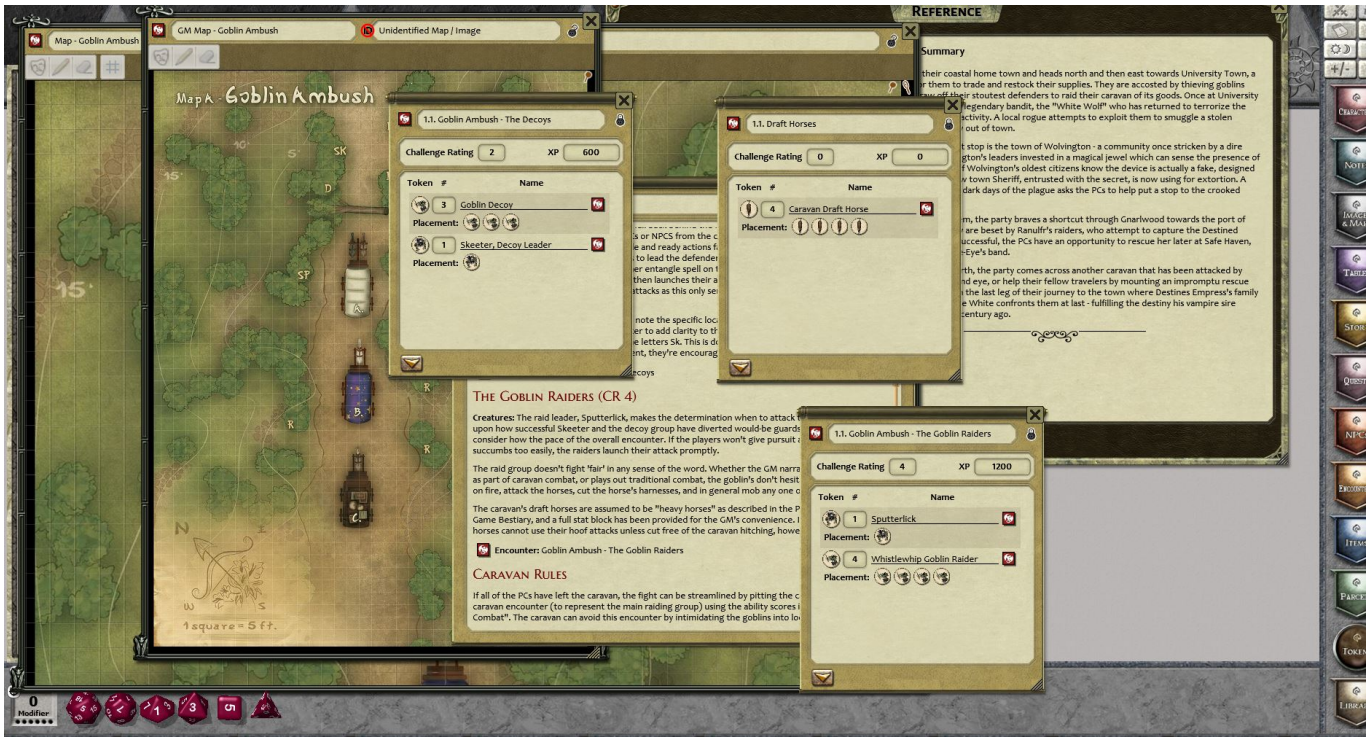
Fantasy Grounds - Road To Destiny (PFRPG) Ativador Download [hacked]



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About This Content

A stunning sandbox adventure for 2nd-level characters!

A legacy of death bears bitter fruit in the northern coastlands, as brothers long separated rise to the call of their darkling heritage. A new destiny has arisen in the west that threatens to shake the foundations of an empire half a world away, but not if Ranulfr the White Wolf and his one-eyed sibling can waylay these would-be heroes on their road to destiny! Bandits hound their steps, driving them from danger to danger, until their road reaches its bitter and bloody end - for them or their enemies!

This epic sandbox adventure by superstar AP author Jim Groves features fabulous artwork by Jason Juta and marvelous maps by one of this year's superstar finalists, Pedro Coelho! Designed to fill in the gaps during the early journeys of the Far East Adventure Path, this adventure delivers clever combats, negotiation and investigation, a delightful mix of urban and wilderness adventure possibilities, and roleplaying possibilities aplenty. Perhaps even more so than other Adventure Path Plug-Ins, Road to Destiny ably stands on its own as a self-contained micro-campaign, but it can provide equal richness and excitement in any campaign. Legendary Games combines stellar writing talent with innovative layout and product design and top-notch artistic values that we think will bring you back again and again, and we think that Road to Destiny will absolutely help Make Your Game Legendary!

