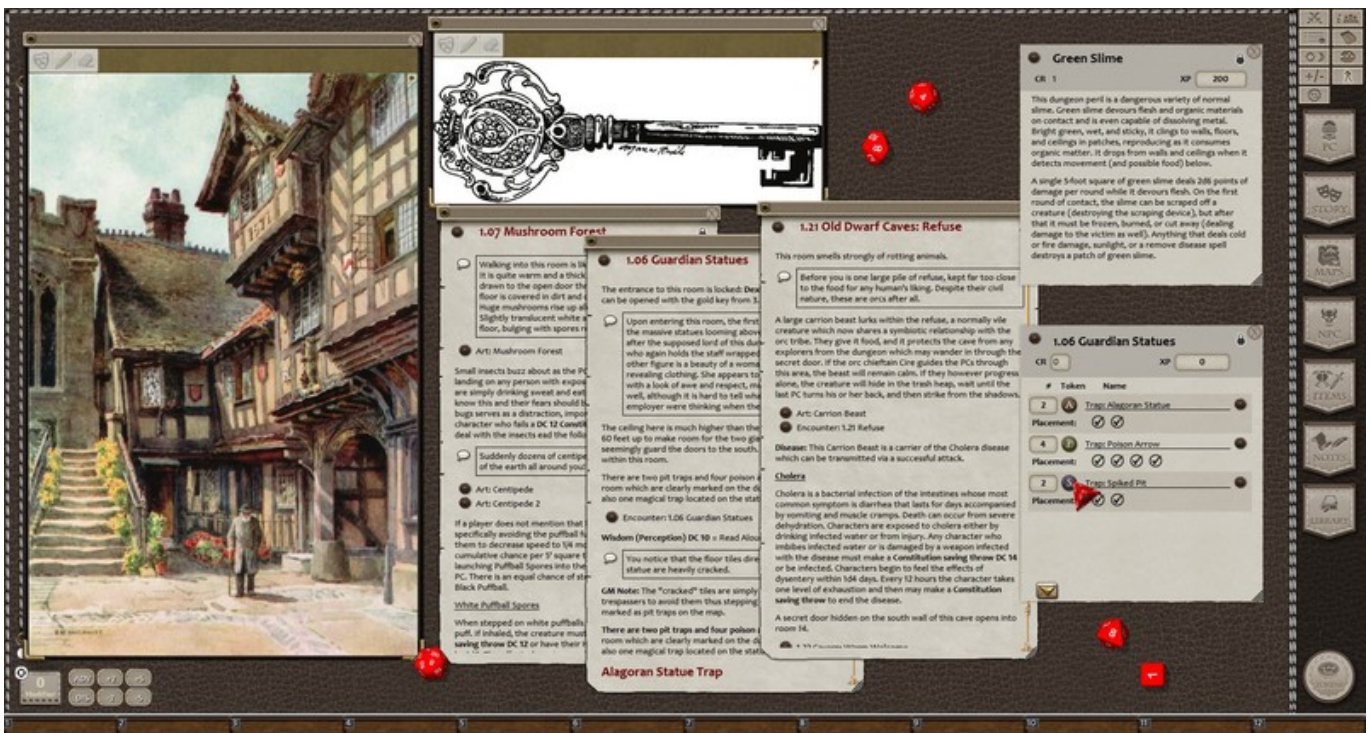


Fantasy Grounds - 5E: Alagoran's Gem Crack Serial Key



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About This Content

A 5th Edition compatible adventure designed for four PCs of 4th level.

The first adventure in Adventureweek's Classic Series remembering Gary Gygax, Dave Arneson, David C. Sutherland III, and the origins of the Dungeons and Dragons game.

C01 is an extremely challenging, traditional dungeon crawl crafted in the style of old school Dungeons and Dragons adventure modules. Make sure your players roll up extra characters, they're going to need 'em!

Brave a dungeon filled with ferocious monsters and deadly traps in an attempt to retrieve Alagoran's Gem, a fabled gem coveted by lords and kings the world over.

Will your PCs conquer the dungeon and emerge with the rare gem, or meet their end inside, never to be heard from again?

Also included in "Alagoran's Gem":

- Numerous and varied adventure hooks
- Loads of dangerous new traps
- Intriguing puzzles

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- A valuable gem of historic significance (a perfect hook to new adventures)

Requires: A Fantasy Grounds full or ultimate license or an active subscription and the included 5E ruleset.

