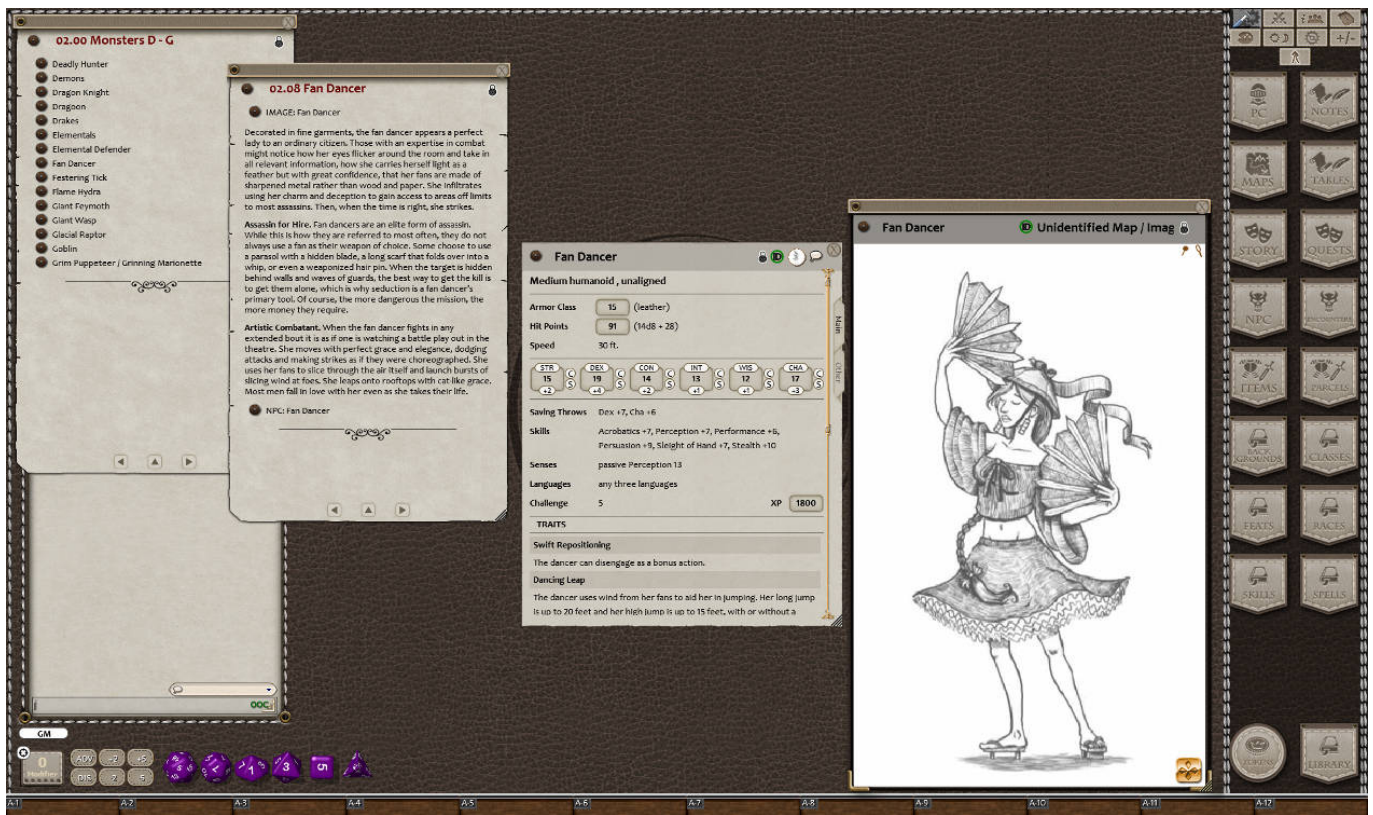


Fantasy Grounds - Nerzugal's Extended Bestiary (5E) Full Crack [Torrent]



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About This Content

Nerzugal's Extended Bestiary

This contains only the creatures of Nerzugal's Game Master Toolkit. Some are not interested in One-Shots and Dungeons but might like to expand their arsenal of creatures.

