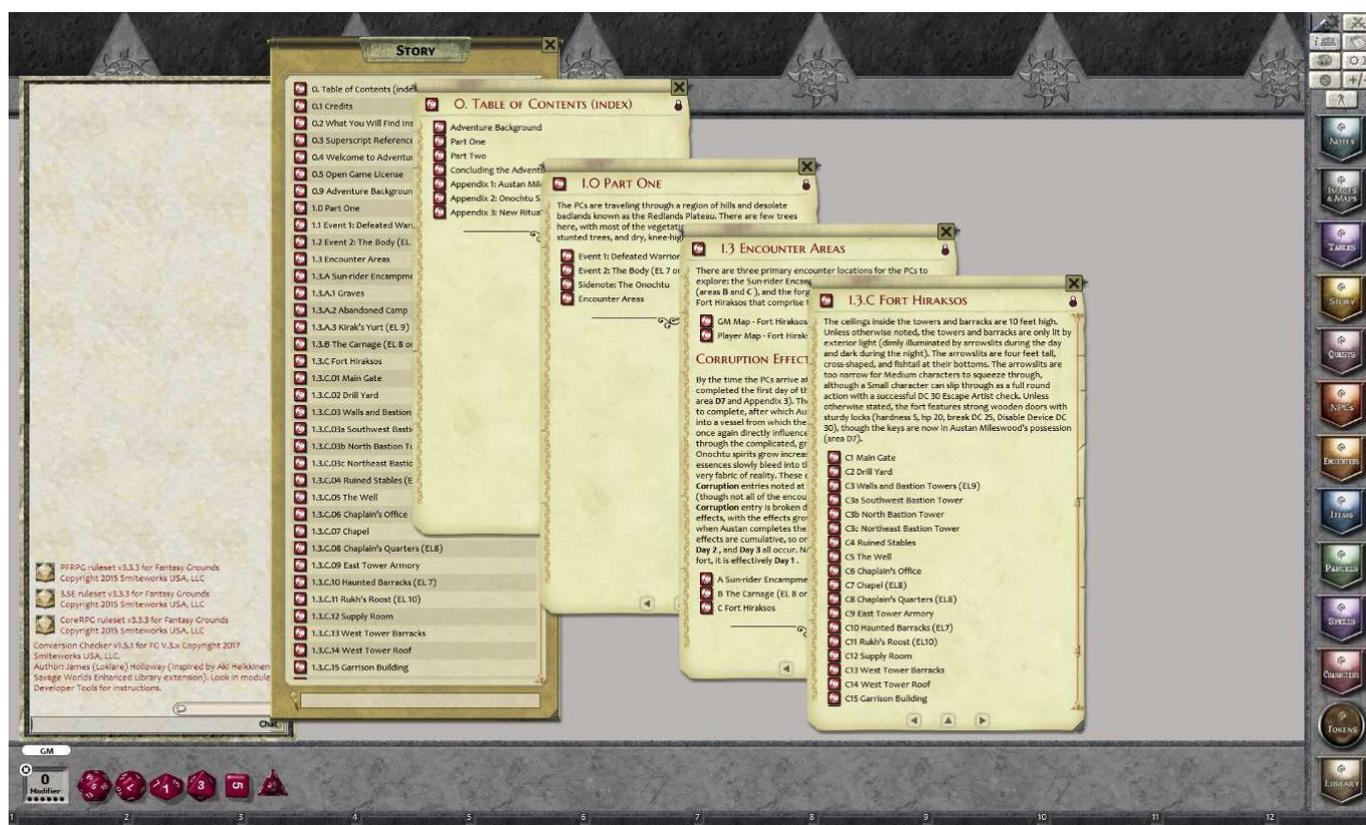


## Fantasy Grounds - Hero's Blood (PFRPG) Download Complete Edition



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### About This Content

### A Tale of Heartless Horror

*As the PCs make their way through rugged territory claimed by warlike barbarian clans, they discover a frontier garrison surrounded by a corpse-strewn battlefield. Upon further investigation, the PCs find that the entire garrison has been slaughtered to a man and the fort has been turned into a charnel house. Furthermore, the bodies of the barbarian besiegers and those of the slain Corovossan soldiers all bear ghastly chest-wounds and have had their hearts cut out and removed. Who or what caused these terrible mutilations? And why is the silent, lifeless garrison's main gate barred from within? What terrors may arise when the fires of courage turn to hate and the battlements run red with Hero's Blood?*

Hero's Blood is a Pathfinder Roleplaying Game adventure for 4 to 6 10th-level characters. It can be run as a standalone wilderness adventure or tied into an ongoing campaign dealing with warfare or clashes between a corrupt colonial city and the tribes of the hinterlands and is an ideal complement to the official "Red Queen Adventure Path," easily connecting to the fourth adventure in that series. This adventure deals with the theme of corruption of the mind, body, and soul, using the corruption rules presented in Pathfinder Roleplaying Game Horror Adventures, to bring an extra element of terror to PCs as they uncover acts of carnage and cruelty that are even more sinister than they appear. If you want to bring home the horrors of war to your PCs, open up the pages of this terrible tale stained crimson with blood and **Make Your Game Legendary!**

Conversion by: Tony Lindberg

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Released on October 25, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

**Requirements:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included Pathfinder ruleset.

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Title: Fantasy Grounds - Hero's Blood (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 30 Nov, 2017

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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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 Part One  
 Part Two  
 Concluding the Adventure  
 Appendix 1: Austan Mileswood  
 Appendix 2: Onoichtu Spirit  
 Appendix 3: New Ritual

**I.0 PART ONE**

The PCs are traveling through a region of hills and desolate badlands known as the Redlands Plateau. There are few trees here, with most of the vegetation consisting of stunted trees, and dry, knee-high grasses.

