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## Fantasy Grounds - The Blight: The Crooked Nail (5E) Download Link



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### About This Content

## The Blight: The Crooked Nail

The Crooked Nail is a Fifth Edition adventure designed for a party of four to six 1st-level PCs.

It serves as a companion adventure to Richard's Pett's *The Blight* and takes place in that twisted city as revealed in the campaign setting published by Frog God Games.

*Converted by: Jay Scheponik*

Released on January 17, 2019. Designed for Fantasy Grounds version 3.3.6 and higher.

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

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Title: Fantasy Grounds - The Blight: The Crooked Nail (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 5 Feb, 2019

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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

**NPC5**

By Letter | By CR | By Type

**Group**

- Abyssal Larva
- Crux
- Darmathon
- Demon-Warped
- Dretch
- Happy
- Hood
- Hood's Rat
- Impplish Idol
- Jaym
- Lesser Ooze De
- Neegle
- Ningyo
- Pickled Punk
- Wandering Dam

**Crux**

You can use your action to control the hand. You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.

**Minor Illusion**

Illusion Cantrip  
Casting Time: 1 action  
Range: 30 feet  
Duration: 1 minute  
You create a sound or an image of an object that is no larger than a small chest-it must be no larger than what you can hold, and if you create a sound, its volume can range from a faint peep to a loud roar (you choose the sound's volume). If you create an image of an object, it can be your voice, someone else's voice, a sound of a drum, or any other sound you choose. The illusion also ends if you dismiss the illusion as an action. If you create an image of an object such as a chest, it must be no larger than a small chest-it must be no larger than what you can hold, and if you create a sound, light, smell, or any other interaction with the image reveals it to be an illusion to anyone with an

**Hood**

Medium humanoid (half-orc), chaotic evil

Armor Class 14  
Hit Points 44 (8d8+8)  
Speed 30 ft.

STR 17 DEX 18 CON 18 INT 12

Skills Athletics +3  
Languages Common, Orcish  
Challenge 1

**TRAITS**

**Multitask**  
Hood can make two ranged attacks with his shortbow attacks with his scimitar.

**ACTIONS**

**Scimitar**  
Melee Weapon Attack: +4 to hit, reach 5ft. Hit: 7 (1d6+3) slashing damage.

**Shortbow**  
Ranged Weapon Attack: +3 to hit, range 80ft. Hit: 6 (1d6) piercing damage.

**Pickled Punk**

Damage Resistances bludgeoning, piercing, slashing from nonmagical weapons  
Senses darkvision 60ft, passive Perception 11  
Challenge 1 XP 200

**TRAITS**

**Attach**  
On hit, punk grapples target and can inflict bite damage automatically each round.

**Death Throes**  
When a punk is killed, it dissolves into stinking sludge. Any adjacent creatures must make a DC 10 Constitution saving throw or be poisoned for one round.

**Irritant**  
The fluid in a pickled punk's jar is irritating to living creatures. Any creature that comes in contact with a pickled punk, by natural weapon, unarmed attack or other means, must make a DC 11 Constitution saving throw or take a -1 penalty to all Dex and Cha based rolls for 24 hours.

**ACTIONS**

**Bite**  
Melee Weapon Attack: +3 to hit, reach 5ft., Hit: 4d4+1 piercing damage

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GA

ADP +2 +5  
DIP -7 -2

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

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### ITEMS

- Acid (Vial)
- Alchemist's Fire (Flask)
- Blessed Nail
- Dagger, +1
- Oil (Flask)
- Potion of Cold Resistance
- Potion of Fire Breathing
- Potion of Greater Healing
- Potion of Healing
- Potion of Speed
- Potion of Vitality

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### COVER\_ART

### NPC'S

- Abyssal Larva
- Crux
- Darmathon
- Demon-Warped Chelman
- Dretch
- Happy
- Hood
- Hood's Rat
- Impish Idol
- Jaym
- Lesser Ooze Demon
- Neegle
- Ningyo
- Pickled Punk
- Wandering Damned

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### THE BLIGHT

Richard Pett's Crooked City

## B1: The Crooked Nail

Brandon Hodge

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### Map - The Theatre Infernalis - Chapter 1 - Player Map

### 2.00 Chapter 1: The Theatre Infernalis

- Image
- Map - The Theatre Infernalis - Player Map
- Map - The Theatre Infernalis - DM Map

The Theatre infernalis is located in the Castorhage, its gaping-mouthed faces, profane murals and strange sculpture noisy alleys among the Theatres Sinis mostly faded from memory, its significance ignored by the citizens, and its present influence and intrigues of the Incessa and the Triads, and beneath the notoriety chaos of the Revolutionaries. You may find the Artists' Quarter to have some cool history. A successful DC 12 Int (Investigation) check to gather information than the theatre's past stature and theatres, relying on outdated if entangled actors to surprise the public w spookshow. A result of 20 or higher a proprietor was possibly involved in some intrigue in the quarter before the theatre's successful DC 15 Int (Arcana) or (plant) building once housed a profane arcane, demonic forces, while a result of 25 or proper name — the Fraternitatem A that all known members of the order, mysterious circumstances several of the theatre's opening.

- See The Blight: Richard Pett's Crooked Games for details.
- Front of House
- Back of House
- Spookshow

### 3.00 Chapter 2: For Want of a Nail

The PCs can locate Hood's Rats relatively easily — they are notorious agitators in the Artists' Quarter, and have many enemies. A successful DC 11 Int (Investigation) check or Cha (Persuasion) check to gather information is currently employed by shriveled old Crux, a salesman, first-order con artist, and collector which he displays in the back of his rundown establishment has no sign beyond a faded on a worn breadboard, and has no official name, variously referred to as "Crux's Apotheca occult dealer," "the slackjawed alchemist pharmacist," and "the fourth or fifth spot walking east near the intersection of Cross Street."

What the PCs do not know is that Crux has the Theatre Infernalis — or, rather, its present establishment. Crux is the other survivor of the Fraternitatem Aeternam, and he usurp control of the building and any surviving order, resenting Chelman's public display of the spookshow. But for all his conniving and inherently unstable and has been more presentment than direct action — until now.

- See The Blight: Richard Pett's Crooked Games for details.
- Crux's Apothecary

### 4.00 Chapter 3: An Encore of Gore

- Map - The Theatre Infernalis - Chapter 3 - DM Map
- Map - The Theatre Infernalis - Chapter 3 - Player Map

While the PCs have been away recovering the missing nail, Chelman's worst nightmares have come true within the theatre. Absent the wards and protections of the complete set of blessed nails, the old portal to the Abyss leftover from the days of the theatre's previous incarnation has slowly reopened, and its demonic influence has warped and corrupted the unprotected interior as demonic minions spill forth to herald the arrival of their long-imprisoned master.

The partially opened portal has similarly corrupted most of the theatre's employees. A special fate awaited Chelman, who was dragged away to the mercy of Darmathon, an ooze demon once highly stationed in the Abyssal hierarchy but now a shadow of its former self because of its years of imprisonment, its might diminished to but a fraction of its true power in the intervening decades. The awful transformation of Chelman now awaits deep in the spookshow, a frail infernal puppet utterly at the diminished ooze demon's disposal.

This portion of the adventure uses the same Theatre Infernalis map as in Chapter 1, but now the rooms' features and occupants have changed due to the corrupting influence of Darmathon. The changes are reflected in the room descriptions below.

- Front of House
- Back of House
- Spookshow

GM

ADP +2 +5  
DPS -7 -2

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





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