

Fantasy Grounds - 5E: Alagoran's Gem Keygen Password



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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

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 (**Wisdom (Perception)** DC 20).

The way this room works is as follows:

- Once all the PCs have entered the room at the middle circle the trap will engage. The fall-safe activation mechanism should the PC themselves and span the entirety of the room happens, as soon as a PC stands on the outermost two exits, the trap automatically engages.
- 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.
- At the same time this outer circle lowers, circle rises revealing a doorway through which ghouls are unleashed upon the party.
 - Art: Ghoul
- 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 acid 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

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- 1.29 Alagoran's Treasure Hoard







Green Slime
CR 1 XP 200

This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drips from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 200 points of damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a remove disease spell destroys a patch of green slime.

1.07 Mushroom Forest

Walking into this room is like stepping into a warm blanket. It is quite warm and a thick, brownish mist hangs in the air. The floor is covered in dirt and huge mushrooms rise up all around you. The air is slightly translucent white. The floor, bulging with spores.

Art: Mushroom Forest

Small insects buzz about as the PC lands on any person with wings are simply drinking sweet and eat know this and their fears should be bugs serves as a distraction, input character who falls a DC 12 Con will deal with the insects and the following.

Suddenly dozens of centipede of the earth all around you.

Art: Centipede

Art: Centipede 2

If a player does not mention that specifically avoiding the puffball. them to decrease speed to 1/4 cumulative chance per 3' square of launching Puffball Spores into the PC. There is an equal chance of Black Puffball.

White Puffball Spores

When stepped on white puffball. puff, if inhaled, the creature must saving throw DC 12 or have their

1.06 Guardian Statues

The entrance to this room is locked. Do can be opened with the gold key from 3.

Upon entering this room, the first the massive statues looming above after the supposed lord of this dwarf other figure is a beauty of a woman revealing clothing. She appears to with a look of awe and respect, m well, although it is hard to tell who employer were thinking when the

The ceiling here is much higher than the 60 feet up to make room for the two go seemingly guard the doors to the south, within this room.

There are two pit traps and four poison room which are clearly marked on the also one magical trap located on the sta

Encounter: 1.06 Guardian Statues

Wisdom (Perception) DC 10 + Read Aloud

You notice that the floor tiles dire statue are heavily cracked.

GM Note: The "cracked" tiles are simply trespassers to avoid them thus stopping, marked as pit traps on the map.

There are two pit traps and four poison room which are clearly marked on the also one magical trap located on the sta

1.21 Old Dwarf Caves: Refuse

This room smells strongly of rotting animals.

Before you is one large pile of refuse, kept far too close to the food for any human's liking. Despite their civil refuse, these are ones after all.

A large carrion beast lurks within the refuse, a normally vile creature which now shares a symbiotic relationship with the orc tribe. They give it food, and it protects the cave from any explorers from the dungeon which may wander in through the secret door. If the orc chieftain Cine guides the PC through this area, the beast will remain calm, if they however progress alone, the creature will hide in the trash heap, wait until the last PC turns his or her back, and then strike from the shadows.

Art: Carrion Beast

Encounter: 1.21 Refuse

Disease: This Carrion Beast is a carrier of the Cholera disease which can be transmitted via a successful attack.

Cholera

Cholera is a bacterial infection of the intestines whose most common symptom is diarrhea that lasts for days accompanied by vomiting and muscle cramps. Death can occur from severe dehydration. Characters are exposed to cholera either by drinking infected water or from injury. Any character who imbibes infected water or is damaged by a weapon infected with the disease must make a Constitution saving throw DC 14 or be infected. Characters begin to feel the effects of dysentery within 104 days. Every 12 hours the character takes one level of exhaustion and then may make a Constitution saving throw to end the disease.

A secret door hidden on the south wall of this cave opens into room 14.

Art: Puffball Spores

Alagoran Statue Trap

1.06 Guardian Statues

#	Token	Name
2	Trap	Alagoran Statue
4	Trap	Poison Arrow
2	Trap	Spiked Pit

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