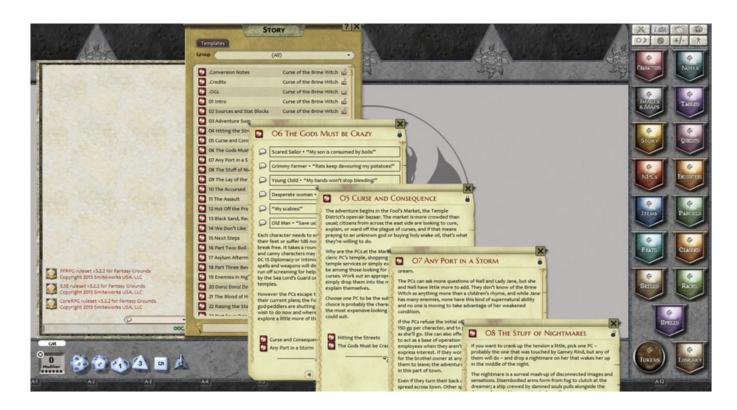Fantasy Grounds - Return To Freeport, Part One: Curse Of The Brine Witch (PFRPG) Crack Download Pc Kickass

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About This Content

Return to Freeport

Freeport is known for its adventures, from Death in Freeport (the one that started it all!) to the mega-adventure Black Sails Over Freeport. Now the City of Adventure goes back to its roots with Return to Freeport! This six-part adventure series for the Pathfinder RPG is a new way to begin your Freeport adventures.

Part One: Curse of the Brine Witch

For weeks a supernatural plague curses the eastern part of the city. Folk from every eastern district are losing their minds, taking their own lives, going on murder sprees, falling sick with incurable diseases, or simply vanishing. Rumors of monsters and black magic swirl through the city, and many believe it is the return of the Brine Witch—a powerful and vicious sea hag that preyed upon the city during the Freeport-Mazin War. Freeport's newest heroes are thrust into this the middle of this chaos and do their best to discover the truth.

For Characters Level 1-3.

Fantasy Grounds Conversion: **Matthew Ruddel**

Released on January 26, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

Requirements: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included Pathfinder (3.5E Compatible) ruleset.

Title: Fantasy Grounds - Return to Freeport, Part One: Curse of the Brine Witch (PFRPG)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 7 Mar, 2017

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: N/A

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

STORY

Templates

Group   (All)

.Conversion Notes	Curse of the Brine Witch
.Credits	Curse of the Brine Witch
.OGL	Curse of the Brine Witch
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02 Sources and Stat Blocks	Curse of the Brine Witch
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05 Curse and Consequence	Curse of the Brine Witch
06 The Gods Must be Cra	
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08 The Stuff of Nightma	
09 The Lay of the Land	
10 The Accursed	
11 The Assault	
12 Hot Off the Presses	
13 Black Sand, Red Blood	
14 We Don't Like Your K	
15 Next Steps	
16 Part Two: Boil and Bu	
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19 Enemies in High Place	
20 Doru Doru Doru	
21 The Blood of History	
22 Raising the Stakes	

PFRPG ruleset v3.2.2 for Fantasy Grounds
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CoreRPG ruleset v3.2.2 for Fantasy Grounds
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GM

Modifier
0

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09 THE LAY OF THE LAND

LOCATION: VARIOUS (SEE SUB-EVENTS)

Once the PCs start poking around the east side of Freeport they'll find a variety of sinister omens and a few enemies out for their blood. While this is presented as a single event that occurs after the PCs are hired to investigate the curses of the Brine Witch, there are actually several scenes that can help set the tone of the adventure and give the PCs a chance to get used to how things work in Freeport. A GM can use as few or as many as desired to fill in the gaps when the PCs go off the beaten path. While one or two are likely useful additions when the PCs first begin to investigate, feel free to sprinkle these throughout the adventure wherever you need to give the PCs another taste of invest...
eventually the PCs will...
Chambers Asylum. You...
before they go to inve...
and work them into Pr...

The following scenes...
questions about the p...
other parts of town or...
could repurpose these...
scenes, or have nothin...
Merchant Distract don...
curses.

Random Street I...
Map Allyway

Also, wandering arou...
trouble – make a roll...
and throw a random...

The Stuff of Nig...

---

10 THE ACCURSED

Location: The Docks, Scurvytown, the Eastern District, Drac's End, Bloodsalt

The simplest way to start b...
to talk to the victims – and...