Event 1: Defeated Warrior  
 Event 2: The Body (EL 7 or 8)  
 Sidenote: The Onoichtu Spirit  
 Encounter Areas

**I.3 ENCOUNTER AREAS**

There are three primary encounter locations for the PCs to explore: the Sunrider Encampment (area A and C), and the fort Hirkasos that comprises:

**I.3.C FORT HIRAKSOS**

The ceilings inside the towers and barracks are 10 feet high. Unless otherwise noted, the towers and barracks are only lit by exterior light (dimly illuminated by arrowslits during the day and dark during the night). The arrowslits are four feet tall, cross-shaped, and flared at their bottoms. The arrowslits are too narrow for Medium characters to squeeze through, although a Small character can slip through as a full round action with a successful DC 30 Escape Artist check. Unless otherwise stated, the fort features strong wooden doors with sturdy locks (hardness 5, hp 20, break DC 25, Disable Device DC 30), though the keys are now in Austan Mileswood's possession (area D7).

**CORRUPTION EFFECT**

By the time the PCs arrive at Fort Hirkasos, the PCs have completed the first day of their journey (area D7 and Appendix 3). This corruption entry is broken down into a vessel from which the once again directly influence through the complicated, gr Onoichtu spirits grow increasingly essences slowly bleed into the very fabric of reality. These corruption entries noted at (though not all of the corruption entry is broken down effects, with the effects grow when Austan completes the effects are cumulative, so on Day 2, and Day 3 all occur. No fort, it is effectively Day 1.

A Sunrider Encampment  
 B The Carnage (EL 8 or 9)  
 C Fort Hirkasos

C1 Main Gate  
 C2 Drill Yard  
 C3 Walls and Bastion Towers (EL 9)  
 C3a Southwest Bastion Tower  
 C3b North Bastion Tower  
 C3c Northeast Bastion Tower  
 C4 Ruined Stables  
 C5 The Well  
 C6 Chaplain's Office  
 C7 Chapel (EL 8)  
 C8 Chaplain's Quarters (EL 8)  
 C9 East Tower Armory  
 C10 Haunted Barracks (EL 7)  
 C11 Rukh's Root (EL 10)  
 C12 Supply Room  
 C13 West Tower Barracks  
 C14 West Tower Roof  
 C15 Garrison Building

PFPRG ruleset v3.3.3 for Fantasy Grounds  
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 Conversion Checker v1.5.1 for FG v3.x Copyright 2017  
 Smiteworks USA, LLC  
 Author: James (Loklär) Holloway (inspired by Aki Heikkinen  
 Savage Worlds Enhanced Library extension). Look in module  
 Developer Tools for instructions.

CM  
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 Modifier  
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- 1.3.C.15 Garrison Building

**I.0 PART ONE**

The PCs are traveling through a region of hills and desolate badlands known as the Redlands Plateau. There are few trees here, with most of the vegetation consisting of stunted trees, and dry, knee-high grass.

- Event 1: Defeated Warrior
- Event 2: The Body (EL 7 or 8)
- Sidenote: The Onochtu Encounter Areas

**I.3 ENCOUNTER AREAS**

There are three primary encounter locations for the PCs to explore: the Sunrider Encampment (area B and C), and the fort Fort Hirkasos that comprises:

- GM Map - Fort Hirkasos
- Player-Map - Fort Hirkasos

**I.3.C FORT HIRAKSOS**

The ceilings inside the towers and barracks are 10 feet high. Unless otherwise noted, the towers and barracks are only lit by exterior light (dimly illuminated by arrowslits during the day and dark during the night). The arrowslits are four feet tall, cross-shaped, and fatal at their bottoms. The arrowslits are too narrow for Medium characters to squeeze through, although a Small character can slip through as a full round action with a successful DC 30 Escape Artist check. Unless otherwise stated, the fort features strong wooden doors with sturdy locks (hardness 5, hp 20, break DC 25, Disable Device DC 30), though the keys are now in Austan Mileswood's possession (area D7).

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- C3c Northeast Bastion Tower
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- C5 The Well
- C6 Chaplain's Office
- C7 Chapel (EL 8)
- C8 Chaplain's Quarters (EL 8)
- C9 East Tower Armory
- C10 Haunted Barracks (EL 7)
- C11 Rukh's Root (EL 10)
- C12 Supply Room
- C13 West Tower Barracks
- C14 West Tower Roof
- C15 Garrison Building

**CORRUPTION EFFECT**

By the time the PCs arrive at completed the first day of their journey (area D7 and Appendix 3). This corruption, after which Austan Mileswood's vessel from which the PCs escape, once again directly influence through the complicated, gr Onochtu spirits grow increasingly corrupt, and bleed into the very fabric of reality. These corruption entries noted at (though not all of the effects are cumulative, so on Day 2, and Day 3 all occur. No fort, it is effectively Day 1.

- A Sunrider Encampment
- B The Carnage (EL 8 or 9)
- C Fort Hirkasos

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





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