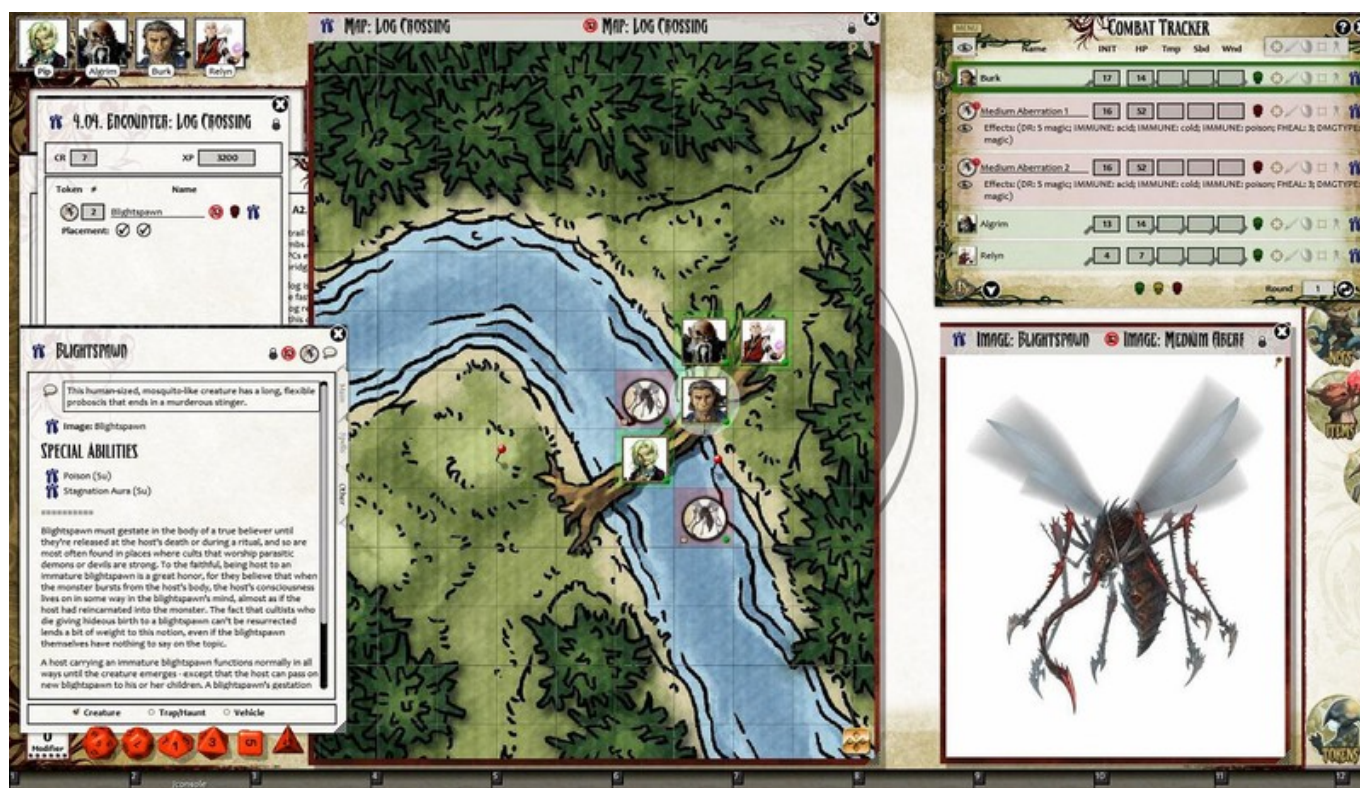

Fantasy Grounds - Pathfinder RPG - Return Of The Runelords AP 2: It Came From Hollow Mountain (PFRPG) Download Winrar



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About This Content

Pathfinder RPG - Return of the Runelords AP 2: It Came from Hollow Mountain

Send More Heroes

Hollow Mountain has loomed over the horizon of the Varisian Gulf for as long as those waters have been sailed, frightening sailors and tempting adventurers with its promises of treasure and terror alike. Having restored order to the town of Roderic's Cove, the region's newest heroes must deliver a powerful item south to the city of Magnimar, but they soon find that fate is leading them to one of the land's most infamous dungeons. What awaits these heroes in the trap-filled and monster-haunted corridors and chambers below Hollow Mountain will put them to the test, but if they can survive, they will emerge with knowledge vital to standing against the runelords' return!

