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PLACES OF POWER: FRAYWRACK



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PLACES OF POWER: FRAYWRACK

When a flight of harpies, beset by a relentless demonic menace from beneath the dark seas, used their captivating song to lure a ship to ruin, they sought allies instead of food. Thus, was born Fraywrack, a war camp created by the strange alliance of man and monster against a far greater threat. Now, hidden by the broken remains of their ship, the wreck's survivors and their later recruits train endlessly for a fight they fear they have little hope of winning. Still, they persevere, welcoming adventurers who may wish to learn some lessons of their own or, just maybe, lend their own might to the struggle.

Designed for use with the 5th edition of the world's most popular roleplaying game.

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FRAYWRACK AT A GLANCE

Rulers Captain Jorne Bitser and Shurasal

Population 39 (17 humans, 2 dwarves, 5 half-elves, 2 half-orcs, 5 halflings, 8 harpies)

Alignments N, CN, CE

Languages Common

Resources & Industry Maritime salvage, martial training

On a rocky headland known as Harpy's Head, the wreck of the *Sea Spite* hides a secret: a war camp where a strange alliance of men and monsters train for battle against Dagon, the demon lord of the sea, and its strange, deformed minions.

LORE

A PC may know something about Fraywrack, its history and surrounds. A PC making a DC 10 Intelligence check knows one or more pieces of information from the list below. A successful check gains all the information revealed by a lesser check.:

DC 10: After their ship wrecked on Harpy's Head, the survivors of *The Sea Spite* formed a small community, Fraywrack, and now eke out a living along the coast.

DC 15: The residents of Fraywrack place great emphasis on martial ability, spending hours training to face some shadowy threat from the sea.

DC 20: The flight of harpies that called the area home before *The Sea Spite's* wreck formed an alliance with Fraywrack.

NOTABLE FOLK

Most of the sailors are nothing more than ordinary individuals.

- **Appearance** Residents of Fraywrack are strong and fit, almost gaunt. The harpies' white wings have dark grey tips.
- **Dress** Fraywrack's residents wear rough clothing, often mismatched from what they can scrounge. All carry weapons.
- **Nomenclature** *male* Bosek, Helmar, Rozla; *female* Albus, Ritra; *family* Novidno, Telgria, Sovca; *harpies* Nirhul, Tesara, Voalda.

Some of the inhabitants, however, are notable:

Andumil (location 3; CE female **harpy**) Shurasal's daughter, she doesn't appreciate being forced to "play with her food."

Captain Jorne Bitser (location 4; N male human **veteran**) *The Sea Spite's* first mate, he claimed command after the wreck.

Herstil Toriklif (location 7; N female human **bandit captain**) The proprietor of The Got and Give trading post.

Shurasal (location 10; CN female **harpy**) Leader of the harpy flight, she keeps order with an iron talon.

Skettri Howsell (location 9; CN male half-orc **priest** [Serat]) Fraywrack's only cleric, he tries to attend to everyone's spiritual needs.

Veigga Tavlidalr (location 2; N female halfling fighter 2/rogue 4) An early recruit, she serves as the camp's main trainer.

Wulhem Senis (location 8; N old male human fighter 4/wizard 3) With his own agenda, he's not who he says he is.

MARKETPLACE

The following items and services are for sale:

- **Consumables** holy water (5, 25 gp), *potions of healing* (2, 50 gp).
- **Spellcasting** 3rd.

EVENTS

While the PCs are at Fraywrack, one or more of the below events may occur. Choose or determine randomly:

D6	EVENT
1	A nearby shipwreck sends the harpies and Got and Give scavengers racing to find prey and salvage, respectively.
2	The anniversary of <i>The Sea Spite's</i> wreck spurs a raucous wake; barrels of rotgut are opened for the occasion.
3	A deformed villager from Coldwater arrives at Fraywrack's gates, prompting a frantic call to arms.
4	A training accident leaves a raw recruit badly injured and at severe risk of dying of her wounds.
5	A severe storm at high tide floods the cavern; half a foot of water and muck cover the ground.
6	A drunken sailor loudly proclaims he saw something moving the previous night on <i>The Sea Spite</i> .

WHISPERS & RUMOURS

While in Fraywrack, a PC may hear one or more rumours. A PC making a DC 10 Charisma check learns one rumour from the table below. A PC exceeding this check learns an additional rumour for each 5 points by which he exceeded DC 10.

