
Fantasy Grounds - Noble Cause, Bloodied Hands (PFRPG) Full Crack [Torrent]



Download ->>>>>> <http://bit.ly/2JmaRIN>

About This Content

Noble Cause, Bloodied Hands

A banished sect of dark folk have been forced to the surface world, shunned by their own vile kin. Here they fall in league with a powerful jackalwere assassin, who takes them under her fold, forming an assassins guild known as 'The Unlit.' When they murder a prominent noblewoman, no darkness will be able to hide them from her husband's desire for vengeance. Bounty hunters and adventurers alike are sent to destroy the Unlit.

But will the players be able to untangle themselves from the Unlit's foul machinations or will they simply be flies caught in a spider's web?

Noble Cause, Bloodied Hands is a challenging, adventure for an average party level of 5, but suitable for 4th to 6th level characters. Encounters also include scaling advice to fully challenge more powerful characters.

Fully suitable for the Pathfinder roleplaying game.

Fantasy Grounds Conversion: Rob Twohy

Released on October 16, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

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

Title: Fantasy Grounds - Noble Cause, Bloodied Hands (PFRPG)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 20 Oct, 2017

b4d347fde0

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

Q2.07 CHAPTER 2 – THE FISKET RESIDENCE

ORRON FISKET'S HISTORY

As mentioned by Segnar, Orron Fisket was indeed in financial straits. The half-elven bard borrowed big to see his musical plays hit Tibud's theater houses. Both critics and audiences found Fisket's operas too tragic and rife with dangling plot threads. Brimming with debt and creditors pounding at the door, Fisket was all ears when jackalivers Sankler and Karhis—in the guise of foreign merchants—approached him on acting as warden for their 'more shady' transactions. Once the bard heard the size of the cut offered for allowing illicit activity to happen inside his home, Fisket readily agreed. Soon the house's living room, under-stairs room, and wine cellar were modified. Coins—sometimes bloodied—soon fell into the bard's hands. In a few short months the backers of his failed plays were paid off, but due to guilt Fisket broke off contact with his former partners. His concession to the members of the Unlit using his house as a waypoint to their underground hideout also put a strain on his marriage. Fisket soon organized a coastal singing tour at some upper-end taverns so he, his wife Echrie, and the children Oren and Ulyrie could reconnect as a family. This of course allowed the Unlit unfettered access to the Fisket household... as well as the new guild's enemies.

The leaders of the Silk Strangers, one of Tibud's older thieves' guilds, were quite outraged at the upstart rogues operating beyond the Broken Laster's old territory lines. After some violent information gathering, the leaders learned that Orron Fisket's house was an important site to the Unlit, so they dispatched one of their top agents to send a likely fatal message to the singer and his benefactors. Dularna Terrigona, a powerful bard who specializes in charming vermin, broke into Fisket's home two days ago with her c. hime of opening. Once inside, she placed some giant ticks in the pantry (F3). She then herded four giant spiders—two of the arachnids carrying egg sacs—into the children's room upstairs (F9). With her mementos in place, Dularna locked up the building, confident that the charmed vermin would at the very least disrupt the household.

The Fisket family returned early this morning after being dropped off by a local carriage service. Orron went upstairs, sending his children to their room while he went to his own bedchamber to unpack. Echrie was downstairs in the kitchen, preparing to make a hot meal after days

Map - Fisket Residence

FISKET RESIDENCE

FIRST FLOOR

Map - Second Floor

SECOND FLOOR

0 HP

0

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

**Noble Cause
Bloodied Hands**
By William Tucker
Pathfinder 3rd Edition
Compatible

02.02 THE ASSAULT, EL 6

Setting: A city street with merchant stalls on the sides.

Map: The Assault

The narrow street you've been following to the Broken Barnacle Inn and Tavern widens enough to accommodate a number of merchant stalls, turning the alleyway into a mini-bazaar. A number of colorful banners—mostly reds and greens—flap overhead due to winds borne from the nearby sea. Almost all of the traders appear to have packed up in afternoon approach, the graying crates that served as displays for the dealers' wares clear of merchandise. One robed man with wiry black hair and a sparse, pointy beard is currently plucking some small bundles off his display counter. He spots you, then smiles as he motions you over with his free hand.

PCs who pass a DC 25 Perception check (DC 15 if paying attention to the rooftops) will notice workers adjusting/bringing down banners. The buildings flanking the street are 20' high and made of brick (DC 25 Climb).

The Unlit, the nefarious thieves' guild Segnar wants to take down, chanced upon the bounty hunter talking with the PC(s) earlier. The guild members know Segnar has taken an unhealthy interest in their activities, so have formed two groups to take out the bounty hunter and his possible allies. (Read *The Proposal* on the fate of the team that assailed Segnar.) The assault team targeting the PCs knew that the party would likely wander down this street on its way to the Broken Barnacle Inn and Tavern, so the thugs set up an ambush after intimidating the mini-bazaar's merchants and patrons out of the alley. Thugs #1, #4, and #6 are crouching (Stealth +7) behind the crates and tables lining the alleyway (see *The Assault* map). Thugs #2 and #5 are on the rooftops fidgeting with the banners stretched over the street. The final thug (#3) is posing as the robed merchant facing the PCs. The small bundles are sacks full of dirty rags save the one nearest #3's hand (tanglefoot). A DC 20 Sense Motive check can be rolled if the PCs have a hunch that something is up.

