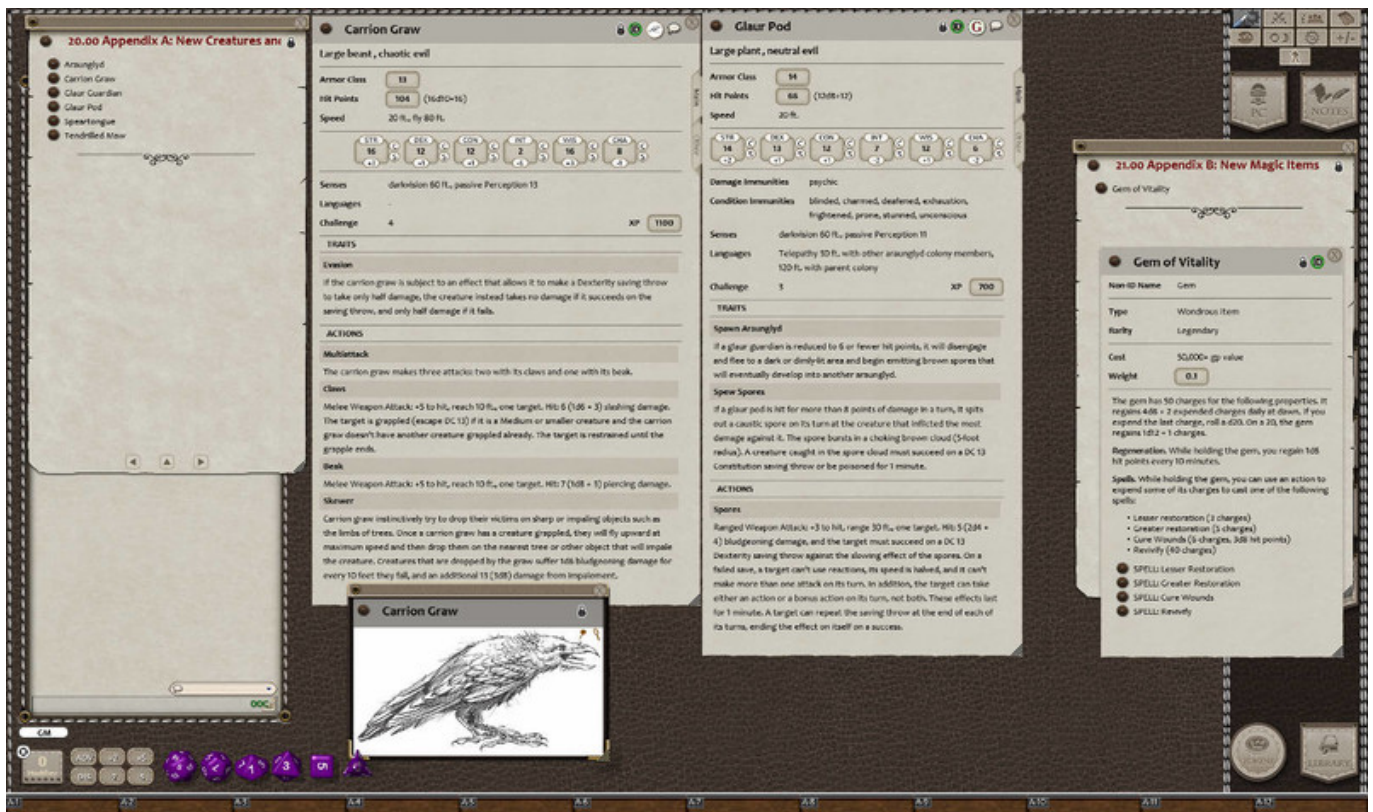


Fantasy Grounds - Quests Of Doom 4: Nightstone Keep (5E) Download For PS



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About This Content

Quests of Doom 4: Nightstone Keep

by **Ed Greenwood** (for 4 to 6 characters from 4th and 6th level)

This location-based adventure is centered on a ruined, long-disused stone keep in a temperate wild forest area (possibly not far off a caravan road or forest trail). The characters will be able to explore the ruins of the keep, which have become a plant colony, and attempt to wrest a powerful treasure from the clutches of the arauglyd, a gigantic sentient fungus. The arauglyd will attempt to thwart the players at every turn, using its drone-like minions to harass and hinder them as they go.