D6	RUMOUR
1*	The ship's haunted, and don't you forget it! The cap'n's spirit wanders its decks at night, looking for a way out.
2	The Got and Give's mostly got junk, but the owner's holding out on a few magic trinkets she's hidden away.
3*	Those that don't make the cut in training are strung up from <i>The Sea Spite's</i> mast and fed to the harpies.
4	Wulhem used to live in Coldwater, but fled in the middle of the night with just the clothes on his back.
5*	The survivors of <i>The Sea Spite</i> are merely biding their time before they can repair the ship and sail away.
6*	Mark my words, that priest is consorting with one of them harpies, and not in no priestly way neither.

*False rumour

NOTABLE LOCATIONS

Most of Fraywrack comprises ramshackle wooden shacks crafted from timber salvaged from the *Sea Spite's* wreck. They are of little interest to adventurers. A few locations, however, are notable:

1. **Gates:** The main entrance to Fraywrack is blocked by heavy gates made from *The Sea Spite's* masts. Guards always watch from atop the palisade.
2. **Battleground:** The training ground, where new recruits are taught how to fight. This area is rarely empty; training takes place on an almost continual basis.
3. **The Nest:** The harpies' living quarters, its rank odour nearly overpowers the smell of the sea. Few humans willingly visit this location.
4. **Captain's Quarters:** Jorne Bitser, the first mate of *The Sea Spite* who claimed the mantle of captain after the wreck, lives in Fraywrack's largest home. His first mate—Telina Erevrad—also dwells here.
5. **The Carpenter's Shop:** Slightly less ramshackle than most of the other homes in Fraywrack, weapons and other goods are produced here for the camp by One-Hit Lukil.

6. **Quartermaster's:** From this central location, Quartermaster Boloi Hammerstone doles out food and supplies to anyone who needs them. Boloi hates Herstil (location 7).
7. **The Got and Give:** Herstil Toriklif, having given up on fighting after suffering a bad wound, runs a scavenging and bartering business, providing any goods residents might want that the quartermaster won't or can't give.
8. **Wulhem's Home:** Jaska Vuolle, the man known as Wulhem Senis, lives here in secrecy after fleeing for unknown reasons from the nearby village of Coldwater.
9. **Chapel:** This sturdy structure in a sheltered cavern is dedicated to Serat (the uncaring Mistress of Storms). The cavern also has shrines dedicated to several other deities, although these are rarely used.
10. **The Sea Spite:** Long ago picked clean of any remaining wealth, the wreckage of *The Sea Spite* is nearly a sacred space to the survivors of the ship's destruction. Fish feature heavily in Fraywrack's denizen's diet, and humans armed with nets and rods are a common sight here.



NOTABLE LOCATIONS

Life in Fraywrack is difficult and wearying, with work of some sort occupying almost all the denizens' waking hours. The primary focus is on training, with nearly a third of the camp engaged in martial practice in the Battleground at any time of the day. Those not so occupied are responsible for other chores, largely keeping the camp supplied with food and other goods, which is a constant struggle. The harpies typically keep watch from above, keeping their distance from the rest of the camp.

1: GATES

A wooden palisade blocks Fraywrack's only landward entrance, uneven timbers forming rough crenulations along the parapet. The heavy wooden gate, made from *The Sea Spite's* masts, is typically closed. Wooden platforms on both sides of the gate allow guards clean fields of fire into the area beyond, though typically only one person (male or female human **guard**) is stationed here. If Fraywrack is on alert, three guards keep watch from each walkway.

Though a rope hawser secures the gate, its weight proves the major impediment to entry or exit, as opening it is no easy task. Typically, three or four Fraywrack guards force the gate open and closed as needed.

2: BATTLEGROUND

Much of the mud and debris in this area of the cave complex has been pushed to the sides, moved out of the way by the constant sweep of feet. The Battleground serves as the primary training area for Fraywrack's recruits. Here they drill at all hours in preparation for battle against savage fishmen from the sea, their demonic patron and his deformed followers on shore.

Though no actual battle has taken place here, Veigga Tavlidalr (N female halfling fighter 2/rogue 4) prefers that description to "the training grounds" or any similar appellation to emphasize the seriousness of her lessons. The gaunt halfling, her hair shorn almost to the skull, is deadly serious about weapons training, and pushes her charges hard: accidents, sometimes fatal ones, are not unheard of, but are simply incorporated into the lessons. One of the first additions to Fraywrack who wasn't a survivor of the shipwreck, Veigga scoffs at some of the nautical traditions of the war camp, often pointing out that surviving a battle (which she claims she's done on numerous occasions) is much more than a matter of luck like "holding on for dear life as a boat hits something." Despite this, her skill and experience helped her quickly rise to a position of prominence in the camp.

3: THE NEST

The briny smell of the ocean can barely conceal the sickly sweet and sour odour of rancid flesh and perfumed oils in this cavern, which serves as the main roost for Fraywrack's harpies.

