

## Fantasy Grounds - B03: It All Falls Down (5E) Download Game Hacked



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### About This Content

#### A 5th Edition compatible adventure for four to six PCs of level 6

*The Saatman emerald is an artifact, a relic of a long lost civilization that has been safely hidden in the Iroth family vault for years. But now, it, along with thousands of other precious gems have been stolen! A secretive group of duergar, long since driven insane from a curse, have broken into the family home and stolen away with the emerald, which must be recovered before it is lost in the miles of tunnels that lead ever deeper into the world.*

But getting the relic back is the easy part! The players will soon find themselves running for their lives, and lost in an underground catacomb as the duergar are more than happy to collapse the tunnels behind themselves. Are the players lost forever, or perhaps, are there other treasures to recover on the long road back to the world above?

*Also included in "It all Falls Down":*

- The Thousand-Hammer, a wall-toppling magic item bound to pack a punch
- A new monster, the Chikfari, along with several variants the PCs can hope to catch and train as mounts
- Details on the Iroth family, complete with treachery brewing

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**Requires:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included 5E Ruleset.

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Title: Fantasy Grounds - B03: It All Falls Down (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 3 Jan, 2017

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**Minimum:**

**OS:** Windows XP, Vista, 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:** N/A

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

English

Золото неканонично, а яры!

SE ruleset v3.2.1 for Fantasy Grounds  
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CoreRPG ruleset v3.2.1 for Fantasy Grounds  
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GM: "Thank you again, truly. I have mastered many skills in my long life, but recovering stolen property is not one of them" Matthew pauses for a moment to brush off a smudge from his sleeve. "The best news is that nobody was killed. Not even the Duergar - one of the rotten grey things from that underground city of theirs. We - or rather you - can figure out what was going on and why they robbed me in the first place."

The master of the house gestures you all closer and drops his voice


GM: Matthew: "Then, kill the buggers, every one you find. They cause too much trouble. I'll make sure you're compensated."

Continuing about like nothing was amiss, he added:

GM: Matthew: "And most of all, the Saabman Emerald - I bought it from a dragon for a small fortune. Above anything else, make sure you recover it."

Chat

**Art: Hammer**



**2.00 Chapter 2: The Chase**

The sound of hammers leads the PCs down the main pass a collapsed side-passage - which would have led beneath the 2nd vault - and eventually to the Xibrell duergar, not far away.

**Skill Check**

Between the current locale, PCs to make a PC that succeed in a cavern, contact such a way the detonation of

**Item:** The For each blow collapses of the maximum of fo

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**Thousand-Hammer**

Type: Wondrous Item    Template?

Rarity: Uncommon


Weight: 20

Art: Hammer

Mounted on a wooden handle, this wrapped package resembles a large, mundane hammer. However, the resemblance ends there. Often called thunder hammers for the cacophonous boom they cause when they detonate, they are designed to crack through stone and mortar with the power of a thousand hammer blows.

The user can set a thousand-hammer to detonate at

**Portrait: The Mad Dwarf**



**LOI The Mad**

Who are you?

Arsonist: "Arsonist is a topaz break thing again, because it is as for as a diamond glitters in the light of the fire. Even he doesn't break things like I do. No, not like I."

How did you break into the vault?

Arsonist: "A thousand hammer blows opened the way, a thousand hammer blows closed it. A thousand hammer blows rained upon my head as the walls turned to ash... But the gems are empty of hammers."

Where are you from? Or how do we get to Xibrell?

Arsonist: "Xibrell, Xibrell, Xibrell..." The duergar begins to chant, almost praying, then suddenly stops. "But not him, he wanted us to have gold, he was not us. Xibrell, Xibrell, Xibrell..."

Who is he?

Arsonist: "He wanted to take away our coal, our fuel like wanted red and woods, really

GM

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1 2 3 4 5 6 7 8 9 10 11 12



### (It All Falls Down)

A short adventure by Michael McCarthy, for a party of four 6th level adventurers.

