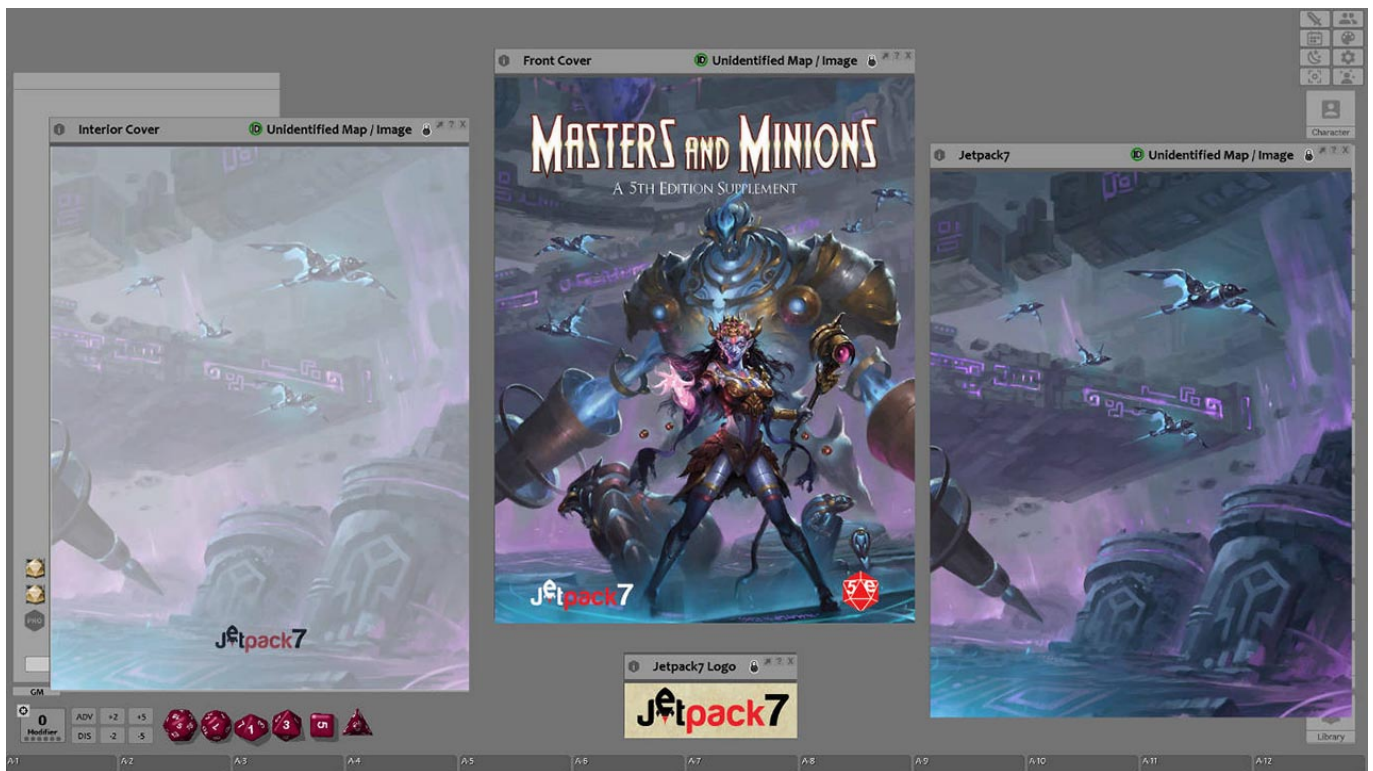

Fantasy Grounds - Masters And Minions (5E) Key Serial



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About This Content

Masters and Minions

One thing we've noticed as game masters ourselves, is the challenge that most GMs face: prep time. With busy lives like ours in mind, we wanted to create a book that has NEW content to help with that! The idea with Masters and Minions was to develop some Bosses and their followers, but with a focus on how they use their minions - and provide some tips and strategies that any GM can "drag and drop" into a new or existing game. This new content will span levels 1 - 20, so the book will continue to provide you with new content as your players level up!

