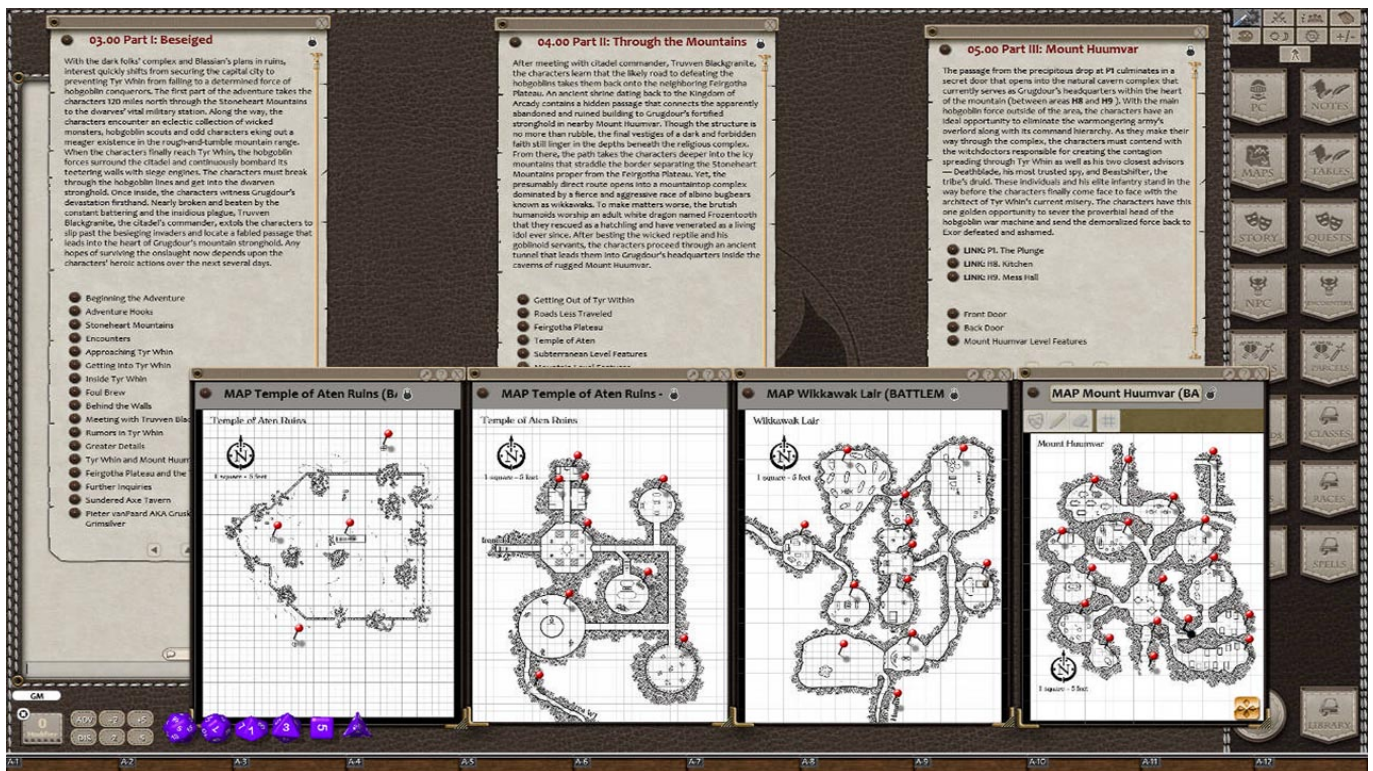


## Fantasy Grounds - Quests Of Doom 4: War Of Shadows (5E) Crack Activation Code Download



Download ->>> [DOWNLOAD](#)

### About This Content

## Quests of Doom 4: War of Shadows

by Tom Knauss

War of Shadows is an 8th-level adventure that picks up where *Between a Rock and a Charred Place* left off.

Erod Flan weathered the dark folk's storm, yet the conspirators are not done. Their focus now turns to the critical outpost of Tyr Whin.

The PCs and the outnumbered defenders must somehow stop the hobgoblin warlord, Grugdour, and his army from overrunning the citadel and opening a beachhead for invasion into the Stoneheart Mountains.