This volume of Pathfinder Adventure Path continues the Return of the Runelords Adventure Path and includes:

- "It Came from Hollow Mountain," a Pathfinder adventure for 5th-level characters, by Mike Shel.
- Details on the empyreal lord Ashava, patron of dancers and lost souls, by Jason Keeley.

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- An exploration of the violent and hideous monsters known collectively as sinspawn, by Patchen Mortimer.
 - A bestiary of monsters, including the malevolent choking shade, the lumbering arachnid masterminds known as shriezyx queens, and the demigoddess Ashava herself, by Jason Keeley, Mark Moreland, and Mike Shel.

This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:

- All maps resized and set up with a preset grid to make combats easy to manage
- Individual area descriptions linked to maps, containing new encounters, treasure parcels and descriptions for just that area
- Tokens for each encounter are all pre-placed in starting locations on the map. You can edit these on the fly.
- Drag and drop treasure parcels and Encounter XP that is easily awarded to your players to keep the game moving ahead
- All the images and handouts from the book available to share with your players as you need them

Converted by: **Danny Stratton**

Released on August 02, 2018. Designed for Fantasy Grounds version 3.3.5 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 - Pathfinder RPG - Return of the Runelords AP 2: It Came from Hollow Mountain (PFRPG)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 19 Sep, 2018

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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

5.02.01. ENCOUNTER: GRAND HALL OF RECORDS

CR 7 XP 3200

Token # Name

2 Choking Shade (Strangled)

Placement: ☒ ☒

MAP: DUST TO DUST

COMBAT TRACKER

Name	HP	Temp	Stab	Wind
Burk	19	14		
Algrim	17	14		
Relyn	13	7		
Medium Undead 1	11	52		
Medium Undead 2	11	52		
Pip	6	10		

Effects: (Undead traits: IMMUNE: nonlethal) (IMMUNE: precision incorporeal)

Effects: (Undead traits: IMMUNE: nonlethal) (IMMUNE: precision incorporeal)

Round 1

CHOKING SHADE (STRANGLED)

A vague humanoid shape composed of whirling dust and shards of bone hovers menacingly in the air.

Images Choking Shade

SPECIAL ABILITIES

- Create Spawn (Su)
- Desperation (Su)
- Gravedust (Su)
- Susceptible to Wind (Ex)

There is nothing quite like the desperation of a suffocating creature, frantic for one last, sweet breath of air to fill deprived, aching lungs; it is a terrible way to die. There are so many ways to die of suffocation: asphyxiation in a fire, being buried alive, crucifixion, disease, drowning, strangulation - the list seems endless. Sometimes, the terrible imminence filling a person as life ends in so cruel a manner is enough to cause the doomed soul to rise from death as a choking shade.

Choking shades animate into a swirling swarm of ashes, bone shards, dirt and dust, assuming a facsimile of a humanoid form. They have a brutish intelligence and are drawn with envy to the

IMAGE: CHOKING SHADE IMAGE: MEDIUM UNDEAD

2.05. ENCOUNTER: BECHWOOD'S CRATE

CR 6 XP 2400

Token # Name

1 Hungry Flesh, Mutated

Placement: ☒

MAP: TYVLEE'S WHIM

COMBAT TRACKER

Name	INIT	HP	Temp	Stab	Wind
Pip	21	10			
Rilyn	19	7			
Medium Ooze	17	80			
Effects: (Ooze traits: IMMUNE: critical; IMMUNE: precision; REGEN: 3 acid or fire)					
Algrim	4	14			
Bark	3	14			