Masters and Minions Features:

- 16 bosses and their minions
- 6 new monsters
- tips and strategies
- developed antagonists
- motivations, goals and strategies for masters

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- plot ideas and roleplaying hooks
 - new lore
 - "plug and play" options for new or existing campaigns
 - the benefit of time-saving while prepping for a game
 - ****All new**** content not previously published or compiled from other products.
 - Detailed NPCs, with the primary focus being how the masters implement and use their minions.
 - Minions will be unique (new monsters). Alternate minion types will also be suggested.
 - Lore and description on each Master and how they use their minions.
 - Each Master has story hooks, tricks, and strategy on how to use each one effectively. This can potentially save hours of prep time for a GM.

Creative Team:

Dan Dillon, writer: Tome of Beasts/Kobold Press, Adventurer's League, Rogue Genius Games, Legendary Games, Rite Publishing.

Jim Pinto, writer: Legend of the Five Rings, Warlord, Protocol Praxis, The Carcass, George's Children, World's Largest Dungeon

Foreword by **Matthew Colville**: Writer and designer in video games. Writer of Priest (Ratcatchers #1), Thief (Ratcatchers #2), Critical Role: Vox Machina and runs a YouTube channel with 130K subscribers

Conceptopolis, LLC, artwork: Hasbro, Mattel, Marvel, DC, Wizards of the Coast, Lego, Sony, Square Enix, among others.

What you can expect:

- Encounters covering levels 1-20.
- Encounters are broken into levels 1-3, 4-7, 8-10, etc., allowing for flexible game options.

Converted by: **Michael Potter**

Released on April 18, 2019. Designed for Fantasy Grounds version 3.3.8 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 - Masters and Minions (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 30 Apr, 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

