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About This Content

The Blight: Horror in the Sinks

Lurking in the drowning folly that is the aristocratic enclave of the Sinks, the horrific Asylum, shunned by a citizenry terrified of the revelations it may contain, is where the nobles of the Blight bury their living secrets.

But when too many overseers are killed, and in ways someone must enter to investigate.

Those who do soon learn that life - if it can be called that within its walls of that bleak place -- is even worse than they feared and the truths that nestle within its inmates are far more distressing than mere madness.

Horror in the Sinks is a stand-alone adventure set in The Blight for 4-6 3rd-level characters.

Converted by: **Jay Scheponik**

Released on January 17, 2019. 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 Blight: Horror in the Sinks (5E)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 5 Feb, 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

0.00 Index

"...You've just entered the wrong side of town..."

Horror
for a pa
adventu
twisted
Frog Go

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GM

4.01.05.1 Event 2: Monstrous

- Map - Asylum Watch Station Basement - DM
- Map - Asylum Watch Station Basement - Pla

Eventually, the PCs either request to inspect the
or else the overseers offer them up for removal.
ensure that nothing happens to the women or t

- Encounter

Map - Asylum Watch Station Basement - DM Map

Asylum Watch Station Basement

B7   B11

4.01.06.10 East Store

This storeroom has a vaulted ceiling supported by
pillar. In the west corner of the north wall is a lock
(Dex (with thieves' tools) DC 20), barred (on this si
thick, wooden plank. The key is in the Officer's Qua
PCs move to open this door before learning about
beyond, the constables warn the PCs that it leads
disused, subterranean supply canal infested by swa
aggressive rats (see Chapter 4).

Unless attracted elsewhere in the basement due t
syreling slick lurks in this chamber, covering the iro
wall in the north corner. The door cannot be open
ooze covers it. While the ooze has a hive mind inte
capable of understanding a few basic words of Aklo
become used to being harvested by the constables
smart enough to recognize the PCs as a threat unl
injure it. The syr
Honeyman and s
as well as 12 mor
harmed, it rema

Map - Asylum Watch Station Basement - Player

Asylum Watch Station B

4.01.06.10 Syreling Slick

CR	3		XP	700

Token	#	Name		
S	1	Syreling Slick		

Placement: ✓

Syreling Slick

Between Link

A syreling slick shares a mental link with its caul cuckoo queen that
allows for communication across any distance (as long as they are on the
same plane). This communication is a free action, allowing the queen to
give orders to its syreling slick at any time. This link also infuses the
syreling slick with Between power, granting 1 temporary hit point per
HD (16 for most syreling slicks).

Caulspawn

A creature engulfed by a syreling slick or damaged by its slam attack
must succeed on a DC 12 Constitution saving throw or suffer the effects
of caulspawn (see sidebar below).

Engulf

A creature struck by a syreling slick's slam attack must succeed on a DC
12 Dexterity saving throw or be restrained by the viscid ooze. The target
or an adjacent creature can spend its turn scraping off the clinging fluid,
allowing a new DC 14 Dexterity saving throw with a +2 bonus; otherwise,
the effect lasts for 1d4 minutes.

ACTIONS

Slam

Melee Weapon Attack: +4 to hit, reach 5ft. one target. Hit: 6d6+4
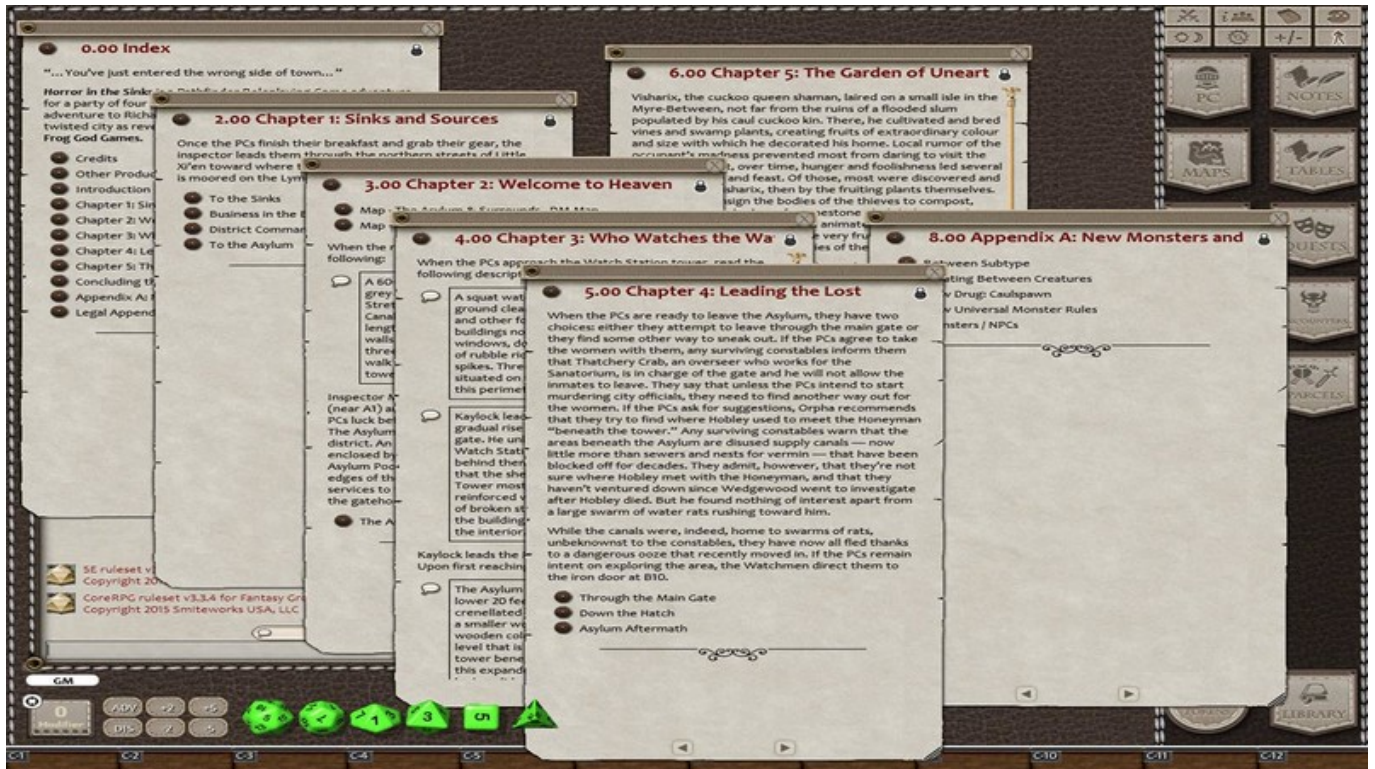bludgeoning plus caulspawn and engulf.