Title: Fantasy Grounds - 5E: Alagoran's Gem
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 26 May, 2016

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Minimum:

OS: Windows XP, Vista, 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: N/A

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English



Animated Rope
 Perception 5
 Challenge 1 XP 200

TRAITS

Antimagic Susceptibility
 The rope is incapacitated while in the area of an antimagic field. If targeted by dispel magic, the rope must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute. Damage Transfer. While it is grappling a creature, the rope takes only half the damage dealt to it, and the creature grappled by the rope takes the other half.

False Appearance
 While the animated rope remains motionless and isn't flying, it is indistinguishable from a normal status.

ACTIONS

Entangle
 Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: the target is grappled (escape DC 13). Until this grapple ends, the target is restrained and at risk of suffocating, and the rope cannot entangle another target. In addition, at the start of each of the target's turns, the target takes 10 (2d8 + 2) bludgeoning damage.

3E ruleset v3.1.5 for Fantasy Grounds
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 CoreRPG ruleset v3.1.5 for Fantasy Grounds
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Adventure Hoard

#	Item Name
1	Adobe
1	Adobe
1	Blue quartz
1	Dragon +1
1	Emeraldite
1	Malachite
1	Medusa Gem
1	Obsidian
1	Peridot
1	Potion of Frost Giant Strength
1	Potion of Heroism
1	Potion of Water Breathing
1	Sand
1	Scroll of Bless
1	Scroll of Dominate Beast
1	Scroll of Remove Curse
1	Scroll of Revivify
1	Sword, short +1

Character portrait: A wizard in a blue robe with a fox-like animal at their feet.

Dark creature: A large, dark, tentacle-like creature with a face.

1.00 Alagoran's Dungeon

The dungeon. These vents are individually too small for any but tiny creatures to navigate.

1.01 Circular Room

This room contains three separate sections, circular and is able to move freely and independently. These circles are flush with the floor, difficult to spot (**Wicked (Perception)** DC 20).

The way this room works is as follows:

1. Once all the PCs have entered the room at the middle circle the trap will engage. The fall-safe activation mechanism should the PC happen, as soon as a PC stands on the outermost two exits, the trap automatically engages.
2. Once engaged, the outermost circle lowers acid. A PC falling into this acid will fall 40 ft (2 into acid) and take 8d6 acid damage the 1st, 2nd, 3rd, 4th, and so on, as the burning seeps softer tissues and organs under the skin. One attempt a DC 15 **Dexterity saving throw** and grab the edge of the platform avoiding a fall below.
3. At the same time this outer circle lowers, circle rises revealing a doorway through which ghouls are unleashed upon the party.
 - Art: Ghoul
4. As soon as the ghouls leave the safety of its doorway they trip a trigger which activates the ceiling. This nozzle sprays a fine mist of poison over everything in the room. (**Constitution** or be poisoned for 1d6-2 rounds).


Those who are poisoned miss their initiative as well as having disadvantage on initiative, and saves until the vomiting has subsided.


The smell of blood above the ghoul takes a PC

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Descriptions

- 1.01 Main Doors
- 1.02 Entrance
- 1.03 Entry Hall
- 1.04 Green Stone
- 1.05 Electrified Water
- 1.06 Guardian Statues
- 1.07 Mushroom Forest
- 1.08 Sealed Cave
- 1.09 Long Hallway
- 1.10 Trash Trolley
- 1.10a Refuse Pit
- 1.11 Circular Room
- 1.12 Platforms over Acid
- 1.13 False Treasure
- 1.14 Falling Floor Tiles
- 1.15 False Gem
- 1.16 Room of Masks
- 1.17 Hidden Albatross Entrance
- 1.18 Old Dwarf Caves Monster Sentry
- 1.19 Old Dwarf Caves Orc Lair
- 1.20 Old Dwarf Caves Food Storage
- 1.21 Old Dwarf Caves Refuse
- 1.22 Cavern Warm Welcome
- 1.23 Cavern Volatile Gas
- 1.24 Lava Cave Collapsed Bridge
- 1.25 Lava Cave Lava-tainted Undead
- 1.26 Lava Cave Secret Passage
- 1.27 Lava Cave Secret Cave Damaged Bridge
- 1.28 Lord's Chamber
- 1.29 Alagoran's Treasure Hoard





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