, the Blue Hall is freshly painted every few seasons, giving it a constantly new-seeming appearance befitting its expensive prices. It is also located very near both the Guard's Hall and the Coalition of Tradefolk guildhall, making it one of the safest buildings in town.

The Blue Hall was originally owned solely by two women who are known simply as Amber (*female human, Exp 12, OG, Coalition of Tradefolk*) and Jade (*female human, Rog 9, DN, Coalition of Tradefolk Underground*). The women maintained an air of mystery in an effort to intrigue customers, as well as keeping them aloof during negotiations. The women lived in a large house adjacent to the Blue Hall and kept a number of warriors on retainer, giving them fair security without looking like an armored bank. With the rise of the Militia, however, they found it increasingly difficult to import jewels of sufficiently high quality, and eventually were forced to bring in a new partner, Zigg Flin (*male gnome, Enc 12, DG, Merchants of Ak'Anon*). Zigg has strong ties with gem dealers in Ak'Anon, and uses them to maintain a supply of high quality jewels to the Blue Hall.

Nearly any gem known to the civilized races can be bought at the Blue Hall, although prices generally range from 10–15% above the norm. The shop's patrons happily pay this premium, since the Blue Hall has a reputation for dealing only in high-quality stones from reputable sources. Because a large number of their clients are enchanters, the Blue Hall often takes enchanted jewelry in trade for gemstones. Such items are kept for sale at the Blue Hall for a few weeks, and then eventually sold to other merchants who deal more exclusively in magic items.

Quest for the Blue Hall

Name of Quest: All that Glitters

Faction: Coalition of Tradefolk (+3 rank)

NPC: Amber

CR: 15

Reward: +1 faction rank with the Coalition of Tradefolk (maximum of +3 rank from this quest). If completed three times, +1 faction rank with the Coalition of Tradefolk Underground (maximum +1 from this quest). Any item(s) worth up to 2,000 gp and having a Trade Skill (jewelry making) or Trade Skill (tinkering) DC of 30 or less (see Chapter 6 of the *EverQuest: Game Master's Guide*).

Consequence: –1 faction rank with the Pirates of Gunthak. If completed three times, –1 rank with the Dismal Rage (maximum of –1 from this quest).

Quest Summary: The owners of the Blue Hall can charge the highest prices of any jeweler on Antonica because they can get gems no one else has available. In addition to buying gems from adventurers from around the world (and paying up to 90% of the resale value for rare gems, as opposed to the 50% other shops typically offer), the owners ship in expensive and rare gems from Ak'Anon. As a security precaution, gems are shipped randomly on different ships, so in theory no one should know which merchant vessels have the rare and valuable stones, making targeted piracy impossible.

However, members of the Dismal Rage have made contact with Kernon Sumbuttle (*male gnome, Nec 22, OE, The Dead*; see the "Old Acquaintances" quest under Area 3, The Academy of Arcane Science), a gnomish spy living in secrecy in Ak'Anon. Sumbuttle has been able to discover which gem houses of Ak'Anon supply the Blue Hall, and sends that information to the Rage weeks in advance of a shipment. Unwilling to risk themselves for something as trivial as money, the Dismal Rage made a deal with the Pirates of Gunthak: the Dismal Rage tells them which ships to hit, and the pirates give the Rage 20% of anything they recover.

Amber does not know how the pirates are locating the correct ships, but she knows if they continue to raid her incoming stones the Blue Hall will lose both its reputation and its clientele. She needs to hire a discreet group to safeguard a few shipments, but can't use any normal mercenary group without tipping off which ship carries her gems. If the PCs agree, Amber promises to pay them in jewelry (or gadgets made by Zigg Flin) for each ship they successfully shepherd back to Freeport with all gems safely onboard.

The Pirates of Gunthak are not to be underestimated, however. Each ship is attacked three times by such creatures as seafury cyclopes, hill giant pirates, and aqua goblin hordes. All of these were promised part of the riches on board if they kill all the passengers.

If the PCs successfully bring three ships to Freeport with all gems onboard, Amber suggests they speak to Glyssa Sonshaw at the Academy of Arcane Science.

[39] Coalition Trade House

This half-stone two-story building looks like most of the other buildings in Freeport. What distinguishes it from the rest is the large red and blue coat-of-arms mounted on the outside wall. Anyone native to Freeport or a foreigner who makes a Knowledge (local lore [Freeport]), Knowledge (peerage), or Intelligence check (DC 10) recognizes this as the heraldic device of the Freeport Coalition of Tradefolk. Aside from housing the offices of the membership, the Coalition Trade House is also the local clearinghouse for surplus goods unsold by merchants belonging to the Coalition. The merchandise and quality of wares varies from week to week depending on the surplus in question. If an item is overstocked in one shop, it may be moved to the Trade House to sell at a discounted price, or if a crate was damaged in shipping, the contents might be sold here "as is."

Site Administrator Lyna Falton (*female human, Com 1/Exp 8, ON, Coalition of Tradefolk*) is a senior guild member. She oversees the business and inventory of the surplus warehouse. Lyna is a well-organized and orderly individual who knows or can determine within moments where everything is, how much it costs, and where it came from at any given time.

[40] The Great Market

One side of the Hill is largely taken up by the Great Market of Freeport, an open-air bizarre surrounded by more permanent establishments. Large structures consisting of stout posts holding watertight canvas roofs and sometimes walls are scattered throughout the market, granting shade and cooler temperatures on sunny days and protection from the rain on the rarer cloudy ones. Several wells provide plentiful water free of charge (and in one case, access to the aqueduct tunnels below).

During the height of the city's prosperity, the market was always full to bursting with merchants and hawkers from around the world, all offering their wares to passersby. Since the formation of the Militia, however, foreign merchants are forced to stay in Dockside or in the Gates and

Markets District, leaving the Great Market sadly empty. It is now used for the most part only by citizens and merchants sympathetic to the Knights of Truth, who gather here and discuss the day's affairs. As such, it also attracts shills in the employ of the Militia, who endeavor to cast the Knights in a poor light while presenting the Militia as the true heroes of Freeport. The most successful of these is Lindie Rains (*female human, Rog 8/Brd 1, DN, Coalition of Tradefolk Underground*), who actually calls out "news" and other announcements with a decidedly pro-Militia spin.

[41] Jade Tiger Den

The Jade Tiger Den is a large and luxurious tavern and inn. It is green both inside and out, with the greenish stones that comprise the bottom half of this three-story building imported all the way from the Butcherblock Mountains. Inside, the floors are covered wall-to-wall in green silk carpet. Only wealthy or extravagant travelers choose to spend their time and money in the Jade Tiger Den, either relaxing in a hot, drawn bath, enjoying a six-course meal, or just taking in the quiet view over the canal from the balcony in back.

Innkeepers Rille (*male human, Exp 6, NG, Coalition of Tradefolk*) and Evelona (*female human, Com 6, NG, Coalition of Tradefolk*), a husband and wife team, are the owners of the Jade Tiger Den. They have been here for many years and are respected as fine, upstanding citizens of Freeport. Rille primarily oversees the tasks associated with the business of the Jade Tiger Den. Evelona is in charge of taking care of the patrons. Both are gracious and well-spoken, although they respond especially well to wealthy-looking individuals. They are famous for always respecting the privacy of their clientele and not discriminating on the basis of anything except money.

[42] Tassel's Tavern

Tassel's Tavern is a typical half-stone structure comprised of one large room with a single large loft. Gern (*male human, Com1/Exp 4, NG, Coalition of Tradefolk*) and Shania Tassel (*female human, Com 2/Exp 2, NG, Coalition of Tradefolk*) are the brother and sister who opened the tavern when they moved to Freeport about ten years ago. Gern is a classically trained cook well known for his six-year soup, a tradition he claims dates back to the old Combine Empire. Shania keeps the bar and is always available for a chat or a sympathetic listen. She is the confidante of many people in the area with woes they would share with no one else. Shania is possibly the most informed non-spy in Freeport.

Quest for the Tassels

Name of Quest: A Child's Love

Faction: Coalition of Tradefolk (+1 rank)

NPC: Shania Tassel

CR: 3

Reward: +1 faction rank with the Coalition of Tradefolk if completed three times (maximum +1 from this quest). 4d6 gp.

Consequence: –1 faction rank with the Freeport Militia if completed three times (maximum of –1 from this quest).

Quest Summary: Although few members of the Freeport Militia ever venture far into the Hill, there is a group of three friends who come to Tassel's Tavern whenever they are off-duty. Erget Hain (*male human, Mil 5, N, Freeport Militia*), Sethun Voss (*male human, Mil 1/Rog 4, NE, Freeport Militia*), and Brot Justhyos (*male human, Mil 7, NG, Freeport Militia*) have been hanging around the tavern since they came to Freeport years ago as runaways and tried to steal food from its kitchen. Gern took pity on them and allowed them to come eat leftovers in the kitchen each night. The three were forced to turn to crime to survive, but never made trouble near Tassel's — in fact, they consider themselves the personal guardians of the place. Now they are grown men, and work for the Militia as a way to make ends meet. They aren't willing to stop visiting Gern and Shania, though they always do so out of uniform.

But secretly, all three men miss the small-town families they left behind. Separately, each has confided to Shania he isn't happy in the Militia and might return home if he knew what kind of reception he would receive. Although she doesn't know where all their families are, Shania knows that Erget Hain's mother lives in Brighthaven and misses her son greatly. Shania wants to hire some discreet people to take a message to Hain's mother, Vicisa, and to return with her response.

Vicisa is thrilled to hear that her son lives and happily sends a response. Shania passes it on to Erget, who immediately leaves for Brighthaven and uses his savings to set up as a merchant. When Shania pays the PCs, she tells them that she has also located Sethun Voss's mother, Morgan, and asks if they will take a second message to her in Freefield (allowing the quest to be undertaken a second time). When that trip goes equally well, Shania asks the PCs to take a third message to the last missing parent, Brot's father Levies, who lives in Highport; however, sadly, when they get there, it turns out that Levies has recently passed away.

If Sethun Voss receives the rather bitter message from his mother, he immediately leaves the Militia to become a full-time thief working for the Coalition of Tradefolk Underground. Brot Justhyos, however, when he hears of his father's death, turns over a new leaf and eventually becomes a squire to the Knights of Truth. The three manage to maintain their odd friendship despite their life changes, though, and may also befriend whoever carried their parents' messages back to them.

[43] The Emporium

The Emporium is a converted red-brick warehouse full of dry goods, crafts, garments, and tailor's tools. It was bought from the original owners by Svinal Wyspin (*male gnome, Com 9, NG, Coalition of Tradefolk*) many years ago. The gnomish tradesman specializes in cloths and spices not found near Freeport, which he imports from Qeynos and Ak'Anon. Because business has been good for Svinal recently, he sent for his brother Lystyn Wyspin (*male gnome, Com 8, OG, Merchants of Qeynos*) to help run the shop.

In addition to carrying a wide range of commodities in stock, the Wyspin brothers pride themselves on being able to arrange for the delivery of nearly anything from anywhere on Norrath. Of course, the rarer and more dangerous

an item is, the more time and money a customer must be willing to part with to acquire it. Able-bodied adventurers find it faster and cheaper to seek most quest items on their own, but quite a few older or less able collectors depend on the Emporium to slake their need for unusual and unique objects.

[44] The Vault

The Vault is distinguished by its brightly painted purple trim and indoor carpeting. The walls are made of very large, very thick fieldstone blocks. There is no basement and no second floor. Guards are numerous both inside and outside. There are few thieves who would even think of trying to rob the Vault, as it serves as the bank of Freeport (or rather, at present, of the Hill) and is more heavily guarded than even the Temple of Marr. The outer walls are magically enhanced and incredibly tough (hardness 20, 1,000 hp), the main door secured by four massive and complex locks (Pick Lock DC 40), and the largest cells equally well secured. Even if a group could get in, they'd likely take so long and make so much noise in doing so that a Knights of Truth patrol (which comes by about every 5 minutes) would find them.

Soris Silverfield (*male human, War 10/Exp 10, NG, Coalition of Tradefolk, Knights of Truth*) is the bank's owner. He is an older man and a well-respected member of the Freeport community, especially by the elder citizens. A smart dresser and a very busy man, he nonetheless always has time for a patron who wishes to open a large account. He is also a retired mercenary sailor who once captained successful trade ships in the Ocean of Tears, allowing him to accumulate the wealth and influence needed to establish the Vault. Silverfield is a strong supporter of the Knights of Truth, but officially declares the Vault to be politically neutral. Even Sir Lucan still has personal moneys deposited here, although he never makes withdrawals in person. On the other hand, Silverfield is unwilling to allow any threat to the Vault go unchecked, and reserves the right to refuse service to anyone in the best interests of existing depositors.

Aimie Moonspin (*female human, Exp 8, NG, Coalition of Tradefolk*) is the bank's Purveyor of Gems. She lives nearby and maintains a small office in the bank because of the sheer volume of gems she moves, allowing her to keep her stock safe at all times. In return, she appraises all gems deposited in the Vault for Silverfield. Aimie is a serious young woman who only acquired this business less than a decade ago when her mother, the previous Purveyor, passed on. She is very responsible and would do nothing to compromise her relationship with the Vault.

Peran Kiplan (*male human, Exp 3, NG, Coalition of Tradefolk*) is a small man who wears eye-glasses, and is the sole clerk for Master Silverfield. He is also a very sharp dresser, and hopes to become his employer's successor one day. Peran is all business and seems to be able to count very large sums instantly in his head. He is otherwise a rather unimpressive man, and in many ways he is probably the weak link in the Vault's security — while he is of reasonable character, he would quickly crumble in the face of serious efforts to blackmail or extort him.

Quest for the Vault

Name of Quest: Cell Number Nine
Faction: Coalition of Tradefolk (+1 rank)
NPC: Aimie Moonspin
CR: 18

Reward: +1 faction rank with the Coalition of Tradefolk (maximum +1 from this quest). 4,000 gp, plus free use of one of the Vault's secure cells.

Consequence: –1 faction rank with the Freeport Militia (maximum of –1 from this quest).

Quest Summary: Sir Lucan is convinced that control of the Vault equals control of the economy of the Hill. Although he doubts he can gain control of the Vault, he hopes he can destroy it. In order to do this, he obtained an ancient elven text detailing how to mummify a spellcaster prior to his death so he is bound to the place in which he dies. He recruited Kernon Sumbuttle (*male gnome, Nec 22, OE, The Dead*; see the "Old Acquaintances" quest under Area 3, The Academy of Arcane Science) to kidnap a spellcaster from the Academy of Arcane Science and prepare him for the ritual. Sumbuttle soon captured a wandering half-elven wizard named Thysen Fale and, after performing the ritual, had the mummified body placed in a large unmarked crate to be stored at the Vault. When the mummification serum killed Fale, his angered spirit returns, making him a lesser mummy (see the new monster template in Chapter Six), so that it should be virtually impossible to destroy him without first destroying his tomb — in this case the Vault itself.

Sir Lucan had the Militia pick up the weak-willed Peran Kiplan (see above) and threaten him with harm if he did not take the casket into the Vault. Peran agreed, but was unwilling to risk any of the holding cells for which he was personally responsible. Instead, he convinced Aimie Moonspin to allow him to use one of her gem storage rooms as a favor. Now, a month later, Peran is on an extended vacation to Faydwer (he may or may not plan to return), and Aimie has heard something smashing up her gem storage room, cell number 9. Not wanting Silverfield to know she's bent the rules, Moonspin can't go to the Knights of Truth for help. Instead, she needs a group of PCs to sneak into the Vault at night, open the cell, and kill whatever is in it without hurting anything else or alerting the authorities. She can give them the key to cell 9, but they must somehow break into the Vault on their own. The now undead Thysen Fale (*male half elf lesser mummy, Wiz 16, DE, no faction*) cannot leave his cell, but viciously attacks anyone who opens the door.

If the PCs are successful, Moonspin rewards them as promised. Once she realizes a mummy is the source of her problems, she recommends the PCs go to the Academy of Arcane Science, to see if they're willing to pay the PCs to get rid of the mummy (which is one of their own, after all) without destroying the Vault.

[45] Strongbranch Sticks and Staves

Strongbranch Sticks and Staves is one of the few businesses in Freeport owned by a full-blood elf. This simple but solid one-room wooden building was erected by its owner, Valla Strongbranch (*female wood elf, Rng 9/Exp 3, NG, Commons Residents*) when she moved into the city to open

her specialty shop. Sticks and Staves is the best place in Freeport to find specialty arrows, bows, and fletchers' supplies. When Valla's lover Timor (*male human, War 4/ Rng 5, NG, Commons Residents*) joined her in her business venture, the shop's inventory widened to include hand-crafted long and short staves, as well. Valla is friendly enough, but she tends to deal with the non-human clientele, leaving Timor to deal with the vast majority of their customers.

Valla and Timor maintain regular contact with the druids and rangers of the Commonlands, and act as their informants within the city. This relationship is well known to all the major players in Freeport, and is considered a quick and reliable way to get messages to the druids of the Commons Ring.

[46] The Blue Moon

The Blue Moon is a large building with fading blue paint and grandiose vaulted ceilings, for it was once the original Blue Hall building before the Blue Hall became to big to operate here. Though now faded and a bit worn, the Blue Moon is still an impressive store, now dedicated to the tools of exploration — maps, climbing gear, well-crafted pouches, ropes, and lanterns, and a slew of other gear can be bought or custom ordered within.

Alec (*male half elf, Exp 9, NG, Coalition of Tradefolk*) and Bran Greenglade (*male half elf, Exp 9, NG, Coalition of Tradefolk*) are the twin brothers who live in and operate the Blue Moon. They buy and sell useable equipment needed by anyone who wishes to be self-sufficient for a day, a week, or a month. They are fair and honest merchants, but do enjoy a good bargaining session, especially if it concludes with a sale. Their mixed heritage makes the store especially popular with wood elves and halflings, who appreciate the brothers' open personalities and real appreciation of the wilds their equipment is supposed to help tame. High elves tend to receive cooler treatment within the shop, however, as the brothers feel the citizens of Felwithe often look down on "their kind."

[47] Nooz's Tailory

Nooz's Tailory is a two-story wattle-and-daub building with a large pair of scissors on the fancy-looking shingle outside. The aging Wahnig Nooz (*male human, Com 9, NG, Coalition of Tradefolk*) and his middle-aged daughter Jallen (*female human, Com 12, NG, Coalition of Tradefolk*) are the only two tailors in the place, but they are all that's needed. These two master tailors are capable of creating whatever a person might need in the way of custom clothing and cloth-made goods in a matter of mere days. Premade items, clothing, and tailoring tools are available at all times, however, and either Jallen or Wahnig is willing to take a moment or two to help a customer who needs something quickly. The prices at Nooz's Tailory are on the high side, but the quality of the work is also rather high. If a patron simply needs fabric in bulk, Jallen recommends the Emporium, which is where they buy their own fabrics and other supplies.

[48] Winoyn's Whimsies

This small one-room wooden structure is tucked between Nooz's Tailoring Shop and the Vault. It's an eclectic place full of paper and boxes; sketches of all types are tacked to the walls haphazardly, and all sizes and shapes of boxes are stacked in tottering piles all the way to the ceiling. For those who do not know the area, this would seem like a strange shop for the Great Market. But once inside, customers meet the small and colorful character Winoyn (*female human, Mag 12, NG, Coalition of Tradefolk*), who is almost always eager to greet and befriend whoever comes in her door. She is more than willing to chat for hours on end with those interested in either magic or the making of objects. Winoyn is a little off-putting to some, but she is a sharp and shrewd businesswoman. Her store is the only source in Freeport, outside of the Academy of Arcane Science, for arcane materials, ranging from spells and rune stones to spellbooks and sketches of strange devices. The shop exists only because Winoyn has interest in this type of item, and she finds the Academy to be stifling and dull. Her independent sale of magic paraphernalia does not go over well with the Arcane Scientists, of course, but they have no legal recourse to prevent it.

Quest for Winoyn

Name of Quest: The Little Things

Faction: Coalition of Tradefolk (–1 rank)

NPC: Winoyn

CR: 1

Reward: +1 faction rank with the Coalition of Tradefolk if completed three times (maximum +1 from this quest). 1–10 gp or free magician training.

Consequence: –1 faction rank with the Academy of Arcane Scientists if completed three times (maximum of –1 from this quest).

Quest Summary: Winoyn likes keeping some basic spell components in stock — bat wings, snake fangs, rat tails, and fire beetle eyes, in particular. But she hates buying them at retail, and doesn't want to take the time to gather them from the creatures of the Commonlands herself. Instead, she hires newcomers and apprentices to acquire and gather these things into bundles of 20 and bring them in to her. She pays little (depending on the quality of the components), but is willing to train those who do a good job without charge.

[49] Erollisi's Tower

This tower is build on the foundation of an old dark elf tower designed to control access to the city of Wielle from the Ocean of Tears. It is a five-story tower of gray stone, with a peaked, tiled roof. It can be accessed from the Hill's outer wall, or from a door set at ground level on the city side; these days, that door has been reinforced and is kept stoutly barred at al times. Unlike other towers on the outer wall of the Hill, this one also surrounds a small door that accesses the Freeport Plain. This tiny door is an emergency gate only 4 feet high and 2 feet wide — big enough for an individual to use but not wide enough to allow free flowing traffic. It is the main entrance for Knights of Truth and Priests of Marr into the Hill, allowing them to bypass the gates guarded by the Freeport Militia. Unfortunately, it cannot be used to encourage traders to enter the Hill directly, as it is too difficult to move large volumes of supplies through it.

Like all the fortifications of the outer wall, Erollisi's Tower is always manned. Generally, its forces include 12 young Priests of Marr and Knights of Truth (clerics or paladins ranging in level from 3rd–7th) and one senior Knight of Truth (*male or female human, Pal 12–16, OG*). These forces are rotated on a regular basis, so no one knight is the Tower's permanent commander.

[50] Freeport Office of the People

The Freeport Office of the People is a sturdy building constructed of white stone and red wood. Unlike many of the large buildings in northern Freeport, it is not built on the foundation of an ancient dark elf structure. It was constructed to serve as a safe depository for naval contracts, ship's registries, and similar documents critical to the successful operation of a commercial port in the early days after the city was given the name Freeport. Originally called the Office of Records and Rulings, it served as the first center of human government within Freeport.

After the Vault took over the position of a safe depository, this building became the Freeport Office of Landholders, an important part of the government of Freeport. Here, citizens (defined as locals who owned businesses, homes, or nearby farms) could lodge complaints, register claims of ownership over land or valuable items, and investigate the claims made by other citizens. It also served as a repository of local laws and ordinances. Since many Freeport citizens cannot read or write well, and since many visitors to the city are not fluent in the Common Tongue, clerks of the Office of Landholders are selected from among scholars with strong backgrounds in languages and writing skills, allowing them to read and transcribe claims for the illiterate and to translate for visitors.

When the Knights of Truth and Priests of Marr returned from their Crusade, Rashinda sought their support to turn the Office of the People into a new kind of public building. Now called the Freeport Office of the People, the building performed much the same function it did as the Office of Landholders, but now served anyone in Freeport who needed assistance with legal matters. Anyone seeking information on prisoners taken by the Knights of Truth, wanting to buy an abandoned building, or needing to examine the exact wording and ramifications of a law could do so free of charge at the Office of the People. Since Rashinda is also a member of the city's thieves guild, she can generally get similar information regarding events in Dockside, although such information is never as fast or necessarily reliable.

Since the rise of Sir Lucan and the Militia, however, most landowners have been largely able to ignore the rules regarding land claim registry. The official influence of the office only extends to matters on the Hill, but Rashinda hopes to convince Sir Lucan to keep her office informed of his actions as well. As a result, the Office of the People, now vastly reduced in authority and prominence, lost the modest income it earned off fees from such registration. Landholdings Manager, Head Scribe, and Chief Translator Rashinda Elore (*female human, Rog 3/Exp 9, NG, Coalition of Tradefolk, Coalition of Tradefolk Underground*) was forced to begin firing clerks and selling off the furniture and fixtures of the office. This angered her greatly, as she sees herself as one of the most powerful and influential people in the city, despite her humble bloodline and lack of any personal fortune. Rashinda saw the loss of money and prestige of the office as a personal failing, and vowed to not only rebuild its prominence but to gain enough money and power to ensure she never fell from a position of note again.

Since most of the office's other services are provided free of charge, it must make its money in other ways. Rashinda has convinced the Knights of Truth to allow her to sell any materials they confiscate, and to distribute the cheap foodstuffs the Temple of Marr provides to the poor. These items are sold by the clerks in the large open office in the bulding's lower level.

It is also still possible to have foreign languages translated at the office, but this is no longer a free service. Anything written in a common language can be translated by one of the clerks for anywhere from 1 to 5 gp per page translated. Rarer languages, such as the speech of the Combine Empire or encoded messages, require Rashinda's personal attention. She charges a great deal more for her time — anywhere from 10 gp to 50 pp per page or, for particularly time-consuming work, per hour — based loosely on what she thinks a customer can afford. However, given that there is almost no message she cannot unravel given enough time, many scholars and explorers consider her fees more than reasonable. Rashinda is also extremely well informed on the history of Freeport, and sells such information to those who can afford her prices.

Quest for the Office of the People

Name of Quest: Land Survey
Faction: Coalition of Tradefolk (–1 rank)
NPC: Rashinda
CR: 3

Reward: +1 faction rank with the Coalition of Tradefolk (maximum +1 from this quest). 10–40 gp or 100 gp worth of the goods and services available at the Office of the People.

Consequence: –1 faction rank with the Freeport Militia (maximum of –1 from this quest).

Quest Summary: One of Rashinda's ongoing projects is an effort to survey the houses, ranches, farms, and properties of all the Freeport Protectorates. She is advertising for travelers willing to go to Fairfield, Freefield, and Highdock to gather this information from the relevant municipal authorities. Of course, this is a lengthy journey, so Rashinda is willing to supply up to twenty days' worth of food to any group that undertakes the mission, and to arrange for free ship's passage to Highdock. Getting the information at each town may prove difficult, requiring either negotiation (Diplomacy DC 15+), investigation (Gather Information DC 15+), or perhaps even threats (Intimidate DC 20+).

[51] Freeport City Hall

The Freeport City Hall is a large, well-maintained, and impressive building of cut stone and painted wood. It is also completely empty for all but one day out of each month. Designed to serve as the center of a government formed from the people of Freeport and led by the Knights of Truth, the City Hall has seen little use since the Crusade of Tears. Sir Lucan has threatened to have it burned to the ground

on several occasions, but as yet hasn't been able to follow through on his threat. The Knights of Truth refuse to allow the building to fall into disrepair, but are equally unwilling to set up a puppet government drawn from only their supporters.

Thus the building currently serves only as the monthly meeting place of largely figurehead Freeport City Council, made up of those residents of Freeport or the Commonlands who are willing to admit to an annual income of 55,000 gp and pay a tax of 55% on it. The moneys raised by this tax are used by the City Council to pay for the basic maintenance and upkeep of the city, though not for such things as the Militia or Port Authority. Though is the Council has only a very limited authority, it is nonetheless acknowledged throughout Freeport, largely because no one wants to have the street-sweepers or lamp-lighters stop doing their jobs.

[52] Groflah's Forge

Groflah's Forge is a large two-story building displaying a banner that proudly advertises the "Finest Dwarven Steel West of Kaladim." The business is extremely popular with the Knights of Truth and Priests of Marr, and also has an extensive group of Steel Warriors clients. The building is built exclusively of cut stone on the lower level, with wood used only for the upper level. A large open-air forge is housed in a small yard behind the building, protected by a simple roof.

Groflah's Forge produces and sells high-quality weapons and armor, as well as blacksmithing supplies. The owner, Groflah Steadirt (*male dwarf, Exp 10/War 3, OG, Coalition of Tradefolk*) is semi-retired. He does very little of the difficult work of the Forge, generally only bothering to see the rich and powerful clients in a private showroom upstairs. He does keep strong ties with the political leaders of Freeport, and often spends his evenings drinking at the Seafarer's Roost (Area 32 in Dockside), discussing local rumors and problems with listeners from all levels of society.

Groflah's two children, Ardiflah (*male dwarf, Exp 12, DG, Coalition of Tradefolk*) and Rhensa (*female dwarf, War 5/Exp 6, OG, Coalition of Tradefolk, Steel Warriors*) handle most of the Forge's customers. Two local girls, Kyrin Steelbone (*female human, Exp 5, NG, Coalition of Tradefolk*) and Trudie Steelbone (*female human, Mil 6, DG, Coalition of Tradefolk, Steel Warriors*), are employed by Groflah's Forge to watch the shop during off hours and to pitch in during busy periods. Ardiflah is the chief salesman and keeps track of monetary matters, although both he and Rhensa work at the forges and either can handle requests for special ores; Rhensa usually deals with requests for rental of the blacksmith facilities. Trusted and valued customers are generally allowed use of the forge for free, while those who are less well known may be charged anywhere from 1 to 10 pp per day for it, usually depending on how well Rhensa takes to them.

[53] The Guard's Hall

The Guard's Hall is one of the largest buildings in North Freeport. A massive two-story fortified structure of red brick and white-washed stone, it has no distinguishing marks or signs. A single iron-reinforced door of oak sits in the center of the Hall's south wall, continuously lit by a small brazier set into the stone doorway. The Guard's Hall was originally built to house the Freeport City Guard, a body of warriors sponsored by the Knights of Marr, before the rise of the Militia. Its lower floor is largely taken up with storage rooms, a tavern area, and practice rooms. The upper floor contains four barracks rooms able to house 12 men each and two smaller quarters designed for 2 officers each. The City Guard lived, trained, and relaxed within the building, giving them a safe place to escape the rigors of patrolling the city. The tavern was for the Guard's use alone, and was run by members of the Guard. The building was heavily fortified, easily strong enough to resist the efforts of petty criminals to break into it, and held enough supplies to ensure the Guard could weather any siege that befell Freeport.

When Sir Lucan formed the Freeport Militia, he disbanded the City Guard and moved his headquarters to the Militia House (Area 2 in the Gates and Markets District). The Guard's Hall sat empty until the return of the Knights of Truth and Priests of Marr from the Crusade of Tears. The Knights now use the place for their slowly building body of recruits (those who are not yet full Knights).

The Knight Seneschal of the Guard's Hall is Sir Noshon Deval (*male human, Pal 12/War 4, OG, Knights of Truth*), a bright and wise man who has proven well able to handle the pressure's of his post. Many within the Knights of Truth suspect he is being groomed for a position of great power within the order, possibly even for leadership of the entire organization, should Sir Edwardian Holyblade fall or otherwise be unable to take on that role. He has done well as commander of the Guard's Hall, and is well respected and trusted by the young knights in his charge. He is responsible for setting guard schedules and maintaining peace for the Hill, and for training the young knights under his command.

[54] Hall of Truth

The Hall of Truth is the stronghold of the Knights of Truth. Located on the highest of the three mounds that make up the Hill, the hall is built on the foundation of the original keep the dark elves used to control the city of Wielle. The Marr River flows around it to form a moat before cutting through the rest of Freeport and draining under the city to flush out the sewer system. It is constructed of strong gray stone quarried from the Serpent Mountains near Rivervale, with a 20-foot-high outer wall and a central tower that reaches a truly impressive 100 feet. There is room enough for 500 knights to live comfortably within the Hall, and it could house as many as 4,000 individuals in cramped quarters for a few days. Currently, here are rarely more than 300 knights and squires present at any one time.

The Hall of Truth was originally built to serve as a last stand for Freeport against an invading army that had already penetrated the city walls. As the Knights of Truth gained an ever firmer grasp on the Commonlands and Freeport grew, the Hall of Truth was increasingly used as a meeting place and administrative center more than a military compound. The Hall was never allowed to fall into

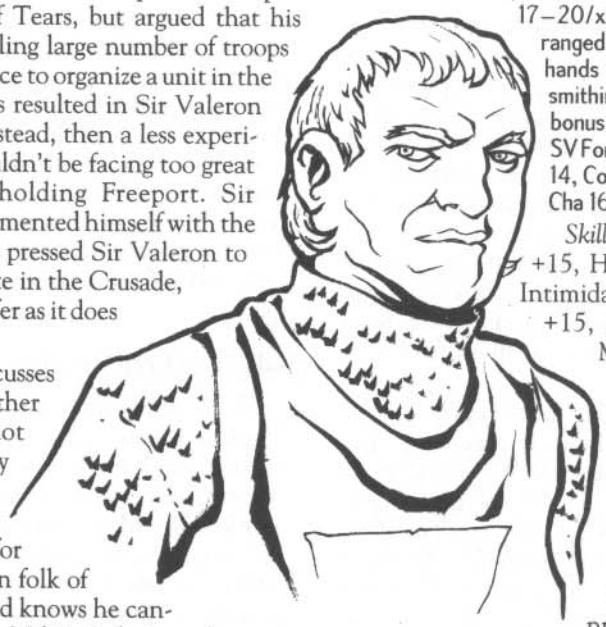
disrepair, for it was the heart of the order, but minimal effort was made to keep it in fighting readiness.

All this changed when Sir Lucan turned on his old order. The few Knights who remained in Freeport during the Crusade of Tears were forced to take shelter in the Hall of Truth when members of the Militia sought to arrest them, and it became a haven for loyalists to the Knights of Truth and Priests of Marr. The Knights of Truth now hold the entire area of northern Freeport, and have supplied and restructured the Hall of Truth against the likelihood a prolonged siege with full accommodation for the housing of civilians. There is a permanent force of 30 knights guarding the Hall at all times, led by Sir Artanis (*human male, Pal 20, OG, Knights of Truth*), an experienced veteran of the Crusade of Tears. Sir Artanis is often posted at the Hall's main gate, and is the first authority on who is and isn't given access to the hall.

Although Grand Marshall Valeron Dushire is the undisputed master of the Knights of Truth, he does not have time to run the Hall of Truth personally. These duties fall to Sir Edwardian Holyblade (see sidebar), Knight Commander of the order, Sir Valeron's third-in-command (after Dame Eestyana Naestra), and most likely successor to the order's leadership. Sir Edwardian is responsible for handling all disciplinary matters among the Knights, and is technically in command of the Hall should Sir Valeron be elsewhere or detained with other matters. He is assisted in all these matters by his former squire, Sir Merko Quetalis (*male human, Pal 15, OG, Knights of Truth*).

Sir Edwardian Holyblade, Knight Commander of the Hall of Truth

Sir Edwardian is a serious, imposing figure of a man who has seen far too much sadness in his 48 years. He was Sir Valeron's original choice to protect Freeport during the Crusade of Tears, but argued that his great experience handling large number of troops made him a better choice to organize a unit in the fight on Faydwer. This resulted in Sir Valeron choosing Sir Lucan instead, then a less experienced knight who wouldn't be facing too great a threat in simply holding Freeport. Sir Edwardian has long tormented himself with the fact that if he had not pressed Sir Valeron to allow him to participate in the Crusade, Freeport would not suffer as it does today.



Though he never discusses these feelings with other knights, especially not with Sir Valeron, they are his most powerful motivation. He feels personally responsible for the misery the common folk of Freeport now suffer, and knows he cannot find peace until the Militia is destroyed to a man and the Knights of Truth rule the city once more. He takes few overt actions against the Militia and seems completely absorbed by the duties of running the Hall of Truth, but in truth Sir Edwardian constantly plans and takes small steps toward eliminating the threat of Sir Lucan. He has publicly challenged Sir Lucan to a duel, and privately directed Dame Kalatrina to inform him of the traitor's every movement. Sir Edwardian also operates a crack squad of Knights dedicated to hunting down and killing known criminals within the Militia. He calls these Knights the Fist of Justice, and Sir Valeron is fully aware of their existence and their activities, although Edwardian has expanded and encouraged them beyond the expectations of any of his fellow Knights.

Sir Edwardian Holyblade, Male Human, Pal 16/War 8: CR 24; Medium-size humanoid [human] (6 ft., 7 in.); HD 16d10+96 (Pal) plus 8d12+48 (War); hp 287; Init +6 (+2 Dex, +4 Improved Initiative); Spd 20 ft. in armor, 30 ft. base; AC 23 [flat-footed 22, touch 15] (+1 Dex, +8 armor, +4 deflection); BAB +24; Grap +29; Atk +34/+28/+22/+16 melee (2d8+13, crit 17–20/x2, *marble greatsword*), or +26 ranged; SA slay undead, spells; SQ lay on hands (192 hp), poison resistance (3), smithing, holy steed, berserking, Taunt bonus +3; AL OG; Fac Knights of Truth; SV Fort +22, Ref +9, Will +13; Str 20, Dex 14, Con 22 (18), Int 16 (14), Wis 19 (16), Cha 16 (14).

Skills: Channeling +24, Diplomacy +15, Handle Animal +8, Heal +12, Intimidate +19, Knowledge (religion) +15, Knowledge (warcraft) +23, Meditation +14, Ride +20, Sense Motive +16, Taunt +22, Trade Skill (blacksmithing) +10.

Languages: Common (5), Dwarvish (4), Barbarian (3).

Feats: Cleave, Double Attack, Great Cleave, Improved Critical (greatsword), Improved Initiative, Mounted Combat, Parry, Power Attack, Riposte, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Paladin Spells Prepared (mana cost): *Calm* (8), *counteract poison* (8), *divine might* (17), *greater healing* (25), *guard* (13), *renewal* (67), *root* (5), *valor* (15).

Mana Pool: 79.

Possessions: Masterwork full plate, *marble greatsword, crusader's cloak, Tserrina's symbol.*

Sir Edwardian (buffed with *divine might, guard,* and *valor*): hp 337; AC 26 [flat-footed 25, touch 18] (+1 Dex, +8 armor, +4 deflection, +3 divine); Atk +34/+28/+22/+16 melee (2d8+13 and *divine might* proc, crit 17–20/x2, *marble greatsword*); SQ damage reduction 10/–.

Sir Merko is responsible for the order's dealings with the people and guilds of Freeport as well as with allied groups in other lands. This largely means talking to citizens who have complaints or information they wish to bring to the Knights' attention and arranging for messages to and from the order's allies elsewhere. As a result, Sir Merko works closely with Sir Edwardian and with Dame Kalatrina (see Chapter Three, "Knights of Truth"). He has a small unit of knights assigned to assist him, but depends on new squires to run messages. Sir Merko generally does not approve of Dame Kalatrina's methods, and hopes to convince Sir Valeron that a network of willing informants is just as efficient as spies; so far, however, his "informants" have not managed to deliver the same quality or quantity of information as Kalatrina's agents. He is excellent at his job, however, and is no small part of the reason for the staunch support the Knights have throughout the Hill.

Quests for the Knights

Name of Quest: Piranha Stocking
Faction: Knights of Truth (–1 rank)
NPC: Sir Merko
CR: 3

Reward: +1 faction rank with the Knights of Truth if completed three times (maximum +1 from this quest). 20 gp.

Consequence: –1 faction rank with the Freeport Militia if completed three times, –1 rank with the Dismal Rage if completed three times.

Quest Summary: The ponds around the Hall of Truth are home to many schools of the large silvery Marr Minnow, a fact that the Knights take as a sign of their god's favor smiling upon them. Periodically, however, piranha — not native to these waters — swim out of the North Canal and attack the minnows. As yet, the Knights have been unable to discover how the piranhas get into the canal, but Sir Merko suspects they are intentionally dropped into the aqueduct system. He wants someone to stake out the tunnels under the Hill and wait for a group smuggling piranha.

As it happens, every 10 days a group of four thugs (*human, Mil 2, NE, Dismal Rage*) trying to gain entry into the Dismal Rage bring buckets of piranha into the canal tunnels to dump into the water. The piranhas don't always make it to the minnow area, but the stocking of the waters is regular enough that some quite often do. If the PCs stop them three times, the Dismal Rage gives up on this annoyance tactic.

Name of Quest: Bring Me Their Heads
Faction: Knights of Truth (+3 rank)
NPC: Sir Edwardian Holyblade
CR: 10

Reward: +1 faction rank with the Knights of Truth (maximum +4 from this quest), +1 rank with the Priests of Marr if completed twice (maximum +2 from this quest).

Consequence: –1 faction rank with the Freeport Militia, –1 rank with the Commons Residents if completed three times (maximum –1 rank from this quest).

Quest Summary: Sir Edwardian believes the time of open conflict between the Knights of Truth and the Freeport Militia draws near. He heard reports recently suggesting that Militia members who patrol the heavily traveled routes through the Commonlands are expanding their coverage to include certain smaller pathways. Apparently, this allows safer travel to such areas as the Buried Pass and Nektulos Forest, which in turn allows the Coalition of Tradefolk Underground to run smuggling operations more easily and thus avoid paying Freeport taxes. For this reason, Sir Edwardian believes — correctly — that the Militia would only take this step if they were cementing the thieves' guild's loyalty in preparation for a bloody effort to conquer the Hill. Further proof of this is the fact that all the Militia in these unusual patrols are believed to be convicted murderers and raiders who have strong contacts with the Coalition of Tradefolk Underground and have been released for "special duty."

Since his purpose is to avoid open bloodshed within the city, Sir Edwardian needs a group of young adventurers whose loyalty to the Knights of Truth is well established but who are not actually known Knights to go out and stop these patrols. As the Militia men are all convicted criminals illegally released by Sir Lucan from lengthy prison terms, Sir Edwardian gives the PCs warrants for their arrest. He knows of four such bands of patrolling Militia, each with 6 men (*male human, Mil 8–10, NE, Freeport Militia*) in the patrol, and he has warrants for all of them. He instructs the PCs to bring the apparent guard leader from one of the bands back alive for questioning (unlikely), or, failing that, to bring all of their helmets to him as proof should they resist arrest.

This quest may be completed four times, once for each band of Militia guards.

[55] Marsheart's Chords

An unimpressive building of worn wood and fading paint, Marsheart's Chords bears a weathered sign that reads "Weekly shows, lessons, instruments for sale or trade." While all these things can indeed be found within the building, Marsheart's Chords is far more than a humble shop and performance venue — it is the center of activity for the League of Antonican Bards in Freeport and a den of information gathering and spying.

The reasons to come to the Chords are numerous. The large floor level of the shop is consumed by a tavern-like stage where weekly shows appear. Local bards are often given an opportunity to play here in return for splitting any coins they gather with the house; recently, the performances of Nashia Lanseb (*female half elf, Brd 10, DG, League of Antonican Bards*) have brought in the most patrons. Musical instruments of every imaginable type can be bought here, including numerous masterwork instruments. Magical instruments are also sometimes for sale, although never with any regularity. Custom instruments are built for wealthy customers, and instrument repairs are available for members of the guild at very affordable rates; the rates are much higher for others. The guild also provides postal service to the cities of Antonica at reasonable rates based on distance (typical prices include most Commonlands settlements, 1 gp; Freefield in the Desert of Ro, 5 gp; High Hold Keep, 5 pp; Qeynos, 7 pp; and Halas, 10 pp). Music lessons are available by appointment, and tend to be priced to match the wealth of the student.

The guild provides less obvious services, as well, including the sale of information concerning important individuals and organizations within Freeport. They can handle the arrangement of passage on secure ships to destinations across the Ocean of Tears and provide intelligence on the movements of forces in the Commonlands (especially Deathfist orc warbands, which are closely watched by the guild). These services are not advertised, however, and are only provided to individuals who earn the League's trust. The guild carefully remains neutral in the struggle to control the city, and isn't interested in angering any local factions by aiding their enemies.

The official League of Antonican Bards Guildmaster in Freeport, Caskin Marsheart (*male human, Brd 30, DG, League of Antonican Bards*), lives in a small upstairs apartment with his lover of many years, Inisis Trimpet (*female human, Com 10, NG, Commons Residents*). Caskin no longer has much of anything to do with the dealings of the Chords, nor does he direct guild business much anymore. Watching the city fall to the Freeport Militia and the rise of the Dismal Rage in Dockside deeply embittered Caskin. He does his best now to remain uninvolved with the city, its politics, or even his own bardic guild, but he still loves good music, and is sometimes drawn downstairs by the sound of a particularly talented performance. Rarely, Caskin even takes a promising young bard under his wing for private tutelage, although this grows far less common than it once was. This can often be a great boon for any student, as Caskin can perform every song known to the League (including all bard songs in the *EverQuest: Player's Handbook*).

While guild business is handled by Marus Kemson (see Chapter Three), the business of the shop itself is handled by Sten Harnak (*human male, Exp 5/Brd 10, DG, League of Antonican Bards*). Harnak schedules new performers, maintains the shop's stock, sets prices, and handles special requests from wealthy patrons. He also reports directly to Marsheart about anything of importance, allowing Marsheart to monitor how well Marus Kemson is running the shop independently. Marsheart never interferes with the guild decisions Kemson makes, but the Chord's is still his, and he will not allow it to be sacrificed for the greater good of the League.

Quest for a Songstress

Name of Quest: The Love Potion

Faction: League of Antonican Bards (+1 rank)

NPC: Nashia Lanseb

CR: 10

Reward: +1 faction rank with the League of Antonican Bards and the Priests of Marr. 500 gp.

Consequence: –1 faction rank with Dismal Rage, the Freeport Militia, Mayong Mistmoore, and the Ring of Scale.

Quest Summary: Nashia Lanseb (see above) is worried about a friend of hers. Borens, a barbarian from Halas, became friends with Nashia years ago. He was in a relationship with an Arcane Scientist named Praxi until a few weeks ago, when Praxi suddenly and inexplicably broke off their engagement. This would normally be a sad thing for Borens and his friend Nashia, but not an entirely unusual one. However, Praxi spurned Borens for a wizard named Osius, and Nashia happens to know that Osius had been dealing with the spellcasters of the Dismal Rage. Looking into it further, Nashia found out that three other Arcane Scientists recently broke off engagements or left their significant others for new mates — all of whom had recently been seen dealing with the Dismal Rage. Nashia needs someone to take a look into these matters. Her superiors believe it is just a personal interest with her friend, but she believes it to be much more.

Nashia is right. The Dismal Rage has somehow developed a "love potion" that makes the drinker fall in love with the person to whom the brew is designated, but it seems to only work on arcane spellcasters magic. This oddity suits the Dismal Rage just fine in any case, of course, as it still gives them another tool to undermine the Academy of Arcane Scientists.

Investigation via contacts in the Coalition of Tradefolk Underground, the use of Intimidation or Gather Information skills, or other means will eventually reveal this love potion the Dismal Rage has to offer. The Dismal Rage's front men charge 500 gold for this potion, requiring only some blood of the purchaser and one day to brew the concoction. The resulting potion makes the drinker fall in love with that person (Fortitude negates, DC 18), although this effect only lasts one week, after which time another potion must be purchased.

Nashia wants the PCs to destroy this operation and all copies of the potion's formula, if possible. The characters can follow the Rage front man back to a warehouse in Dockside where a small crew of poor humans is making this vile substance. They must deal with guards (rogues and/or warriors) and a few spellcasters, including Osius, a 10th-level wizard. Nashia rewards the PCs with 500 gp of her own money and is willing to pay them back any expenses incurred as part the quest (such as if they purchase a potion), as long as the requests seem reasonable to her.

[56] Mithaniel's Tower

This is the largest tower of the outer wall of the Hill, constructed by the Priests of Marr to fill a breach created by a Deathfist orc attack a few years after the fall of the Order of Marr's Fist. It is an eight-story tower of white and gray marble, with its upper floor including a column-lined balcony. It is very similar in construction to the Temple of Marr, and was designed by the same architect. Like all the towers of the outer wall, it is always manned. Its forces generally include 12 young Knights of Truth or Priests of Marr (Pal or Clr 3–8), one senior Knight (Pal 13–20), and one senior Priest (Clr 15–20).

[57] Second Gate

The Second Gate is an armored tower set in the wall surrounding the Hill, controlling access to northern Freeport. It is part of the original defenses of the city of Wielle built by the dark elves hundreds of years ago. The tower shows some sign of wear as a result of its great age, but the superior construction and care the dark elves used when building it kept it from crumbling too badly. Though constructed primarily of dark stone, the upper floor of this four-story fortification is wooden.

The Second Gate used to be guarded by no more than 2 or 3 Knights of Truth in total (Pal 4–10), but since Sir Lucan's betrayal and coup, it is now very heavily patrolled. No fewer than 4 Knights are on duty on the ground level at all times, with another 6 patrolling the wall nearby and 12 more within the tower itself. In times of particularly high tension as many as 30 can be quartered in the tower, although the Knights try to avoid concentrating their forces that much. It is always well stocked with arrows, weapons, and food.

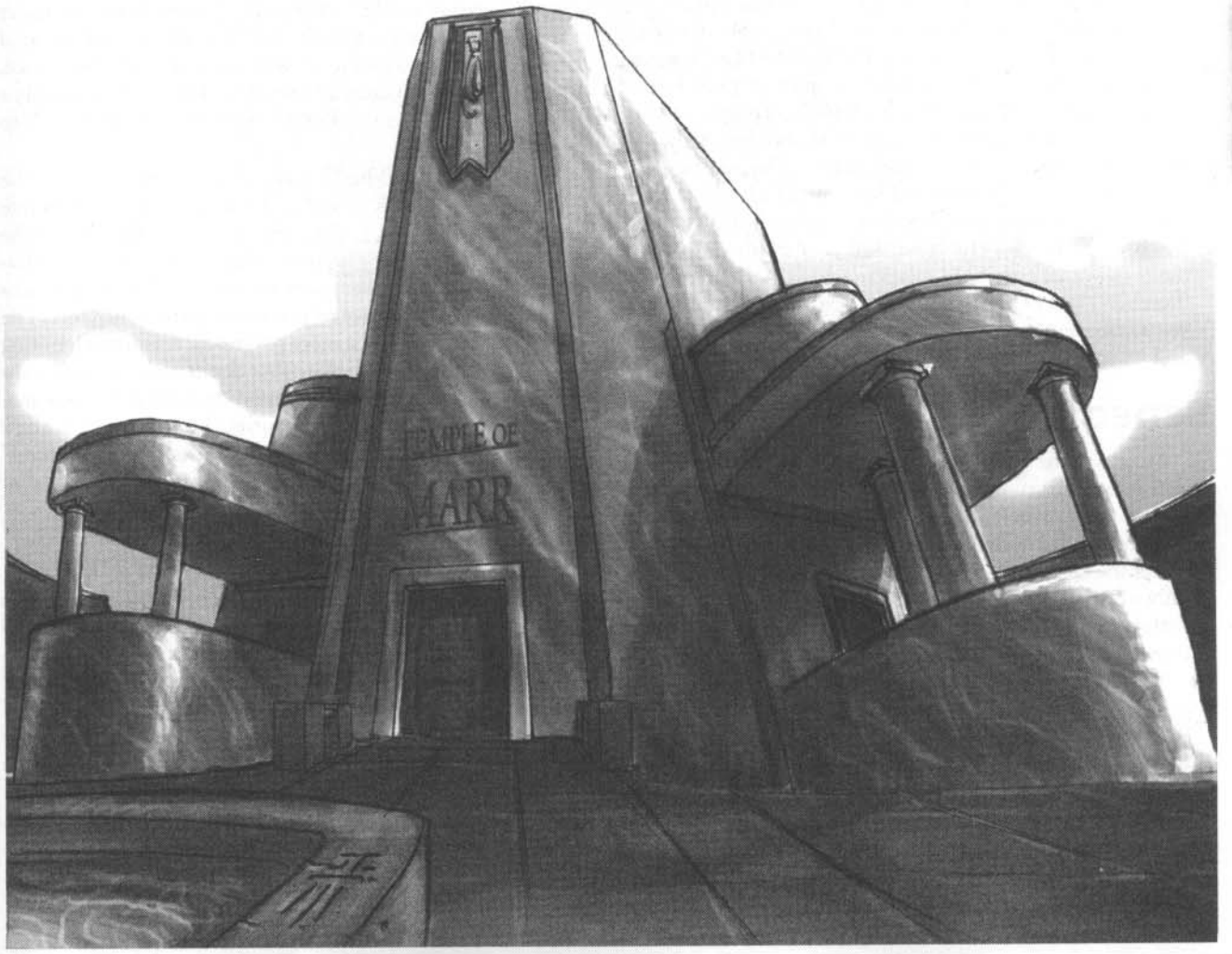
The Second Tower is an important command for the Knights of Truth, serving as the first line of defense against the corrupt Militia. It is currently held by Sir Halecs (*male human, Pal 18, OG, Knights of Truth*), a venerable and experienced Knight of Truth. He was one of those who held a command already during the Crusade of Tears. He, like Sir Edwardian, secretly feels that if he had remained in Freeport instead, Lucan never would have gained the power he has. In more peaceful times, Sir Halecs would likely have retired to a contemplative life by now, but his deep devotion to Mithaniel Marr and the knighthood keeps him in active service. Sir Halecs sleeps in the same barracks as all the knights assigned to the Second Gate, but usually spends his time in the commander's room on the second floor. It is not unusual to find a priest of Erollisi Marr staying near the tower as well, and occasionally even a few Steel Warriors spend time there.

