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About This Content

12 Adventures for Fifth Edition Rules, First Edition Feel!

Necromancer Games is back: are you ready to rock the new edition old-school style?

We put together a team of some of the best adventure-writers in RPG history to ring in the new fifth edition rules with a host of adventures you've never seen before (and a couple that you have, but probably didn't survive anyway). Volume 1 of Quests of Doom contains 12 adventures in almost 200 pages, by Ed Greenwood (Emeralds of Highfang), Bill Webb (Ra's Evil Grin, Sorcerer's Citadel, Hidden Oasis, Pyramid of Amra, Sewers of the Underguild), Matt Finch (Hidden Oasis-Temple of Thoth), Jim Ward (Deep in the Vale), J. Collura (Noble Rot), Michael Curtis (The Dead from Above), Casey Christofferson (Ra's Evil Grin, Sorcerer's Citadel, Irtep's Dish), Skip Williams(Death in Dyrgalas), and Steve Winter (Bad Moon Rising).

The module contains adventures by:

Ed Greenwood
Bill Webb
Matt Finch
Jim Ward
J. Collura
Michael Curtis
Casey Christofferson
Skip Williams
Steve Winter

Requires: An active subscription or 1-time standard or Ultimate license of Fantasy Grounds and the built-in 5E ruleset.

Compatible with the 5E Ruleset

Conversion by: Jim Hauber

Title: Fantasy Grounds - 5E: Quests of Doom
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 13 Sep, 2016

 a09c17d780

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

GM

OOC

ADV +2 +5
DIS -2 5

A-1   A-2   A-3   A-4   A-5

05.05.02.06. Kitch

The fixtures and furnishings of t
designed for the use of large be
atop the hot oven. A great table
vegetables and sliced meat awa

Creatures: A pair of hill giant se
supper. They
as they don't
meal. The st
feed up to ei
ingredients a

05.05.

They are imm
bludgeoning d

Pummeling Ar
+ 5 bludgeonin
arm is hit auto

Grappling Arm
(Acrobatics) c
is grappled.

Archway S

Failing to spea
decay) before entering the archway causes the skeletal snake
to animate and strike at intruders.

Skeletal Snake Trap: Can be detected with a successful DC 20
Int (Investigation) and disarmed with thief's tools a successful
DC   ex check. If triggered, a skeletal snake animates and
attacks. The animated snake is AC 11 and has 60 hit points. It is
vulnerable to bludgeoning damage and automatically fails
saving throws.

- 05.05.02
- 05.05.02

Chaput Manor

1 square = 10 fee

11

8   9

3

4   5

5   2

10

Upper Floor

9

8

7

6   6

05.05.02.04. Lounge

A plush rug of vibrant, sky blue covers the
this brightly lit room. A large settee and t
upholstered chairs are arranged around a
dark-stained wooden table. Grand portrait
picturesque landscapes and mountainscap
walls. Oversized candles mounted on mirr
holders hanging from the walls illuminate

Creatures: Unless an alarm has been sounded, th
occupied by the three cloud giant youths, Tranin
and Sylzak. They enjoy the freedom and space o
compared to their own cramped quarters. Being
have stats identical to fire giants, but without fir
and with the cloud giant's fog cloud trait. Sylzak
giant-sized longbow and 40 arrows.

Tranimyz has a gold earring (100 gp value), 57 g
opal (250 gp value).

Wylkun has a gold-and-silver torc (250 gp value),
and a charm braclet with pieces of polished and
petrified wood hanging from it (150 gp value).

Sylzak has a silver circlet (200 gp value), matchin
sapphire earrings (500 gp value), and 48 gp.

There are 12 candles and candle holders on the w
the pictures. Six pictures hang here, each done
accomplished skill. They are worth 250 gp each,
measure 10 feet long, 5 feet high, and weigh 50

05.05.02.04 Encounter
05.05.02.04 Treasure
05.05.02.03. Audience Hall
05. 05. ative Archway

STORY

- 05.05.01.05. Stair well
- 05.05.01.06. Storage
- 05.05.01.07. A
- 05.05.01.08. M
- 05.05.01.09. C
- 05.05.01.10. B
- 05.05.02 Level
- 05.05.02.01. C
- 05.05.02.02. F
- 05.05.02.03. A
- 05.05.02.04. L
- 05.05.02.05. D
- 05.05.02.06. M

GM

ADV +2 +5
DIS -2 5

05.05.02.03 Encounter

CR 9   XP 440

#	Token	Name
4	G	Bone Guardian

Placement: ☑ ☑ ☑ ☑

05.05.02.03. Audience Hall

Beyond the doors is a vast hall. Four skeletal column support a 40-foot-high cathedral ceiling. A raised dais stands against the far wall, a pair of bony thrones sized for giants resting atop it. Illumination comes from a half-dozen burning brands set in scones made from skeletal hands. The hall is otherwise empty.

Creatures: The pillars are more than what they appear to be. Hidden in the skeletal patterns that decorate the columns are four necromantic constructs known as bone guardians. These constructs resemble oversized ske two skull heads. The guardians res commands, serving to defend him is in session and to protect the hall Stormbreakers are not present. Th the columns to attack any unautho characters) entering this room.

The bone thrones are used when Tathhylia, hold court for the clan. compartment in the left armrest. requires a successful DC 15 Int (Inv compartment holds two glossy bla stopper and the other ith a green stoppers are potions of healing, wh stoppers are potions of mind readi

- 05.05.02.03 Encounter
- 05.05.02.03 Treaasure
- 05.05.02.02. Foyer
- 05.05.02.04. Lounge

05.05.02.03 Treaasure

#	Currency		#	Item Name
0	PP		6	Potion of Healing
0	GP		6	Potion of Mind Reading
0	EP			
0	SP			
0	CP			

A-1   A-2   A-3   A-4   A-9   A-10   A-11   A-12

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