

Fantasy Grounds - Road To Destiny (PFRPG) Digital Download



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About This Content

A stunning sandbox adventure for 2nd-level characters!

A legacy of death bears bitter fruit in the northern coastlands, as brothers long separated rise to the call of their darkling heritage. A new destiny has arisen in the west that threatens to shake the foundations of an empire half a world away, but not if Ranulfr the White Wolf and his one-eyed sibling can waylay these would-be heroes on their road to destiny! Bandits hound their steps, driving them from danger to danger, until their road reaches its bitter and bloody end - for them or their enemies!

This epic sandbox adventure by superstar AP author Jim Groves features fabulous artwork by Jason Juta and marvelous maps by one of this year's superstar finalists, Pedro Coelho! Designed to fill in the gaps during the early journeys of the Far East Adventure Path, this adventure delivers clever combats, negotiation and investigation, a delightful mix of urban and wilderness adventure possibilities, and roleplaying possibilities aplenty. Perhaps even more so than other Adventure Path Plug-Ins, Road to Destiny ably stands on its own as a self-contained micro-campaign, but it can provide equal richness and excitement in any campaign. Legendary Games combines stellar writing talent with innovative layout and product design and top-notch artistic values that we think will bring you back again and again, and we think that Road to Destiny will absolutely help Make Your Game Legendary!

Requires: A Fantasy Grounds full or ultimate license or an active subscription and the Pathfinder ruleset (3.5E Compatible).

Title: Fantasy Grounds - Road to Destiny (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 14 Nov, 2016

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Minimum:

OS: Windows XP, Vista, 7x , 8x or 10x

Processor: 1.6 GHz processor or higher

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: N/A

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

2.2.1. THE THIEF (CR 3)

Creation: First, the GM should decide how Vaylenchek divests himself of the book and hides among the PCs caravan. If the GM doesn't want to leave PCs involvement to chance, Vaylenchek hides his satchel among their newly acquired trade goods in advance so the PCs carry it back to their wagons without their knowledge. In such a case he shadows the PCs so he can either steal it back or make contact with them in town.

Alternately, the gnome could invisibly stash it somewhere the PCs an opportunity to catch him. Finally, Vaylenchek could approach the caravan, and stash the tome when he hopes to hide amidst and that the PCs resist being questioned.

The GM should also decide when or not when Lexia arrives. He is present, he should either present as a new member of the party or as a familiar face.

Encounter: The Thief

2.2.2. The Detective

Challenge Rating 4 XP 1200

Token # Name
1 Lexia Harken

Placement: University Town Guard

Vaylenchek

Type Male gnome rogue Illusionist 3
CN Small humanoid (gnome)

Initiative +3 CR 3

Senses low-light vision; Perception +9

DEFENSE

AC 15, touch 15, flat-footed 11 (+3 Dex, +1 dodge, +1 size) (+4 dodge vs. giants)

HD 1d8+3d6+10

HP 28
Fortitude +4 Reflex +7 Will +5

Saves +1 reflex save vs. traps, +2 saves vs. illusions; trapfinding +1, arcane bond (wand of grease), extended illusions +1 rounds

OFFENSE

Speed 20 ft.

Attack raider +5 (1d4-1/18-20)

Encounter: The Detective

Lexia Harken

Type Female human inquisitor of Travel and Trade 4
LN Medium humanoid (human)

Initiative +3 CR 3

Senses Perception +9

DEFENSE

AC 16, touch 10, flat-footed 16 (+5 armor, +1 shield)

HD 4d8+8

HP 29
Fortitude +4 Reflex +3 Will +7

Saves +3, solo tactics, stern gaze, track +2, +10 base speed from Travel domain, agile feet (6/day)

OFFENSE

Speed 40 ft.

Attack mwk morningstar +6 (1d8+2) or mwk light crossbow +4 (1d8/19-20)

University Town Guard

Type Human warrior 3
LN Medium humanoid (human)

Initiative 0 CR 1

Senses Perception +3

DEFENSE

AC 18, touch 10, flat-footed 18 (+8 armor)

HD 3d10+3

HP 19
Fortitude +4 Reflex +1 Will +1

Saves +4

OFFENSE

Speed 20 ft.

Attack halberd +5 (1d10-3/x3) or heavy flail +5 (1d10+3/19-20) or sap +5 (1d6+2 nonlethal) or heavy crossbow +3 (1d10/19-20)

Full Attack halberd +5 (1d10-3/x3) or heavy flail +5 (1d10+3/19-20) or sap +5 (1d6+2 nonlethal) or heavy crossbow +3 (1d10/19-20)

The screenshot displays a Game Master's interface for a D&D 5e session. The main window shows a map titled "Map A - Goblin Ambush" with a caravan of wagons and draft horses on a dirt road. Several challenge pop-ups are overlaid on the map:

- 1.1. Goblin Ambush - The Decoys**: Challenge Rating 2, XP 600. Tokens include 3 "Goblin Decoy" and 1 "Skeeter, Decoy Leader".
- 1.1. Draft Horses**: Challenge Rating 0, XP 0. Token includes 4 "Caravan Draft Horse".
- 1.1. Goblin Ambush - The Goblin Raiders**: Challenge Rating 4, XP 1200. Tokens include 1 "Sputterlick" and 4 "Whistlewhip Goblin Raider".

A "REFERENCE" window on the right contains a "Summary" section with text about a caravan being ambushed by goblins. Below the map, a text box titled "THE GOBLIN RAIDERS (CR 4)" provides details on the raid group's tactics and "CARAVAN RULES".

THE GOBLIN RAIDERS (CR 4)
Creatures: The raid leader, Sputterlick, makes the determination when to attack upon how successful Skeeter and the decoy group have diverted would-be guards. Consider how the pace of the overall encounter: if the players won't give pursuit succumbs too easily, the raiders launch their attack promptly.
 The raid group doesn't fight "fair" in any sense of the word. Whether the GM narrates as part of caravan combat, or plays out traditional combat, the goblins don't hesitate to use fire, attack the horses, cut the horse's harnesses, and in general mob any one of the caravan's draft horses. The caravan's draft horses are assumed to be "heavy horses" as described in the Player's Guide, and a full stat block has been provided for the GM's convenience. If the horses cannot use their hoof attacks unless cut free of the caravan hitching, however.
Encounter: Goblin Ambush - The Goblin Raiders

CARAVAN RULES
 If all of the PCs have left the caravan, the fight can be streamlined by pitting the caravan encounter (to represent the main raiding group) using the ability scores in "Combat". The caravan can avoid this encounter by intimidating the goblins into leaving.

At the bottom left, a "Modifiers" section shows a total of 0 and several red dice icons.

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A "REFERENCE" window is open on the right, showing a "Summary" section with text about a coastal home town and University Town. Below the map, there is a text box titled "THE GOBLIN RAIDERS (CR 4)" and "CARAVAN RULES".

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