[58] Tarrew's Tower

This is another of the original towers that the dark elves built to defend the city of Wielle. It was renamed by the leader of the Order of Marr's Fist shortly after the disappearance of Aataltaal. The origin of the name is unknown, though presumably it has some religious significance. It is a five-story tower of black stone that can be accessed only from the outer wall. Its forces generally consist of a squad of 12 to 24 young Knights of Truth and two or three young Priests of Marr (Pal or Clr 3–8).

[59] Temple of Marr

The Temple of Marr is the largest and most grandiose building on the Hill, arguably the most elegant building in all Freeport. Built by the Priests of Marr following the demise of the Order of Marr's Fist, it is a massive building of polished white marble, stretching ten stories upward from a carefully manicured garden. Small pools, hedge mazes, orchards, and beds of flowers surround the building, forming numerous secluded locations appropriate for mediation, prayer, or simple rest. The grounds of the Temple are surrounded by a wall of marble which is polished on the inside but left rough on the outside. In addition to providing seclusion for the Temple grounds, this wall allows just a few soldiers to defend the church against a much larger force.



The Temple proper can house 250 people, although the surrounding grounds could easily provide room for 500 more in an emergency. A force of 50 paladins of Erollisi Marr, known as the Sentries, protect the Temple under the command of Senior Father Gygus Remnara (*male human, Pal 25, OG, Priests of Marr*). Unlike the paladins of the Knights of Truth, the Sentries do not go on quests or seek to defeat evil in far off lands. They are dedicated purely to the defense of the Temple and its priests, and are all willing to die in that service. Only if a cleric of the Temple needed an escort and could not arrange for one elsewhere would a Sentry be assigned to leave Freeport for any length of time.

The ultimate authority within the Priests of Marr is High Father Tholius Quey, but the post of High Priest of the Temple is held by Senior Mother Serna Tasknon (*female human, Clr 26, OG, Priests of Marr*), an attractive woman in her late thirties who takes her role as priestess of love seriously. While she is willing and able to take up arms to protect those she loves, she much prefers to find non-violent solutions whenever possible. Serna has a remarkable memory for names and faces, and can greet every single resident of the Hill by name, usually remembering to ask after their children and family as well. A caring and wise servant of Erollisi, it is said that Serna is able to love everyone equally, even such creatures as orcs. Of course, most orcs Serna meets she kills, for she loves them too much to allow them to continue to lead lives of darkness and hate.

Aside from Serna, a surprising amount of authority is held by two non-priests, Amata D'Levi (*female human, Exp 18, OG, Coalition of Tradefolk*) and Hulos Ghenar (*male human, Exp 14, OG, Coalition of Tradefolk*). D'Levi is a spell vender who scours the world for copies of priestly and paladin spells she then brings back to the Temple of Marr to sell exclusively to the members of that order. Although she has no official position within the order, she is given free access to the Temple and is a regular advisor to both Tholius Quey and Serna Tasknon. Ghenar works as blacksmith and armorer. His great skill as a smith (maximum ranks in both Trade Skill [blacksmithing] and Trade Skill [fletcher]) makes him invaluable to the order, and his long years of service have proven him to be a man of great loyalty and an excellent judge of character.

Beneath the City

Most citizens of Freeport realize that a few vagrants live in the aqueduct tunnels and sewer shafts that crisscross and connect the city. It is fairly common knowledge that thieves use these subterranean passageways to sneak in and out of the city and move about without being spotted. But only a few realize that an entire community has developed within these dark recesses, and that dangers as terrifying as those found in the wilderness lurk beneath their very feet.

The underground complex beneath Freeport was never properly mapped. It is a combination of the old city of Wielle, numerous natural caves carved by the tides, sewer shafts built by different guilds and merchants over decades, underground rivers, and the aqueduct system that brings fresh water to the city. To make matters murkier, the Church of the Dismal Rage and the Coalition of Tradefolk Underground have both been expanding inhabitable areas, building concealed entrances, and putting out false maps for generations. The Knights of Truth made an effort to completely map out the lower levels of the city years ago — but found their maps were often useless within weeks of drafting.

The three main forces a traveler under the city must deal with are the Dismal Rage, the Coalition Underground, and the tides. The waters of the Ocean of Tears often make their way into the sewer tunnels and old city sections, sometimes suddenly and without warning. A character wandering beneath the city in an uninhabited area near high tide has a 10% chance per hour of finding himself in a flash flood. Treat this as a bull rush attack (attack bonus +15) by a Huge creature with Str 20 against everyone in the area each round. Characters that hit walls take 1d6 points of damage. Most flash floods are no more than 3 to 4 feet deep, and characters who find a vertical shaft or a purchase above the waterline are safe. In only 5% of the flash floods do the waters reach the ceiling, and simply finding a room above the flood line can save the characters even then. Inhabited areas are above the level of the sea even at high tide, and never flood.

[60] Thieves' Gate

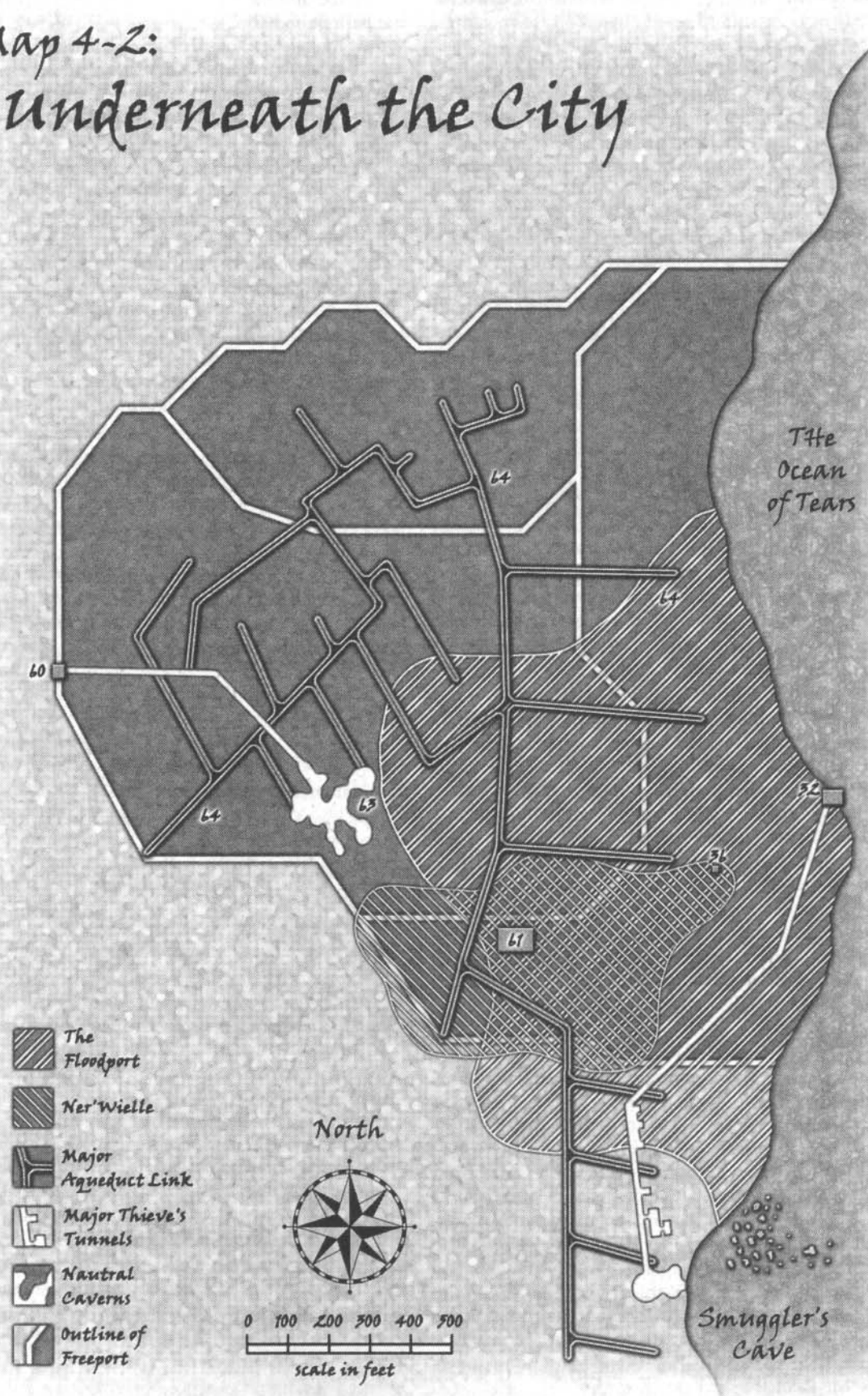
Thieves' Gate is a secret entrance into the underground from the western wall of Freeport (it's also sometimes called "The Other Western Gate"). It is located between the Western Gate main tower and the base of the Freeport wall, in a small hollow. Its location remains in shadow most of the day, but is well lit for the hours directly before and after noon. Agents of the Coalition of Tradefolk Underground have small camps and tents set up in front of the entrance, allowing them to keep an eye on it. The "gate" is simply a well-concealed secret door (Search DC 30) that leads to the Floodport.

The presence of the Thieves' Gate is well known to the Freeport Militia, as it was to the Knights of Truth before them. Despite this, it goes unwatched. In the case of the Freeport Militia, this is part of their deal with the Underground, which is rather a sore point for Sir Lucan, who sees it as a lost opportunity to tax and capture smugglers. The Knights of Truth had a more pragmatic reason for ignoring the gate — every time they shut down a secret gate a new one popped up a few weeks later, and the Knights sometimes didn't discover it for months. It was far safer to allow the criminal element of the city to use a known "secret" entrance the Knights were aware of, so it could be shut down at need.

[61] The Floodport

The Floodport is a section of caves and passageways running below both the Gates and Markets District and Dockside, with access to Thieves' Gate and the Smuggler's Cave, as well as to the rocky beaches beneath the Freeport piers. Floodport is a common place for the Coalition of Tradefolk Underground to meet and set up temporary bazaars. It's also the usual mid-way destination for goods smuggled into and out of the city through the Smuggler's Cave. It's known as the Floodport because it falls beneath the sea level at every high tide, so nothing permanent is kept here.

Map 4-Z:
Underneath the City



The main organizer behind the Floodport markets is Tenni Kohern (*female human, Rog 5/Exp 5, NG, Coalition of Tradefolk Underground*), a young woman who does a brisk (but legal) business as a "discard buyer." In this business, Tenni buys goods and materials that other Freeport merchants discard or refuse to take from shipments in port. Most of these items are things such as discolored clothing, worn or damaged weapons, nearly spoiled food and substandard equipment. She then has these things repaired or turned into scrap (by beggars and similarly destitute individuals) and sells them for a profit. Tenni is well known for having a wide range of things available for up to 50% off the typical price, though many may break within a few days of purchase. This business also allows Tenni to move goods without anyone questioning her, but it sometimes saddles her with sub-par items that no one can sell in the Gates and Markets District. Both these facts give her a strong incentive to organize bazaars in Floodport, where the underprivileged and outcast are willing to buy her poor goods — and smugglers are willing to sell to someone who can buy their goods without raising suspicion.

On a typical day, 50 to 100 people gather to trade illegal, questionable, or just poor-quality items during low tide. Tenni attends all such gatherings and takes a 10% cut of all sales. Since she is the representative of the thieves' guild (and provides security in the form of 2 to 8 rogues ranging in level from 5th to 10th), regular customers never try to cheat her out of her cut. Those who do cheat are simply not invited to the next bazaar. If they continue to make trouble, they are generally framed for a crime and left to the tender mercies of the Freeport Militia.

The Floodport is also used as a way to move around the city without attracting attention. Those who know its passageways well can get from the piers at Dockside to the West Gate without ever appearing on the streets of the city. It connects to the underground section of the River of Marr and to the Freeport Aqueduct, as well as to Ner'Weille and the Dark Cathedral (see below). Hidden entrances are common, and more than one building in Freeport has a little-known or perhaps even entirely unknown secret door in the basement that leads to the upper levels of the Floodport. Although the Coalition Underground and Dismal Rage are familiar with most of these passages, no one knows where every tunnel, hidden chamber, and secret passageway is located.

Smuggler's Cave

The smuggler's cave is the main entrance to the Floodport, and is the most secure location operated by the Coalition of Tradefolk Underground. It is located in the cliffs just south of Freeport proper, in a small bay. The bay is surrounded by jagged rocks that prevent large ships from entering and is patrolled by vicious hammerhead sharks (use cauldron shark stats) that attack any swimming creature they see. The cave's presence is a genuine secret to the forces of the Hill and the Freeport Militia, although many criminals in Freeport and more than a few fisherfolk on the wharves are well aware of its presence. Each entrance to the cave from either the ocean or the Floodport is constantly guarded by at least two Coalition Underground members (*human, Mil 7–11, NE*).

Like the Floodport, most of the Smuggler's Cave floods at high tide. For this reason, goods are kept on a high catwalk around the top of the cave. Living areas and meeting rooms are located in a series of caverns just above the Smuggler's Cave. These higher areas are never subject to flooding, though many of them smell strongly of brine and salt water during high tide. There are accommodations for 100 guild members to stay here, but only rarely are more than 20 found in the cave at once.

A typical smuggling operation involves ferrying goods or people by small rowboats between the cave and a larger ship. Because of the cliffs, large ships that stay just south of the cave are out of sight of Freeport. Although a Militia patrol ship might in theory happen across such a smuggling operation, the Militia ships' patrol schedule is well known to the Underground. In the rare case that a ship arrives early or late, the smugglers hide their rowboats among the jagged rocks and the large smuggling ship takes off immediately. Although this leads to a few losses among smugglers, the location of the cave remains hidden.

The Smuggler's Cave does a brisk business with thieves, outlaws, and, of course, smugglers. It is run by Nestral T'Gaza (*female dark elf, Rog 25, DE, Coalition of Tradefolk Underground*). T'Gaza answers directly to "Guildlady" Elisi Nasin (see Chapter Three). She's responsible for communications between the Underground and the Dismal Rage, as well as Carson McCabe of Highkeep and the corrupt faction of guards in Qeynos. She is also the guild leader in charge of "collections," a particularly nasty section of the guild's business that mostly involves getting money out of people who refuse to pay. Any guild member owed money can turn it over to T'Gaza for collection, although she takes a hefty 50% finder's fee.

Quest for Thieves' Gate

Name of Quest: The Message

Faction: Coalition of Tradefolk Underground (–2 rank)

NPC: Nestral T'Gaza

CR: 1

Reward: +1 faction rank with the Coalition of Tradefolk Underground, the Freeport Militia, and Carson McCabe.

Consequence: –1 faction rank with Knights of Truth.

Quest Summary: Nestral wanders through the Floodport looking for someone to deliver a message to someone called Janam in West Freeport by the Theater of the Tranquil. If anyone reads the note, it details an attack upon a merchant caravan for the Knights of Truth in a few days. The note doesn't really mean anything, however — the guild isn't really going to attack said caravan, but if the Knights find out about the note and take appropriate action, T'Gaza knows the PCs sold her out. If the PCs decide to hand the notes over the Knights of Truth, reverse the faction rewards and consequences above and levy an additional –1 to the Coalition Underground faction.

This quest is a test of the characters' loyalties and can be done only once. Those who pass this test may be told the location of Thieves' Gate, or even of the Smuggler's Cave.

[62]Ner'Wielle

Ner'Wielle is a nearly-intact section of the old city of Wielle, located just above and to the south of the Floodport.

It consists of several open areas with graceful black stone buildings around the edges, and a few tight tunnels connecting them. It can be accessed from the underground river or the Floodport, but it's high enough to never flood.

Ner'Wielle is the home of the small community of dark elves who live in Freeport, including Opal Dark Briar (see "The Church of the Firstborn" in Chapter Three). It is controlled by the Dismal Rage faction, and is not a safe place for anyone not on good terms with the Teir'Dal. Human members of the Church of the Dismal Rage serve as guards and patrol the area, generally in groups of four soldiers (*Mil 5, DE*) with one leader (*male or female human, Nec 7 or Clr 7, DE*).

The Church of the Firstborn (see Chapter Three) always has at least one member assigned to take care of serious problems within Ner'Wielle. Currently, this duty falls to Gunex Eklar (*male human, Shd 16, DE, Opal Dark Briar*) as punishment for his failure to kill the Trio of Fear at Opal's command (see the quests in Chapter Three under "Church of the Firstborn").

No true shops exist within Ner'Wielle, but a few merchants do trade in this area for the convenience of the dark elves. Ainla Yurimar (*female human, Exp 7/Nec 3, NE, Opal Dark Briar*), a student thrown out of the Academy of Arcane Science, wanders the outer halls near Floodport. She can arrange for nearly any arcane spell or material component, but her prices are steep and not open to negotiation, and some items can take weeks to arrive. Anything else can provided by Sermio Capret (*male human, Exp 6/Nec 14, DE, Dismal Rage*), one of the few humans aside from his personal staff to actually live in Ner'Wielle. Capret is an elderly man who joined the Church of the Dismal Rage decades ago, and managed to become a power broker within the community of Innoruuk worshippers. Anything can be bought from him if the price is right. He is always accompanied by his bodyguard, Netuk Phenzon (*male human, Shd 12, NE, Opal Dark Briar*), who is secretly a spy for Opal Dark Briar.

Quest for a Necromancer

Name of Quest: No Questions Asked

Faction: Dismal Rage (+2 rank)

NPC: Sermio Capret

CR: 16

Reward: +1 faction rank with the Dismal Rage

Consequence: –1 faction rank with Opal Dark Briar

Quest Summary: Capret needs something delivered to Neriak with no questions asked. He offers 5,000 gp if the characters take a large, heavy chest (7 feet long and weighing 700 lbs.) to the Third Gate in Neriak. They are met there by Hlossin J'ter (*male dark elf, War 14, DE, Cauldron of Hate)* who takes possession of the chest.

The chest is lined in lead and contains a spectre (see Chapter Six, The Desert of Ro) that attacks the characters if released. Capret originally procured the spectre to sell to Opal Dark Briar (who hoped to turn it to her service), but got a better offer from an anonymous buyer in Neriak. Additionally, the chest is trapped:

Poison Cloud Trap: CR 16; *venom of the snake* (Fort half, DC 22); one target (whoever opens chest); 3d10 poison damage immediately, plus 3d10 poison each round for 6 rounds; Search (DC 40); Disable Device (DC 35).

Further, if the characters don't open the chest, they are set upon by 1d4 CR 12 mummies (see Chapter Six) each night the chest is in their possession. These mummies were the servants of the spectre in life, and are trying to recover it in death. Since the mummies are far from their home, they cannot be permanently destroyed, although if the characters manage to destroy 16 of them they are left alone for a month.

Upon reaching Neriak, J'ter offers them another 5,000 gp to take the chest back to Freeport, to be delivered to Opal Dark Briar (who has now outbid the Neriak buyer). If they agree, reverse all the faction changes above.

The Dark Cathedral

The Dark Cathedral is the uppermost section of Ner'Wielle, and is the main temple of the Church of the Dismal Rage. It was once a warehouse in the old dark elf city of Wielle, and when modern Freeport was built over it the Dismal Rage ensured that secret passages to it were constructed as well. Although it can be reached through Ner'Wielle, most members of the Church gain access through the Black House (Area 36 in "Dockside"). Services are held in the Dark Cathedral only occasionally, but attendance to at least one service per month is required for all members residing in Freeport. Anything less often than this is seen as a sign of disloyalty, and requires immediate explanation.

The priest who maintains the Cathedral is Brek Stolrus (*male human, Clr 20, DE, Dismal Rage*), who maintains direct communication with the Spires of Innoruuk in Neriak although he answers directly to Venox Tarkog (see Chapter Three). Stolrus ensures that worshipers attend when appropriate, maintains the sanctity and security of the Cathedral, and runs most services. He is quite a cowardly man seen by many followers of Innoruuk as a weakling, but his fear gives him access to great hatred. Stolrus makes an effort to ignore the political and military machinations of the Church and of Ner'Wielle, preferring to revel purely in the Orgy of Hatred, a seminal service to the Dark Father. Stolrus manages to have few enemies within the Church, though no real friends either, as he supports no one strongly but serves a useful purpose. Should Tarkog be overthrown, Stolrus would serve the new head of the Church with equal zeal.

[63] The Drowning Pool

The Drowning Pool is actually a group of the lowest caves under Freeport, connected by vertical shafts to many higher levels of the city. Any flood water that makes it into the underground complex is eventually washed into the Drowning Pool cave system. There is very little drainage in the Drowning Pool, leading to large bodies of stagnant water sitting in caves and old sewer pipes. Since most of the underground floods at least occasionally, most things killed by those floods end up in these stagnant pools, creating a foul stench as bloated bodies fester and rot in large groups. So great is the stench of these areas that a character entering the area of the Drowning Pools must make a Fortitude save (DC 15) or be *nauseated* (see the *EverQuest: Game Master's Guide*, p. 45) for 1d6 rounds.

Since so many of the bodies are people killed in a flash of terror and sea foam, many have now become a form of zombie. These "drowned ones" don't wander free from their pools, instead floating aimlessly alongside inanimate corpses until living creatures come near. The drowned ones then attack suddenly and viciously, lashing out in their hatred of the living. Some groups who can control or influence undead use the Drowning Pool as a place to hide things of value, secure in the knowledge the drowned ones attack everyone else who comes by. (For a drowned one, use the zombie statistics found in Chapter Five: The Commonlands, but give it a Swim speed of 20 ft. and a Swim skill bonus of +13).

[64] The Aqueduct

The Freeport Aqueduct carries water into the city from as far away as the Serpent Spine Mountains. It is connected to the River of Marr, but brings twice as much fresh drinking water as the river and is less subject to sudden droughts in dry years. Without the aqueduct, fresh water would become very scarce in the city, especially with its expanding population.

There are two main spurs of the aqueduct: one that goes south along the Ocean of Tears (bringing water from wells north of the Desert of Ro), and one that heads west, bringing water from the mountains. The aqueducts are made of the same sort of solid stone used in the city wall of Freeport, and are completely sealed to prevent water theft. Because of this, the aqueducts look like long walls cutting the Freeport Plain off from the Desert of Ro. Every few hundred feet, an arch allows passage under the waterway, and in a few places earthen ramps were long ago built up to allow caravans to pass easily over them.

Within the city, the aqueducts are entirely underground, providing safe water for wells placed throughout the city. There isn't supposed to be any way to enter the aqueduct, but it's not unusual for rogues and other miscreants to hammer through the tunnel walls, particularly those that separate it from the Floodport. The aqueducts' connection to the River of Marr also provides access for those willing to get wet. As a result, it's not unusual for the homeless or disaffected to take up residence in the aqueduct tunnels to escape harassment by citizens of the surface city. In the sections under the Gates and Markets District and Dockside, the Coalition Underground and Dismal Rage keep the population of drifters to a minimum, but the areas beneath the Hill often have dozens of people leading lives of quiet desperation.

This homeless population avoids outsiders whenever possible, and tries to avoid the attention of the few Knights of Truth who explore the tunnels. If they have a defender, it's Bondl Felligan (*male barbarian, Shm 22, N, True Spirit*), a drunkard from the northlands who spends most of his time inebriated and wandering aimlessly below the Hill. Felligan has no interest in politics or causes, but also doesn't allow the other citizens of the northern aqueducts to be abused by ruffians or cultists. He stays in Freeport because that's where the great spirits who speak to him as a shaman demand he be, but life in the city has slowly ground him down to a mere shadow of his former self. He accepts the authority of no mortal and desires only to be left alone. Despite this, Bondl can be convinced to train a shaman who finds him and is willing to give him money or drink without judging his lifestyle.

Chapter Five: The Commonlands

The Commonlands is a vast plain of fertile lands running from the Freeport Plains to the Kithicor Woods and from the Serpent Spine Mountains to the Rolling Hills. It is a rich land of green grass, small woodlands, gentle streams, and calm lakes. It is also home to hill giants, Deathfist orcs, werewolves, and numerous forms of undead. More than one unwary traveler has found the solitude and calm of the gentle green outdoors encouraging him to lower his guard, only to be torn apart just moments later. To quote an old travelers' yarn: The Commonlands is the safest stretch of deadly wilderness on Norrath.

The Commonlands is also a critical part of the major trade routes across Antonica. It is the easiest way to move from Freeport and the rest of eastern Antonica to the western half of the continent. Authorities from Freeport, Neriak, Highkeep, and Rivervale all have a strong interest in keeping the Commonlands open and passable, and as a result none of them has firm control of the territory. The human settlements within the Commonlands generally look to Freeport for protection and assistance, but generally only the most well-traveled routes are actually patrolled by the Freeport Militia. This has led most Commonlands residents to develop a rather strong sense of self-dependency, as well as some skill at defending their homes (most adults here have at least 1 level in militiaman in addition to any other NPC class levels).

History

Little is known of the Commonlands before Aataltaal and the Combine Exodus. It is not mentioned in any of the extant records from the days of Wielle or Takish-Hiz. According to the Deathfist orcs, they once ruled a kingdom within the Commonlands and had outposts as far away as Everfrost and the Feerrott. This is seen as unlikely by modern scholars, and other orc clans hotly deny the idea that the Deathfist orcs ruled such an empire (though many make similar claims for their own clan). It seems most likely that the armies of the Rallosian Empire had strong outposts in the Commonlands, and the Deathfist were perhaps a major part of its garrison.

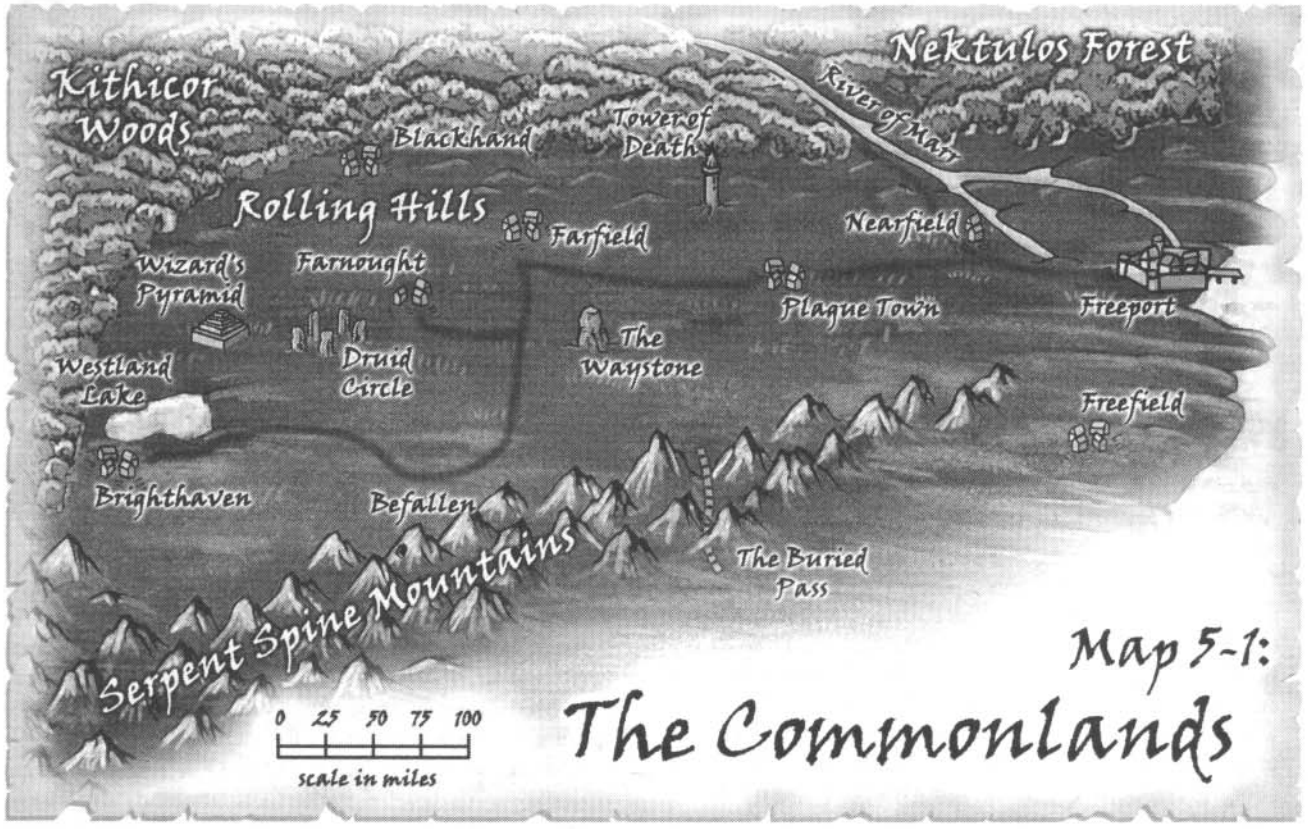
In any case, if the orcs did command the Commonlands, the Combine Empire made short work of them. By the time humans arrived on the eastern shores of the continent, the Deathfist orcs controlled only three permanent forts. A series of wars, first with Aataltaal and later with the Order of Marr's Fist, the Knights of Truth, and the Steel Warriors, destroyed all the orc strongholds except Blackfist, and even it fell into chaos and squalor for many years.

With the rise of the Order of Marr's Fist, human communities began to develop in the Commonlands and shortly thereafter formed regular trade groups. The territory was never properly civilized, but the forces of Freeport did make some progress in its pacification. Then the Crusade of Tears took most of those forces away, Lord Shin Rhee rose to command the Deathfist orcs, and an army of dark elves marched across the Commonlands to participate in the battle now known as Bloody Kithicor. Civilization has taken a serious blow in the Commonlands, and only time will tell if it can recover.

The Commonlands Today

The most common threat in the Commonlands is bandits, and not necessarily those of the human persuasion. In fact, Deathfist orcs and hill giants are the most common brigands, setting upon caravans, stealing their goods, and killing the merchants to prove the raider's own strength. Dark elves walk openly in the wilds of the Commonlands, and even sometimes within towns that dare not cross them, although most human towns refuse to do business with such races. The Trade Road is regularly patrolled by the Freeport Militia, but those patrols also set up toll booths than can cost more than most merchants can pay. Off the Trade Road, no caravan can be considered safe.

Other threats exist, as well. The harsh conditions of life in the Commonlands mean innocent lives are often lost in terrible ways, and undead can result from such tragedies. Ghouls and zombies are common, especially around the Tower of Death. Native animals and beasts, ranging from kodiak bears to griffons, often attack small groups on sight, and in the western reaches of the Commonlands werewolf attacks are not unknown.



Map 5-1: The Commonlands

Commonlands Locales

The most important stationary locales in the Commonlands are listed below. In addition to these there are numerous orc camps, brigand bands and hill giant hide outs that are small and mobile, making it impossible to detail exactly where they are to be found. In general, the further you go from Freeport, the more likely such things are.

Befallen

Befallen was once the stronghold of the Order of Marr's Fist. Now it is home to an evil energy that seeks to destroy all light and life, a mighty force that tempts the evil and power-hungry of the world with promises of power whispered to them as they sleep. In truth, these promises are a trap, for even the blackest of hearts can not compare to the darkness within Befallen. More than once, a villain has been lured to this fell place and bound permanently within it. Within this underground tomb living creatures are slowly, inevitably driven mad, and the dead are given a second, vile semblance of life. Creatures trapped within Befallen have their own hierarchy based on their relative power and the favor of the darkness that dwells there.

Currently Befallen is commanded by Redak Brokenskull, an undead troll who came to the bunker in hopes of taking its power for his own. Once trapped within, he had to overcome the original agent of darkness (a zombie called Gynok Moltor) and its dark elf agent, Lord L'Rodd. Once in control, Redak made a pact with a group of gnome necromancers to trade their service for the secret of granting unlife. Since the dread gnomes have moved into Befallen it has been remarkably quiet, yet no one trusts that to last long.

For more information on this area, see the *Befallen* adventure module for the *EverQuest Role-Playing Game*.

Blackfist

Village, Pop. 400
(Orc 100%)
Ruler: Lord Shin Rhee
Gold Piece Limit: 300 gp
Assets: 6,000 gp
Resources: Fishing, hunting, crude mines
Militia: 6 Legionnaires, 40 Centurions, 200 pawns

Blackfist is the last permanent Deathfist town, located in the far western Rolling Hills. It is a fortified military camp, with strong wooden palisade walls, wooden guard towers at the perimeter, and all its interior buildings laid out in a neat grid pattern. A central keep is the only stone structure, serving as home to the Deathfist commander, a temple to Rallos Zek, a repository of arms and supplies, and a last line of defense against invaders. Under the command of Lord Shin Rhee, Blackfist has become a model of martial law and defeating it would require a well-organized army.

The population within Blackfist is carefully controlled, and only those orcs who have proven they possess a skill useful to the town are allowed to stay. In most cases, these are the best warriors among the Legionnaires (*War and/or Rng 6–10*) and Centurions (*Mil or War 3–6*), but those few orcs who are learning the skills of mining, smithing, and fletching, as well as other skills with obvious military applications, make up an ever-increasing percentage of the inhabitants. None of the orcs has yet mastered these trade

skills to the degree found in most human towns, but they are always increasing their resources and talents through the slow-process of self-teaching.

Orcs that do not "make the cut" for citizenship in Blackfist are sent out in groups to explore and control the Commonlands. However, Lord Shin Rhee promises that those who prove themselves in combat or find items or allies of great value shall be given positions of power within Blackfist, and eventually in the new orc nation he hopes to build. Many of these wanderers lack the drive to truly excel and turn to simple banditry, but enough have tried to meet Lord Rhee's challenge that he has some hope of eventual success.

Lord Rhee rules Blackfist as an absolute tyrant. His word is law, and there is no debate or discussion unless he invites it — and even then the debater had best speak prudently. The most powerful oracles (*Shm 4–9*; or, for ease's sake, use Crushbone oracle stats from *Monsters of Norrath*) generally serve as his advisors, and they, not the Legionnaires, command the town when he is away.

Brighthaven

Village, Pop. 2,000

(Human 90%, halfling 5%, half elf 3%, barbarian 1%, wood elf 1%)

Ruler: Nyrus Redthorn

Gold Piece Limit: 400 gp

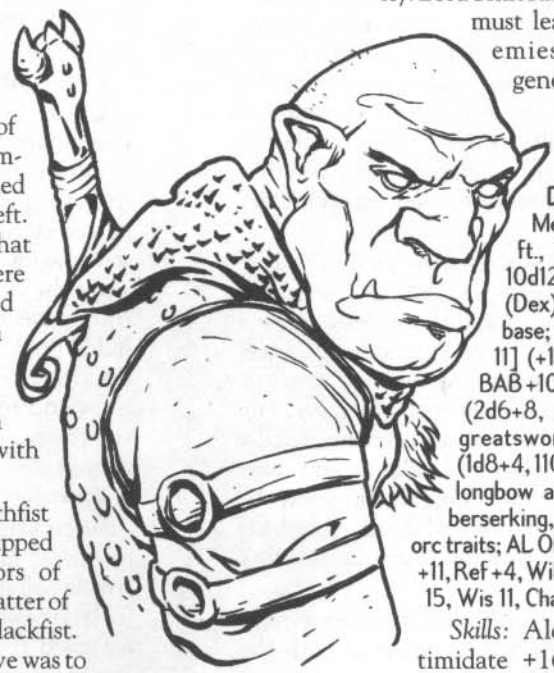
Assets: 10,000 gp

Resources: Trade, fishing, fur trapping

Lord Shin Rhee

Lord Shin Rhee is the commander of the Deathfist orcs, their last hope to reclaim the glory they knew in past generations. He is a tall and powerful orc with years of experience as a commander and combatant. He is also unusually intelligent for a Deathfist orc, and is often underestimated by his enemies.

Lord Shin Rhee earned the rank of Centurion by the time has was 15 years of age, and was a Legionnaire before he reached 18. He has become something of a legend among the Deathfist. He once led his legion on a brutal raid against the town of Farnought, destroying it so completely that no one has ever resettled the ravaged buildings that were left. The young Shin Rhee believed that since the Knights of Truth were gone on their crusade, his raid would not draw a response from the armed forces of Freeport. When a force of Steel Warriors descended on his raider's camp in retribution, Rhee barely escaped with his life.



Rhee realized then that the Deathfist were no match for the well-equipped and disciplined human warriors of Freeport, and that it was only a matter of time before an army marched on Blackfist. The only way for his clan to survive was to gain allies, he realized, especially among the powerful dark elves. He tried to convince the clan leader of his reasoning, but was scorned as a weakling for thinking the Deathfist needed aid (and for having his command decimated by his foolish actions). With his reputation and courage threatened, Shin Rhee promptly challenged the clan leader and killed him in a duel.

Now head of the Deathfist, Shin Rhee took the title "Lord," in keeping with the ways of the humans. He began training his orcs in military maneuvers, and encouraging them to learn the skills of smithing and tailoring. He allied himself with the king of the dark elves, and traded the service of orc warriors and orcish goods in return for assistance in an occasional strike into the Commonlands. The deal seemed to favor the dark elves heavily, and brought the hateful attention of the dark elf queen onto the Deathfist, but it also made the Commonlands more dangerous for humanity. Lord Shin Rhee believes that his people must learn the ways of their enemies during the next generation, or face extinction once a single force controls Freeport.

Lord Shin Rhee, Male Deathfist Orc, War 10: CR 11; Medium-size humanoid [orc] (6 ft., 10 in.); HD 1d8+2 (orc) plus 10d12+20 (War); hp 100; Init +1 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 18 [flat-footed 17, touch 11] (+1 Dex, +1 natural, +6 armor); BAB +10; Grap +14; Atk +16/+11 melee (2d6+8, crit 17–20/x2, masterwork greatsword), or +12/+8/+4 ranged (1d8+4, 110 ft., crit x3, mighty composite longbow and masterwork arrows); SQ berserking, Taunt bonus +3, ultravision, orc traits; AL OE; Fac Deathfist Orcs; SV Fort +11, Ref +4, Will +3; Str 18, Dex 12, Con 14, Int 15, Wis 11, Cha 14.

Skills: Alcohol Tolerance +7, Intimidate +16, Knowledge (warcraft) +14, Listen +2, Sense Motive +3, Spot +2, Taunt +13, Trade Skill (blacksmithing) +6.

Languages: Orcish (4), Common (4), Teir'Dal (3), Ogre (3).

Feats: Alertness, Double Attack, Improved Critical (greatsword), Parry, Scent, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 chainmail, masterwork greatsword, mighty (+4) composite longbow, 20 masterwork arrows, 500 gp.

Militia: 1 marshal (see below), 100 town militia

Brighthaven is the westernmost settlement in the Commonlands, set just an hour's march east of the edge of Kithicor Woods, on the banks of the Westland Lake. It is a simple town with a rudimentary wooden wall and gates that are rarely closed. The buildings are humble wood huts with tile roofs, but they are well made and maintained. The streets are often awash with bright colors from fine clothes and brightly painted shutters. Despite this, many visitors describe Brighthaven as being "spooky." So close is Brighthaven to Kithicor that on a still night the howls of that place's restless spirits can be heard here at night. This can be very unsettling for newcomers, but the residents of Brighthaven have grown use to the sound.

Prior to the Battle of Bloody Kithicor, when an army for Neriak was stopped before it could conquer Highkeep, Brighthaven was little more than a small way-stop for merchant caravans. Since Kithicor was cursed, however, Brighthaven has doubled in size and shows no sign of slowing. The reason for this is simple: no traveler, merchant, or adventurer can afford to enter Kithicor at night. The trip through the wood takes a full day, so only by entering just at dawn can anyone safely pass through. Because of this, anyone headed west who arrives at Brighthaven any time other than an hour before dawn must wait there a full day before moving on. Similarly any party coming out of Kithicor from Highkeep has been traveling for a full day upon arrival, and most likely needs to take a night's rest. These prolonged stays mean more money poured into Brighthaven's coffers, and most caravans tend to come through here rather than camping further to the north or south. Additionally, the town's close proximity to the Commons Pyramid results in a surprising number of powerful wizards visiting Brighthaven regularly, a fact that keeps most giants or orcs from ever daring to attack the town.

The mayor of Brighthaven is elected once every 7 years, although only landowners are allowed to vote. The mayor has broad power on his own, but can be forced to allow a vote on an important issue by the majority of landowners in town. Interestingly, there is no running for mayor: any resident is eligible by default, and if elected must serve. The wise folk here wouldn't trust the job to anyone who actually wanted it, so they tend to elect the calmest and most knowledgeable merchant in town. A mayor can always be voted out of office if he or she is found doing something immoral, or is otherwise found to be doing an unsatisfactory job.

The current mayor is Nyrus Redthorn (*male human, Rng 4/Exp 10, NG, Commons Residents*), owner of both the largest inn (the Torch and Lion) and the finest brewery (the Keg and Cask) in town. Nyrus is a simple man who wandered the Commonlands for a few years as a youth before settling here; after only a few years, he found himself elected to run Brighthaven. He is slow to anger but also slow to trust, and has found his cautious calm has served him well in running the town. Although officially an eligible bachelor, he is firmly controlled by Olissa (*female human, Com 7, NG, Commons Residents*), an attractive young woman half his age who moved into the Torch and Lion and began running it — and him — three years ago. Olissa has firm opinions of her own on how Brighthaven should be run (often running to rather more mercenary ideas, such as charging for well water), but she never contradicts Nyrus in public.

The other most important personage in Brighthaven is the Town Marshal, Modren Fishcatcher (*male barbarian, Mil 12, OG, Commons Residents*). Modren arrived in Brighthaven a decade ago with his wife Manla (*female barbarian, Com 8/Mil 4, OG, Commons Residents*) to begin a fishery on the Westland Lake. As the fishery was outside Brighthaven's walls, it came under attack from wild animals far more often than the town itself. Most of the local residents assumed the Fishcatchers would give up and move away within a year. When they showed their tenacity by instead expanding the fishery to include its own wall and hiring local help, Nyrus offered them jobs as peacekeepers. Manla had no interest in keeping drunk merchants in line, but Modren grudgingly accepted the post of Marshal, with the condition that it wouldn't take him away from fishing too often.

Quest: Change of Luck

Faction: Commons Residents (+0 rank)

NPC: Olissa

CR: 7

Reward: +1 faction rank with Commons Residents if completed three times (maximum +2 rank from this quest).

Consequence: None

Quest Summary: Like all the residents of Brighthaven, Olissa is very superstitious. The close proximity of Kithicor is a constant reminder that evil spirits are all too real. Olissa in particular believes that lost items are unlucky, as they represent the forces of darkness and chaos. Of course, since she runs an inn, Olissa occasionally finds things that her guests have lost. In some cases, she holds onto the item to give back if the guest returns. In others, or if too much time goes by, she just wants to be rid of it. Currently, she's found a trader's bag of jerked beef left under his bed. She doesn't consider it worth holding onto, and wants it gone.

What Olissa needs is a group to take the bag southeast into the Commonlands no less than five days' journey from Brighthaven, and dump it. This is the only way she'll be satisfied the bad luck attached to the bag won't be able to find her again. Of course, wild creatures can smell what's in the bag even if the PCs can't, and that's going to draw the interest of at least one animal or beast every day the PCs are in the Commonlands.

This quest can be undertaken multiple times, although not more than once a month and not always involving a bag of meat (not that many things get left at the inn).

The Buried Pass

The Buried Pass is a subterranean tunnel that runs under the Serpent Spine Mountains, creating a path from the Commonlands to the northern region of the Desert of Ro. It is said that the tunnel was created when Solusek Ro lifted the Serpent Spine Mountains and destroyed the Elddar Forest ages ago. During the time of the Combine Empire, the rough tunnel network was cleared of its monstrous inhabitants and the walls of its main tunnel smoothed out and supported through great elemental earth magics.

The northern entrance to the pass lays midway up one of the larger Serpent Spine mountains. The opening into the pass is truly massive, standing no less than 30 feet in height and a full 70 feet wide at its widest point. It cuts directly through the heart of the mountain, winding 10 miles through solid rock before coming out in the Desert of Ro. Its walls are remarkably straight and its ceiling and floors smooth, but time and other more malignant forces have begun to work on the great tunnel, creating fissures in its walls that lead off into warrens of tunnels below the mountains best left to the imagination, or at least to the truly fearless adventurer.

The Buried Pass has never had a permanent community develop around it, and no kingdom or nation attempts to lay claim to it. As a result, it is a popular location for merchants trying to avoid the tariffs of cities, smugglers moving goods westward from the Ocean of Tears, and brigands who cannot sell their wares in legitimate markets.

The largest market in the pass, often called the Great Bazaar, can be found at the entrance to the tunnel from the Commonlands. The bazaar offers a unique diversity of goods found in few other places on Norrath. Unless the political climate between Neriak and Freeport is especially bellicose, merchants — for whom money is the great equalizer — of all sorts of races put aside their petty differences in the name of fair commerce to do business with one another at the Great Bazaar. A huge variety of legitimate and contraband goods, items of unique racial artisanship, and even magical items uncovered in the Desert of Ro or ruins in the Commonlands are all bought and sold at the Great Bazaar.

Most citizens in the Commonlands regard the Great Bazaar as a smuggler's marketplace, and they are largely correct. More than one merchant has faced the unsavory task of visiting the Great Bazaar to repurchase the goods that were stolen from him by brigands along the Trade Road. A few regular traders have set up shops along the walls of the tunnel entrance, where they buy any valuable goods, no questions asked, for half what such items would bring in a legitimate town store (roughly 25% of the item's

Quest: Fey Stones

Faction: Carson McCabe (–2 rank)

NPC: Bubar

CR: 6

Reward: +1 faction rank with the Commons Residents if this quest is completed twice (maximum +1 from this quest). 10 pp per lightstone and 18 pp per greater lightstone.

Consequence: None

Quest Summary: Bubar is trying to get in on Rushka's control of the magic market in the great cavern. He has a list of items he wants to carry, including willowisp lightstones, which are always in high demand from travelers setting out into the darkness of the Buried Pass. Whenever he meets someone who seems to need money, Bubar suggests they bring him these stones left by dead willowisps for a bounty. He needs at least three lightstones (regular or greater, but not burnt-out; see below) and is willing to pay platinum to anyone who can provide them. This quest may be undergone as often as once per month, up to a maximum of 6 times.

A slain willowisp (see "Spiritling" in the *EverQuest: Monsters of Norrath*) has a chance to produce a lightstone (20%) or greater lightstone (5%); the other 75% of the time, the stone is a burnt-out specimen.

Lightstone: These 6-inch-diameter crystalline orbs are actually the skinned remains of slain willowisps. The corpse of the fey creature continues to give off a clear white light that illuminates its surroundings out to a 30-foot radius. A lightstone sheds light for 2d4 years before fading out. It weighs 1 pound and has a normal market value of 8 platinum pieces.

Greater Lightstone: These orbs are identical to lightstones, except the give off an even more brilliant light which illuminates up to a 40-foot radius. After 1d4 years, a greater lightstone's intensity diminishes to that of a normal lightstone, and then 2d4 additional years later it fades out completely. They have a normal market value of 16 platinum pieces.

Quest: Guard Duty

Faction: The Gate Callers (+2 rank)

NPC: Rushka Deklamore

CR: 8

Reward: +1 faction rank with the Gate Callers if this quest is completed three times (maximum +2 from this quest). One random minor magic item.

Consequence: –1 faction rank with the Scorchfist orcs (maximum –3 from this quest), –1 faction rank with the dervishes if this quest is completed three times (maximum –1 from this quest).

Quest Summary: Rushka has finally received a tome on elven songs he has had on order for Andad Filla in the Rujarkian Hills (see "Denizens of the Desert" in Chapter Six). Since Filla paid full price in advance, Rushka, an honorable rogue, wants to ship the book at his own expense. He has also caught wind that a band of 6 Deathfist Legionnaires plans to steal the book at the earliest opportunity, at the order of their oracle, ScorchRune. Rushka wants someone to take the book to Filla, and promises a magic item if the bearers return with a signed letter of receipt sealed with Filla's stamp.

Andad has many things on order with Rushka, and ScorchRune wants anything Andad wants, so this quest may be undertaken repeatedly, although Rushka never has more than one item for him in at a time.

real value). Most of these goods are then given forged manifests and shipped to shops in far off locales such as Highkeep Hold. Some are also sold in the brigands' market at inflated prices. Though these items can cost far more than their real market value, it's a price that outlaws unable to show their face in civilization or members of races hated by local townsfolk are often happy to pay.

There are two competing groups within the Great Bazaar: the swashbucklers led by a human rogue called Bubar (*male human, Rog 16, NE, Carson McCabe*), and the opportunists led by an Erudite magician named Rushka Deklamore (*male Erudite, Mag 14, NG, Gate Callers*). Both have been operating in the Buried Pass for several years, yet neither has managed to corner the market. The competition between the two groups is the only thing that keeps prices as close to reasonable as they are, and each would like to see the other eliminated. Oddly, though, this has not resulted in any real animosity between the two groups. Quite the contrary, Bubar and Rushka are the best of friends, and they regularly warn each other about bad clients, possible stings, and the like. In their opinion, it is critical that they support each other, since there is no other group looking out for their interests. If either was to ever gain unquestioned control of the market, he would be likely to hire the other as an assistant immediately. There may be little honor among thieves, but there's no profit in their killing each other, either.

Bubar's organization works closely with smugglers in Highkeep Hold in bringing goods from Farport and the eastern coast of Antonica into the interior of the continent without paying any of the tariffs demanded by Freeport and Rivervale. His selection of trade items is surprisingly good, and most staples an adventurer or traveler needs are available — at twice the normal market price. Rushka's group is smaller, but is comprised mostly of arcane spellcasters who deal in magic and other high-price items, leaving them with a much smaller inventory. As a rule, on any given day there is likely to be a random assortment of twelve minor magic items, six medium items, and two major for sale, all at fairly inflated prices. Rushka also takes special orders, allowing someone to put down 25% of the value of an item to reserve it if Rushka gets it in stock. Of course, such items can take months or even years to become available.

Druid Circle

The Commonlands Druid Circle is one of many druid circles created by the wood elves of Takish-Hiz in ancient times as part of their desperate search to save their homeland from the blistering heat of the Desert of Ro. Though their efforts proved futile, the druid rings they built remain standing and are still used by druids. The Commonlands ring is made up of twelve large stone posts forming two circles, with six massive lintels connecting the inner six, and two lintels making archways out of four of the outer circle.

The druids of the Commonlands, "the plainsfolk," lay claim to this circle to protect it for the use of their fellow nature-worshipers. The plainsfolk are closely allied with the Jaggedpine Treefolk, and are considered part of that faction. Although they have their own hierarchy under Cei Sunjumper (see sidebar), the plainsfolk consider the Jaggedpine Treefolk to be the wisest and most powerful of all druids, and keep them informed on the activities of the Commonlands and ask for their guidance in particularly troublesome issues. The Jaggedpine Treefolks' attitude toward hunting for sport, trapping, and building larger settled areas are also mirrored in the attitude of the plainsfolk druids.

The plainsfolk have very little to do with either natives or travelers in the Commonlands if they can help it. Their concerns run more towards negotiating treaties between two bixie hives, or relocating large predators who have hunted out an area. The druids rarely take any action either

Cei Sunjumper

Cei Sunjumper is not a fan of towns. Or of people, for the most part. She loves nature in all its aspects, but hates the stuffy, confining, corrupting influence of civilization. She sees the primary conflict within the Commonlands as a battle between the natural and the artificial. To her, humans, hill giants, orcs, and dark elves are all threats to her homeland, and she suffers none of them willingly. She is also aware, however, that these peoples are natural creatures who must live somewhere, and grudgingly accepts the fact that she can't kick them all out of the Commonlands on her own. She has come to accept the human settlements in the plains as a useful and acceptable part of the natural order. Freeport, however, she thinks of as an abomination that sucks up resources and attracts overpopulation without returning anything.