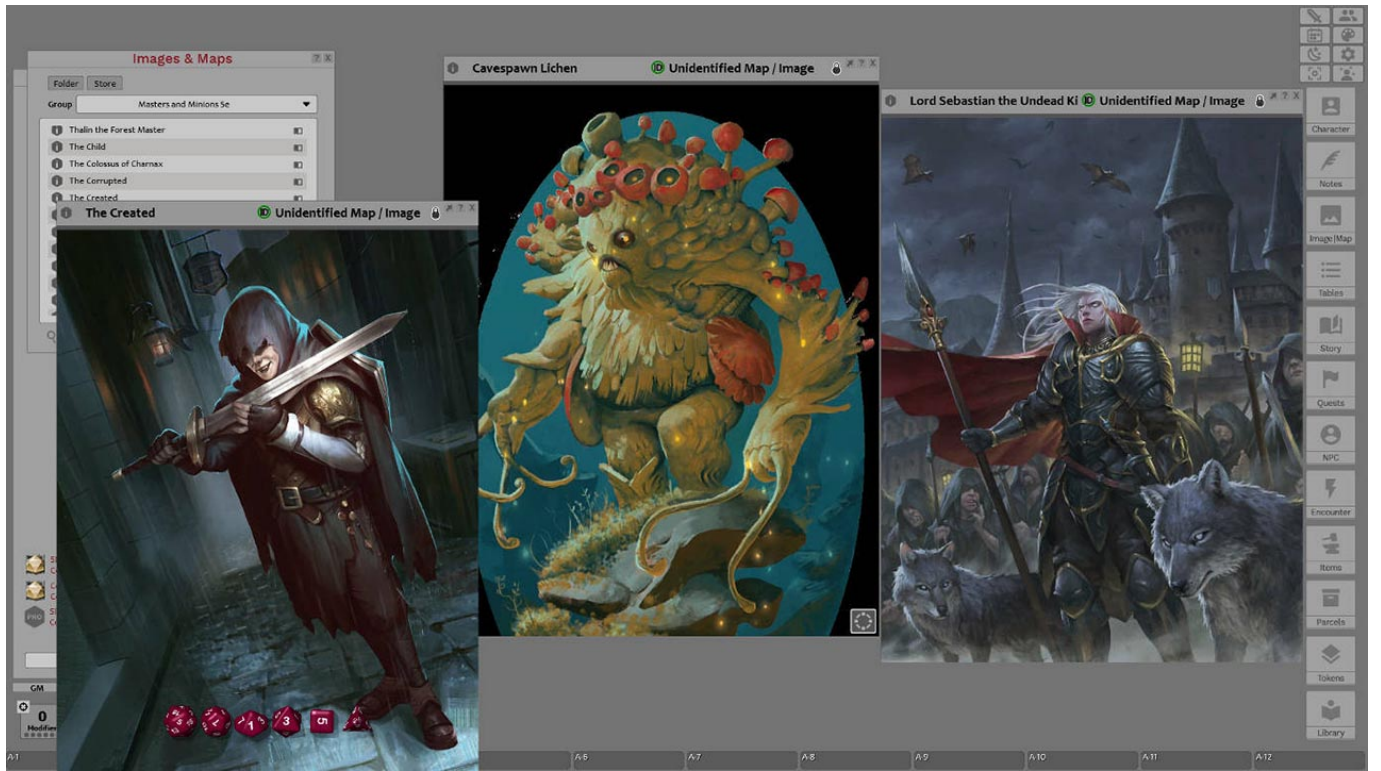
Network: Broadband Internet connection

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



Story

Templates

Group: (All)

2.01 Kyrtelmuk the intelligent	Masters and Minions Se
2.02 Jesset Woolbringer	Masters and Minions Se
2.03 Ard/Tik/Chok	Masters and Minions Se
3.0 Minion Tactics	Masters and Minions Se
3.01 Azer	Masters and Minions Se
3.02 Behr	Masters and Minions Se
3.03 Bugbear	Masters and Minions Se
3.04 Bullywug	Masters and Minions Se
3.05 Cambion	Masters and Minions Se
3.06 Chimera	Masters and Minions Se
3.07 Cyclops	Masters and Minions Se
3.08 Devil-imp	Masters and Minions Se
3.09 Dryad	Masters and Minions Se
3.10 Duergar	Masters and Minions Se
3.11 Elementals	Masters and Minions Se
3.12 Dire Wolf	Masters and Minions Se
3.13 Drow, Drow Warrior and Drow Mage	Masters and Minions Se
3.14 Ettin	Masters and Minions Se
3.15 Flameskull	Masters and Minions Se
3.16 Galeb Duhr	Masters and Minions Se
3.17 Gargoyle	Masters and Minions Se
3.18 Ghast	Masters and Minions Se
3.19 Ghoul	Masters and Minions Se
3.20 Goblin	Masters and Minions Se
3.21 Golem	Masters and Minions Se
3.22 Hell Hound	Masters and Minions Se
3.23 Hobgoblin	Masters and Minions Se
3.24 Jackalwere	Masters and Minions Se

3-15 Flameskull

Minions of evil spellcasters.

Frequency: 1

Setting: Protection of a place, item, or person.

Senses: Darkvision 60 ft., passive Perception 12

Size: Small (floating humanoid skull)

Speed: fly at 40 ft.

A Flameskull's mission is quite simple: Protect at all costs. It only has vague memories of its former life and is absolutely obsessed with its task, even at the expense of its existence. In fact, even if defeated, the Flameskull has Regeneration and will reform in one hour, ready to continue its duties.

Tactics: A Flameskull doesn't have high AC, or a great amount of hit points, so leverage its tiny size and ability to fly. Cast spells from a distance. It would rarely ever get closer than 30 feet to attack. A strategic Master will have the Flameskull protect an area that has proper cover and space to move out of range of attackers. It will approach just close enough to cast spells back into cover. The Flameskull's absolute mission protect an area, and with a high intelligence it will tricked into abandoning its task.