Once larger in number, the harpies lost about a third of their members to attacks from deformed fishmen, provoking their leader, Shurasal (CN female **harpy**), to come up with a plan to use their song to lure allies instead of food. Though they previously considered the entire cave complex their home, they retreated to this cavern after making a deal with the survivors of *The Sea Spite*.

The flight stands out from others of their kind: The underside of their long wings are white, though often stained with dirt and filth, while the dark grey feathers on the back of their wings deepen to black at the tips. Like other harpies, they wear trinkets from their victims, though much of this group's baubles are tarnished and tattered with age.

Not all the harpies are pleased with the situation. A small faction led by Shurasal's daughter, Andumil (CE female **harpy**), dislikes being forced to "play with their food." They believe they could have either defeated the fishmen on their own or found a new place to live. Andumil often sulks in the nest. At times, however, she lurks outside near the training ground. When she thinks she can get away with it, she uses a momentary snatch of her captivating song, hoping to cause a distraction and fatal injury among the warriors training in the Battleground.

4: CAPTAIN'S QUARTERS

This home, like almost all the buildings in Fraywrack, was hastily built, as much from flotsam and the guts of *The Sea Spite* as from wood brought in for construction. Unlike most, the interior belies expectations, with many rich accommodations taken from the wreck, including the ship's wheel, with its silver-inlaid spokes and bolts carved to look like shark's teeth.

Captain Jorne Bitser (N male human **veteran**), was second in command on *The Sea Spite* when the harpies' song led the ship into disaster. He lives here with his "first mate" Telina Erevrad (N female half-elf **scout**). With the captain killed in the wreck, Jorne claimed the title for himself and agreed to join forces with the monstrous women against the sinister fishmen and their

IN YOUR CAMPAIGN

Fraywrack can fit almost any relatively coastal location. It's designed as a companion to Raging Swan Press' *Village Backdrop: Coldwater*, but can stand on its own. It serves as a place PCs might go to receive martial training, or to rest and recuperate between adventures.

demonic patron. Jorne oversees the camp, running it much as he would a ship, but has little tactical acumen, leading him to be incredibly cautious in planning any action outside the camp. Much to the harpies' irritation (and some of his own recruits), he must be pushed to commit to any sort of aggressive action outside the camp. Jorne argues, the recruits need more training. In truth, he has no idea how to plan a military campaign and dreads evidence of his ignorance coming to light and threatening his position.

5: THE CARPENTER'S SHOP

The Sea Spite's carpenter, One-Hit Lukil (N female half-orc **commoner**), works from this wooden building, which looks marginally sturdier than most of Fraywrack's other structures. Once responsible for most of the camp's infrastructure, One-Hit Lukil—named for how many hammer blows it takes her to drive a nail through a board—now focuses on arming the recruits, though she's no great talent at it. She can craft most simple weapons, other than crossbows, but anything more complex takes about one and a half times as long as normal, and has a small chance (10%) of breaking when used.

6: QUARTERMASTER'S

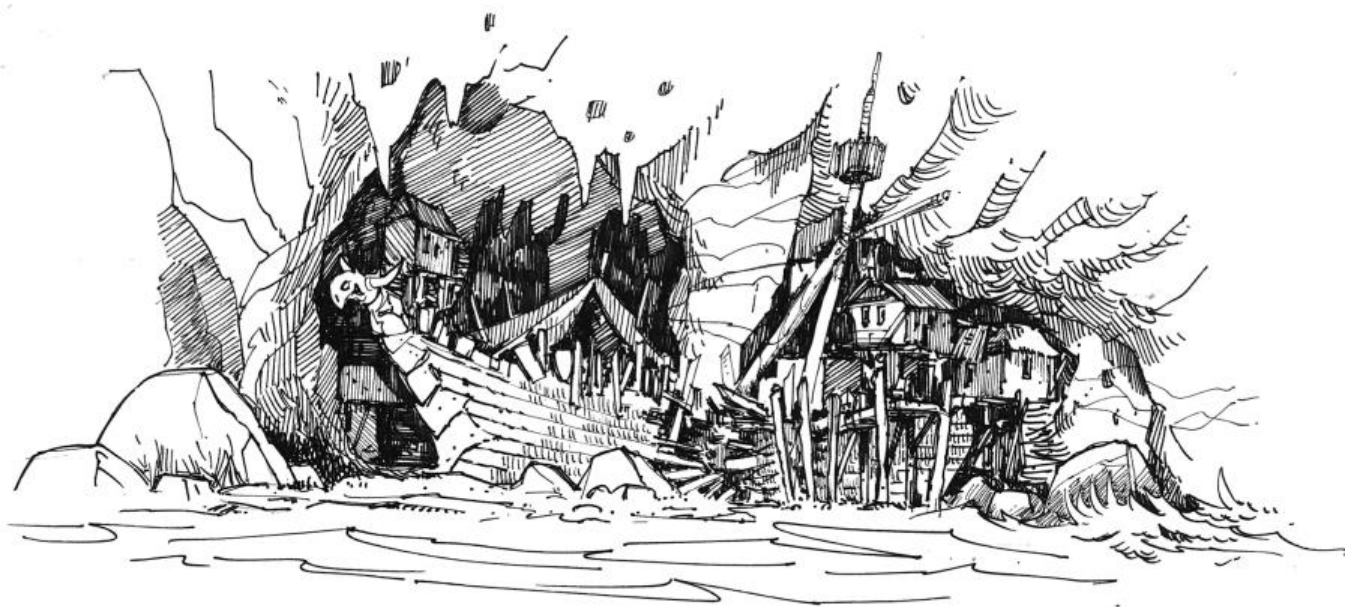
This central building houses the camp's quartermaster, Boloi Hammerstone (NG male dwarf **spy**), who is responsible for doling out food and supplies from his first-floor storerooms. Though dedicated and experienced, Boloi is largely overwhelmed by his current duties. They are far more than he had to handle on the ship, especially due to the lack of most of the supplies needed to keep the camp running. The perpetually haggard dwarf responds gruffly to any requests, running his