Cei's attitude comes in large part from to the experience of her predecessor. Cei worships Tunare in all her glory, but the previous head of the plainsfolk worshiped Karana, and was thus a strong ally of the Priests of Marr. When the priests left on their Crusade, the head druid went with them. Cei was left in charge, and months later discovered that her master and friend had died in battle on another continent. In her heart, Cei blames the priests for taking the plainsfolks' most beloved master away.

On an individual level, however, Cei is far more open and accepting. One farmer or adventurer doesn't bother her — it's when they insist on gathering in large groups that she can't stand them. Once her wrath is provoked, Cei strikes out with terrible power and great anger. She always has at least one massive damage spell prepared, just in case she should need to lay waste to towns, caravans, or small armies. Further, she is often accompanied by a powerful animal or beast common to the region, kept at her side by means of a *beguile animal* spell in conjunction with her dire charm ability. And if her anger spends her whole mana pool, Cei is certainly not unwilling to take out her anger more directly in combat.

Cei Sunjumper, Female Human, Dru 17: CR17; Medium-size humanoid [human] (5 ft., 5 in.); HD 17d8+17; hp 102; Init +3 (Dex); Spd 30 ft.; AC 15 [flat-footed 12, touch 13] (+3 Dex, +2 armor); BAB +12; Grap +13; Atk +16/+12/+8 melee (1d6+1, crit 18–20/x2, masterwork scimitar), or +15/+10/+5 ranged (1d4, 50 ft., sling stone); SA spells, wilderness mastery (dire charm); SQ Greater Specialization (evocation); Resist AR 3, CR 2, PR 3; AL DG; Fac Jaggedpine Treefolk; SV Fort +9, Ref +8, Will +16; Str 12, Dex 16, Con 13, Int 13, Wis 22 (21), Cha 13.

Skills: Animal Empathy +21, Channeling +21, Handle Animal +11, Heal +14, Knowledge (nature) +21, Listen +8, Meditation +21, Sense Motive +7, Sneak +5, Swim +6, Wilderness Lore +26.

Languages: Common (4), Faerie (4), Orcish (4).

Feats: Combat Casting, Mental Clarity, Mystic Capacity, Quest Spell, Quicken Spell, School Specialization (evocation), Track, Weapon Finesse (scimitar).

Druid Spells Prepared (mana cost, modified for Greater Specialization): *Beguile animal* (28), *bramblecoat* (12), *circle of commons* (50), *earthquake* (84; quest spell), *greater healing* (25), *lightning strike* (23), *protection of steel* (42), *spirit of wolf* (7), *strength of stone* (11).

Mana Pool: 211.

Possessions: Leather armor, masterwork scimitar, sling, 10 sling stones, *small wisdom deity, golden black sapphire ring* (+9 hp, +7 mana).

Cei Sunjumper (buffed with *bramblecoat, protection of steel, spirit of wolf, strength of stone*): hp 128; Spd 45 ft.; AC 20 [flat-footed 17, touch 15] (+3 Dex, +2 armor, +3 natural, +2 divine); Atk +19/+15/+11 melee (1d6+4, crit 18–20/x2, masterwork scimitar), or +15/+10/+5 ranged (1d4, 50 ft., sling stone); SQ damage shield (1); Str 19.

for or against the humans, orcs, and other races who fight for political control of the territory. Only when a group begins to harm the environment do the druids get involved, and as a result most of the nearby groups have learned to avoid taking such actions.

The plainsfolk are very open to other druids, as well as to the rare cleric of Karana or Tunare. Because of Karana's alliance with Mithaniel Marr, worshipers of that god are also treated with more respect, although they are rarely given direct aid against anything that does not threaten the Commonlands as a whole. Any of the older plainsfolk is cautious about aiding agents of civilization, but happily assists, trains, and advises younger druids or rangers.

Farfield

Village, Pop. 3,600
(Human 98%, dwarf 2%)
Ruler: Council of Farfield
Gold Piece Limit: 1,000 gp
Assets: 200,000 gp
Resources: Trade, crafts
Militia: 42 Freeport Militia, 180 local militia

Farfield is the largest of the communities in the Commonlands. It is also almost entirely a trade town, with few natural resources beyond farming and agriculture. It has a broad main street designed to allow a wide cart to turn around, a few large warehouses, a small school of magic, and a permanent garrison of the Freeport Militia. Farfield is surrounded by large farms, most with walled and fortified homesteads, that cover all land within sight of the town.

Though the harsh conditions of the Commonlands prevent small farms from being safe, the people of Farfield have overcome this problem by forming large communes that work collectively on their walled farms. This allows them to produce enough food for the town and to supply caravans coming through the city, yet still regularly have some left over to export to Freeport. The shops in town often trade food directly to caravans for other goods, allowing them to save most of their hard currency for expensive items. A merchant who needs food and is low on cash is likely to be offered coin for some of his trade goods, but at no more than 50% of the item's or material's value. This mercenary attitude has allowed Farfield to grow and prosper, though it is not a popular way stop for most businessfolk.

Farfield also features a branch of the Academy of Arcane Science run by Katha Firespinner (*female Erudite, Enc 14, NG, Arcane Scientists*), which can support up to 20 students. Most of these are youngsters just testing to see if they have the talent to learn magic, for those who do show some aptitude are immediately sent on the academy's campus in Freeport. The town is also famous for two unusual shops: the Battleground and the Adventurer's Cove. The Battleground is run by Altunic Jartin (*male human, Rog 2/Exp 6, N, Commons Residents*), and is a warehouse that sells weapons, shields, and armor he scavenges from battle sites (and, though he won't admit it, graves) throughout the Commonlands. The Adventurer's Cove is owned and operated by Romya (*female human, Exp 13, NE, Coalition of Tradesfolk Underground*), a young woman of great beauty but little charm. She sells miscellaneous gear an adventurer might be expected to need — lanterns, compasses, maps (rarely accurate), clothing, pouches, and so on. Romya somehow manages to sell these things for only 90% of their normal cost, and thus hers is a famous supply store. However, she is also profoundly bigoted and generally jacks her prices up or flatly refuses to sell when non-humans enter her shop.

Quest: An Arm and a Leg

Faction: Coalition of Tradesfolk Underground (+1 rank)
NPC: Romya
CR: 6
Reward: +1 faction rank with the Coalition of Tradesfolk Underground if completed three times (maximum +1 from this quest). 2d4 x 100 gp.
Consequence: None
Quest Summary: In addition to selling goods, Romya has been known to lend money to locals down on their luck, especially locally based adventurers, for a hefty weekly interest rate. She normally has very few problems collecting her debts — anyone who owes her is unable to buy goods from her or, once she spreads the word, from most any other Commonlands merchant. In this case, however, Romya has a problem. She loaned several hundred gold to Trason Hauks (*male human, Rog 3/Rng 2, N, no faction*) to fund an expedition to dig up armor near Befallen. For every suit Hauks digs up and pawns, Romya is to receive a share of the profit until he has paid off his loan with interest.

But everyone in Hauks' expedition other than himself was killed. Now Hauks has no money, and no way of getting more or of completing his expedition. The loan has gone so far in arrears that no amount of salvaged armor could pay it off. Romya could simply have him killed, but she'd rather send some collectors along on the expedition to help Hauks find the armor, keep him from running, and bring back the armor (*all* of it), at which point the collectors get their payment and she will consider Hauks to have paid back his loan.

The main problems PCs encounter involve keeping the cowardly and dishonest Hauks from running off with the armor once its dug up (he refuses to tell anyone where his "cache" is, forcing them to trust his guidance; he once saw an old map of the buildings that used to be based around Befallen, and deduced the location of an old armory). There is also the native wildlife of the Commonlands to deal with, and no fewer than 20 suits of splint mail, all heavy with mineral deposits and grime, to dig up and transport back to Romya.

Hauks might know of other similar deposits of ancient armor, and Romya might well send a successful group out to sites in the Fairsea Isles and the Oasis of Marr.

Farfield is run by a council of innkeepers, who represent the most stable businesses in town. This council includes Harold Longshanks (*male human, Mil 2/Exp 7, NG, Commons Residents*), owner of the Welcoming Wench; Dolman Landstander (*human male, Exp 13/Mil 2, NG, Commons Residents*) and his wife Fenia Landstander (*female human, Mnk 2/Exp 5, OG, Commons Residents, Ashen Order*), who own the four Safe Haven public houses; and Leo Boldheart (*male human, War 12, DG, Commons Residents*), a retired Steel Warrior who runs the rowdy Man-At-Arms. This council meets weekly to pass new edicts and discuss town concerns, but recent history has proven that their most likely decision is simply to wait a problem out.

Farnought

Little is left of Farnought save a few burned cottages and ruined fences. It was settled two decades ago as a ranching community and a way-station between Farfield and Brighthaven. To save on resources, it was raised with few walls and no guard towers, given that a large garrison from Freeport was supposed to keep the town safe. Unfortunately, when the Knights of Truth left on the Crusade of Tears, a group of Deathfist orcs led by the young Legionnaire Shin Rhee attacked the town,. They killed every inhabitant, took or slaughtered all the cattle, and stole any valuables, and finally salted the fields to prevent new crops from growing here. So complete was the destruction that no effort has ever been made to re-colonize the area. Plants do not grow here, and most animals give it a wide berth. Only snakes and vermin seem attracted to the town, often forming burrows in the rotting buildings.

The desolate, empty buildings and lack of fresh vegetation appeal to ghouls and zombies, as well, which can often be found within the town. Contrary to popular belief, these are not the spirits of those killed in Farnought's razing, but undead from elsewhere who find the ruined mockery of a town somehow appealing.

As the dead of Farnought have never received their final blessings, much less a decent grave, the Priests of Marr and Knights of Truth in Freeport both have plans to send someone to Farnought to consecrate the place and put to rest the undead they believe sprang from those slaughtered by the orcs.

Nearfield

Village, Pop. 1,600

(Human 97%, half elf 2%, wood elf 1%)

Ruler: Parthar

Gold Piece Limit: 300 gp

Assets: 6,000 gp

Resources: Agriculture, mills, textiles.

Militia: 1 priestess, 40 Steel Warriors, 120 town militia

Nearfield, once called Farfield, is the oldest and most independent of the communities in the Commonlands. It is also the closest to Freeport, and the source of much of the city's foodstuffs. Nearfield is a sprawling community of cottages, farms, and fields, with no protective wall or gate. The central street is lined with grain mills and weavers' shops, and a large wooden shrine to Erollisi Marr sits in the town square.

The people of Nearfield strongly and vocally support the Priests of Marr over the Freeport Militia. They also provide so much of Freeport's food supply that Sir Lucan dares not take action against them. He would normally pressure the town to submit by removing his protection from it, but Nearfield has little need of the Militia to keep it safe. In addition to being so close to Freeport that no foe has attempted to raid it for over a generation, Nearfield is well protected by the Steel Warriors and by the local priestess, Rinna Lightshadow (*female human, Clr 20, OG, Commons Residents, Priests of Marr*). Rinna is a native of Nearfield and a dedicated defender of its people. While she has had quite a military career serving in the Crusade of Tears and adventuring across Norrath, she feels her duty to Erollisi requires her to defend her first love — her home and its people — and she's willing to die doing just that. Backed by regular patrols of the Steel Warriors, Rinna presents a tough opponent for most foes. Sir Lucan plans on dealing with Nearfield at some point, but he has larger concerns at the moment.

Nearfield is run by a town council that represents the church, the weavers, the millers, and the farmers. The church representative is Rinna, while the weavers are represented by Ponila Quickfingers (*female human, Rog 1/Exp 9, DG, Coalition of Tradesfolk Underground*), the millers by Merra Clayfingers (*male human, Exp 10/Mil 2, OG, Commons Residents*), and the farmers by Parthar (*male human, War 4/Exp 13, OG, Commons Residents*), who also serves as the de facto town mayor.

Parthar is an older man who left home years ago to become a famous hero in the Steel Warriors. He found he had no love for killing, though, and returned home to take over his family's farm. He is well loved by the town, and has nerves of steel honed in his warrior days. A lifelong bachelor, he is also among the most famous of bakers in eastern Antonica, and spends much of his time training apprentice bakers from all over the world.

Plague Town

Plague town is another example of a failed settlement within the Commonlands. Located halfway between Nearfield and the ruins of Farnought, the town was settled shortly after Farnought's destruction. The founders called their new home Plaincastle and, learning from Farnought's errors, included two stout wooden walls and a tall central watch tower. They believed that these defenses, coupled with the town's greater proximity to Freeport, would be enough to ensure safety for their wives and children. Unfortunately, not all threats can be kept at bay with a wall, however high or strong it may be.

According to records found within the town, a human necromancer who worshiped Bertoxxulous came to Plaincastle and tried to convert the inhabitants to the ways of the Plaguebringer. The townsfolk were repelled by his fervent speeches and eventually set upon him. They overcame the necromancer and, as a mob, strung him up. The townsfolk celebrated their victory over the forces of evil, declaring a day of festival and dancing in the streets.

No one knows exactly what disease struck down Plaincastle. Most people claim it was an ill-cooked pig at the feast that began the fevers and chills, but local myth says the Plaguebringer himself sent boils and black death

into the town as a punishment for killing his faithful servant. Further, the myth claims, the gods normally opposed to Bertoxxulous made no effort to stop him, for the townsfolk had sealed their fate by celebrating an ignoble death. Whatever the cause, when the next caravan came to Plaincastle, every man, woman, and child within was dead, with only a few diaries giving any hint of what had happened.

Such an ill-fated place never attracted new settlers, and in time even its name was largely forgotten. Travelers often swing off the Trade Road for several miles before and after the Plague Town to avoid breathing its air, although no one has ever traced a new outbreak of illness back to it. Some Commons residents traveling by the place claim to have seen ghouls or something similar performing dark rituals within the town.

The Rolling Hills

The Rolling Hills are the accepted northern border of the Commonlands, dividing it from the Nektulos Forest and the Kithicor Woods. The hills are gentle slopes of green grass and vibrant copses of trees, home to numerous bears, lions, bixie hives, and the occasional inhabitant of the denser woodlands to the north. They have few known natural resources and are less easily traveled than the lowlands south of them, making them infrequent destinations for explorers and merchants. Accordingly, very little effort is made to patrol them, and few groups have a formal presence within them. Naturally, this makes them popular homes for brigands and dervishes, and hill giants and worse creatures are also said to dwell there.

The Trade Road

The Trade Road is a hard-packed earthen road that runs from the West Gate of Freeport all the way to Brighthaven. It is actually nothing more than an overgrown path, having never been cobbled, leveled, or maintained. It is 20 to 30 feet wide, but the middle 10 feet is a collection of wagon ruts and chug-holes that make it nearly impassible. Rather than go over hills or near rivers, the road winds its way through the Commonlands, always sticking to the low ground and away from game trails frequented by predators.

The Trade Road has been claimed by the Freeport Militia as a toll road, with tariffs for use ranging from as low as 1 gp per person to as high as 25% of the value of a caravan (depending on the Militia's attitude toward the traveler). The Militia justifies this claim by pointing out they maintain regular patrols along the road to keep it safe from brigands and orcs, which is at least partially true. Of course politics also plays a part in the Militia's actions, and organizations friendly to its enemies rarely gain any benefit from these efforts.

Rather than set up a permanent toll complex which merchants could easily avoid, the Militia has mobile booths they take by wagon to random parts of the road. The booth is generally set just behind a hill, preventing it from being seen at a distance. When a traveler or caravan comes around the hill, the Militia soldiers advance and demand payment for use of the road. Anyone who is seen leaving the road near the booth is assumed to be trying to avoid paying taxes, and is pursued and detained until payment is made. Generally, the Militia keeps 6 to 8 men at each toll booth (one warrior of 9th–12th level and the rest militiamen of 3rd–7th level).

Sergeant Slate

The Militia forces patrolling the Trade Road are commanded by Sergeant Slate, a grizzled veteran of the Militia and a thoroughly corrupt man. Slate constantly patrols the length of the Trade Road, checking on the Militia toll booths, leading raids against brigand camps (or more often hiring others to do it), guarding toll booth fees on their way back to Freeport, and reporting to Commander Drazden at the Militia House back in Freeport.

Slate is not just gruff — he's downright cruel. He leads his men through intimidation rather than loyalty. He expects to be treated like royalty by every innkeeper in the Commonlands, and treated as lord and protector by merchants and travelers of all feathers. The only citizen in the Commonlands whom Slate is leery of bullying is Mother Rinna Lightshadow of Nearfield. About the only way anyone has found to get into Slate's good graces is through providing him with enough fine brews, but even then he is as likely to become a mean drunk as he is a drinking comrade.

Sergeant Slate, Male Human, War 19: CR 19; Medium-size humanoid [human] (6 ft., 3 in.); HD 19d12+57; hp 206; Init +9 (+2 Dex, +4 Improved Initiative, +3 arcane); Spd 30 ft.; AC 20 [flat-footed 16, touch 12] (+2 Dex, +4 armor, +2 shield, +2 natural); BAB +19; Grap +23; Atk +25/+21/+17/+13/+9 melee (1d10+7, crit 17–20/x2, *Combine bastard sword*), or +23/+19/+15/+11/+7 melee (1d10+7, crit 17–20/x2, *Combine bastard sword*) and +21 melee (1d6+2 and *daze*, Improved Bash), or +21/+18/+15/+12/+9 ranged (1d4+4, 10 ft., throwing knives); SA area taunt; SQ berserking, Taunt bonus +5; AL OE; Fac Freeport Militia; SV Fort +14, Ref +10, Will +10; Str 18, Dex 14, Con 17, Int 14, Wis 14, Cha 16.

Skills: Alcohol Tolerance +19, Appraise +6, Climb +8, Intimidate +24, Knowledge (warcraft) +10, Listen +11, Search +8, Sense Motive +9, Spot +6, Swim +7, Taunt +23, Wilderness Lore +5.

Languages: Common (4), Orcish (2), Barbarian (2).

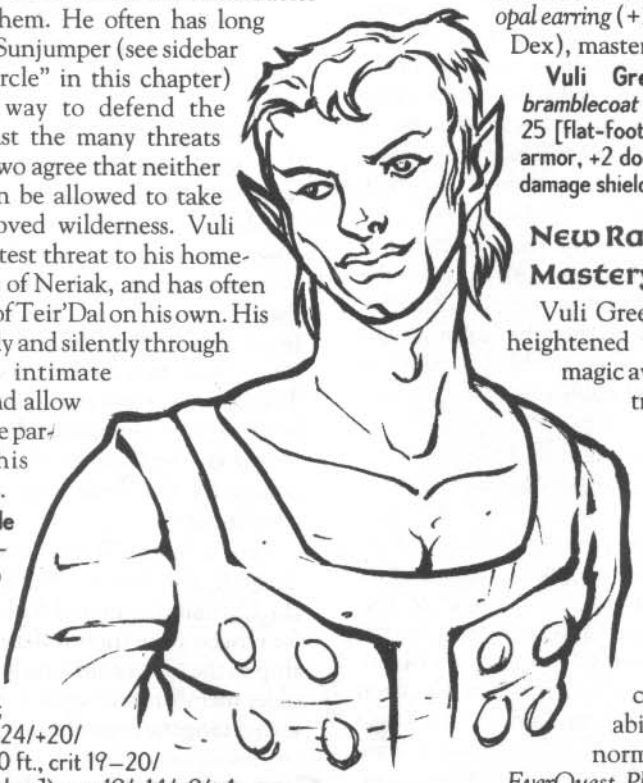
Feats: Alertness, Bash, Cleave, Double Attack, Improved Bash, Improved Critical (bastard sword), Improved Initiative, Iron Will, Lightning Reflexes, Parry, Power Attack, Riposte, Sunder, Toughened, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Possessions: Masterwork chain shirt, masterwork large steel shield, *Combine bastard sword*, brace of 5 throwing knives, *gold carnelian ring* (+3 initiative), *platinum fire opal ring* (+14 hp; +2 AC), 2 doses of *blood of the wolf*, full aleskin.

Vuli Greenwhisper

Vuli Greenwhisper is an old and experienced half elf who has seen most of Norrath. His heart always stayed in the Commonlands, however, and that is where he has settled for the waning years of his life. He enjoys speaking to travelers from across the world, but only leaves the Commonlands to visit his wife, Veli Greenwhisper (*female half elf, Rng 17, DG, Kithicor Residents*), who is not yet ready to give up her patrols of the Kithicor Woods.

Vuli takes great pride in having trained so many of the Commons Trackers and also in the camaraderie he has instilled in them. He often has long discussions with Cei Sunjumper (see sidebar under the "Druid Circle" in this chapter) regarding the best way to defend the Commonlands against the many threats that face it, and the two agree that neither orcs nor Freeport can be allowed to take control of their beloved wilderness. Vuli tends to feel the greatest threat to his homeland is the dark elves of Neriak, and has often hunted down parties of Teir'Dal on his own. His ability to move quickly and silently through the plains and his intimate knowledge of this land allow him to take down large parties of foes with his snipe-and-run tactics.



Vuli Greenwhisper, Male Half Elf, Rng 16: CR 16; Medium-size humanoid [elf] (5 ft., 10 in.); HD 16d10+16; hp 105; Init +4 (Dex); Spd 40 ft. (Swift); AC 20 [flat-footed 14, touch 16] (+4 Dex, +4 armor, +2 dodge); BAB +16; Grap +18; Atk +24/+20/+16/+12 ranged (1d8+5, 170 ft., crit 19–20/x4, bow and arrows [see below]), or +19/+14/+9/+4 melee (1d10+2, masterwork broad sword); SA spells; SQ fletcher, wilds mastery (favored terrain [plains], sylvan grace, magic proficiency [see below]), infravision, half elf traits; Resist CR 3, FR 3; AL DG; Fac Commons Residents; SV Fort +8, Ref +14, Will +7; Str 14, Dex 18 (16), Con 12, Int 12, Wis 15, Cha 10.

Skills: Animal Empathy +5, Channeling +14, Climb +10, Hide +16, Jump +7, Knowledge (local lore [Commonlands]) +9, Knowledge (nature) +6, Listen +13, Meditation +8, Sense Heading +7, Sneak +14, Spot +13, Trade Skill (fletching) +17 (masterwork kit), Wilderness Lore +14.

Languages: Common (4), Elvish (4), Orcish (3).

Feats: Dodge, Mobility, Improved Critical (composite longbow), Parry, Point Blank Shot, Rapid Shot, Shot on the Run, Swift, Track.

Ranger Spells Prepared (mana cost): *Bramblecoat* (12), *calm animal* (8), *camouflage* (2), *grasping roots* (6), *healing* (10), *levitate* (6), *see invisible* (4), *skin like rock* (10).

Mana Pool: 52.

Possessions: Masterwork chain shirt, masterwork broad sword, planed double-cam ash longbow with silk string, 2 quivers, 40 silver-headed bone arrows with shield fletching and small nocks, *gold opal earring* (+2 AC), *gold onyx earring* (+2 Dex), masterwork fletching kit.

Vuli Greenwhisper (buffed with *bramblecoat* and *skin like rock*): hp 123; AC 25 [flat-footed 19, touch 18] (+4 Dex, +4 armor, +2 dodge, +3 natural, +2 divine); SQ damage shield (1).

New Ranger Wilds Mastery

Vuli Greenwhisper has developed a heightened talent for casting druidic magic available to rangers. Vuli will train any ranger with sufficient faction (+2 Commons Residents) who proves herself worthy of such tutelage so she can develop this same talent (GM's discretion, probably involving completion of a quest). One so trained, a ranger character may choose this ability in place of one of the normal options listed in the *EverQuest Player's Handbook* any time she earns a wilds mastery (at 4th, 9th, etc.).

Magic Proficiency: The ranger's caster level is treated as being one higher for all calculations except determining the actual level of spells to which she has access. For example, a 9th-level ranger normally has an effective caster level of (9 – 4) = 5, but with magic proficiency, her caster level becomes 6. This heightened caster level is used for anything affected by caster level, such as calculating the ranger's total mana pool, penetrating spell resistance, or determining level-dependent variables, such as range, of her spells. This wilds mastery may be selected up to four times, each instance increasing the caster level by one.

Tower of Death

The Tower of Death was originally "Fist Defiant," a Deathfist stronghold close enough to Freeport for orc armies to march on the city. It was from Fist Defiant that the orcs, aided by human mercenaries and dark elf spellcasters, made their most concerted efforts to destroy the city. When the Order of Marr's Fist besieged the tower, none of Fist Defiant's defenders would surrender, leading to a horrible slaughter so great that the scent of death was carried miles away. Rather than use the bloodied tower as their own base of operation, the paladins set torch to it, buried the dead, and forgot it.

The tower sat empty for years, until a fool named Gynok Moltor released an unspeakable darkness within the stronghold of the Order of Marr's Fist. This darkness was drawn immediately to the tower as a site of great bloodshed and suffering. It entered the tower and the graves around it, twisting and perverting the corpses within. The tower was repaired from the bodies of the fallen, turning into a massive structure of skulls, desiccated flesh, and endless rows of bones. Every grave was opened, and an army of zombies and skeletons took guard around the tower. Those wanderers and residents nearby were poisoned and died, only to rise again as ghouls.

Clearly the darkness had plans for this army, but it miscalculated. The curse used all its strength to create the Tower of Death, and was forced back to its point of origin, the bunker now known as Befallen, when the morning light came. It has sat in Befallen ever since, unable to escape but still able to lure those who might be able to give it the power to spread once more.

Now the Tower of Death is ruled by Ullen Nyldaer (*female ghoul magi, Nec 8, NE*), a dark elf necromancer who was slain in the siege by the Order of Marr's Fist and resurrected to undeath by the dark power in Befallen. Ullen rules over an assortment of skeletons, ghouls, and zombies (see ghouls and a zombie template at the end of this chapter) that stand watch over her gruesome tower. So far, Ullen seems content to use the tower to research necromancy, but she has received envoys such as dark elf queen Christanos Thex's favored messenger Kizdean Gix (*male dark elf, Shd 10, OE*) and a dark offerer from Castle Mistmoore. Should Ullen mobilize the forces of her tower, Farfield might suddenly have a dangerous new enemy.

The Waystone

The Waystone is an ancient stone menhir 40 feet tall and 10 feet in diameter. On its north face is a single rune, similar to those runes often found on druidic circles and old ruins. Its location atop a prominent hill makes the Waystone easy to spot from miles away, and there are no other structures like it in the Commonlands. The origins of the Waystone are lost to the mists of history. It certainly existed before the disappearance of Aataltaal, but there is no mention of it in any known writings from Wielle or Takish-Hiz. It may have been constructed by the shissar or perhaps by an even older civilization.

Regardless of its original use, the Waystone has become a landmark for travelers avoiding the Trade Road. It is situated almost exactly halfway between Freeport and the Kithicor Woods, and also between the Serpent Spine Mountains and the Rolling Hills. This also happens to place it just two days' travel due east from Farfield. As a result, anyone who finds the Waystone and is aware of these facts (Knowledge [geography] or Knowledge [local lore: Commonlands] DC 10) knows precisely where they are, which way is north, and which way to travel to reach the nearest town.

The Waystone has also become a rallying point for those rangers who travel the Commonlands. Often called the Commons Trackers, this loose band of 30 or so allies make it their business to keep an eye on the comings and goings of the denizens of the Commonlands, to lend aid where possible to the lost or injured, and to keep the wilds free of the polluting influence of cities and kingdoms. The Commons Trackers are well loved among the residents of the Commonlands, treated as local heroes, though they are far less well liked by the Freeport Militia. Merchants are also mistrusting of these rangers, as they risk themselves only to save lives — they will not help to recover stolen goods or pursue bandits who haven't harmed their victims physically.

There are always one or two rangers at or near the Waystone, as this is the only place where others can be sure to contact the group at need. This communication system was devised by Vuli Greenwhisper (see sidebar) during the chaotic years of the Crusade of Tears. As often as not, it is Greenwhisper himself taking post at the Waystone, although it's not unusual to find his protégé Math Wintersong (*male human, Rng 9/War 6, DG, Commons Residents*) instead. Both men have a good idea where most Commons Trackers are at any given time, and can arrange for help in most of the Commonlands if they feel it is appropriate. However, the Commons Trackers see themselves as defenders of the weak, not a rescue party for fools and adventurers.

The Commons Trackers have strong ties to the JaggedPine Treefolk, the Protectors of Pine, and the residents of both the Commonlands and Kithicor. In fact, it is not unusual for rangers from these different groups to pair up. Membership in the Commons Trackers is informal, and most of the older members are happy to train younger and less experienced rangers, regardless of their official affiliation.

Creatures of the Commonlands

The Commonlands are a rich and fertile place, with a wide variety of flora and fauna. Because most native creatures are very territorial and inhabitants of the settlements rarely venture far from their homes, it's impossible to generalize accurately what creatures a traveler in the Commonlands is likely to face. An area that was once the territory of a griffin might be overrun by bixies, who could in turn abandon the area to a nightfall giant. Only the well-patrolled Trade Road remains safe month to month, and even it is sometimes prowled by, for instance, a pair of lions looking for a new den.

Native Creatures

The following are creatures native to the Commonlands. Many can be found in *EverQuest: Monsters of Norrath*,

while others are similar enough to a creature from that book (listed in parentheses after the Commons native) that it can be treated as the same monster. New monsters from this book are also noted in parentheses.

Creatures of the Commonlands

Asp (use 6-HD rattlesnake)*
Bixie
Black bear*
Black wolf*
Dog*
Fire beetle**
Ghoul (new monster; see below)
Giant spider (carrion spider)**
Griffin
Hill giant
Kodiak*
Large piranha (razorgill)*
Large spider (desert tarantula)**
Moss snake*
Nightfall giant
Piranha*
Plains cat (lion)*
Puma (see "Lion, puma")*
Rattlesnake*
Sand scarab (giant beetle)**
Shadowed man (all types)
Spiderling**
Werewolf (new monster template; see below)
Woodland lion (tiger)*
Young kodiak (use 9-HD black bear)*
Zombie (new monster; see below)

* See Appendix Two: Animals in *EverQuest: Monsters of Norrath*.

** See Appendix Three: Vermin in *EverQuest: Monsters of Norrath*.

Inhabitants

By far the most common inhabitants of the Commonlands are humans, either traveling in caravans or populating towns. Brigands are a common threat, and members of the Freeport Militia often harass anyone they see as a troublemaker (or who have refused to pay the toll on the Trade Road). Deathfist orcs are common throughout the area, as well, while hill and nightfall giants live and hunt near the Serpent Spine Mountains and the Rolling Hills, and bixies dwell in many wooded areas (but especially near Kithicor and the Nektulos Forest). Creatures from the Desert of Ro, such as dervishes, mummies (new monster template; see Chapter 6), air elementals, and Scorchfist orcs, occasionally enter the Commonlands in large groups through the Buried Pass.

Deathfist Orcs

General information on Deathfist orcs can be found in *EverQuest: Monsters of Norrath*. While Lord Shin Rhee (see sidebar earlier in this chapter) is making an effort to restore his people to a position of prominence within the Commonlands, his success thus far has been limited. Most Deathfists simply lack the will to band together for a greater cause, instead traveling in small bands to raid and take whatever they can. Most of these bands are comprised of 3–8 pawns, but some are led by a renegade Centurion (*male Deathfist orc, Mil or War 3–6*), an orc of proven skill and experience.

Monsters of the Commonlands

Ghoul

	Ghoul Medium-Size Undead	Ghoul, Greater Medium-Size Undead
Hit Dice:	8d12+3 (55 hp)	15d12+6 (103 hp)
Initiative:	+3 (Dex)	+4 (Dex)
Speed:	30 ft., climb 20 ft.	30 ft., climb 30 ft.
AC:	19 (+3 Dex, +6 natural)	24 (+4 Dex, +10 natural)
Attacks:	2 claws +7 melee	2 claws +13 melee
Damage:	Claw 1d8+3	Claw 1d8+6
Face/Reach:	5 ft. by 5 ft./5 ft.	5 ft. by 5 ft./5 ft.
Special Attacks:	Paralyzing touch	Paralyzing touch
Special Qualities:	Damage reduction 15/+1, scent, perceive invisible, undead	Damage reduction 20/+2, scent, perceive invisible, undead
Saves:	Fort +2, Ref +5, Will +9	Fort +5, Ref +9, Will +14
Abilities:	Str 17, Dex 17, Con –, Int 8, Wis 16, Cha 14	Str 21, Dex 19, Con –, Int 18, Wis 21, Cha 18
Skills:	Hide +13, Listen +19, Search +7, Sneak +13, Spot +18	Hide +22, Listen +28, Search +12, Sneak +28, Spot +22
Feats:	Toughened	Power Attack, Toughened, Weapon Focus (claw)
Climate/Terrain:	Any land	
Organization:	Solitary, pair or group (3–8)	Solitary, pair or group (3–5)
Challenge Rating:	6	11
Treasure:	Standard	Standard
Alignment:	Always evil	Always evil
Advancement Range:	9–16 HD (Medium-size)	16–25 HD (Medium-size); 26–30 HD (Large)
Faction:	None	Varies

Description

Ghouls are horrid, hunched undead common throughout Norrath, especially in areas where people frequently die of starvation, pestilence, or exposure. This is because ghouls are most often created when a person commits evil acts in an effort to survive such conditions, but dies anyway. When an individual cheats his companions of supplies, hoards food or medicines, abandons weakened allies, or even goes so far as to turn to cannibalism, he attracts the attention of evil gods, and when he dies is often given additional energy in the form of undeath. Sometimes an entire party of cutthroats is given this dark gift, resulting in a band of wandering ghouls.

Ghouls have little of their original appearance left, and it is often impossible to tell what race they originally belonged to. A ghoul has yellowed, leathery skin that pulls tightly over an emaciated frame. They are bent and hunched, moving with an ungainly shuffle that looks inefficient but does not seem to slow them at all. Ghouls' eyes are glowing orbs of green or red and their ears grow long and pointed, outward signs of how keen their senses become when they turn undead. Ghouls often wear tattered remains of the clothing they preferred when alive, and may take similar garments from victims. Unable or unwilling to care for their gear, however, ghouls inevitably appear ragged.

Most ghouls are driven by the same urges that filled them just prior to death — hunger, thirst, and a desire to find shelter. They now see any living creature as potential prey, however, and actually prefer thinking beings as food over animals and beasts. They often choose a ruin to haunt, feeling the need for safety but uncomfortable in more civilized surroundings. Most ghouls eventually begin to realize they are the victims of cruel jests by the evil gods who create them, mere parodies of their former selves, which usually drives them to greater acts of violence against the living.

Combat

Ghouls hunt their victims as they would hunt animals, picking up their scent and tracking them for hours or days. They prefer to ambush prey in darkness, either at night or in a cave or gully. The ghoul's great stealth and cunning often allows it to catch prey by surprise. If possible, it uses its paralyzing touch to immobilize spellcasters and stealthy opponents first, and then concentrates its attacks on any fighters, coming back for paralyzed prey once the warriors are dead. A ghoul ignores anyone who seems unable to harm it until all other threats have been dealt with. Ghouls rarely flee from combat, even when clearly outmatched.

Paralyzing Touch (Su): The touch of a ghoul is filled with the chill power of death and can freeze the limbs of any living creature. Any time a ghoul successfully hits an opponent with a claw attack, the target must make a Fortitude save (DC 16) or be *paralyzed* for 1d4 rounds. A paralyzed creature stands rigid and helpless, unable to move or act physically. It has effective Strength and Dexterity scores of 0, but may take purely mental actions.

Perceive Invisible (Ex): Although a ghoul cannot actually see invisible creatures, its incredibly keen senses sometimes allow it to identify the precise location of such a creature well enough to ignore the effects of invisibility. Each round a ghoul is within 60 feet of an invisible creature it is allowed a Listen check (DC 25). If it succeeds, it can sense the invisible creature well enough to act as if it could

see the creature normally. This effect remains as long as the creature stays within 60 feet. If it gets beyond that distance, the ghoul loses track and must begin again when it gets back within 60 feet of the creature.

Skills: Ghouls receive a +2 racial bonus to Hide and Sneak checks and a +8 racial bonus to Listen, Search, and Spot checks.

Greater Ghouls

As a ghoul grows older and more powerful, it becomes more accepting of its undead state. This frees it from the drives of survival that consume its younger years, leaving it free to plan greater comforts for itself. Such a creature is a greater ghoul, and is far more dangerous that a young, lesser ghoul. It often lays claim to a territory and can actually form alliances with necromancers, other undead, and sometimes even with such creatures as orcs and giants.

The most dangerous of all the greater ghouls are those of Neriak, who are in league with the dark elves. It is unknown if these ghouls were once dark elves themselves or simply undead who have formed an alliance with The Dead (the necromancers and shadow knights of Neriak). The ghouls of Neriak rarely leave their place of security in the 3rd Gate, but they are occasionally sent by Queen Cristianos or necromancy guildmaster Xon Quexill on missions to recruit other thinking undead. These missions are rarely successful, but represent an effort by the forces loyal to the Queen of Neriak to gather enough allies to overthrow the King without weakening the city itself.

Greater ghouls appear much as common ghouls, although they are sometimes found in clothing of much higher quality. They are also far more likely to gather other undead to them as guards and followers. Many mindless undead seem to gravitate naturally to a greater ghoul, and many greater ghouls form alliances among themselves to increase their strength.

Combat

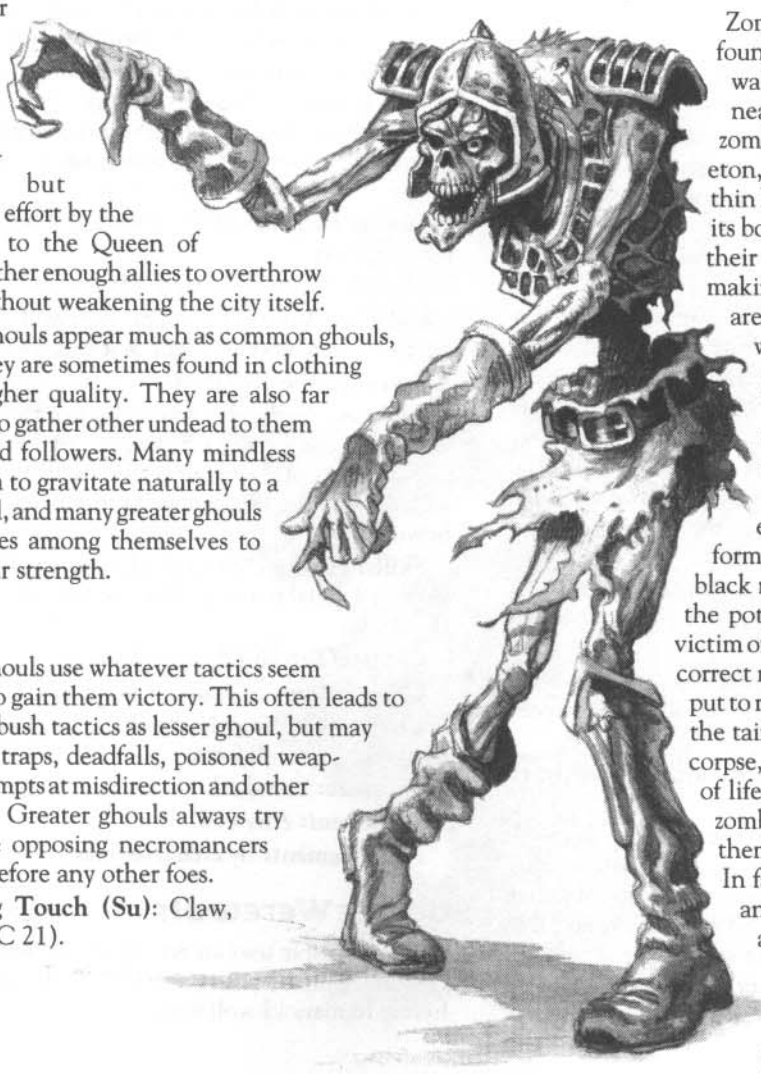
Greater ghouls use whatever tactics seem most likely to gain them victory. This often leads to the same ambush tactics as lesser ghoul, but may also involve traps, deadfalls, poisoned weapons, and attempts at misdirection and other mind games. Greater ghouls always try to neutralize opposing necromancers and clerics before any other foes.

Paralyzing Touch (Su): Claw, Fort save (DC 21).

Zombie

	Medium-Size Undead
Hit Dice:	5d12 (33 hp)
Initiative:	+0 (Dex)
Speed:	30 ft. (can't run)
AC:	17 (+2 armor, +5 natural)
Attacks:	2 slams +7 melee or weapon +7 melee
Damage:	Slam 1d8+5 or by weapon
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Qualities:	Damage reduction 5/+1, piercing resistance, see invisible, undead
Saves:	Fort +1, Ref +1, Will +4
Abilities:	Str 20, Dex 10, Con –, Int 4, Wis 10, Cha 4
Skills:	Listen +10, Spot +10
Feats:	Alertness, Power Attack
Climate/Terrain:	Any land
Organization:	Solitary, pair or group (3–8)
Challenge Rating:	3
Treasure:	Half
Alignment:	Any evil
Advancement Range:	6–10 HD (Medium-size); 11–15 HD (Large)
Faction:	None

Description



Zombies are common forms of undead found throughout Norrath. They are true walking corpses, and can be found in nearly all states of decomposition. A zombie is never reduced to a mere skeleton, however, always retaining at least a thin layer of desiccated and torn flesh over its body. Often its organs are exposed and their faces pulled into a rictus of a grin, making it a frightful sight indeed. Zombies are obviously animated corpses, for even when motionless they glow faintly with an unholy green or reddish light. They usually have tattered scraps of armor and clothing wound tightly around their body.

Zombies are created in many different ways, although all involve some form of necromancy or dark curse. Any black magic that kills a living creature has the potential to create a zombie. When a victim of evil forces is properly buried and the correct religious rites are spoken, the body is put to rest and never rises. If this is not done, the taint of the evil magic can inhabit the corpse, causing it to rise in an awful parody of life. As a result of this dark genesis, all zombies hate living things and attack them on site, without thought or reason. In fact, zombies do very little thinking, and while not entirely mindless they are unable to make or follow plans. This makes zombies poor guards, though more powerful undead can sometimes direct them well enough to provide some security.

Combat

Zombies are virtually mindless in combat. They attack the first target they see, and keep slamming or striking it until it falls or another target does significantly more damage to the zombie. Zombies fight until they are destroyed, having no survival instinct.

Piercing Resistance (Ex): Zombies take half damage from piercing weapons. (Halve such damage before applying the zombie's damage reduction.)

See Invisibility (Su): Zombies can see most invisible objects and creatures normally, although this ability does not apply to those protected specifically by *invisibility to undead*.

Werewolf

Werewolves are humanoids who transform into bipedal wolflike creatures or great, malevolent wolves when a full moon lights Norrath's nighttime sky. The curse of lycanthropy causes the infected humanoid to remain in its hybrid or wolf form for days, perhaps weeks, or even a lifetime. Once transformed into the werewolf, the humanoid's personality disappears and becomes that of the savage predator — one that, hungry or not, hunts and kills anything it encounters or scents.

Creating a Werewolf

"Werewolf" is a template that can be added to any humanoid or monstrous humanoid creature (referred to hereafter as the "character"). The character's type changes to "shapechanger." At sunset on the night of a full moon, the character transforms into the ravenous werewolf (no save to resist the transformation). The werewolf immediately leaves its possessions behind and takes up the hunt, beginning with the nearest prey.

Each sunrise, a character in wolf or werewolf form may attempt a Will save (DC 15, +1 per night spent as a werewolf) to reassert its original personality and transform back into its normal humanoid or monstrous humanoid form.

A werewolf uses the character's statistics and special abilities, but it cannot use any songs, spells, or spell-like abilities of the character. In addition, the character's abilities might be modified as set out below.

Hit Dice: Increase to d8 while in hybrid humanoid-wolf or wolf form, unless the character's HD type is already higher.

Speed: In its hybrid humanoid-wolf form, the werewolf's base speed becomes 40 feet unless the character's base speed was higher.

AC: The character's natural armor bonus increases by +5 in either werewolf form.

Attacks: As the character in either wolf or werewolf form, except the werewolf's attacks are always one weapon delay category faster due to the werewolf's natural attack speed (though no attack can have a delay lower than 2). In either form, the werewolf also gains two claw attacks, as well as a bite attack at the character's highest attack value –5. A werewolf often eschews weapons it would normally use as a humanoid, however, and instead attacks with its claws and bite.

Damage: As the character. The werewolf's claw and bite attacks deal damage according to the base creature's size, as set out in the following table. If the base creature already has claw or bite attacks (or other natural attacks), use whichever deals more damage.

Base Creature Size	Claw Damage	Bite Damage
Small	1d4	1d6
Medium-size	1d6	1d10
Large	1d8	2d6
Huge	2d6	2d10

Special Attacks: In either werewolf form, it retains all special attacks other than songs, spells, and spell-like abilities (plus other special attacks requiring mental clarity, at the GM's discretion). It also gains the following attacks:

Drag Down (Ex): A werewolf may attempt a trip attack as a free action against a target that it bites successfully. The werewolf does not provoke an attack of opportunity with this attempt, and its opponent may not try to trip the werewolf in response if its trip fails.

Mark of the Werewolf (Su): Any humanoid hit by a werewolf's bite attack must succeed at a Fortitude save (DC 18) or contract werewolf lycanthropy, thereby gaining the werewolf template. Note that enchanters using the spell *illusion – werewolf* do not gain this special attack since they are not truly afflicted by werewolf lycanthropy.

Special Qualities: In either werewolf form, it retains all special qualities other than songs, spells, and spell-like abilities (plus other special attacks requiring mental clarity, at the GM's discretion). It also gains the following qualities:

Damage Reduction (Ex): A werewolf has damage reduction 15/silver.

Scent (Ex): See *EverQuest: Monsters of Norrath*, page 16.

Low-Light Vision (Ex): The werewolf can see as well outdoors on a moonlit night as it can during daylight.

Saves: As the character.

Abilities: As the character, plus in either werewolf form it gains bonuses of +4 Strength, +4 Dexterity, and +2 Constitution, and a penalty of –4 Intelligence (this penalty will never reduce the werewolf's Intelligence score below 4, however).

Skills: As the character, plus werewolves in any form gain a +4 racial bonus to all Hide, Listen, Sneak, and Spot checks.

Climate/Terrain: As the character.

Organization: Solitary, or as the character.

Challenge Rating: As the character, +1 in wolf form, +2 in hybrid werewolf form.

Treasure: Standard.

Alignment: Any evil.

Advancement: By character class.

Sample Werewolf

This example uses an 8th-level troll warrior as the base creature. The statistics given are for the warrior at night, in hybrid humanoid-wolf form.

Werewolf

	Large Shapechanger
Hit Dice:	8d12+55 (107 hp)
Initiative:	+2 (Dex)
Speed:	40 ft.
AC:	16 (–1 size, +2 Dex, +5 natural)
Attacks:	2 claws +14 melee, bite +9 melee; or 2 claws +12 melee, bite +7 melee, slam +12 melee; or greataxe +14/+8 melee, claw +9 melee, bite +9 melee; or greataxe +12/+6 melee, claw +7 melee, bite +7 melee, slam +12 melee
Damage:	Claw 1d8+7; bite 2d6+3; slam 1d8+7 and *daze* [Improved Slam]; greataxe 2d6+7
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Drag down, mark of the werewolf
Special Qualities:	Damage reduction 15/silver, scent, low-light vision, infravision, fast recovery, vulnerability to fire, cold resistance (8), electricity resistance (8), fire resistance (8), magic resistance (8), poison resistance (8), berserking, Taunt bonus +3
Saves:	Fort +11, Ref +4, Will +4
Abilities:	Str 24, Dex 14, Con 21, Int 4, Wis 10, Cha 4
Skills:	Climb +9, Hide +2, Jump +9, Listen +4, Sneak +4, Spot +4, Swim +9, Taunt +5
Feats:	Dual Wield, Improved Slam, Iron Will, Parry, Slam, Toughened
Climate/Terrain:	Any land
Organization:	Solitary
Challenge Rating:	10
Treasure:	Standard
Alignment:	Discordant evil
Advancement Range:	By character class
Faction:	None

Description

Kamrak Grumb was a troll warrior-turned-brigand on his way to infamy among the merchants of the Commonlands Trade Road when a wolf he attacked for dinner one night turned out to be more than a mere wolf. Kamrak defeated the beast, but not before it left its mark upon him. Kamrak has now completely lost his own personality, having become an insatiable lupine predator that sleeps during the day in its hidden den and stalks the Commonlands during the dark hours.

Combat

Kamrak attacks quickly and remorselessly.

Mark of the Werewolf (Su): Any humanoid hit by the werewolf's bite attack must succeed at a Fortitude save (DC 18) or contract werewolf lycanthropy, gaining the werewolf template.

Drag Down (Ex): A werewolf may attempt a trip attack as a free action against a target that it bites successfully. The werewolf does not provoke an attack of opportunity with this attempt, and its opponent may not try to trip the werewolf in response if its trip fails.

Berserking (Ex): As the warrior class ability.

Resistances: Note that the resistances come from the base troll warrior's racial bonuses and from training points.

Skills: Werewolves gain a +4 racial bonus to all Hide, Listen, Sneak, and Spot checks.

Chapter Six: The Desert of Ro

The Desert of Ro is a harsh wasteland in which sand is common, water rare, and most creatures carnivorous. Rocky mountains define the western border of the desert and a salt water ocean the eastern, with little between the two except ruins and huge granite ridges. The landscape is one of rolling dunes and towers of sand-blasted rock, with the wind often blowing strongly enough to change landmarks within hours. Grass is rare, but it's not unusual to find a lone palm tree or cactus here and there, and in the few regions that see regular water (in the far north and south of the desert and near the Lifire River and Oasis of Marr) the greenery is often as thick as a wetland forest.

Though no powerful kingdom claims the Desert of Ro, and only a few outposts of civilization can be found within it, it serves as a major gateway into western Antonica. The most direct routes to Rivervale or Qeynos from the lands of trolls and ogres go through the Desert of Ro, as do any routes from the continents of Faydwer and Kunark that wish to avoid Freeport. This makes the desert an important area to control, and the local orc clans are constantly vying with the local nomads, ancient undead, dark elf emissaries, and a few human outposts to see who can become masters of the sands.

History

From the City of Freeport and the Commonlands to the Rujarkian Hills and Innothule Swamp exists the stretch of scorched sand, burned earth, and harsh, rocky mountains known as the Desert of Ro. This dry region is trapped between the impassible Serpent Spine Mountains and the Ocean of Tears, cutting it off from the rains and storms common elsewhere on Antonica. As a result, there is little vegetation here and no agriculture at all except for that found in the Oasis of Marr, the single area of life and property located in the center of the desert. Few efforts by civilized people to colonize this land have had any success, with only a few small outposts in the north and barbarian fishing villages along the coast having survived for more than a season.

Yet many adventurers, merchants, and scholars regularly make the dangerous trek into this wasteland, for they claim that once it was the richest region in all Norrath. No histories of such a time are known to exist, but the wisest of scholars have put together many of the events that took place during the period before humans came to Antonica. Few historians agree on the exact details, of course, and even the broadest "facts" may be mistaken, but it seems fair to believe that the tales are close to the history of the land before it became desert.