With this product, you get all 100 monsters of the GM Toolkit in a single product. All of the unique monsters come with full lore to give ideas for how you might incorporate them into your world. The book also contains 26 original pieces of artwork by Jimmy Brathen to bring these creatures to life.

This product includes extensions of existing monster types including: Azer, Kobolds, Elementals, Orcs, Ogres, and more as well many new monsters such as the Light Devourer, The Living Temple, and the Mysterious Starcaller. About 75% of the creatures are CR 5 or below, as I feel the lower levels is where a majority of campaigns live, but if you do have a high-level party there are some interesting and powerful foes that you can throw at your players.

This product includes:

- 100 creatures

-
- 26 images of various monsters
 - Over 60 Story entries with detailed information about many of the monsters

Conversion by: **Charles Surette**

Released on May 16, 2018. Designed for Fantasy Grounds version 3.3.5 and higher.

Requires: An active subscription or one time purchase of a Fantasy Grounds Full or Ultimate license and the included 5E ruleset.

Title: Fantasy Grounds - Nerzugal's Extended Bestiary (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 23 May, 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

05.00 APPENDIX A: Monsters By CR

CR 1/8

- Cursed Cat
- Decaying Zoblin
- Temple Scarab

CR 1/4

- Feasting Tick
- Giant Wasp
- Grinning Marionette
- Leaf Sorcerer
- Overgrowth Ghoul
- Pyrefly
- Zoblin

CR 1/2

- Arcane Wurm
- Bullybug Tortoise Knight
- Cave Goblin
- Dragon's Blood Kobold
- Feral Zombie
- Small Air Elemental
- Small Earth Elemental
- Small Fire Elemental
- Small Ice Elemental

cover Unidentified Map / Image

06.00 APPENDIX B: Monsters by Creature Type

Aberration

- Abomination From The Deep (CR 6)
- Light Devourer (CR 4)
- Noxious Savageclaw (CR 2)
- Terror Beast (CR 10)

Beast

- Alpha War Eagle (CR 9)
- Cursed Cat (CR 1/8)
- Feasting Tick (CR 1/4)
- Giant Wasp (CR 1/4)
- Giant Wasp Hive Queen (CR 8)
- Mammoth Beetle (CR 5)
- Molten Spider (CR 2)
- Storm Raven (CR 2)
- Temple Scarab (CR 1/8)
- Tortoise (CR 1/2)

Celestial

- Herald of Lightning (CR 9)
- Mysterious Starcaller (CR 9)

Construct

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1 2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

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

01.00 Monsters A - C

- Abomination From The Deep
- Alchemists
- Alpha War Eagle
- Ancient Fisherman
- Aquatic Strider
- Arcane Entity
- Arcane Wyrn
- Azer
- Bullywug
- Centaur
- Crabtrocity
- Cube of Anomalies
- Curled Cat

01.04 Ancient Fisherman

they die from malnutrition or until they happen upon another ship, but typically the former.

On even rarer occasions, one of these survivors forms a bond with the ocean itself and embraces its power, viewing it in the same way a cleric does their deity. The sailor and the sea come to an understanding - the sea shall provide if the sailor shows it the greatest of respect - the respect such a powerful entity deserves. These sailors become masters of swimming, of fishing, and even receive the power of spellcasting to help them through their endeavors.

Call of the Sea. Even when given the option to return to civilization - their debt to the sea repaid - most choose to stay on tropical islands, far from the rest of the world. Those who do return are never the same. They are often considered mad men as they will spend hours at a time simply staring out at the water, speaking to the waves as one would a lover. If the fisherman is ever taken away from the ocean permanently, they go mad and will ether kill the ones who try to keep them from their love or die themselves from the anguish.

Zealous Believers. The fishermen that choose to stay away from civilization are the most dangerous. Upon meeting them, they seem almost druidic in their respect for nature, constantly speaking of the sea's grace and power. They thank the sea for each and every thing they are given and if anyone questions their convictions... the wrath of the fisherman will be upon them swiftly. For those that support the fisherman, they may be rewarded with the locations of long forgotten shipwrecks or buried treasure, but often these treasures are guarded by creatures of the deep even more dangerous than the fisherman.