Converted by: **Charles Surette**

Released on August 30, 2018. Designed for Fantasy Grounds version 3.3.6 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: Nightstone Keep (5E)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 6 Sep, 2018

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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

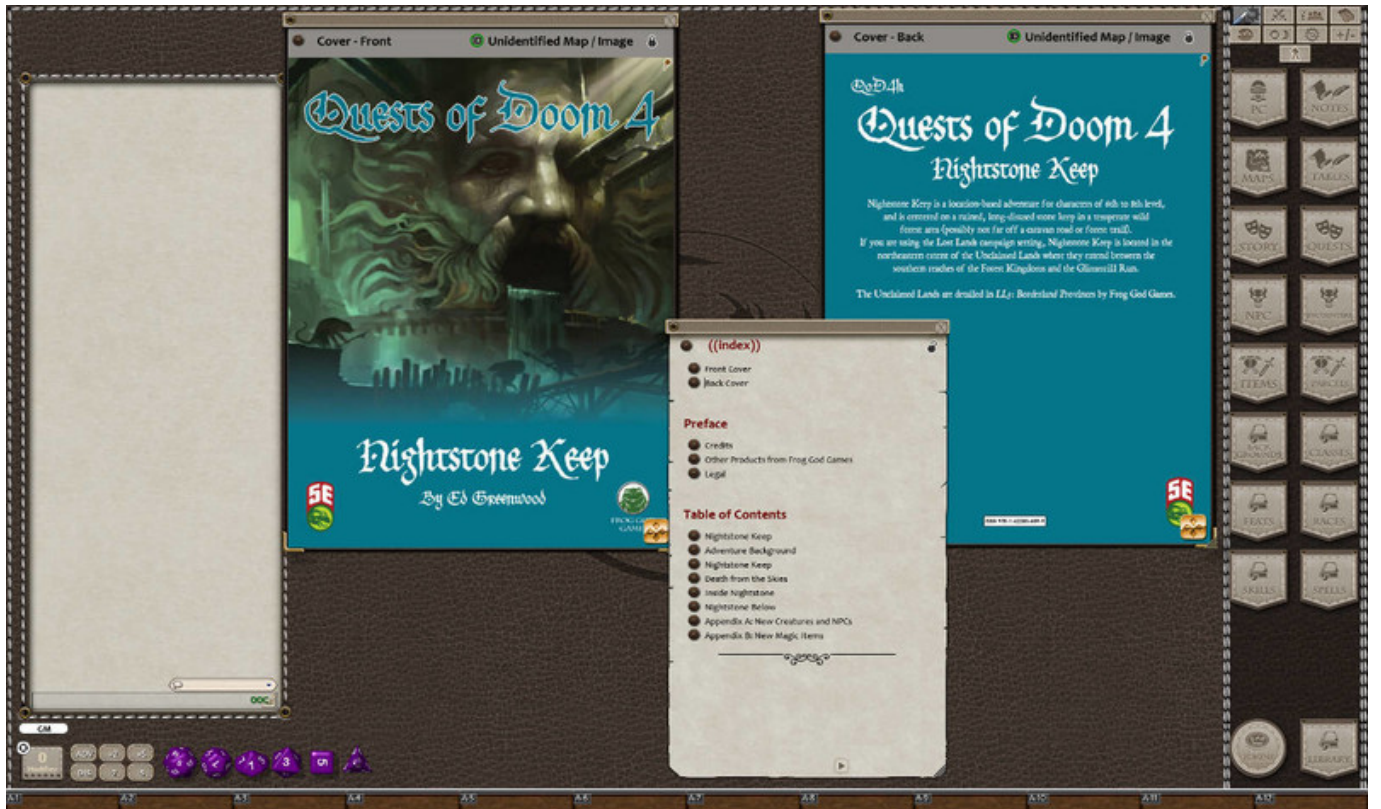
Network: Broadband Internet connection

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



04.00 Death from the Skies

A motley pair of carrion graw nesting atop the keep see any characters approaching. The graw catch immediately be seen from below, as they lie on its roof with wings spread and heads down, peering out through the gaps where merfolk have fallen away. The graw will swoop to attack as soon as any character moves into the open.

