Fantasy Grounds - The Blight: Horror In The Sinks (5E) Download] [PC]

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About This Content

The Blight: Horror in the Sinks

Lurking in the drowning folly that is the aristocratic enclave of the Sinks, the horrific Asylum, shunned by a citizenry terrified of the revelations it may contain, is where the nobles of the Blight bury their living secrets.

But when too many overseers are killed, and in ways someone must enter to investigate.

Those who do soon learn that life - if it can be called that within its walls of that bleak place -- is even worse than they feared and the truths that nestle within its inmates are far more distressing than mere madness.

Horror in the Sinks is a stand-alone adventure set in The Blight for 4-6 3rd-level characters.

Converted by: **Jay Scheponik**

Released on January 17, 2019. 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 - The Blight: Horror in the Sinks (5E)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 5 Feb, 2019

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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

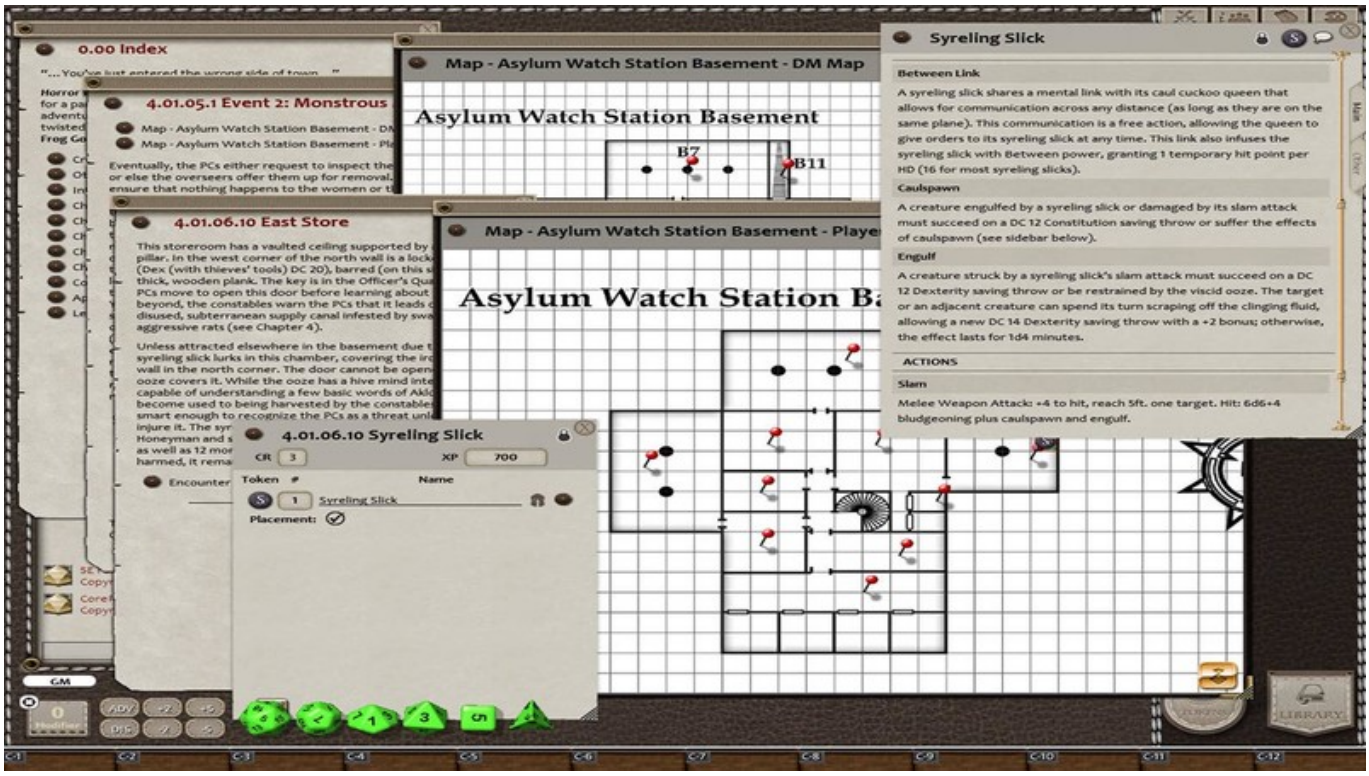
Network: Broadband Internet connection

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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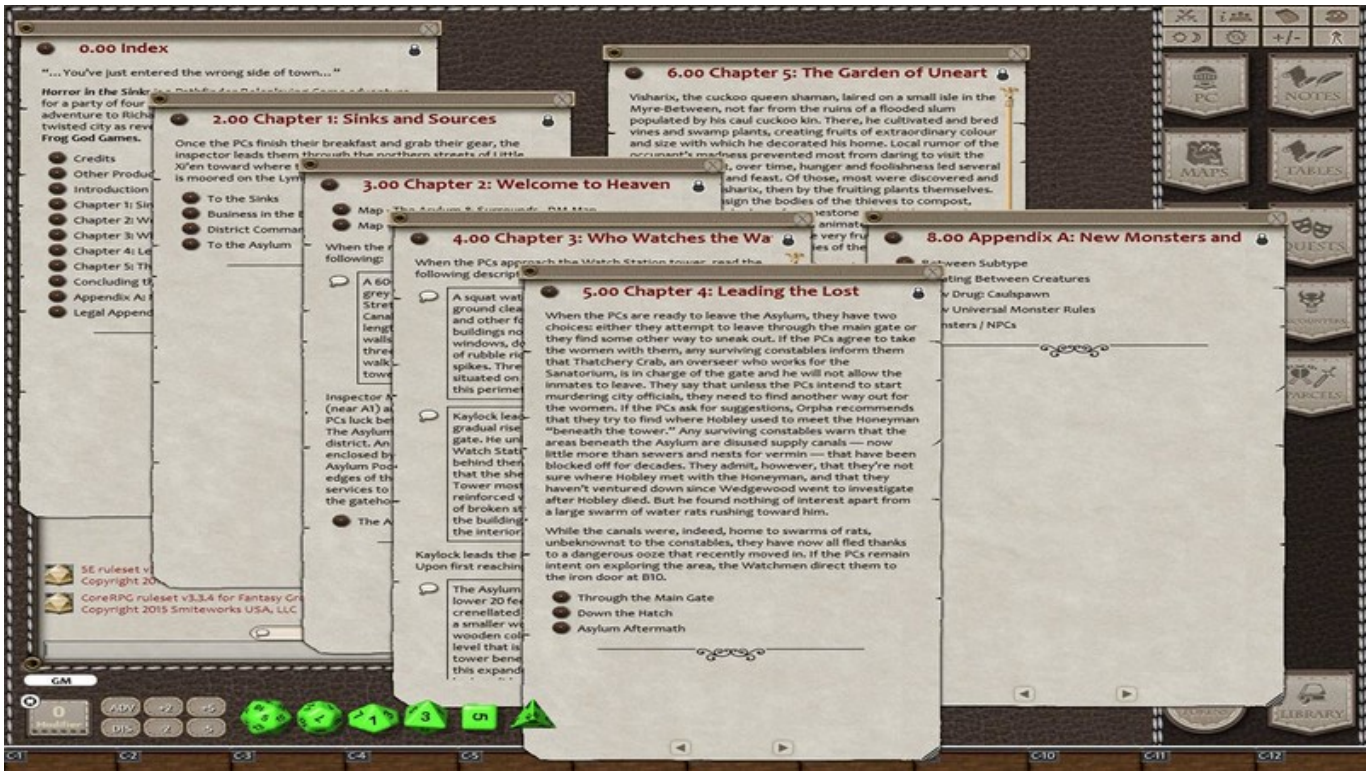
Asylum Watch Station Ba
4.01.06.10 Syreling Slick
CR 3
XP 700
Token #
Name
1 Syreling Slick
Placement:
Syreling Slick
Between Link
A syreling slick shares a mental link with its caul cuckoo queen that allows for communication across any distance (as long as they are on the same plane). This communication is a free action, allowing the queen to give orders to its syreling slick at any time. This link also infuses the syreling slick with Between power, granting 1 temporary hit point per HD (16 for most syreling slicks).