Requires: A Fantasy Grounds full or ultimate license or an active subscription and the Pathfinder ruleset (3.5E Compatible).

Title: Fantasy Grounds - Road to Destiny (PFRPG)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 14 Nov, 2016

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz processor or higher

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

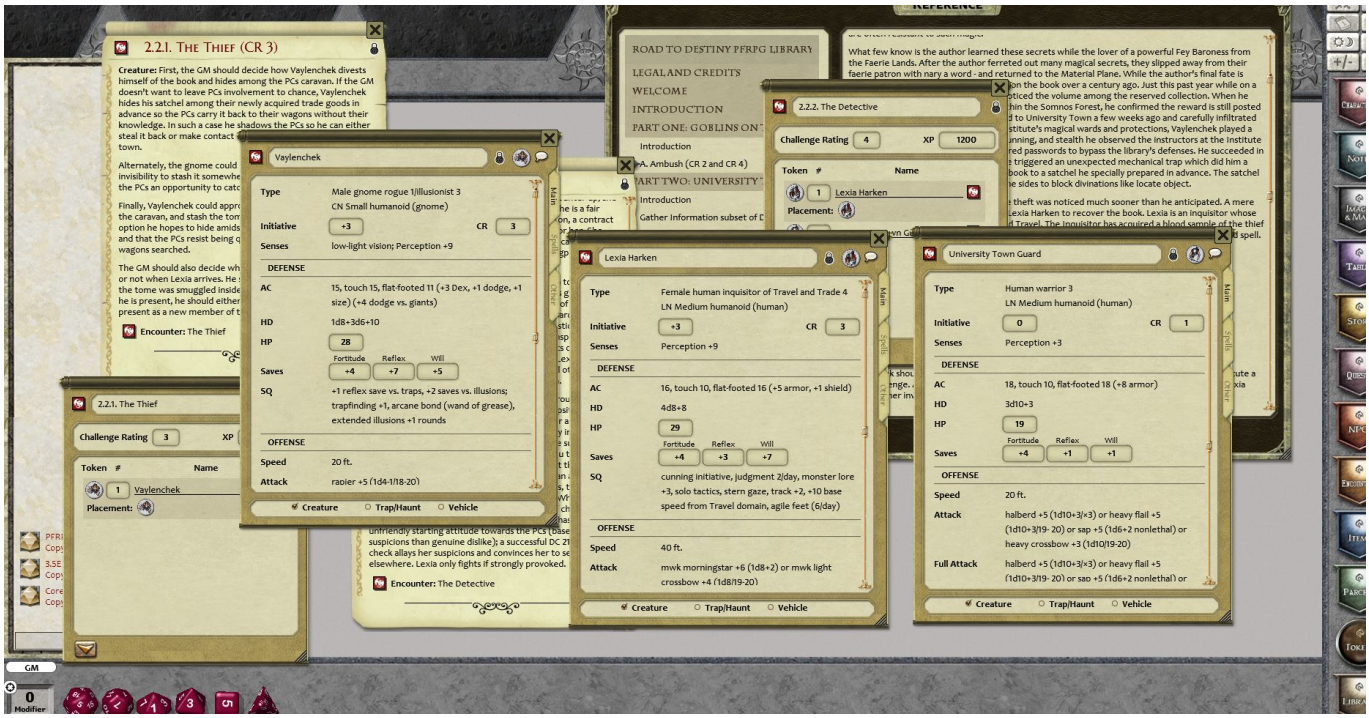
Network: Broadband Internet connection

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


2.2.1. The Thief (CR 3)
Creature: First, the GM should decide how Vaylenchek divests himself of the book and hides among the PCs caravan. If the GM doesn't want to leave PCs involvement to chance, Vaylenchek hides his satchel among their newly acquired trade goods in advance so the PCs carry it back to their wagons without their knowledge. In such a case he shadows the PCs so he can either steal it back or make contact
town.
Alternately, the gnome could
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he is present, he should either
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Encounter: The Thief
Vaylenchek
Type
Male gnome rogue 1/illusionist 3
CN Small humanoid (gnome)
Initiative
+3
CR
3
Senses
low-light vision; Perception +9
DEFENSE
AC
15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size) (+4 dodge vs. giants)
HD
1d8+3d6+10
HP
28
Fortitude
Reflex
Will
Saves
+4
+7
+5
SQ
+1 reflex save vs. traps, +2 saves vs. illusions; trapfinding +1, arcane bond (wand of grease), extended illusions +1 rounds
OFFENSE
Speed
20 ft.
Attack
rapier +5 (1d4-1/18-20)
Creature
Trap/Haunt
Vehicle
2.2.1. The Thief
Challenge Rating
3
XP
Token #
Name
1
Vaylenchek
Placement:
ROAD TO DESTINY PFRPG LIBRARY
LEGAL AND CREDITS
WELCOME
INTRODUCTION
PART ONE: GOBLINS ON
Introduction
A. Ambush (CR 2 and CR 4)
