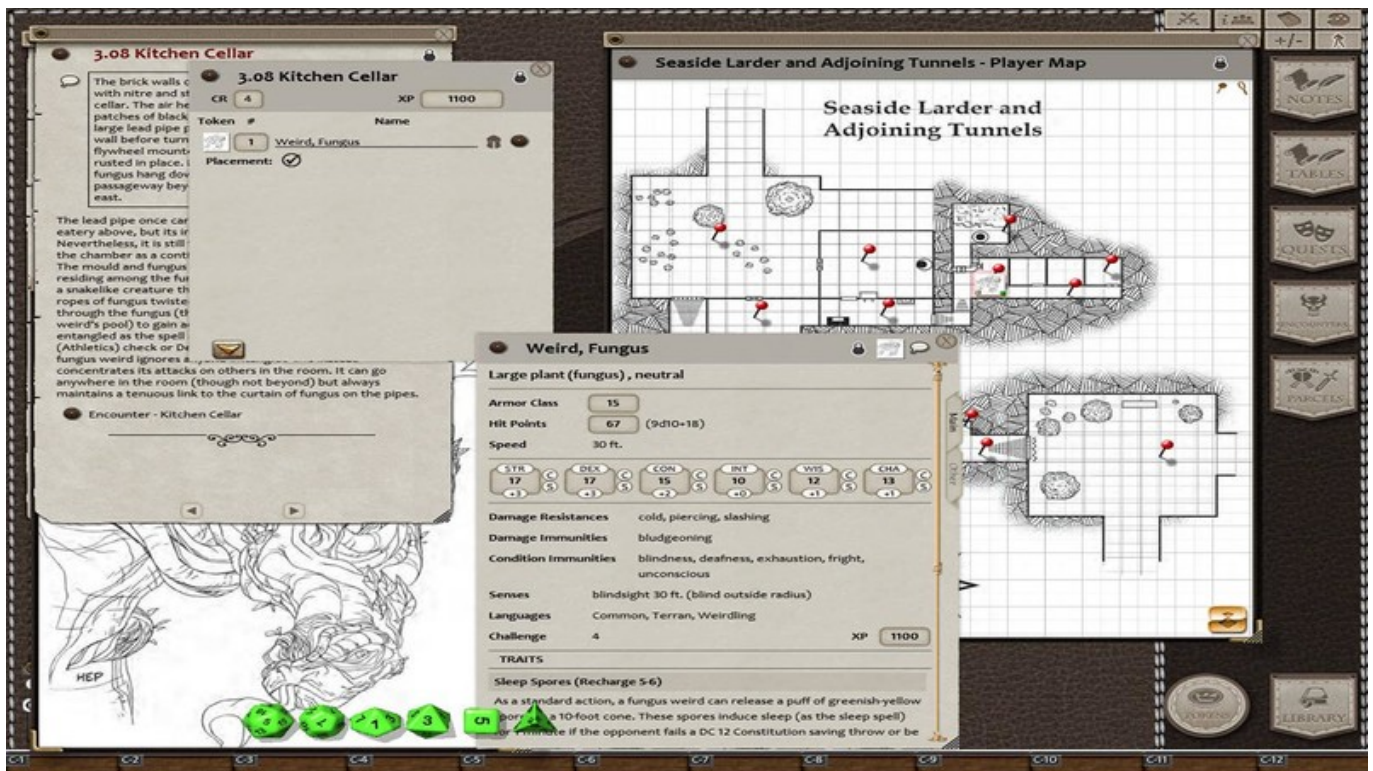


Fantasy Grounds - The Blight: Bloody Jack (5E) Ativador Download



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About This Content

The Blight: Bloody Jack

Richard Pett's Crooked City

All the children the Blight know nursery about Bloody Jack, cautionary tales for naughty or overly inquisitive children to mind their manners and obey their parents. However, their parents know the true horror stories of those times 50 years ago when the lunatic serial killer known as Bloody Jack Carver stalked the Blight and abducted children. The killing spree ended, but the perpetrator was never caught.

When the PCs are deputized to assist in a homicide investigation, they find terrifying clues that point to the three-decade old Bloody Jack killing spree. Signs indicate that they were just the beginning. The PCs are in a race against time across the city that is Blight as they attempt to stop a new killing spree before it can start.

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.