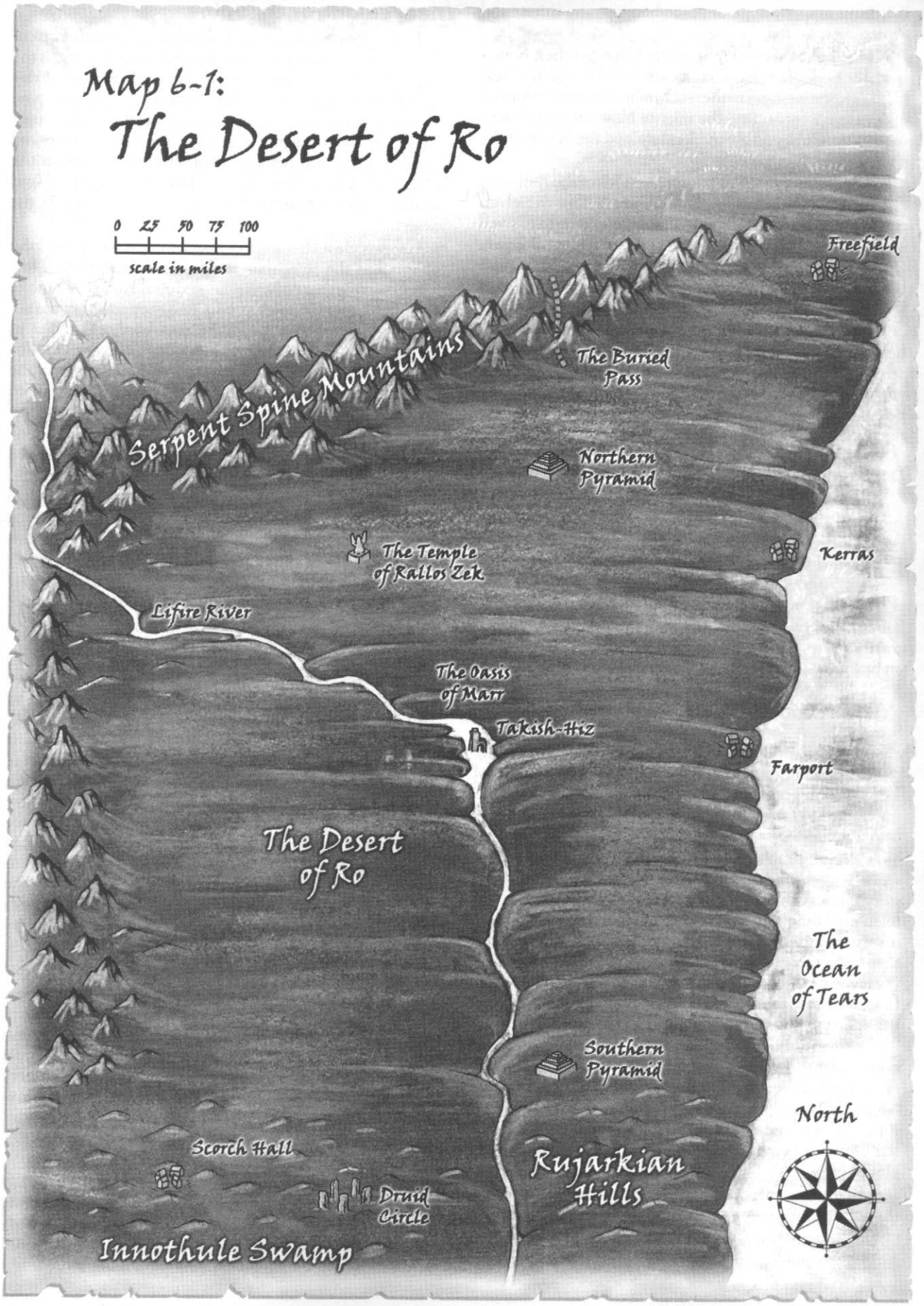
The Elddar Forest

According to these reconstructed histories, before the rise and fall of the Combine Empire, before even the first barbarians came to be in the frozen north, the southeastern coast of Antonica was a rich and vibrant land known as the Elddar Forrest. Here the high elves lived in complete harmony with nature, ruling an empire of their own dedicated to the worship of Tunare. In that day, so the elves tell it, even the continent was called Tunaria. They lived fulfilled and happy lives, and explored many arts, crafts, and magics. They built great cities of living wood, glittering white marble, and gold.

South of this massive forest lay the lands of the shissar, a race of snake-men who wielded powerful arcane magic. The shissar built massive pyramids, allowing their wizards to teleport from one end of their empire to the other, and they mastered the arts of enchantment and magery. Though the shissar were not allies of the elves, in the early years of their empires the two managed an uneasy peace — until the children of war came.

The Rallosian Empire

Rallos Zek formed armies and nations of his creatures, orcs, ogres, giants, and others, into one great Rallosian Empire. The Rallosians had conquered all the lands near them, but the Lord of Conquest wanted more. He wanted them to take all of Norrath, and then to take the planes beyond it. So Zek made a pact with the shissar, promising them great power and position once their combined forces conquered the heavens. In return, the shissar made even more of their pyramids, allowing Zek's forces to teleport freely across Norrath and even to gain access to many other planes. This brought Zek's armies to the edge of the Elddar Forest, and forced the elves to fight for their homeland.


Map 6-1:
The Desert of Ro
0 25 50 75 100
scale in miles
Freefield
Serpent Spine Mountains
The Buried Pass
Northern Pyramid
The Temple of Rallos Zek
Kerras
Lifire River
The Oasis of Matt
Takish-Hiz
Farport
The Desert of Ro
The Ocean of Tears
Southern Pyramid
North
Scorch Hall
Rujarkian Hills
Druid Circle
Innothule Swamp

With this act, any hope of peace between the shissar and elves was shattered.

While the elves bravely and ably defended their homeland, the power of the Rallosian army had no equal. Great tracts of forest were put to the torch, marble towers crumbled under siege weapon fire, the mighty blows of giants' mattocks rang aloud, and elven blood stained the blades of the enemy.

Fortunately for the elves, the aspirations of the Rallosian Empire turned to the Planes of Power before the elven empire was completely destroyed. The rest of the tale is well known: Rallos Zek's armies invaded the Planes of Power and captured the Rathe; the combined power of the gods then crushed the Rallosian army; and the various races of the empire were killed or cursed.

All of this left the elves, although nearly destroyed, nevertheless the undisputed masters of Tunaria. They rebuilt their nation and elven druids tended to the regrowth of their beloved forest. No force of that age could now usurp the elves' dominion over the land — or at least no mortal force could.

Some Say the World Will End in Fire

The god Solusek Ro destroyed the elven homeland, turning the lush forest into the barren desert that bears the god's name to this day. No one knows why the Lord of Flame grew wroth with the elves. Perhaps he felt their growing mastery of elemental magics threatened his mastery of fire. It may be he was jealous of the praise they gave Tunare and the immense riches with which she blessed them in return. Or perhaps he feared letting any mortal empire grow too powerful lest they attempt to repeat what the Rallosian Empire had barely failed to do.

Whatever his reasoning, Solusek Ro caused the mighty Serpent Spine Mountains to rise up, cutting the Elddar Forest off from the lands to the west. This changed the pattern of winds and weather coming from the Ocean of Tears, making rain almost unknown there. Lacking fresh water, the Elddar slowly withered away. Great heat became commonplace. The land began to perish.

The elven druids fought these changes, using powerful spells to summon water and cool fields and trees. They built stone circles of a nature similar to the shissar pyramids and teleported themselves to new lands in search of new magic to save their land. But the desert grew, first in the north and then inexorably further south. Soon only the lands around the elven cities of marble could be kept alive, and then, in time, only the lands near Takish-Hiz, greatest of the elven strongholds.

Eventually, the elves knew they must abandon their home, so they left what was once the Elddar Forest for the fairer lands of Faydwer. The sands claimed Takish-Hiz, and buried the abandoned city. The taint of death lingered in the old elven lands, as many ancient spirits returned from the grave to bemoan what had become of their resting place.

For centuries only orcs, giants, and the undead dwelled in the Desert of Ro.

The Breaking of the Spine

The wasteland might have been left to these monstrous denizens were it not for a massive earthquake known as the Breaking of the Spine. For reasons still unknown, this terrible quake opened a mighty chasm in the Serpent Spine Mountains, and a mighty river, the Lifire, flooded through. The river cut through the heart of the Desert of Ro and flooded a lowland before completing its journey to the Ocean of Tears. This flooded land became an inland freshwater sea, bringing life back to a small region of the desert.

It seems clear that mighty magic must have created the chasm and the river that allow this oasis to exist. Most scholars agree that only another god could have broken the mountains raised by Solusek Ro, and they attribute the act to Tarrew Marr, the divine Fathom Lord and father to Erollisi Marr and Mithaniel Marr. It is said that Erollisi Marr pleaded with her father not to forsake the land of the Elddar, and the great god answered by giving some life to the desert. Because of this claim, the land around the lake became known as the Oasis of Marr.

In combination with the Buried Pass, the Oasis changed the Desert of Ro in critical ways. As a place to stop for water and rest under shading palm trees, the Oasis makes a trip through the Desert feasible. Hardy travelers could restock their water supplies at the Oasis making for the Buried Pass and from there to the Commonlands before their supplies ran out once again. A few nomad cultures trickled into the desert and formed the basis for the dervishes of today.

The Desert Today

The desert is still dangerous, but there are many pressing reasons to attempt a crossing. Merchants (and smugglers) seeking to avoid the far-reaching arm of the Freeport Dock Authority have found it is possible to bring big ships close to the shore at a few points along the coast of the Desert of Ro, leading to a steady stream of caravans and individuals moving from the Buried Pass to the Ocean of Tears. Explorers of all races, but especially high and dark elves, are often driven to seek for the ancient secrets hidden in Takish-Hiz and other ruins of the cities of the Elddar Forest. Bands of brigands have set up at the Oasis of Marr and in the surrounding desert, either from a love of freedom or as a self-imposed exile to escape punishment from some crime.

Travel through the Desert of Ro

Although it exhibits one of the harshest environments on Norrath, the Desert of Ro houses both a wide variety of native life and a surprising number of regular travelers and explorers. Though the careless and the unprepared die within days of entering the sands, well-equipped or very experienced travelers can get along as well here as anywhere.

Surviving the Heat

The ambient temperature in the Desert of Ro generally reaches 120 degrees Fahrenheit at high noon, dropping down to –10 degrees in the middle of the night. Travelers must wear one set of clothes during the daylight hours, and

another set at night. See "The Environment" in Chapter 2 of the *EverQuest: Game Master's Guide* for more information on the effects of extreme heat and cold. Characters who build appropriate shelters from the heat during the day (Wilderness Lore DC 15) and stay in them need only make Fortitude saves once per hour against the daytime heat instead of once every 10 minutes. Most travelers cover ground during dawn and dusk hours when the temperature is the most forgiving, and then build shelters against the heat of the day and cold of the night.

The combination of heat and dryness doubles any living creature's need for water while in the desert. Note that there are no natural sources of water to be had other than those listed in this chapter – it's simply not possible to find a random spring or well anywhere in the Desert of Ro. Water vendors are common in civilized areas, but can charge up to three or more times the normal cost of a waterskin for a cup of fresh water. Luckily, spells that conjure water work normally in the desert, and many groups employ one or more magicians to ensure they always have enough potables on hand.

Of course, it is possible to survive without water, as long as *some* kind of moisture can be found. A traveler familiar with the Desert of Ro can survive for several days on the fluids of certain cacti, insects, and animals' fatty tissues, and, though rarely, even a tiny amount of morning dew. Surviving without water in the desert by foraging in this way requires a successful Wilderness Lore check (DC 17, rather than the normal DC 10) each day. Additionally, the forager can only provide food and moisture for one additional person for every 5 points by which her check result exceeds DC 17. Characters who have a source of water can simply find food and shelter by using the normal Wilderness Lore checks.

Surviving the Natives

Orcs, dervishes, madmen, ghouls, and mummies are all common in the Desert of Ro, and serve as the greatest threat to travelers. Sand giants, spectres, trolls, ogres, and dark elves are less common, but still represent a significant danger to anyone wishing to explore the desert. These are the thinking threats, the ones able to plot, plan, and gather allies. No large caravan can move safely within the desert, for it is certain that at least one unfriendly faction will find them and attempt to raid, rob, or simply destroy the caravan. Only small groups, able to move quickly and hide their presence, have any reasonable expectation of safely avoiding the natives of the desert. This leads travelers in the desert to form either small groups (for there is always *some* safety in numbers) or large, fortified caravans traveling the desert.

In addition to the sentient natives, the desert has a broad range of animals and monsters that pose a threat out of hunger. From lowly jackals to savage crocodiles and the mighty terrorantula(s), all manner of predators stalk the sands. Many camps have been found empty, with only a few broken bones left to tell the tale of consumed inhabitants. Some travelers set out torches at night to ward off simple carnivores, but of course this often makes their camp easier for bandits and ghouls to find...

Desert Locales

Very few settlements have survived the harsh conditions of the desert. There are a few important outposts of civilization, though, as well as haunted ruins, unusual natural landmarks, and orc and dervish camps scattered among the dunes. Settlements are mostly concentrated in the far northern and southern sections of the desert, where temperatures are less harsh and water more common, as well as along the Lifire River and around the Oasis of Marr.

The Buried Pass

The Buried pass is a passage beneath the Serpent Spine mountains connecting the northern Desert of Ro to the eastern section of the Commonlands. See Chapter 5: The Commonlands for more information on the pass.

The entrance to the Buried Pass from the Desert of Ro is at the bottom of one of the larger mountains of the Serpent's Spine, in a small vale of rock and shale. It is difficult to spot the entrance from a distance unless one is very familiar with its location, and sand sometimes piles up over the end in any case, concealing it entirely. The safest bet for inexperienced travelers is to stay close to the base of the Serpent Spine mountains and hope for signs of old campsites.

The more intelligent predators of the desert have come to realize that the entrance to the pass is a focal point for traffic through the desert, which has led to lots of bloodshed among the native raiders over who controls the territory around the entrance to the pass. However, the same sandstorms that sometimes bury the entrance to the pass also make the area inhospitable for any of the desert's native races to set up permanent camps from which to plunder passing caravans. Experienced desert merchants know that bad weather near the pass's entrance is something of a blessing if they would rather brave the wrath of nature than that of orc raiders.

Farport

Hamlet, Pop. 250

(Barbarian 5%, dark elf 5%, gnome 25%, half elf 5%, human 20%, ogre 25%, troll 15%)

Ruler: Frankel the Pirate (unofficial)

Gold Piece Limit: 100 gp

Assets: 7,750 gp

Resources: Transportation

Militia: None

If Freeport is the greatest port town in eastern Antonica, Farport is the smallest and least impressive. Built due east of the Oasis of Marr on the shore of the Ocean of Tears, Farport is more a ramshackle collection of lean-to buildings and broken down wagons than a town. The only structure that even comes close to being well built is the dock, a stout platform of wood obviously brought up from the Innothule Swamp. No one lives in Farport permanently, although criminals, merchants, smugglers, and other travelers sometimes take up residence for several weeks. There are no local laws, no guilds or guards, and no guarantees of safety within Farport.

In former times, the site was used as a port by the elves of Tunaria, then by the ogres of the Rallosian Empire, and then

again by the elves who reclaimed it after the fall of the ogres. When the elves departed for Faydwer, the ogres reclaimed it once more to use for passage to Faydwer and later to Kunark. The coastline at Farport is somewhat protected from storms by natural rock formations just off the coast, and the normally shallow costal waters of Antonica's eastern shoreline drop off to great depths, allowing deeper berths for larger ships to come closer to shore near Farport.

Today, Farport has a strategic importance that belies its size, its shoddy construction, and its lawlessness. It is a secondary port for the eastern seashore of Antonica — which is to say that Farport now serves primarily as a port of call for all those who do not wish to lay anchor in Freeport: smugglers and the dark races. Farport provides a place for smugglers to load and unload goods and for prospective contacts to find them. It provides a place for dark elves, ogres, and even trolls to take to the sea for Faydwer or Kunark without having to navigate Freeport's underbelly and stow away aboard a vessel out of Freeport.

The majority of the smugglers who make Farport their base of operations are a group of gnomes led by a smuggler, inventor, and occasional pirate named Frankel (*male gnome, Rog 18/Exp 8, DN, Pirates of Iceclad)*. When he's not at sea himself, Frankel acts as unofficial mayor for Farport, handling disputes between other captains and keeping a semblance of order in town when he's there. This is simply a good business move on Frankel's part. He doesn't really care about the "citizens" in Farport, but has learned that strife drives away potential customers. Frankel also attempts to keep pirates out of Farport, even though he is rumored to raid the odd fat merchant ship himself. He knows that while smuggling may rankle with the authorities in Freeport, missing some tariffs may not move Sir Lucan to send troops down the coast to Farport. Outright and unrestrained piracy against Freeport's merchants, however, is sure to eventually bring the Freeport Militia's wrath down the coast.

Frankel began his smuggling career as an explorer. Investigating Norrath's waterways became the outlet for his gnomish curiosity. Using a considerable inheritance from a deceased uncle, Frankel bought his first ship in Faydwer and set sail with an inexperienced gnomish crew for the unknown reaches of the Ocean of Tears. An ensuing career of exploration, primarily characterized by fits of death-defying luck — such as a miraculous escape from being a seafury cyclops's lunch — led Frankel to build up a network of trade routes throughout the Ocean of Tears and the Timorous Deep, whence Frankel brings back to the civilized lands of Norrath all manner of exotic goods. Displeased with his treatment at the hands of the Freeport Militia and with Freeport's inflated tariffs being assessed on his unique goods, Frankel abandoned Freeport and set up shop in Farport. He now delivers his goods to his partners at Farport, a number of itinerant merchants who then take the goods to markets across Antonica.

From what remote islands these goods originate or who crafts them, Frankel and his gnomish crew do not speak, but the fact that Frankel sometimes hires muscle for some of his expeditions leads many of his merchant partners to ponder if all of the goods are acquired peacefully. Frankel guards the knowledge his routes carefully, makes few if any maps, and encodes his journals.

Frankel's greatest invention came about as the result of one occasion when he grounded his ship on an ice flow in the southern seas (to hear Frankel tell it, "that magic iceberg launched itself into my ship's hull"). Determined to explore what lay beyond the ice, Frankel returned to Ak'Anon and spent a small fortune and several years to construct *Icebreaker*, a unique ship of gnomish tinkering capable of breaking through the ice flows. Frankel went on to establish a route to the continent of Velious and now runs trade goods and passengers to and from the lost continent. (He charges on a sliding scale, from 10 to 100 pp per passenger, depending on how rich they look.).

While many now know the way to Velious, Frankel's fast route through the Iceclad Ocean is impassible to normal sailing ships. The gnome smugglers at Farport know where the *Icebreaker* will be docked at any given time, allowing them to take passengers from Farport to the only ship able to penetrate the Iceclad Ocean and reach Velious.

Quest: Shiver His Timbers

Faction: Pirates of Iceclad (–1 rank)

NPC: Frankel the Pirate

CR: 8

Reward: +1 faction rank with the Pirates of Iceclad. 1d6 platinum pieces. Free passage.

Consequence: None

Quest Summary: Frankel is not as violent or vengeful as some smugglers, but he never forgets someone who wrongs him. A few years ago, when Frankel made regular trips across the Ocean of Tears more often, he hired an ogre called Boog Mudtoe (see "Seafury Isle" in Chapter Seven) to act as his first mate. Frankel was suspicious of Boog from the outset, but the two had mutual friends and Boog convinced Frankel to give him a chance. As it happened, Boog was in league with a powerful hill giant named Gornit, who attacked Frankel's ship at Boog's instigation and stole Frankel's cargo. During the fighting, Boog escaped, but Frankel has never forgiven him.

Anyone with good enough faction complaining about Frankel's prices is likely to be offered this deal half-jokingly by Frankel: if they can bring him Boog Mudtoe's head, he'll never charge them or their friends for passage again. Of course, Frankel hasn't seen Boog in many years, but he hears the ogre still operates out of the Ocean of Tears.

This quest may be done multiple times, with different Iceclad pirates each time sending characters out to kill off different enemies who have done them some wrong.

Aside from the (mostly) gnomish smugglers, the other force present in Farport works for the combined interests of the dark elves, ogres, and trolls. Ogres have long used the port, since the days when Rallosian navies sailed to conquer distant lands. Now, a band of ogres led by the cunning Gumguk Frook (*female ogre, Shm 8/Exp 3, NE, the Shamans of War)* crews a fleet of several barges constructed of splintering timbers fastened to enormous barrels that once held fermenting ogre swill. The ogres sail their poorly constructed wrecks out to an island village of ogres in the

Timorous Deep, where the *Bloated Belly*, a larger and slightly more sea-worthy vessel owned by the villagers, can finish the journey to Kunark. Occasionally, Gumguk convinces some trolls or other expendable explorers to come on board a voyage and sets sail for random islands in the Timorous Deep, relying on the volunteer crew to disembark on any strange islands first, in case something large and predatory emerges from the island jungle.

Since the coastline around the Nektulos Forest offers no hospitable port for ocean-going vessels and since the dark elves are by nature subterranean rather than sea-loving, the dark elves have been forced to rely upon expensive passage on gnomish ships or unpleasant and sometimes unsafe passage on ogre ships to cross the Timorous Deep to reach Overthere on Kunark. Yet the ancient treasures being recovered from Kunark and the promise of expanding a new kingdom there draws many veteran dark elf explorers to Farport to gain just such passage to the distant outpost.

Freefield

Village, Pop. 450

(Gnome 5%, half elf 10%, human 70%, wood elf 15%)

Ruler: Tozerine Freeman

Gold Piece Limit: 200 gp

Assets: 4,500 gp

Resources: Agriculture, cattle

Militia: 20 Freeport Militia, 20 town militia

Freefield is a small farming community located at the far northern edge of the Desert of Ro, far enough west it could be considered part of the Commonlands. It is built around a large well and surrounded by rich fields good for both crops and grazing. The success of Freefield is due in part to the fact it is one of the last sources of supplies for travelers before reaching the deep desert to the south, and in part because it sits in a safer stretch of land than most towns. The Deathfist orcs of the Commonlands rarely come as far east as Freefield, and the Scorchfist orcs rarely as far north. When Freeport established the Office of Landholders, the citizens of Freefield were the first community not within Freeport's walls to demand inclusion in the process of making and enforcing laws. After a brief political struggle, it was decided that the families responsible for founding Freefield would be given permanent seats in the Office, and any citizen could buy a position as if they were citizens of Freeport. This quickly established the tradition of Freefield being considered part of Freeport despite its being a full day's journey south of the city's outermost wall.

Though the modern town of Freefield has 350 full-time residents, another 100 or so drovers and herders live in nearby fields and add to the town's effective population. It has two major inns, a brewery, a grain mill, and a number of small shops. Trade with Freeport and Kerras is regular and heavy, consisting mostly of alcoholic drinks, clothing, and foodstuffs. The town is constantly under the watchful gaze of the Freeport Militia, who see it as a critical part of their control of Freeport itself. A garrison of 20 militiamen resides in an abandoned farmhouse just outside town, watching for any sign of insurrection or smuggling. The garrison commander, Captain Stoutman (*male human, War 9/Rog 3, DN, Freeport Militia, Coalition of Tradesfolk Underground*), was once a smuggler who took shipments through Freefield every spring and fall. As such, he knows precisely who and what to look for when searching caravans and merchants who pass through. However, although he is ostensibly here to prevent any illegal shipment of goods through the town, in truth he is happy to turn a blind eye to small operations — for a decent share of its profits.

The town is run by a relatively young woman usually called Tozie, though her full name is Tozerine Freeman (*female human, Exp 9/Rog 1, OG, Commons Residents*). She took over running Freefield when her father, Thurfur Freeman, died a few years ago. Though young for her position, Tozie is a cunning and charismatic woman who had already been running her father's inn (The Rowdy Rafters) for several years when he died. Tozie has been careful to take no position regarding the conflict over the control of Freeport, for she knows the people of Freefield are farmers and craftspeople, not fighters. However, she secretly resents the Militia garrison and Captain Stoutman's presence, and would take any action to support the Knights of Truth or their allies if it was unlikely to get her in trouble. Tozie also keeps in touch with the leaders of other communities in the Commonlands, as well as Kerras, and even has contacts with the gypsies near the Oasis of Marr.

Lifire River

The Lifire River is a branch of the continent-spanning Serpent River. It cuts through the Serpent Spine Mountains far west and a little south of the Buried Pass and winds its way southeast through the Desert of Ro to the Oasis of Marr. It then travels more directly southward, where it empties into the troll-infested Innothule Swamp. It is the primary source of fresh water in the Desert of Ro and is often traveled by merchants, gypsies, dervishes, and even orcs. Unfortunately, this very fact makes proximity to the Lifire River a dangerous proposition, for it has become the hunting ground for hungry ghouls, angered mummies, warring orc raiders, and common brigands, not to mention the normal desert beasts and predators.

There few boats on the Lifire. Where it comes out of the Serpent's Spine, it is a raging torrent of white water and rapids too wild to be negotiated, preventing anyone from using it as a link between the Plains of Karana or Rivervale and the desert. Once the river has traveled a day or so east of the Serpent Spine, it is far tamer, but then dangers such as aqua goblins and sudden flash floods during the rare desert rains can still make barge travel perilous.

The Northern Pyramid Ruins

In the northern reaches of the desert sits a mostly buried pyramid, similar to those used throughout Norrath by wizards for teleportation spells. The spells *Ro gate*, *Ro portal*, and *translocate: Ro* all bring their targets to this ruined complex. Wizards commonly believe that this complex was built by the shissar ages ago and then later used during the Combine Empire.

Some claim that much more of this ancient complex lies buried beneath the desert sands than most realize, perhaps even areas that have remained undisturbed since the Greenmist suddenly eradicated its shissar inhabitants. Efforts to dig down to these buildings have all failed because of the great difficultly of digging through shifting sand, but travelers claim these buildings are occasionally revealed

Quest: Get the Point

Faction: Commons Residents (–1 rank)

NPC: Tozerine Freeman

CR: 1

Reward: +1 faction rank with the Commons Residents when completed twice (maximum of +2 from this quest); 2d4 gold pieces.

Consequence: None

Quest Summary: Freefield prides itself on being a self-sufficient community, yet there are a few products its citizens simply lack the expertise to make locally. While there is a blacksmith in Freefield, he is a rather ham-handed brute who cannot make anything more delicate than a shovel or pry bar. As a result, there is no local source for nails or needles in the town, making both home repair and sewing difficult. To make matters worse, such simple items have a very low profit margin, so casual traders coming through rarely bring any. Generally, Tozie is sure to order enough to supply the town's needs, but a recent rash of broken doors and torn shirts has left her supply dwindling.

Tozie needs a few willing souls to make a special run to Freeport to buy a box of needles and three boxes of nails. She has an expense tab at Groflah's Forge (Area 52 in Chapter Four), so all the characters need to do is take an order she writes out and make the round trip as quickly as possible.

Quest: The Grasp of Madness

Faction: Commons Residents (+3 ranks)

NPC: Tozerine Freeman

CR: 4

Reward: +1 faction rank with the Commons Residents, plus 4 random arcane spells of 3rd-level or less.

Consequence: –1 faction rank with the Dervishes, –1 faction rank with the Cauldron of Hate.

Quest Summary: Although the residents of Freefield tend to be a stable, solid group, occasionally one is struck by wanderlust or curiosity. Such was the case with Mosure Flint (*male human, Wiz 5, N, Commons Residents*), a wise, tough old local wizard whom the whole town saw as their community's eccentric grandfather.

A few weeks ago, Flint declared he had discovered the location of an Elddar school of magic and would bring great knowledge and riches back to Freefield. What Flint did not know was that what prompted his discovery was a fake document put together by Dorn B'Dynn (see "Individuals of Importance" later this chapter) to get the old man away from Freefield. Dorn sees Flint as a potential threat to the dark elves' long-term interests in the desert, and thus arranged for false clues that led Flint to a spot deep within the desert. There, a group of dervishes were to kill Flint, but instead they snuck up on him at night and stole all his water rather than risk a fight with the feisty old spellcaster.

Instead of dying of thirst, however, Flint simply went mad (apply the madman template found at the end of this chapter to him) and began to wander the desert. He's managed to find his way back to the vicinity of Freefield, but is too mentally unstable to remember he once lived there. He's been seen by the residents who wish to help him, but whenever they get close he attacks them.

Tozie wants a group of experienced heroes to capture Flint without seriously injuring him; she does not trust the Militia to attempt his capture without maiming or killing him. In addition to the thanks of the entire town, Flint will be willing to give the PCs four spells selected at random from his collection (which might include spells from any arcane class, gathered as part of his research). If he is returned with more than 1/2 his hit points missing due to normal (i.e., not subdual) damage, however, the PCs do not gain the Commons Residents faction bonus for completing the quest.

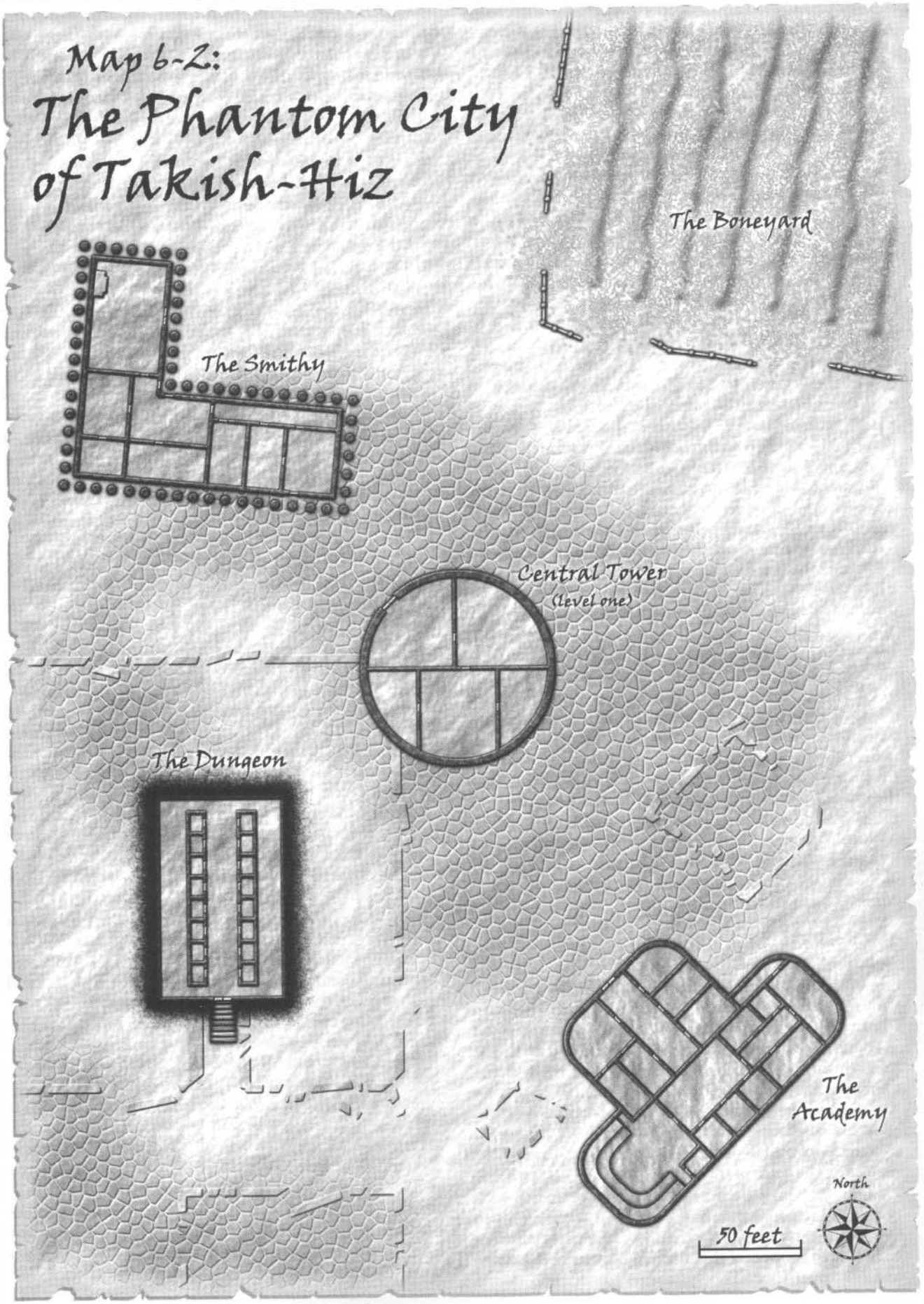
after massive sandstorms sweep the area. Tales mention vast, untapped treasures of magic and platinum within the complex, although they also speak of great dangers.

There is in fact at least one level of a stone complex under the sand near the pyramid (and there could easily be many more). Most of the chambers have been broken into and raided over the centuries, and everything that was originally kept here is gone (although this might not be true deeper down). However, many of the raiders themselves have not escaped, and their remains and possessions are still trapped within.

Antechamber: The first room is only accessible by prying up a stone (hardness 10, 150 hp; Search DC 25 to find the stone; Strength check DC 20 to lift it) from the top of the ruined pyramid complex. This reveals a 60-foot drop to the floor below, which is covered in sand 6 inches deep. There are four archways leading out of this room, each covered in strange hieroglyphs from the shissar tongue. A careful exploration of this room (Search DC 15) turns up the gnawed-upon, yellowed bones of three humanoids (probably human). This room is otherwise empty except for the sand and a cistern asp (see *Monsters of Norrath*, p. 172) that has taken up residence after crawling into the complex through a small hole partway up the north wall. The asp hides beneath the sand and most likely attacks when a character gets close. Otherwise it's likely to show up as the characters prepare to leave.

Shrines: The west, south, and east doorways lead to small shrines the shissar erected to Rallos Zek after allying themselves with him. Two ghouls (new monsters; see Chapter Five: "Monsters of the Commonlands") have made the west shrine their home. The ghouls are all that is left of a group of five tomb raiders who were trapped here years ago by a sandstorm (the bones of the other three are those in the antechamber). Nothing of value remains in these rooms, but bits of broken pottery and scraps of thousand-year-old cloth can be found. The floors here are stone, with only a thin layer of sand over them.

Map 6-2: The Phantom City of Takish-Hiz



Back Chamber: The north doorway from the antechamber leads to the door of the back chamber. This is the resting place of Braettl (see the sample greater mummy in "Denizens of the Desert" at the end of this chapter). Although he rarely spends time in the chamber, if he has been recently "killed" he rests there for at least a month. Braettl took possession of this place after the shissar left, having hoped to find shissar magic that could save the Elddar forest. When he died, Braettl's friends buried him here, mummifying him in the odd style of the shissar. The door to this chamber is locked (Pick Lock DC 25) and trapped with a poisoned needle.

Poisoned Needle Trap: CR 9; +16 melee (1d2 plus poison [Fort half, DC 20; initial 6d6 poison damage/secondary 2d6 Con]); Search (DC 24); Disable Device (DC 28).

The Oasis of Marr

The Oasis of Marr is a large natural lake located in the center of the Desert of Ro. The ancient tower that rises from the ruins on the island in its midst can be seen from well over a mile away. The oasis itself is fed by the Lifire River, and is a little over a mile in diameter, although it can easily grow to twice that size during the brief rainy season. The water is drinkable, but brinier than most species prefer as a matter of taste. Thin patches of grass can be found around the lake, and numerous copses of palm trees can be found up to five miles away. In the spring and fall there are sometimes small watering holes scattered throughout the region (say, within 4 miles of the lake), although these invariably dry up in the summer and winter.

A ruined complex of buildings, believed by many to be the remains of the elven city of Takish-Hiz, sits on a half-mile-diameter island at the center of the lake, and a clan of freshwater aqua goblins lives beneath the surface of the lake on its southeastern side. Crocodiles are common on the shore of the lake, but not on the island's beaches. Gypsies frequently camp on the outer edge of the greenery around the oasis, but rarely get close to the water's edge (because of the crocodiles). Caravans of traders also make camp within the oasis, as do many travelers. Unfortunately, this concentration of possible wealth draws attention, and it's not uncommon for sand giants — especially the monster known as Cazel (see "Giant, sand" in *EverQuest: Monsters of Norrath*) — to raid the oasis.

Takish-Hiz

No thorough exploration has ever been made of the ruins on the island in the Oasis of Marr. While many believe them to be the remnants of the lost city of Takish-Hiz, there is great disagreement among scholars as to exactly what the buildings once were. Most agree that it is either Takish-Hiz or a remnant of the Combine Empire, but there is not sufficient proof to make either claim certain. It is certain that the ruins are infested with undead, including spectres, but these could be the spirits of human warriors angered over the fall of the Combine Empire as easily as elven spirits protecting the ruins of their homeland.

During the day only the tall central tower exists, with other buildings appearing in the dim glow of dusk, only to disappear again with dawn's first rays. This matter is further complicated by the fact that the buildings seem to change and shift over time. Though always ruined, and always surrounding the main central tower, the rest of the ruins rise, lower, and change over the course of time. At night the place is populated by vermin of all sorts and by undead. The GM should make a "wandering monster check" every 30 minutes for characters anywhere on the island, as follows:

D% Result	Creature Encountered
01–80	None
81–95	Undead or vermin of CR 10 or lower
96–100	Undead or vermin of CR 11 or higher

Also check for wandering monsters after any fight that takes more than 10 rounds, or after the characters do anything that creates a great deal of light or noise.

The Takish-Hiz map presented here is merely one example of the city at night, not a definitive list of what can be found on the island every night. Characters in a building when it disappears at dawn are unharmed (they simply find themselves standing in the same location, but outside), but anything they picked up from within the building is gone. Treasure taken from Takish-Hiz must be off the island before the first morning light for it to remain permanently.

The Central Tower: This massive structure was once a temple and watchtower, but no sign of the god or goddess to whom it was built remains. It is fully twelve stories high and has a single door, with windows at every level. These are always locked (Pick Lock DC 30) and sometimes magically trapped:

Necromantic Death Trap: CR 15; *inspire fear* (Will negates, DC 20), plus *word of shadow* (4d10 magic damage in 20-ft. burst; Fort half, DC 20); Search (DC 30); Disable Device (DC 35).

The tower is inhabited by 1 or 2 spectres (see "Monsters of the Desert of Ro" later in this chapter) during the day, and as many as 8 at night. Though the spectres themselves carry no treasure, ancient objects of value are scattered throughout the rooms in the upper floors of the tower. These objects change and shift much as the ruins themselves, making it difficult to find a specific object even it is known to have been seen in the tower. For random treasure, treat the entire tower as having standard treasure for a CR 18 encounter (see the *EverQuest: Game Master's Guide*, p. 98). If characters are looking for a specific object that is known to have appeared in the tower before, give it a 20% chance of being present on any given night.

The Boneyards: This uneven field may once have been parkland or perhaps even agricultural in nature, but now it is nothing but sand, dust, and bones. The desiccated remains of hundreds of soldiers, adventurers, explorers, and perhaps even the original inhabitants of the city are scattered among broken stone and blackened shrubs. There is nothing of value here, although a few rusted weapons or tattered scraps of cloth may be found. Undead avoid the boneyards for reasons no necromancer has ever determined, but it is home to numerous great scarab beetles (use stats for scythe beetles from Appendix Three of the *EverQuest: Monsters of Norrath*). No mundane fire will remain alight here, always blown out within a round by a cold wind, although magical fires function normally.

The Academy: This was once a famous school of advanced thought, where everything from irrigation to arcane spells was taught. It is now covered in thick, dry, black vines that choke the doors and windows closed (Str check DC 21

to force open). A few of the vines have poisonous thorns, and can be treated as simple traps affecting anyone attempting to open a door or window:

Poison Vine Trap: CR 7; 1d3 thorns +5 melee (1 hit point, plus poison [Fort half, DC 17; 1d6 poison damage each round for 10 rounds]); Search (DC 15); Disable Device (DC 18).

Little of value remains in the academy now, although its contents shift much as do those of the central tower. On any given night, there is a 25% chance of a scroll, research component, or book being found intact. Many of these are treatises on obscure subjects (10% chance of being on any subject sought by a character), with the remainder evenly divided among all 1st- to 6th-level arcane spells. The academy is also a frequent destination of shadowmen (see *EverQuest: Monsters of Norrath*), and often a single shadowman deathspeaker or a group of 3–5 ecclesiastics and warriors is stalking the halls.

Dungeon: Clearly there was once a castle or stronghold above this dank subterranean structure; however, nothing is left of it but shattered walls and a crumbling foundation. A stairway in the center of the ruin leads down to four levels of cells, arranged in two long rows with corridors between them and to the far side of each. There are two drybone skeletons wandering the halls at each level, and (inanimate) skeletons and corpses lie in some of the open cells; a ghoul magus also makes its home in one of the cells. Cell doors are secured with good, though ancient locks (Pick Lock DC 30). Rather disconcertingly, doors here always close and lock themselves after 5 minutes, but they are not trapped.

There is never any treasure or items of value within the dungeon, and thus little reason for adventurers to delve into it. However, any randomly encountered undead who knocks out or kills an intruder in the streets of Takish-Hiz takes the body to one of this dungeon's cells, forcing allies to risk its dangers to recover their companion. Also, if adventurers have come to the island to find a prior expedition that was lost, their remains are likely to be found here — if the deathly power of the shade city hasn't animated them into undeath already.

Smithy: This massive building is surrounded by a 10-ft.-wide stone colonnade; the columns are cracked, blackened, and broken. The inside of the building is divided between a former residence and an ancient blacksmith's shop. Where the smith lived with his family there are now only piles of ash, some shaped like beds, others like people and even children.

The smithy radiates great heat and still has the tools of the trade, though they are rusted beyond repair. The smithy is not unguarded, for it always contains two iron smiths — mobile statues that constantly work the forge, making an endless stream of junk (use stats for iron guardians from *EverQuest: Monsters of Norrath*). The iron smiths attack anyone who enters the forge area, as does the smoldering goo living in the forge as the source of the smithy's heat (see "Goo, smoldering" on p. 96 of *Monsters of Norrath*). Neither smiths nor goo chase opponents past the colonnade, but they pursue any creature that enters the forge area until it manages to escape the building.

As with most everywhere in Takish-Hiz, the exact contents of this smithy vary, and there is a 10% chance each night of finding a particular mold or formula used in Trade Skill (blacksmithing).

The Southern Pyramid

In the southernmost reaches of the desert, where light rains fall and some greenery survives, lie the remains an ancient shissar city. Its name lost in antiquity, the place is a ruin, worn down by centuries of sandstorms and wind. Very few buildings remain intact, the main exception being the pyramid complex that sits in the center of the ruin. It is to the platform atop this pyramid that a wizard using the spell *evacuate Ro* arrives; no other teleport spells are known to exist for this destination.

The few intact structures surrounding the tower have long since been picked over by generations of wizards and their companions. Occasionally, a scholar or arcane researcher decides to study the markings of the rock walls or search for a "forgotten" chamber beneath the sand, but for human generations none of these efforts has produced anything new.

In times past, the dark elves made an effort to lay claim to the ruins, maintaining a small army (comprised mostly of ogres and trolls) around the pyramid. This army captured or killed anyone using it without the permission of the king or queen of Neriak. In time, however, this venture became too costly, and most of the dark elf forces withdrew. Now no more than 1 or 2 dark elves can be found keeping a vigil here, generally aided by two dozen ogre and troll warriors. Currently the garrison is commanded by Lureanna L'lith (*female dark elf, Wiz 20, N, the Spurned*), who is more than happy to get away from Neriak and the tyrannical control of her guild. She has a force of 10 3rd-level ogre warriors and 7 4th-level troll warriors under her command, led by Bugruk (*male ogre, Shm 15, OE, the Shamans of War*), an old traveling companion of L'lith.

L'lith is a realist, and while she's more than happy to capture and question a single wizard who appears on the pyramid, she also knows precisely what level a spellcaster must be to cast *evacuate Ro*. She might play tough against a group that has obviously been badly wounded, but has no interest in pitting her small army against a group of presumably high-level, healed, and ready characters. L'lith is also on the lookout for allies, for while she is officially supposed to answer to Dorn B'Dynn (see "Individuals of Importance" later this chapter), she has no interest in becoming the toady of someone allied with the necromancers of Neriak. Thus, if convinced she cannot bully a group, she tries to aid them and gain their trust instead.

Kerras

Village, Pop. 400
(Barbarian 90%, human 10%)
Ruler: Tira Sandfisher
Gold Piece Limit: 80 gp
Assets: 4,000 gp
Resources: Fishing
Militia: 4 town guards, 80 town militia

Kerras is a fishing village on the shore of the Ocean of Tears in the northern section of the Desert of Ro. It was settled centuries ago by remnants of a barbarian army returning from the Innothule Swamp on some unknown military campaign. The population of the town still closely resembles natives of Halas and Everfrost. The village is composed largely of grass and reed huts built close to the edge of the water on wooden stilts (and sometimes actually sticking out of the water during high tides). Kerras is a long, thin village, as huts are never built far from the water's edge but stretch along the shore for more than a mile.

According to the villagers, they were the first to set foot in the Desert of Ro. They trace their lineage back to mighty raiders from the north who set out on a holy crusade long before the coming of Aataltaal. Most of the raiders returned to the north; however, a few small groups found it was possible to dig for water along the northern coastline, so they set up camps. The camps grew into hamlets, and those eventually became the village of Kerras today. The only signs of this history are the tales passed on by village elders and the curious alliance the village has with the frogloks far to the south in Guk. At least once a year, a band of frogloks journeys north up the coast and visits Kerras to hold a feast with the villagers celebrating the military campaign of a lost era and giving thanks to Mithaniel Marr.

The inhabitants of Kerras are a slightly more civilized, less violent people than their northern cousins. While there are still many warriors among their number — and in fact, most healthy adult villagers have at least one level in the militiaman NPC class — they are primarily fishers and traders. They sell their bounty from the ocean to gypsies, traveling caravans, and even bands of dervishes. In return, they receive products they cannot craft themselves, including metal items such as weapons and armor. They do not normally wear armor, due to the great heat of the desert, but some do own armor that they can don, given time, when threatened or attacked.

The village is ruled by the Sandfisher clan, who serve as the village council. The matriarch of this family is Tira Sandfisher (*female barbarian, War 10/Exp 12, DG, Residents of Kerras*), an older woman who has run the village for nearly a generation, though she shows little sign of her advancing age. Tira is an avid fisher who spends as much of her time as possible thigh deep in the Ocean of Tears with her nets. In addition to being a master fisherwoman and tailor, though, she is also a very competent fighter and a keen diplomat, and it's she who manages most mercantile negotiations for the whole village. She is aided by her niece Juni Sandfisher (*female barbarian, War 5/Exp 8, DG, Residents of Kerras*) and young nephew Puntar (*male barbarian, Clr 5, DG, Residents of Kerras*), both of whom she is trying to train to take her role when she is gone. Other members of the village generally refuse to deal with outsiders, referring them to the Sandfishers. Any effort to gain aid or information from anyone in Kerras needs the support of the Sandfishers, whose opinion carries great weight with the other villagers.

Physically, the barbarians of Ro closely resemble those of Everfrost. They are, remarkably, just as pale and fair as those of the north, but do not seem to burn even when exposed to the sun for long periods of time. They may be a bit leaner, but are no weaker or less hearty. Their styles of clothing and tattooing are unchanged from their ancient heritage, though they tend to make their kilts and clothes from much thinner materials.

The Barbarians of Ro use the same game statistics as those hailing from Halas, with the following exceptions: They cannot be beastlords or shamans, as their civilization no longer has the strong ties to nature and the spirit world needed for these classes; they can be clerics or rangers of Erollisi or Mithaniel Marr, whom they see as the parents of their race; and they do not have cold resistance, but instead gain a racial bonus of fire resistance (3).

Quest: Get Puntar

Faction: Residents of Kerras (–1 rank)
NPC: Juni Sandfisher
CR: 8

Reward: +2 faction rank with the Residents of Kerras, +1 faction rank with the Freeport Coalition of Tradesfolk. 3d4 platinum pieces.

Consequence: –2 faction rank with the Dervishes, –2 faction ranks with the Cauldron of Hate.

Quest Summary: Puntar Sandfisher is not only the youngest member of his family, he's the rashest and most daring. As a result, much to the consternation of his family, he constantly ventures off on his own. He's told Tira that his trips take him north, to the relative safety of Freefield, but Juni Sandfisher is afraid he may actually have been headed into the desert on these excursions. Now he has been missing for over a week, and while Tira and other villagers search northward, Juni wants to convince a group of adventurers to look to the west and south, and to return Puntar if they find him.

In fact, Puntar has been traveling into the desert and talking to a small band of dervishes (see "Denizens of the Desert") that have a nearby camp. The dervishes have been convinced by Dorn B'Dynn (see "Individuals of Importance" later this chapter) that capturing Puntar allows them to blackmail the people of Kerras for free food and water. There are only 6 dervishes holding Puntar — two human warriors, two orc warriors, an Erudite wizard, and a renegade barbarian warrior/rogue from Kerras, all 6th level. They're waiting for Tira to return to Kerras before making their demands.

To complete the quest, the heroes must rescue Puntar and return him to Juni, although how the PCs accomplish this is entirely up to them. This quest can be completed only once.

Quest: Lockjaw Hunt

Faction: Residents of Kerras (–8 rank)

NPC: Tira Sandfisher

CR: 13

Reward: +2 faction ranks with the Residents of Kerras, +1 faction rank with the Dervishes, +1 faction rank with the Gypsies, +1 faction rank with Pirates of Iceclad, and either a *lockjaw hide vest* (see Appendix) or 100 platinum pieces.

Consequence: None

Quest Summary: The residents of Kerras must contend with a danger much more immediate than the desert heat. A gargantuan crocodile they have nicknamed Lockjaw occasionally terrorizes their town. Drawn to their full nets of fish, Lockjaw has attacked and devoured several fishermen and their catches over the past few months. Tira Sandfisher has posted a 100 pp bounty on the creature's hide, but will reward any bounty hunters instead by personally crafting a shirt from the strongest pieces of the monster's hide, if that is what they wish.

Lockjaw is a particularly powerful deepwater crocodile that plagues much of the eastern coastline of the Desert of Ro. This quest may only be completed once unless another such crocodile specimen emerges along the coastal waters.

Lockjaw: CR 14; Gargantuan animal (aquatic); HD 32d8+288; hp 432; Init +0; Spd 30 ft., swim 50 ft.; AC 30 [flat-footed 30, touch 6] (–4 size, +24 natural); BAB +24; Grap +54; Atk bite +38/+33/+28/+23/+18 melee (4d8+27, crit 19–20/x2), or bite +38 melee (4d8+18, crit 19–20/x2) and tail slap +33 melee (2d10+27 and *daze* [Fort DC 28; Improved Slam]); Face 20 ft. by 40 ft.; Reach 15 ft. (20 ft. tail); SA improved grab, swallow whole; Resist SR 10; AL N; SV Fort +27, Ref +10, Will +12; Str 46, Dex 10, Con 29, Int 1, Wis 15, Cha 2.

Skills: Listen +7, Spot +4, Swim +28.

Feats: Improved Critical (bite), Improved Slam (tail slap)

Improved Grab (Ex): Lockjaw may use this ability against any Gargantuan or smaller creature. He deals automatic bite damage each round he maintains a pin and may attempt to swallow whole.

Swallow Whole (Ex): Lockjaw may swallow a Large or smaller creature whole with a successful grapple check. The creature takes 4d6+18 points of crushing damage and 2d8 points of acid damage each round from Lockjaw's innards. A swallowed victim may cut its way out using Small or Tiny slashing weapons if it deals 30 or more points of damage to Lockjaw from within (AC 25). A hole cut through his belly cannot be used by any other creature to escape; each victim must find its own way out.

Lockjaw's innards can hold two Large, four Medium-size, or eight Small creatures.

Scorch Hall

The Scorchfist orcs (use Deathfist orc stats) have lived in the Desert of Ro since the rise of the Serpent's Spine. For most of this time they have operated out of Scorch Hall, a hidden cavern complex and fortification located in the Rujarkian Hills in the southern section of the Desert of Ro. The caverns have a few murky pools of drinkable water, allowing the orcs to avoid the Lifire river and Oasis water holes or the troll-infested water of the Innothule Swamp.

Once little more than hole in the side of a rocky outcropping, Scorch Hall and its defenses have been expanded for generations in preparation for the day when Rallos Zek returns to lead the orcs in conquest over the whole of Norrath. It now has stone fortifications controlling access to the main cavern complex, and includes barracks, storage rooms with a year's supply of food, crude smithing facilities, and the orcish equivalent to warrior and shaman guild houses. Though Scorch Hall could theoretically hold as many as 2,000 orcs, it rarely has more than 500 (of which 250 are able combatants) present at any given time.

Temple of Rallos Zek

Yet another desert ruin, this one dates back to the years when the armies of Rallos Zek wandered Norrath with impunity and prepared to make war on the other gods. This was once a mighty temple built to honor Rallos Zek, similar to other temples found in the Plains of Karana and the Feerrott. It is often called a Cyclopsean Ruin, for the massive stone blocks were moved by the strength of seafury giants and was maintained by transformed seafury cyclopes for years after the destruction of Rallos Zek's armies. Its great distance from the sea made its constant upkeep

Quest: Orc Dervish Rings

Faction: Scorchfist orcs (–6 rank)

NPC: Lorkon ScorchHand

CR: 7

Reward: +1 faction rank with the Scorchfist Orcs. 1d6 platinum pieces.

Consequence: –2 faction rank with the Dervishes.