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Gather Information subset of
What few know is the author learned these secrets while the lover of a powerful Fey Baroness from the Faerie Lands. After the author ferreted out many magical secrets, they slipped away from their faerie patron with nary a word - and returned to the Material Plane. While the author's final fate is
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triggered an unexpected mechanical trap which did him a
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theft was noticed much sooner than he anticipated. A mere
Lexia Harken to recover the book. Lexia is an inquisitor whose
Travel. The inquisitor has acquired a blood sample of the thief
spell.
2.2.2. The Detective
Challenge Rating
4
XP
1200
Token #
Name
1
Lexia Harken
Placement:
Lexia Harken
Type
Female human inquisitor of Travel and Trade 4
LN Medium humanoid (human)
Initiative
+3
CR
3
Senses
Perception +9
DEFENSE
AC
16, touch 10, flat-footed 16 (+5 armor, +1 shield)
HD
4d8+8
HP
29
Fortitude
Reflex
Will
Saves
+4
+3
+7
SQ
cunning initiative, judgment 2/day, monster lore +3, solo tactics, stern gaze, track +2, +10 base speed from Travel domain, agile feet (6/day)
OFFENSE
Speed
40 ft.
Attack
mwk morningstar +6 (1d8+2) or mwk light crossbow +4 (1d8/19-20)
Creature
Trap/Haunt
Vehicle
Encounter: The Detective
University Town Guard
Type
Human warrior 3
LN Medium humanoid (human)
Initiative
0
CR
1
Senses
Perception +3
DEFENSE
AC
18, touch 10, flat-footed 18 (+8 armor)
HD
3d10+3
HP
19
Fortitude
Reflex
Will
Saves
+4
+1
+1
OFFENSE
Speed
20 ft.
Attack
halberd +5 (1d10+3/x3) or heavy flail +5 (1d10+3/19- 20) or sap +5 (1d6+2 nonlethal) or heavy crossbow +3 (1d10/19-20)
Full Attack
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Creature
Trap/Haunt
Vehicle
GM
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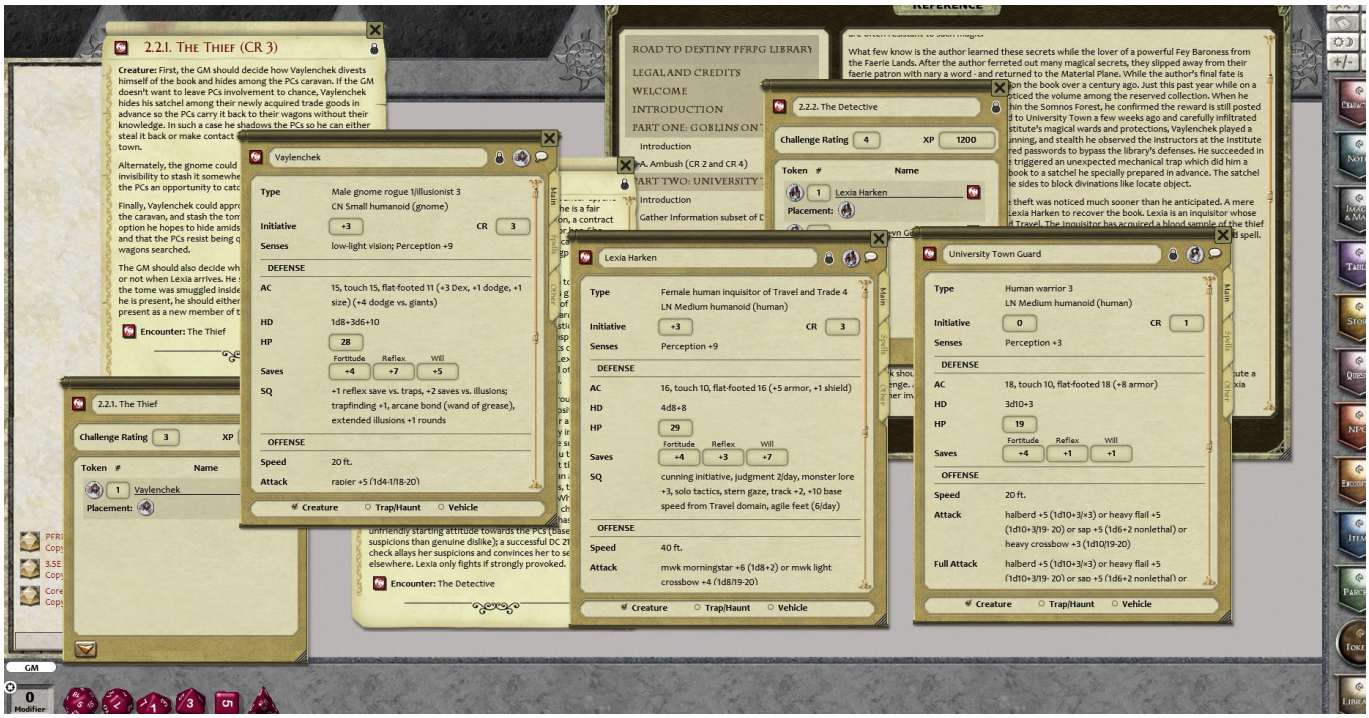
