Fantasy Grounds - Death Comes To Stoneholme (PFRPG) Download For Pc Compressed



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# About This Content

# Death Comes to Stoneholme

### A Pathfinder Roleplaying Game compatible adventure for four to six 5th level PCs

*When the PCs are asked to serve as bodyguards to one of the nobles of Stoneholme, it seems like a simple enough job, but his subsequent death will force them into a web of intrigue, mystery and danger. Under suspicion for the strange death they were hired to prevent, touched by accusations of devil worship which strike a little too close to home, and faced with their own failure as bodyguards, the PCs will have ample motivation to investigate the matter. As the PCs work to clear their names, they will uncover diabolically dark secrets and face grave peril in the tombs of Stoneholme.*

Death Comes to Stoneholme is a Pathfinder compatible adventure suitable for four to six PCs of 5th level, featuring urban investigation, and adventure in the tombs of the dwarven city of Stoneholme

*This fine dwarven-themed adventure includes:*

- Dwarves, diabolical ghouls, and darkfolk!

- New insights into the Underworld city of Stoneholme!

- New magical items and new monsters!

- Two separate dungeon areas – a darkfolk lair and a ghoulish warren of dwarven iron!

Released on May 28, 2017. Designed for Fantasy Grounds version 3.2.2 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 - Death Comes to Stoneholme (PFRPG)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 25 Aug, 2017

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**Minimum:**

**OS:** Windows 7x , 8x or 10x

**Processor:** 1 GHz or higher processor

**Memory:** 1 GB RAM

**Graphics:** DirectX or OpenGL compatible card

**DirectX:** Version 9.0c

**Network:** Broadband Internet connection

**Storage:** 500 MB available space

**Sound Card:** a sound card is required for hearing background music

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


English

Art: Descending

generously piled with food, into the chamber and laying them on the table before you.

"Eat, eat!" says Lord Deppenkhut genially.

hello



Map: Starkherk's Lair (DM)

# STARKHERK'S LAIR

**North**

Adventure

1 SQUARE = 5 FEET



## 03.CII Library and O...

...e walls of this room are lined... ...books. A desk sits against the... ...atly organized upon it. There... ...irs against the west and sou... ...nting of a dwarf hangs on the...

...ry is tended by Starkherk's m... ...ing dwarf ghoul named Lunkm... ...ders at once, infuriated at th... ...ord's demise.

...counter: Library and Office

...re

...ting is of Aldarn Starkherk's f... ...k (DC 18 Knowledge [local or... ...rth 500 gp.

...ks in the room have a combin... ...y of them are illegal to sell or... ...who sell through normal chan... ...p for them.

...'s spell book has all his prepa... ...cantrips, *arcane lock*, *grease*... ...*magic missile*, and *web*.

## ...mple to Dispater

...e chamber is hot, heated by... ...h burn with a bright red flame... ...the room, hanging from the i... ...ng are long chains ending in... ...s playing on the chains cast... ...ows on the iron plates which... ...nevertheless generate a continuous heat. If the braz... ...moved, the flames go out.

...f the room. Centered in the... ...altar. Gnawed bones lie sc... ...n the floor, and a dwarvis... ...sits on the center of the altar.

This chamber, the largest in the complex, is an unh... sanctuary desecrated to the worship of Dispater. The... room is under a permanent *desecrate* effect. The br... which are bolted to the door, are enchanted with a f... *continual flame*, which, while not hot enough to bur... nevertheless generate a continuous heat. If the braz... itself summon others of its kind.

If a good aligned character enters the room, they tri... ward placed on the altar which summons a devil to... the intruders. This ward resets after 24 hours unless... altar is broken and the room consecrated. The devil... summoned is a particularly vile bearded devil given t... gluttonous excesses. Because it is a summoned devil... itself summon others of its kind.

The bones on the floor are all dwarvish and have be... gnawed.

● Encounter: Temple to Dispater



Art: Lunkmore

...devoted and insane followers: a dark creeper named Slurg. Slurg possesses prodigious strength and is given to bouts of uncontrolled fury. Most of the other dark creepers are glad to give him the room, and Gint does not mind having such a mindful bodyguard near at hand. The pile of furs and rags is used as a bed by Slurg, and the cracked clay urn is used to house the dark creeper's few "treasures."

● Encounter: Slurg

## Treasure

The cracked urn is mostly filled with discarded rat bones, a few shiny rocks, and broken belt buckles. However, it also contains a set of jade divination stones (400 gp).

● Treasure: Second Sleeping Chamber

**Map: The Tombs**

UPPER TOMBS, THE CRYPTS     STONEHOLME

**Map: Dark-Folk Lair (DM)**

THE DARK-FOLK LAIR

R TOMBS

**Art: Wine**

**Art: Skulls**

**Nightbringer**

| | |
|---|---|
| Type | Weapon |
| Subtype | Simple One-Handed Melee |
| Cost | 22,472 gp |
| Weight | 10 |
| Damage | 1d8 |
| Damage Type | Bludgeoning |
| Critical | x2 |
| Bonus | 1 |
| Aura | moderate enchantment |
| Caster Level | 9 |
| Craft Prereq | Craft Magic Arms and Armor, blindness-deafness, deeper darkness, true seeing; Cost 11,236 gp |

Fashioned from bone black-steel, Nightbringer is a +1 heavy mace, which, when gripped, allows the user to see in any darkness, including *deeper darkness*. Upon a critical hit, Nightbringer strikes the target blind (DC 16 Fortitude negates). Once per day, the mace can be used to cast *deeper darkness*.

Stoneholme is...
dwarves trav...
business. Ahe...
catches your...
two guardsm...
steps out fro...
upon his gua...

Even as the...
other figure...
from the sh...
guardsmen are dead: stabbed in the back. The
noble begins yelling in earnest then; "Help!" Other
bystanders begin to move back from the scene of
altercation.

The private room is decorated with two
tapestries, each depicting different scenes from
the founding of Stoneholme. The table in the
middle of the room is a stout stone table,
surrounded by stone benches, atop which sits
plush cushions Waiting within is your host:
Shtawn, son of Strawn, son of Staut of clan
Deppenkhut, advisor to the king and currently
one of the most popular and powerful of men in
the city. He urges you to have a seat and shortly
thereafter dwarven servants are bringing platters
generously piled with food, into the chamber and
laying them on the table before you.

"Eat, eat!" says Lord Deppenkhut genially.

hello

**Rumors (Main)**

Before the adventure begins, each PCs has the opportunity to determine if they have heard any of the following rumors.

Roll   Custom   Output   Chat

1d10    **Rumor**

1 - 1   Lord Deppenkhut has saved the

**Rumors (Lord Starkherk)**

If the PCs make inquiries concerning Lord Starkherk, they are likely to hear one or more intriguing bits of information about the man.

Roll   Custom   Output   Chat

1d8    **Rumor**

1 - 1   Starkherk came into his present position when the former dwarf in charge of maintaining the tombs,

**Rumors (Devil-Worshippers)**

If the PCs ask around Stoneholme after Devilworshippers, they are likely to hear one or more of these rumors.

Roll   Custom   Output   Chat

1d8    **Rumor**

1 - 1   Dispater had a hand in founding this city, and it foolish to think he lost interest in us. (true)

2 - 2   Nearly half of the king's court are devil worshippers, which is why so few of them are ever seen in the temple when they ought to be

hello

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**Map: Starkherks Apartment (DM)**

STARKHERK'S APARTMENT

1 SQUARE = 5 FEET

**Art: Dark Creeper**