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About This Content

Quests of Doom 4: Desperation of Ivy

By **Lance Hawvermale**

The Desperation of Ivy is an adventure for 4 to 6 characters of levels 3-5 who are tasked with adventuring the ivy-choked Coltherstone Hold.

Converted by: **Charles Surette**

Released on August 09, 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: Desperation of Ivy (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

MAP Coltherstone Hold - Ground

Coltherstone Hold
Ground Floor

1. Porch
2. Room
3. Dining Hall
4. Kitchen
5. Stairwell
6. Bay Window
7. Portrait
8. Study
9. To Cellar
10. Stairwell
11. Brats
12. Storage
13. Tower
14. Junk
15. Master Shroom

MAP Coltherstone Hold - Second

Coltherstone Hold
Second Floor

16. The Floater
17. Water Closet
18. Closet
19. Ophidian Retreat
20. Child's Play
21. A Peaceful Sleep
22. The Creeper
23. Fallen Armor
24. Mushroom Enclave
25. Stairwell & Hall
26. Butler's Room
27. Naid's Room
28. Gook's Room

Coltherstone Hold Cellar

29. West Basement
30. Roof Cellar
31. East Basement
32. Heirloom Vault
33. Emptied Cavern
34. The Seven Dead
35. The Unexplained

04.00 Coltherstone Hold

A green mass of ivy completely encases Coltherstone Hold, so much of this verdant plant covers the building that the once-beautiful stonework is visible only in patches here and there. The windows and doors are completely obscured. The two-story structure retains its former shape, but otherwise it is unrecognizable.

Tightly woven together, the vines prove a serious blockade to anyone hoping to steal a curious look inside. Getting into Coltherstone means chopping at the ivy, and that takes time and not a small amount of effort. The ivy is so old that its main stems are several inches thick, as formidable as the ropes on a great sailing vessel. Some of the leaves are the size of parrots. Likewise, the property around Coltherstone is overgrown with rampant foliage. No discernible path leads to the house; visitors must wade through knee-high weeds and prickly brambles.

The characters have a few options for entering the hold:

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- NOVELS
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- PARCELS
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10.00 Appendix A: New Creatures and Objects

- Animated Object, Jack-in-the-Box
- Archer Bush
- Ascetic
- Assassin Vine
- Blood Bush
- Cobra Flower
- Crystalline Horror
- Flowerchild
- Flytrap, Giant
- Fungal Crawler
- Gallows Tree
- Gallows Tree Zombie
- Ghul
- Gorgoli
- Mushroom Man
- Ophidian
- Pike, Giant
- Spidersveed

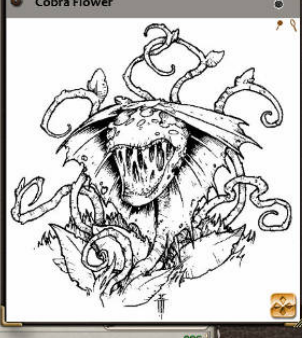
11.00 Appendix B: Encounters, Diseases

- Brown Mold
- Gas Spore
- Green Slime
- Yellow Mold

12.00 Appendix C: New Magic Items

- Hardened Chariot of Paradise
- Chair of the Ancestors
- Unguent of Timelessness
- Lumberdoom

Cobra Flower



CM

Cobra Flower

IMAGE: Cobra Flower

This tall, slender plant has a large flowering bulb topping its brownish-green roots. Two green, winglike leaves flank its flowering top, giving the appearance of a cobra's hood. Its leaves are thin and have transparent blotches on them.

Yellow Mold

Armor Class 0

Hit Points 0

Speed

STR	DEX	CON	INT	WIS	CHA
10	10	10	10	10	10
10	10	10	10	10	10

Challenge XP 0

TRIALTS

Vulnerability

Yellow mold is instantly destroyed by fire damage or sunlight.

ACTIONS

Cloud of Spores

If disturbed, the yellow mold releases a cloud of spores in a 10-foot radius around itself. Creatures caught in the spore cloud must succeed on a DC 15 Constitution saving throw, taking 11 (2d10) poison damage on a failed saving throw, or half as much damage on a successful one. They must save or be injected with spores that cause the creature to be poisoned for 1 minute. Creatures that fail their saving throws will take recurring damage from the poison, taking 5 (1d10) poison damage at the start of each of their turns. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a successful save.

Unguent of Timelessness

Non-ID Name Dark Glass Jar

Type Wondrous Item

Rarity Rare

Cost 500 - 5,000 gp

This small, dark-glass jar contains 2d4 + 4 applications of thin, oily substance that smells faintly of well-oiled leather. A single application is enough material to coat a Small object. Two applications would be required to coat a Medium object, three applications for a Large object, and so on.

When applied to something that was once living, such as a body, wood, or paper, allows the matter to resist the passage of time. Each year of actual time has the effect as if only a single day had passed. The coated object has advantage on all saving throws, and the unguent never wears off unless magically removed by a spell such as dispel magic.

A.1

A.2

A.3

A.4

7

A.8

A.9

A.10

A.11

A.12

NOVELS

TABLES

QUESTS

PARCELS

CLASSES

RACES

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VERSES

LIBRARY

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