hands through his thinning hair and tugging frequently on his salt-and-pepper beard, though he does his best to accommodate any requests. He loathes *The Got and Give* and its proprietor, seeing them as a blatant criticism of his abilities to provide for his fellows.

7: THE GOT AND GIVE

This ramshackle building holds *The Got and Give*, Fraywrack's only real shop. Proprietor Herstil Toriklif (N female human **bandit captain**) arrived as a recruit but a training accident left her lame. After trading away her good armour and blade for the home that now houses *The Got and Give* trading post, she realized she had the makings of a business. She organizes salvage parties to bring in goods that aren't otherwise available, trading "luxuries" such as nicer clothes, superior weapons and armour and better food, for other items. Herstil continues to hold on to three magic items she acquired over the years, waiting for a trade worth her while: a *girdle of hill giant strength* (4,000 gp), a *cloak of the manta ray* (500 gp) and a *rope of climbing* (500 gp).

Though she buys and sells items, she finds there's little use for the precious metal in the camp. She offers far better value for barter. (She buys items for half their listed price, and sells items with a 25% mark up. However, she's far more generous with barter, taking items for 75% of their value with no mark up on the items she gives in return.)



8: WULHEM'S HOME

This small house is home to Wulhem Senis (N old male human fighter 4/wizard 3) and his many secrets. Wulhem is in fact Jaska Vuolle, the rightful ruler of the nearby village of Coldwater, a dismal, sullen haven for smugglers and other miscreants (see *Village Backdrop: Coldwater*). Jaska fled nine years ago in the middle of the night, after seeing something horrifying emerge from the Sunken Stair in Devil's Cove. It was so frightening the encounter turned his black hair completely white. Such was his terror, he even left behind his family's prized relic, in his panic. After spending years on the road, he heard of Fraywrack and made his way to the camp, hoping to use its inhabitants to cleanse and reclaim his home. He pushes Captain Jorne Bitser to take more aggressive action, hinting Coldwater is the source of all their ills. He's not above lying to adventurers about a great treasure in Devil's Cove, to have them take care of his troubles. He knows if he returns to Coldwater as a heroic saviour, reclaiming his title will be that much easier, and hopes to use proxies to achieve his goal.

9: CHAPEL

Built in a sheltered section of the cavern complex, Fraywrack's chapel provides for all the spiritual needs of the war camp. It's run by Skettri Howsell (CN male half-orc **priest** [Serat]), who was pulled from the ocean several months after *The Sea Spite's* wreck. The tragedy—Skettri was the only known survivor after leaping overboard when his Coldwater-bound ship was attacked by creatures from the deep—left Skettri traumatized. He's terrified of the water, though equally determined to see vengeance against the attackers.