The overhead banner manned by thugs #2 and #3 is actually an altered, oversized net (30'x10'; see map for area effect/dropzone). The raised pair will cut the banner-net once two or more PCs are within the dropzone; the thugs will never willingly release the net if one or more of their cohorts are within the area of effect. A ranged touch attack (+1) is rolled against each PC within the dropzone to see if he or she is entangled. An entangled PC takes a -2 penalty on attack rolls, a -4 penalty on DEX, can move at only half speed, and cannot charge or run. If an entangled PC attempts to cast a spell, he or she must make a concentration check with a DC of 15 + the spell's level or be unable to cast the spell. An entangled PC can escape with a DC 20 Escape Artist check (a full-round action). Each 5' section of the banner-net has 5 hit points and can be burst with a DC 25 Strength check (also a full-round action). Each square of released net counts as difficult terrain, while each square holding an entangled character counts as an obstacle and requires the traversing PC to roll a DC 15 Acrobatics check to maneuver over. If the PCs remain outside the dropzone of the net, the two thugs may opt to move the banner to a more optimized position for deployment. The banner handlers, while working in tandem, can only move the straggle 10' per round (full-round action).

Captured thugs will have very little information to offer the PCs; these thugs are recent

Map: The Assault

THE ASSAULT

STARTING AREA

BANNER DROP ZONE

0 XP

0 Health

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

03.16 TEMPLE

The Broken Lanterns once used this chamber as a place of worship. Once the Unlit took over, Karhis considered dedicating this site to her own foul deity, but found guild management quite taxing. She did note that an aura of malevolence permeated the room. As with most of the dungeon, this room is cloaked in darkness. When the party opens the door to this location and are able to view its features, read or paraphrase the following:

Beyond the double doors is a short hallway that leads to a 30' wide, pillared chamber. The stone columns—two rows of four—are hexagonal and appear to be chiseled from granite. Three piles of black garments lie on the floor between the second pair of columns.

Before Segnar and PCs invaded the Unlit's hideout, Vorlash was meeting with one of his associates from Salmare, the dark caller Vizron. The caller, along with his two assistant dark slayers, decided to witness Vorlash's surface efforts firsthand. Once Vorlash realized the tenacity of the Undercroft trespassers, he sent Vizron and his underlings here to do the impossible: summon an orb with only one caller! Vizron started the shadow ritual with his slayers, the runes of the rite coming out imperfect. The flawed incantation did yield an unforeseen result though: it released a bound babau demon from the chamber's lectern! The fell outsider quickly slew the three dark folk with his spear and is now studying his surroundings, ready to met out his pent-up rage from being imprisoned in a piece of furniture for decades.

When the PCs near the back of the chamber, read or paraphrase the following:

The chamber ends in a 2' high bema. Near the center of the semicircular dais is a lectern of gold. The smell of ash permeates the bema.

Ekfrakizan was summoned to the Material Plane by the powerful wizard Klovev seven decades ago. Wanting to keep the demon on hand for possible assistance later on but not wanting the creature wandering his estate, Klovev bound

Ekfrakizan

Type CE Medium outsider (chaotic, demon, evil, extraplanar)

Initiative **+4** CR **6**

Senses darkvision 60 ft., see invisibility; Perception +19

DEFENSE

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural)

HD (7d10+35)

HP **73**

Saves Fortitude **+10** Reflex **+6** Will **+5**

SQ Defensive Abilities protective slime; DR 10/cold iron or good; immune electricity, poison; Resist acid 10, cold 10, fire 10, SR 17

OFFENSE

Speed 30 ft.

Attack Melee 2 claws +12 (1d6+5), bite +12 (1d6+5) or masterwork longspear +13/+8 (1d8+7)x3, bite +7 (1d6+2)

Full Attack Melee 2 claws +12 (1d6+5), bite +12 (1d6+5) or masterwork longspear +13/+8 (1d8+7)x3, bite +7 (1d6+2)

Space/Reach Space 5 ft.; Reach 5 ft. (10 ft. with longspear)

SA sneak attack +2d6

STATISTICS

Str	Dex	Con	Int	Wis	Cha
21	13	20	14	13	16

Creature Trap/Haunt Vehicle

Demon



0 0

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

TOKENS LIBRARY

[AstronjumpBaby download now](#)
[The Short Story of a Drifting Labyrinth Game and OST Bundle download computer](#)
[Rocksmith 2014 Edition Remastered Royal Blood Song Pack Download\] \[hacked\]](#)
[Unity of Command: Stalingrad Campaign rar Free Download](#)
[MudRunner - American Wilds Expansion download for pc \[Xforce\]](#)
[Hul The Mage Ativador download \[Xforce keygen\]](#)
[PAPERVILLE PANIC VR download lite](#)
[A meadow Piece Free Download \[License\]](#)
[Furries Scalies Bundle OH MY! Ativador download \[crack\]](#)
[Taboos: Cracks download windows 7 ultimate](#)