Quest Summary: One of the constant thorns in Lorkon's side is the loss of Scorchfist orc warriors who abscond to the dervish cult. Lorkon can ill afford to lose any troops, but it particularly hurts when they become dervishes. If Lorkon wants to wrest control of the tribe fully away from ScorchRune, he must make an example of the orc warriors who have turned to the dervish lifestyle.

A troll, ogre, or even dark elf that seeks out Lorkon for an alliance may be offered the opportunity to prove herself by undertaking this quest. Anyone else is likely to find himself offered this chance only if captured and brought before Lorkon. To gain his trust, Lorkon demands that three *cutthroat insignia rings* (see Appendix) be brought to him from orc defectors. To prove the rings are from orcs, Lorkon wants them brought still on the severed hands.

As long as orcs continue to defect to the dervishes, Lorkon continues to offer this quest to anyone willing to take it — although anyone caught after being given this chance once and failing is not trusted a second time.

Lorkon ScorchHand

The chief of the Scorchfist Orcs is Lorkon ScorchHand, though he shares his power with the powerful shaman ScorchRune (see "Denizens of the Desert" in this chapter). Lorkon has been chief for 16 years, since he killed the previous chief, Hartar Charkiller, in a duel to the death. Lorkon does not intend to end his life in the same way, and sees the rise of the Scorchfist orcs and conquest of the whole Desert of Ro as his destiny. Lorkon has ordered his warriors to move further and further from ScorchHall in scouting parties and raids as far north as Freefield and as far south as the Innothule Swamp. He knows very well he is not ready to face the full might of either Freeport or Grobb, but has begun gathering the allies he needs to face those armies — as well as the shamans loyal to ScorchRune.

Chief Lorkon ScorchHand, Male Scorchfist Orc, War 12: CR 12; Medium-size humanoid [orc] (6 ft., 6 in.); HD 1d8+2 (orc) plus 12d12+24 (War); hp 106; Init +1 (Dex); Spd 20 ft in armor, 30 ft. base; AC 18 [flat-footed 17, touch 11] (+1 Dex, +1 natural, +6 armor); BAB +12; Grap +16; Atk +18/+13/+8 melee (2d6+9, crit 19–20/x2, *Combine greatsword*), or +13/+9/+5 ranged (1d6, 70 ft., crit x3, composite shortbow); SQ berserking, Taunt bonus +3, fire resistance (4), ultravision, orc traits; Resist FR 4; AL OE; Fac Scorchfist Orcs; SV Fort +12, Ref +5, Will +5; Str 19, Dex 13, Con 15, Int 11, Wis 12, Cha 14.

Skills: Climb +7, Intimidate +13, Knowledge (warcraft) +6, Listen +6, Spot +7, Taunt +11, Wilderness Lore +5.

Languages: Orcish (4), Common (2).

Feats: Alertness, Cleave, Double Attack, Parry, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Possessions: +1 chainmail, Combine greatsword, composite shortbow, 12 arrows, 500 gp worth of gems and other valuables.

difficult, however, and eventually the seafuries abandoned their care of the temple, allowing it to be swallowed by the sand.

The temple was once a sprawling complex including several outbuildings, but most of it is impossible to access now. The ruin might have been lost forever if not for the efforts of the Scorchfist orc shamans, who found the site and declared it a holy place. For the past century they have made regular pilgrimages to the site, doing their best to unearth it from the sand and restore its crumbling stone blocks to their former glory. They have managed to keep the largest tower, crowned with the three-pronged "Crown of Zek," free of the sand, as well as unearthing a few of the surrounding buildings. The orcs have not managed to explore the entire ruin, however, and sometimes a group of orc shamans and warriors sent out to visit the temple are never heard from again. Only a freak sandstorm blowing away the surrounding dunes has the power to unearth more of the temple, and history suggests it would be buried under the sand again within a few days.

There's a 20% chance of encountering a group of orcs at the temple on any given day, with a typical group consisting of 2 Scorchfist shamans and 4 Scorchfist centurions (use statistics for Crushbone prophets and centurions in *EverQuest: Monsters of Norrath*, pg. 116).

At least once a year, High Prophet ScorchRune (see sidebar) visits the site, bringing with him no fewer than 8 Scorchfist legionnaires (9th-level warriors) and 2 senior shamans (also 9th level). Dervishes, gypsies, and even sand giants make an effort to avoid this particular pilgrimage if possible, but ScorchRune does not follow any set schedule in these visits, going with little or no warning any time inspiration strikes him.

The Rujarkian Hills

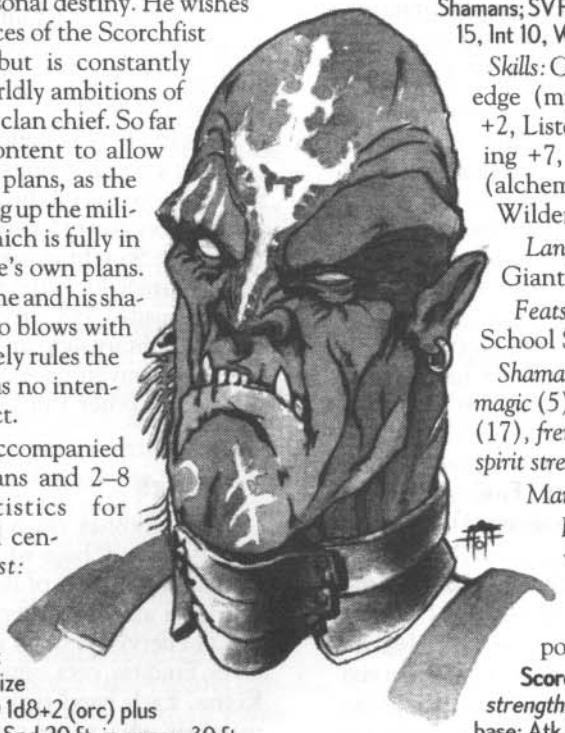
At the southern edge of the Desert of Ro lie the Rujarkian Hills, an area of scrub grass and light tropical foliage that lives off the moisture and storms that come up from the Innothule Swamp. Though not as harsh as the inner desert, the hills are still a dry and hot land overrun by hobgoblins*, Scorchfist orcs, dervishes, and the occasional sand giant.

There is no firm dividing line between the desert and the hills, and many of the same creatures roam through both. While it would be much easier to establish some form of permanent settlement within the greenery of the hills, its location between the desert and the swamp makes it one of the least desirable stretches of real estate on Antonica. Only beings used to the blasting heat and sand of the true desert consider it a mild land, and it still lacks any regular source of water. For all practical purposes, the hills can be thought of as a less hot section of desert with trees, though it being the ancestral home to goblins and orcs prevents it from being any less dangerous.

ScorchRune, Orc Prophet of Zek

ScorchRune sees the restoration of the Temple of Rallos Zek and the rebuilding of the orcs as an army serving the god as his personal destiny. He wishes to bend the entire resources of the Scorchfist orcs toward this goal, but is constantly thwarted by the more worldly ambitions of Lorkon ScorchHand, the clan chief. So far ScorchRune has been content to allow Lorkon to make his own plans, as the chief is constantly building up the military might of the clan, which is fully in keeping with ScorchRune's own plans. But eventually ScorchRune and his shaman disciples will come to blows with Lorkon over who ultimately rules the clan, and ScorchRune has no intention of losing that conflict.

ScorchRune is always accompanied by 1–3 Scorchfist shamans and 2–8 centurions (use statistics for Crushbone prophets and centurions from *EverQuest: Monsters of Norrath*, pg. 116).



ScorchRune, Male Scorchfist Orc, Shm 12: CR 12; Medium-size humanoid [orc] (6 ft., 6 in.); HD 1d8+2 (orc) plus 12d8+24 (Shm); hp 87; Init +0; Spd 20 ft. in armor, 30 ft. base; AC 20 [flat-footed 18, touch 10] (+1 natural, +7 armor, +2 shield); BAB +9; Grap +11; Atk +12/+7 melee (1d8+2, crit x3, masterwork warhammer), or +9/+4 ranged; SA spells; SQ spirit masteries (hungry spirits, spirit lore [Combat Casting]), alchemy mastery, ultravision, orc traits; Resist ER 5, FR 7; AL NE; Fac Scorchfist Shamans; SV Fort +10, Ref +4, Will +11; Str 15, Dex 10, Con 15, Int 10, Wis 17 (16), Cha 15.

Skills: Channeling +15, Intimidate +4, Knowledge (mysticism) +7, Knowledge (warcraft) +2, Listen +6, Meditation +18, Sense Heading +7, Spellcraft +5, Spot +6, Trade Skill (alchemy) +13, Trade Skill (pottery) +12, Wilderness Lore +6.

Languages: Orcish (4), Common (3), Giantish (2).

Feats: Combat Casting, Power Attack, School Specialization (conjuration).

Shaman Spells Prepared (mana cost): *Cancel magic* (5), *creeping vision* (4), *envenomed breath* (17), *frenzy* (4), *healing* (10), *spirit of wolf* (7), *spirit strength* (7), *turtle skin* (8).

Mana Pool: 72.

Possessions: +1 banded mail, masterwork warhammer, *small wisdom deity* (Rallos Zek; +1 Wis), *silver hematite bracer* (fire resistance [2]), medicine pouch.

ScorchRune (buffed with *spirit of wolf*, *spirit strength*, and *turtle skin*): Spd 30 ft. in armor, 45 ft. base; Atk +14/+9 melee (1d8+4, crit x3, masterwork warhammer) SQ damage reduction 5/–; Str 19.

* Use flame goblin stats (*EverQuest: Monsters of Norrath*, p. 93) for Rujarkian hobgoblins, but without the heat aura; instead of the fire subtype, Rujarkian hobgoblins simply have fire resistance (10).

Druid's Ring

In the northern reaches of the Rujarkian Hills is a ring of great stone menhirs, similar to those found elsewhere throughout Norrath. Known as a druid circle, this collection of ancient stones is the destination for the spells *circle of Ro, ring of Ro, and succor: Ro*. It is also believed by many to be the very first druid circle every created, built by the elves of the Elddar Forest in their years of struggle to find a way to save their home from the encroaching sands. The stones are among the most massive found in druid rings anywhere, standing an impressive 60 feet high and averaging a 20-foot girth.

Denizens of the Desert

The Desert of Ro does not encourage its inhabitants to stay in one place unless they have a powerful stronghold and a supply of water to protect and nourish them. Both the creatures of the wild and those sentient beings who have made the desert their home are likely to wander from place to place, seeking food and shelter. The following denizens of the desert may be more common in some areas than others as detailed in their descriptions, but all could be found anywhere in the shifting sands.

Native Creatures

The following are creatures native to the Desert of Ro. Many can be found in *EverQuest: Monsters of Norrath*, while others are similar enough to a creature from that book (listed in parentheses after the desert native) that it can be treated as the same monster, perhaps with some minor variations. New monsters from this book are also noted in parentheses.

Creatures of the Desert

Ancient cyclops (see Chapter Seven)
Asp (darkweed snake)*
Caimen (or deepwater caimen)*
Cistern asp*
Coyote (dog)*
Crocodile (or deepwater crocodile)*
Darkweed snake*
Desert spiderling (spiderling)**
Desert tarantula**
Fire beetle**
Ghoul (both lesser and greater; see Chapter Five)
Giant rattlesnake (use 8-HD rattlesnake advanced to Large size)
Giant scarab (death beetle)**
Gilla monster (poisonous lizard; use giant rat stats, but with poisonous bite as rattlesnake)*
Jackal (black wolf)*
Puma (see "Lion, puma")*
Rattlesnake*
Sand giant
Skeleton, drybone
Spectre (new monster; see below)
Zombie (see Chapter Five)

* See Appendix Two: Animals in *EverQuest: Monsters of Norrath*.

** See Appendix Three: Vermin in *EverQuest: Monsters of Norrath*.

Inhabitants

Aside from the few permanent towns in the northern Desert of Ro, there are three primary groups that consider themselves to be natives: the Scorchfist orcs, dervishes, and gypsies. Although the Scorchfist have Scorch Hall, most of the clan lives as nomadically as the dervishes and gypsies and can be encountered in small numbers anywhere within the desert. Life for all these groups is hard, and they have a great mutual antipathy for each other. There is also some degree of mutual respect, however, for all three cultures know that town-dwellers are weak, and it takes real endurance and skill to survive the Desert of Ro without high walls or the safety of large numbers.

The Scorchfist Orcs

The Scorchfist orcs are closely related to the Deathfist orcs common further north and in the Commonlands. Many scholars believe the two clans were once a single giant tribe of Deathfist orcs before the fall of Rallos Zek's armies. However, the Scorchfist orcs have been forced to spend a great deal of effort overcoming the desert environment, as opposed to focusing on overcoming their traditional enemies. Still, although they do not yet have the means to move much north of the Lifire River, they have managed to lay claim to a fair section of the desert south of Lifire, and even have the capacity to take rafts and small barges out on the Ocean of Tears. The orcs are also increasingly sending large warbands into the Rujarkian Hills to attempt to take land from the hobgoblin tribes there (see "The Rujarkian Hills," above, for information regarding the hobgoblins there), and may soon come into direct conflict with the trolls of Innothule Swamp if the two groups do not form some sort of alliance.

The current major efforts of the Scorchfist orcs include building a port just north of the Innothule Swamp, eliminating or driving off the gypsies, and making contact with the Ry'Gorr orcs of Velious. This last is particularly important to the Scorchfist, as an alliance with the Ry'Gorr could result in trade for better weapons and armor, and possibly even a squad of Ry'Gorr orcs crossing the Iceclad Ocean to provide military support. Until then, the clan is content to raid any caravan or encampment it finds and wage war against all other thinking life (and unlife) within the desert.

Dervishes

The Dervishes are a nomadic bandit organization of cutthroats and thugs who prey upon merchants traveling through the Desert of Ro. Unlike other such groups, the dervishes allow members of any race into their ranks. A band of dervishes often includes numerous humans, half-elves, Erudites, orcs, ogres, and even a few barbarians from Kerras. Each band typically contains between 6 and 20 members who move nightly to find a good camp that provides shelter and a good vantage to look out for merchant caravans. Although the senior dervish within a camp

is often shown great respect, all important decisions are actually made by consensus among the band's members.

Most dervishes are young, disaffected members of their native communities seeking a more meaningful life. They are attracted to the freedom and open society of the dervishes, and often approach a nearby dervish camp during one their nightly revelries, hoping to join the group. If the applicant seems sincere, the dervishes allow him to become a *genhari*, an associate of the dervishes who is not yet considered a member. Genhari are expected to steal, kill, and lie for the benefit of the dervishes, but are not yet given the benefits of the group's loyalty and support. As the genhari cuts his ties with his old life, he slowly gains acceptance among the dervishes, until he is acknowledged as a full member after one or two years. The member is now considered a "cutthroat," and receives a *cutthroat insignia ring* (see Appendix). These rings are produced by experienced dervishes, who keep the method of their manufacture secret. Many scholars suspect the dervish leaders in fact receive the rings from dark elves — but in truth it is shadowmen who provide them. The shadowmen do not aid the dervishes in any other way, and even the dervishes do not know why the shadowmen provide them with the rings (or at least they're not telling).

Dervishes constantly feud with the similarly nomadic but more peaceful gypsies, since both groups consider themselves the "rightful" inhabitants of the desert. There are temporary dervish camps across much of the northern and southern sections of the desert, though few can be found within a day of the Lifire river or the Oasis of Marr. Dervishes are also unwelcome in Kerras, Fairfield, and any Scorchfist village, but they can safely approach Farport as long as they don't cause trouble.

The Desert Raiders are an example of an experienced and successful band of dervishes who spend their time harassing orcs and dark elves in the southeastern section of the Desert of Ro. The oldest member of the Raiders is Ferras Sein (*female human, Rog 9, DN, Dervishes*), who used to be a barmaid in Fairfield over a decade ago. Her band includes 4 human males (*Rog 7, Rog 6, War 5, Mil 3*), 2 orc males (*War 7, Mil 4*), 2 orc females (*Rog 6, War 6*), an Erudite female (*Enc 7*), and a single troll warrior (*War 9*).

Quest: Crocodile Tears

Faction: Gypsies (–6 rank)

NPC: Gadallion

CR: 4

Reward: +1 faction rank with the Gypsies (maximum +3 from this quest). Either 10 pp or, perhaps, a *silver star rose quartz ring* (see *EverQuest: Game Master's Guide*, p. 226).

Consequence: None

Quest Summary: Lacking access to many gems or precious metals, the gypsies have learned to make jewelry out of local materials. One of the most desired of these materials is pristine crocodile teeth, which the gypsies use to make a polished, ivory-like material they call crocodile tears. Of course, only pristine, undamaged teeth work for this process, and most crocodiles have worn or chipped nearly all of theirs. As a result, the gypsies pay well for bags of 6 or more teeth, and regard those who bring in such bags as cunning, strong, and likely trustworthy folk. Gadallion (see "Gypsy Caravans") often offers this opportunity to those who wish to gain the trust of her people.

Finding and killing crocodiles is not as easy as it sounds, especially since many stay in the Lifire River much of the time, forcing characters to fight them in the water, where the croc has all the advantages. Even worse, an average croc has only 1d6–4 pristine teeth, so there is frequently nothing gained by killing it. If an effort is made to choose younger crocs with better teeth, a Knowledge (nature) roll may be made (DC 15) to find a croc with 1d6–2 pristine teeth. Deepwater crocodiles, while much more dangerous, also have more teeth and produce 1d8–4 teeth (1d8–2 with a Knowledge [nature] check to find a young one).

Instead of money, Gadallion will offer a *silver star rose quartz ring* the if the quest is completed by someone with +1 or more faction ranks with the Gypsies.

Quest: Stolen Sheets

Faction: Gypsies (+2 rank)

NPC: Transhan

CR: 18

Reward: +2 faction ranks with the Gypsies, one *silver hematite necklace* each and free water (see below), and a *fine silk turban* (see Appendix).

Consequence: None

Quest Summary: Though Transhan's Travelers (see "Gypsy Caravans") do their best to avoid trouble, they are sometimes the victims of circumstance. Months ago a terrible sandstorm struck while the band was on the move, and a wagon got separated from the others. Driven by Jaizhon, a cousin of Transhan, the wagon was attacked by the sand giant Hatar. Unable to fight off the giant, Jaizhon bribed the creature with a sheet of fine magic cloth. Hatar took the cloth, using it to make a headdress, but also, cruelly, broke the wagon, leaving Jaizhon and his family for dead. They survived, however, and managed to limp their way back to their caravan. Transhan is unwilling to risk his band in order to seek revenge himself, but wants a friend of his people to seek Hatar, kill him, and recover the magic cloth.

Hatar is a rather typical sand giant (see *EverQuest: Monsters of Norrath*, p. 83), but he has 3 levels of warrior and 324 hit points. Once the characters bring the cloth back to Transhan, he has gypsy tailors craft it into a *fine silk turban* as a reward. He also gives each of the characters involved a token of his friendship, a delicate charm pendant (treat this as a *silver hematite necklace*) that they can show to any gypsy to receive free water.

This quest may be completed only once.

Gypsy Caravans

Though no one has managed to build a permanent colony deep in the Desert of Ro, a group of humans has managed to inhabit the area for several generations now. Rather than build a town with defenses strong enough to hold off orcs, undead, and sand giants, these descendants of merchants and explorers have designed a society that is completely mobile. Each family unit owns a single wagon large enough to carry themselves and all their possessions, including several large tents, trading goods, and several days worth of food and (especially) water. Although a wagon is generally unable to outrun an immediate threat, the gypsies have become expert at avoiding the most dangerous parts of the desert. When a threat is perceived (such as an orc scouting party or a sand giant beginning to venture too close) the gypsies pack up their tent camp in just moments and move when the sun is down. They are often able to travel more than 20 miles in a single night.

No one knows exactly how many gypsy bands there are, for most bands are substantially similar. Each consists of 15 to 20 wagons with 3 to 6 people per wagon. Each band is lead by a wagonmaster, who takes responsibility for the safety and security of everyone within his band. He in turn is guided by a *babushka*, a wisewoman of great power. The word of the wagonmaster is law, but a wise wagonmaster does very little without first consulting his *babushka*.

Gypsies love good songs, dancing, bright colors, and fine foods, but are very suspicious of outsiders. Oasis Gypsies (those found near the Lifire River and the Oasis of Marr) may give the benefit of the doubt to humans and gnomes, while Rujarkian Gypsies (those found in the southernmost sections of the desert) are usually willing to deal with dark elves, ogres, and trolls. Surprisingly, these two groups still trust each other without reservation, and both respect the friends of the other. As a result, the two groups effectively have a single faction — "Gypsies" — and anyone who manages to befriend one group is accepted by both.

A typical gypsy band is Transhan's Travelers, who spend their days very close to the Oasis of Marr, rarely moving along the Lifire. Wagonmaster Transhan (*male human, Rog 10/Brd 2, DG, Gypsies*) has commanded his people's respect for more than thirty years. He has become increasingly cautious in the last few years and doesn't fully trust the judgement of his *babushka*, Gadallion (*female human, Enc 10/Wiz 9, OG, Gypsies*). In part this is because of her youth (despite her power, Gadallion is only 24 years old), and in part it is because she is too open and accepting, lacking the normal mistrust of her people. However, he cannot deny that the safety she brings with her magics and the money she makes selling enchanter spells and magical trinkets to explorers have brought a high level of prosperity to his band. Transhan's young cousin Synthan (*female human, Wiz 8, OG, Gypsies*) is currently being trained by Gadallion to be the next *babushka*, leading many of the band to suspect that perhaps Gadallion is thinking of leaving to see more of the world.

Individuals of Importance

In the constant struggle for control of the vast desert, there are a few individuals who are pivotal players. Not allied with any of the major factions within the desert, these individuals represent the interests of foreign power, but also of their own ambitions. With the balance of power to closely matched between many forces, the ultimate fate of the Desert of Ro may hinge on the actions and intentions of just a few well-connected individuals.

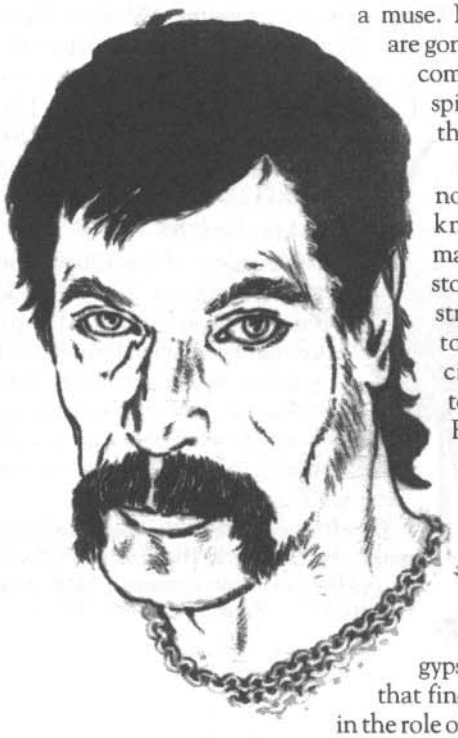
Andad Filla

	Medium-Size Outsider
Hit Dice:	25d8+100 (212 hp)
Initiative:	+4 (Dex)
Speed:	60 ft.
AC:	34 (+4 Dex, +20 natural)
Attacks:	Slam +33/+29/+25/+21/+17 melee
Damage:	Slam 6d6+12
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Penetrating blows, summoning
Special Qualities:	Change form, damage reduction 25/+5, damage reduction 12/–, fast healing 20, see in darkness, SR 25, all resistances (25), telepathy, outsider
Saves:	Fort +17, Ref +17, Will +24
Abilities:	Str 27, Dex 18, Con 19, Int 24, Wis 29, Cha 20
Skills:	Bluff +33, Diplomacy +35, Gather Information +30, Heal +26, Hide +30, Knowledge (all) +35, Listen +37, Perform (all) +35, Search +35, Sense Motive +37, Sneak +30, Spot +37
Feats:	Cleave, Double Attack, Great Cleave, Improved Parry, Iron Will, Parry, Power Attack
Climate/Terrain:	Warm desert or hills
Organization:	Solitary (unique)
Challenge Rating:	25
Treasure:	Standard
Alignment:	Neutral
Advancement Range:	By character class
Faction:	None

Description

Andad Filla appears to be a tall, powerfully built human man with dark hair and a thick mustache. He is frequently found wandering in the far southern reaches of the Desert of Ro and throughout the Rujarkian Hills. He has been known to sing ancient ballads and recite epic poems unknown to the wisest bards, but never invokes the song magic common to other bards. He is a skilled combatant, but never falls into the berserker fury that marks the fiercest warriors. And though he has his fingers in many of the goings on of the desert, he never takes a hand in them directly. No one knows where he came from, and no one can claim to have seen him ever eat, sleep, or grow tired. Though Filla makes no effort to seem anything more than a well-learned man, those familiar with him know he is anything but human.

In truth, Andad Filla is a creature left over from the days of Takish-Hiz, though he is not an elf. He is an ambassador of song, a supernatural creature dedicated to preserving and promoting the arts of the bards without himself being a member of their orders. In many ways he is similar to the Priests of Discord, though his goals are entirely separate from theirs. Once, centuries ago, creatures like Filla were common, and he walked the cities of the Elddar forest like



a muse. Now the forests are gone, few elves ever come to him for inspiration, and he is the last of his kind.

But Filla does not despair, for he knows that the magic of music and storytelling remain strong. He works towards bringing civilization back to the Desert of Ro not because he believes it is for the ultimate good, but because he misses cities. He works to aid the gypsies and any bard that finds him, but only in the role of advisor or mentor. Filla often sends those who seek him out to accomplish tasks that harm the dervishes or orcs, but he is equally likely to send them out to a relay race or challenge them to a rhyming contest. His plans are his own, and his means inscrutable to any mortal.

Combat

Filla never initiates a fight, no matter how he is threatened or taunted. Once he is attacked, however, Filla retaliates with overwhelming martial force. He is one of the most dangerous creatures in the desert, and is unafraid of entering into melee with any opponent.

Penetrating Blows (Ex): Filla's slam attacks ignore damage reduction of all types, regardless of its value or source.

Summoning (Su): As a free action once every 3 rounds, Filla may summon any creature to within 10 feet of himself as if by the spell *decession* (Will negates, DC 32). He need not be able to see the target to use this ability but merely be aware it exists, although the target must be within 200 feet of him.

Change Form (Su): Filla may change his form to that of any Medium-size humanoid as a free action an unlimited number of times per day. This does not change any of Filla's other abilities.

See In Darkness (Su): Filla has the supernatural ability to see perfectly in darkness of any kind, even magical darkness created by spells.

Telepathy (Su): Filla has the supernatural ability to communicate telepathically with any creature within 100 feet so long as the creature speaks a language.

Quest: Sand Giant Destruction

Faction: League of Antonican Bards (+1 rank)
NPC: Andad Filla
CR: 26

Reward: +1 faction rank with the League of Antonican Bards, the Freeport Militia, Gypsies, the Knights of Truth and the Priests of Marr, plus 4 major magic items and possibly an epic item.

Consequence: –2 faction ranks with the Cauldron of Hate, Scorchfist orcs, Dervishes, and Dark Bargainers.

Quest Summary: Dorn B'Dynn (see below) has finally gained the power he needs to begin conquering the Desert of Ro. He has made contact with a group of 4 sand giants through his dervish allies, and has offered them an alliance. The sand giants have in turn brought in Cazel, a particularly powerful member of their race (see *EverQuest: Monsters of Norrath*, p. 83). This group intends to join forces with the Scorchfist orcs and take control of the Oasis of Marr, then march on Freefield and eventually Freeport.

The sand giants have already gathered south of the Oasis of Marr along the coast of the Ocean of Tears with a band of 20 dervishes (various classes, ranging in level from 8th to 12th). In a few days, Cazel is due to join them, and after that Dorn B'Dynn and hundreds of Scorchfist orcs. Filla wants a group to journey immediately to where the sand giants and dervishes are waiting and destroy them. He then wishes them to wait for Cazel and destroy him as well. Once this is done, the alliance will be broken. Filla promises if the characters bring him everything on all their foes as proof of their deed, he will reward them each with an item of great worth. (The 4 major items can be randomly determined or chosen specifically for the characters, but no one item should be worth more than 120,000 gp.) If the PCs also manage to kill B'Dynn himself, Filla will also give them an epic item of no more than 350,000 gp value.

If successful, word of the characters' deed spreads throughout the region, bringing them great respect among many common folk, but also the personal enmity of Dorn B'Dynn (if he escaped). This quest may only be completed once.

Dorn B'Dynn, Emissary to the Sands

A tall and well-formed dark elf, Dorn B'Dynn is in self-imposed exile in the Desert of Ro, and hates every moment of it. Raised a member of the Cauldron of Hate, the guild of warriors in Neriak, B'Dynn has never been satisfied with his position in Teir'Dal society. He has spent his long life plotting to increase his prestige, seeking the status that comes with personal power. B'Dynn took up the study of necromancy, but discovered that even that did not meet his needs. When the guildmaster of the Cauldron of Hate decided he needed a trusted warrior to maintain a presence in the Desert of Ro, B'Dynn saw great opportunity to gain a reputation, so he volunteered.

B'Dynn's main duty is to ensure various smuggled goods shipped from Faydwer and Kunark are delivered safely to the Dismal Rage in Freeport. He also spies on other forces within Ro and the Oasis of Marr, maintains diplomatic ties to the Scorchfist Orcs, and arranges for safe passage of trolls out of Grobb (a service that requires the trolls to serve a Teir'Dal master for several years — a source of many troll guards for the dark elves).

B'Dynn has gone far beyond his stated duties, however. He has formed a close alliance with the dervishes of the desert, and plans to bring them fully under his control in the decades to come. He hopes to make them the core of his own army, with which he will claim control of all the lands from Freeport to the Innothule Swamp. He then intends to take control of the troll lands as well, bolstering his army further. Once he has this level of mastery he plans to make a concerted effort to raid the remains of Takish-Hiz, and any other old elven ruin, regardless of how many dervishes and trolls he has to kill in the effort. He sees the gypsies as his primary opposition in this effort, and never misses and opportunity to make their lives difficult.

Dorn B'Dynn, Male Dark Elf, War 9/Nec 10: CR 19; Medium-size humanoid [elf] (5 ft., 6 in.); HD 9d12+9 (War) plus 10d4+10 (Nec); hp 114; Init +4 (Dex); Spd 30 ft.; AC 17 [flat-footed 13, touch 14] (+4 Dex, +2 armor, +1 natural); BAB +14; Grap +16; Atk +21/+18/+15/+12/+9 melee (1d6+6, crit 18–20/x2, scimitar), or +18 ranged; SA spells; SQ berserking, Taunt bonus +3, death mastery (rebuke undead [3/day]), ultravision, dark elf traits; Resist FR 5, PR 6; AL NE; Fac Cauldron of Hate; SV Fort +15, Ref +13, Will +14; Str 14, Dex 18 (16), Con 12, Int 18, Wis 12, Cha 10.

Skills: Channeling +13, Climb +11, Heal +8, Hide +20, Intimidate +11, Jump +8, Knowledge (monster lore [undead]) +12, Knowledge (mysticism) +12, Knowledge (religion) +8, Knowledge (warcraft) +13, Listen +5, Meditation +23, Search +6, Spellcraft +12, Spot +5, Taunt +15, Wilderness Lore +3.

Languages: Teir'Dal (5), Common (5), Orcish (4), Troll (4), Giantish (3).

Feats: Cleave, Combat Casting, Double Attack, Improved Parry, Parry, Power Attack, School Specialization (alteration), Weapon Finesse (scimitar), Weapon Focus (scimitar), Weapon Specialization (scimitar).

Necromancer Spells Prepared (mana cost): *Cancel magic* (5), *deadeye* (6), *gate* (12), *gather shadows* (6), *heart flutter* (16), *lifedraw* (10), *shielding* (8), *spirit armor* (12).

Mana Pool: 83.

Possessions: Raw silk armor, *+2 mighty cleaving scimitar*, *gold fire opal amulet* (+1 AC, +11 hp), *electrum blue diamond bracelet* (+3 on saves, +3 mana), *gold onyx bracelet* (+2 Dex), *blue vervain and lucern potion* (+4 Str), *blood of the wolf*, *potion of passage (Grobb)*, *rejuvenation potion*, 100 pp.

Dorn B'Dynn (buffed with *shielding* and *spirit armor*): hp 126; AC 19 [flat-footed 15, touch 14] (+4 Dex, +4 armor, +1 natural); SQ damage reduction 7/–; Resist FR 5, MR 6, PR 6.

Quest: Seakillers' Heads

Faction: Cauldron of Hate (–1 rank)

NPC: Dorn B'Dynn

CR: 17

Reward: +1 faction rank with the Cauldron of Hate and the Coalition of Tradesfolk Underground (maximum +3 each from this quest). 10d10 platinum pieces.

Consequence: –1 faction rank with the Gypsies and the Knights of Truth

Quest Summary: A trio of 3 seafury cyclops brothers called Malquar, Heferus, and Querl Seakiller have discovered one of the routes used by the smugglers who support the Teir'Dal, and have been stealing supplies and destroying ships. Dorn B'Dynn has discovered they have a lair in the southern Desert of Ro, but is unwilling to risk himself to find their exact location or to attack them himself. He is more than happy to allow a band of adventurers trying to gain acceptance with the dark elves to risk their lives in solving his problem.

B'Dynn doesn't care about the stolen goods or the destroyed ships and their crews, as such losses are inevitable in a smuggling operation, but if the Seakillers aren't eliminated the losses may become too great for him to hide from his masters in Neriak. What he needs is the heads of the three brothers brought to him as proof they are no longer a threat to his operations.

This quest can be rerun with different foes, such as sand giants, Quag Maelstrom, and even Cazel (see *EverQuest: Monsters of Norrath* for information on these creatures).

Ortallius

Ortallius is a Scorchfist orc warrior who wanders through the Desert of Ro. He is unusual in that, as a boy, he was saved from a band of dervishes by Rathmana Allin, a powerful human wizard and merchant. Allin raised Ortallius himself, and instilled in him a respect for the lives and property of others and a dedication of Solusek Ro. Ortallius took to these principles with the zealotry common among orcs and now, a champion in the name of Solusek Ro, has decided it is his duty to cleanse the desert of all thieves and brigands, especially of the dervishes.

There is no evidence to suggest that Ortallius is in any way blessed by Solusek Ro, and he certainly isn't a paladin, but his crusade against thievery has had some effect. The area he patrols, a stretch of the Lifire river south of the Oasis of Marr, has become safer in general and devoid of dervishes in particular. Ortallius is especially protective of Allin, whose great age has weakened him considerably, but also sees it as his duty to aid any worshiper of The Burning Prince as long as that aid does not take him away from his crusade.

Other residents of the desert aren't quite sure what to make of Ortallius. The Scorchfist orcs are opposed to his independence and aid of other races, but since he targets dervishes as the victims of his fury, Lorkon ScorchHand is inclined to leave him alone. Similarly, the gypsies have come to trust him grudgingly, and Dorn B'Dynn suspects he might be useful for something later. Dervishes, of course, hate him. For his part, Ortallius gives the benefit of the doubt to everyone not clearly a thief or dervish, and often tries to recruit people to his "noble cause."

Ortallius, Champion of Ro, Male Scorchfist Orc, Rng 4/War 8: CR 12; Medium-size humanoid [orc] (6 ft., 3 in.); HD 1d8+3 (orc) plus 4d10+12 (Rng) plus 8d12+24 (War); hp 114; Init +1 (Dex); Spd 30 ft.; AC 20 [flat-footed 16, touch 11] (+1 Dex, +1 natural, +5 armor, +3 shield); BAB +12; Grap +16; Atk +18/+13/+8 melee (1d8+7, crit 19–20/x2, *Combine longsword*), or +15/+10/+5 ranged (1d6+5, 70 ft., crit x3, bow and arrows); SQ fletcher, favored terrain (desert), berserking, Taunt bonus +3, ultravision, orc traits; Resist CR 3, FR 3; AL OE; Fac Scorchfist Orcs; SV Fort +14, Ref +7, Will +4; Str 18, Dex 12, Con 16, Int 13, Wis 13, Cha 15.

Skills: Climb +5, Diplomacy +4, Hide +5, Intimidate +10, Jump +6, Knowledge (local lore [Desert of Ro]) +5, Knowledge (nature) +4, Knowledge (warcraft) +3, Listen +7, Sense Heading +3, Sneak +5, Spot +4, Taunt +10, Trade Skill (fletching) +11, Wilderness Lore +8.

Languages: Orcish (5), Common (5).

Feats: Cleave, Dodge, Improved Dodge, Parry, Power Attack, Track, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Cured caimen-hide armor (as *+2 studded leather*), *cured caimen-hide shield* (as *+1 large wooden shield*), *Combine longsword*, knifed oak composite shortbow, quiver and 20 bone-shafted arrows with parabolic fletching, fletching kit.

Quest: Dervish Rings

Faction: Temple of Solusek Ro (+0 rank)

NPC: Ortallius

CR: 7

Reward: +1 faction rank with the Temple of Solusek Ro (maximum +3 from this quest), 2d10 platinum pieces, and possibly a minor magic item.

Consequence: –1 faction rank with the Dervishes.

Quest Summary: Ortallius, Champion of Ro, knows there are too many dervishes for him to find and kill them all by himself. As a result, he encourages people he speaks with to hunt and kill the vile rogues as well. Anyone who shows interest is the target of an impassioned speech by Ortallius, extolling the virtues of Solusek Ro and the evils of the dervishes. At the end of this speech, he promises to reward anyone who brings him no fewer than three *cutthroat insignia rings* (see Appendix).

Anyone who brings him at least three of the rings is given a letter of introduction to the Temple of Solusek Ro (Ortallius is known there) and 2d10 pp. Anyone who also has a Temple of Solusek Ro faction of at least +3 receives a minor item as well (Ortallius has 2d4 random items worth 2,000 gp or less at any one time).

Monsters of the Desert of Ro

The following monsters are particularly common or figure largely the Desert of Ro.

Spectre

	Large Undead
Hit Dice:	32d12 (208 hp)
Initiative:	+7 (+3 Dex, +4 Improved Initiative)
Speed:	30 ft., fly 30 ft. (good)
AC:	30 (–1 size, +3 Dex, +18 natural)
Attacks:	Huge scythe +25/+20/+15/+10 melee
Damage:	Huge scythe 2d6+15
Face/Reach:	5 ft. by 5 ft./10 ft.
Special Attacks:	Spell-like abilities, magic attack +5
Special Qualities:	Undead, turn resistance +4, infravision, see invisible, damage reduction 20/+3, SR 24
Saves:	Fort +10, Ref +13, Will +20
Abilities:	Str 31, Dex 17, Con –, Int 14, Wis 15, Cha 14
Skills:	Channeling +37, Listen +17, Sneak +18, Spot +17, Taunt +24
Feats:	Cleave, Dodge, Double Attack, Great Cleave, Improved Initiative, Mobility, Parry, Power Attack, Spring Attack, Whirlwind Attack
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	16
Treasure:	None
Alignment:	Always neutral evil
Advancement Range:	33–48 HD (Large); 49–64 HD (Huge)
Faction:	None

Description

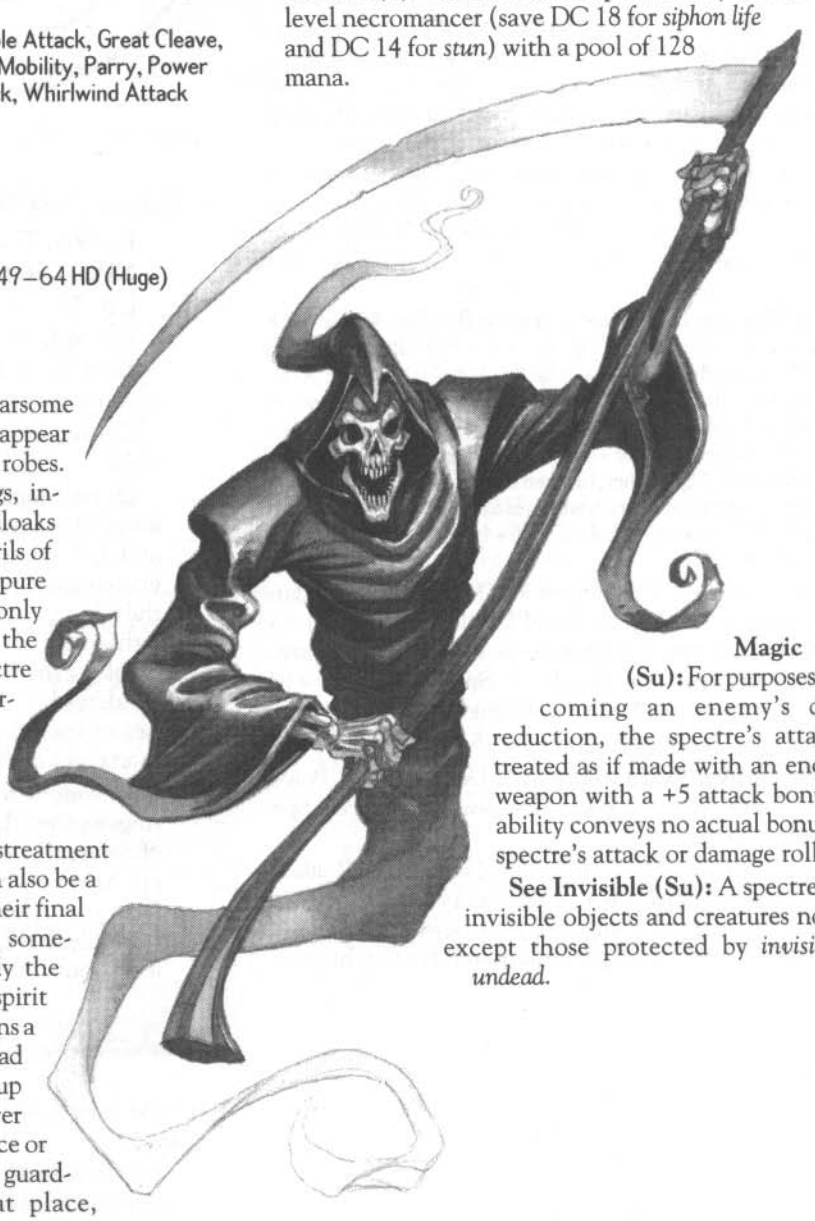
Spectres are among the most fearsome undead known in all Norrath. They appear to be skeletal forms in thick, ragged robes. However, spectres do not have legs, instead hovering in mid-air with their cloaks trailing off into wispy, swirling tendrils of smoke. In fact, spectres are mostly pure blackness beneath their cloaks, with only skeletal arms and skulls connected to the undead darkness. The eyes of a spectre always glow with murky light, generally green or red in color.

Spectres are the spirits of extremely powerful warriors who return to the mortal world out of anger. Usually this anger is over some mistreatment the spectre suffered in life, but it can also be a rage regarding something done to their final resting place. Even good warriors sometimes become spectres, as it is only the angry, berserk part of the warrior's spirit that returns. The wrong that summons a spectre often influences how the undead creature acts and where it takes up residence. Spectres who are furious over what has become of their resting place or a cherished childhood home take up guarding and wandering through that place, attacking any living being that dares to enter it. Spectres who are upset over a slight dealt to them by a creature that still lives hunt that criminal or, if he has died, seek out his descendants for vengeance.

Combat

A spectre is a merciless and tireless foe. Whenever it encounters a foe, a spectre attacks immediately, maintaining its assault until either it or its opponent is destroyed. A spectre remembers much of what it learned about battle in life, and uses terrain, circumstance, and tactics to its advantage wherever possible, but never retreats or surrenders. It loves to mow down numerous weak enemies, and with its good Dexterity and Improved Initiative, it often acts first in combat. It uses *stun* to keep spellcasters off guard and *siphon life* to strike the killing blow against an injured or fleeing foe, thereby boosting itself against the remaining combatants.

Spell-Like Abilities: The spectre's spell-like abilities (and the mana cost for each) are as follows: *siphon life* (12) and *stun* (6). These are as the spells cast by a 16th-level necromancer (save DC 18 for *siphon life* and DC 14 for *stun*) with a pool of 128 mana.



Magic Attack (Su): For purposes of overcoming an enemy's damage reduction, the spectre's attacks are treated as if made with an enchanted weapon with a +5 attack bonus. This ability conveys no actual bonus to the spectre's attack or damage rolls.

See Invisible (Su): A spectre can see invisible objects and creatures normally, except those protected by *invisibility to undead*.

Madman

The Desert of Ro can play tricks on the weak-willed. The conditions are harsh for even the best-prepared of travelers, and dehydration, exhaustion, and hallucination can set in with little warning. Numerous stories tell of caravans lost in duststorms, shipwrecked refugees trying to survive without fresh water, and foolhardy explorers who simply forget to drink the water they have. Such victims generally die rather than lose their sanity, but there is one more factor at work within the desert as well. Magics, in many cases dark magics, have been stored in ruined libraries, set to hold off encroaching sand and to ward the tombs of the departed. When a victim near the end of his endurance is exposed to such magic, it often creates a terrible curse of madness that overtakes him.

The madmen of the Desert of Ro are not simply lunatics suffering dehydration. They have undergone a horrible transformation, trading their sanity and memory for a surprising vitality that keeps them alive even when deprived of sleep, water, or shelter. Indeed, these madmen are often found with full bottles of water on them, screaming about their thirst but unwilling or unable to take a drink. No effort to reason with them has any effect, and they invariably set upon anyone (and anything) they see moving, imagining it to be an ancient foe or horrible monster.

Some believe that elven druids who maintained the Elddar Forest, the verdant woods that once covered most of the Desert of Ro before Solusek Ro scorched the land, went mad when their forest became a wasteland. Certainly a number of madmen display formidable druidic magic, however warped their use of it may be.

Creating a Madman

"Madman" is a template that can be added to any humanoid with an Intelligence score of 5 or higher (referred to as the "base creature"). It uses all the statistics and abilities of the base creature's, except as noted below.

Hit Dice: Increase by one die type, to a maximum of d12.

AC: Increase natural armor by +6.

Attacks: As the character, and the madman also gains two claw attacks.

Damage: As the character. The madman's claw attacks deal damage according to the base creature's size, as set out in the following table. If the base creature already has claw attacks, use whichever deals more damage.

Base Creature Size	Claw Damage
Small	1d4
Medium-size	1d6
Large	1d10
Huge	2d8

Special Qualities: As the base creature, plus the following:

Damage Reduction (Ex): Madmen gain damage reduction 5/–.

Resistances (Ex): Madmen are filled with a strange vitality that makes them resistant to the desert heat, diseases, and poisons. This grants them bonuses of fire resistance and disease resistance (10) and poison resistance (5).

Madness (Ex): The madness that consumes madmen is too strong to be quelled even temporarily, making them immune to mind-affecting magics and effects, subdual damage, and stunning effects.

Saves: As the base creature.

Abilities: Madmen gain extraordinary power and stamina as a result of their transformation, granting them +6 Str and +6 Con.

Skills: Madmen lose access to any skills that use Intelligence or Charisma as their key stats, excepting Channeling, Knowledge, and Language.

Feats: Although they retain all the feats they possessed in their previous life, madmen do not carry weapons or use magic items or armor. Any feats they had to augment a particular weapon (such as Weapon Focus) are switched to apply to their claw attack.

Climate/Terrain: Any desert

Organization: Solitary, pair or gang (3–8)

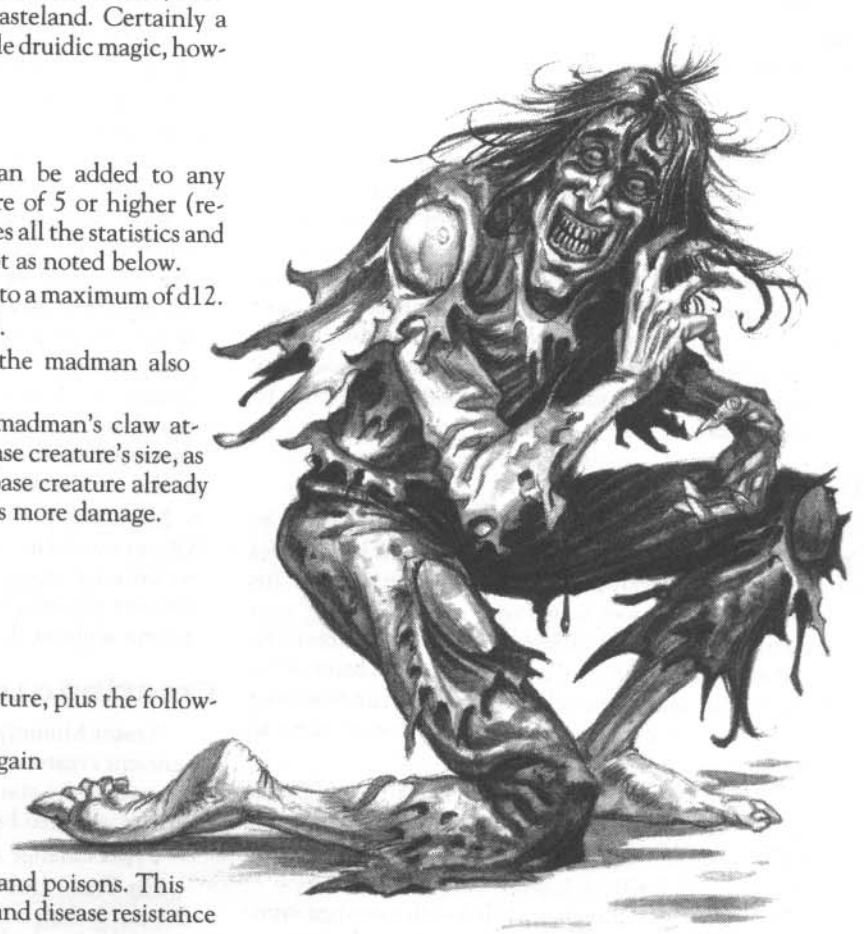
Challenge Rating: If base creature's CR is 1–6, increase by +3. If CR is 7–11, increase by +2. If CR is 12 or more, increase by +1.

Treasure: None

Alignment: Always discordant evil.

Advancement: By character class.

Faction: None



Sample Madman

This example uses an 11th-level human wizard as the base creature.

The Screamer

	Medium-Size Humanoid (Human)
Hit Dice:	11d6 (38 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	19 (+3 Dex, +6 natural)
Attacks:	2 claws +10 melee
Damage:	Claw 1d6+7
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Spells
Special Qualities:	Damage reduction 5/–, resistances, madness, quicken mastery
Saves:	Fort +3, Ref +6, Will +7
Abilities:	Str 20, Dex 16, Con 10, Int 20, Wis 10, Cha 9
Skills:	Channeling +14, Knowledge (folklore) +19, Knowledge (geography) +19, Knowledge (local lore [Desert of Ro]) +19, Knowledge (mysticism) +19, Listen +4, Wilderness Lore +7
Feats:	Combat Casting, Dodge, School Specialization (evocation)
Climate/Terrain:	Any
Organization:	Solitary
Challenge Rating:	13
Treasure:	None
Alignment:	Discordant evil
Advancement Range:	By character class
Faction:	None

Description

The creature now know only as the Screamer was once a human wizard of some promise. Years ago he led an expedition into the Oasis of Marr, hoping to uncover ancient magics deep within the ruins of Takish-Hiz. None of his companions left with their lives — and the Screamer did not leave with his mind. Now he wanders the desert near the Oasis, howling in pain and hunting down any living creatures he sees, screaming in outrage just prior to attacking them.

Combat

Although the Screamer is a competent spellcaster, he vastly prefers to kill foes with his bare hands. When he sees a target, he immediately casts those spells that augment his combat ability. He does sometimes cast spells that stun opponents before closing, although if he is outnumbered he uses the most damaging spell available to him. Most of his spell attacks are made as quickened spells, as the Screamer makes no effort to preserve his mana and doesn't want to stop making his claw attacks.

Wizard Spells Prepared (mana cost): *Fire spiral of Al'Kabor* (25), *frost shock* (18), *O'Keil's embers* (6), *see invisible* (4), *shielding* (8), *shieldskin* (7), *Tishan's clash* (11). The Screamer has a pool of 110 mana.

Resistances (Ex): Madmen are filled with a strange vitality that makes them resistant to the desert heat, diseases, and poisons. This grants them bonuses of disease and fire resistance (10) and poison resistance (5).

Madness (Ex): The madness that consumes madmen is too strong to be quelled even temporarily, making them immune to mind-affecting magics and effects, subdual damage, and stunning effects.

