Fantasy Grounds - Noble Cause, Bloodied Hands (5E) Cracked

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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 fifth edition 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 5E ruleset.

Title: Fantasy Grounds - Noble Cause, Bloodied Hands (5E)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 18 Oct, 2017

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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

Noble Cause Bloodied Hands

LEVELS 4-6

By William Tucker

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

5th Edition
Compatible

GM

02.02 The Assault, CR 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 as afternoon approached, 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 stratagem 10' per round (full-round action).

Captured thugs will have very little information to offer the PCs; these dregs are recent recruits and only following the orders of a russet-haired, broad-shouldered fighter by the name of Sanhler (**Chapter 4 - Unlit Undercroft – Area 5**). The thugs only know of the way to the thieves' guild via the Fisket Residence (**Chapter 3**) and have only been on the front porch. The assault here was to prove the thugs' worth to the guild. Any type of coercion (besides magical) used on the thugs to be a part of an infiltration plan against the Unlit will cause these dregs to call out to the watch (see below) to be promptly arrested. The thugs know how corrupt most of Tibud's constables are. The dregs will elect to spend a few nights in a jail rather than remain in the PCs' hands. Past experience has shown the thugs that their guild leaders will bribe the authorities for their release. In the

Map - The Assault

THE ASSAULT

Gray Ooze

Medium ooze , unaligned

Armor Class 8
Hit Points 22 (3d8 + 9)
Speed 10 ft., climb 10 ft.

STR	DEX	CON	INT	WIS	CHA
12	6	16	1	6	2
+1	-2	+3	-5	-2	-4

Skills Stealth +2
Damage Resistances acid, cold, fire
Condition Immunities blinded, charmed, deafened, exhaustion, frightened, prone
Senses blindsight 60 ft. (blind beyond this radius), passive Perception 8
Languages -
Challenge 1/2   XP 100

TRAITS

Amorphous

The ooze can move through a space as narrow as 1 inch wide without squeezing.

Corrode Metal

Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage. The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance

While the ooze remains motionless, it is indistinguishable from an oily

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Bounty Hunter Terent Segnar

Medium humanoid (human) , neutral

Armor Class 17 (+1 Chain Shirt)
Hit Points 98 (4d8+7d10+33)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
18	18	16	11	12	11
+4	+4	+3	+0	+1	+0

Saving Throws Dex +9, Int +5
Skills Athletics +8, Deception +4, Intimidation +8, Investigation +4, Perception +5, Stealth +12
Senses passive Perception 15
Languages Common, Thieves' Cant
Challenge 8   XP 3900

TRAITS

Action Surge (1\short rest)

Segnar gains an extra action on his turn.

Cunning Action

Segnar can use bonus action to Dash, Disengage, or Hide on his turn.

Extra Attack

Segnar can make extra attacks when he takes the Attack action.

Greater Weapon Fighting

Segnar rerolls 1s and 2s on damage rolls with two handed weapons.

« Trait or Action Name »

Segnar can regain 1d10+7 hit points as a bonus action once per short rest.

Sneak Attack

Segnar's finesse or ranged weapons deal an extra 2d6 damage when he

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Trent Segnar

03.16 Temple

The Broken Lanterns once used this chamber as a place of worship. Once the Unlit took over, Karhiss 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 Vlizron. 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 Vlizron and his underlings here to do the impossible: summon an owb with only one caller! Vlizron 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 Klovey seven decades ago. Wanting to keep the demon on hand for possible assistance later on but not wanting the creature wandering his estate, Klovey bound Ekfrakizan to a lectern. The wizard later became involved in some off-continent affairs and abandoned his Tibud manor half-a-century ago. Forty years later the Broken Lanterns grew bold enough to pick over the disappeared wizard's residence,

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Ekfrakizan

Medium fiend , chaotic evil

Armor Class	19	(natural armor)
Hit Points	64	(7d8+35)
Speed	30 ft.	

STR	DEX	CON	INT	WIS	CHA
20	13	20	14	13	16
+5	+1	+5	+2	+1	+1

Saving Throws	Con +8, Wis +4
Skills	Athletics +8, Intimidation +6, Perception +4
Damage Resistances	bludgeoning, piercing, and slashing from nonmagical weapons
Damage Immunities	lightning, poison
Condition Immunities	poisoned
Senses	darkvision 60 ft., see invisibility, passive Perception 14
Languages	Abyssal, Celestial, Draconic; telepathy 100 ft.
Challenge	6 XP 2300

TRAITS

Summon Ally (1/day)

Ekfrakizan has a 40% chance to summon another of his kind. He can cast this spell once per day at a 3rd caster level.

Multiattack

Ekfrakizan can make two attacks when it uses its attack action. Ekfrakizan can use either his spear or its claws for either or both of his attacks.

Protective Slime

A thick, putrid slime coats Ekfrakizan's skin. Any creature that strikes Ekfrakizan with a natural or unarmed attack takes 1d8 points of acid damage, unless they make a Dexterity saving throw DC 13. A creature

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Demon

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