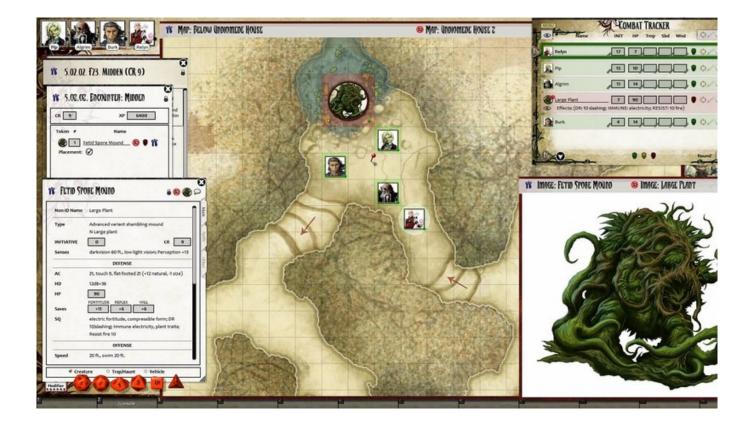Fantasy Grounds - Pathfinder RPG - Carrion Crown AP 4: Wake Of The Watcher (PFRPG) Ativador Download [hacked]

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About This Content

Pathfinder Adventure Path #46: Wake of the Watcher (Carrion Crown 4 of 6) (PFRPG)

Chapter 4: "Wake of the Watcher"

by **Greg A. Vaughan**

No one goes to Illmarsh. An ugly town, unfriendly to strangers and squatting amid the nastiest stretch of swamp in Ustalav, Illmarsh seems to breed rumor and madness, and those who speak of it always whisper of strange disappearances, misshapen shadows, and sacrifices to things terrible and forgotten. But when the trail of the death cultists known as the Whispering Way leads to Illmarsh, it's up to the PCs to learn the secrets of the sickly village. There they'll find a desperate people, caught in a war between beings from beneath the seas and invaders from the darkest corners of the cosmos. Can the heroes save Illmarsh from its tradition of terror? Or will they be the next victims of the horror from beyond the stars?

This volume of Pathfinder Adventure Path continues the Carrion Crown Adventure Path and includes:

- "Wake of the Watcher," a Pathfinder RPG adventure for 9th-level characters, by Greg A. Vaughan

- Blasphemous secrets of the foul faiths known collectively as the Old Cults and sanity-shattering gods such as Azathoth, Nyarlathotep, and Cthulhu, by James Jacobs

- A giant bestiary filled with eight classic monsters inspired by the writing of H. P. Lovecraft and the tales of the Cthulhu Mythos, by James Jacobs and Greg A. Vaughan

- Laurel Cylphra's discovery that the dead aren't the only dangers in Ardis in a new entry into the Pathfinder's Journal, by F. Wesley Schneider

This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:

- All maps resized and set up with a preset grid to make combats easy to manage

- Individual area descriptions linked to maps, containing new encounters, treasure parcels and descriptions for just that area

- Tokens for each encounter are all pre-placed in starting locations on the map. You can edit these on the fly.

- Drag and drop treasure parcels and Encounter XP that is easily awarded to your players to keep the game moving ahead

- All the images and handouts from the book available to share with your players as you need them

Converted by: **Danny Stratton**

Released on November 16, 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 Pathfinder ruleset.

Title: Fantasy Grounds - Pathfinder RPG - Carrion Crown AP 4: Wake of the Watcher (PFRPG)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 19 Nov, 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

MAP: TOWN OF ILLMARSH

MAP: TOWN OF ILLMARSH

COMBAT TRACKER

Name	INIT	HP	Tmp	Sbd	Wnd
Giant Lake Octopus	21	142			

Imms? ○ INIT +6   CMB +22   Spd 20 ft., swim 30 ft., jet 200 ft.

Atk bite +18 (2d6+9/19-20 plus poison) or tentacle +16 (1d6+4 plus grab)

bite +18 (2d6+9/19-20 plus poison) and 8 tentacles +16 (1d6+4 plus grab)

Algrim	19	14			
Pip	16	10			
Burk	12	14			
Relyn	11	7			

Round 1

3.06. ENCOUNTER: TERROR FROM THE DEEP

| CR | 10 | | XP | 9600 |

| Token | # | | Name |
| | 1 | | Giant Lake Octopus |

Placement: ☑

GIANT LAKE OCTOPUS

| Non-ID Name | Giant Lake Octopus |

Type	Advanced giant octopus
	N Huge animal (aquatic)
INITIATIVE	+6	CR	10
Senses	low-light vision; Perception +9

DEFENSE

AC	22, touch 10, flat-footed 20 (+2 Dex, +12 natural, -2 size)
HD	15d8+75
HP	142
Saves	FORTITUDE +14 REFLEX +13 WILL +8
SQ	Ink cloud (30-ft. radius sphere)

OFFENSE

| Speed | 20 ft., swim 30 ft., jet 200 ft. |
| Attack | bite +18 (2d6+9/19-20 plus poison) or tentacle |

☑ Creature   ○ Trap/Haunt   ○ Vehicle

0 Modifier

The Stars Are Wrong

PATHFINDER
ADVENTURE PATH

Carrion Crown
WAKE OF THE WATCHER
By Greg A. Vaughan

Chat.

GM

0
Modifier

jconsole

Pip | Algrim | Burk | Relyn

4.08. E8. Secret Chapel

...the ...side ...... opening, this secret chapel to the
congregation in the bethel. The pool in this chamber connects
to the pools in the Fostering Rooms (areas E9 and E10) and
thence to tunnels leading to the wharves (area D3) and
Undiomede House (area F27).

D3. The Wharves

4.08. Encounter: Secret Chapel

CR	9	XP	6400

Token	#	Name
	1	Scion of the Sea

Placement: ☑

Scion of the Sea

Non ID Name	Large Aberration

Type	Fiendish divine guardian chuul
	CE Large aberration (aquatic, chaotic, evil)

INITIATIVE	+11	CR	9

Senses	darkvision 60 ft.; Perception +19

DEFENSE

AC	22, touch 12, flat-footed 19 (+3 Dex, +10 natural, -1 size)

HD	10d8+40

HP	85

	FORTITUDE	REFLEX	WILL
Saves	+7	+6	+11

SQ	ability healing, amphibious, blessed life, bound to the faith, sacred sites; DR 5/good; immune disease, mind-affecting effects, poison; Resist ...ld 10, fire 10; SR 14; fast healing 5

☐ Creature   ☐ Trap/Haunt   ☐ Vehicle

COMBA...

	Name	INIT	HP
	Pip	16	10
	Relyn	16	7
	Large Aberration	15	85
	Effects: (DR: 5 good; IMMUNE: disease; ... 10 cold; RESIST: 10 fire; FHEAL: 5; DMGTY...		
	Burk	12	14
	Algrim	7	14

Image: Symbol of D... | Image: Symbol