The Screamer (buffed with *O'Keil's embers*, *shielding*, and *shieldskin*): CR 13; Medium-size humanoid [human] (6 ft.); hp 50 + 6d6 = ave. 71; Init +3 (Dex); Spd 30 ft.; AC 23 [flat-footed 20, touch 13] (+3 Dex, +6 natural, +4 armor); BAB +5; Grap +10; Atk 2 claws +10 melee (1d6+7), or +8 ranged; SA spells; SQ damage reduction 5/–, resistances, madness, quicken mastery, disease resistance (10), fire resistance (14), magic resistance (6), poison resistance (5), immunities, +1 on fire and magic saves, damage shield (2); SV Fort +3, Ref +6, Will +7; AL DE; Str 20, Dex 16, Con 10, Int 20, Wis 10, Cha 9.

Mummy

The arcane spellcasters of the Elddar Forest borrowed a great deal of the shissars' knowledge, adopting many of that snake-like race's rituals as their own. For a brief time, the elves even adopted some of the shissars' complex burial rituals, which included preserving the body of a slain comrade through the process of mummification. Draining all fluid from the body and wrapping it in fine cloths rich with spices and preserving herbs, the elves could prevent decay or rot from affecting a corpse for centuries. However, unbeknownst to the elves, they had not removed every trace of black magic from the preservation rituals, and their attempts to honor their fallen comrades instead turned to horror as those so preserved rose in undeath as mummies. The practice was outlawed, but not before centuries' worth of their dead had already been buried in sealed tombs throughout the Elddar Forest, now the Desert of Ro.

With well-preserved bodies awaiting them and their spirits corrupted by the shissar necromantic rituals, mummies take their mortal form back in order to wreak their vengeance or seek redemption. Depending on the strength of the spirit that reanimates these corpses, either a lesser or greater mummy is created. Like spectres, mummies are very difficult to destroy. They are linked to the land of their birth, and cannot leave it willingly even through death. A destroyed mummy reforms in its tomb or the site of its death at the next new moon.

Mummies' bodies have a withered, leathery appearance. Once covered in fine burial raiment, they are now clad only in tattered rags and bandages. Many retain one or two favored possessions from life; if destroyed, though, they reform without these precious valuables.

Creating a Lesser Mummy

"Lesser Mummy" is a template that can be added to any sentient creature, but generally not a powerful spellcaster. It uses all the statistics and abilities of the base creature, except as noted below.

Type: Change to undead.

Hit Dice: Increase die type to d12. As mummies are driven by their will, they gain a bonus number of hit points equal to their Wisdom modifier per level or HD.

AC: Increase natural armor by +3.

Attacks: As base creature, plus the mummy gains a slam attack.

Damage: As base creature. The mummy's slam attack deals damage based on its size, as shown on the table below.

Base Creature Size	Slam Damage
Small	1d6
Medium-size	1d8
Large	1d10
Huge	2d8

Special Attacks: As the base creature, plus the following:

Sicken (Su): Once every 2d4 rounds a lesser mummy may, as a free action, affect one creature within 30 feet with a disease. This functions as the 2nd-level shaman spell *sicken* (Fort negates, DC 10 + 1/2 the mummy's HD + the mummy's Wisdom modifier).

Special Qualities: As the base creature, plus the undead type as well as the following:

Damage Reduction (Ex): Lesser mummies gain damage reduction 5/+2.

Undying (Ex): Lesser mummies are not easily destroyed. If brought to 0 hit points or less, a mummy collapses into a pile of dust; however, it simply reforms at the next full moon in the tomb where it first awoke. The only way to permanently destroy a mummy is to put right the thing that angers it or else destroy it while it is in its tomb, and then, in either case, destroy the tomb itself.

Saves: As the base creature.

Abilities: As undead, lesser mummies have no Con stat. They use their Cha bonus for skills and special abilities that normally use a Con modifier. Lesser mummies have minimum Int, Wis, and Cha of 13 (raise each of these scores to 13 if the base creature's were lower), and gain a +8 bonus to their Strength scores.

Climate/Terrain: Any desert

Organization: Solitary, pair or gang (3–8)

Challenge rating: Increase by +2

Alignment: Usually evil

Alignment: Varies (often none)

Sample Lesser Mummy

This example uses an 8th-level high elf warrior as the base creature.

Lesser Mummy

Rahotep, Terror of the Sands

	Medium-Size Undead
Hit Dice:	8d12+32 (84 hp)
Initiative:	+1 (Dex)
Speed:	30 ft.
AC:	14 (+1 Dex, +3 natural)
Attacks:	Slam +14/+9 melee
Damage:	Slam 1d8+9
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Sicken
Special Qualities:	Damage reduction 5/+2, undying, undead, ultravision, berserking, Taunt bonus +3, infravision, high elf traits
Saves:	Fort +7, Ref +3, Will +4
Abilities:	Str 22, Dex 13, Con –, Int 13, Wis 15, Cha 13
Skills:	Climb +14, Intimidate +12, Taunt +14, Wilderness Lore +16
Feats:	Cleave, Parry, Power Attack, Skill Talent (Wilderness Lore), Track
Climate/Terrain:	Any desert
Organization:	Solitary
Challenge Rating:	10
Treasure:	None
Alignment:	Discordant evil
Advancement Range:	By character class
Faction:	None

Description

Rahotep is a fairly typical example of an elven spirit who's tomb has been defiled. His resting place was originally part of a great necropolis, but was revealed by a sandstorm and shortly thereafter raided by human adventurers. Rahotep awoke from the long sleep of death that night, and set out to find and kill the thieves. Unfortunately, he is bound to the land of his birth and thus cannot leave the northern Desert of Ro. The tomb raiders have long since escaped to safety, leaving Rahotep wandering among the dunes in a mindless rage, seeking and tracking any living creatures, hoping to make them pay for the crimes that awoke him.

Combat

Rahotep is utterly single-minded, but he retains his once legendary tracking skill. Once Rahotep finds the track of a being or group, he follows them until he catches them and attacks, or they escape the desert. As he can walk tirelessly night and day, most groups are unable to outrun him. Rahotep attacks the first creature he finds, changing targets whenever a new foe deals more damage to him.

Sicken (Su): Once every 2d4 rounds Rahotep may, as a free action, affect one creature within 30 feet with a disease. This functions as the 2nd-level shaman spell *sicken* (Fort negates, DC 16).

Undying (Ex): Mummies are not easily destroyed. If brought to 0 hit points or less, Rahotep collapses into a pile of dust; however, he simply reforms at the next full moon in the tomb where he first awoke. The only way to permanently destroy him is to return the objects once stolen from his tomb and kill all the direct descendants of the thieves, or else destroy him while he is in his tomb; then, in either case, one must destroy the tomb itself.

Creating a Greater Mummy

"Greater Mummy" is a template that can be added to any sentient creature, but it is generally applied to spellcasters. The mummy uses all the statistics and abilities of the base creature's, except as noted below.

Type: Change to undead.

Hit Dice: Increase die type to d12. As mummies are driven by their will, they gain a bonus number of hit points equal to their Wisdom mod per level or HD.

AC: Increase natural armor by +8.

Attacks: As base creature, plus the mummy gains a slam attack.

Damage: As base creature. The mummy's slam attack deals damage based on its size, as shown on the table below.

Base Creature Size	Slam Damage
Small	1d8
Medium-size	2d6
Large	2d8
Huge	4d6

Saves: As the base creature.

Special Attacks: As the base creature, plus the following:

Affliction (Su): Once every 1d4 rounds a greater mummy may, as a free action, afflict one creature within 60 feet with a disease. This functions as the 5th-level shaman spell *affliction* (Fort negates, DC 10 + 1/2 the mummy's HD + the mummy's Wisdom modifier).

Special Qualities: As the base creature, plus the undead type as well as the following:

Damage Reduction (Ex): Greater mummies gain damage reduction 50/+2 and damage reduction 5/– (use whichever is most effective against a given attack).

Spell Resistance (Ex): Greater mummies gain spell resistance equal to 12 + the mummy's HD.

Undying (Ex): Mummies are not easily destroyed. If brought to 0 hit points or less, a mummy collapses into a pile of dust; however, it simply reforms at the next full moon in the tomb where it first awoke. The only way to permanently destroy a mummy is to put right the thing that angers it or else destroy it while it is in its tomb, and then, in either case, destroy the tomb itself.

Abilities: As undead, mummies have no Con stat. They use their Cha bonus for skills and special abilities that normally use a Con modifier. Greater mummies have minimum Int, Wis, and Cha of 18 (raise each of these scores to 18 if the base creature's were lower), and gain a +10 bonus to Strength and a +4 bonus to Dex.

Skills: As base creature.

Feats: As base creature.

Climate/Terrain: Any (usually desert)

Organization: Solitary, or as base creature.

Challenge rating: Increase by +4.

Alignment: Usually evil.

Alignment: Varies (often none)

Sample Greater Mummy

This example uses an 11th-level high elf necromancer as the base creature.

Greater Mummy

Braettl, the Ancient One

	Medium-Size Undead
Hit Dice:	11d12+44 (115 hp)
Initiative:	+3 (Dex)
Speed:	30 ft.
AC:	21 (+3 Dex, +8 natural)
Attacks:	Slam +9 melee
Damage:	Slam 2d6+7
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Affliction, spells, death mastery (fear storm)
Special Qualities:	Damage reduction 50/+2 and 5/–, SR 23, undying, undead, ultravision, infravision, high elf traits
Saves:	Fort +9, Ref +10, Will +15
Abilities:	Str 20, Dex 17, Con –, Int 22, Wis 18, Cha 18
Skills:	Channeling +18, Knowledge (local lore [Desert of Ro]) +11, Knowledge (monster lore [undead]) +18, Knowledge (mysticism) +18, Knowledge religion) +18, Meditation +18, Spellcraft +18, Undead Empathy +17
Feats:	Mystic Capacity, School Specialization (conjuration)
Climate/Terrain:	Any desert
Organization:	Solitary
Challenge Rating:	15
Treasure:	See text
Alignment:	Orderly evil
Advancement Range:	By character class
Faction:	None

Description

Braettl is one of the oldest mummies in the Desert of Ro, dating back to the first high elven city to fall under the heat and sand brought by the Serpent's Spine. Almost all his wrappings and accouterments have fallen away, although he almost always appears with a magical headdress of gold inset with a rare blue diamond.

Combat

Braettl prefers to drive off trespassers rather than kill them. If a few shouted warnings are not sufficient, however, he quickly turns to violence. He always has a skeleton summoned as a servant, and sends it to kill (or at least distract) strong fighters while he concentrates his spells on opposing casters. His saving throw bonuses and mana pool have been adjusted to account for his *gold blue diamond headdress*; if he is destroyed outside of his tomb, this headdress disappears into dust with him. Only if he is slain within his tomb does it remain as a treasure for his slayers — and he will most certainly want it back if he is not destroyed permanently.

Affliction (Su): Once every 1d4+1 rounds Braettl may, as a free action, afflict one creature within 60 feet with a disease. This functions as the 5th-level shaman spell *affliction* (Fort negates, DC 19).

Necromancer Spells Prepared (mana cost): *Animate dead* (33), *cancel magic* (5), *dominate undead* (17), *harmshield* (14), *heart flutter* (16), *shielding* (8), *shock of poison* (17), *siphon life* (12), *word of shadow* (14). Braettl has a pool of 136 mana.

Undying (Ex): Mummies are not easily destroyed. If brought to 0 hit points or less, Braettl collapses into a pile of dust; however, he simply reforms at the next full moon in the tomb where he first awoke (see "The Northern Pyramid Ruins" earlier in this chapter). Since the cause of his animation is long since lost to memory, the only way to destroy him permanently is to destroy him while he is in his tomb and then destroy the tomb itself — no simple task.

Braettl, the Ancient One (buffed with *shielding*): CR 15; Medium-size undead (5 ft., 5 in.); HD 11d12+44; hp 127; Init +3 (Dex); Spd 30 ft.; AC 24 [flat-footed 22, touch 12] (+2 Dex, +8 natural, +4 armor); BAB +5; Grap +10; Atk slam +9 melee (2d6+7), or +8 ranged; SA affliction, spells, death mastery (fear storm); SQ damage reduction 50/+2 and 5/–, SR 23, undying, undead, ultravision, infravision, high elf traits, +1 magic saves; Resist MR 6; SV Fort +9, Ref +10, Will +15; AL OE; Str 20, Dex 17, Con –, Int 22, Wis 18, Cha 18.

Chapter Seven: The Ocean of Tears

The Ocean of Tears is a body of water that stretches from the eastern coast of Antonica to the western shores of Faydwer; no one knows what lies beyond its northern reaches save endless waves. In the far south, the Ocean of Tears blends into the Timorous Deep to the east the Iceclad Ocean to the west.

Two strong currents run through the middle regions of the ocean. The northernmost current runs eastward, and the southernmost runs westward. Ships from Freeport and other trade cities travel these currents regularly, with the most common routes running between Freeport and the docks near Kaladim. Because of this, no maps of the Ocean of Tears show more than a few islands, and maps with other trade routes are closely guarded by the captains who own them. Even world maps showing the size and position of the known continents of Norrath do not accurately portray the scale of the Ocean of Tears (nor many other bodies of water).

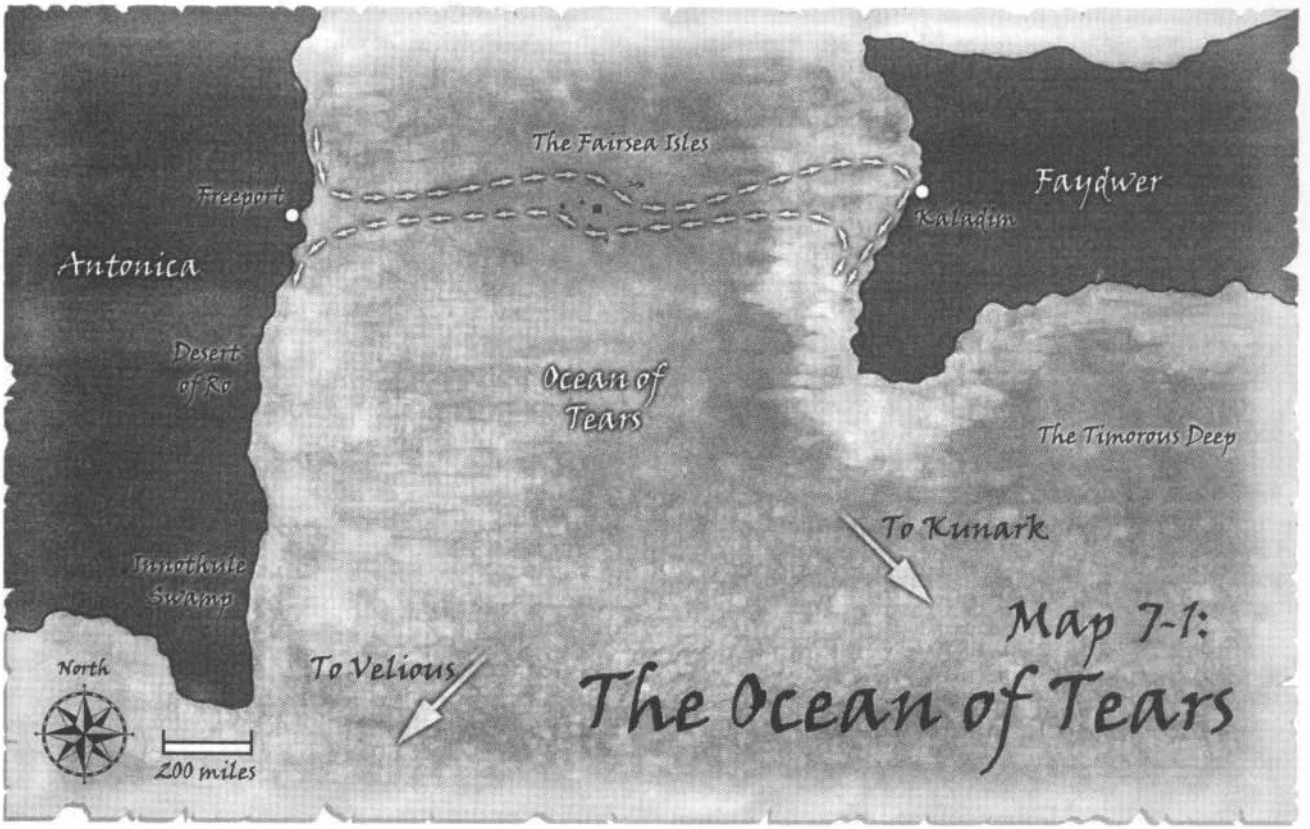
Most of the Ocean of Tears has never been thoroughly explored, at least not by groups who have shared their discoveries. In part this is due to the vast distances involved in traveling the ocean, as well as the lack of any known destinations of value in the unknown territories. But there is also a more sinister reason, for the far northern and southern reaches of the ocean are home to numerous monsters of enormous size. Legends tell of leviathans, krakens, and sea serpents in the uncharted waters that attack fleets and swallow entire ships whole. For some reason these creatures do not travel the waters near the strong east and west ocean currents from Antonica to Faydwer. It may be that the monsters do not wish to be captured in the strong currents, or perhaps the fish they normally feed upon avoid these relatively swift waters, but for whatever reason this one thin band of the Ocean of Tears is free of the largest sea predators.

Of course, even in its tamest waters the Ocean of Tears is a dangerous and wild expanse of water, even if large ships in this expanse are attacked only occasionally. The risks of attack by cyclopes, pirates, aqua goblins and other unknown terrors discourage traveling to unknown islands. The few ports of call that can be considered safe are all found within the Fairsea Isles, a collection of landmasses nestled between the two sets of ocean currents. The safest of these are inhabited by outposts of human or elven kingdoms, and many more have ruins from the days of the Combine Empire. Tribes of aviaks, giants, goblins, and other creatures live on many isolated islands within the Fairsea, making them somewhat less safe for most travelers, while others have fallen prey to plagues of undead or worse. The wild islands on the edges of the Fairsea have drawn many adventurers with promises of forgotten riches, but they have also laid claim to the lives of many of those adventurers.

History

The oldest known mention of the Ocean of Tears appears in the ancient log of a Captain Eweniel, a high elf paladin who piloted her ship from Wielle to Faydwer during the elven exodus. She talks of attacks by aqua goblins and a seafury cyclops, lives lost to storms and starvation, and of enemies from "the old world" following and attacking the ragged elven fleet. She also speaks of passing by an island on which a terrible gigantic beast could be seen and its inhuman howls heard, which some believe may in fact be the first known sighting of the Allizewsaur (see *EverQuest: Monsters of Norrath*, p. 20).

Eweniel's log also includes a curious error. As the captain gives readings of the journey and describes the locales of various islands passed, it becomes clear she is writing as if her ship was traveling westward. However, since she leaves the city of Wielle on the eastern coast of Antonica, and arrives on the western shore of Faydwer, it is clearly not possible for her ship to have traveled any direction other than east. Some speculate that the captain intentionally entered errors into her logs to ensure no enemy could ever use them to find the elven refugees. Its also possible that the elves of Takish-Hiz used some strange form of navigation not known to the captains of today. Whatever the cause, many early maps were drawn from the directions given in Eweniel's log, causing much confusion for the sailors or travelers who attempted to use them. Accurate maps of any part of the Ocean of Tears are rare even today, and can command great prices among traders and ship captains.



Dating from the few centuries immediately following the high elves' exodus to Faydwer, little is known of the Ocean of Tears. There are some vague records of regular trips made to the Isle of Erollisi, corroborating the fact that the order of the Sisters of Erollisi indeed date back to this time and beyond. At some point just before or after the fall of the Combine Empire, the dwarves of Kaladim established a port in the Butcherblock Mountains and began exploration of the northern Fairsea Isles. Both elven and dwarven ships began to make regular trips from the Butcherblock Port using a strong eastward current to reduce the time of return trips. The Faydwer captains soon began establishing small colonies among the Fairsea Isles in the Ocean of Tears. The Sisters' Sanctuary on the Isle of Erollisi became the center of much of this activity. Records from this era regularly mention the strong eastward current north of the Fairsea Isles, but make little or no mention of its companion westward current to the south. It seems likely that the captains of Faydwer were not yet aware of the westward current, and explored very little of the Ocean of Tears.

After the people following Aataltaal established the city of Landing, they too began making regular voyages across the Ocean of Tears. Not wishing to challenge the Faydwer colonies in the Fairsea Isles, the ships of Landing traveled over a much larger section of the Ocean of Tears, finding and charting such locations as the aviak-inhabited Isle of the Sky and the Isle of Allize, home of the legendary Allizewsaur. Despite their best efforts, the ships of Landing could not find a suitable place to establish an outpost, and were forced to take on supplies on the Isle of Erollisi under the watchful gaze of the forces of Faydwer.

After the city of Landing became known as Freeport, then under the protection of the Order of Marr's Fist, relations between Faydweri and Antonican captains began to improve. The Sisters of Erollisi and Order of Marr's Fist in particular developed strong ties, which made the reception most Freeport ships received at the Sisters' town (often called Sanctuary) much warmer. Elven, dwarven, and human captains alike shared navigational charts with one another (though not with non-sailors), new islands were discovered, and trade between Antonica and Faydwer expanded.

When the Order of Marr's Fist was destroyed, many brigands and criminals saw it as a sign that law and order would be less enforceable throughout the areas Freeport had previously influence. This idea, mixed with the resentment many other races had over the near monopoly dwarven, elven, and human captains had over shipping in the Ocean of Tears, led many bands of pirates of various races to begin preying on ships headed both to and from Freeport. Much of this piracy was racially motivated, or at least racially determined — everyone else raided the dwarves, elves, and humans, but human pirates generally raided dwarven or elven ships, elves raided only humans or dwarves, and so on. When the Knights of Truth and Priests of Marr reasserted control over Freeport (and reestablished diplomatic relations with the Sisters of Erollisi), the majority of these pirates were forced to operate from bases further away, including the largely unexplored Timorous Deep. Although the piracy was greatly reduced, however, a good deal of racial animosity or at least mistrust had been constructed — the damage was already done — and the captains of different races rarely shared information after that.

During the efforts to hunt down and end piracy, a Freeport ship under the command of Sir Halec Hightower discovered a strong westward current from Faydwer to Antonica. Though

the current was further south than the one that ran near the Isle of Erollisi and had fewer possible ports along its route, it was strong enough to reduce travel time from Faydwer to Antonica significantly. Freeport merchants leapt at the opportunity to have a port to rival the Isle of Erollisi, and established the community of Highdock.

Thus, the Ocean of Tears settled into a comfortable pattern that has lasted with few interruptions to this day. Dwarven, elven, and human captains use their detailed maps of the central routes through the Ocean of Tears to control most shipping between Antonica and Faydwer. The only challenges to this shipping are (1) a collection of smugglers and pirates that range outward from ramshackle ports along the coast of the Desert of Ro or from secret havens throughout the Ocean of Tears and the Timorous Deep, and (2) attacks by native creatures, such as aqua-goblins and cyclopes. Law is fast and loose, with only the Sisters of Erollisi maintaining a strong area of peace and security amid the turbulent seas. Captains are mostly on their own when facing thieves, raiders, giants, and storms, and most nations accept that they are a law unto themselves while at sea.

The major disruption to this pattern in recent memory was the Crusade of Tears, during which the Priests of Marr and Knights of Truth sailed from Freeport to Faydwer. The Crusade took many years to complete, during which time no pirate dared attack any ship in the Ocean of Tears for fear it would be abrim with clerics and paladins. The fighting of the Crusade itself occurred mostly on Faydwer, however, and once it ended life on (or in) the Ocean of Tears largely returned to normal. The Freeport Militia has discovered, however, that it cannot patrol the lanes of shipping as easily as the Knights of Truth once did, for the Sisters of Erollisi stand against them. Piracy has begun to expand throughout the Ocean of Tears once more, with some pirates so bold as to establish bases within the Fairsea Isles themselves. The Sisters of Erollisi lack the naval strength to patrol the waters beyond their own island, and the dwarven and elven captains of Faydwer have much of their forces tied up battling pirates in the Timorous Deep. It seems likely that piracy will become more common within the Ocean of Tears before some navy can find the men and ships to reestablish regular patrols.

The Northern Ocean of Tears

The waters north of the Fairsea Isles stretch for hundreds of miles, farther than any known vessel has safely explored. Very little is known of this stretch of water, with only the Isle of Sky well charted and mapped. Few expeditions attempt to map the northern waters, as there is no conceivable commercial benefit in doing so. No route through is likely to be faster than those using the mid-ocean currents, and no known resources aside from fish, which can be caught anywhere, exist within the ocean. Additionally, mighty krakens supposedly live within the cold waters of the northern Ocean of Tears.

The Isle of the Sky

The Isle of the Sky is the largest island found in an archipelago 60 miles north-east of the Siren's Spires. It was discovered by Captain Morret Sens, a resident of Freeport during the early days of the reign of the Priests of Marr and Knights of Truth. According to his log, Captain Sens pursued a pirate vessel into the northern Ocean of Tears and was then lost in a powerful storm. So powerful was the wind and rain that Sens feared his ship would break apart, so when he spotted an island in the distance he made for it immediately. He found some refuge from high waves in a natural harbor, and after the storm ended began exploring the island. He describes it as a beautiful land of exotic flowers and thick, tall trees, inhabited by a race of large, talking birdfolk (aviaks). At first the natives seemed friendly, if cautious, but after a few days of contact one of the aviaks attempted to snatch a necklace from one of Sens's men, resulting in a fight that brought the wrath of the natives down on the seamen. Sens was forced to flee, and relations between the natives and outsiders have been for the most part strained ever since.

While there are copious resources in food and water throughout the island chain, its location away from the well-established trade routes makes these islands an unattractive stopping point for ships. Further, what is known about the Isle of the Sky offers few reasons to mount expeditions to the islands. The natives, where they have been encountered, have an advanced culture and produce quality weapons and other goods, but none valuable enough to make trade with the islanders feasible. There are no known valuable ores or gems on any of the islands, and the native population of aviaks are too suspicious of newcomers to make the exchange of their unique lore and music practical for most (although Arcane Scientist Guildmaster Romiak Jusathorn [see Chapter Three], unbeknownst to most, has spent time among them). However, most of the islands remain unexplored and might offer something valuable enough for those who would risk their lives and fortunes on an expedition to the islands.

The aviaks of the Isle of the Sky are much brighter than those found in other places, with vivid crimson, azure, and green plumage. Their birth rate is lower than for most aviak populations, likely due to the lack of competing humanoids and the limited space on the island. As a result, the most common aviaks there are darters and rooks, with young egrets rarer and carefully protected. There are few harriers or avocets, although the tribe's rulers always come from these small groups.

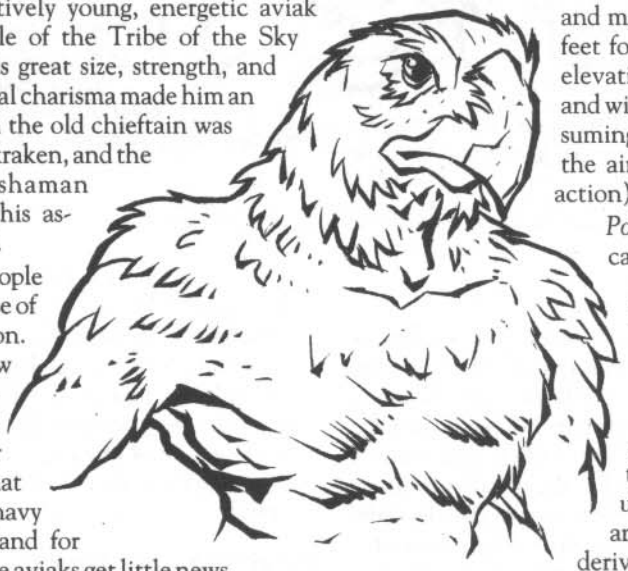
The current chieftain is Gull Skytalon, a keen-minded avocet of greater than usual strength and intelligence. Skytalon encourages his people to maintain friendly contact with those rare ships that visit the island, and himself often engages such visitors in games of "King's Court" — a chesslike game that involves gambling (with items of value attached to each piece, and given to one's opponent if that piece is taken). Skytalon is opposed in this open-arms policy by the aviaks' chief shaman, Soarin Brightfeather. Brightfeather is an aviak harrier, who compensates for his physical weakness with natural cunning and magic. Brightfeather believes all outsiders are evil influences to be avoided, and often attempts to drive visitors off the island. Skytalon and Brightfeather are not enemies, despite their profound disagreement on this issue, and work together for the advancement and safety of the tribe in all other matters.

The Two Rulers of the Isle of the Sky

Though Gull Skytalon and Soarin Brightfeather have very different opinions regarding the wisdom of dealing with strangers, they are close friends and allies. They have managed a peaceful and prosperous system of co-rulership for their tribe, and are both well loved and well respected by the natives of the Island of the Sky. Both are tough-minded and far-thinking, traits often missing in aviaks. Oddly they also both have a strong desire for personal solitude, and its not unusual for the one to be off wandering through the smaller nearby islands while the other sees to the day-to-day matters of rulership.

Gull Skytalon, Chief of Sky Island

Skytalon is a relatively young, energetic aviak avocet who took rule of the Tribe of the Sky several years ago. His great size, strength, and prowess and his natural charisma made him an obvious choice when the old chieftain was consumed by a giant kraken, and the support of shaman Brightfeather made his ascension uncontested.



Skytalon sees his people as being at risk because of their natural isolation. He knows there are few places outside the Fairsea Isles where ships can put in for supplies, and fears that someday a powerful navy may conquer his island for use as a base. Since the aviaks get little news of the outside world, Skytalon is frustrated at his inability to make political allies with other nations or to gain intelligence about a possible invasion. This has led to his strong desire to attract more outsiders to his land, and often leads him to challenge such visitors to friendly competitions, in an effort to understand the strengths and weaknesses of the inhabitants of the outside world.

When faced with a threat to his people, Skytalon is violent and direct. He has only rarely met outsiders who are his match in combat, and thus generally takes on troublemakers directly. He is not a fool, however, and if overmatched would fall back to organize the defenses of his people and gain the aid of Brightfeather and the few other shamans of the island.

Gull Skytalon, Male Aviak Avocet (advanced HD), War 7: CR 13; Large humanoid [aviak] (8 ft., 6 in.); HD 22d8+44 (aviak) plus 7d12+14 (War); hp 201; Init +9 (+5 Dex, +4 Improved Initiative); Spd 50 ft.; AC 22 [flat-footed 17, touch 14] (–1 size, +5 Dex, +8 natural); BAB +23; Grap +31; Atk +32/+26/+20/+14 melee (2d6+10, large morningstar), or +28/+23/+18/+13/+8 ranged (1d8+8, 30 ft., Large javelin); Reach 10 ft.; SQ berserking, Taunt bonus +2, glide, aviak traits; AL N; Fac Sky Island Aviaks; SV Fort +14, Ref +22, Will +11; Str 27, Dex 20, Con 14, Int 14, Wis 14, Cha 19.

Skills: Climb +13, Handle Animal +9, Hide +2, Intimidate +14, Listen +7, Sneak +12, Spot +14, Swim +14, Taunt +14.

Languages: Aviak (4), Common (4).

Feats: Cleave, Combat Reflexes, Improved Initiative, Lightning Reflexes, Parry, Power Attack, Weapon Focus (morningstar), Weapon Specialization (morningstar).

Glide (Ex): Aviaks are essentially flightless; however, they can use their vestigial wings to glide. Aviaks take no damage from falling and may glide horizontally up to 3 feet for every 1 foot of descent in elevation, at a base speed of 60 feet and with poor maneuverability (assuming they are at least 20 feet in the air at the start of their move action).

Possessions: Large morningstar, case with 5 Large javelins.

Soarin Brightfeather

Soarin Brightfeather is an old aviak, having seen more seasons than any other on the Isle of the Sky. He is also unusually small and weak for an elder aviak (his stat block is derived from harrier stats, rather than avocet), which is why he began the study of the spirits. He was driven to excel as a shaman to overcome his physical shortcomings. Though he was often teased as a youth, he became the most respected and feared of all aviak shamans on the isle. He has guided three chieftains and has a great fondness for Skytalon, even if he is generally loathe to admit it.

Brightfeather is concerned that his people's way of life is threatened by contact with outsiders. He won't act against Brightfeather directly, but has been known to drive off strangers he runs across when alone. Brightfeather does not harm travelers without provocation, but may charge them squawking loudly in hopes of frightening them away. Of course, if he is attacked, Brightfeather retaliates with the full fury of his powers. Brightfeather normally uses his totem mastery to maintain a permanent *burst of strength*, which tends to compensate for his natural weakness.

Soarin Brightfeather, Male Aviak Harrier, Shm 7 (buffed with *burst of strength*): CR 12; Large humanoid [aviak] (7 ft., 6 in.); HD 14d8+14 (aviak) plus 7d8+7 (Shm); hp 117; Init +10 (+6 Dex,

+4 Improved Initiative); Spd 50 ft.; AC 22 [flat-footed 16, touch 16] (–1 size, +6 Dex, +6 natural, +1 insight); BAB +15; Grap +22; Atk +23/+18/+13 melee (1d8+11, *ebon war spear*), or +21 ranged; Reach 10 ft.; SA spells; SQ spirit mastery (totem spirit), glide, aviak traits; AL N; Fac Sky Island Aviaks; SV Fort +9, Ref +19, Will +12; Str 25 (20), Dex 23 (18), Con 12, Int 11, Wis 15, Cha 14.

Skills: Channeling +12, Hide +3, Knowledge (folklore) +4, Knowledge (mysticism) +4, Knowledge (nature) +3, Listen +5, Meditation +10, Sneak +12, Spellcraft +2, Spot +13, Trade Skill (alchemy) +5.

Languages: Aviak (5).

Feats: Combat Casting, Combat Reflexes, Improved Initiative, Lightning Reflexes, Power Attack.

Shaman Spells Prepared (mana cost): *Disempower* (8), *levitate* (6), *light healing* (5), *scale skin* (4), *spirit of wolf* (7), *spirit sight* (4), *spirit strike* (12), *talisman of the beast* (4).

Mana Pool: 35.

Glide (Ex): Aviaks are essentially flightless; however, they can use their vestigial wings to glide. Aviaks take no damage from falling and may glide horizontally up to 3 feet for every 1 foot of descent in elevation, at a base speed of 60 feet and with poor maneuverability (assuming they are at least 20 feet in the air at the start of their move action).

Possessions: Ebon war spear (see Appendix), 10 snake scales, medicine pouch.

Soarin Brightfeather (buffed with *burst of strength*, *scale skin*, and *spirit of wolf*): Spd 75 ft.; SQ damage reduction 3/–.

The Fairsea Isles

Though little of the Ocean of Tears has been mapped, there is a cluster of well-mapped isles almost exactly halfway between the docks of Kaladim and Freeport — the Fairsea Isles. From the westernmost Isle of Erollisi to the far eastern Swiftsea Towers, the Fairsea Isles span almost 200 miles. The northern and southern borders of the islands are best defined by the ocean's two strong currents, which vary from 75 miles apart in the western edge of the isles to a mere 35 miles in the east. Between the waters dominated by these currents are numerous small islands, which appear on most maps of the region.

This cluster of small landmasses serves as a rest stop and supply post for nearly every ship sailing across the Ocean of Tears. The reasons for this are twofold: there are strong ocean currents flowing east and west near the isles (making trips using this route shorter), and the isles almost never suffer severe weather. The exact reasons for these combined factors occurring so conveniently are not known, but many captains believe that a divine interest is most likely the cause, generally pointing to either Prexus the Oceanlord or Tarrew Marr the Fathom Lord.

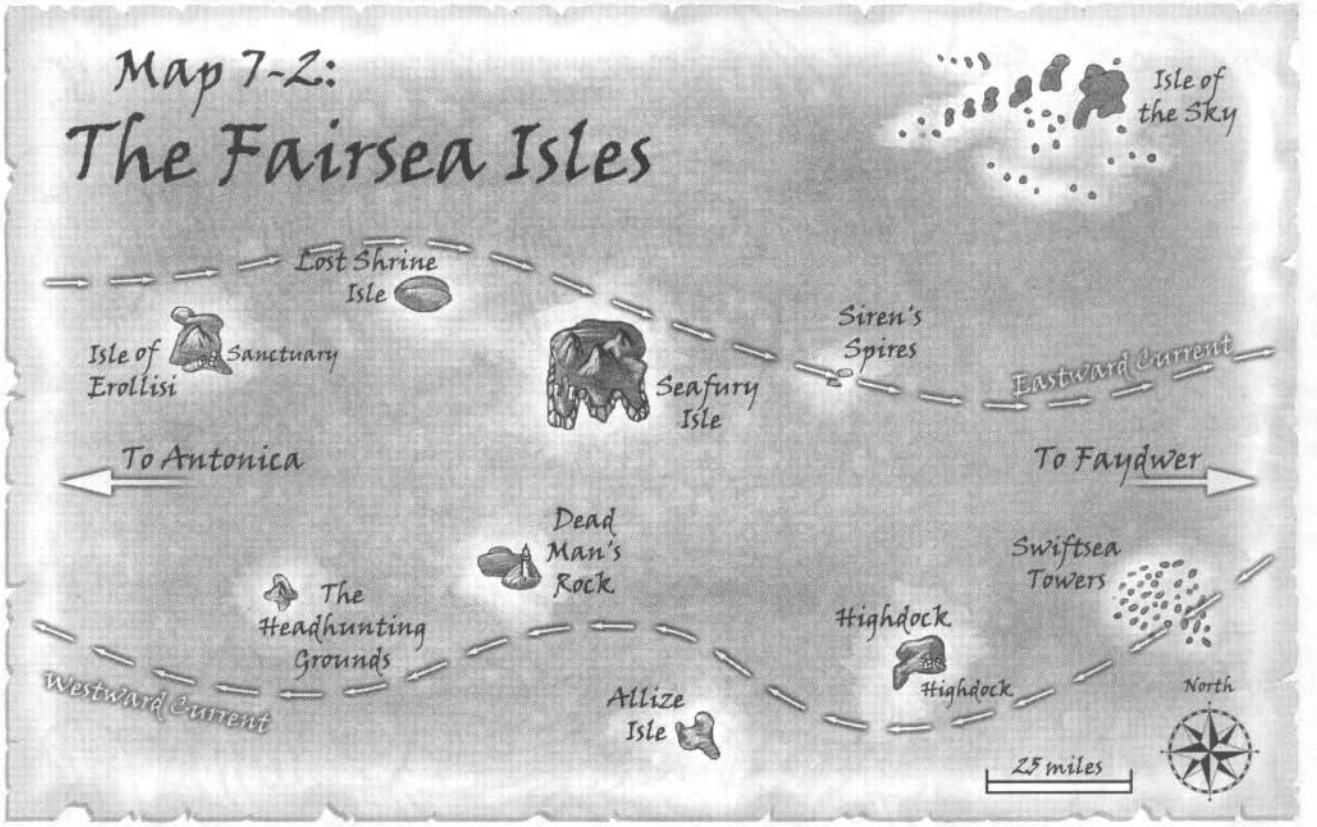
However, there are numerous threats other than weather and slow currents present within the Fairsea Isles. Many of the islands and surrounding waters are inhabited by aqua goblins, isle goblins, cyclopes, gargoyles, and sirens, and a few pirate havens can be found here as well. In fact, the only truly civilized islands are the Isle of Erollisi, where the Sisters of Erollisi can be found alongside a small dwarven community, and the human-inhabited port of Highdock.

Additionally, while the Fairsea isles themselves rarely suffer dangerous storms, it is not uncommon for the survivors of ships sunk by bad weather to end up shipwrecked upon them. This is because the strong currents flowing through the Fairsea region often carry such survivors to within sight of one of the isles, and many survivors risk the swim from floating wreckage to shore. Its not uncommon for explorers, pirates, and adventurers to come across a few survivors on otherwise abandoned islands. It isn't uncommon for at least one large ship goes down each year, and a remarkable number of them produce at least one survivor stranded on a Fairsea island.

Dead Man's Rock

Dead Man's Rock is a mid-sized island found near the center of the Fairsea Isles. It spans 12 miles or so east-west and half that north-south. The island is truly a great rock, totally devoid of vegetation of any kind. In fact, no living thing exists on the island, for it is nothing but gray granite and black shale. It is difficult to land a large boat here, as the island has stony beaches and sheer, jagged cliffs over most of its shoreline. Rowboats have fewer problems, but may still be damaged upon landing (any rowboat that beaches on Dead Man's Rock takes 1d8–1 points of damage to its hull). Fortunately there is little reason to visit the island, as it is not near any of the trade currents that surround the Fairsea Isles. Unfortunately this means it is only on a few maps, and the unsuspecting traveler might think it a good locale to take shelter from the rare storm or to hide from pirate ships.

What makes the island perhaps worth visiting, for those of an adventurous vein, is the black, blasted tower that rises up from the north side of the island, looming over the tallest cliff. Those sailors who have seen the tower from a distance claim it seems not just ruined, but actually angry and violent. In truth, there are few worse places for a ship to put in, for Dead Man's Rock is crawling with undead creatures, the victims of a curse that can be tied to the original inhabitant of the island.



According to ancient elven texts, Dead Man's Rock was the home to Amnumka, an elven wizard who lived in Felwithe in the early years of its construction. Amnumka was an historian and a student of old shissar culture and magic. So great was his desire to emulate the shissar that he left his home of Takish-Hiz and sailed eastward to this island, in hopes of escaping the influence of elven culture. He spent many years in study on the lifeless island, and became a wizard of great power. He was unsatisfied, however, and in time turned his studies toward darker magics. It was during this time he was visited by a fell young vampire — Mayong Mistmoore. No record exists of what exactly passed between Mistmoore and Amnumka, but it is certain that the wizard gained a force of gargoyles to guard his tower; further, after the vampire departed, Amnumka lived on for far longer than a mortal has any right to do.

But Amnumka could not survive forever, even in undeath. A paladin of the Order of Marr's Fist, Sir Fenkirk, heard of the undead necromancer and sought to destroy him. Sir Fenkirk found passage aboard the Sea Forge, a ship of miners and explorers who were seeking rare and valuable ores within the Fairsea isles. When the ship sailed near Amnumka's island, though, it was immediately beset by spectres and gargoyles. The ship was wrecked, but some survivors swam ashore. Sir Fenkirk was among them, and led them to Amnumka's tower. There, he killed Amnumka in a pitched battle, but not before the necromancer managed to utter a curse upon the paladin and all his comrades. All were killed and their spirits bound to the island. The spectres and gargoyles kept vigil over the tower but, lacking orders from their dead lord, ventured out no more.

A few years ago a descendent of one of the miners, Weis Yethet (*male human, Rog 7/Enc 5, DG, Freeport Coalition of Tradesfolk*), sought out the Oracle of K'Arnon to discover what had happened to the Sea Forge and the treasure of rare ores his family claimed was aboard. The Oracle told Yethet of the curse of Amnumka and of a scroll in that place that could lift the curse and return the Sea Forge and the tortured spirits of its crew to the land of the living. If Yethet would recover some other scrolls for him, the Oracle offered, he would use this scroll to resurrect Weis's ancestor and recover the Sea Forge's treasures for the human. Yethet went to Dead Man's Island and snuck into the ruined Tower of Amnumka, and there he indeed found many ancient scrolls hidden in secret alcoves. Unwilling to perform give the treasures he had found to the Oracle, however, Yethet made a guess as to which scroll would free the cursed spirits and he read it. He was wrong.

The scroll Yethet read was related to the curse, but it was not the spell that would end it. Instead, it brought forth the second stage of the curse, turning the captured spirits of the Sea Forge's crew, including Sir Fenkirk, into greater skeletons. Yethet fled the island, barely escaping with his life, but he left Dead Man's Rock a far more dangerous place than he had found it. Not only do a horde of powerful skeletons now wander its shores (regenerating each night if slain), but he spurred the gargoyles and spectres to greater activity, causing them to once again patrol the whole island and even the nearby waters.

Currently, there are 35 dark-boned skeletons randomly wandering the island, attacking any non-native creature they encounter. Four spectres (see Chapter Six) guard the tower itself, only occasionally venturing out on patrol, although they investigate any obvious commotion. Twelve gargoyles patrol the island's coastline at night and sit atop the tower during the day. Several members of the Knights of Truth and priests of Marr have set off to put an end to this island of death, but none of them have returned.

Quest: Scroll Search

Faction: None
NPC: Weis Yethet
CR: 19

Reward: +1 faction rank with the Knights of Truth and the Oracle of K'Arnon (maximum +1 each from this quest). 1d4 x 1,000 gp, plus 1 free question answered by the Oracle of K'Arnon.

Consequence: –1 faction rank with the Freeport Militia and with Mayong Mistmoore (maximum –1 each from this quest).

Quest Summary: Weis Yethet (see "Dead Man's Rock") is horrified at the result of his hasty actions on Dead Man's Rock, and has undergone numerous quests for the Oracle of K'Arnon to seek answers on how to fix his error. He has learned that there are three more scrolls relating to the curse of Amnumka, each identical in appearance to the one he already has (a black parchment scroll with gilt letters, a yellowed ivory scroll tube protecting it). In order to determine which of these scrolls ends the curse, the Oracle must examine all four. Yethet knows where the other three can be found (see below), but knows he won't survive the effort to find them himself. Using the last of his personal fortune, he must hire adventurers to take on the quest to find the scrolls and return them to the Oracle.

One scroll, he is sure, remains hidden within the tower on Dead Man's Island (it is in lowest level of the tower, behind the remains of an old desk [Search DC 22]). A second, dropped by Yethet in his hasty flight, lies in the waters off the island, near the sunken remains of the Sea Forge, which is now home to a school of four cauldron sharks. The third is in the possession of a nightfall giant named Jeth Blackhand, who lives in the western Commonlands and stole it from Yethet as he traveled through that region last year. Jeth commands a band of 24 Deathfist orc brigands who raid caravans moving through or near the Kithicor Forest (though for obvious reasons they only attack caravans near the Commonlands side of the forest). The giant has an "arrangement" with the Freeport Militia, allowing him to not be harassed by their patrols as long as he never attacks caravans the Militia is defending.

If the PCs bring all three scrolls to the Oracle of K'Arnon, not only do they receive payment from Yethet, but they also get one free answer from the Oracle himself. Although he is certainly not to blame for Yethet's actions, the Oracle feels some responsibility for not having warned Yethet more strongly about the dangers of dealing with Amnumka's curse, and is pleased to have the opportunity to fix the problem.

Isle of Erollisi

Village, Pop. 460

(Dwarf 25%, high elf 15%, half elf 5%, human 5%, wood elf 50%)

Ruler: Styria Fearnon

Gold Piece Limit: 1,000 gp

Assets: 25,000 gp

Resources: Agriculture, fishing, trade

Militia: 35 Sister of Erollisi warriors, 75 Sister of Erollisi rangers, 150 town militia

The Isle of Erollisi is a common stop for ships traveling from Antonica to Faydwer. It is one of the largest of the Fairsea Isles, with a north-south length of roughly 40 miles and no less than 30 miles across at its narrowest point. The island is lightly wooded and has a single large mountain at its center. There is a single elven outpost with a dock on the southernmost tip of the island, ruled by the Sisters of Erollisi, and a much smaller dwarven settlement on the island's eastern shore.

The Sisters of Erollisi run the largest town on the isle, often referred to as the Sisters' Sanctuary even though it has no official name. The Sanctuary has a modest dock able to handle one or two large ships at a time, and numerous smaller vessels are often found beached nearby. The main body of the town is kept further up from the shore, safely out of range of waves from the rare severe storm. It is a collection of wooden buildings, all finely crafted and often intricately carved.

The history of the Sisters of Erollisi and how they came to be on the Isle of Erollisi is murky at best, but most Sisters believe it begins back in the days before Takish-Hiz was abandoned. According to the sisterhood's legends, Erollisi Marr appeared to an elf maiden and told her that only love could bring peace to the world. The maiden, whose name varies in different version of the tale, was inspired to begin an order dedicated to promoting love. She preached that love was the opposite of hate, and thus devotees of Erollisi were the only force with the power to stop the evil spread by Innoruuk, the Prince of Hate and patron of the dark elves. Though the group never enjoyed the of Tunare's worshippers among the elves, it was nonetheless accepted as a good-aligned organization and welcomed by elven society. It is unknown why the group did not follow their fellow elves to Faydwer, but instead stopped on an island amid unknown seas.

The Sanctuary of today is a fair-sized town of 300 women and very few men, mostly all elves, with a single inn for visitors and numerous small merchant shops. Anyone on at least neutral terms with Felwithe is welcome within Sanctuary, but those with alliances to dark elves, iksar, ogres, or trolls find themselves unable to buy supplies, sell goods, or stay at the inn. They are not forcibly ejected from town, however, unless they commit a violent act themselves. The Sisters of Erollisi believe that violence leads to hate, and do not allow any outsider to attack living creatures while on the island (even in defense of one's own life or that of another). Some local pirates have used this to their advantage, meeting with confederates or contacts in or near Sanctuary, knowing that anyone who attacks them must face the wrath of the Sisters. Anyone who does commit a violent act is dealt with harshly, generally by Styria Fearnon,

Quest: Pacifist Patrol

Faction: None

NPC: Antinime

CR: 1/2

Reward: +1 faction rank with the Sisters of Erollisi if the quest is completed 3 times (maximum of +1 from this quest). 1d4 gold.

Consequence: –1 faction rank with the Priests of Innoruuk if the quest is completed 3 times (maximum of –1 from this quest).

Quest Summary: The Sisters feel it their religious duty to prevent any violence from occurring on their island, with the sole exception of acts they themselves take to deal with violent offenders. Of course, it is difficult for the Sisters to patrol the entire island, especially since they prefer to patrol in pairs whenever possible.

As a result, Antinime gives anyone desiring to gain the Sisters' trust a chance to patrol with her. However, since only the Sisters may take violent acts on the island, anyone agreeing to patrol with her must swear to take no violent act in the process. Even in their own defense, they must not take any action that could harm another. After a week of patrolling, likely involving at least a few encounters with drunken sailors or even pirates, Antinime pays 1d4 gp to whoever patrolled with her. After three successful tours, it is possible to earn +1 faction, but any failed tour (in which the quester resorts to violence) causes a –1 faction penalty instead, and this quest cannot be undertaken again by one who has previously failed it.

Quest: Siren Scalps

Faction: None

NPC: Antinime

CR: 3

Reward: +1 faction rank with the Sisters of Erollisi. 4d6 gold pieces.

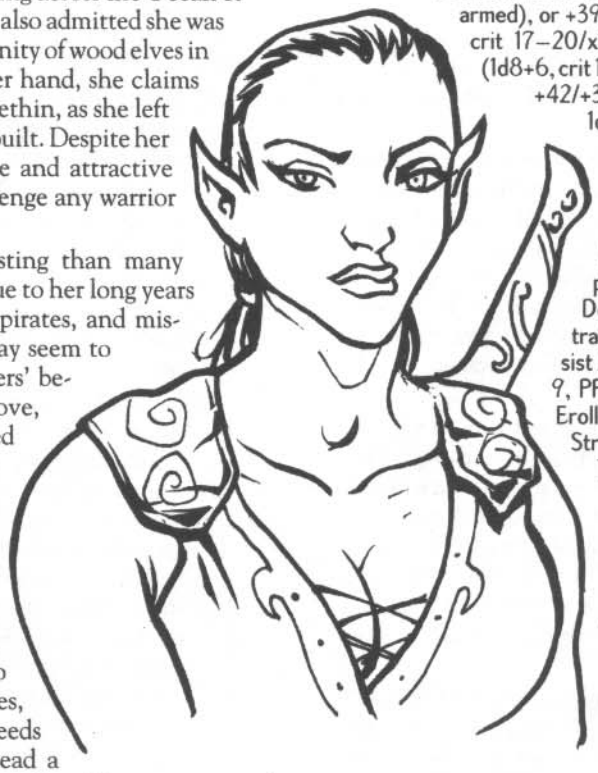
Consequence: –1 faction rank with the Priests of Innoruuk

Quest Summary: Antinime only makes this quest available to those who have completed three tours of patrol duty as described in the "Pacifist Patrol" quest (above).