Converted by: **Charles Surette**

Released on May 02, 2019. Designed for Fantasy Grounds version 3.3.8 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 - Quests of Doom 4: War of Shadows (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 14 May, 2019

7ad7b8b382

**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

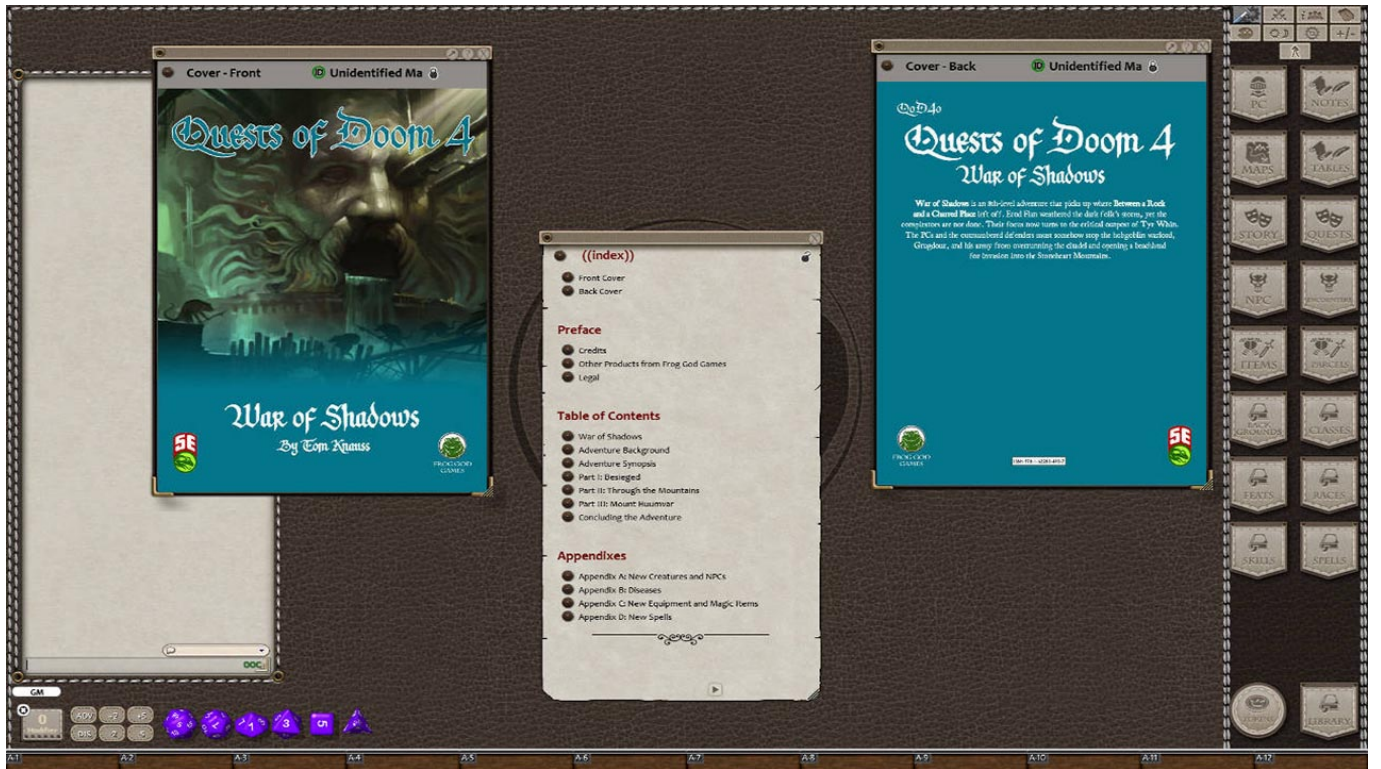
**Network:** Broadband Internet connection

**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



**70.00 Appendix A: New Creatures and Monsters**

- Aberrant Giant
- Beasthunter
- Deathblade
- Golem, Blood
- Grugdur
- Inagron, Wikkawak Chieftain
- Hobgoblin Weaver
- Hobgoblin Lieutenant
- Hobgoblin Sergeant
- Hobgoblin Witchdoctor
- Huecuva
- Hummer
- Minotaur
- Owl
- Pieter vanPeerd, aka Grusk Glunggold, aka Grusk Grimsilver
- Shadow, Greater
- Wesell, Dire
- Wikkawak
- Wikkawak Warrior
- Yitbak

**80.00 Appendix B: Diseases**

- Spinning Sickness

**90.00 Appendix C: New Equipment and Magic Items**

**Magic Items**

- Potion of Blur
- Potion of Enhance Ability
- Wand of Acid Arrow

**95.00 Appendix D: New Spells**

**Cantrips**

- Bramble Whip

**Third Level Spells**

- Curse of Reversion

**Greater Shadow**

Medium undead, chaotic evil

Armor class 14

Hit Points 82 (11d8+23)

Speed 40 ft.