- Art: Cover
- OPEN GAME LICENSE v.1.0a

#### Credits

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Chat

Art: Cover

### STORY

Group: (All)

- (It All Falls Down) 2: All Falls Down
- 0.01 Adventure Background 2: All Falls Down
- 0.02 Adventure Hooks 2: All Falls Down
- 0.03 Adventure Synopsis 2: All Falls Down
- 1.00 Chapter 1: The Interrogation 2: All Falls Down
- 1.01 The Mad Dwarf 2: All Falls Down
- 1.02 Grabgar's Shack 2: All Falls Down
- 2.00 Chapter 2: The Chase 2: All Falls Down
- 2.01 Collapsing Tunnels 2: All Falls Down
- 2.01 Detonation Site 2: All Falls Down
- 2.02 First Leg 2: All Falls Down
- 2.03 Second Leg 2: All Falls Down
- 2.04 Third Leg 2: All Falls Down
- 2.0 Rubble-Strewn Chasm 2: All Falls Down
- 3.00 Chapter 3: The Escape 2: All Falls Down
- 3.00 Abandoned Tomb 2: All Falls Down
- 3.F0 Invascapee's Cavern 2: All Falls Down
- 3.F1 Main Cavern 2: All Falls Down
- 3.F2 Waterfall Ascent 2: All Falls Down
- 3.G0 Ancient Meteorite 2: All Falls Down
- 3.H0 Xibrell 2: All Falls Down
- 3.H1 City Proper 2: All Falls Down
- 3.H2 Xibrell Shack 2: All Falls Down
- 3.H0 The Heaps 2: All Falls Down
- 3.H4 Xibrell Barracks 2: All Falls Down
- 3.H5 The Fort of Madness 2: All Falls Down
- 3.H6 Deep Descent 2: All Falls Down
- 3.J0 Chalfari Nest 2: All Falls Down
- 3.K0 Surface Passage 2: All Falls Down
- 3.K0 Abandoned Locations 2: All Falls Down
- Concluding the Adventure 2: All Falls Down
- OPEN GAME LICENSE v.1.0a 2: All Falls Down
- Subbar A: The Troth Family Tree 2: All Falls Down

GM

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### 3.00 Chapter 3: The Escape

trapped underground. There are miles of tunnels to contend with, and all the dangerous things that live within.

**Adventure Location: Xibrell Tunnels**

- Location:** This network of tunnels serves as a lair to the Xibrell duergar, and the many beasts that they both hunt and avoid.
- History:** The primary tunnels here were once an ancient lava flow, thousands of years ago. Now that they lay empty, they have been used as a landing for occasional excursions between the underworld and the surface. Only in the last forty years did the duergar settle the village now called Xibrell, before falling prey to one of many curses within these depths.
- Dangers:** Duergar, Monsters, Survival
- Lighting:** None
- Walls:** Natural Stone
- Doors:** none
- Mood/Theme:** Isolated, quiet tunnels in total darkness, with creatures within lurking around every corner.

You may use cave maps from "FG Battle Maps" module.

**Encounters Underground**

Many species of dangerous creatures live within the dark tunnels around Xibrell. Twice a day roll a d100. On a result of 1-50 the PCs will randomly encounter one of the many stalking threats.

● Table: Encounters Underground

● 3.00 Abandoned Tomb

They cause too much trouble. If make sure you're compensated."


Continuing about like nothing was amiss, he added:

Matthew:  
"And most of all, the Saabman Emerald - I bought it from a dragon for a small fortune. Above anything else, make sure you recover


1d100

Result	Result
1 - 10	2 Minotaur*
11 - 30	1d4 Chikfari
31 - 40	1d4 Wights*
41 - 75	1d6 Duergar
76 - 95	Cloaker*
96 - 100	Owler

Chikfari Art: Chikfari



Map: Silverlight Tunnels



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