Caulspawn
A creature engulfed by a syreling slick or damaged by its slam attack must succeed on a DC 12 Constitution saving throw or suffer the effects of caulspawn (see sidebar below).
Engulf
A creature struck by a syreling slick's slam attack must succeed on a DC 12 Dexterity saving throw or be restrained by the viscid ooze. The target or an adjacent creature can spend its turn scraping off the clinging fluid, allowing a new DC 14 Dexterity saving throw with a +2 bonus; otherwise, the effect lasts for 1d4 minutes.
ACTIONS
Slam
Melee Weapon Attack: +4 to hit, reach 5ft. one target. Hit: 6d6+4 bludgeoning plus caulspawn and engulf.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Concluding th
Appendix A: N
Legal Append
2.00 Chapter 1: Sinks and Sources
Once the PCs finish their breakfast and grab their gear, the inspector leads them
is moored on the Lym
To the Sinks
Business in the
District Comma
To the Asylum
3.00 Chapter 2: Welcome to Heaven
4.00 Chapter 3: Who Watches the Wa
5.00 Chapter 4: Leading the Lost
When the PCs are ready to leave the Asylum, they have two choices: either they attempt to leave through the main gate or they find some other way to sneak out. If the PCs agree to take the women with them, any surviving constables inform them that Thatchery Crab, an overseer who works for the Sanatorium, is in charge of the gate and he will not allow the inmates to leave. They say that unless the PCs intend to start murdering city officials, they need to find another way out for the women. If the PCs ask for suggestions, Orpha recommends that they try to find where Hobley used to meet the Honeyman "beneath the tower." Any surviving constables warn that the areas beneath the Asylum are disused supply canals — now little more than sewers and nests for vermin — that have been blocked off for decades. They admit, however, that they're not sure where Hobley met with the Honeyman, and that they haven't ventured down since Wedgewood went to investigate after Hobley died. But he found nothing of interest apart from a large swarm of water rats rushing toward him.
