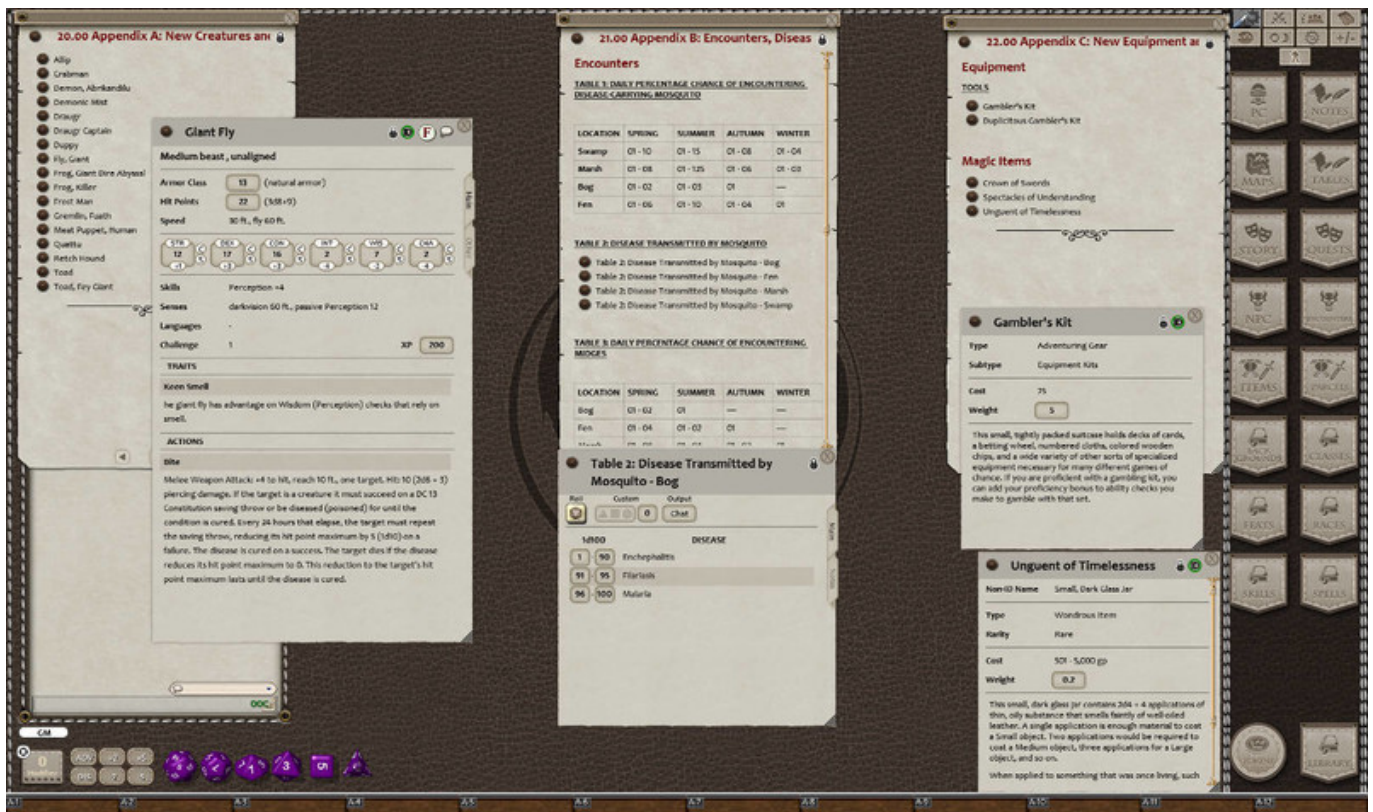


Fantasy Grounds - Quests Of Doom 4: Fishers Of Men (5E)



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About This Content

Quests of Doom 4: Fishers of Men

Fishers of Men is a 6th-level adventure that takes the characters into the Dragonmarsh Lowlands, a forsaken land blighted by the vile demon lord Tsothogga and countless foul denizens.

When Quaywright Fishery inexplicably falls silent, it takes those of stout heart to determine what dire fate befell the former inhabitants and what monstrosity now lords in their place.

The grisly carnage leaves even the most seasoned adventurers shaken to the core, as they witness firsthand and may personally experience what it feels like when the tables turn against humanity.