ENCOUNTER: Carrion Graw

The graw have learned to keep clear of the plant growths in the courtyard and in the castle cellars, and now ignore them. They wait until characters enter the keep before pouncing, but then seek to disable as many characters as possible, watching them and flying them aloft to impale them on the battlement spikes to create a landing for later. Though they attack fearlessly, heedless of damage, the graw are neither stupid nor suicidal. A graw will fly away if it takes more than half of its hit points in damage, but may lurk nearby and attack again later as the characters leave.

The graw will attack with their beaks, but will attempt to grab any characters in heavy armor, or bearing weapons. Grabbed characters will either be dropped, taking 10d points of bludgeoning damage for each 10 feet fallen, or be dropped upon the spiked merlons of the keep. As described under the graw modular entry below, characters dropped on the spikes must make a successful DC 14 Dexterity saving throw or take 13 [5d6] points of damage and be impaled; impaled creatures are considered restrained and must succeed on a DC 11 Dexterity (Acrobatics) check to free themselves. Once free, the characters can move onto the roof of the keep.

If a graw is damaged by an attack while carrying characters, it drops its target down the hole in the courtyard adjacent to the keep. The hole opens into the arangysil-coated Main Cellar below, inflicting 10d6 points of damage. They lose the bones of past meals into the same pit.

05.00 Inside Nightstone

The reason for the keep's name is obvious: it is fashioned of closely fitted, massive blocks of hard black volcanic stone mortared with a mud, lime, and salt solution scorched with fire to fuse the mortar and create a seamless surface. A typical block is 2 feet wide and high, and 4 feet long, and is heavy enough to take two strong humans to shift, and three to lift and carry. The walls are very solid.

- Unstable Floors
- Ground Floor
- Second Floor Feasting Hall
- Third Floor Throne Room
- Fourth Floor Royal Chambers
- Fifth Floor Battlements

● The Keep Courtyard

06.00 Nightstone Below

- Main Cellar
 - MAP Nightstone Keep Cellar (PLAYER)
 - MAP Nightstone Keep Cellar (GM)
- Main Cellar
- North Pantry
- South Pantry
- Long Passage

● Oublette

- MAP Nightstone Keep Oublette (PLAYER)
- MAP Nightstone Keep Oublette (GM)

- The Antrovy
- Oublette
- The Wine Cellar
- Descending Passage

● Upper Cavern

- MAP Nightstone Keep The Deep


- Upper Cavern
- The Deep Cavern

05.01 Ground Floor


MAP Nightstone Keep Ground Floor

The western half of this vast openroom (its stone ceiling is 50 feet high) is given over to the curving wagon-way between the two large floors, a way that bends around the central stone block pillar. On this level of the keep only, the stone stairs upward do not wind around the pillar; they climb around the inside of the main wall, up to the feasting hall above. Under their taller reaches, there's a hole in the ground floor where a smooth, wide, and not very steep stone ramp descends into the Main Cellar, underground. Nothing much is left of the stout wooden trestle tables and benches that formerly furnished this level. These rotted into the ground long ago, to be replaced by now shriveled toothholes and creeper vines. (It takes some time to hike through this refuse, but nothing of value is found except a lone, long-lost copper coin, a sullien copper spoke.)


