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About This Content

Quests of Doom 4: Between a Rock and a Charred Place

By Tom Knauss

Between a Rock and a Charred Place is a 7th-level adventure that thrusts the PCs into the middle of an epic confrontation between the dwarves of the Stoneheart Mountains and the hobgoblins just beyond their borders. Under their new leadership, the hobgoblin warmongers deploy an innovative grand strategy: to forge an alliance with one of the dwarves' old enemies and a traitor in their foes' midst. The dwarves' dominance over the region and very survival hangs in the balance if the PCs cannot thwart the monsters' ambitious plans.

Converted by: Charles Surette

Released on August 09, 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: Between a Rock and a Charred Place (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 16 Aug, 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

05-03 Quartz Mine Features

- MAP Quartz Mine
- MAP Dark Folk Lair

The dwarves constructed the quartz mine for functionality rather than aesthetics. There are no unstable or structurally unsound areas within the mine. All surfaces are carved out of rough-hewn stone and the average ceiling height is 20-2 feet. There are no doors on this level. The dwarves have delves, therefore, there are no light sources throughout the complex.

- Q1. Barracks Passageway
- Q2. Secret Passage
- Q3. Mine Entrance (CR varies, 0 or 9)
- Q4. Mine Shafts
- Q4A. Stand or Fall
- Q4B. Demonic Dreams
- Q4C. Dark Folk Lay
- Q5. Passageway

MAP Quartz Mine

Quartz Mine 1 square - 10 feet

MAP Dark Folk Lair

1 square - 20 feet

05-03.01 Q1. Barracks Passageway

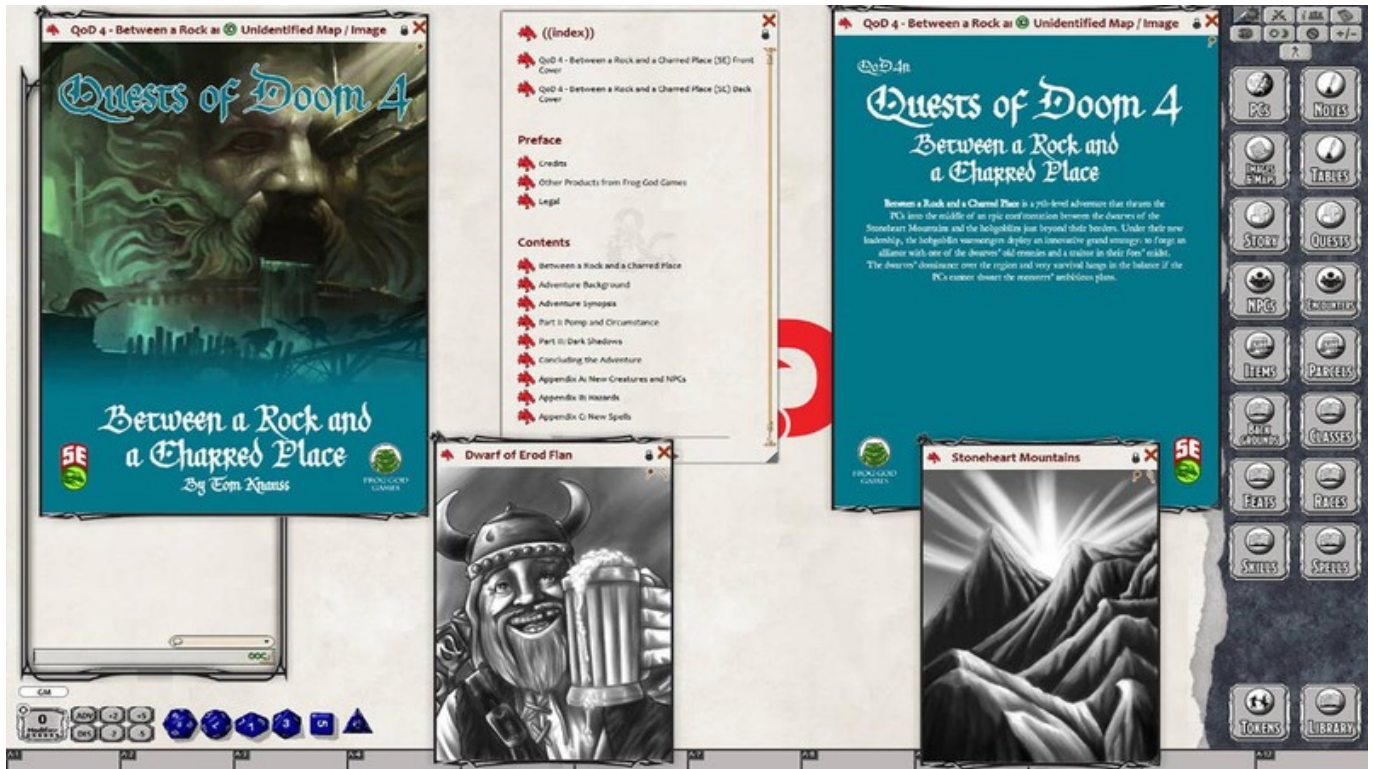
[Lune starts descend at a steep angle into a nondescript, rough-hewn stone corridor. Six dwarves clad in half-plate armor stand at attention against the walls. They carry dwarven waraxes and light crossbows. Massive stone bars fused together with mortar block the remainder of the passageway.