0.00 Index

"...You've just entered the wrong side of town..."

Horror in the Sinks is a Pathfinder Roleplaying Game adventure for a party of four... adventure to Rich... twisted city as reve... Frog God Games.

- Credits
- Other Produc...
- Introduction
- Chapter 1: Sin...
- Chapter 2: W...
- Chapter 3: W...
- Chapter 4: Le...
- Chapter 5: Th...
- Concluding t...
- Appendix A: ...
- Legal Append...

5E ruleset v...
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GM

2.00 Chapter 1: Sinks and Sources

Once the PCs finish their breakfast and grab their gear, the inspector leads them through the northern streets of Little Xi'en toward where t... is moored on the Lym...

- To the Sinks
- Business in the...
- District Comman...
- To the Asylum

When the r... following:

Inspector N... (near A1) a... PCs luck be... The Asylum... district. An... enclosed by... Asylum Poo... edges of th... services to... the gateho...

- The A...

3.00 Chapter 2: Welcome to Heaven

- Map - The Asylum & Surrounds, DM Map
- Map -

When the PCs approach the Watch Station tower, read the following descript...

A squat wat... ground clea... and other fo... buildings no... windows, do... of rubble ri... spikes. Thr... situated on... this perime...

Kaylock lea... gradual rise... gate. He un... Watch Stati... behind the... that the sh... Tower most... reinforced v... of broken st... the building... the interior...

Kaylock leads the... Upon first reachin...

The Asylum... lower 20 fe... crenellated... a smaller w... wooden col... level that is... tower bend... this expand...

6.00 Chapter 5: The Garden of Uneart

Visharix, the cuckoo queen shaman, laired on a small isle in the Myre-Between, not far from the ruins of a flooded slum populated by his caul cuckoo kin. There, he cultivated and bred vines and swamp plants, creating fruits of extraordinary colour and size with which he decorated his home. Local rumor of the occupant's madness prevented most from daring to visit the ... over time, hunger and foolishness led several ... and feast. Of those, most were discovered and ...sharix, then by the fruiting plants themselves. ...sign the bodies of the thieves to compost, ...mestone ...e animat... ...e very fru... ...es of the...

4.00 Chapter 3: Who Watches the Wa...

5.00 Chapter 4: Leading the Lost

When the PCs are ready to leave the Asylum, they have two choices: either they attempt to leave through the main gate or they find some other way to sneak out. If the PCs agree to take the women with them, any surviving constables inform them that Thatchery Crab, an overseer who works for the Sanatorium, is in charge of the gate and he will not allow the inmates to leave. They say that unless the PCs intend to start murdering city officials, they need to find another way out for the women. If the PCs ask for suggestions, Orpha recommends that they try to find where Hobley used to meet the Honeyman "beneath the tower." Any surviving constables warn that the areas beneath the Asylum are disused supply canals — now little more than sewers and nests for vermin — that have been blocked off for decades. They admit, however, that they're not sure where Hobley met with the Honeyman, and that they haven't ventured down since Wedgewood went to investigate after Hobley died. But he found nothing of interest apart from a large swarm of water rats rushing toward him.

While the canals were, indeed, home to swarms of rats, unbeknownst to the constables, they have now all fled thanks to a dangerous ooze that recently moved in. If the PCs remain intent on exploring the area, the Watchmen direct them to the iron door at B10.

- Through the Main Gate
- Down the Hatch
- Asylum Aftermath

8.00 Appendix A: New Monsters and

- ...Between Subtype
- ...ating Between Creatures
- ...v Drug: Caulspawn
- ...v Universal Monster Rules
- ...nsters / NPCs

NPCS

Caul Cuckoo Queen

Saving Throws Init +5

Senses darkvision 60ft, passive Perception 11

Languages Common, Sylvan

Challenge 6

TRAITS

Caulspawn

A creature damaged by a caul
succeed on a DC 12 Constitutio
caulspawn.

Mindworms

A caul cuckoo queen can stir t
action, it can place a thought i
from caulspawn addiction with
thought is its own, and need n
throw. The queen and its targ
language to sow complex idea
feelings of worms crawling un
condition on the target for 1d
caulspawn for the effects of th
DC 12 Wisdom saving throw ne

SE ruleset v3.3.4 for Fa
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CoreRPG ruleset v3.3.4
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GM

Living Disease, Bloody Flux

Image - Living Disease, Bloody Flux

A dark mist rolls and retracts, probing its environment with ephemeral
tendrils

Living diseases are swarms of harmful bacteria or viruses that have
supernaturally gained limited sentience under exceedingly foul or magical
conditions. They seek out hosts to propagate their contagion. Their
individual components are microscopic; th
because they form swarms containing bill

Caul Cuckoo Queen

Swarm of Bloody Flux

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