



# FREEPORT

## THE CITY OF ADVENTURE

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We appreciate your support, your patience, and your enthusiasm for the City of Adventure!*

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# INTRODUCTION



A hoy, mates! This mammoth tome is the new core setting book for Freeport, known far and wide as the “City of Adventure.” Freeport is a city of piracy and secrets, of violence and intrigue, of ardent hopes and broken dreams. On its streets, an adventurer will find amazing wealth and grinding poverty; benevolent priests and black-hearted cultists; honest merchants and two-timing thieves. Also called the Crossroads of the World, Freeport is the destination of merchant fleets, the home base of renowned privateers, and the not-so-secret refuge of notorious pirates.

It’s a chaotic melting pot of cultures and races—where gold is king and life is cheap. And for many thousands of souls, it’s home.

## WHAT IS FREEPORT?

Freeport is a city setting for fantasy roleplaying games. It takes classic fantasy elements and mixes them with piracy and Lovecraftian horror, providing a unique backdrop for countless adventure. From its inception Freeport was designed to work with nearly any campaign setting. Freeport is compact—its locale consists of four islands that can be easily dropped into the world of your choice. Many references are kept generic to make this process simple. The major gods are not named, for example, but referred to by title (God of Knowledge, God of War, etc.). The nearest major land mass is simply called the Continent. You can customize Freeport as you see fit, and if you want a larger world, there’s an optional chapter that provides that too.

The previous core book for the setting, *The Pirate’s Guide to Freeport*, was a systemless sourcebook that you could use with any game. This book is specific to the Pathfinder Roleplaying Game, which goes some way in explaining its length! We wanted to provide as much system support as we could and as you’ll see, there are a plethora of new rules options, from classes and feats to spells and magic items. If you prefer another game system, *Freeport: The City of Adventure* works perfectly well as a setting sourcebook and you can pick up one of the previously published system companions for rules and game stats for much of the content of this book.

## SWORDS OF A THOUSAND BACKERS

*Freeport: The City of Adventure* is the largest book Green Ronin has ever published. I had a vision of a big, beautiful Freeport hardback in glorious full color, a vision that would have remained but a dream if not for the advent of crowd funding. In 2013 we took Freeport to Kickstarter to see if we could fund this project and we really didn’t know how it was going to go. Was there enough interest in Freeport? Was this something Pathfinder fans wanted? The answer to both those questions turned out to be a resounding yes. In fact, a direct result of the Kickstarter campaign was the hiring of Owen K.C. Stephens to become Green Ronin’s Pathfinder line developer. So a huge thank you to all of our Kickstarter backers, both for funding this book and bringing Owen into the Green Ronin family. Big thanks also to Fiery Dragon, comrades in arms since the heyday of the d20 System, for taking on the job of developing this book when I was neck deep in *Dragon Age*. We could not have done it without you.

By the time this book is in stores, Freeport and Green Ronin will both be 15 years old. I would never have guessed back in the year 2000 that my modest, 32-page adventure, *Death in Freeport*, would establish a company and a game setting that would have such longevity. I am humbled that so many gamers, writers, and artists have made the City of Adventure worthy of the name. Whether you are a longtime fan or brand new to Freeport, I hope this book brings excitement and fun to your game table.

Freeport forever!

Chris Pramas  
Seattle, WA, Autumn, 2014