NPC: Ancient Fisherman

Ancient Fisherman

Medium humanoid, unaligned

Armor Class 16 (mithril chainmail)

Hit Points 110 (13d10 + 30)

Speed 30 ft., swim 30 ft.

STR	DEX	CON	INT	WIS	CHA
17	10	16	12	16	12
(+3)	(+0)	(+3)	(+2)	(+3)	(+2)

Saving Throws Str +6, Wis +6

Skills Athletics +6, Nature +4, Perception +5, Survival +6

Senses passive Perception 19

Languages any three languages


Challenge 5 XP 1800

TRAITS

Aquatic Expert
The fisherman can hold his breath for up to 10 minutes and his abilities are unimpeded when engaging in underwater combat.

Innate Spellcasting
Innate Spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks).

Ancient Fisherman Unidentified Map / Image



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

PC NOLES MAPS TABLES STORY QUESTS NPC CHARACTERS ITEMS TABLES SPELLS SKILLS SPELLS

VERSES LIBRARY

04.00 Monsters N - Z

- Necromancer
- Ninja
- Noxious Savageclaw
- Obsidian Golem
- Ogres
- Orcs
- Overgrowth Chaul
- Pyrefly
- Radiant Stalker
- Storm Raven
- Temple Scarab
- Terror Beast
- The Emerald Queen
- Timeless Chronomancer
- Witch Doctor
- Woodwraith
- Zombies and Zoblins

04.17 Zombies and Zoblins

● IMAGE Zoblin

Zombie

This section expands upon the zombie creatures found in other publications. For more information about zombies and how they are created and used, please consult these other sources. The zombies listed simply give a bit more variety to your walking dead. Some were stronger than others and that strength persists even into death in the form of the zombie warrior. Some resurrections are also not perfect, forming mad creatures such as the Feral Zombie.

Zoblins

Zoblins are simply zombified goblins. These shambling entities can be a menace when a necromancer operates over the site of an old goblin village or battleground. The zoblins are comparable in strength to ordinary zombies but some with some unique abilities. Decaying zoblins are actively falling apart and will cause disease; an ordinary zoblin will latch on to targets and continue gnawing until their victim is dead, and a zoblin boss is strong enough to retain some of its fighting prowess. The most fearsome encounter one can have with these small undead creatures is in the form of the horde of zoblins which run down their enemies and tear them to pieces with their sheer numbers.

- NPC: Decaying Zoblin
- NPC: Horde of Zoblins
- NPC: Zoblin
- NPC: Zoblin Boss
- NPC: Feral Zombie
- NPC: Zombie Warrior

Zoblin

Small undead (goblinoid), neutral evil

Armor Class **10** (leather armor)

Hit Points **22** (4d6 + 8)

Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12	8	15	5	7	6
+	-	+	-	-	-

Damage Immunities: poison

Condition Immunities: poisoned

Senses: darkvision 60 ft., passive Perception 8

Languages: understands the languages it knew in life but can't speak

Challenge **1/4** XP **50**

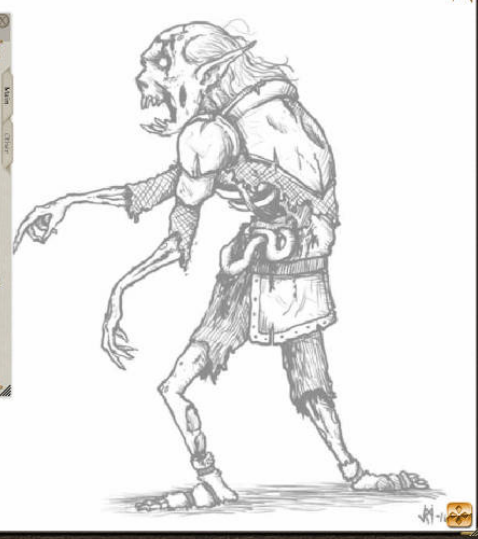
TRAITS

Undead Fortitude

If damage reduces the zoblin to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the zoblin drops to 1 hit point instead.

ACTIVATION

Zoblin Unidentified Map / Image



CM

ADV, DIS, INT, WIS, CHA, DEX, STR, CON, INT, WIS, CHA, DEX, STR, CON

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

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