Skills Stealth +7 (+10 in dim light or darkness)

Damage Vulnerabilities radiant

Damage Resistances acid, cold, fire, lightning, thunder, bludgeoning, piercing, and slashing from nonmagical attacks

Damage Immunities necrotic, poison

Condition Immunities exhaustion, frightened, grappled, paralyzed, petrified, poisoned, prone, restrained

Senses darkvision 60 ft., passive Perception 11

Languages -

Challenge 5 XP 1800

**TRAIT**

**Amorphous**

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

**Shadow Regeneration**

While in dim light or darkness, the shadow regains 10 hit points at the start of its turn, if the shadow takes no damage. At the start of the shadow's next turn, the shadow dies if it hasn't regained hit points and doesn't regenerate.

**Shadow Stealth**

**Potion of Blur**

Type Potion

Rarity rare

Cost 501-5,000 gp

Weight 0.5

When you drink this potion, your body becomes blurred, shifting, and wavering to all who can see you. For 1 minute, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

**Potion of Enhance Ability**

Type Potion

Rarity rare

Cost 501-5,000 gp

Weight 0.5

When you drink this potion, you gain a magical enhancement that lasts 1 hour. Each individual potion enhances a single ability, similar to the enhance ability spell, and will have one of the following effects:

**Bear's Endurance.** The target has advantage on Constitution checks. It also gains 2d6 temporary hit points, which are lost when the spell ends.

**Bull's Strength.** The target has advantage on strength checks, and his or her carrying capacity doubles.

**Wand of Acid Arrow**

Type Wand

Rarity rare

Cost 501-5,000 gp

Weight 1

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the acid arrow spell from it. For 1 charge, you cast the 2nd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

**Bramble Whip**

Spell

Transmutation cantrip

Casting Time 1 action

Range 30 feet

Components V, S, M (a small branch of woven brambles)

Duration instantaneous

You create a long, flexible whip of woven brambles that is in long, vicious thorns that lashes out at your command toward a creature in range. Make a melee spell attack against the target. If the attack hits, the creature takes 1d6 piercing damage, and if the creature is large or smaller, you pull the creature up to 10 feet closer to you.

This spell's damage increases by 1d6 when you reach 9th level (2d6), 11th level (3d6), and 17th level (4d6).

**Curse of Reversion**

Spell

Level 3 Enchantment

Casting Time 1 action

Range 50 feet

Components V, S

Duration Permanent

When you cast this spell, you place a curse on a creature that is triggered when it encounters a specific object or creature of your choosing. When the target is within 30 feet of the trigger and can see it, it must succeed on a DC 15 Wisdom saving throw or be overwhelmed with distressing feelings of disgust, preventing the target from willingly moving closer to the source of its reversion (as the frightened condition). The target can repeat this saving throw at the end of each of its turns, ending the effect on it on a success.

A remove curse spell ends this effect.

### 01.00 War of Shadows

Forward march, our enemies fled  
They litter the field with all their dead  
Triumph on spine or smashed head  
Of fallen dwarf, elf, or man  
We march victorious once again  
— Typical hobgoblin war chant

War of Shadows is an 8th-level adventure that picks up where *Between a Rock and a Charred Place* left off. Erod Flan weathered the dark folk's storm, yet the conspirators are not done. Their focus now turns to the critical outpost of Tyr Whin. The characters and the outnumbered defenders must somehow stop the hobgoblin warlord, Grugdour, and his army from overrunning the citadel and opening a beachhead for invasion into the Stoneheart Mountains.