Converted by: **Charles Surette**

Released on August 13, 2018. 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 - Quests of Doom 4: Fishers of Men (5E)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 16 Aug, 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

07.00 Area L: Living Quarters

MAP Living Quarters

These accommodations include comfortable personal quarters in addition to a lounge, dining hall, and a common room.

The two wooden doors on the building's western face are smashed open, allowing some sunlight to pierce the shadows within.

The one-story building is made entirely from wood. Its most distinctive feature is a hemispherical addition that extends from the east wall. The one-story building is made entirely from copper. The ceilings are 10 feet high.

The assassins smashed every glass pane in the complex almost all of the doors, windows, and portals, are ajar. The only exceptions are area L4.

As is the case of the garrison, intruders moved into the unsecured living quarters of food and refuse. While moving, there is a 20% chance the character following creatures during the cut. Check once every 10 minutes for creatures.

Table II-2: Living Quarters Wandering

Roll	Encounter
1-2	Swarm of Rats
3-4	Giant Flies
5-6	Swarm of Insects (Roaches)

- L1: Living Quarters
- L2: Lounge
- L3: Messa Hall
- L4: Common Room

MAP Processing Plant - Main

Quaywright Fishery Processing Plant

Main Floor

1 square - 10 feet

08.00 Area Q: Quaywright Processing

location, otherwise, a small combat can escalate into a one-on-one battle within the span of a few rounds as reinforcements steadily join the fray. It is crucial that you become familiar with the first-floor layout in order to determine how the Chou's Defenders react to the character's intrusion into Quaywright's stronghold. Most creatures simply wade into battle alongside their counterparts, but a few clever adversaries may attempt to gather allies and muster a smaller force to fight back against the trespassers. On the other hand, the organized activity within the building coupled with the lack of easily accessible entrances keeps vermin and rodents at bay.

- Q1: Processing Room
- Q2: Smoking/Drinking Room
- Q3: Workshop
- Q4: Salt Depository
- Q5: Boiling Room
- Q6: Mussel Packaging Room
- Q7: Fish Processing Center
- Q8: Metal Shop
- Q9: Packing Room
- Q10: Cold Storage
- Q11: Landing Corridor
- Q12: Entry
- Q13: Converted Shrine
- Q14: Quaywright's Office
- Q15: Guest Quarters
- Q16: Quaywright's Quarters

MAP Processing Plant - Upper

Quaywright Fishery Processing Plant

Upper Floor

1 square - 5 feet

06.00 Area G: Garrison

ward in a futile effort to fend off Quim's attack. However, a handful of the guards and the hired spellcaster, made their last stand within the garrison.

Built for durability and functionality, this ornate wooden building has two entrances on both the east and the west walls, although all four wooden doors are currently ajar. A stale, musty odor emanates from inside the structure.

The ceilings are 10 feet high throughout the building. The walls, floor, and ceiling are made from wood. There is no illumination inside other than natural sunlight peeking through the open doors on the eastern and western faces. Lamp sconces built into the walls at 10-foot intervals are either unlit or unoccupied. The portals are strong wooden doors that are currently ajar.

Free access into the building has allowed unwanted pests and scavengers to take up residence within the now-abandoned structure. While moving through the garrison, there is a 25% chance the characters encounter one of the following creatures scavenging on carrion or rotting leftovers.

Check once every 10 minutes that they remain in the building.

● Table 0-6: Garrison Wandering Monsters

- G1: Armory/Training Room
- G2: Wizard's Quarters and Laboratory (CR 6)
- G3: Barracks
- G4: Commander's Quarters
- G5: Common Room
- G6: Kitchen
- G7: Pantry

Table 0-6: Garrison Wandering Monsters

Roll	Custom	Output
1-2	Swarm of Rats	
3-4	Giant Fly	
5-6	Swarm of Insects (Roaches)	

MAP Garrison

Unidentified Map / Image

Garrison

1 square = 5 feet

[Swarm of Rats]

Token	#	Name
S	1d3	Swarm of Rats

Generate

[Swarm of Insects (Roaches)]

Token	#	Name
K	1d3	Swarm of Insects (Roaches)

Generate

[Giant Fly]

Token	#	Name
F	2d3	Giant Fly

Generate

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