A Flameskull knows that spellcasters are its primary target. It will certainly target them first. If it can surprise its confined space (or before they scatter), it will try to move out of visual range and take cover. If by chance it is the target of a ranged attack, or an attack magic missile, it will take a reaction and use shield. It saves the 1st level slots for magic missile in order to much damage to the PC spellcasters as it can. If it is a scenario that allows for PC melee attacks, use this and then have it seek out cover when it can.

Leverage the Flameskull's spells first and then war

3-20 Goblin

Minions of hobgoblin warlords and bugbear chiefs

Frequency: 5/50

Setting: any dungeon, cavern, or abandoned mine

Senses: Darkvision 60 ft., passive Perception 12

Size: Small (4 ft.)

Speed: Normal at 30 ft.

Goblins are small and nimble and are best used in areas where their numbers and size are to their advantage. Adventuring through a narrow corridor with dozens of Goblins hiding above could prove to be a very dangerous situation for unsuspecting PCs.

The Goblin's motivation is to take on powerful foes and bring their riches back to their Master.

Tactics: To help a Goblin survive longer in combat, use Nimble as turns. Leverage the varied types of traps they call home. While some of these are "quantity over quality" when it comes to the goblin's abode. Even the most crude of traps will annoy the PCs and it may just enough to be a concern for them.

choose to Hide and surprise PCs using possible, granting them advantage on the flanking with their shortbow, a Goblin will die again. It will move up to 30 ft. and use its Dash turn. Goblins will do their best to stay if they do, use Disengage. After the goblin will move as far away as they can from the within striking range with their short bow. If Hide again—even better.

1-2 hit points will attempt to run away and end. But they will attempt to escape at the

3-37 Troll

Minions/mercenaries to orcs, ogres, hags and more dominant goblin

Frequency: 1-5

Setting: Mountainous regions, colder climates, cave entrances

Senses: Darkvision 60 ft., passive Perception 11

Size: Large (9 ft. tall)

Speed: Normal at 30 ft.

Trolls are the quintessential brutes and will likely not pre-plan for any conflict with PCs. They know they are tough due to Regeneration and they know they are susceptible to fire. Trolls are good guards due to their keen sense of smell, despite how loathsome they are to other goblins. Typically, they are only tolerated by others of their kin, and only marginally.

Tactics: Leverage their abilities for a night attack by using Darkvision and Keen Smell. They have a Claw/Bite Multitask every round, so they would engage PCs as quickly as possible—even using Dash to do so. Any PC fire or acid attacks will only give the Trolls pause after they are reduced to half their hit points (42 hit points or fewer).

Trolls can re-attach a severed limb as a bonus action if it is within 10 ft. of it. If a Claw is more than 10 ft. away, the severed Claw can still move 5 ft. to make a single attack. Severed limbs—even a head—aren't useful until reattached, and severed parts from other Trolls are not interchangeable and will only reattach to their original body.

Trolls will not consider retreat until lowered to one quarter of their max hit points, and especially if PCs are using fire or acid attacks.

Tip: A Master who knows a Troll's strengths and weaknesses will put them in a setting where they may have a better chance of success. For example: a torch lasts 1 hour. Lighting a torch

Character

Notes

Image/Map

Tables

Story

Quests

NPC

Encounter

Items

Parcels

Tokens

Library

GM

Modifier

ADV +2 +5

DIS -2 -5

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

Library

NPCs

By Letter | By CR | By Type

Group: (All)

- Dead Vine Masters and Minions Se
- Devil Blender Masters and Minions Se
- Ettiene the Ringleader Masters and Minions Se
- Fenton Greycastle Masters and Minions Se
- Fireborn Masters and Minions Se
- Flesh Fragment Masters and Minions Se
- Gaunt Masters and Minions Se
- Goblin Kennel Master Masters and Minions Se
- Grael the Tinkerer Masters and Minions Se
- Grisek's the Orc Queen Masters and Minions Se
- Hag Spawn Masters and Minions Se
- Ishmael the Master of Chains, Slaver Masters and Minions Se
- Iadora, the Night Hag Masters and Minions Se
- Jaella Thislebrar, The Mother Masters and Minions Se
- Jeset Woebringer Masters and Minions Se
- Jesier Masters and Minions Se
- Kynikk the Debauched Masters and Minions Se
- Kyrtelmuk the Intelligent Masters and Minions Se
- Living Golem Masters and Minions Se
- Lord Sebastian, the Undead Kin Masters and Minions Se
- Mauugh the Troll Masters and Minions Se