While the canals were, indeed, home to swarms of rats, unbeknownst to the constables, they have now all fled thanks to a dangerous ooze that recently moved in. If the PCs remain intent on exploring the area, the Watchmen direct them to the iron door at B10.
Through the Main Gate
Down the Hatch
Asylum Aftermath
6.00 Chapter 5: The Garden of Uneart
Visharix, the cuckoo queen shaman, laired on a small isle in the Myre-Between, not far from the ruins of a flooded slum populated by his caul cuckoo kin. There, he cultivated and bred vines and swamp plants, creating fruits of extraordinary colour and size with which he decorated his home. Local rumor of the
and feast. Of those, most were discovered and
sharix, then by the fruiting plants themselves.
sign the bodies of the thieves to compost,
8.00 Appendix A: New Monsters and
ween Subtype
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Drug: Caulspawn
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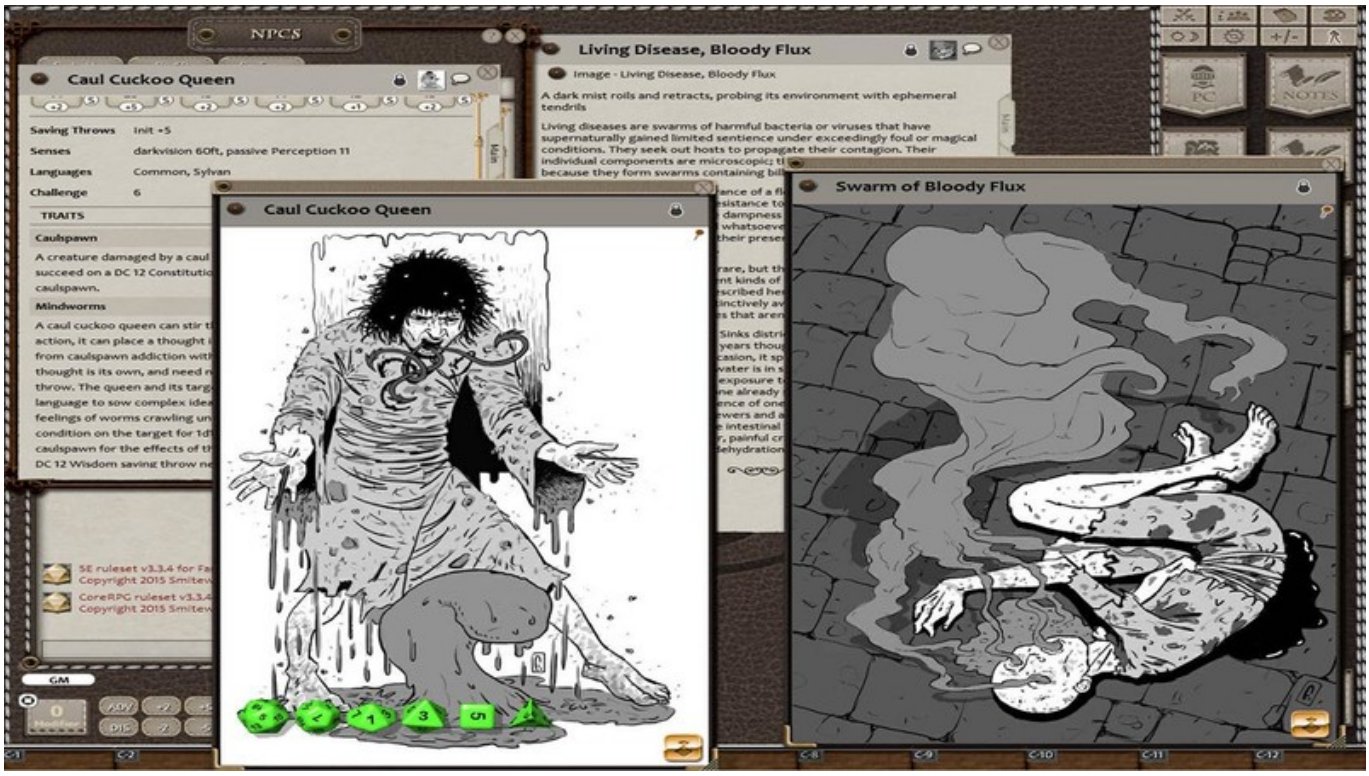
NPCS
Caul Cuckoo Queen
Saving Throws Init +5
Senses darkvision 60ft, passive Perception 11
Languages Common, Sylvan
Challenge 6
TRAITS
Caulspawn
Mindworms
Living Disease, Bloody Flux
Image - Living Disease, Bloody Flux
A dark mist roils and retracts, probing its environment with ephemeral tendrils
Living diseases are swarms of harmful bacteria or viruses that have supernaturally gained limited sentience under exceedingly foul or magical conditions. They seek out hosts to propagate their contagion. Their individual components are microscopic;
Caul Cuckoo Queen
Swarm of Bloody Flux
PC
NOTES
GM

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