Modifier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2.2.2. The Detective
Challenge Rating
4
XP
1200
Token #
Name
1
Lexia Harken
Placement:
Encounter: The Detective
unfriendly starting attitude towards the PCs (base
suspicions than genuine dislike); a successful DC 2
check allays her suspicions and convinces her to se
elsewhere. Lexia only fights if strongly provoked.
Lexia Harken
Type
Female human inquisitor of Travel and Trade 4
LN Medium humanoid (human)
Initiative
+3
CR
3
Senses
Perception +9
DEFENSE
AC
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University Town Guard
Type
Human warrior 3
LN Medium humanoid (human)
Initiative
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CR
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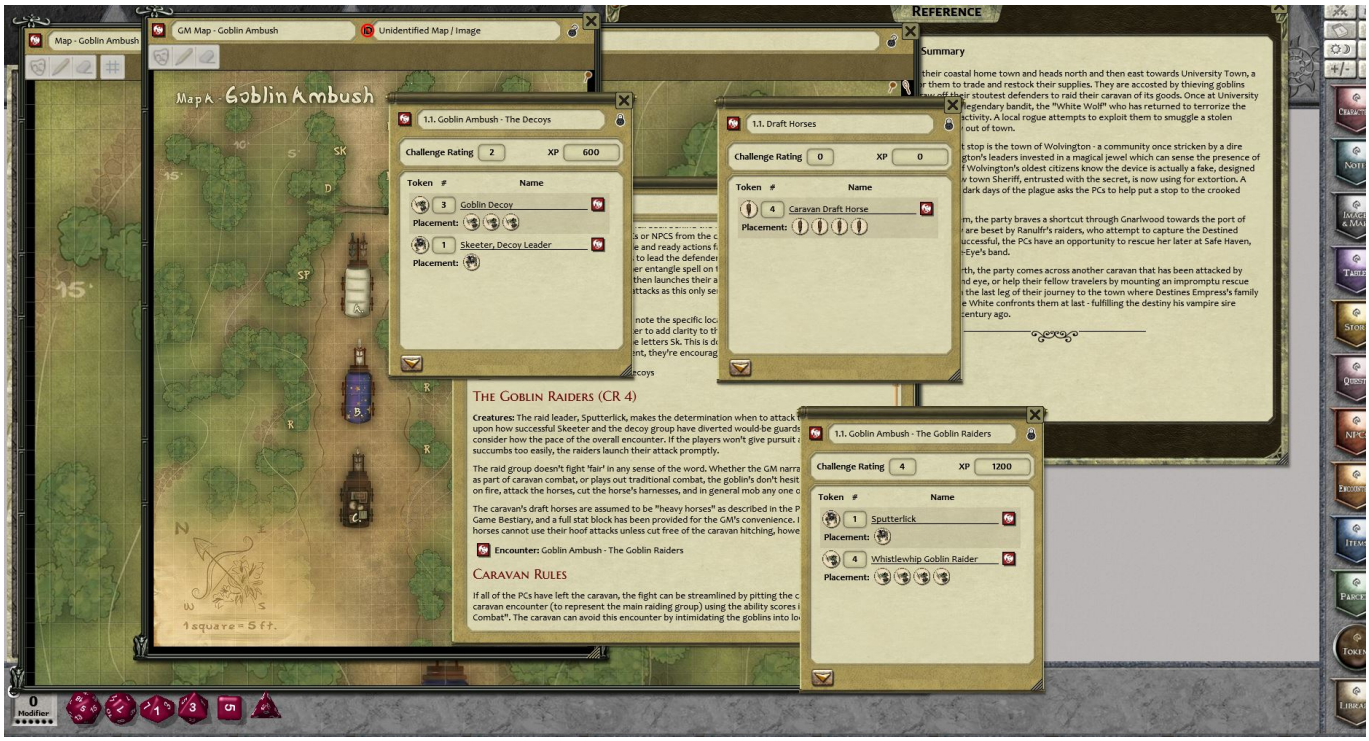
Map - Goblin Ambush
GM Map - Goblin Ambush
Unidentified Map / Image
Map A - Goblin Ambush
1 square = 5 ft.
1.1. Goblin Ambush - The Decoys
Challenge Rating 2 XP 600
Token # Name
3 Goblin Decoy
Placement:
1 Skeeter, Decoy Leader
Placement:
1.1. Draft Horses
Challenge Rating 0 XP 0
Token # Name
4 Caravan Draft Horse
Placement:
1.1. Goblin Ambush - The Goblin Raiders
Challenge Rating 4 XP 1200
Token # Name
1 Sputterlick
Placement:
4 Whistlewhip Goblin Raider
Placement:
The Goblin Raiders (CR 4)
Creatures: The raid leader, Sputterlick, makes the determination when to attack
upon how successful Skeeter and the decoy group have diverted would-be guards
consider how the pace of the overall encounter. If the players won't give pursuit
succumbs too easily, the raiders launch their attack promptly.
The raid group doesn't fight 'fair' in any sense of the word. Whether the GM narra
as part of caravan combat, or plays out traditional combat, the goblin's don't hesit
on fire, attack the horses, cut the horse's harnesses, and in general mob any one c
