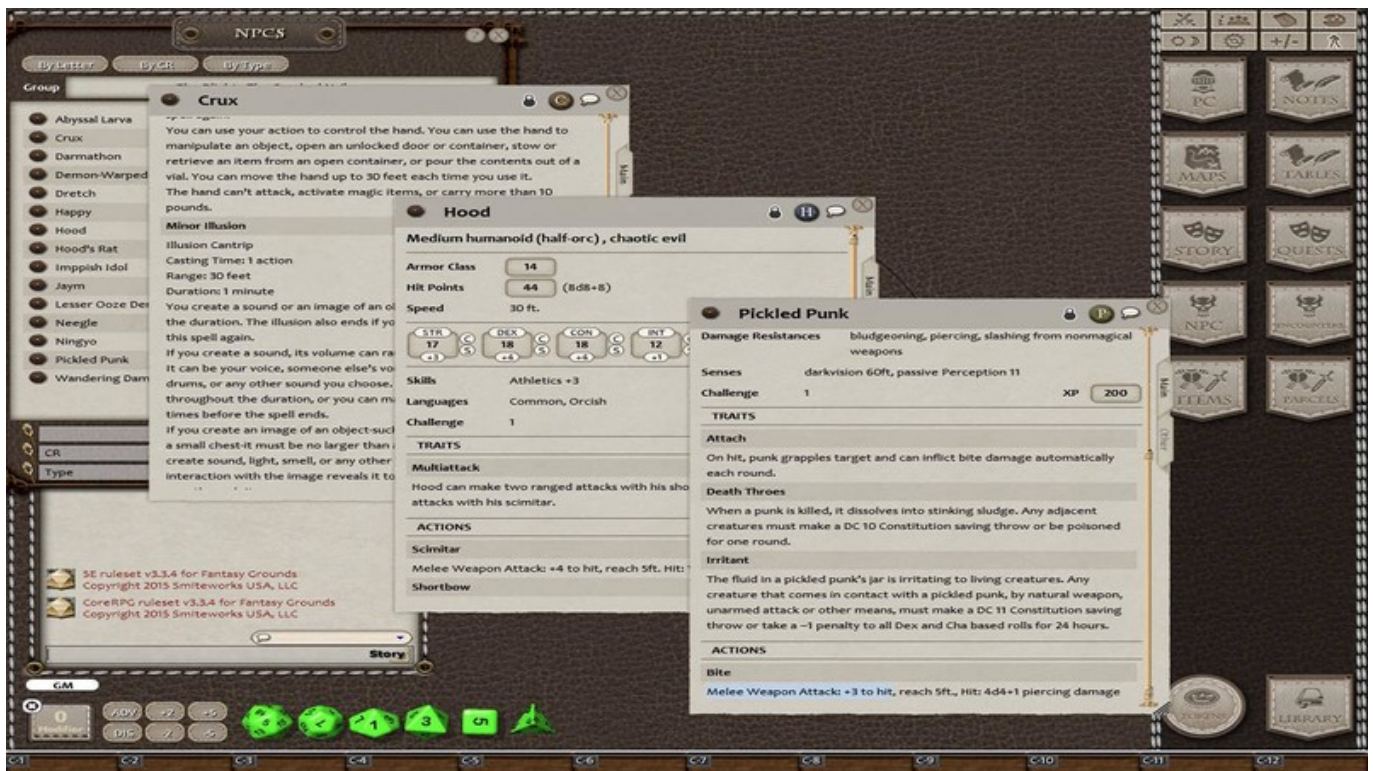


Fantasy Grounds - The Blight: The Crooked Nail (5E) Crack By Razor1911 Download



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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

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ITEMS

- Acid (Vial)
- Alchemist's Fire (Flask)
- Blessed Nail
- Dagger, +1
- Oil (Flask)
- Potion of Cold Resistance
- Potion of Fire Breathing
- Potion of Greater Healing
- Potion of Healing
- Potion of Speed
- Potion of Vitality

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- 4.03.06 Demon-Warped Chelman

NPC'S

- Abyssal Larva
- Crux
- Darmathon
- Demon-Warped Chelman
- Dretch
- Happy
- Hood
- Hood's Rat
- Impish Idol
- Jaym
- Lesser Ooze Demon
- Neegle
- Ningyo
- Pickled Punk
- Wandering Damned

