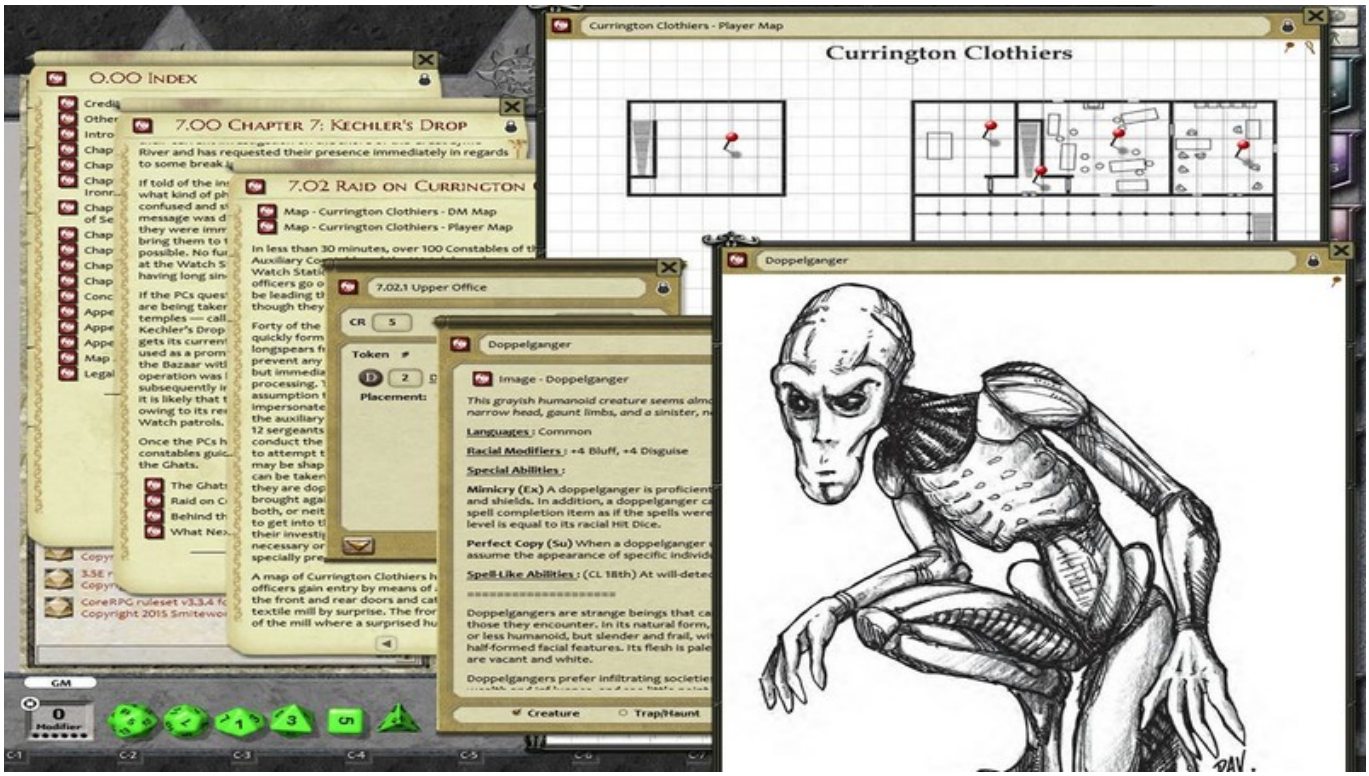
Fantasy Grounds - The Blight: Bloody Jack (PFRPG) Download Cracked Pc



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About This Content

The Blight: Bloody Jack

Richard Pett's Crooked City

All the children the Blight know nursery about Bloody Jack, cautionary tales for naughty or overly inquisitive children to mind their manners and obey their parents. However, their parents know the true horror stories of those times 50 years ago when the lunatic serial killer known as Bloody Jack Carver stalked the Blight and abducted children. The killing spree ended, but the perpetrator was never caught.

When the PCs are deputized to assist in a homicide investigation, they find terrifying clues that point to the three-decade old Bloody Jack killing spree. Signs indicate that they were just the beginning. The PCs are in a race against time across the city that is Blight as they attempt to stop a new killing soree before it can start.

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 Pathfinder ruleset.

