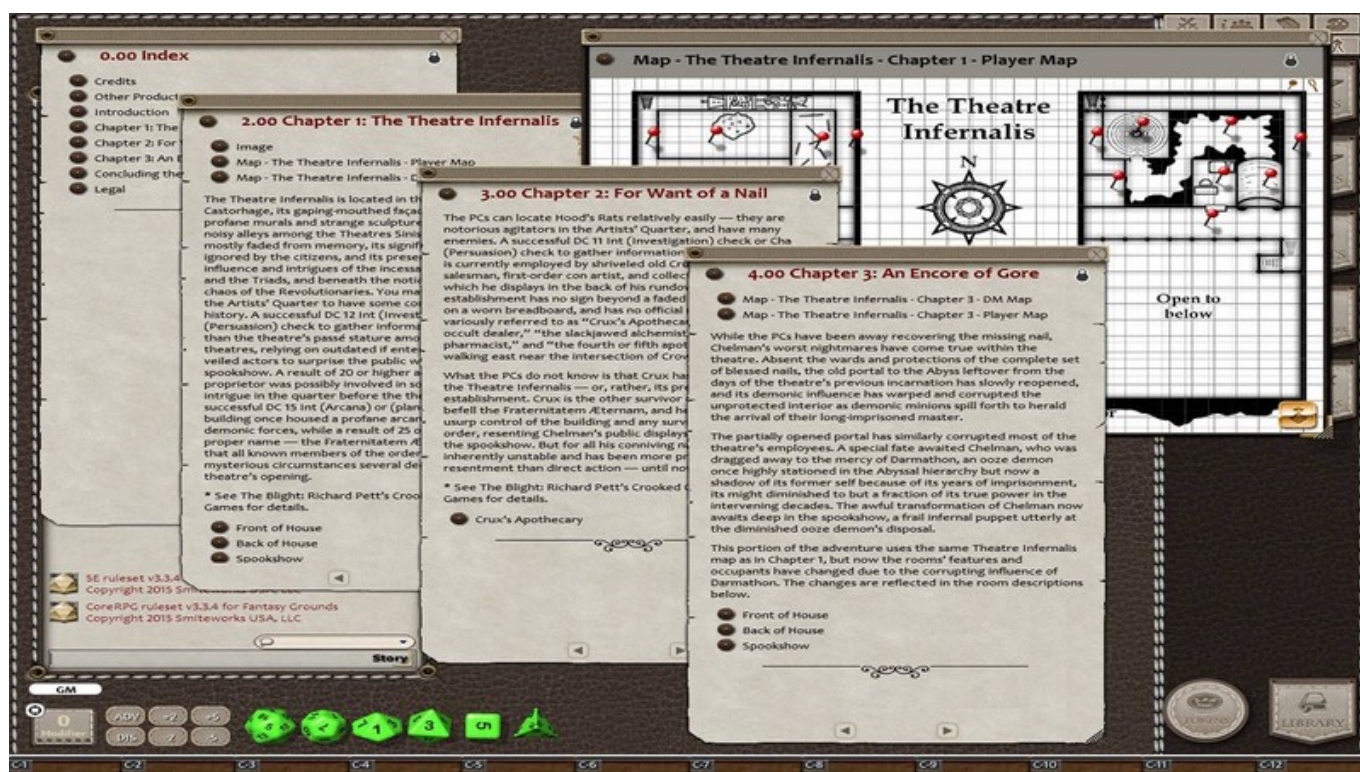


Fantasy Grounds - The Blight: The Crooked Nail (5E) Full Crack [hacked]



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About This Content

The Blight: The Crooked Nail

The Crooked Nail is a Fifth Edition adventure designed for a party of four to six 1st-level PCs.

It serves as a companion adventure to Richard's Pett's The Blight and takes place in that twisted city as revealed in the campaign setting published by Frog God Games.

Converted by: Jay Scheponik

Released on January 17, 2019. Designed for Fantasy Grounds version 3.3.6 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included 5E Compatible ruleset.

Title: Fantasy Grounds - The Blight: The Crooked Nail (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 5 Feb, 2019

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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



3.01.01 Front Stoop

Image

Hood's Rats perpetually loiter at the front of the apothecary at all hours, agitating their visible aim and sneering derisively if the PCs approach from the street. They drop subtly to the ground and become street-raised toughs antic recent shenanigans.

Encounter - Hood's Rats

Development: Hood might derisive parlay, seeking to boss's establishment. Corrupt employment, Hood is born to coerce an introduction (Persuasion) or DC 14 Cha indicating the increased d three of his gang member 2). If successful, Hood beg allow PCs to enter the shop more, or if PCs try to enter passage, the gang members draw their weapons to defend this hostile intrusion into their territory.

SE ruleset v3.3.4 for Fantasy Grounds
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CoreRPG ruleset v3.3.4 for Fantasy Grounds
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GM

ADP +2 +5
DPS -7 -2

1 2 3 4 5 6 7 8 9 10 11 12

3.01.01 Hood's Rats

CR 3 XP 600

Token # Name

H 1 Hood

R 4 Hood's Rats

Placement: ☒ ☒ ☒ ☒

Map - Crux's Apothecary - Alley

Crux's Ap
Alley

Renfield Lane

N

COMBAT TRACKER

Name	Init	HP	Temp	Wind
H Hood	+4	19	44	Spd 30 ft.
React? <input type="radio"/> Init <input type="radio"/> AC 14 Traits: Multiattack Actions: Scimitar [M] [RNG: 5ft] [ATK: +4] [DMG: 1d6+2 slashing] Shortbow [R] [ATK: +4] [DMG: 1d6+2 piercing]				
R Hood's Rats 1	13	32		
R Hood's Rats 2	13	32		
R Hood's Rats 3	13	32		
R Hood's Rats 4	13	32		

ROUND 0

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