

Fantasy Grounds - 1 On 1 Adventures 10: Vengeance Of Olindor (3.5E)

The screenshot displays the Fantasy Grounds software interface for a 3.5E role-playing game. The main window shows a character sheet for a Dwarf Thug, with the following details:

- Type:** dwarf, Fighter 4
- Initiative:** +1
- CR:** 3
- Senses:** (empty)
- Aura:** (empty)
- DEFENSE:**
 - AC: 15, touch 11, flat-footed 14
 - HD: 4d10+12
 - HP: 38
 - Saves: Fortitude +7, Reflex +2, Will +1
 - SQ: darkvision 60 ft
- OFFENSE:**
 - Speed: 20 ft.
 - Attack: (empty)
 - Full Attack: light chain +8 melee (1d6+5)
 - Snare-Reach: (empty)

Other visible elements include:

- Map:** A grid-based map of the prison layout with numbered rooms (1-9).
- PRISONER FACTIONS:** A text window describing the Feral Kin faction and their leader, Quick.
- H. DARK HALLS:** A text window describing the layout and features of the Dark Halls.
- F. THE FORGE:** A text window describing the layout and features of the Forge.
- Dwarf Thug:** A text window showing the character's name and class.
- RESIDENTS:** A list of residents including Mistress Shadow, Gort Firewater, Shadow Striker, and Halling.
- WEAPONS FOR:** A list of weapons including Chain, Light, and 4 gp DMG.
- Character Sheet:** A character sheet for a Dwarf Thug with a level of 4 and a modifier of 0.
- GM:** A GM window showing a message from Zarial: "As you may have surmised, I am the Warden at Granite's End. Rest assured I know ever thing that happens here." A few of the inmates snicker, causing Zarial to pause. "Do you find something amusing?" his eyes seem to look at everyone and no one at once. "Do you find something amusing Norbert, or..." Zarial sneers, "Blackdog as you call yourself. Norbert who was committed to this institution after murdering Regland the Blacksmith and his wife. Convicted only after getting away with several other crimes."
- Player:** A player window showing a message from Landon: "It's quite the place you've got here. Did you decorate all by yourself?"
- Map:** A grid-based map of the prison layout with numbered rooms (1-9).
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Fantasy Grounds

London

A man with long white hair and silver pupilless eyes steps onto a balcony overlooking the courtyard. He is dressed in a white robes. "Welcome to Granite's End," the man says. His voice is smooth and melodious, but commands respect and reverberates off the prison walls. "I am Zarial, and hopefully you will never see me again. If you do, it is very bad for you. Not that life at Granite's End is pleasant under any conditions. You are here to be punished, and more importantly, you are here because you are too dangerous to be any place else.

Zarial:
 "As you may have surmised, I am the Warden at Granite's End. Rest assured I know ever thing that happens here." A few of the inmates snicker, causing Zarial to pause. "Do you find something amusing?" His eyes seem to look at everyone and no one at once. "Do you find something amusing Norbert, or..." Zarial sneers, "Blackdog as you call yourself. Norbert who was committed to this institution after murdering Regland the Blacksmith and his wife. Convicted only after getting away with several other crimes."

London:
 "It's quite the place you've got here. Did you decorate all by yourself?"

CM

0
 Modifier

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

ENTERING THE PRISON

Assuming the player character enters Granite's End as an inmate, she is brought to the island by boat. Because trips are infrequent, she is berthed with other future inmates. This may be a good opportunity to instill some basic information about Granite's End as another prisoner strikes up a conversation with the PC.

Once she reaches land, the PC is transferred to the local guard, brought through the first gate to the check-in station. Here an elite guard searches the player thoroughly (taking 20 on her Spot check, so the player must beat a DC 31 Sleight of Hand check to sneak in any items. The guard then uses her wand of detect magic, summoning Zarial if any auras are presents.

After the prisoner is guaranteed safe, she is led to the courtyard between gates. Here she waits with other assembled prisoners until all of the day's arrivals have been processed (and often longer to accommodate Zarial's schedule). When they have waited long enough, Zarial enters.