The Sisters of Erollisi consider the sirens (see "Monsters of the Ocean of Tears" at the end of this chapter) who live in the ocean nearby to be a perversion of everything Erollisi supports. Though the sirens are beautiful and often seen as symbols of love by sailors, the Sisters feel that their "habit" of charming and then drowning men is truly horrible. While the Sisters forbid violence on their own isle, they are merciless in the destruction of creatures that pervert the tenets of love elsewhere. As a result, Antinime is willing to pay for anyone who hunts sirens, accepting 6 scalps as proof of a siren group being destroyed. Of course, the sirens must be killed somewhere other than within the jurisdiction of Erollisi's Isle.

Styria Fearnon

Styria Fearnon is the oldest of the Sisters of Erollisi, although she refuses to say just how old that is. She has hinted that she remembers a time when visits from ships traveling across the Ocean of Tears was rare, but has also admitted she was born in a small community of wood elves in Felwithe. On the other hand, she claims she's never visited Kelethin, as she left Faydwer before it was built. Despite her age, Fearnon is a lithe and attractive woman who can challenge any warrior with confidence.



Fearnon is less trusting than many Sisters on the island due to her long years dealing with thieves, pirates, and miscreants. While this may seem to conflict with the Sisters' belief in unconditional love, Fearnon has concluded that neither trust nor kindness is a prerequisite for love. She is convinced that love is the state of wishing the best for someone, but that some creatures do not respond well to kind acts. In some cases, a scoundrel simply needs tough love and will lead a happier life if someone is willing to prove that immoral actions have negative consequences. Other creatures are beyond redemption, and Fearnon considers it her duty to dispatch such beings before they do more harm to their own soul. Thus she is willing to punish and even kill creatures she perceives as evil, out of love and concern for their own good.

This harsh form of unconditional love is not perfectly orthodox among the Sisters, and some, especially Antinime, fear that Fearnon has lost the dedication required to guide the Sisters with a loving hand. However, as long as Fearnon does not violate any obvious tenet of the order and Erollisi Marr does not send any sign of displeasure, no member of the Sisters is willing to act against Fearnon, even if, out of love for her, they occasionally express their concerns.

Styria Fearnon, Female Wood Elf, War 28: CR 28; Medium-size humanoid [elf] (5 ft., 5 in.); HD 28d12+168; hp 369; Init +7 (Dex); Spd 20 ft. in armor, 30 ft. base; AC 24 [flat-footed 22, touch 12] (+2 Dex, +12 armor); BAB +28; Grap +34; Atk +34/+31/+28/+25/+22 melee (1d3+6 subdual, unarmed), or +39/+37/+35/+33/+31 melee (1d8+11, crit 17–20/x2, *Defiance*) and +31/+26 melee (1d8+6, crit 17–20/x2, *Combine longsword*), or +42/+39/+36/+33/+30 ranged (1d8+9 and 1d8 fire proc [Proc DC 18], 140 ft., crit x4, bow and *ultimate arrows*); SA area taunt, disciplines (Warrior's Charge, Mighty Strike, Furious, Precision, Fell Strike); SQ berserking, Taunt bonus +7, disciplines (Resistant, Fearless, Evasive, Defensive), infravision, wood elf traits, +5 magic saves (necklace); Resist AR 2, CR 8, DR 2, ER 2, FR 12, MR 9, PR 5, SR 2; AL NG; Fac Sisters of Erollisi; SV Fort +24, Ref +18, Will +15; Str 22 (18), Dex 24 (19), Con 22 (20), Int 17 (15), Wis 16 (14), Cha 16 (14).

Skills: Climb +13, Diplomacy +8, Hide +13, Intimidate +17, Jump +11, Knowledge (local lore [Ocean of Tears]) +8, Knowledge (warcraft) +17, Ride +14, Swim +20, Taunt +38, Trade Skill (blacksmithing) +10, Trade Skill (fletching) +10, Trade Skill (tailoring) +10, Wilderness Lore +14.

Languages: Elvish (5), Ancient Elvish (5), Common (4), Dwarvish (4).

Feats: Alertness, Cleave, Combat Reflexes, Double Attack, Dual Wield, Finishing Blow, Great Cleave, Hand to Hand, Improved Critical (longsword), Improved Parry, Improved Two-Weapon Fighting, Leadership, Parry, Quick Draw, Riposte, Sunder, Weapon Focus (longsword), Weapon Specialization (longsword).

Possessions: Heavy dragonhide armor, Defiance, Combine longsword, silk-strung planed darkwood double-cam longbow, *fleeting quiver* (one extra bow attack every other round, as with haste [4]), 20 *ultimate (fire) arrows*, *velium jacinth necklace* (+5 magic saves).

the leader of the Sisters and one of the ablest warriors in all of Norrath.

Because they believe in the overwhelming power of love, it is possible for anyone to attempt to gain the trust of the Sisters, but doing so can be a long and arduous process. Generally, anyone expressing a desire to be better accepted by the Sisters is directed to Antinime (*female wood elf, Rng 12, DG, Sisters of Erollisi*), a younger member of the Sisters who is responsible for the security of the island. There are numerous quests Antinime can assign to those wishing to earn the Sisters' goodwill, but numerous missions must generally be undertaken to earn just a little trust.

The Sisters of Erollisi

The Sisters of Erollisi are a society dedicated to the promotion of Erollisi Marr's divine edict of pure love. Though not worshipers of Tunare, they are accepted by the elven priests of Tunare as an elven holy order. Their membership is exclusively female and drawn almost exclusively from among wood elves, though there are no rules

preventing other women from joining. For a non-wood elf to gain acceptance would require a very high level of trust (+6 faction rank with the Sisters of Erollisi) and a period of many years of petitioner status. A few high elves have managed these requirements and a few human women have tried, but all of the humans have died of old age before ever progressing past petitioner — yet, out of their great love for one another, the Sisters have in each case granted these short-lived human petitioners an honorary posthumous membership.

The Sisters believe that total, unconditional love is the most powerful force in the world. To achieve such love, the Sisters believe it is first necessary to abandon all personal relationships closer than friendship. Put mildly, the Sisters believe that strong love for an individual weakens the ability to love others equally. The Sisters take vows of chastity, as well as vows of poverty. Everything a Sister owns is considered to belong to the Sisterhood as a whole, although for practicality's sake the individual Sister is generally trusted to use the things she has to the best advantage of the order.

Although the Sisters do not hate males, they do tend to consider men incapable of unconditional love. In the Sisters' world-view, Erollisi Marr is the driving force of the gods, and her brother Mithaniel Marr is useful only to destroy those creatures that Erollisi Marr has determined to be beyond redemption. The Sisters' attitude toward mortal men is similar — they can be useful, but only if they do what knowledgeable women tell them to. The order also demands that younger Sisters obey older Sisters, who in turn must obey directions they receive through inspiration from Erollisi Marr.

Because of their life on the wild islands of the Fairsea and their desire to be self-sufficient, the Sisters of Erollisi are mostly rangers and warriors. There is no rule within the order requiring this, however, and it is perfectly possible for any good-aligned female to become a Sister of Erollisi; the Sisters would simply be unable to assist in the training of anyone not a ranger or warrior. In general, a new petitioner can expect to be on probation for as many as 50 years unless sponsored by a full Sister who vouches for the petitioner's ability to love and to remain faithful to the codes of the order.

A player wishing to make a Sister of Erollisi character must play a female wood elf or high elf ranger or warrior. The character is considered a petitioner until reaching at least 7th level, at which time, if she has been faithful to all the edicts of the order and has at least a +6 faction rank with them, she becomes a full Sister, receiving her *purity belt* (see Appendix) at this time.

Also located on Erollisi Isle is the dwarven community of Halakar, a small smelting town. Halakar was settled several decades ago when Daekar Stonehand, a dwarven explorer, discovered iron, copper, and gold ore in the mountain at the center of the island. Stonehand approached the Sisters of Erollisi for permission to establish a small town nearby to take advantage of the ore and the Sisters agreed, provided that the dwarves' town do nothing to destroy the island's natural beauty.

Quest: Hammer and Tongs

Faction: Citizens of Kaladim (+2 rank)

NPC: Hugan Tunbrin

CR: 16

Reward: +1 faction rank with the Citizens of Kaladim (maximum +3 ranks from this quest); +1 faction rank with Miners' Guild 628 (a dwarven rogues' guild) if completed 3 times (maximum +1 rank from this quest); and any one item worth 15,000 gp or less that can be made with Trade Skill (blacksmithing).

Consequence: –1 faction rank with the Ghouls of Neriak (maximum –3 ranks); –1 rank with the Butcherblock Bandits if completed three times (maximum –1 rank).

Quest Summary: Hugan Tunbrin is incredibly knowledgeable when it comes to blacksmithing, seeking to become the greatest blacksmith in Norrath. In his studies, he has heard of many items that should increase his smithing skill, but he is unable to leave Halakar to recover them himself (and in truth, he knows his own skills as a warrior are insufficient for the task, though he would never admit this to be the case). Most recently, he has heard that a group of undead allied with the dark elves have taken a gift to Ullen Nyldaer of the Tower of Death in the Commonlands (see Chapter Five). These are supposed to be the *black iron hammer* and *black iron tongs*, legendary dwarven smithing tools lost centuries ago. If a group returns both the hammer and tongs to him, he rewards them with any item he can create worth 15,000 gp or less.

The *black iron hammer* is in fact in the Tower of Death, a gift from the ghouls of Neriak in an effort to win Ullen Nyldaer and her undead forces there to the cause of the dark elves. The *black iron tongs*, however, have since been taken by one of the ghouls to the Desert of Ro, to trade them with the greater mummy Braettl (see Chapter Six) in exchange for necromantic words Nyldaer desires for her arcane research. The only way the heroes are likely to gain this information is if they somehow manage to capture or trick one of the undead of the Tower of Death or a dark elf necromancer involved in the plot, although conceivably a resident of the Commonlands might have seen the ghoul headed to the Buried Pass with the tongs in hand.

Either the hammer or the tongs convey a +3 enhancement bonus when used for Trade Skill (blacksmithing) checks. When both are used together, the bonus becomes +5.

Obviously, once Tunbrin recovers these items, he would trust the successful group to gather similar items for him elsewhere, using the same basic quest stats. These might include such things as the iron tooth of an old seafury cyclops.

Initially Stonehand thought this request would make his task impossible, for while dwarves and gnomes may appreciate the grace of a well-constructed mine most, elves do not. However, he soon discovered that some ore could be panned out of one of the island's larger rivers. He built a small smelter and later a forge near the end of the river, and the town of Halakar grew around it. Small, with no more than 30 residents at any one time, Halakar has nonetheless become prosperous. The Sisters of Erollisi consider it under their protection, and many skilled smiths have come to study and apprentice themselves there.

The current master smith is Hugan Tunbrin (*male dwarf, War 2/Exp 15, OG, Citizens of Kaladim; Trade Skill [blacksmithing] +24*), a distant cousin of Stonehand and thus also the mayor of Halakar now that Stonehand has retired. Tunbrin also owns the local arms and armor shop. For the most part, Tunbrin, like all the residents of Halakar, is reserved and distant but polite. He considers any conversation not directly relating to money or blacksmithing to be a waste of his time, and seeks to perfect his mastery of the art of the forge.

Seafury Isle

Seafury Isle is the largest of the Fairsea Isles. It is a surprisingly beautiful island, with many tall waterfalls, gentle grass-covered slopes, and white sand beaches. A ruined circle of stones sits on a cliff on the southwestern corner of the island overlooking the sea. The center of the island has three small mountains, which may have once been volcanoes. This rather picturesque isle is also the home of a clan of some thirty seafury cyclopes, making it one of the most dangerous places in the Ocean of Tears.

Fortunately, the cyclopes spend much of their time away from the island, swimming through the vast depths of the ocean and attacking the occasional ship. They dislike being on land, and don't get along well, so rarely are more than six of the monsters on the island at once. In order to avoid large armed ships (which often have a powerful hero or two on board), the seafuries mostly raid in areas just outside the Fairsea, preying on smugglers and explorers who use less efficient and more dangerous routes.

The island is also the base of operations for Captain Surestout (*male gnome, Rog 19, NE, Pirates of Gunthak*), one of the most successful pirates on the Ocean of Tears. Surestout runs a large pirate operation with 5 ships, 400 crewmen, and a hill giant, as well as numerous spellcasters and ogres; he also has a network of contacts on both Antonica and Faydwer. He has made a deal with the seafuries, trading them 10% of all the goods he takes in return for using their home as a safe harbor. Being lazy, greedy creatures, the cyclopes quickly accepted. So far, the deal as worked well for Captain Surestout, for no navy in the world can afford to lay siege to an island that could call upon an army of seafuries.

Of course the pirates do not dare deal with the cyclopes directly, for the seafuries are a treacherous, powerful, and hungry lot. Instead, all communication with them is handled by Surestout's friend and ally, Gornit (*male hill giant, War 7, DE, Pirates of Gunthak*). Gornit is an unusually big and powerful hill giant, and has proven more than a match for the seafuries in one-on-one combat. Though the cyclopes do not like him, they have learned to deal with the giant fairly – or face the consequences. Of course, Gornit is also useful for things like hauling captured ships onto shore and transporting heavy cargos.

The pirate harbor is commanded by Goob Mudtoe (*male ogre, War 12, NE, Pirates of Gunthak*) and his brother Boog Mudtoe (*male ogre, War 9, DE, Clurg*). Both Mudtoes have enjoyed long careers as brigands, pirates, and mercenaries. Goob has decided that working for Captain Surestout is the easiest way to get rich for little effort; his brother continues to dream of returning to Oggok as the commander of a mighty ogre army. Both Mudtoes frequently go on pirate raids, and Boog spends a fair amount of time spying on the ships at Erollisi's Isle, depending on the Sisters of Erollisi and their mandate of pacifism to prevent any captains he sees there (many of whom he's double-crossed in the past) from attacking him.

The cadre of spellcasters who aid Captain Surestout are led by Toko Binlittle (*male gnome, Mag 12/Exp 3, NE, Pirates of Gunthak; Trade Skill (tinkering) +24*), a vile traitor who defected from the Library Mechanamagica in Ak'Anon. Binlittle revealed the secret shipping routes used by Ak'Anon ships to Captain Surestout, and uses his expertise in tinkering to help equip the pirate raiders. So great is the library's hatred of Binlittle that a 3,000-gp bounty has been put on his head (collectable, with his head in hand, in Ak'Anon).

The Headhunting Ground

The "Headhunting Ground" is a small island found in the south of the cluster of islands that make up the Fairsea Isles. A towering crag of a mountain rises up from the center of the rocky island. There is little vegetation, consisting mostly of scraggly trees and rough, thorn-covered underbrush. The shores are wave-pounded rock and lack the soft sand common elsewhere in the Fairsea. Overall, the appearance of the Headhunting Ground is universally uninviting.

Unsurprisingly, the harsh isle is inhabited by a tribe of isle goblins known as the Headtakers. More vicious and primitive than other isle goblins found in the Ocean of Tears, the Headtaker goblins worship no god, instead believing that they are the favored of a collection of spirits that live within their heads. The goblins believe that to gain power, they must hunt down worthy opponents and take their heads as trophies. A goblin is not considered a warrior until he has taken his first head, and cannot become a shaman until he has taken at least four.

The true power within the Headtaker tribe rests with the elite Headhunters. These are goblins who have taken no fewer than ten heads. They have the respect and obedience of all other goblins within the tribe – even the Headtaker shamans are cautious around the Headhunters. The master of the Headhunters, the one of their number who has taken the most heads, is known as the Headmaster. Only the Headtaker chieftain has more authority than the Headmaster, and of course the chieftain is himself selected from among the Headhunter's ranks. Generally, when a chieftain dies, the current Headmaster takes the post and the next most successful Headhunter becomes the Headmaster, but occasionally the shamans claim some other goblin must be chieftain to appease the head spirits.

The Headtakers are essentially isle goblins (see *EverQuest: Monsters of Norrath*, p. 93), but tend to advance in some classes not normally seen among that race. Headhunters generally have from 1 to 3 ranger levels and may have 1 or 2 rogue levels as well. The Headmaster is always the highest-level headhunter, and generally has at least 3 ranger and 3 rogue levels. The Chieftain is normally on par with the Headmaster, although his advanced age and greater experience may mean his physical stats are lower, but his mental ones higher (see "Age," *EverQuest: Player's Handbook*, p. 146).

Obviously the presence of the Headtakers, along with the generally dismal condition of the Headhunting Ground, would make the island a place few would wish to visit. However, two circumstances have conspired to make the island a destination for a surprising number of people. The first is the strength of the ocean current passing right by the island, an offshoot of the very currents that makes eastward travel through the Fairsea so swift. Most experienced captains of large ships know to avoid the current, but younger sailors or those with smaller ships can find themselves caught in the current with little warning. Since many barely-submerged rock formations lie hidden in the waters off the Headhunting Ground, it's not uncommon for ships to be wrecked just off its shore, providing the Headtakers with new potential victims.

The second factor drawing people to the place is the presence of the Oracle of K'Arnon. The Oracle of K'Arnon is a high elf wizard of considerable power, as well as one of the most knowledgeable sages of the modern age. Records suggest that the Oracle has resided on the Headhunting Ground for centuries, guarded by a small order of paladins dedicated to his well-being. His true name has been lost to history, except perhaps by the court of Felwithe (who hold it in confidence), which the Oracle is rumored to have once served. Similarly, it is unknown why the Oracle prefers the self-imposed exile of living on such a forsaken rock. Many other scholars believe the Oracle of K'Arnon lives here precisely because it is so uninviting, thus reducing the number of people able to find him and bother him with questions. Few petitioners will risk their heads for the answers to trivial questions.

The Headtaker goblins ignore the Oracle of K'Arnon and his guardians, likely after learning the hard way that they have little chance of taking his or their heads. Any other threat to the Oracle must first overcome his Guardians of K'Arnon (*male or female high elf, Pal 16–22, NG, Oracle of K'Arnon*), a group of noble warriors dedicated to his defense. The Guardians, which are thought to number only about 6, are silent and humorless, doing little more than sleeping, eating, arranging supplies, and taking shifts to bodyguard the Oracle. There is always at least one

The Oracle of K'Arnon

The Oracle of K'Arnon is widely known as one of the wisest and most well-informed of all sages on Norrath. So aged is this elf that he has a full beard of grey hair and lacks the youthful appearance common to most elves. He spends most of his days sitting quietly on a rock near the shore of the Headhunting Ground, staring out into the water and pondering the vast stores of information at his command. It is reported that the Oracle of K'Arnon knows the full function of any magic item simply by seeing it, can explain the construction of nearly any item, and can answer almost any question regarding creatures, curses, magic, deities, or trade skills.

It is also well known that he enjoys his privacy and refuses to answer anyone's question or give advice without first receiving something in return. The Oracle has little use for money or luxuries, and thus generally sends petitioners on quests in return for helping them. The Oracle is careful to gauge each quest to be within the abilities of a petitioner, but is not beyond making the quest difficult and dangerous.

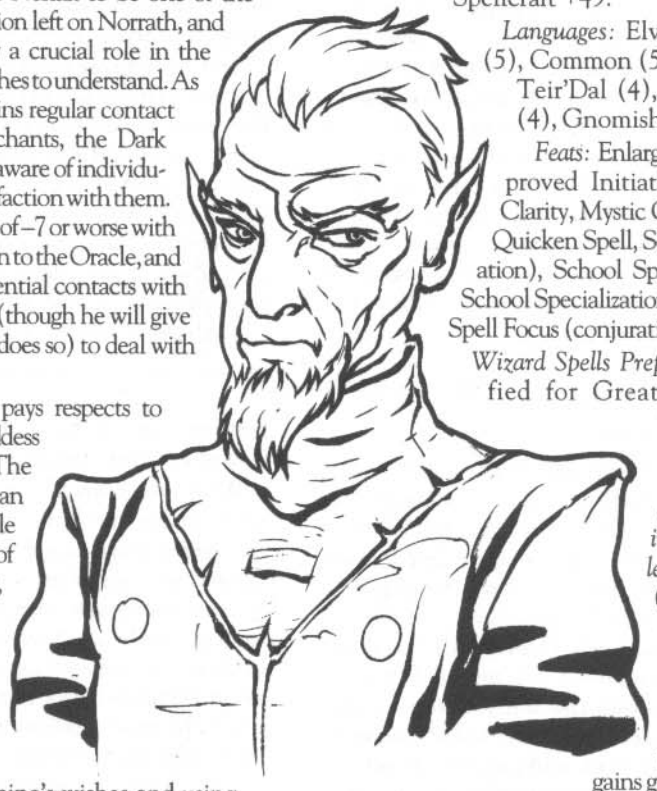
Contrary to popular belief, the quests the Oracle sends petitioners on are not designed purely to gather more information for him, although that certainly fits his agenda. Becoming an Oracle is the result of a lengthy quest that upon completion grants the quester a mystic ability to gather knowledge and answer questions. The Oracle of K'Arnon achieved his position by solving the Riddle of K'Arnon, an ancient elven ritual that dates back to the days of the Elddar Forest. This imbued him with great mystic knowledge and earned him the title of Oracle and the loyalty of the Guardians of K'Arnon, a tiny sect of high elf paladins.

While the Oracle completed his initial oracular quest nearly two centuries ago, he believes he has discovered a way to gain even more insight if he can unravel and complete a second oracular quest — to become the Oracle of Ages, the ultimate sage and a font of nearly all knowledge. It is a position many believe does not even exist, and certainly one that has never been filled. But the Oracle firmly believes that under the right conditions, after gathering the proper knowledge and performing the lost rituals, it is possible for him become a being so infused with information that he achieves near-divine status. Thus, every quest in which he assigns petitioners to gather a piece lore, recover an object of renown, or undertake a mission of exploration is also carefully designed to help the Oracle understand this second quest of his own.

However, even if this lofty goal is possible, it is only possible for the very first Oracle to meet the lengthy list of prerequisites. The Oracle of K'Arnon sees himself as foremost in the running for this ascension, and is very careful not to allow any of his hard-earned knowledge on the subject to fall into the hands of other major oracles that might seek to steal "his" godhood from him. As a result, anyone who has good faction with another oracle (+5 or more) must prove themselves to the Oracle of K'Arnon by undertaking a quest of his choosing without receiving any reward. Only then will the Oracle consider aiding them, and only if they swear the information they seek is not for another oracle. Of course, he demands a second quest in payment for any other specific aid.

On the other hand, the Oracle is well aware that the best way to gain knowledge is to have contacts with those who gather it. If the Oracle of K'Arnon finds a spellcaster who seems likely to become an oracle herself someday, then he often aids and guides her in the early stages of searching for lost lore. A particularly adept student of research might be asked to do a favor for the oracle, at the end of which he rewards them with, most commonly, a *robe of the oracle*.

In general, the Oracle is willing to work with any creature of any race, for he cares little of the politics of the world beyond his home, but there are exceptions. The Oracle considers the dark elves of Neriak to be one of the greatest sources of information left on Norrath, and strongly suspects they play a crucial role in the greater oracular quest he wishes to understand. As a result, the Oracle maintains regular contact with various dark elf merchants, the Dark Bargainers, by letter, and is aware of individuals who have extremely bad faction with them. Anyone with a faction rank of –7 or worse with the Dark Bargainers is known to the Oracle, and in order to preserve his potential contacts with those dark elves, he refuses (though he will give no indication as to why he does so) to deal with such individuals.



The Oracle sometimes pays respects to Vazaelle Kaleine, demigoddess of madness and vision. The Oracle sees this goddess as an example of a mortal oracle who fell from the true path of becoming the Oracle of Ages, or who was corrupted from the path by Cazic-Thule and still raised to divine status as a lunatic mockery of what the true Oracle of Ages could be.

Following Vazaelle Kaleine's wishes and using her protection, the Oracle once traveled to the icy land of Everfrost and into the very den of the lich Miragul. There, the Oracle claimed the *phylactery of Miragul*, that artifact which housed the venerable Erudite's reasoning and innovation once he transformed himself into a lich. The Oracle still holds Miragul's phylactery, although few know of it. While the Oracle certainly avails himself of the intellect of one of Norrath's greatest mortal arcanists, in truth he holds the phylactery to research the nature of its manufacture and to altruistically preserve the positive elements of Miragul, in case one day the necromancer might be restored. The Oracle would need great faith and trust in anyone before revealing to them that he holds the phylactery, much less entrust it to them. For more information on Miragul, see *Realms of Norrath: Everfrost Peaks*.

The Oracle of K'Arnon, Male High Elf, Wizard 30: CR 30; Medium-size humanoid [elf] (5 ft., 5 in.); HD 30d4+90; hp 199; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft.; AC 19 [flat-footed 17, touch 12] (+2 Dex, +7 armor); BAB +15; Grap +14; Atk +15/+11/+7/+3 melee (1d4–1, crit 19–20/x2, masterwork dagger), or +17 ranged; SA spells; SQ oracle, quicken mastery, Greater Specialization (evocation), greater wizardries (rapid casting, mana burn, spell fury), infravision, high elf traits, *flowing thought 2*, +1 on all energy-based saves; Resist AR 5, CR 5, DR 15, ER 5, FR 5, MR 20, PR 15, SR 5; AL ON; Fac Oracle of K'Arnon; SV Fort +18, Ref +17, Will +34; Str 8, Dex 14, Con 17 (12), Int 42 (21), Wis 32 (17), Cha 24.

Skills: Appraise +18, Channeling +33, Gather Information +17, Heal +23, Intimidate +23, Knowledge (monster lore [all]) +49, Knowledge (mysticism) +49, Knowledge (religion) +46, Meditation +49, Spellcraft +49.

Languages: Elvish (5), Ancient Elvish (5), Common (5), Teir'Dal (5), Ancient Teir'Dal (4), Dwarvish (4), Halfling (4), Gnomish (4), Ogre (4), Troll (4).

Feats: Enlarge Spell, Extend Spell, Improved Initiative, Leadership, Mental Clarity, Mystic Capacity (x2), Quest Spell, Quicken Spell, School Specialization (alteration), School Specialization (conjuration), School Specialization (evocation), Silent Spell, Spell Focus (conjuration), Still Spell.

Wizard Spells Prepared (mana cost, modified for Greater Specialization and bracelet): *Abscond* (13), *annul magic* (10), *diamondskin* (36), *disintegrate* (94), *fetter* (9), *improved invisibility* (10), *levitation* (7), *lure of flame* (44), *manaskin* (52), *shield of the magi* (47).

Mana Pool: 981.

Oracle (Ex): Once a sage has undergone the trials and become an oracle, he gains great power and insight into a wide variety of subjects. First, he gains a +6 divine bonus to Intelligence and Wisdom and a +4 divine bonus to Charisma. He also gains the bardic knowledge ability (see *EverQuest: Player's Handbook*, p. 55), but the oracle adds his total character levels + his Intelligence bonus + his Wisdom bonus to all of these knowledge checks. Additionally, the Oracle can answer any question as if he had 20 ranks in the appropriate Knowledge skill (although he has more ranks in some Knowledge skills anyway).

Possessions: Grand robe of the oracle, masterwork dagger, *velium star rose quartz ring* (+3 Int; +1 to Int-based rolls), *velium jasper ring* (+3 Wis; +1 to Wis-based rolls), *platinum blue diamond amulet* (+5 on all saves; +5 mana), *velium ruby bracelet* (–4 mana for specialized; –3 mana for other spells), *runed writ, golden efreeti boots*.

The Oracle of K'Arnon (buffed with *diamondskin, manaskin,* and *shield of the magi*): hp 259 + (8d10+2)x2 + (2d10+3)x10 = ave. 491; AC 20 [flat-footed 18, touch 12] (+2 Dex, +8 armor); SQ mana recovery 1 mana/10 min., +3 magic saves; Resist MR 30.

Guardian with the Oracle; they generally ignore anything that is not a threat to the Oracle, and they have long memories. Anyone who has ever attacked the Oracle is considered a threat by the Guardians, and is always attacked on sight.

Anyone who approaches the Oracle politely and asks for aid is likely to be offered an answer — but only after they have completed a quest for him. No amount of pleading or bribing has any effect on this deal; the Oracle wants nothing in return for his sage answers except the quest he demands as payment in advance. Of course, once the quest has been completed, the Oracle can give very detailed information, ranging from the complete list of things needed to construct a *mithril two-handed sword* to the exact function and powers of a collection of items a group brings to him. In the rare cases the Oracle does not know the full answer to a question, he warns the petitioners his information is incomplete before sending them on a quest. While the Oracle's answers are detailed, he answers only the petitioner's original question. If the answer leads the petitioner to more questions she wants answered, then it will also lead her to more quests.

Highdock

Village, Pop. 500

(Half elf 2%, human 95%, wood elf 3%)

Ruler: Zachariah Reigh

Gold Piece Limit: 750 gp

Assets: 45,000 gp

Resources: Fishing, trade, water

Militia: 1 warden, 50 town militia

Highdock was discovered by Sir Halec Hightower during the reign of the Order of Marr's Fist, along with the westward current that flows just south of it. It was quickly turned into a colony of Freeport and settled by young entrepreneurs and families seeking a new opportunity. The island itself is 15 miles wide and rich with fertile soil, natural springs, and a unique fast-growing tree with white bark often used to build boats.

The families of Highdock have developed a very separate attitude from Freeport over the generations, blending human adaptability with the naturalistic bent of the few wood elves who have taken up residence. An unhurried, relaxed people, they often nap during the heat of the day and gather at friends' cottages at night. They do not trust strangers easily, but also don't allow themselves to be ruled by prejudice (all races, even iksar, begin with faction rank +0 with the Highdock Residents faction). Highdock natives enjoy the beauty of nature, of good music with a strong beat, and of overcoming a challenge.

Originally, the port master of Highdock was an official who answered to the Dock Authority in Freeport and handled island administration. However, the vast sums of money being brought in by the sale of wood and water to ships, as well as ample opportunity for trade, made Highdock economically independent within just two generations of its colonization. Port Master soon became an electoral post, and Highdock dropped most ties with Freeport, even though it is still officially a colony of that city.

The current Port Master is Zachariah Reigh (*human male, Pal 14, OG, Highdock Residents*), who retired from the Knights of Truth after the Crusade of Tears. He settled in Highdock before the situation in Freeport was well understood by the crusaders, and was unwilling to abandon his town once the truth came out. Though he no longer wears armor and carries only a fine steel longsword, Reigh is sure to meet every ship that comes to port personally, to ensure there is no trouble with the Freeport Militia. He allows any

Quest: Rescue from the Fury

Faction: Highdock Residents (+0 rank)

NPC: Donovan Blurr

CR: 15

Reward: +1 faction rank with the Highdock residents (maximum +3 from this quest); +1 faction rank with the Clerics of Tunare (maximum +2 from this quest). An *obsidian shard* (or some other magic item of similar value).

Consequence: –1 faction rank with the Pirates of Gunthak (maximum –3 from this quest).

Quest Summary: Many of the residents of Highdock have family and friends among the people of Faydwer. Thus, when a ship traveling from Faydwer to Antonica disappears somewhere near the Fairsea Isles, Zachariah Reigh immediately begins investigating. Donovan Blurr (see "Highdock") has maintained friendly contact with a few of Captain Surestout's men (see "Seafury Isle" in this chapter), hoping to turn them against the Freeport Militia, and has heard from them that the boat is being held hostage by an ancient cyclops (see "Monsters of the Ocean of Tears" at the end of this chapter) named Typhoon. Typhoon has the assistance of two seafury cyclopes and is keeping the boat in a bay of Seafury Isle. Apparently Typhoon hopes to sell the ship, hostages and all, to the pirates of Gunthak for their use in the raiding the Timorous Deep.

Unfortunately, Reigh does not trust Donovan's contacts within the pirates, and is unwilling to leave the island just to check the rumor. Donovan is very close with a young priestess who was aboard the ship, Eliyori Astri (*female high elf, Clr 9, OG, Priests of Tunare*), and is desperate to rescue the ship. She promises any group that looks able to take on Typhoon that if they successfully recover ship and hostages, not only will she see to it their bravery becomes well known to King Tearis Thex, but she will reward them with treasure she has saved for such an emergency.

Obviously, this exact quest cannot be undertaken more than once, but a very similar hostage situation could easily occur a second time, especially if Typhoon survives the characters' first efforts. Likely Donovan would have Reigh's blessing to hire the characters for a second rescue.

ship that pays its way to restock at Highdock, but does not answer to any outside authority.

Most sailors stay at Highdock only long enough to get water and food, so the town has few facilities. There is a single inn, the Gull's Nest, run by local beauty Ran Aldorne (*female human, Com 5, NG, Highdock Residents*) and her lover Valaryn Elben (*male half elf, Rng 2/Exp 3, NG, Highdock residents*). A few stores handle locally produced dry goods, but the only shop that carries weapons, armor, magic items, and adventuring gear is a place called "The Haversack," owned and operated by Donovan Blurr (*female human, Com 6/Rog 6, NG, Highdock Residents*). Donovan is a cautious woman, and sells things only to people she knows. Of course, this limits her clientele, but Donovan reaped great riches as an adventurer when she was younger, and doesn't care about the money. She's an attractive, passionate, and intense young woman who runs her shop as something to do while she figures out how to bring down the Freeport Militia, or at least to kick them out of the Ocean of Tears.

Siren's Spires

The Siren's Spires are two massive, jagged rocks more than a mile long through which the Ocean of Tears' eastward current flows. The rocks are a mere 1,000 feet apart, with sheer cliffs facing each other. Ships traveling between them pick up a great deal of speed, making it difficult to control them (especially if the wind is low, placing the ship at the mercy of the current). There is no safe place to land a ship on either rock, and shifting piles of sharp stones hide beneath the water's surface near the base of each cliff face. Most of the ships that are lost while traveling from Antonica to Faydwer break up while traveling between these two rocks, and many of the secret routes captains use to cross the ocean are based on avoiding this part of the current.

To complicate matters, the rocks are a regular spot for sirens to sun themselves. While the sirens make no effort to attack passing ships, they can distract crews during the hazardous journey between the spires. If a ship does break up, the sirens often pick the most handsome survivors to take below the waves to be their consorts — at least until they grow bored.

Swiftsea Towers

The Swiftsea Towers is an archipelago of small, rocky islands at the far eastern corner of the Fairsea Isles. The isles range from as small as a few feet across to nearly a mile in diameter. All these islands are devoid of any vegetation or native animals, and most jut suddenly out of the ocean to form spiked peaks. The eastward current travels through the towers for roughly twenty miles, forcing ships to spend several nerve-wrenching hours navigating them. Those captains who have detailed maps of a route through the towers guard them carefully.

The Swiftsea Towers are a feeding ground for numerous aqua and isle goblins. When a hunting party of these goblins catch large prey, they drag it up to the towers before tearing it open, to prevent the blood from their kill spreading in the water and attracting other predators. These goblins do not attack large vessels, but might set upon a smaller ship, especially if it appears to have few armed guards.

Allize Isle

South of the Fairsea Isles, Allize Isle is a rough and rocky island of volcanic glass, sharp rocks, and tough, thorny foliage. The center of the island is covered in dense jungle and steep hills, seriously reducing visibility. There are several small streams on the island and a few naturally heated pools. There is little fauna on the island larger than a rat, with two notable exceptions: a tribe of aqua goblins and the mighty Allizewsaur.

A truly massive creature, the Allizewsaur appears to be a feral lizardman that stands 70 to 75 feet high. Its hide is greenish-brown, with stripes of black and white running across its back, and a white underbelly. The creature's hide is incredibly tough, more than a foot thick, and both its teeth are more than 2 feet long. Despite appearing to be a giant lizardman, the Allizewsaur is not an intelligent creature. It is driven by pure instinct — usually hunger, but also anger, curiosity, and territorialism.

The Allizewsaur spends much of its time asleep, only leaving the island a few times a week. It is able to kill and consume a whale with ease, and has no natural predators. The beast is more than a match for even the best-guarded ship, but thankfully its territory is almost exclusively south of the westward current. The Allizewsaur could conceivably swim to Antonica or Faydwer if it chose to, but evidently has no interest in doing so. At night, the beast lets lose with great hunting cries that can be heard for more than 20 miles over the water. Though the Allizewsaur rarely attacks ships, it is often heard by passing crews. For more information on the Allizewsaur, see *EverQuest: Monsters of Norrath* (p. 20).

The aqua goblins of Allize Isle treat the Allizewsaur as a god, giving it regular sacrifices and making no effort to destroy it. It is possible that the aqua goblins are reenacting the role they may have served aiding the shissar as part of Rallos Zek's armies in ancient days. They may also have chosen to feed the giant lizard as a desperate attempt to prevent it from consuming their entire clan, as it is no doubt capable of doing with little effort. In an odd way, the relationship has worked well for the aqua goblins, for while the entire output of their clan is dedicated to keeping the Allizewsaur happy, it in turn protects their home from any outside aggressor.

Without the constant hunting and feeding the aqua goblins undertake on its behalf, the Allizewsaur would likely starve to death, as it is large enough to hunt down and eat every living thing on its island in mere weeks. Because they believe the Allizewsaur must be appeased every week, the aqua goblins give it a sacrifice whether they have any prisoners or not, resorting to feeding it one of their clan if need be. This "honor" is given to the leader of the last raid that failed to bring prisoners back to the clan.

Because of this sacrificial practice, the goblins often make raids into the shipping lanes of the Fairsea Isles, swarming onto passing ships and fighting to the death to capture a few prisoners. Prisoners are always kept alive, receiving food and shelter until it is time to bind them and offer them up to their lizard god. The only reason the aqua

goblins maintain a small camp on the surface of the island is to have a place to be able to house their prisoners.

Lost Shrine Isle

Located between the Isle of Erollisi and Seafury Isle, the Lost Shrine Isle is a chunk of land running nearly ten miles east-west and half that north-south. It is dominated by a large hill in the center of the island, and is otherwise covered in light woods and low grasses. It has an extensive shallow beach around its entire perimeter, making it impossible for large sailing ships to get closer than 500 feet to shore, although rowboats and similar shallow-keeled ships can be beached quite easily. Because it's difficult for larger ships to get close, most merchant vessels ignore the island entirely.

The northern coast of the island has a large stone shrine that has long fallen into disrepair and decay. There are many strange runes and markings on the outer walls of the shrine, but they correspond to no known written language. The shrine has a single large interior room with a stone table at the center, which may well have been an altar. The ceiling is cracked, and pools of stagnant water sit on the floor where errant rainwater has gathered. A few standing stones and low benches of rock are scattered about the outside of the shrine, their function no longer clear.

The mystery of the lost shrine draws few scholars, for the area is too dangerous to allow regular investigation. This is because ancient cyclopes (see "Monsters of the Ocean of Tears" at the end of this chapter) frequently rest on this island, sunning themselves on the beaches or even burying themselves in the cool sands underwater. Most of these behemoths stay near the shore, especially in the area close to the shrine, leading some sages to speculate that the island was perhaps once a place of worship for the seafury giants before they were struck down by the gods. Others believe it was once an outpost of the Combine Empire. Both theories have little supporting evidence, as the markings of the shrine match neither the tongue of the giants nor that of the Combine Empire.

Pirates pose another serious risk to visitors to the isle. Because large ships cannot get close to the island, pirates often bury treasure in its beaches, depending on the low traffic level to keep their caches secret. Some pirates also come here to escape the wrath of patrol ships from Freeport or Faydwer. Boog Mudtoe (see "Seafury Isle") in particular has used this trick many times, staying to the southern reaches of the island to avoid ancient cyclopes — and the island's one other regular inhabitant.

The center of the island is a large hill on which sits a stone tower as old and ragged as the northern shrine. This tower is currently inhabited by Elesseryl Terrusar (*female high elf, Mag 19/Enc 7, NG, Merchants of Felwithe*), a powerful mage, explorer, and trader in the arcane. She is the only scholar to have taken a serious interest in the island and its shrine, largely because she believes a large store of arcane knowledge is hidden either in the shrine's markings, or in a secret chamber somewhere beneath it. Elesseryl has managed to strike a deal with the cyclopes, who visit regularly, providing them with trade goods and a safe market for them to sell treasures they dredge up from the ocean's depths. She refuses to deal in obviously stolen goods, but doesn't ask too many questions. Elesseryl doesn't like pirates taking up on her shores, and drives them off when she notices them. She most often makes voyages to the Isle of Erollisi to sell goods acquired from cyclopes or to sell spell scrolls she has scribed using words she finds in the tower or that are brought to her by the cyclopes.

Monsters of the Ocean of Tears

Siren

	Medium-Size Monstrous Humanoid (Aquatic)
Hit Dice:	6d8+12 (39 hp)
Initiative:	+1 (Dex)
Speed:	10 ft., swim 30 ft.
AC:	14 (+1 Dex, +3 natural)
Attacks:	Tail slap +5 melee
Damage:	Tail slap 1d8–1
Face/Reach:	5 ft. by 5 ft./5 ft.
Special Attacks:	Charm song
Special Qualities:	Damage reduction 5/+1, grant waterlungs
Saves:	Fort +4, Ref +6, Will +6
Abilities:	Str 9, Dex 13, Con 15, Int 10, Wis 13, Cha 18
Skills:	Animal Empathy +7, Listen +7, Perform (singing) +13, Sense Motive +4, Spot +4, Swim +10, Wilderness Lore +4
Feats:	Dodge, Improved Dodge, Special Ability Focus (charm song)
Climate/Terrain:	Any aquatic
Organization:	Solitary, pair or school (3–5)
Challenge Rating:	4
Treasure:	Standard
Alignment:	Usually discordant neutral
Advancement Range:	By character class (bard, enchanter, or druid)
Faction:	None

Description

Sirens are alluring creatures of the deep seas, found primarily in the Ocean of Tears and (to a lesser extent) the Timorous Deep and other waterways of Norrath. They are similar in appearance to mermaids, with the upper bodies of attractive, green-hued elven women, but having the form of fish from the waist down. Different sirens have varying coloration in their lower bodies, ranging from bright red to pinkish coral and even white. All sirens have long, flowing green hair which tends to be gathered into two large braids and which looks a great deal like seaweed when allowed to flow freely.

Sirens spend most of their time living in small communities underwater, surviving on a diet of seafood and kelp. When sirens feel the need to mate, they spend a great deal of time above the water's surface (sirens breath water and air with equal ease), sunning themselves on rocks and sandy beaches. Often, groups of sirens undertake this activity together. They sing in light, beautiful voices to attract males of nearly any humanoid species. Once a male approaches, the sirens attempt to charm him with their song. If successful, the sirens use their ability to allow the male to breath water and take the charmed male to the bottom of

the sea. Once the siren are done with the male they leave him, generally resulting in his death by drowning. A male who resists the charm is attacked immediately.

Combat

Sirens prefer to avoid combat if possible, with the sole exception of killing any creature they fail to charm. Sirens are very nimble even in water, and prefer to fight in the depths of the sea. (A siren cannot use her Improved Dodge feat while on land.)

Sirens use their charm song ability both defensively and offensively, either to eliminate the most effective opponents they face or to direct those they have charmed to attack their enemies.

Charm Song (Su): Sirens may sing an enchanting song similar in effect to *Solon's song of the sirens* (see *EverQuest: Player's Handbook*, p. 197) sung by a 6th-level bard. However, victims who fail their initial Will save (DC 20) against the song receive one additional saving throw in 1d4+1 rounds, but thereafter do not receive additional saving throws so long as the siren continues to perform her song. Sirens have a mana pool of 48, but need only spend 1 mana per minute to maintain their charm song, as opposed to a bard's 1 mana per round. Sirens may sing their song while underwater.

Grant Waterlungs (Su): A siren can, as a free action, grant any one creature of Large or smaller size the ability to breathe water for an unlimited duration. A siren may affect only one creature at a time, and the creature must remain within 50 feet of the siren at all times, or the ability is lost. The siren must touch the creature to be affected.

Feats: Sirens gain Dodge as a bonus feat.

Ancient Cyclops

	Huge Giant (Aquatic)
Hit Dice:	21d8+168 (262 hp)
Initiative:	+3 (Dex)
Speed:	40 ft., swim 40 ft.
AC:	27 (–2 size, +3 Dex, +15 natural, +1 deflection)
Attacks:	Slam +24/+19/+14 melee; rock +6/+1/–4 ranged
Damage:	Slam 2d6+16; rock 2d8+11
Face/Reach:	10 ft. by 10 ft./15 ft.
Special Attacks:	Improved grab, rock hurling
Special Qualities:	Damage reduction 9/–, fast healing 7, SR 29, weakened vision
Saves:	Fort +20, Ref +10, Will +11
Abilities:	Str 32, Dex 17, Con 26, Int 24 (22), Wis 18, Cha 6
Skills:	Knowledge (any 2) +11, Language (any 3) [2 ranks], Listen +13, Swim +23, Spot +4, Trade Skill (any 2) +11
Feats:	Cleave, Power Attack
Climate/Terrain:	Any aquatic
Organization:	Solitary
Challenge Rating:	14
Treasure:	Standard
Alignment:	Usually neutral evil
Advancement Range:	By character class (warrior or shadow knight)
Faction:	None

Description

When Prexus struck down the seafury giants, stripping them of magic and plucking out one eye from each, the new race of cyclopes fled into the waters and hid themselves for centuries. Through the generations since, the seafury cyclopes have forgotten much of their history and former glory. However, a very few of the original seafury giants still remain. These ancient cyclopes still remember a time when they ruled much of the Ocean of Tears and could cast powerful spells. Older now, and physically weaker than their descendants, the ancient cyclopes are far more wise and cunning than any modern cyclops, and use their greater mental powers to survive. They avoid groups powerful enough to threaten them, make pacts with groups of pirates and other younger cyclopes to protect themselves, and stay well clear of the kedge and other creatures favored of Prexus.

A typical ancient cyclops stands 24 feet tall, but weighs only about 13,000 to 14,000 pounds. Their hides are thick and rubbery, with coloration varying from green to reddish-brown and even blue. Unlike their younger offspring, most ancient cyclopes have the skills to support themselves, able to make clothing and sometimes even weaponry. They generally speak their own Ancient Giantish dialect among themselves, but most also speak at least a smattering of Teir'Dal (or Ancient Teir'Dal), Orcish, Ogre, and the Common tongue.

Combat

Like their younger kin, ancient cyclopes attack from beneath the water's surface whenever possible. Unlike seafuries, ancient cyclopes are cunning enough to ambush

ships in shallower waters, as well, hiding behind hills or even covering themselves in sand to take the appearance of a dune. Ancient cyclopes ignore spellcasters too weak to penetrate their spell resistance, but close quickly with anyone able to hurt them from range to pummel them in melee combat. They have lived long lives and have no wish to die, fleeing from or negotiating with any group that gains the upper hand in combat.

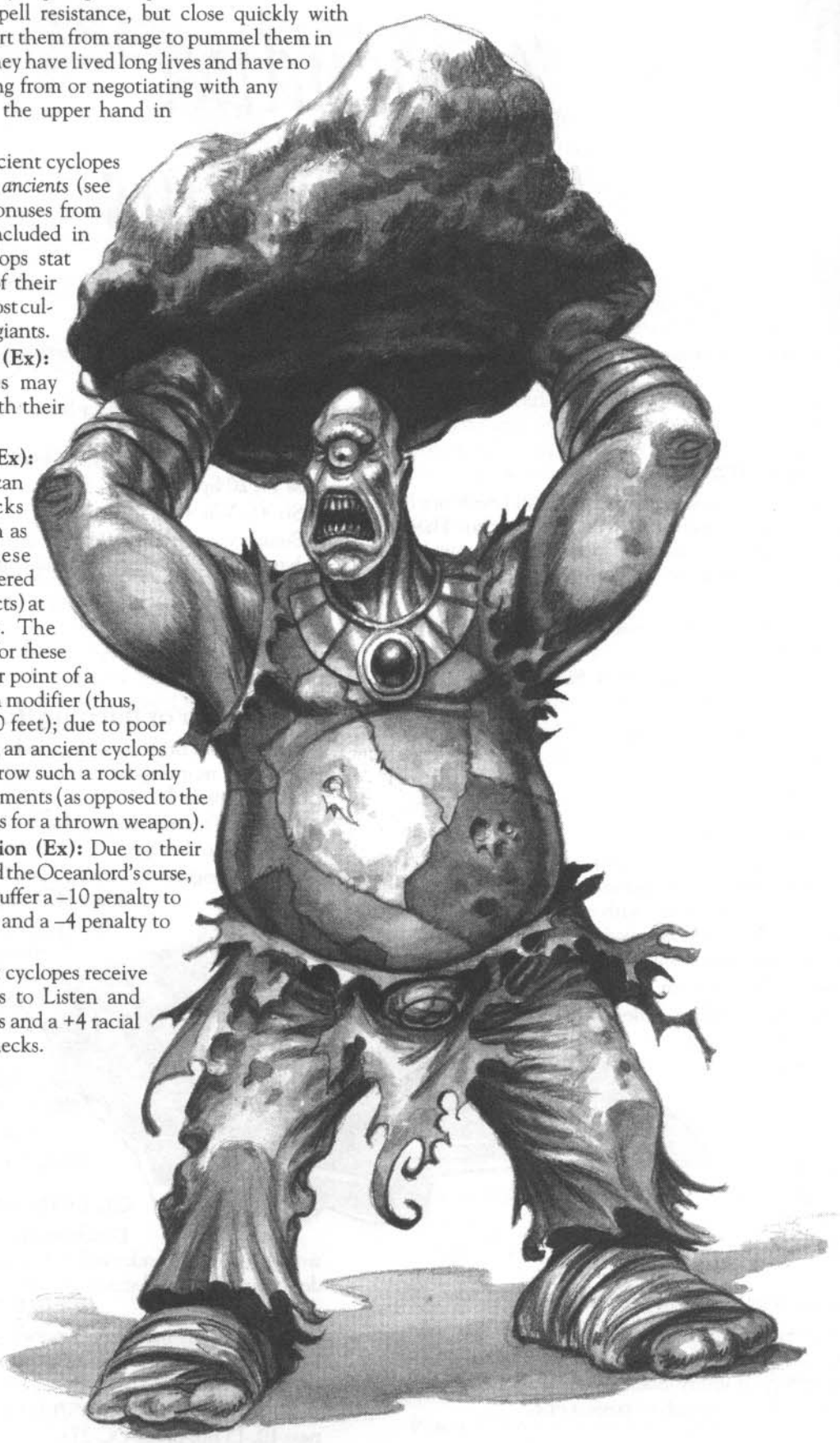
Virtually all ancient cyclopes have a *ring of the ancients* (see Appendix; the bonuses from such rings are included in the ancient cyclops stat block), a token of their status among the lost culture of the seafury giants.

Improved Grab (Ex): Ancient cyclopes may use this ability with their slam attacks.

Rock Hurling (Ex): Ancient cyclopes can throw great rocks weighing as much as 75 pounds (these rocks are considered Medium-size objects) at their opponents. The range increment for these rocks is 10 feet per point of a cyclops's Strength modifier (thus, in most cases, 120 feet); due to poor depth perception, an ancient cyclops can effectively throw such a rock only up to 3 range increments (as opposed to the usual 5 increments for a thrown weapon).

Weakened Vision (Ex): Due to their single great eye and the Oceanlord's curse, ancient cyclopes suffer a –10 penalty to all ranged attacks and a –4 penalty to Spot checks.

Skills: Ancient cyclopes receive a +2 racial bonus to Listen and Trade Skill checks and a +4 racial bonus to Swim checks.



Appendix: Magic Items

Back

Cloak of Warding

Description: These cloaks are white and made of a light, gauzy material thought to originate on Luclin. Their extreme rarity leads most to believe they are woven from magical cloth found in a city or perhaps a tomb of that moon.

Powers: AC +5, all saves against magical effects (spells or abilities) +5.

Bonus types: AC = deflection. Saves = enhancement.

Caster Level: 15th.

Market Price: 101,150 gp.

Slot: Back.

Weight: 3 lbs.

Crusader's Cloak

Description: Crusader's cloaks were gifts from the twin Marr gods to their faithful servants in the Crusade of Tears. Each is a deep blue cloak with golden trim and a clasp made of Erollisi Marr's holy symbol on the right and Mithaniel's on the left.

Powers: AC +4, Con +4.

