Fantasy Grounds - Prepared 2: A Dozen One Shot Adventures For 5th Edition (5E) Download 12 Mb

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About This Content

Prepared 2: A Dozen One Shot Adventures for 5th Edition

So, your players went off on a tangent again?

A Dozen 5th Edition One-Shot Adventures for Levels 1 to 11

Never fear—Prepared 2 offers you 12 quick solutions to keep the game moving and players entertained, while you figure out your next move. Here are short, one-shot adventures in full color for every environment, including:

- A goblin machine of war rampaging through the city

- Breaches in the ice opening the door to madness from the stars

- A blight of oozes across the land and a mysterious crypt at its center

- A long-forgotten boring machine and its crazed automaton pilots

- A walker, one of the leviathans of the wasteland, is being steered by the darakhul to intercept a city

- A sinister cult comes a calling during a ship cruise

- A play in the feylands goes terribly wrong

- A dragon's lair by the sea

- ...and much more, lavishly illustrated with maps by Meshon Cantrill

With Prepared 2, designer Jon Sawatsky has created fantastic and highly playable 5th Edition fantasy scenarios ready to use in any fantasy campaign setting, at a variety of PC levels. Never be caught without a plot again!

NOTE: The Prepared 2 PDF includes separate player maps without numbers or labels.

These adventures feature monsters from 5th Edition and from the Tome of Beasts.

Released on November 09, 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 - Prepared 2: A Dozen One Shot Adventures for 5th Edition (5E)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 20 Nov, 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

05.03 The Portal

The Portal

The map has taken... center of the valle... magic. Several hu... sits nearby.

This is the portal allowing... (Arcana) check reveals t... more days. There are th... ogre alive attempts to p... walker than intruders ar... the portal will not be su...

- MAP: Valley End
- ENCOUNTER: The ...

Travelling through the p... for the party to cast spe... effects. The party can a...

The Teetering Plat...

Three tiers of hastily buil... leviathan walker. Severa... make the ground teeter... blackened staff over its h...

- MAP: The Void Wal...

Provided the ogre did no... their enemies. They arri... span an 80-ft.-by-50-ft. a... stands at the highest ele... ground.

Battle on the Shoulders: (located at B) engage th... attack on prone oppone... and retreat up the tiers t...

The dust cloud hanging o... platforms. A DC 15 Intelli... could be dispelled (DC 14...

CoreRPC ruleset v3.3.5) fo...
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CoreRPC ruleset v3.3...
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NPC - Ghoul, Darakhul

Ghoul, Darakhul

Medium undead , neutral evil

Armor Class	16	(scale mail; 18 with shield)
Hit Points	78	(12d8 + 24)
Speed	30 ft.	

STR	DEX	CON	INT	WIS	CHA
16	17	14	14	12	12

Skills	Deception +3, Stealth +5
Damage Resistances	necrotic
Damage Immunities	poison
Condition Immunities	charmed, exhaustion, poisoned
Senses	darkvision 60 ft., passive Perception 11
Languages	Common, Darakhul
Challenge	3 XP 700

TRAITS

Master of Disguise

A darakhul in a prepared disguise has advantage on Charisma (Deception) checks made to pass as a living creature. While using this ability, the darakhul loses its stench...

05.03 The Teetering Platf...

CR	7	XP

Token	#	Name
	1	Ghoul, Darakhul
Placement:		
	3	Goat-Man
Placement:		

Cloak of the Empire

Type	Armor (Robe)
Subtype	Wondrous Item
Rarity	Uncommon (Requires Attunement by any Non-Good-Aligned Creature)

Description

IMAGE: Cloak of the Empire

This voluminous grey cloak has bright red trim and the sigil from an unknown empire on its back. The cloak is stiff and does not fold as normal cloth might. Whenever the bearer of this cloak is struck by a ranged attack, they may reduce the damage from that attack by their Charisma modifier.

In Midgard

In Midgard, this shroud belongs to Baba Yaga. It was stolen from her by a mystic in whom she put great trust and invited into her hut for dinner. The mystic betrayed the witch's trust, making off with several of her powerful magical objects. Grandmother can see the bearer of this shroud whenever they cast it over themselves. She knows their location and learns a detail about them each time she sees them. Inevitably, the witch will come for her shroud, sending one of the vela or some less comely minion to retrieve it. Should the party return the shroud to Baba Yaga, they may gain a small boon from her, though as can be expected by the inconstant crone she may also transform them into cutlery.

...ak Of The Empire

Fantasy Grounds application screenshot showing multiple windows.

MAP - The Sparking Spire

NPC - Drowned Maiden

10.03 Inside The Spire

MAP: The Sparking Spire

1–The Maidens' Pools

This large, rocky chamber is punctuated with stalagmites and stalactites. The walls of this cave system appear to be made from stone and coral. The coral sheds dim blue light that crackles and hums. The slight sound of lapping water is heard from farther inside.

