

Fantasy Grounds - U03: Death Comes To Stoneholme (5E) Activation Code [crack]



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About This Content

U03: Death Comes to Stoneholme (5E)

A 5th Edition compatible adventure for four to six 5th level PCs

When the PCs are asked to serve as bodyguards to one of the nobles of Stoneholme, it seems like a simple enough job, but his subsequent death will force them into a web of intrigue, mystery and danger. Under suspicion for the strange death they were hired to prevent, touched by accusations of devil worship which strike a little too close to home, and faced with their own failure as bodyguards, the PCs will have ample motivation to investigate the matter. As the PCs work to clear their names, they will uncover diabolically dark secrets and face grave peril in the tombs of Stoneholme.

Death comes to Stoneholme is a 5E compatible adventure suitable for four to six PCs of 5th level, featuring urban investigation, and adventure in the tombs of the dwarven city of Stoneholme.

This fine dwarven-themed adventure includes:

- Dwarves, diabolical ghouls, and darkfolk!
- New insights into the Underworld city of Stoneholme!

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- New magical items and new monsters!
 - Two separate dungeon areas – a darkfolk lair and a ghoulish warren of dwarven iron!
 - Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included 5E Ruleset.

Released on June 08, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

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Title: Fantasy Grounds - U03: Death Comes to Stoneholme (5E)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 23 Aug, 2017

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

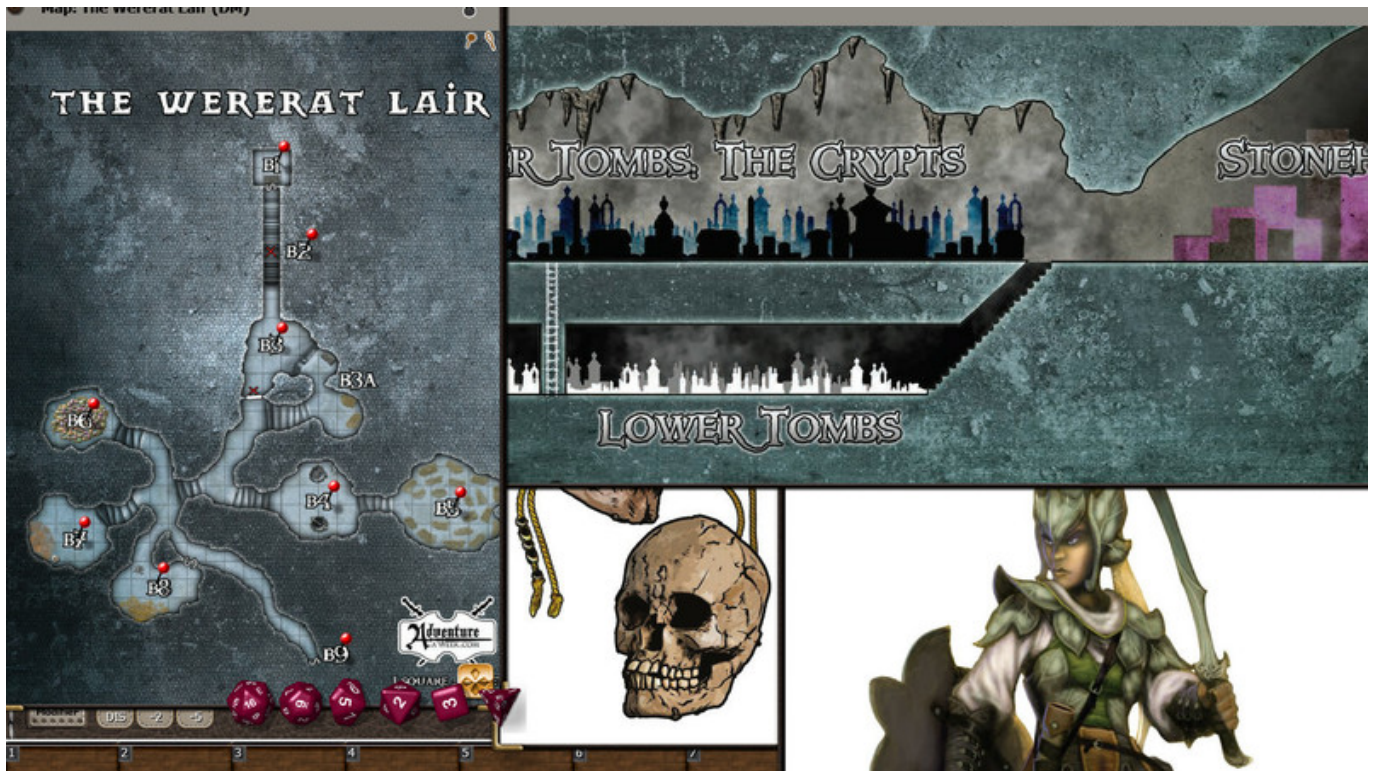
Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

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

English



STARKHERK'S APARTMENT

Rumors: Main

Before the adventure begins, each PC can determine if they have heard any of the following rumors.