Title: Fantasy Grounds - The Blight: Bloody Jack (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

PARCELS

- 0.01.1 First Night - Constable Corpse
- 3.04 Crooked Crossing
- 6.05.1 Master of Nothing
- 9.01.1 First Night - Return Items

SPELLS

- Blade Ward
- Cloud of Daggers

ITEMS

- Night Stick (Club)
- Scroll of Caseous Form
- Short
- Wan

STORY

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QUESTS

- 7.02.1 Upper Office

NPCS

- Atrophied Gohl
- Attic Whisperer
- Capitol Guard
- Carcass
- Clockwork Filer
- Crooked Choker
- Doppelganger
- Doppelganger S
- Dust Vargouille
- Fey-touched Thu
- Gate Guard
- Ghoul Hound
- Gimlet the Clow
- Grim Puppeteer
- Hell Hound
- Hornet, Swarm
- Hyaenodon
- Inspector Munc
- Lamprey Zombi
- Mist Murderer
- Skin Stitcher

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- Player Handout A
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GM

0 1/00 2/00 3/00 4/00 5/00 6/00 7/00 8/00 9/00

0 1 2 3 4 5 6 7 8 9

Cover_Art



The Blight
Richard Pett's Crooked City
EB3: Bloody Jack
Greg A. Vaughan

PATHFINDER **FROG GOD GAME**

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DM Reference - Bloody Jack Plot Map

BLOODY JACK PLOT MAP

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graph TD
    C1[CHAPTER 1] --> C2[CHAPTER 2]
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    C7 --> C8
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    C9 --> C10[CHAPTER 10]
    C10 --> C11[CHAPTER 11]
    C11 --> C12[CHAPTER 12]
  
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The PCs can reach this chapter in the following ways:

- The events of Chapter 7 lead directly into Chapter 8.

After the events of Chapter 7, the PCs are led by the information found there back to the hovel of William Hughe, where their investigation began. Upon arriving they find that little has changed at the scene other than that the body was removed by the Watch. In addition, the red cordon nailed across the door has recently been removed, showing that someone has been here since they left.

A careful search of the hovel does reveal the following items of interest with the appropriate Wisdom (Perception) DC listed next to it, however. Each discovery requires a separate check.

DC	Find
0	A swath of bandages covered in fresh blood lies wadded atop Bill's bed. Next to it is a small hacksaw and the sawed-off handle of a wooden mallet. The head of the mallet cannot be found.
5	Lying on one of the work benches is a rolled parchment (Handout J), a note left for the PCs by Inspector Muncy.
10	A dried blood spatter on the floor near where the body lay has a clear spot in its centre shaped like a knife. One of the tinker's knives that lay here (and was likely used during the murder) has been here.

2.01 The Tinker's Cart

causes momentary numbness, giving a hint as to its effects with a DC 10 Intelligence check.

The key is large and made of iron with a decorative sigil as that of the city's old Guild of Sewagers and Ironmongers, which can still be seen on the lock-gate of the older sewer tunnels and drainage channels of the city, if one knows where to look. A DC 10 Intelligence (History) check recalls the guild to have been the corrupt organization that built and managed the old underground drainage systems of the city for centuries, finally being replaced by the city's Office of Sanitation of the infamous Crown Justice Moravan. The key is one of the old master keys that belonged to the guild, accessing the city's sewer lock-gates.

Finally the parchment that the key was wrapped in is of interest. It is actually a piece torn from a 30-year-old broadsheet that bears an advertisement for one "A — Teller of Fortunes and Diviner of Secrets" (Handwritten broadsheet gives the location of her fortune-telling being located near the edge of the Skew at the sun Festival Pier.

● Player Handout B

While the clues found on the cart seem a bit disconnected between the old sewagers guild and a fortune teller, the presence of the sleeping poison and the hidden, child-sized cage hint at a grim truth all their own.

To add one final piece to everything uncovered at Grindylow's Grinders, a few moments after Everett Schimp sees the sigil on the key — whether the PCs have recognized its significance or not — he perks up and comments how he's seen that sigil before. It's inscribed above an old barred gate in a courtyard

Player Handout B

VISIT MADAM LARUA

**TELLER OF FORTUNES AND
DIVINER OF SECRETS**

**LEARN YOUR
LEARN YOUR**

**FESTIVAL SUMMIT
SOUTHW**

Currington Clothiers - Player Map

Currington Clothiers

N
1 square = 5 feet

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