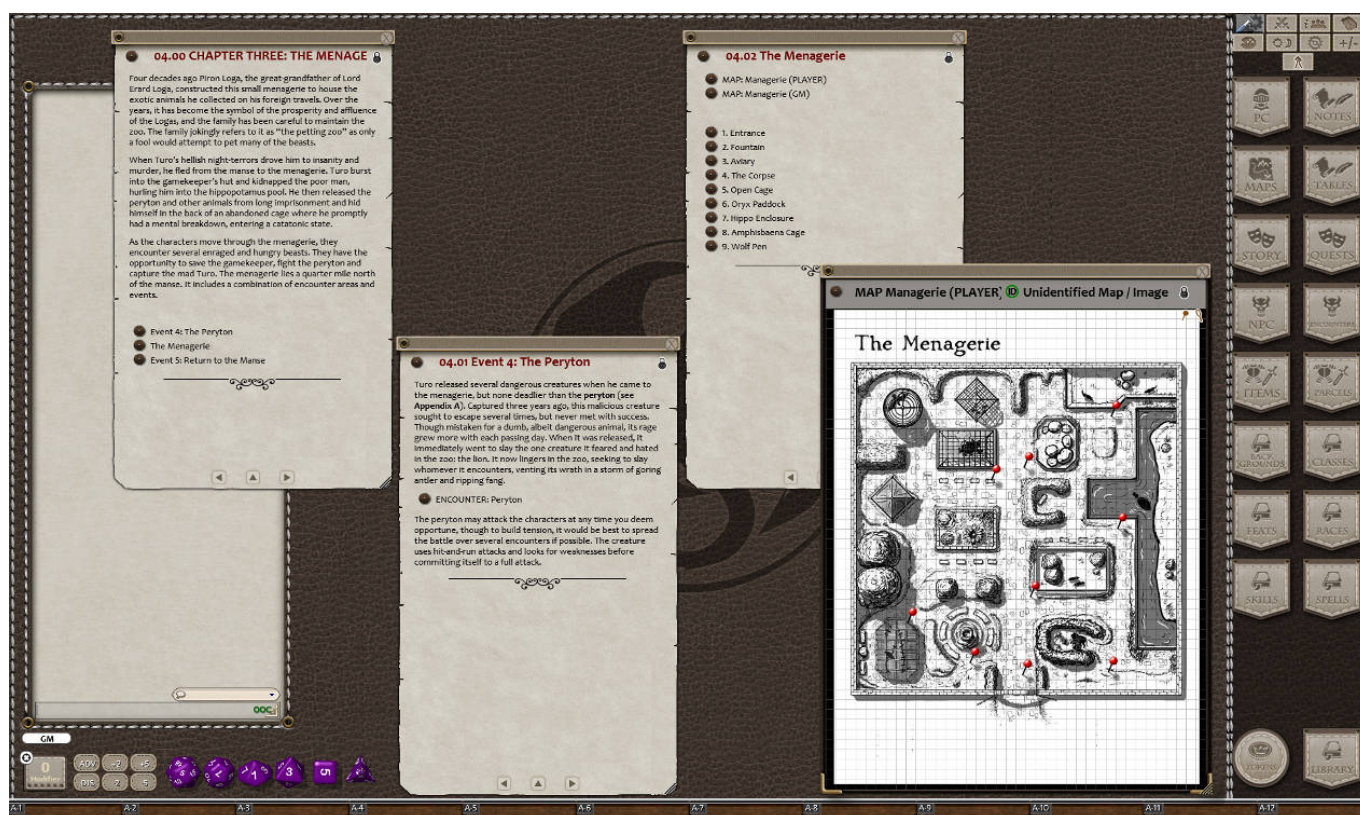


Fantasy Grounds - Quests Of Doom 4: The Covered Bridge (5E) Activation Code Crack



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About This Content

Quests of Doom 4: The Covered Bridge

by **Kevin Wright**

The Covered Bridge is an adventure designed for a party of four to six characters of 4th to 6th level.

Some four hundred years ago, a heroic knight by the name of Varral et-Casan was poisoned, foully murdered by someone very close to him.

The horrendous betrayal left Sir Varral's potent spirit unable to travel to its reward and find eternal rest.

The characters are only the latest in a long line of the spectre's victims.