Roll	Custom	Output
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

1d10 Rumor

- 1 - 1 Lord Deppenkhut has saved the city twice over with his foresight. He currently has the king's ear in a great many matters. (True)
- 2 - 2 Thanks to Lord Deppenkhut, there have been no goblin attacks against caravans from the surface for over a month. (Slight exaggeration)
- 3 - 3 The activities of the demon-worshipping

Rumors: Diabolists

If the PCs ask around Stoneholme after Devil-worshippers, they are likely to hear one or more of these rumors.

Roll	Custom	Output
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

1d8 Rumor

- 1 - 1 Dispater had a hand in founding this city, and it is foolish to think he lost interest in us. (True)
- 2 - 2 Nearly half of the king's court are devil worshippers, which is why so few of them are ever seen in the temple when they ought to be there. (False)
- 3 - 3 We drove the devil worshippers from Stoneholme, but there's a large group of

Rumors: Starkherk

If the PCs make inquiries concerning Lord Starkherk, they are likely to hear one or more intriguing bits of information about the man.

Roll	Custom	Output
<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>


1d8 Rumor

- 1 - 1 Starkherk came into his present position when the former dwarf in charge of maintaining the tombs, Lord Coldaks, was poisoned in his home. The culprit was never found. (True)
- 2 - 2 Starkherk's hobby was once the growing of rare surface plants, though he sold off much of his collection of plants several years back and apparently gave it up.

Art: W

Map: Starkherks Lair (DM)

STARKHERK'S LAIR

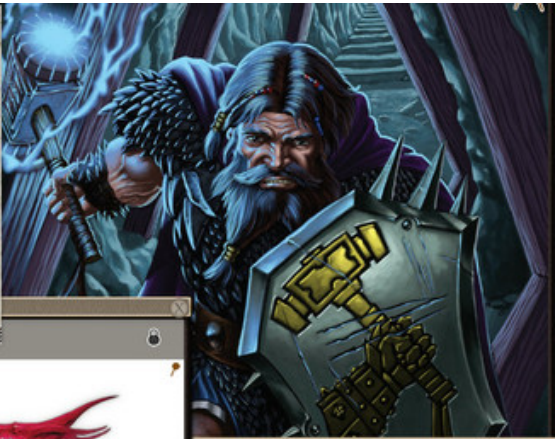


Nightbringer

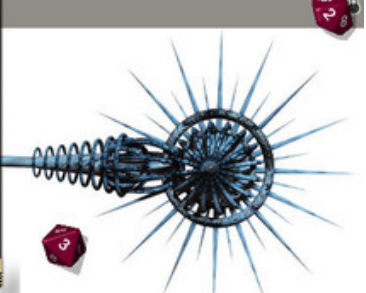
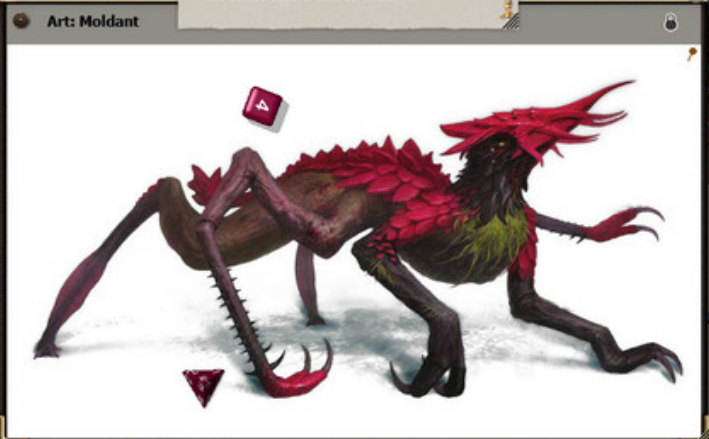
Weight: 4
Bonus: +1
Damage: 1d6 bludgeoning
Properties: magic

Art: Nightbringer

Fashioned from bone black-steel, Nightbringer is a mace +1, which, when gripped, allows the user to see in any darkness, including magical darkness. Upon a critical hit, Nightbringer strikes the target blind (DC 16 Constitution negate*). Once per day, the mace can be used to cast darkness.



Art: Moldant



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