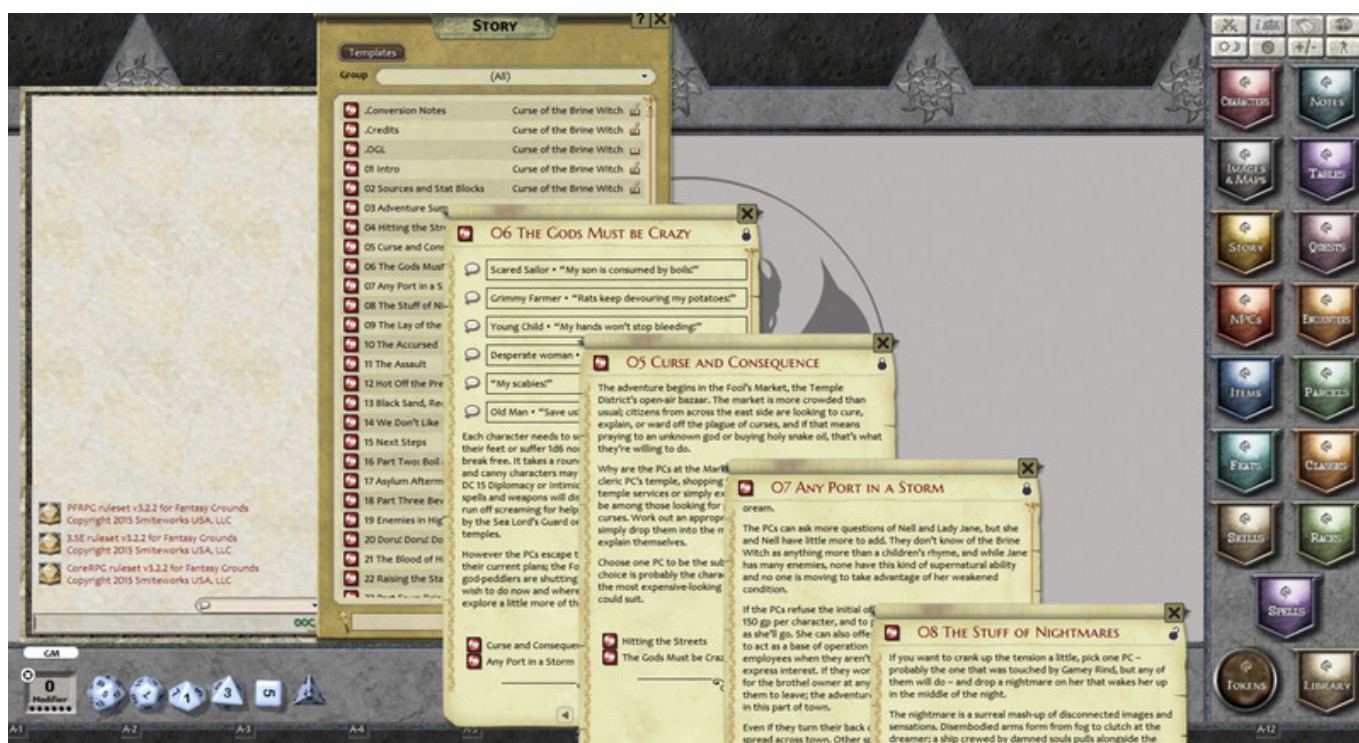


## Fantasy Grounds - Return To Freeport, Part One: Curse Of The Brine Witch (PFRPG) Download Setup For Pc



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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.

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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
- Credits
- .DGL
- 01 Intro
- 02 Sources and Stat Blocks
- 03 Adventure Summary
- 04 Hitting the Streets
- 05 Curse and Consequence
- 06 The Gods Must be Crazy
- 07 Any Port in a Storm
- 08 The Stuff of Nightmares
- 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 Kind
- 15 Next Steps
- 16 Part Two: Boil and Burn
- 17 Asylum Aftermath
- 18 Part Three: Beware the Blood
- 19 Enemies in High Places
- 20 Donut, Donut, Donut!
- 21 The Blood of History
- 22 Raising the Stakes

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3.5e ruleset v3.2.2 for Fantasy Grounds  
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CoreRPG ruleset v3.2.2 for Fantasy Grounds  
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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 whenever you need to give the PCs another taste of investigation.

eventually the PCs will Chambers Asylum, too, before they go to live and work them into the

**10 THE ACCURSED**

The simplest way to start is to talk to the victims – and

A Knowledge (local) check of asking questions of the Bloodsalt (where the Witch other districts. If successful, from a curse – or who this is. Alternatively, a DC 11 Dexterity information works in any location.

The Brine Witch's curses tend to be low to find out what victims their investigations.

Random Curse Victim Table

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

Random Street Map Allyway

Random Curse Victim

Few victims have any idea

**11 THE ASSAULT**

LOCATION: THE DOCKS

As the PCs cross the Docks, a woman Black Gull, the Riatty Hook, or some other tormenting her. The woman is bleeding ears, but doesn't seem to be injured – 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

Roll	Custom	Output	Description
1-6	Strength	Withered limbs, constant fatigue	
7-12	Dexterity	Muscle spasms, trembling	
13-18	Constitution	Constant pain, difficulty breathing	

**STORY**

Templates

Group: (All)

- Conversion Notes Curse of the Brine Witch
- Credits Curse of the Brine Witch
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- 10 The Accursed
- 11 The Assault
- 12 Hot Off the Press
- 13 Black Sand, Part 1
- 14 We Don't Like Sand
- 15 Next Steps
- 16 Part Two Begins
- 17 Aylum After
- 18 Part Three Begins
- 19 Enemies in Hiding
- 20 Don't Drink From That Well
- 21 The Blood of the Witch
- 22 Raising the Stakes

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**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 Aylum. The Aylum has been taken over by a curse-maddened sorcerer and a washed-up q&t; 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 Witch. The PCs must rescue her before she is used to end her curse.

**ADVANCEMENT TRACK**

"Curse of the Brine Witch" Pathfinder Roleplaying Game of Adventure. It assumes a group of 1-4 PCs will begin the adventure. Use the advancement rules, the PCs will advance to the level after they confront an enemy of their conclusion.

Sources and Stat Blocks

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, creatures of obsidian sand (and thus modified template, see page XX), and so on. The following table can either be for Roleplaying Game Bestiary (or Pathfinder Bestiary) or for Freeport: City of Adventure (map number).

Random Street Encounters

Don't use this table in Part II, Be Aylum has its own (considerable) dangers.

Adventure Summary

Curse and Consequence

**Random Street Encounters Table**

Roll	Custom	Output
1-5		1 false urchin (beggars) 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 dour (div) invisibly spying on the

GM

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Modifier

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A-1 A-2 A-3 A-4 A-5

A-11 A-12

CHARACTERS

NOTES

IMAGES & MAPS

TABULAR

STORY

QUESTS

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ENCOUNTERS

ITEMS

PARCELS

FRATS

CLASSES

SKILLS

RACES

SKILLS

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