### 01.01 Adventure Background

For hundreds of years, the hobgoblin warlords of Exor, Smashed Skull, and Hollow Bone have waged a war of attrition against their dwarven rivals to the southwest for supremacy of the Stoneheart Mountains. In an effort to break the stalemate, Grugdour, the newly ascendant hobgoblin warlord of Exor, hatched a daring plan to attack the dwarves of Clan Craenog from two fronts. Through their shared worship of the goddess Kirkeener, he enlisted the aid of Blaskan, a traitorous dwarf, and Rogrom, the leader of the dark folk dwelling beneath the dwarves' capital of Erod Flan. While his two newfound allies wreaked havoc in Erod Flan, Grugdour set his sights on Tyr Whin. To further weaken the defenders' resolve, his witchdoctor discovered a debilitating contagion seemingly tailor-made to afflict dwarves. A vengeful human disguised as a dwarf expertly volunteered to pose as a merchant and spread the disease throughout the citadel. Though the contagion is not fatal, it severely incapacitates its victims. With all the components in place, the trio set their plan into motion.

Meanwhile, the dark folk attempted to kill the highthane of Clan Craenog and his heirs using a massive underground explosion. Blaskan would then succeed his deceased cousin and transfer troops from the fortress of Tyr Whin to the capital of Erod Flan to supposedly bolster the citadel's defenses. After a deliberately bloody and costly foray into the dark folk's trapped mines, Blaskan would negotiate a peaceful settlement between the dwarves and the dark folk. In the end, the dark folk would gain control of the subterranean complex below Erod Flan, Blaskan would be highthane, and the untimely transfer of roughly half Tyr Whin's defenders would pave the way for Grugdour and his hobgoblin army to defeat the depleted force manning the outpost. Unfortunately for the hobgoblins, the elderly highthane survived the assassination attempt, and a group of heroic adventurers unmasked Blaskan's treachery and eradicated the dark folk threat. Grugdour and the hobgoblins now stand alone.

### 02.00 Adventure Synopsis

After a failed attempt to kill Clan Craenog's highthane, the dwarves discover that a hobgoblin army in league with the evildoers and their dwarven allies is rapidly approaching the frontier outpost of Tyr Whin. If the characters participated in the adventure *Between a Rock and a Charred Place*, they are well-versed in the development. Otherwise, the highthane and his advisors beseech the characters to hurry north to the remote citadel to offer their aid to the beleaguered defenders. Along the way, they must brave the harsh elements and monstrous denizens that inhabit the Stoneheart Mountains as well as avoid or defeat hobgoblin scouts patrolling the area around the dwarven stronghold. When the characters arrive at Tyr Whin, they find a massive hobgoblin army surrounding the citadel. Siege engines rain destruction down on the battered walls, while Grugdour occupies an entrenched position at the base of a nearby mountain. The characters must devise a way to break through the hobgoblin lines and make contact with the dwarves inside Tyr Whin.

Once inside the citadel, the characters quickly realize that the dwarves are in dire straits. While the hobgoblins' siege engines take their toll on the walls, their manufactured plague decimates the defenders' strength. More than half of Tyr Whin's soldiers are too ill to fight. The citadel's commander, Truvven Blackgranite, implores the characters to find a rumored secret pass that allegedly leads behind the hobgoblin lines and into the base of the mountain where Grugdour and his inner circle keep their headquarters. He believes that if a small group can slay the hobgoblins' able and charismatic commander, they are certain to retreat back to Exor in despair.

The characters once again slip past the hobgoblin lines and set off into the cold and treacherous Stoneheart Mountains in search of the elusive passage beneath a forgotten temple of old Arcady. Within they find the horrifying remains of its worshippers who never left its now-decorated halls. Past them

GM

0 1 2 3 4 5 6 7 8 9 10 11 12

0 1 2 3 4 5 6 7 8 9 10 11 12

0 1 2 3 4 5 6 7 8 9 10 11 12

0 1 2 3 4 5 6 7 8 9 10 11 12

0 1 2 3 4 5 6 7 8 9 10 11 12

0 1 2 3 4 5 6 7 8 9 10 11 12





---

[Forever Space free offline](#)  
[MINE! Torrent Download \[hack\]](#)  
[Haunted Train: Frozen in Time Collector's Edition Ativador download \[hack\]](#)  
[Gripper's Adventure full crack \[hacked\]](#)  
[Art Of Gravity \[hack\]](#)  
[Salt Download game hacked](#)  
[TS Marketplace: Zags Pack 02 Add-On \[License\]](#)  
[Temple of Rust - Sugar free donation - 10 Ativador download \[portable\]](#)  
[RPG Maker MV - Parallel Worlds Character Pack Free Download \[Password\]](#)  
[Tales of Sorrow: Strawsbrough Town \[License\]](#)