Converted by: **Charles Surette**

Released on September 06, 2018. 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 - Quests of Doom 4: The Covered Bridge (5E)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 19 Sep, 2018

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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

05.00 CHAPTER FOUR: THE AWAKENI

One unexpected benison occurs when the characters return with Turo: His mother Elaise awakens from her enforced slumber. After Turo is dealt with, one of the servants rushes to tell the Sier that his wife has regained consciousness. He immediately rushes to her side. She is weak and groggy and can only vaguely recall that her dreams were dark and horrifying. She has no clue that she has slept for so long. Lord Erard is ecstatic. He orders the servants to bring her broth and milk, and spends what is left of the night hovering over her anxiously.

Sir Varral examines Elaise but can find nothing telling about her experience. He claims that he got no rest earlier and must get some sleep to recover his spells. He goes to his room taking the raccoon with him. Join and Arbasa follow suit, though they both look extremely worried.

When he falls asleep, Sir Varral comes under the sway of Crid and the Node and cannot be awakened by any means. Crid has chosen his prey and will not release him until one or the other is dead. When this is discovered, Arbasa is distraught, but seems fanatically resigned. Join will not leave his master's side. The raccoon sits on the headboard of Sir Varral's bed and cleans his paws. To save Sir Varral and break the curse, the characters must destroy Crid and the Node.

Though they have no initial ideas as to the source of the events, they may nonetheless suspect that within the house may be the source. If this conclusion on their own, have servants household members mention hearing strange walls or footfalls in empty rooms to spark well within the confines of the house. The prodding is that the characters should be search of the manse itself to try to save Sir household.

- Encounters Within the Manse
- The Cellar
- Event 6: Return from the Cellars

05.02 The Cellar

- MAP: Manse Loga Cellar (PLAYER)
- MAP: Manse Loga Cellar (GM)

When Crid and his duergar breached the surface, they found themselves in the basement of the Manse Loga. Recognizing the wine cellar as part of a civilized habitation, Crid reined in the murderous urges of his minions, and withdrew into the natural caverns beneath the basement. There, he began to weave his accursed will upon the sentient beings above him.

- 1. Main Cellar
- 2. The Stuff Dreams are Made Of
- 3. Darling Oregs
- 4. The Nightmare Node

05.02.01 1. Main Cellar

Rickety wooden stairs descend into sullen darkness. The air is redolent with sourd moisture. A cautious whisper and a hesitant shuffle sound from below, then all is silent. A dead body lies halfway down the stairwell. By its clothing, it appears to be one of the household servants, but the bloody and brutalized condition masks its identity.

Arnan, one of the manse's servants, opened the door to the basement earlier today only to encounter and release the vargouilles (see Encounter 2 above). The foul creatures fell upon the poor soul, raving with their fangs biting him, and injecting their poison. His body is bloated and purpled with their venom, requiring a careful check by someone who knew him previously to correctly identify him. A successful DC 15 Intelligence (Arcana) check can determine that vargouilles killed him.

- LINK: Encounter 2: A Head for Numbers

Racks of wine fill the wine cellar (to the south), but the walls of the main basement are lined with crates and barrels. Most of them are empty, but sundry goods fill others. In the cellar beyond the door, the Nightmare Node created a magical gate that were set to turn invisible and do not reveal their

MAP Manse Loga Cellar (PLAYER) Unidentified Map / Image

CM

ADV DIS INT WIS CHA DEX STR

PER CON FORT LUCK

A1 A2 A3 A4 A5 A6 A7 A8 A9 A10 A11 A12

PC NOLES

MAPS TABLES

STORY QUESTS

NPC MONSTERS

ITEMS PARCELS

SKILLS CLASSES

FEATS RACES

SKILLS SPELLS

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20.00 Appendix A: New Creatures and

- Allip
- Amphisbaena
- Angel, Lantern Archon
- Decapus
- Hippopotamus
- Murder-Crow
- Peryton
- Vargouille

Allip

Medium undead, chaotic evil

Armor Class 11

Hit Points 33 (6d8+6)

Speed 30 ft.

STR 6 DEX 13 CON 13 INT 11 WIS 11 CHA 10

Skills Perception +3, Stealth +3

Senses darkvision 60 ft., passive Perception 13

Languages Common, Deep Speech

Challenge 2 XP 450

TRAITS

Babble
The allip incoherently mutters to itself, creating a hypnotic effect. All creatures within 30 ft. that aren't incapacitated must succeed on a DC 11 Wisdom saving throw. On a failed save, the creature is charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor.

Madness
Anyone targeting an allip with a spell or effect that would make direct contact with its tortured mind must succeed on a DC 11 Wisdom saving throw or take 7 (2d6) psychic damage.