A few of the unhappy victims sacrificed in this strange place remain trapped here; the pools in this chamber serve as the resting place for these bitter spirits. The spirits are relatively neutral about the dragon's decision to occupy the upper chamber of the spire. The few explorers who have come before have been trapped and eaten in these grim and watery caves long before reaching the dragon's lair.

Bitter Cries, Spectral Sighs: The caves sound with the angry and mournful cries of the dead. Each PC who hears the sounds must succeed a DC 14 Wisdom save or feel a deep sense of dread. On a failed save, PCs begin their next round of combat frightened by the nearest enemy. The effect lasts until the end of their next turn.

Floating in the Water: The largest pool contains two drowned maidens, who attempt to pull the PCs into the pool with their grasping hair. The maidens receive advantage on hair attacks made while standing in their pool.

ENCOUNTER: The Maidens' Pool

2–Isondim's Lair

The ceiling of this large natural cavern is almost entirely open to the air. In the center is a very old-looking stone and shell altar that sparks occasionally. A very big pearl has been embedded in the top of the altar; it crackles audibly. The coral walls here are aglow with electrical energy, shedding bright light throughout. There are blue scales littering the floor, and the walls show evidence of being scraped or clawed.

This is the lair of Isondim, the young blue dragon. He has grown very attached to the altar and enjoys its affect on him and the coral walls. He assumes the PCs have arrived to steal the pearl and will likely attack them immediately. Isondim may engage the party in conversation if they make a large effort to avoid combat. He might spare them provided they offer him something valuable. He will not tolerate deception or exploration of his lair. He begins combat in the skies above the spire and uses his breath weapon before landing and continuing his attacks.

Master of the Altar. On initiative 1 of each round, Isondim draws on the magic of the altar to do one of the following:

- Summon a living arc (see "Charged Coral" above) to assist him. Isondim can never summon more than one living arc at a time.
- Heal half the amount of damage he successfully dealt with his breath weapon this round.
- Expel a shockwave emanating 30 ft. in all directions from the altar. Any creature caught by the shockwave must make a DC 15 Constitution save or be thrown 40 ft. away from the altar. If the creature strikes a wall during this movement, they take 1d6 bludgeoning damage for each 10 ft. they are thrown. Remember that touching a wall has additional effects covered in "Charged Coral" [Previous Page]. Isondim may only use this effect once each 24 hours.

Young Blue Dragon

Large dragon , lawful evil

Armor Class	18 (natural armor)
Hit Points	152 (16d10 + 64)
Speed	40 ft., burrow 20 ft., fly 80 ft.

STR	DEX	CON	INT	WIS	CHA
21	10	19	14	13	17
+5	+0	+4	+2	+1	+3

Saving Throws	Dex +4, Con +8, Wis +5, Cha +7
Skills	Perception +9, Stealth +4
Damage Immunities	lightning
Senses	blindsight 30 ft., darkvision 120 ft., passive Perception 19
Languages	Common, Draconic
Challenge	9 XP 5000

ACTIONS

Multiattack

The dragon makes three attacks: one with its bite and two with its claws.

Bite

12.01 Sounds Of P...

Feast with Aganatha: The part...
the meal is over, Aganatha bid...
During this meeting, she expla...
using the following informatio...

- A 100 years ago, her heal...
- Her people were fighting...
- She summoned a mediu...
- For days, Aganatha and t...
  life—enough to lead her...
- Eventually, a divine bein...
  exchange, Aganatha wo...
- Her time is coming to an...
- She has found record of...
  Shroud of Oth. The shrou...
  wars.
- She would see the party...
  great magical power.

ITEM: Shround Of Oth

Aganatha, The Agele...

I've seen my clan throu...
the Unmoved triumphe...

What She Wants Most: To ext...

Physical Traits: Aganatha is a b...
worn in three long braids, eac...
hammer, and the chalice. Out...
the buckle. In combat, she we...
breastplate and gauntlets. The...
to time.

Personality/Roleplaying: Agan...
and unshakable. In her younge...
leader of the Unmoved for alm...
little value in small talk and nic...

What She Knows:

- The location of the aban...
- The mountains around t...

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NPC - Ogre

MAP - A Shroud For Aganatha

A SHROUD FOR AGANATHA

One square = 5 feet   Medusa 2017

Shround Of Oth

Type	
Subtype	Wondrous Item
Rarity	Unique (Requires Attunement)

Description

IMAGE: Shroud Of Oth

The strands of this shimmering silk shroud swirl like wisps of clouds. A
plain golden band runs around the edge of the shroud. Creatures
...

ITEM - Shroud Of Oth

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