Title: Fantasy Grounds - The Blight: Bloody Jack (PFRPG)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 29 Jan, 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

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Scroll (Ghoul Touch)
Sword, short +1
Wand (Produce Flame)
Parcels
0.01.1 First Night - Constable Corpse
3.04 Crooked Crossing
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TBz
The Lost Lands
The Blight
Richard Pett's Crooked City
TBz: Bloody Jack
Greg A. Vaughan
Pathfinder
GM
Modifier
Tokens
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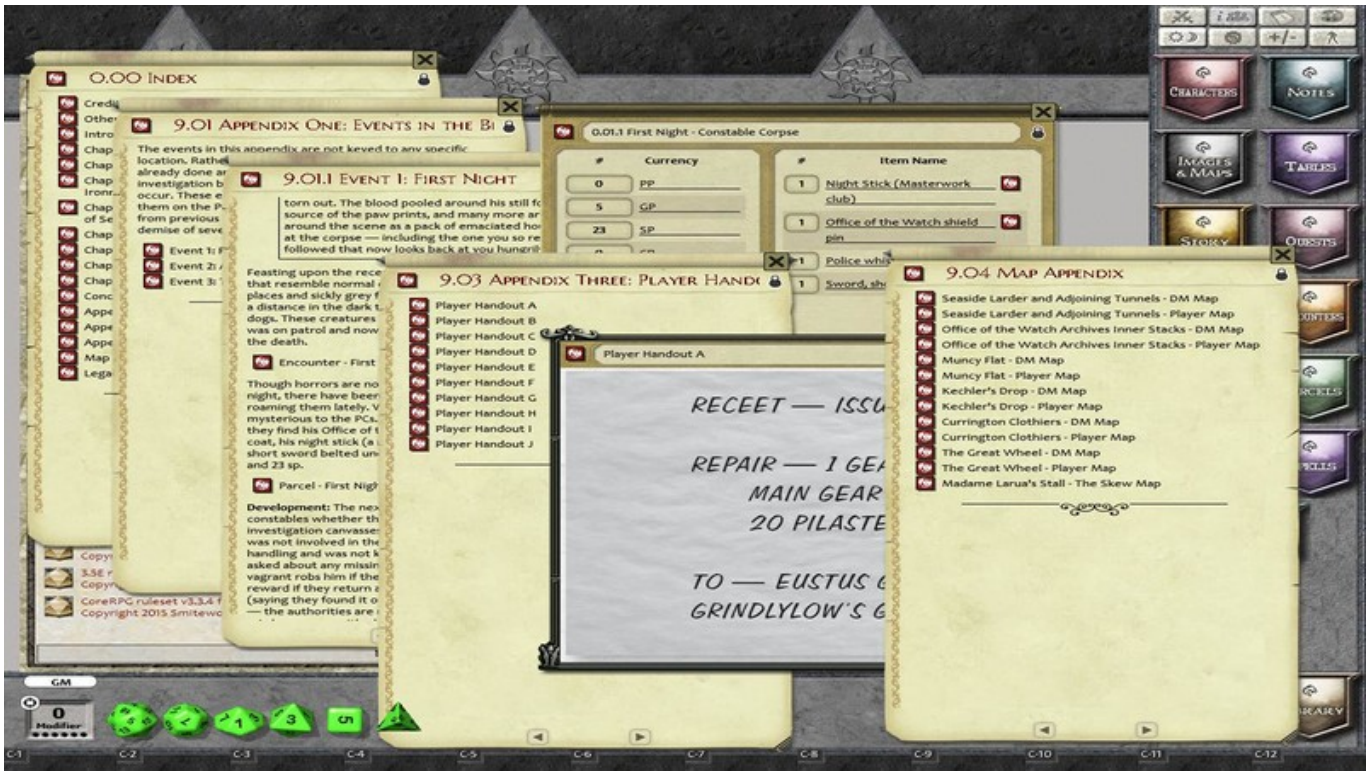
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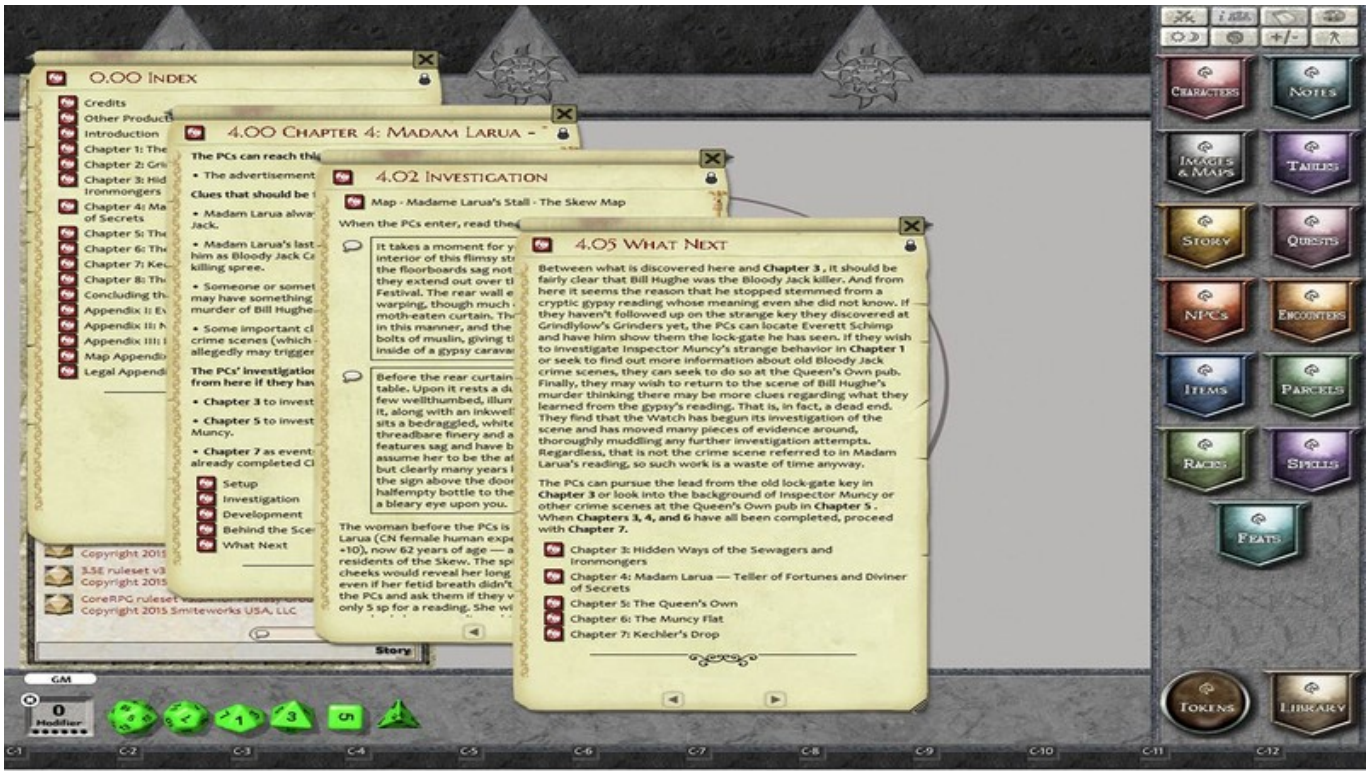
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4.00 Chapter 4: Madam Larua -
The PCs can reach thi
• The advertisement
Clues that should be
• Madam Larua alwa
Jack.
• Madam Larua's last
him as Bloody Jack C
killing spree.
• Someone or somet
may have something
murder of Bill Hughe
• Some important cl
crime scenes (which
allegedly may trigger
The PCs' investigatio
from here if they ha
• Chapter 3 to invest
• Chapter 5 to invest
Muncy.
• Chapter 7 as event
already completed Cl
Setup
Investigation
Development
Behind the Sce
What Next
Story
4.02 Investigation
Map - Madame Larua's Stall - The Skew Map
When the PCs enter, read the
It takes a moment for y
interior of this flimsy st
the floorboards sag not
they extend out over t
Festival. The rear wall e
warping, though much
moth-eaten curtain. Th
in this manner, and the
bolts of muslin, giving t
inside of a gypsy carava
Before the rear curtain
table. Upon it rests a d
few wellthumbed, illum
it, along with an inkwell
sits a bedraggled, white
threadbare finery and a
features sag and have b
assume her to be the a
but clearly many years
the sign above the doo
halfempty bottle to the