Round 1

HUNGRY FLESH, MUTATED

Non-ID Name: Medium Ooze

Type: Variant advanced hungry flesh
N Medium ooze

INITIATIVE: 1 CR: 6

Senses: blindsight 60 ft., scent; Perception: 3

DEFENSE:

AC: 19, touch 9, flat-footed 19 (+1 Dex, +10 natural)

HD: 7d8+49

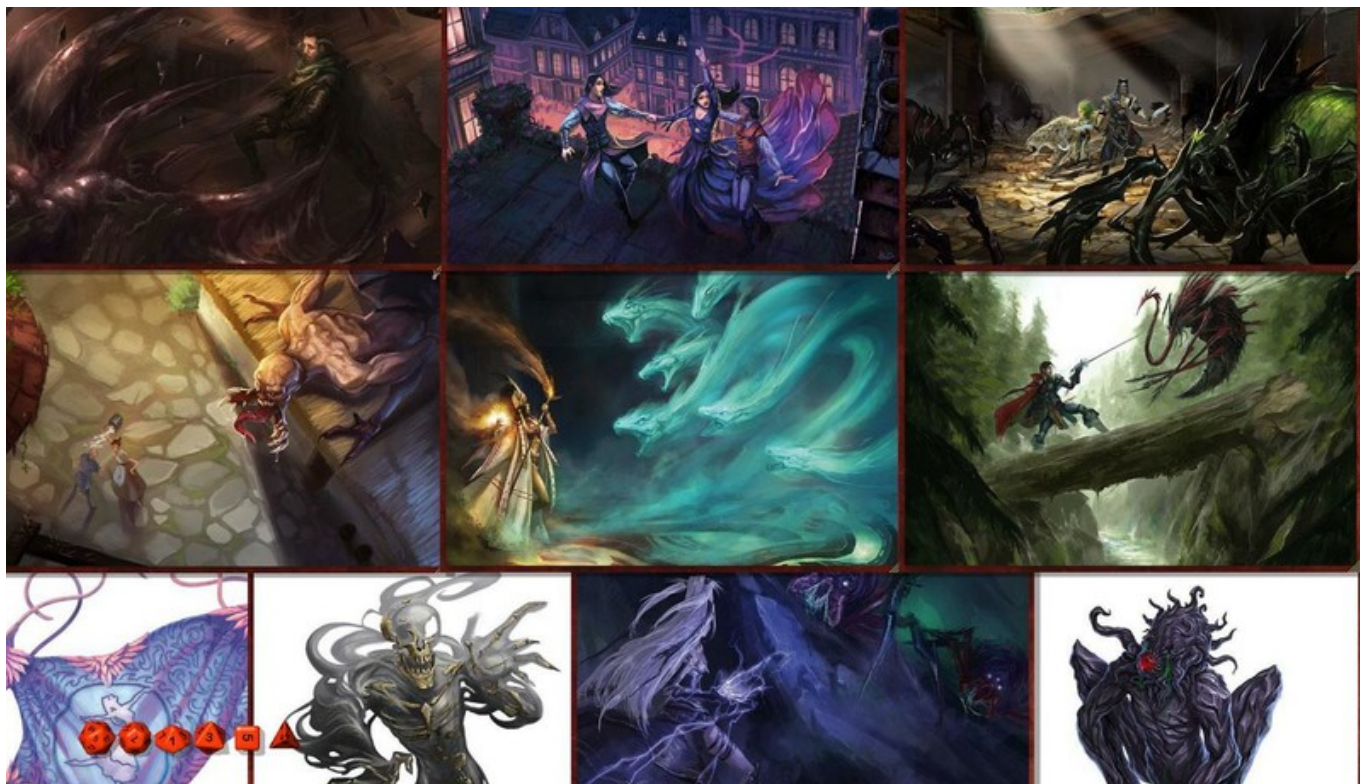
HP: 80

Saves: FORTITUDE: +9 REFLEX: +1 WILL: -1

SQ: compression, monstrous growth, reactive regeneration, slime trail; amorphous; immune ooze traits; regeneration 5 (acid or fire)

OFFENSE:

Speed: 20 ft., swim 20 ft.



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