ACTIONS

Touch of Insanity
Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 8 (2d6 + 1) psychic damage.

Decapus

Medium aberration, chaotic evil

Armor Class 13 (natural armor)

Hit Points 32 (6d8+10)

Speed 10 ft., climb 30 ft.

STR 14 DEX 13 CON 13 INT 10 WIS 10 CHA 8

Skills Stealth +4

Senses darkvision 60 ft., passive Perception 10

Languages Common, Deep Speech, Sylvan

Challenge 3 XP 700

TRAITS

Brachiation
A decapus can move through trees at its base climb speed (30 feet per round) by using its tentacles to swing from tree to tree. Trees used by the decapus in this manner can be no further than 10 feet apart.

Mimicry
The decapus can mimic any sounds it has heard, including voices. A creature that hears the sounds can tell they are imitations with a successful DC 13 Wisdom (insight) check.

ACTIONS

Multitack
The decapus makes four tentacle attacks.

Tentacle
Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 6 (2d4 + 2) bludgeoning damage. If the target is Medium or smaller, it is grappled (escape DC 13) and is restrained until the grapple ends. The decapus has many tentacles but can only grapple two targets maximum at any given time.

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ADV, BIC, 7, 5, 1, 3, 01, 1

01.00 The Covered Bridge

The Covered Bridge is an adventure designed for a party of four to six characters of 4th to 5th level. Any character classes work in this adventure, but the difficulty will vary depending on those classes. Many of the opponents the characters may fight require magic weapons to strike; you may want to either include additional magic weapons to the treasure listed, or save this adventure until the characters have magic weapons of their own. The adventure is concerned with solving the centuries-old murder of a historic hero. Within the adventure, the characters are caught up in the haunted memories of the ghostly knight and help him to accomplish his heroic deeds. While doing so, the party becomes familiar with his world and the murder suspects, picking up clues to their motivations and actions along the way. At the end of the adventure, an enraged spirit confronts the characters and demands that they name his killer. If they can do it, they are richly rewarded, both in treasure and the knowledge that they let a good man finally find rest. If they fail, they must face the chilling wrath of the deathless phantom.

The adventure occurs in a little-traveled valley off the main roads that was once the prosperous fief of the Loga family. It fell into ruin and abandonment long ago and has since become a part of another lord's larger domain, though it remains uninhabited, its fields fallow. Of the few travelers it sees, many of them tend to disappear mysteriously (no doubt, attributed to bandits or wild animals), so it is even more desolate as a result. If you are playing this as part of the Lost Lands campaign setting by Frog God Games, then Saymere Valley lies north of Nairs on the western fringe of the Kingdom of Foere, in the rolling ground where the Elderwood meets the Old Tiers. The old road once provided a means of travel between Nairs and distant Panereth in the Grand Duchy of Reme but has long since fallen out of regular use.

- Adventure Background
- Adventure Summary
- Dramatis Personae
- Running a Mystery
- Beginning the Adventure

01.01 Adventure Background

Some four hundred years ago, a heroic knight by the name of Varral et-Casan was poisoned, cruelly murdered by someone very close to him. The horrendous betrayal left Sir Varral's potent spirit unable to travel to its reward and find eternal rest. Worse still, Sir Varral's specter does not even know the identity of the murderer; it only knows that its hunger for vengeance must be sated.

To that end, the spectre of Sir Varral now haunts a covered bridge in the Saymere Valley. On occasion, it draws people into the memories of its misty past in the hopes that they might uncover the truth behind its murder and bring his killer to light. Though hundreds of hapless people have been drawn into the shade's desperate scheme over the long years, none have uncovered the truth. For their failure, they suffer the ultimate penalty: the spectre of Varral et-Casan carves them and carved another notch into the bridge's timbers. Only the latest in a long line of the spectre's victims.

● In the Time of Varral et-Casan


01.03 Dramatis Personae

Within The Covered Bridge, the characters encounter and interact with several long-dead personages who haunt the restless dreams of Varral et-Casan, inflicted, hapless victims. These personalities are described in the course of the adventure. Remember: These are ghostly people. They are the memories of long-dead people, organized by his ungodly mind to help solve the mystery that haunts him through his undead.

- Sir Varral et-Casan the Blessed
- Demiolelle Arbase
- John of the Thunderbearers
- Turo Loga

Covered Bridge

Unidentified Map / Image



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

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