The caravan's draft horses are assumed to be "heavy horses" as described in the P
Game Bestiary, and a full stat block has been provided for the GM's convenience.
horses cannot use their hoof attacks unless cut free of the caravan hitching, howe
Encounter: Goblin Ambush - The Goblin Raiders
Caravan Rules
If all of the PCs have left the caravan, the fight can be streamlined by pitting the c
caravan encounter (to represent the main raiding group) using the ability scores
Combat". The caravan can avoid this encounter by intimidating the goblins into lo
Reference
Summary
their coastal home town and heads north and then east towards University Town, a
r them to trade and restock their supplies. They are accosted by thieving goblins
legendary bandit, the "White Wolf" who has returned to terrorize the
ctivity. A local rogue attempts to exploit them to smuggle a stolen
out of town.
t stop is the town of Wolvington - a community once stricken by a dire
gton's leaders invested in a magical jewel which can sense the presence of
f Wolvington's oldest citizens know the device is actually a fake, designed
town Sheriff, entrusted with the secret, is now using for extortion. A
dark days of the plague asks the PCs to help put a stop to the crooked
m, the party braves a shortcut through Gnarlwood towards the port of
are beset by Ranulfr's raiders, who attempt to capture the Destined
uccessful, the PCs have an opportunity to rescue her later at Safe Haven,
-Eye's band.
th, the party comes across another caravan that has been attacked by
d eye, or help their fellow travelers by mounting an impromptu rescue
the last leg of their journey to the town where Destines Empress's family
e White cornfronts them at last - fulfilling the destiny his vampire sire
entury ago.
0 Modifier

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