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Cover_Art

The Blight
Richard Pett's Crooked City
B1: The Crooked Nail
Brandon Hodge

FRISK & GAMMA

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Map - The Theatre Infernalis - Chapter 1 - Player Map

2.00 Chapter 1: The Theatre Infernalis

- Image
- Map - The Theatre Infernalis - Player Map
- Map - The Theatre Infernalis - DM Map

The Theatre infernalis is located in the Castorhage, its gaping-mouthed faces, profane murals and strange sculpture noisy alleys among the Theatres Sinis mostly faded from memory, its significance ignored by the citizens, and its present influence and intrigues of the incessant and the Triads, and beneath the nostalgic chaos of the Revolutionaries. You may find the Artists' Quarter to have some cool history. A successful DC 12 Int (Investigation) check to gather information than the theatre's past stature and theatres, relying on outdated if entangled actors to surprise the public w spookshow. A result of 20 or higher a proprietor was possibly involved in some intrigue in the quarter before the theatre's successful DC 15 Int (Arcana) or (plant) building once housed a profane arcane, demonic forces, while a result of 25 or proper name — the *Fraternitatem* that all known members of the order, mysterious circumstances several of the theatre's opening.

- See The Blight: Richard Pett's Crooked Games for details.
- Front of House
- Back of House
- Spookshow

3.00 Chapter 2: For Want of a Nail

The PCs can locate Hood's Rats relatively easily — they are notorious agitators in the Artists' Quarter, and have many enemies. A successful DC 11 Int (Investigation) check or Cha (Persuasion) check to gather information is currently employed by shriveled old Crux, a salesman, first-order con artist, and collector which he displays in the back of his rundown establishment has no sign beyond a faded on a worn breadboard, and has no official name, variously referred to as "Crux's Apotheca occult dealer," "the slackjawed alchemist pharmacist," and "the fourth or fifth spot walking east near the intersection of Cross Street."

What the PCs do not know is that Crux has the Theatre Infernalis — or, rather, its present establishment. Crux is the other survivor of the *Fraternitatem Aeternam*, and he usurped control of the building and any surviving order, resenting Chelman's public display of the spookshow. But for all his conniving and inherently unstable and has been more presentment than direct action — until now.

- See The Blight: Richard Pett's Crooked Games for details.
- Crux's Apothecary

4.00 Chapter 3: An Encore of Gore

- Map - The Theatre Infernalis - Chapter 3 - DM Map
- Map - The Theatre Infernalis - Chapter 3 - Player Map

While the PCs have been away recovering the missing nail, Chelman's worst nightmares have come true within the theatre. Absent the wards and protections of the complete set of blessed nails, the old portal to the Abyss leftover from the days of the theatre's previous incarnation has slowly reopened, and its demonic influence has warped and corrupted the unprotected interior as demonic minions spill forth to herald the arrival of their long-imprisoned master.

The partially opened portal has similarly corrupted most of the theatre's employees. A special fate awaited Chelman, who was dragged away to the mercy of Darmathon, an ooze demon once highly stationed in the Abyssal hierarchy but now a shadow of its former self because of its years of imprisonment, its might diminished to but a fraction of its true power in the intervening decades. The awful transformation of Chelman now awaits deep in the spookshow, a frail infernal puppet utterly at the diminished ooze demon's disposal.

This portion of the adventure uses the same Theatre Infernalis map as in Chapter 1, but now the rooms' features and occupants have changed due to the corrupting influence of Darmathon. The changes are reflected in the room descriptions below.

- Front of House
- Back of House
- Spookshow

GM

ADP +2 +5
DPS -7 -2

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

3.01.01 Front Stoop

Image

Hood's Rats perpetually loiter at the apothecary at all hours, agitating and sneering derisively if the PCs approach from the street. They recognize them and become hands drop subtly to conceal their raised toughs and antic recent shenanigans.

Encounter - Hood's Rats

Development: Hood might derisive parlay, seeking 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 she more, or if PCs try to ente passage, the gang members draw their weapons to derend this hostile intrusion into their territory.

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GM

ADP +2 +5
DPS / -2

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

3.01.01 Hood's Rats

CR 3 XP 600

1 Hood

4 Hood's Rats

Placement: ✓ ✓ ✓ ✓

COMBAT TRACKER

Name	Init	HP	Temp	Wind
H Hood	+4	44		
React? Init +4 AC 14 Spd 30 ft.				
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

Map - Crux's Apothecary - Alley

Renfield Lane

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