a bleary eye upon you.
The woman before the PCs is
Larua (CN female human exp
+10), now 62 years of age — a
residents of the Skew. The sp
cheeks would reveal her long
even if her fetid breath didn't
the PCs and ask them if they
only 5 sp for a reading. She w
4.05 What Next
Between what is discovered here and Chapter 3 , it should be fairly clear that Bill Hughe was the Bloody Jack killer. And from here it seems the reason that he stopped stemmed from a cryptic gypsy reading whose meaning even she did not know. If they haven't followed up on the strange key they discovered at Grindylow's Grinders yet, the PCs can locate Everett Schimp and have him show them the lock-gate he has seen. If they wish to investigate Inspector Muncy's strange behavior in Chapter 1 or seek to find out more information about old Bloody Jack crime scenes, they can seek to do so at the Queen's Own pub. Finally, they may wish to return to the scene of Bill Hughe's murder thinking there may be more clues regarding what they learned from the gypsy's reading. That is, in fact, a dead end. They find that the Watch has begun its investigation of the scene and has moved many pieces of evidence around, thoroughly muddling any further investigation attempts. Regardless, that is not the crime scene referred to in Madam Larua's reading, so such work is a waste of time anyway.
The PCs can pursue the lead from the old lock-gate key in Chapter 3 or look into the background of Inspector Muncy or other crime scenes at the Queen's Own pub in Chapter 5 . When Chapters 3, 4, and 6 have all been completed, proceed with Chapter 7.
Chapter 3: Hidden Ways of the Sewagers and Ironmongers
Chapter 4: Madam Larua — Teller of Fortunes and Diviner of Secrets
Chapter 5: The Queen's Own
Chapter 6: The Muncy Flat
Chapter 7: Kechler's Drop
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