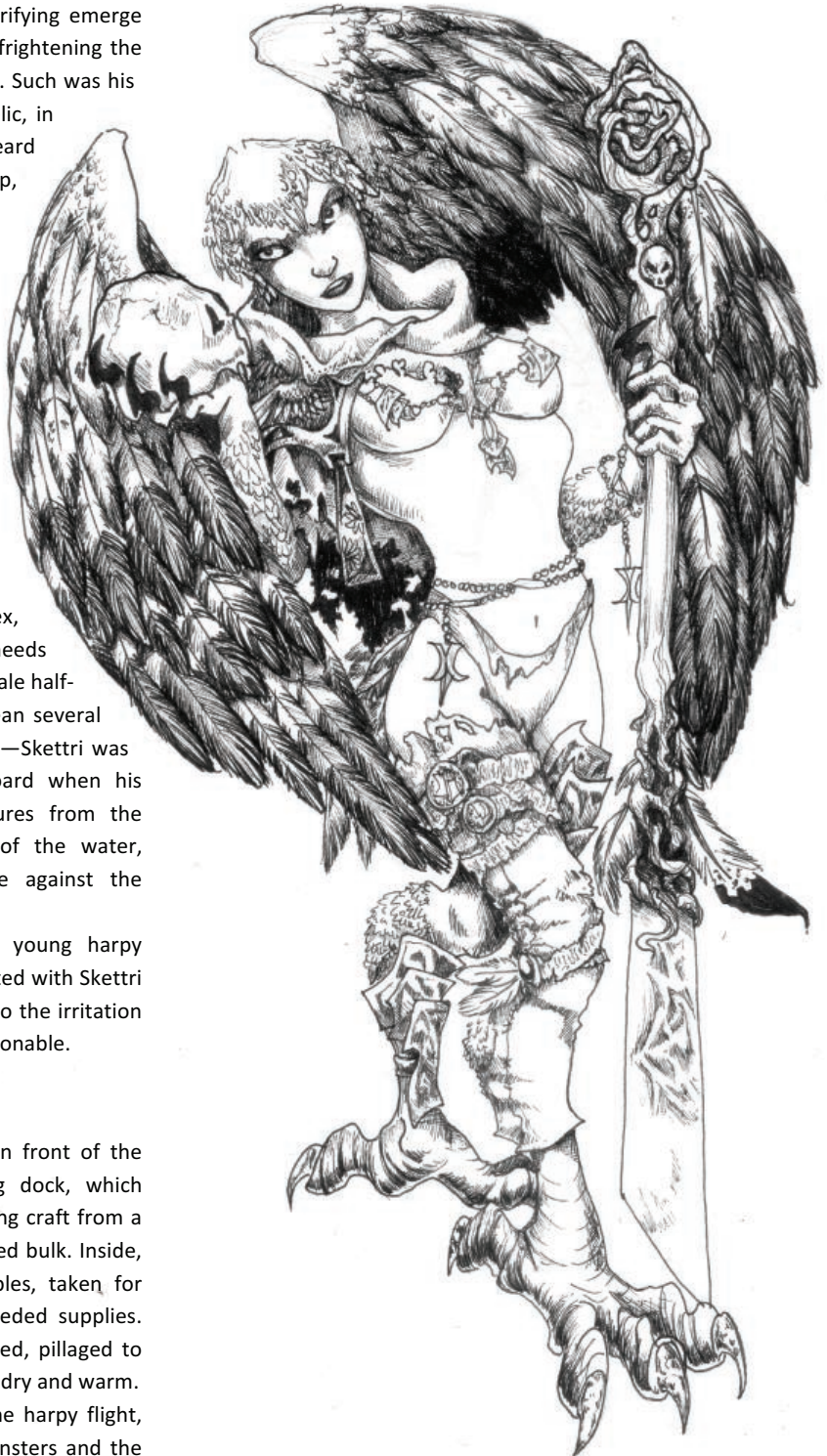
Among those visiting the chapel are the young harpy Olovaya (CN female **harpy**), who appears fascinated with Skettri and his teachings. She can often be found here, to the irritation of many of the recruits who find her odour objectionable.

10: THE SEA SPITE

The once-proud ship lies broken on the rocks in front of the cavern complex's opening to the sea. A long dock, which residents fish from or use to moor the rare landing craft from a nearby ship, juts into the water from the shattered bulk. Inside, much of the ship has been stripped of valuables, taken for Captain Jorne Bitser's home or to trade for needed supplies. Even the bones of the ship have not gone unused, pillaged to erect the shelters that keep Fraywrack's residents dry and warm.

Shurasal (CN female **harpy**), the leader of the harpy flight, often rests here, away from both her fellow monsters and the

men she forged an alliance with. In truth, she has almost as little taste for the arrangement as her daughter, but sublimates her hunger for the greater good. She keeps order among her flight with an iron talon, knowing without the support of the war camp, the eight harpies would certainly all perish at the hands of the strange fishmen that already killed four of her followers.



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