In spite of their attentiveness, the six dwarven soldiers (Uk male mountain dwarf guards) defending the entrance into the quartz mine are flustered and concerned. They are part of a rotation of 24 soldiers assigned to this duty, and they insist that neither they nor any of their counterparts heard or saw anything unusual up to, during, and after the explosion. The stone and mortar barrier separating area Q2 from area Q1 also holds a few unexpected surprises. The dwarves rolled a thin sheet of lead roughly midway through the obstacle as well as other alloys to foil divination spells and attempts to bypass the barrier by manipulating the stone.

ENCOUNTER: Dwarf Guards

LINK: Q3. Mine Entrance (CR varies, 0 or 9)

The dwarves manning this entrance are stymied to learn of the secret passage that grants access to the other side of the corridor. The characters are aware of the passage's existence and location, it may take several tries, but the characters eventually find the secret door by making a successful DC 22 Wisdom (Perception) check.



10.00 Appendix A: New Creatures and Hazards

- Beardband
- Blessian
- Captain
- Commander
- Curate
- Dark Creeper
- Dark Stalker
- Demon, Shadow
- Gargoyle, Fungus
- Golem, Rag
- Grinlock Berserker
- Hunter
- Insurgent
- Leshy, Fungus
- Livestone
- Minotaur
- Omb
- Tagman
- Tagvorn
- Tagvorn

11.00 Appendix B: Hazards

- Mechane
- Twilight Mushrooms

12.00 Appendix C: New Spells

- Deeper Darkness
- Hungering Shadows
- Umbral Armor

Hunter

Medium humanoid (any), any alignment

Armor Class 16 (mudded leather armor)

Hit Points 75 (10d8+30)

Speed 30 ft.

Skills Nature +6, Perception +5, Survival +5

Senses passive Perception 15

Languages Common, Draconic

Challenge 3 XP 700

TRAIT

Hunter's Eye
As a bonus action, the hunter can add 1d10 to its next attack or damage roll with a longbow or shortbow.

Keen Hearing and Sight
The hunter has advantage on Wisdom (Perception) checks related to hearing or sight.

ACTIONS

Multitask
The hunter can make two attacks each round with either longbow or longsword.

Longsword
Melee Weapon Attack: +7 to hit, reach 5 ft., one creature, Hit: 7 (1d8 + 5) slashing damage, or 10 (1d10 + 5) slashing damage if used with two hands.

Longbow
Ranged Weapon Attack: +8 to hit, range 100/600 ft., one target, Hit: 8 (1d8 + 4) piercing damage.

Captain

Medium humanoid (any race), any alignment

Armor Class 17 (chain mail and shield)

Hit Points 75 (10d8+30)

Speed 30 ft.

Saving Throws Str +6, Con +6

Skills Athletics +6, Perception +5, Intimidation +7

Senses passive Perception 15

Languages Common, Dwarven

Challenge 4 XP 1100

TRAIT

Brave
The captain has advantage on all saving throws against fear.

Leadership (1 day, duration 1 minute)
Allies within 30 ft. who can hear and understand the captain add 1d4 to their attack rolls and saving throws.

ACTIONS

Multitask
The captain makes three melee attacks.

Warhammer
Melee Weapon Attack: +6 to hit, reach 5 ft., one target, Hit: 7 (1d8 + 3) bludgeoning damage.

Heavy Crossbow
Ranged Weapon Attack: +2 to hit, range 100/400, one target, Hit: 5 (1d10) piercing damage.

Twilight Mushrooms

Hazard

Armor Class 0

Hit Points 0

Speed

Challenge XP 0

ACTIONS

Cloud of Spores
When these extremely smother mushrooms react to vibrations by releasing a cloud of noxious, choking spores. When a creature moves to within 10 feet of the mushrooms for the first time or starts its turn there, it must make a DC 12 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Deeper Darkness

Spell

Level 3 evocation

Casting Time 1 action

Range 90 feet

Components V, S, M (Just for and a polished jet pebble)

Duration Concentration, up to 10 minutes

Magical darkness spreads from a point you choose within range to fill a 20-foot-radius sphere for the duration. The darkness spreads around corners. A creature with darkness can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a book or a hole, blocks the darkness.

If any of this spell's area overlaps with an area of light created by a spell of 3rd level or lower, the spell that created the light is dispelled.

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

1d4 1d6 1d8 1d10 1d12

FEATS

RACES

SKILLS

SPELLS

TOKENS

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