

WOE TO THE WICKED / ALPHA v44

Bitter Cargo: Player Briefing

Player-safe opening information. Keep the full adventure with the GM.

What to expect

This adventure combines useful work, investigation, travel, social choices, optional creature encounters and dangerous confrontations. Your decisions can protect people, preserve history and change later threats. Violence is one approach; observation, negotiation, tools, rescue and withdrawal can matter just as much.

Dangerous choices can result in death under the game's normal rules. Known hazards should be described before you commit. The Guild does not guarantee rescue, and completing the starting job does not obligate you to accept every later contract.

Characters

Create a legal starting character using the current Alpha 43 **Player Book** and equipment references. Choose one tie:

- A porter, cartwright, farmer or household depends on the route.
- A name or object in the shared records matters to you.
- You want guild work to support a personal ambition.
- You are curious about the island's history or restoration methods.

You may propose another tie. No required species, alignment, Skill or party role unlocks the adventure. Ask each other what your characters want to protect and why they would work together.

Scope and time

A new Rank-1 party may take roughly 7-9 sessions of 3-4 hours. Experienced starts require agreed legal builds, equipment, prior evidence and relationships. This grants no automatic advancement; preparation benefits follow actual events.

You can depart for free-form play. Discuss the change with the GM so the group shares expectations; the world continues from what has already happened. Saved people, secured records and completed work remain part of your table's lore.

Before session one

Agree character creation, tone and boundaries, session length, the starting contract and how to pause or redirect play. Tell the GM which forms of character expression you most want opportunities to use.