Image - Welcome to Granite's End

A man with long white hair and silver pupilless eyes steps onto a balcony overlooking the courtyard. He is dressed in a white robes. "Welcome to Granite's End," the man says. His voice is smooth and melodious, but commands respect and reverberates off the prison walls. "I am Zarial, and hopefully you will never see me again. If you do, it is very bad for you. Not that life at Granite's End is pleasant under any conditions. You are here to be punished, and more importantly, you are here because you are too dangerous to be any place else.

STORY

- Questions and Answers
- A. Entrance & Guards
- Conversion Notes
- D. The Wolf's Den
- Defenses
- Entering the Prison
- Entering the Ruins
- F. The Forge
- Familiar Faces
- Finding Thail
- H. Dark Halls
- Inhabitants
- Joining a Faction
- Module-Specific
- OPEN GAME LICENSE
- Prisoner Factions
- The Long Staircase
- V1. Entrance (EL 4)
- V2. Hall of Ups and Downs (EL 8)
- V3. Ant Hill Entrance (EL 4)
- V4. Hall of Fire and Ice (EL 7)
- V5. The Trapped Hallway (EL 8)
- V6. The False Sword (EL 8)
- V7. The Pit (EL 9)

CHARACTERS

STORY

ITEMS & MAPS

NPCS

ITEMS

NOTES

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Fantasy Grounds

GM Dwarf Thug: [ATTACK (M)] Light chain [Flanking +2] **+10 19**

H Attack [19] -> [at Landon] [HIT]

[ROUND 4]

[TURN] Landon

Landon: [ATTACK (M)] Dagger [CRIT 19] **+3 22**

H Attack [22] -> [at Elf Thug] [CRITICAL THREAT]

Landon: [ATTACK (M)] Dagger [CRIT 19] [CONFIRM] **+3 18**

C Attack [18] -> [at Elf Thug] [CRITICAL HIT]

GM: [TABLE] Critical Hit = [Critical Hit Effect] **5 5**

GM: [TABLE] Critical Hit Effect = HAMSTRING. In addition to standard critical hit damage, you hamstringing the target. The target is slowed (save ends). **2 2**

Landon: [DAMAGE (M)] Dagger [CRITICAL] [TYPE: piercing, slashing (204+2x8)] **+2 8**

D Damage [8] -> [to Elf Thug] [WOUNDED]

COMBAT TRACKER

Name	Init	HP	Temp	Sbd	Wind
Landon	14	23			7
Elf Thug	9	Wounded			
Dwarf Thug	6	Healthy			

Round: 4

Landon

Weapons

Name	M/R	#Att	Attacks	Damage
+1 Bone Longbow	0	+6		1d8+1 piercing
Range	100	Ammo	0	
Dagger	0	+3		1d4+1 piercing, slashing
Dagger	0	+6		1d4+1 piercing, slashing
Range	10	Ammo	0	
Rapier, MW	0	+4		1d6+2 piercing

Rogue

CL 0 CC 0 PPI 0 0

Mode: Standard Display Summary

0 Modifier

A1 A2 A3 A4 A5 A6 A7 A8 A9 A10 A11 A12

Fantasy Grounds

GM: You are jumped by thugs. Roll Initiative

Landon: [INIT] **+4 14**

Elf Thug: [SKILL] Move Silently **+9 28**

GM: give me a spot check to see if you notice the elf sneaking up behind you as the dwarf approaches from the front

Dwarf Thug: Oo mate. Have you been introduced to the toughest guy in these parts yet?

Landon: [SKILL] Perception **+8 22**

Doug PPRPG (Landon): you fail to see the elf behind you

[TURN] Elf Thug

Elf Thug: [ATTACK (M)] Club [Flanking +2] **+7 25**

Attack [25] -> [at Landon] [HIT]

Elf Thug: [DAMAGE (M)] Club [TYPE: bludgeoning (1d6+1a7)] **+1 7**

Damage [7] -> [to Landon] [WOUNDED]

E **D**

COMBAT TRACKER

Name	Init	HP	Temp	Sbd	Wind
Landon	14	23		7	
Elf Thug	9	25			
Dwarf Thug	6	38			

MODIFIERS

Attack	Value
Touch	Part. Cover
Flat-Footed	Cover
Opportunity	Sup. Cover
	Concealment
	Total Conc.
Damage	
	Critical
	Half

GM Dwarf Th... Elf Thug

0 Modifier

A-1 A-2 A-3 A-4 A-5 A-6 A-7

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