MAP Nightstone Keep Ground Floor




MAP Nightstone Keep Cellar (PLA)



MAP Nightstone Keep Oublette (PL)



MAP Nightstone Keep The Deep



01.00 Nightstone Keep

Nightstone Keep is a location-based adventure for characters of 4th to 8th level, and is centered on a ruined, long-dead stone keep in a temperate wild forest area (possibly not far off a caravan road or forest trail). If you are using the Lost Lands campaign setting, Nightstone Keep is located in the northeastern extent of the Unclaimed Lands where they extend between the southern reaches of the Forest Kingdoms and the Cloments' Run. The Unclaimed Lands are detailed in *LEB: Borderland Provinces* by *Frag Cool Games*.

Avoid from the initial caravan gaw encounter, and any forest encounters or scuffling oversized spiders you wish to add for context, instead as player characters cautiously explore the ruins, this is a foray into a pliant colony, characters encounter and fight various plant creatures spawned and controlled by their parent arachnid, a gigantic sentient fungus wrapped around the main treasure of the adventure: a gem of vitality. This magic item is powering growth of the arachnid, so the giant fungus wants to keep it.

ITEM: Gem of Vitality

You should seed the adventure by having several NPCs encounter (at fairs, taverns, shops, or fairsides in wayside peddlers' camps) in which the characters are told lurid tales of the various battles and lost treasures and rumored hauntings of "ruined Nightstone Keep" and how it got to its present state, a history summarized hereafter.

02.00 Adventure Background

Nightstone Keep is a stoutly built stone stronghold atop extensive cellars stores and an extensive armory. Legend holds that the keep was built more than two centuries ago by Arnel Redband — "King Redband" — a self-styled local ruler.

Reidhard was a successful mercenary warrior and adventurer who made his fortune slaying dragons. He brought home a long caravan of wagons groaning under the weight of coins and gems and built Nightstone to be the seat of his new realm.

The farming fields of Redbandyn flourished while its founder lived but was torn by civil strife when the Redband died at a ripe old age. Factions led by his hot tempered, young second son, his three grown sons, and his lord marshal of the guard in the name of Redband's oldest child (the Lady Isabelle) all drew swords and fought for the Redband's throne. Soon, the contested throne was black with blood. When the struggle finally ended, Queen Isabelle was a scarred wreck attended by a handful of faithful retainers on a lone farm near Nightstone Keep. The forest had taken over all of the deserted lands that now stood in what had once been Redbandyn — for everyone else was slain or fled. Then, the sickness came. A brown, furry growth crept along the walls, ceilings and finally the floors of the keep's cellars, making folk cough and choke, leaving them ultimately unable to draw deep breaths. They ended their days as feeble shufflers.

In the end, Isabelle and her few attendants packed a last wagon and departed for lands to the south, abandoning Nightstone to bandits, roaming beasts, and the elements. The bravest woodcutters and foresters explored the keep from time to time, finding large caches of coins and keeping alive the rumors of huge dragon riches still to be found, but no one tried to live in the keep.

These days, locals warn of giant birds that swoop from atop Nightstone's crumbling ramparts, snatching up and carrying off victims, so that now no one goes near it. Those still alive who

03.00 Nightstone Keep

From a distance, the ruined keep looks like a stout, square black shaft rising out of trees and clinging vines, with crumbling crannies featuring sharply pointed merlons that look like cracked and missing teeth. This unwieldy tower is 80 feet square and roughly 110 feet tall. Its ground floor is windowless, with three floors above.

The vines are widespread but won't support the weight of even a child; they break off and crumple to the ground if any climber mounts them. None of the tree branches reaching close to the keep will be large enough to support human weight; they bend and then crack and dangle in splintered ruin if any character seeks to use them to reach windows or higher points on the keep's walls. The walls themselves are deep black and polished smooth, even after the passage of so many years, and can't be climbed.

The keep's once-stout wooden doors collapsed into ruin long ago, and in its place rotting heaps on either side of the opened entrance. There's a second open doorway on the facing wall of the keep that leads into a stone-walled, flagstone courtyard where wooden stable buildings long ago collapsed and vanished under the onslaught of trees, bushes, and vines. The way between both doors is a curving route, because squarely in the center of the keep, blocking the direct way, is a massive central pillar of fitted stone blocks.

CM

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