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About This Content

The City That Dripped Blood

Temelpa, an ancient walled city on a forgotten trade route, thought to be abandoned ages ago, and now, the adventurers find themselves besieged within.

Unable to leave their refuge, the adventurers will quickly discover the city is inhabited, not deserted as initially believed, by an ancient society. They will soon be embroiled in the affairs of a twisted caste system built on servitude and cannibalism and headed by an inter-dimensional vampiric overlord.

This open-ended adventure allows the GM to unleash an array of unique monsters, factional power struggles, and intriguing plots upon the characters as they fight and scheme to stay alive, entrapped in a hostile city where they are viewed as useful pawns or a tasty exotic meal.

Can the characters hold out until the siege is broken and escape with their lives? Will they champion the cause of the downtrodden and upend the social order? Or will they be the main course for the next cannibalistic feast?

Welcome to the City!

The Adventure

The City That Dripped Blood -available for Fifth Edition, is an adventure for mid-level characters inside you will find:

- New creatures and new variants

- NPC Cultists and unusual citizens are spread across various districts and factions.

- All under the shadow of the two ziggurats which stand menacing guard over the decrepit. desert city where the player characters begin.

- Options for and potential hooks are provided, but the design lends itself to modifications, GM tailored for their ongoing campaigns.

Converted by: **Michael Potter**

Released on November 17, 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 - The City That Dripped Blood (5E)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 28 Nov, 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

Front Cover — Unidentified Map / Image

FROG GOD GAMES ADVENTURES

THE CITY THAT DRIPPED BLOOD
by Steve Winter

5E — 5TH EDITION COMPATIBLE

IMAGES & MAPS

Group — The City That Dripped Blood

- Arena Fight
- Back Cover
- Crimson Ziggurat DM Map
- Crimson Ziggurat Player Map
- Frog God Games 5e logo
- Frog God Games 5e logo thumb
- Frog God Games logo
- Front Cover
- Skeizis
- Stegocentipede
- Temola Map

Back Cover — Unidentified Map / Image

FROG GOD GAMES ADVENTURES

THE CITY THAT DRIPPED BLOOD
by Steve Winter

Two centuries ago, the city of Temelpa was a bustling hub of activity along the caravan route crossing the wasteland. It had clear water, sheltering palm trees, and riches accumulated from hundreds of merchants passing through on their journeys between the empires of the East and West. But when the seeds of a blood orchid drifted into the city and took root, everything changed. Temelpa gained a sinister reputation for dark and dank practices. Merchants routed their caravans away from the city onto longer but safer tracks. Before long, Temelpa found itself with no visiting caravans, no influx of goods or cash — no reason to exist.

Most residents moved away, but a few — those without the wherewithal or the ambition to move — stayed on as Temelpa withered under the blood orchid's influence. The decaying city began to attract less savory denizens, some from other planes — and these new citizens just as quickly fell under the influence of the blood orchid.

The City That Dripped Blood is a 5th edition adventure for 4th-level characters. Characters who take shelter in an ancient, abandoned desert ruin discover that the city isn't as abandoned as they thought, and its vampiric rulers would like nothing more than to slake their thirst with the characters' blood.

FROG GOD GAMES

Skelzi, Vampiric

Medium humanoid , chaotic evil

STR	DEX	CON	INT	WIS	CHA
14	15	12	10	10	10

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

Skills Stealth +4
Senses passive Perception 13
Languages Common, Skelzi
Challenge 1   XP 200

TRAITS

Chameleonic Hide
If the skelzi sheds its garments, it can hide when lightly obscured, its Stealth bonus increases to +6, and it has advantage on Stealth checks and on Initiative rolls.

ACTIONS

Multiattack

NPCS

Group: The City That Dripped Blood

- Ochre Jelly
- Shadow
- Skelzi, Vampiric
- Skelzi, Vampiric Spellcasting
- Spy
- Stegocentipede
- Stirge
- Veteran
- Weredactyl

Skelzis

Weredactyl

Weredactyl

Image: Weredactyl

Weredactyls in their human form are fat, slouched, protruding faces, low foreheads, and sagittal cres... pterodactyl with long human fingers at the wing... hybrid form, their arms and legs are more devel... beaks are small, too small to enable flight in the ...

Weredactyls live in servitude to the evil skelzis. ... even in human form. If they spend more than six ... pterodactyl form, they go feral and must be retr... any use to their skelzi masters. Obviously, the sk... prevent this from happening — just one reason ... almost never encountered without skelzis nearb...

In the Material Plane, a weredactyl can fly with ... strong enough to carry a Medium rider in flight. ... and spells are highly valued by skelzis visiting the... they can use them to become small enough for t... carry them, then return to normal size at the co...

Weredactyl — Unidentified Map / Image