GM

ADV +2 +5
DIS -2 -5

Ettiene the Ringleader

Medium humanoid (elf), chaotic evil

Armor Class 15 (studded leather)
Hit Points 143 (2d8 + 44)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
11	16	14	13	15	18
-2	+3	+2	+1	+2	+4

Saving Throws Dex +6, Cha +7

Skills Acrobatics +6, Deception +7, Perception +5, Performance +10

Senses darkvision 60 ft., passive Perception 15

Languages Common, Elvish, Goblin, Thieves' Cant

Challenge 5 XP 1800

TRAIT: Fey Ancestry
Ettiene has advantage on saving throws against magic that can't put her to sleep.

Spellcasting
Ettiene is a 9th level spellcaster.

Mauugh the Troll

Large giant, chaotic evil

Armor Class 16 (natural armor)
Hit Points 157 (15d10 + 75)
Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
20	13	20	17	11	10
+5	+3	+5	+3	+0	+0

Skills Perception +4

Damage immunities fire

Senses darkvision 60 ft., passive Perception 14

Languages Common, Giant, Ignan

Challenge 9 XP 5000

TRAIT: Blazing Strikes
Mauugh's weapon attacks are magical. When Mauugh hits with any weapon attack, he deals an extra 2d6 fire damage (included in the attack).

Keen Smell
Mauugh has advantage on Wisdom (Perception) checks that rely on smell.

Ishmael the Master of Chains, Slaver

Image: Ishmael the Master of Chains, Slaver

Lore

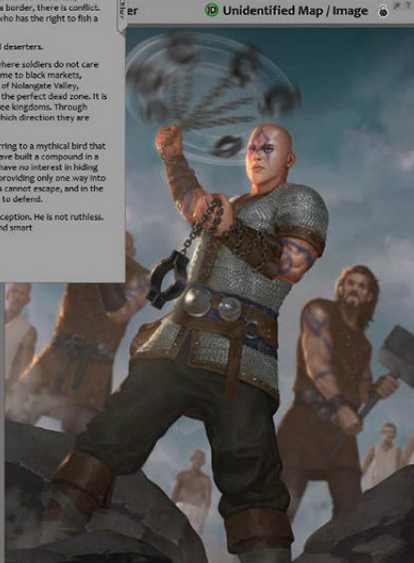
Kingdoms and chieftains continually fight for the world's resources, boundaries, and treasure. Everywhere there is a border, there is conflict. No two nations seem capable of agreeing over who has the right to fish a river, or mine a mountain, or chop a tree.

Wars happen. And with wars come refugees and deserters. And with boundaries come dead zones, places where soldiers do not care to navigate or protect. These dead zones are home to black markets, contraband, and criminal enterprise. In the case of Nolangue Valley, Ishmael and his entourage of slavers have found the perfect dead zone. It is dry, isolated, quiet, and rests at the nexus of three kingdoms. Through here, most refugees must travel regardless of which direction they are headed.

Calling themselves the Tsenahale—a name referring to a mythical bird that grows offspring from its feathers—the slavers have built a compound in a large ditch in the side of the valley. While they have no interest in hiding themselves, they do employ the solid tactics of providing only one way into and out of the compound. This makes it so slavers cannot escape, and in the event of an attack there is only one side to defend.

For the Tsenahale since its inception. He is not ruthless. That. But, he is practical and smart.

Unidentified Map / Image



Character

Notes

Image Map

Tables

Story

Quests

NPC

Encounter

Items

Parcels

Tokens

Library

6 / 9

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