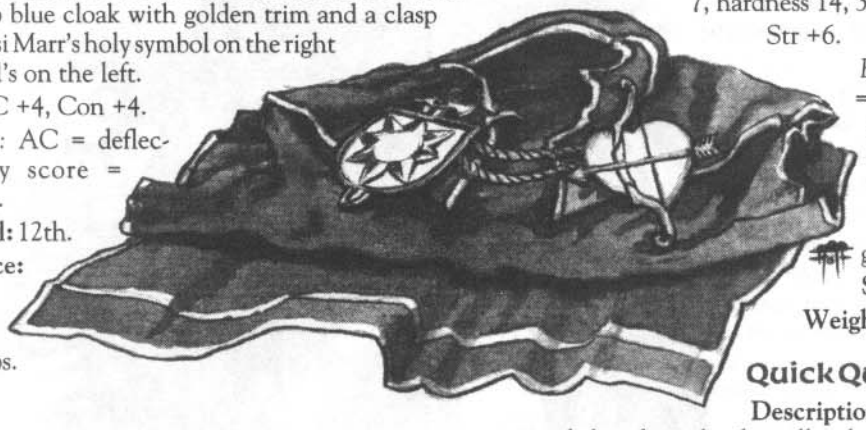
Bonus types: AC = deflection. Ability score = augmentation.

Caster Level: 12th.

Market Price: 49,000 gp.

Slot: Back.

Weight: 3 lbs.



Blunt

Mace of Righteous Might

Description: Tiny heart-shaped rubies inlaid in a spiral pattern around the handle, this weapon combines beauty of form with great utility. Such a mace is always at the side of any priest lucky enough to possess one.

Powers: This heavy mace has a +5 bonus to attacks and damage.

Mace of Righteous Might (1d8+5, delay 5; AC 9, hardness 15, 20 hp, Break DC 31).

Str +6, Wis +6.

Bonus types: Ability scores = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 18th.

Market Price: 125,312 gp.

Slot: Blunt.

Weight: 12 lbs.

Morningstar of Burning Hate

Description: Bristling with jagged edges and long, hooked points, this morningstar is intended for a particularly vicious fighting style.

Powers: This morningstar has a +5 bonus to attacks and a +5 bonus to damage.

Morningstar of Burning Hate (1d10+5, delay 6; AC 7, hardness 14, 30 hp, Break DC 31)

Str +6.

Bonus types: Ability score = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 18th.

Market Price: 87,308 gp.

Slot: Blunt

Weight: 8 lbs.

Quick Quarterstaff

Description: Carved long ago by wood elves from slender willow branches, these apparently delicate and graceful staves are formidable and remarkably durable weapons.

Powers: This incredibly smooth quarterstaff has a +5 bonus to attacks and damage, as well as the *great speed* quality.

Quick Quarterstaff (1d6+5/1d6+5, delay 3; AC 6, hardness 10, 15 hp, Break DC 27).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 15th.

Market Price: 212,600 gp.

Slot: Blunt.

Weight: 3 lbs.

Body

Armor of Night

Description: Dark-hued with mottled greens and blacks, this leather armor is perfect for blending into the shadowy tunnels under Freeport.

Powers: This *+3 leather armor* also has the *shadow* quality.

Armor of Night (AC +5, max Dex +7, check +0; hardness 4, 4 hp, Break DC 23)

Bonus types: None.

Caster Level: 9th.

Market Price: 16,175 gp.

Slot: Body.

Weight: 20 lbs.

Crusader's Plate

Description: This silver suit of plate-and-mail armor is liberally trimmed with gold and carries brushed blue steel chain beneath it.

Powers: This armor is the equivalent of *+5 half-plate* with the *moderate fortification* quality.

Crusader's Plate (AC +12, max Dex +0, check –6; hardness 14, 22 hp, Break DC 26)

Hp +25, all energy-based saves +5.

Bonus types: None.

Caster Level: 12th.

Market Price: 166,750 gp.

Slot: Body.

Weight: 50 lbs.

Faith-Tempered Mail

Description: This type of chainmail suit is commonly worn by high priests and priestesses of Marr. It is a soft, muted silver color that almost glows in the soft candlelight of temples.

Powers: This armor is the equivalent of *+5 chainmail.*

Faith-Tempered Mail (AC +10, max Dex +2, check –4; hardness 14, 19 hp, Break DC 26)

Con +6, hp +20.

Bonus types: None.

Caster Level: 15th.

Market Price: 104,300 gp.

Slot: Body.

Weight: 50 lbs.

Golden Steel Plate

Description: The Golden Steel is the armor traditionally worn by the leaders of the Steel Warriors. It is made of gold-washed steel and carries a full suit of leather underneath.

Powers: This armor is the equivalent of *+6 full plate.* Once per day, the first time the wearer is hit by an attack that is exactly successful (i.e., if the modified attack roll ties the wearer's AC exactly), the armor turns that would-be hit into a miss.

Golden Steel Plate (AC +14, max Dex +1, check –5; hardness 16, 26 hp, Break DC 26)

Bonus types: None.

Caster Level: 21st.

Market Price: 365,650 gp.

Slot: Body.

Weight: 50 lbs.

Grand Robe of the Oracle

Description: This light purple set of robes is embroidered and trimmed with arcane symbols of black and gold. The Oracle of K'Arnon has created only a handful of these fantastic robes as rewards for those who perform incomparably heroic deeds for him. It's rumored that the robes will lose their magic unless returned to the Oracle at least once per year, although some contend this is merely a rumor to forestall those who might consider the theft of such an awesome garment.

Powers: This robe is the equivalent of *+5 raw silk armor.* The wearer also gains the benefit of *flowing thought III* (see sidebar, *EverQuest: Game Master's Guide*, p. 115).

Grand Robe of the Oracle (AC +7, max Dex +9, check +0; hardness 5, 7 hp, Break DC 24)

Con +5, Int +5, hp +25, mana +21, all resistances (4), all energy-based saves +1.

Bonus types: None.

Caster Level: 16th.

Market Price: 186,700 gp.

Slot: Body.

Weight: 1 lb.

Hardened Robe

Description: Full, flowing, and covered with colorful embroidery, this robe is the result of tailoring secrets thought to be known only in Rivervale. Though normally soft and flowing, it hardens instantly when any blow strikes it.

Powers: This robe is the equivalent of *+4 raw silk armor* with the *hardness* quality.

Hardened Robe (AC +6, max Dex +9, check +0; hardness 6, 6 hp, Break DC 25)

Con +6, hp +20.

Bonus types: None.

Caster Level: 18th.

Market Price: 97,700 gp.

Slot: Body.

Weight: 1 lb.

Robe of the Oracle

Description: This light blue set of robes is trimmed in arcane symbols of black and gold. The Oracle of K'Arnon makes these robes to reward those who have done him some service.

Powers: This robe is the equivalent of *+2 raw silk armor.*

Robe of the Oracle (AC +4, max Dex +9, check +0; hardness 2, 4 hp, Break DC 22)

Int +2, Wis +2, mana +5.

Bonus types: None.

Caster Level: 6th.

Market Price: 15,700.

Slot: Body.

Weight: 1 lb.

Robes of Hate

Description: These well-tailored ebony robes are trimmed in the deepest blue. They silently swish and billow with the wearer's movements, adding to her ominous and powerful presence.

Powers: This heavy set of robes is the equivalent of a suit of *+5 cloth armor*.

Robes of Hate (AC +6, max Dex +8, check +0; hardness 5, 10 hp, Break DC 23)

Int +6, Cha +6, hp +25.

Bonus types: None.

Caster Level: 18th.

Market Price: 153,155 gp.

Slot: Body.

Weight: 3 lbs.

Iron Skin of Contempt

Description: This heavy plate armor is ornate and impressive. The plates are made of many smaller, sharper plates that cut and scrape anything that brushes against it. The hideous, contorted face etched by acid into the breastplate reflects the smoldering contempt that its wearer holds for all life.

Powers: This armor is the equivalent of *+5 full plate* with *+5 armor spikes*.

Iron Skin of Contempt (AC +13, max Dex +1, check –5; hardness 15, 25 hp, Break DC 26)

Wis +6, mana +30.

Bonus types: None.

Caster Level: 18th.

Market Price: 176,000 gp.

Slot: Body.

Weight: 50 lbs.

Symphonic Mail

Description: While the ringing of mail is common on the battlefield, this suit is different. It too clangs and rings, but its beat is always steady. If the wearer is singing or making rhythmic movements, the chainmail keeps in perfect time.

Powers: This *+5 chainmail* also grants a +2 bonus to any Perform (singing) or Play Instrument checks made while wearing the mail.

Symphonic Mail (AC +10, max Dex +2, check –4; hardness 14, 19 hp, Break DC 26)

Dex +6.

Bonus types: None.

Caster Level: 18th.

Market Price: 64,380 gp.

Slot: Body.

Weight: 30 lbs.

Tyrant's Platemail

Description: This gleaming suit of platemail is simple but immaculately made, its joints offering incredible flexibility. It is adorned only with the crest of Sir Lucan on the breast.

Powers: This armor is the equivalent of *+4 half-plate* with the *process defense* quality.

Tyrant's Platemail (AC +10, max Dex +4, check –2; base speed unchanged; hardness 14, 22 hp, Break DC 26)

Con +6.

Bonus types: None.

Caster Level: 18th.

Market Price: 73,750 gp.

Slot: Body.

Weight: 50 lbs.

Feet

Boots of Brawn

Description: These leather boots are fitted with shiny steel plates, making them an excellent match for any suit of plate or heavy mail.

Powers: Str +6.

Bonus types: Ability score = enhancement.

Caster Level: 18th.

Market Price: 36,000 gp.

Slot: Feet.

Weight: 3 lbs.

Finger

Cutthroat Insignia Ring

Description: These rings are used by dervishes to identify who among them have earned the rank of cutthroat. The rings are made of a strange black steel set with small silver studs, and the secret of their construction is known only to the dervishes themselves.

Powers: Dex +1.

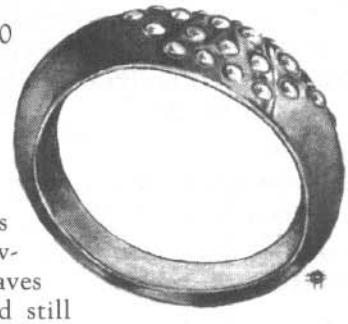
Bonus types: Ability score = augmentation.

Caster Level: 3rd.

Market Price: 1,000 gp.

Slot: Finger.

Weight: 0.1 lbs.



Ring of Charms

Description: This ring appears to be a living ring of tiny leaves woven together and still growing in place.

Powers: AC +5, Cha +6, all saves (Fort, Ref, Will) +5.

Bonus types: Ability score = enhancement. AC = deflection. Saves = enhancement.

Caster Level: 18th.

Market Price: 151,500 gp.
Slot: Finger.
Weight: 0.1 lbs.

Ring of Grace

Description: This simple but elegant band of pure platinum is finely crafted and polished to a high gloss. The obvious clue to its magical quality is the subtle blush of white light from within the surface of the ring.

Powers: Dex +6.
Bonus types: Ability score = enhancement.
Caster Level: 18th.
Market Price: 36,000 gp.
Slot: Finger.
Weight: 0.1 lbs.

Ring of Guarding

Description: The last remaining piece of an ancient magical gauntlet, this ring is simply one knuckle-joint of steel and leather.

Powers: AC +5.
Bonus types: AC = deflection.
Caster Level: 15th.
Market Price: 50,000 gp.
Slot: Finger.
Weight: 0.1 lbs.

Ring of Innoruuk

Description: This ring is of blackened silver, decorated around its length with alternating shields and thorns.

Powers: AC +5, Wis +4, all energy-based saves +5.
Bonus types: Ability scores = enhancement. AC = deflection. Saves = enhancement.
Caster Level: 15th.
Market Price: 86,300 gp.
Slot: Finger.
Weight: 0.1 lbs.

Ring of Lords

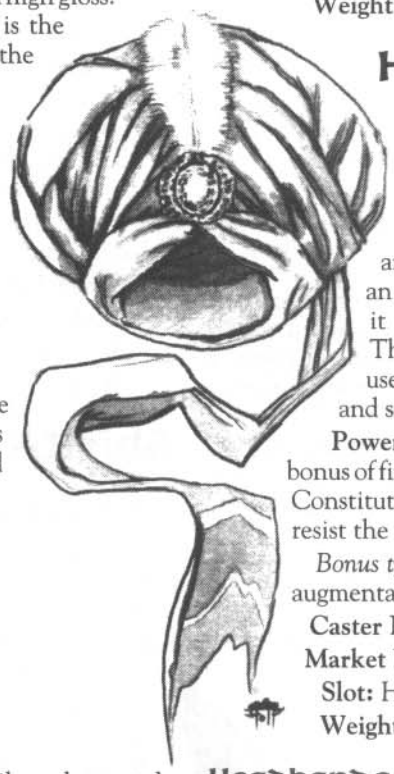
Description: This ring is carved from malachite and bears the image of an intricately woven knot that circles the entire band.

Powers: AC +5, Wis +6, Cha +6, hp +25.
Bonus types: Ability scores = enhancement. AC = deflection. Hit points = augmentation.
Caster Level: 18th.
Market Price: 178,000 gp.
Slot: Finger.
Weight: 0.1 lbs.

Ring of Seers

Description: This large pinky-ring has been worn by the Masters of the Academy since that institution's inception. Its highly polished gold is formed into the shape of a human eye, which glitters occasionally with a magical spark.

Powers: AC +5, Int +6, Cha +6, mana +20.
Bonus types: Ability scores = enhancement. AC = deflection. Mana = enhancement.
Caster Level: 18th.
Market Price: 168,000 gp.
Slot: Finger.
Weight: 0.1 lbs.



Head

Fine Silk Turban

Description: These comfortable, well-crafted accoutrements are made of one long strip of fine cloth that is wrapped around the user's head and then pinned with an attached clip. Most are very colorful, though it is certainly possible to make a plain one. The important qualities are the fine cloth used, which is enchanted during construction and sealed with a gem-encrusted pin.

Powers: This fine headgear grants its wearer a bonus of fire resistance (5), as well as a +4 bonus on all Constitution checks and Fortitude saves made to resist the effects of great heat.
Bonus types: Resistance = enhancement. Other = augmentation.
Caster Level: 2nd.
Market Price: 2,900 gp.
Slot: Head.
Weight: 1 lb.

Headband of the Master

Description: A testament to fine craftsmanship and spiritual enlightenment, this white and gold headband was patiently crafted by the feet of a monk who had lost both hands in combat. The process occupied the better part of a year.

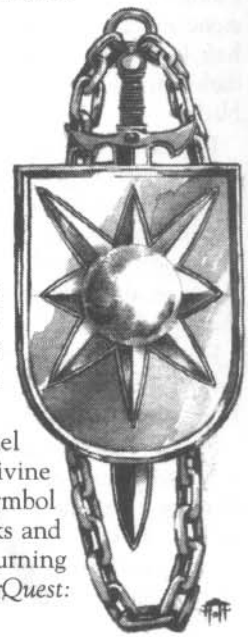
Powers: Wis +6.
Bonus types: Ability scores = arcane.
Caster Level: 18th.
Market Price: 36,000 gp.
Slot: Head.
Weight: 0.1 lbs.

Neck

Talisman of Faith

Description: This golden holy symbol of the faith of Mithaniel Marr, a shield with a sunburst over a sword, hangs heavily from its steel chain.

Powers: A cleric of Mithaniel Marr who has the turn undead divine power and who uses this holy symbol gains a +2 bonus to turn checks and turning damage rolls when turning undead (see "Turning" in *EverQuest: Player's Handbook*, p. 384).



In addition, any good-aligned wearer who is also a worshipper of Bristlebane, Erollisi Marr, Mithaniel Marr, Rodcet Nife, Tunare, or Quellious gains the following bonuses at all times:

AC +5, Wis +6, Cha +6.

Bonus types: Ability scores = enhancement. AC = deflection.

Caster Level: 18th.
Market Price: 128,000 gp.
Slot: Neck.
Weight: 3 lbs.

Piercing

Dagger of Venom

Description: With jaws for the crosspiece and a long, wavy forked tongue for the blade, this wicked dagger resembles the head of a deadly asp. The truncated body of the snake forms the haft, through which venom flows onto the blade and out into the victim's wound.

Powers: This dagger has a +1 bonus to attacks and the *poisoned* quality. It may also process (Proc DC 20) a *venom of the snake* spell (Fort DC 18) upon its target with a successful hit.

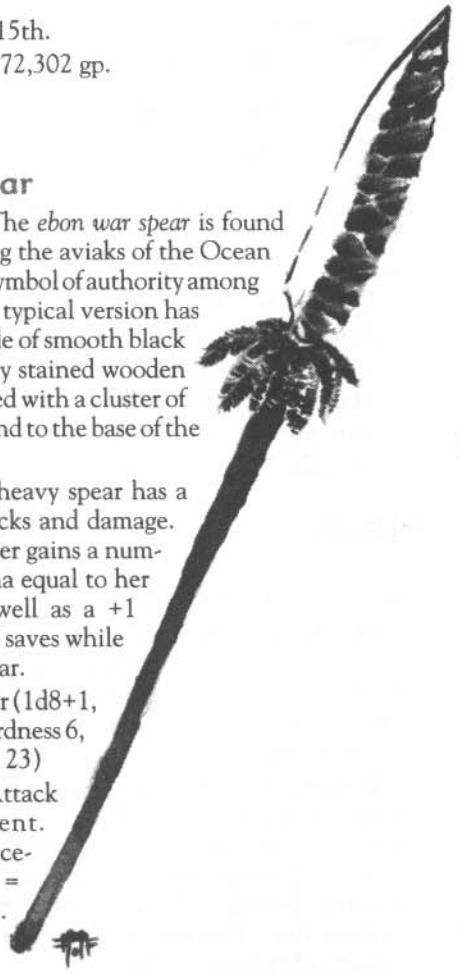
Dagger of Venom (1d3 and 2d6 poison, delay 4; AC 13, hardness 11, 3 hp, Break DC 24).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 15th.
Market Price: 72,302 gp.
Slot: Piercing.
Weight: 1 lb.

Ebon War Spear

Description: The *ebon war spear* is found exclusively among the aviaks of the Ocean of Tears, and is a symbol of authority among their shamans. A typical version has a long, broad blade of smooth black stone and a darkly stained wooden haft. It is decorated with a cluster of dark feathers bound to the base of the blade.



Powers: This heavy spear has a +1 bonus to attacks and damage. The spear's wielder gains a number of bonus mana equal to her caster level, as well as a +1 bonus on all Will saves while she holds the spear.

Ebon War Spear (1d8+1, delay 5; AC 6, hardness 6, 10 hp, Break DC 23)

Bonus Types: Attack = enhancement. Damage = enhancement. Saves = augmentation. Mana = augmentation.

Caster Level: 7th.
Market Price: 7,704 gp.
Slot: Piercing.
Weight: 10 lbs.

Treacherous Dagger

Description: This dagger is a simple shaft of flat black obsidian without a crosspiece.

Powers: This dagger has a +5 bonus to attacks and damage. When used by a rogue, the *treacherous dagger* adds +2d6 to her backstab damage.

Treacherous Dagger (1d3+5, delay 4; AC 13, hardness 15, 7 hp, Break DC 29).

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 15th.
Market Price: 53,302 gp.
Slot: Piercing.
Weight: 1 lb.

Shields

Hardened Steel Shield

Description: This shield is made of dull grey steel that has been tempered by exposure to hundreds of spells over its lifetime. It always appears to be slightly wet, and never needs to be oiled or polished.

Powers: This *+2 large steel shield* also has the *hardness* and *slick* qualities (note that the Escape Artist bonus from the slick quality applies only against grapple attacks — i.e., it would not help the wearer to squeeze through a small opening, for example).

Hardened Steel Shield (AC +4, arcane failure 15%, check –1; hardness 12, 22 hp, Break DC 25)

+2 on all energy-based saves.

Bonus types: AC = enhancement. Saves = augmentation.

Caster Level: 6th.
Market Price: 10,450 gp.
Slot: Shield.
Weight: 12 lbs.

Mighty Bulwark

Description: This large steel shield is rectangular with a slight curve around the wielder's body and bears a large stud in the center of the front.

Powers: This item functions as a *+5 large steel shield.*

Mighty Bulwark (AC +7, arcane failure 15%, check –1; hardness 15, 25 hp, Break DC 26)

Con +5, hp +20.

Bonus types: Ability score = enhancement. AC = enhancement.

Caster Level: 15th.
Market Price: 93,170 gp.
Slot: Shield.
Weight: 15 lbs.

Ward of the Faithful

Description: This large steel shield is round and backed with wood. The handles allow for ease of spell casting. The emblem on the front is that of Erollisi Marr, a heart with a drawn bow and arrow.

Powers: This +5 *large steel shield* has the *arcane harmony* quality.

Ward of the Faithful (AC +7, arcane failure 0%, check –1; hardness 15, 25 hp, Break DC 26)

Wis +4, mana +15.

Bonus types: Ability score = augmentation. AC = none. Mana = augmentation.

Caster Level: 15th.

Market Price: 58,170 gp.

Slot: Shield.

Weight: 15 lbs.

Shirt

Lockjaw Hide Vest

Description: Named for the best-known of the giant crocodiles in the Oasis of Marr, this vest is crafted from the skin of one of these creatures. Tough and sturdy, these vests are nearly as durable as and provide every bit as much protection as a fine chain shirt, and also seem to provide spellcasters with enhanced abilities. Some speculate that the giant crocodiles trace their origin to the ancient Combine Empire, and may have been somehow blessed or enhanced by the spellcasters of that vanished era.

Powers: Although technically a shirt, this item protects as if it were a chain shirt. The armor bonus thus granted does not stack with other armor bonuses.

Lockjaw Hide Vest (AC +4, max Dex +8, check +0; hardness 7, 6 hp, Break DC 22)

Con +2.

Focus effect: Extended Enhancement I.

Bonus types: Ability score = enhancement. AC = armor.

Caster Level: 6th.

Market Price: 11,600 gp.

Slot: Shirt.

Weight: 2 lbs.

Slashing

Brilliant Sword of Faith

Description: This dazzlingly beautiful longsword is well known for its perfect balance and accuracy. The hilt and cross-guard look much like those of any other common weapon, but the obviously enchanted blade is a scintillating display of blues, greens, pinks, and golds.

Powers: This longsword has a +5 bonus to attacks and a +1 bonus to damage, as well as the *lawful* and *mighty cleaving* qualities.

Brilliant Sword of Faith (1d8+1 [plus 2d6 lawful], delay 5; AC 7, hardness 15, 11 hp, Break DC 26)

Mana +25.

Bonus types: Attack = enhancement. Damage = enhancement. Mana = enhancement.

Caster Level: 15th.

Market Price: 149,315 gp.

Slot: Slashing.

Weight: 4 lbs.

Fierce Longsword

Description: These massive longswords are the traditional weapon of the Warlords of the Steel Warriors. Their blades are generally old and slightly battered, but well-tended. The pommel and hilt are encrusted with numerous small bloodstones, and the leather-wrapped handle is worn and smooth from use.

Powers: This longsword has a +4 bonus to attacks and a +7 bonus to damage as well as the *massive* and *speed* qualities.

Fierce Longsword (2d6+7, delay 5; AC 7, hardness 14, 10 hp, Break DC 32)

Bonus types: Attack = enhancement. Damage = enhancement.

Caster Level: 16th.

Market Price: 78,440 gp.

Slot: Slashing.

Weight: 8 lbs.

Harmonic Longsword

Description: While sheathed, this longsword seems rather common, but when the blade is drawn it makes its presence known. The normal sound of steel on steel becomes a long, loud, ringing note that carries for a great distance.

Powers: This longsword has a +5 bonus to attacks and damage. It may also process (Proc DC 20) an effect identical to the bard song *Brusco's boastful bellow* (Fort half, DC 25) upon its target with a successful hit.

Harmonic Longsword (1d8+5 and *Brusco's boastful bellow* proc, delay 5; AC 7, hardness 15, 11 hp, Break DC 30)

Wis +6.

Bonus types: Ability score = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 15th.

Market Price: 109,315 gp.

Slot: Slashing.

Weight: 8 lbs.

Longsword of the Faith

Description: This silvery sword is adorned with gold trim and a carefully wrapped haft. It is intended as a matched companion to the *crusader's plate*.

Powers: This longsword has a +5 bonus to attacks and damage. It is considered a *holy* weapon for the purpose of granting a negative level to evil wielders, but it must process (Proc DC 20) its +2d6 holy damage on a successful hit.

Longsword of the Faith (1d8+5 [plus 2d6 holy proc], delay 5; AC 7, hardness 15, 11 hp, Break DC 30)

Str +5.

Bonus types: Ability score = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 15th.

Market Price: 98,315 gp.

Slot: Slashing.
Weight: 8 lbs.

Marble Greatsword

Description: Historically, Knights of the Order of Marr's Fist used these heavy greatswords carved from gold-veined white marble and enchanted in lengthy temple rituals.

Powers: This stone greatsword has a +4 bonus to attacks and damage as well as the *hardness* and *massive* qualities.

Marble Greatsword (2d8+4, delay 7; AC 6, hardness 14, 14 hp, Break DC 29)

Wis +3.

Bonus types: Ability score = enhancement. Attack = enhancement. Damage = enhancement.

Caster Level: 12th.
Market Price: 50,850 gp.
Slot: Slashing.
Weight: 30 lbs.

Waist

Belt of Physical Harmony

Description: This obi is actually one very long strip of hand-spun fabric folded over and over upon itself. The patience required to craft it is among the skills necessary to use this item properly.

Powers: Str +6, Dex +6, Con +6.
Bonus types: Ability scores = enhancement.
Caster Level: 18th.
Market Price: 111,000 gp.
Slot: Waist.
Weight: 1 lb.

Belt of Sturdiness

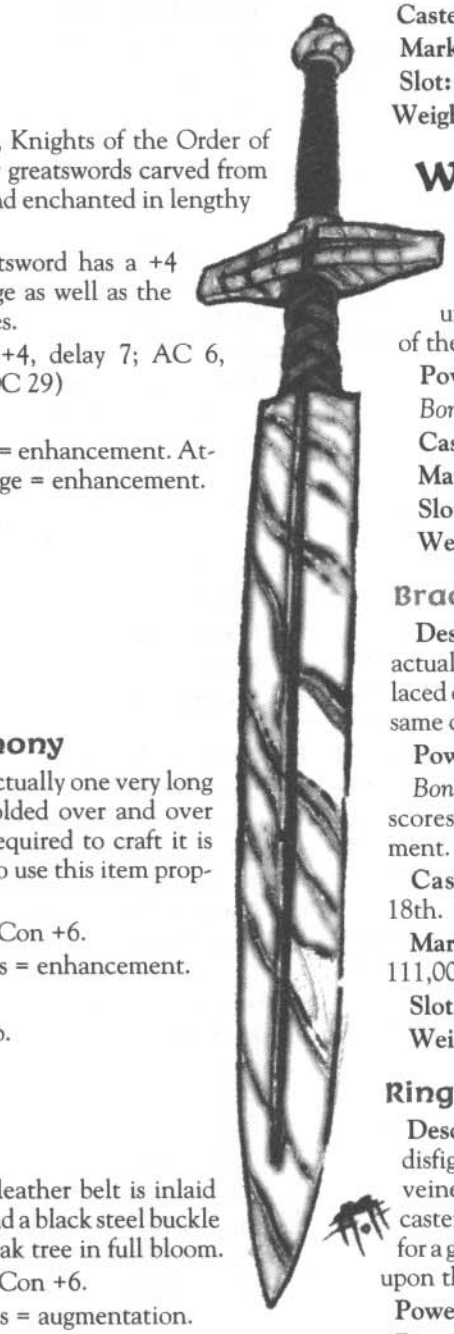
Description: This black leather belt is inlaid with six black steel circles and a black steel buckle that bears the image of an oak tree in full bloom.

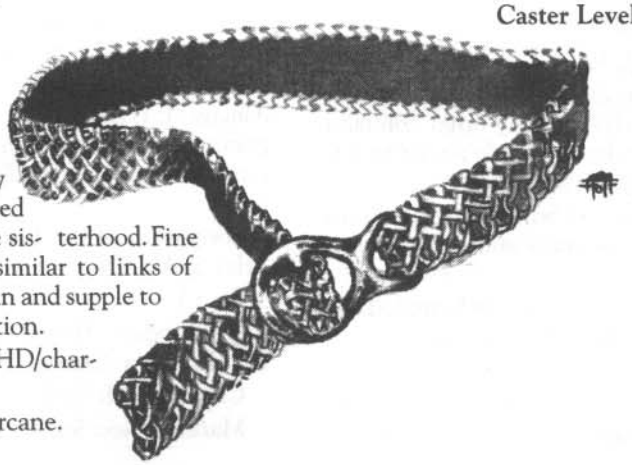
Powers: Str +6, Dex +6, Con +6.
Bonus types: Ability scores = augmentation.
Caster Level: 18th.
Market Price: 111,000 gp.
Slot: Waist.
Weight: 2 lbs.

Purity Belt

These belts are made through divine inspiration by the Sisters of Erollisi and passed out to all full members of the sisterhood. Fine silver belts made to appear similar to links of chainmail, they are far too thin and supple to provide any defensive protection.

Powers: +1 hp per wearer's HD/character level.
Bonus types: Hit points = arcane.





Caster Level: 6th.
Market Price: 2,400 gp.
Slot: Waist.
Weight: 0.1 lbs.

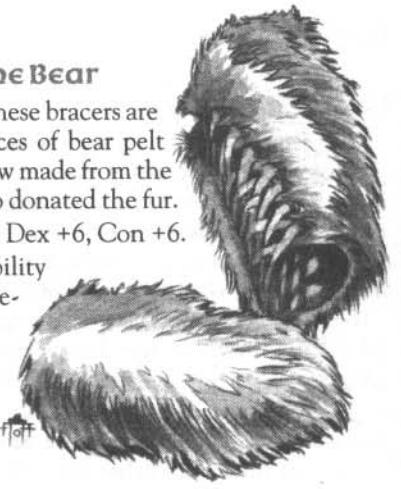
Wrist

Bracers of Might

Description: These bracers are made of simple unbleached muslin, detailed only in the darker color of the leather laces that keep them in place.

Powers: AC +8, hp +25.
Bonus types: AC = armor. Hit points = enhancement.
Caster Level: 16th.
Market Price: 116,000 gp.
Slot: Wrist.
Weight: 1 lb.

Bracers of the Bear



Description: These bracers are actually large pieces of bear pelt laced on with sinew made from the same creature who donated the fur.

Powers: Str +6, Dex +6, Con +6.
Bonus types: Ability scores = enhancement.
Caster Level: 18th.
Market Price: 111,000 gp.
Slot: Wrist.
Weight: 1 lb.

Ring of the Ancients

Description: Made by the seafury giants before their disfigurement by the god Prexus, these silver rings are veined in blue, giving them a watery look. Resourceful casters have taken these massive rings, originally crafted for a giant's finger, and used them as bracers, so as to draw upon their aeons-old magic.

Powers: AC +1, Int +2.
Bonus types: Ability score = augmentation. AC = deflection

Caster Level: 6th.
Market Price: 7,000 gp.
Slot: Wrist (or Finger for giants — see text).
Weight: 2 lbs.

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The True Wand of Marnek

Thinking of tall-folk filled the tiny necromancer with bitterness and resentment under the best of circumstances. It was no surprise, then, that he felt more acutely bitter and resentful than usual now as he waded through the muck in the sewers of Freeport. On a gnome's frame, the humans' slop was navel high.

Twede slogged beneath the streets of Norrath's greatest dung-heap only so that he might, at long last, make good an agreement between himself and Opal Dark Briar. The end, surely worth all his troubles, was now so very near — the fabled Wand of Marnek.

He carried with him now the three objects Dark Briar had said were required to reconstruct the wand, which she insisted on calling the Wand of the Burning Dead because of its association after the death of Marnek. Only because Twede had performed many vile acts in the name of Dark Briar's Church of the Firstborn did that dark elf even make this offer to him. And despite all his service, she only agreed to assemble the item. Twede had been forced to recover the components himself: one from within the depths of Befallen; another from the shadows of Najena; and the third from a devotee of Solusek Ro, a book being carried, as reported, between the Temple of Ro and Befallen. Supposedly, the so-called ***Scriptures of the Burning Dead*** could only be read as a page from the book was burned, so there was no way Twede could investigate the nature of the book for himself prior to delivering it to the dark elf.

While Dark Briar made it seem as though the book was necessary to recombine the blackened and scarred wand with the sapphire he now carried, Twede suspected that she actually only desired the book for herself. Yet what power could the *Scriptures* possess that made the very Wand of Marnek meaningless to her? Twede thought her mad. If the *Scriptures* held some great potency, then doubtless he would know of a rumor to that effect — the gnome knew many of the great arcane secrets, and generally guessed well at what he did not. As he clambered out of the sewage and up the stone steps near the threshold of the Church of the Firstborn's hidden location, Twede chuckled at her folly.

In the Church, the dark elves and the motley crew of tall-folk seduced by Opal Dark Briar bade him wait while their mistress completed her "vitally important work." So close to his goal, Twede was little bothered by the cold formality of their welcome. After a time, he was ushered into the presence of the Dark Lady of Freeport.

Seeing how closely Dark Briar eyed the items he carried — and in any case uninterested in chatting with her — Twede wordlessly presented the battered wand, the burnt sapphire, and the book. The thin slash of a smile bled across the dark elf's face.

"You've done well, Twede," she said in her honeyed voice. "This will take but a moment."

Distrust flared in the gnome as, once again, Dark Briar collected his hard-won items and withdrew to another chamber, yet he had little choice but to acquiesce. He did not wait long this time, however, for in little more than an hour she returned.

Twede's high-pitched, gravelly voice coughed, "Well?"

Opal Dark Briar eyed Twede, eyes aglitter. "As promised, little one." From beneath the folds of her voluminous robe, the dark elf withdrew the wand, which seemed much the same as when Twede delivered it. His skepticism was about to take voice when the top end became visible, for the large sapphire he had brought was now firmly attached and glowed with a wan purple light.

Extending the item to Twede, she continued, "The Wand of the Burning Dead." Struggling to keep his composure in this moment of great accomplishment, Twede accepted the wand.

His elation deflated immediately. *This* could not be the fabled wand. It pulsed in his hand with a barely discernible power — as listless as the weak light it shed.

Twede's eyes narrowed and he regarded Opal Dark Briar. The dark elf did not seem in the least embarrassed by her mischief, but instead amused. "What trinket is this?" he growled.

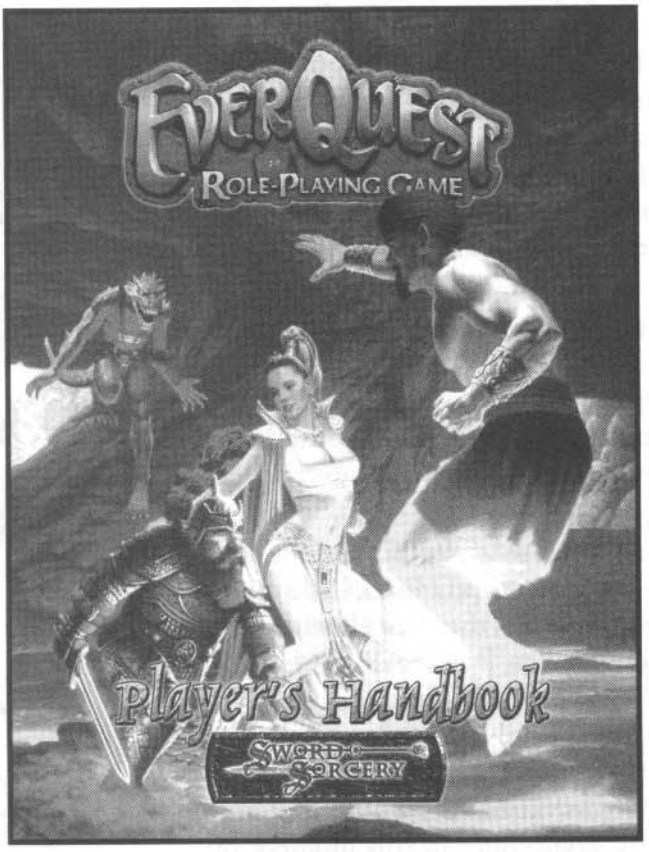
She replied smoothly, "It is the Wand of the Burning Dead, as promised. You must have known the wand would be only a pale reflection of its once powerful self — the one Marnek's followers knew and used for a time after his death."

Clenching his teeth, in a hoarse rasp that had rattled even the dead, Twede demanded, "Ah, and I expect you possess the means to restore this lost power?"

Opal Dark Briar's beautiful, piercing laughter carried throughout the foundations of Freeport. "Oh, yes, Twede, I most certainly do. And I shall help you, for just one more small act of kindness."

She handed Twede a small scroll detailing her next "favor."

The Three Core Rulebooks



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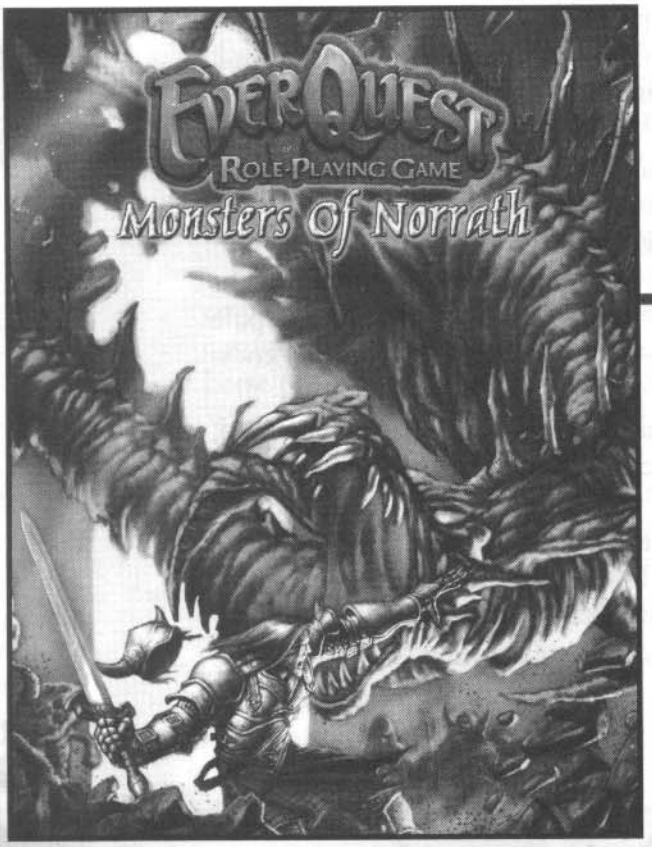
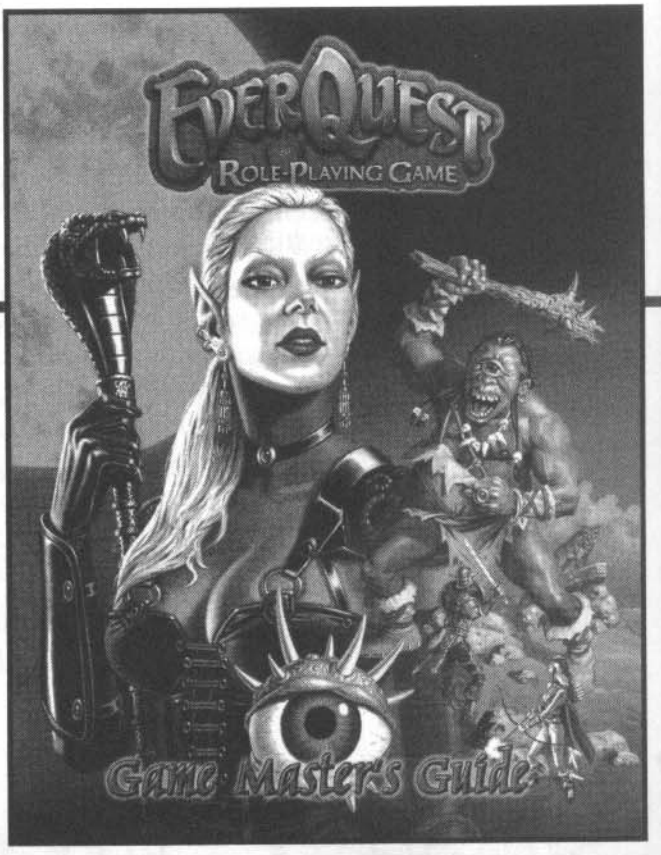
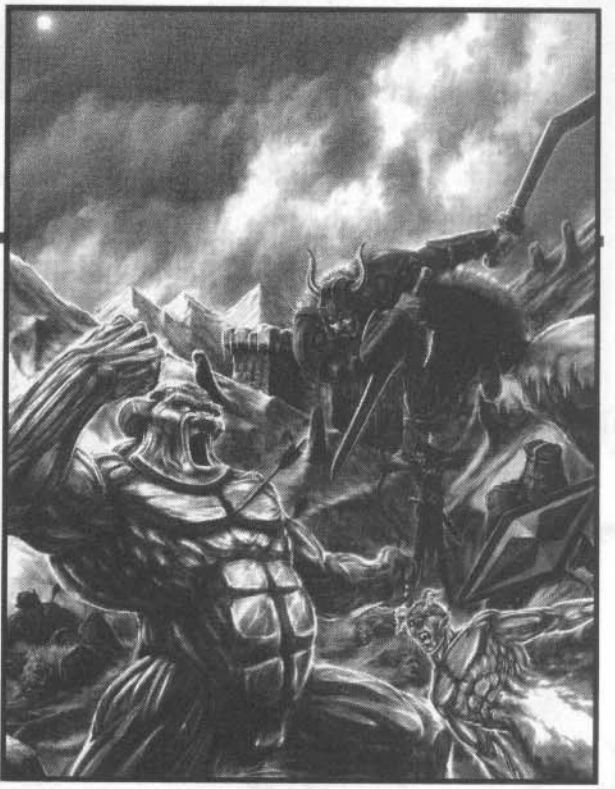




Coming Next for the EverQuest Role-Playing Game!

Befallen

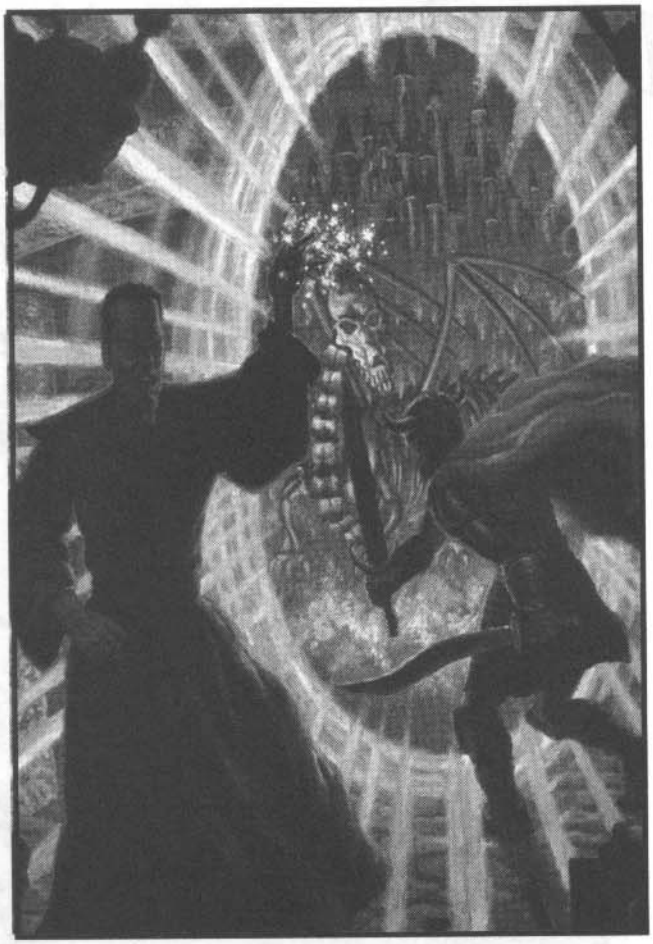
Once a place of meditation and worship, accursed Befallen is now populated by hordes of undead and their necromantic masters. This first adventure for the **EverQuest Role-Playing Game** contains a complete map and list of inhabitants for the dungeon known as Befallen, including areas and creatures not present in the online version of the dungeon.



Realms of Norrath: Everfrost Peaks

The hardy barbarian race calls arctic Everfrost Peaks their homeland. Unfortunately, snow orcs, ice goblins, giants and the awesomely powerful dragon Lady Vox also claim ownership of the mighty tundra of Everfrost and all that lies adjacent to it. If these threats weren't challenge enough, the lich Miragul (the necromancer whose dark explorations brought the Erudites to civil war) once again makes his presence known on Norrath, sending out a menagerie of creatures from his fortress below Everfrost's ice-covered waters. This core setting campaign book includes information on the dungeon of Permafrost Keep, the city of Halas, the Everfrost Peaks themselves and a never-before-seen portion of Norrath — the dungeon of Miragul's Menagerie.

Coming Next for the Ever



Al'Kabor's Arcana

Across the whole of Norrath and its moon Luclin, the name of the Erudite sorcerer Al'Kabor is synonymous with piercing the mysteries of the past and understanding the ways of ancient magic. Al'Kabor has cataloged hundreds of magic items created by Norrath's ancient races. This essential volume contains information on several hundred existing magic items from the world of **EverQuest**—as well as scores of new items. This hardcover volume also provides new mystic feats, class powers and trade skill items.

The Temple of Solusek Ro

At the edge of a great caldera of boiling magma in the Lavastorm Mountains is the Temple of Solusek Ro, the Burning Prince. Dare you confront the challenges its disciples present? Succeed, and your rewards shall be great. This supplement contains both a 48-page adventure of class-armor quests and a Game Master screen that keeps the essential charts at hand for easy reference during play.

Luclin Sourcebook

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Monsters of Luclin

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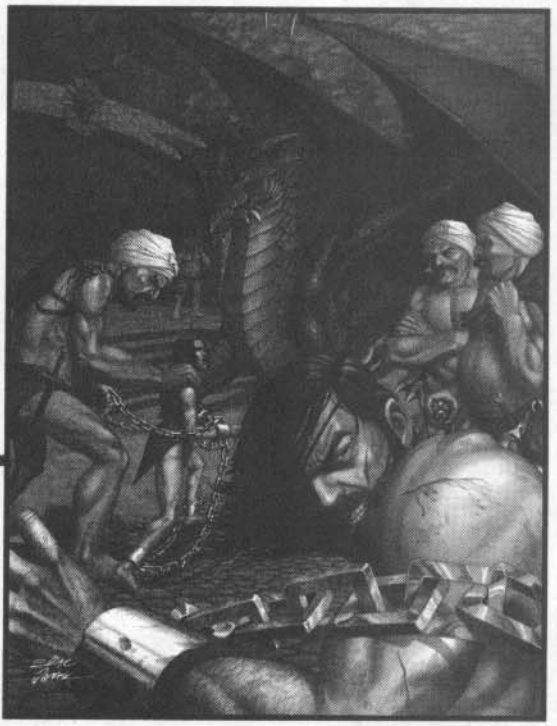
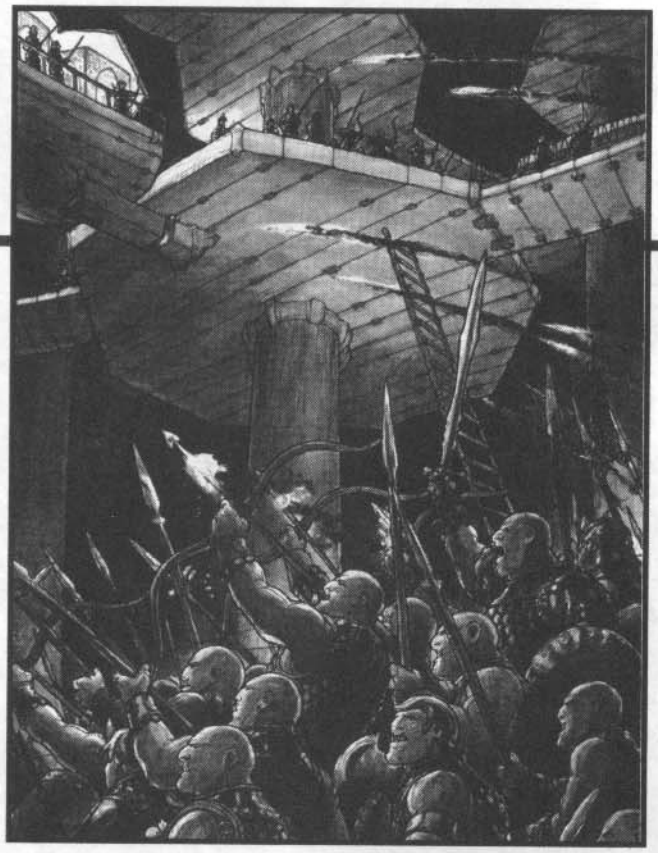


Realms of Norrath: Forests of Faydark



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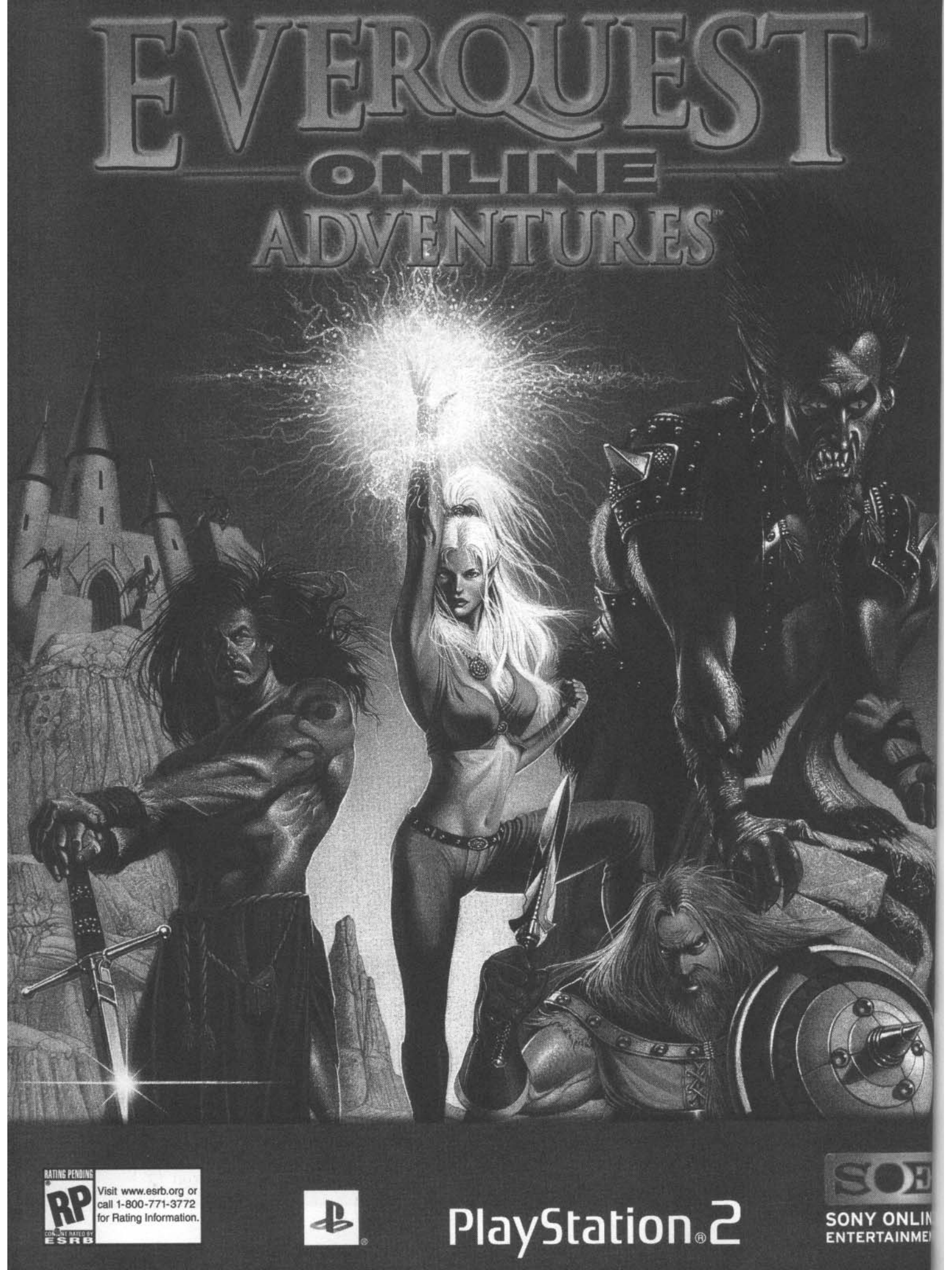
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