

On The Path

The Vengeful Sea

This adventure frame contains a story and characters which are ready-to-play, with minimal prep required before hand.

THE STORY

Eran arrived in Farnspel, a large and busy costal city, and took a contract from Jorn Miesblack, a small time merchant who claimed that his crew was under attack from a ghost. The tavernkeeper of the Prancing Buck, where Eran took lodging, claims that the Monster Slayer left in the morning 2 days ago and never came back, despite paying for his room for the week.

In Eran's room the players will find that some of Eran's travelling supplies are still there, but his swords and hunting equipment are gone. Additionally, they can find two pieces of parchment: one which describes Jorn's contract, and a rough map of the docks with a circled area a little way away from the berths.

According to Jorn, the ghost has been seen haunting the docks at night and in the last month, 5 crew members have gone missing. To make matters worse, when Jorn tried to sail his ship, Golden Fortune out of the harbour, something invisible started wildly attacking the crew and ripping the ship's sails and ropes. They have been trapped in the harbour since, too afraid to try and leave again.

Other people at the docks will share that Jorn often brings back unusual cargo, and is not well-liked among the community as he is argumentative and quick-tempered. No other ships or crews seem to be under attack, and boats are coming and going from the harbour as normal.

Aboard the Golden Fortune, the players will find a ship's manifest that does indeed list a strange variety of cargo and ship names rather than suppliers. Notably, Golden Fortune rarely carries cargo out of Farnspel's harbour, often only returning with a full hold. The sailors each carry a weapon which they claim is for personal protection, and will reveal that on their last voyage a crew member named Pirin Staffa fell overboard and drowned before they were able to save him. Pirin was a ship's boy, and had only recently joined the crew.

In actuality the crew of Golden Fortune are pirates, and threw Pirin overboard for threatening to go to the authorities after he learned the true nature of their voyages.

A hack of Grant Howitt's *Honey Heist*, by Cat Elm.

Inspired by *The Witcher* by Andrzej Sapkowski.

A 1-3 hour game, for 2-4 players plus GM

Requires 3d12 per player, paper and writing implements

The circled point on Eran's map is the entrance to Farspel's sewer system, where the bodies of the missing sailors can be found. They were indeed drowned, but have claw-like injuries which confirm that this is no ordinary occurrence. This is the lair of a Drowned Wraith, the vengeful spirit that rose in the wake of Pirin's violent demise. The wraith seeks revenge against the crew and Jorn and has been slowly pursuing them.

The players can choose how they deal with the situation - they might choose to kill the wraith, freeing the pirates. However, the wraith can also be laid to rest if the Golden Fortune's captain and crew are brought to justice. To do this, the players need to gather evidence to turn in Jorn.

Eran was trying to lay the wraith to rest, but Jorn got wind of his plans and managed to spike the Monster Slayer's drink - he is currently held captive in a warehouse at the docks.

KEY POINTS

- The adventure takes place in Farnspel, a large and bustling city that most of the Monster Slayers have probably visited before.
- The contract is from Jorn Miesblack who claims that something is attacking and kidnapping his sailors.
- The monster is a Drowned Wraith, a type of vengeful spirit that seeks revenge for its death.
- The wraith is a member of Jorn's crew who was thrown overboard for threatening to turn them in for piracy.
- Eran learned about Jorn and his crew's piracy and, panicked that he might also turn them in, spiked his drink and have him tied up in a warehouse.
- The wraith's lair is in the sewer entrance, a little way away from the docks.