A Knowledge (local) check...
of asking questions of the...
Bloodsalt (where the Witc...
other districts. If successf...
from a curse – or who thi...
is. Alternatively, a DC 11 Di...
information works in any l...

The Brine Witch's curses t...
below to find out what vic...
their investigations.

Random Curse Victim...

Few victims have any idea...

---

11 THE ASSAULT

LOCATION: THE DOCKS

As the PCs canvass the Docks, a woman...
Black Gull, the Rusty Hook, or some oth...
Freeport: City of Adventure – with a sm...
tormenting her. The woman is bleeding...
ears, but doesn't seem to be injured – t...
mob turns to violence.

Should the PCs step in, a mob spokesperson yells that the
woman is cursed, touched by the Brine Witch: "She's bad luck
– we don't want her in here spreadin' the curse to us!"

Random Curse Victim Table

« Description »

Roll   Custom   Output
Chat

1d20		Curse	Possible manifestations
1	1	-6 Strength	Withered limbs, constant fatigue
2	2	-6 Dexterity	Muscle spasms, trembling
3	3	-6 Constitution	Constant pain, difficulty breathing

CHARACTERS   NOTES

IMAGES & MAPS   TABLES

STORY   QUESTS

NPCs   ENCOUNTERS

ITEMS   PARCELS

... ...

SKILLS   RACES

SPELLS

TOKENS   LIBRARY

STORY

Templates

Group: (All)

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GM

Modifier: 0

03 ADVENTURE SUMMARY

After being singled out by a mad prophet as the ones who must defeat the Brine Witch, the PCs are hired to uncover the secret of the plague of curses. Their investigation pits them against hired thugs and corrupted monsters, but uncovers clues pointing to the Chambers Asylum. The Asylum has been taken over by a curse-maddened sorcerer and a washed-up quit; in defeating them, the PCs learn more about the plague of curses.

The Brine Witch knows the PCs are after her, and harries them with curses and fiendish creatures while a team of assassins seek to silence the PCs permanently. Surviving the killers and gaining a potent weapon, the PCs discover one of their allies has been captured by the W[...] of her lair to end her curse o[...]

ADVANCEMENT TRA[...]

"Curse of the Brine Witch" [...]
Pathfinder Roleplaying Gam[...]
of Adventure. It assumes a [...]
will begin the adventure. Us[...]
advancement rules, the PCs [...]
defeating Zabreen, the Onc[...]
level after they confront an[...]
adventure's conclusion.

Sources and Stat Block[...]
Hitting the Streets

04 HITTING THE STREETS

As they investigate the plague of curses, the PCs are likely to poke around a variety of muddy streets, back-alley drinking holes and rundown tenements, asking questions and getting up in people's business. Such activities are rarely safe in Freeport.

If you wish to add new dangers to the adventure, roll on the Random Street Encounters table. This table presents a variety of suitable dangers – thieves looking for coin, predatory wildlife from the nearby jungles, creatu[...] obsidian sand (and thus modified[...] template, see page XX), and so o[...] following table can either be fou[...] Roleplaying Game Bestiary (or [...] Freeport: City of Adventure (ma[...] number).

Don't use this table in Part II, Bc[...]
Asylum has its own (considerabl[...]
dangers.

Adventure Summary
Curse and Consequence

Random Street Encounters Table

Random Street Encounters Table

Roll | Custom | Output
| 0 | Chat

1d100	Result
1 – 5	1 false urchin (beggar) working a scam
6 – 10	2 giant centipedes
11 – 15	2 apprentice cultists interrupted mid-ritual
16 – 20	3 sand-blighted dire rats
21 – 25	Gang of 3 orc heavies out for blood
26 – 30	1 doru (div) invisibly spying on the

05 CURSE AND CONSEQUENCE

The adventure begins in the Fool's Market, the Temple District's open-air bazaar. The market is more crowded than usual; citizens from across the east side are looking to cure, explain, or ward off the plague of curses, and if that means praying to an unknown god or buying holy snake oil, that's what they're willing to do.

Why are the PCs at the Market? They might be attending a cleric PC's temple, shopping for potions, escorting a friend to temple services or simply exploring the city. They might even be among those looking for protection against the plague of curses. Work out an appropriate scenario with the players – or simply drop them into the middle of the Market and let them explain themselves.

CHARACTERS · NOTES · IMAGES & MAPS · TABLES · STORY · QUESTS · NPCs · ENCOUNTERS · ITEMS · PARCELS · FEATS · CLASSES · SKILLS · RACES · SPELLS · TOKENS · LIBRARY

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