

## Fantasy Grounds - Scorpions Of Perdition (PFRPG) Activation Code [full Version]



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### About This Content

#### What's Down in Those Mines; It Ain't of This World!

*A strange craft fallen from the stars, long the home of a tribe of monstrous mutants worshipping the long-forgotten technology in its ruined bowels, has birthed a new and fearsome scourge. Alien prisoners once bound in its holds have escaped from the derelict, bringing terror and death to a poor mining town while a lone android marshal wanders the wasteland seeking these escaped interplanetary convicts. The heroes find themselves stalked in turn by an unearthly abomination in a twisting catacomb of mines and must dare the precarious ruins of the dangling spacecraft embedded in the cliffs if they are to stop the conquering forerunners of an ancient empire buried centuries ago from rising again to pick up where they left off... with world domination!*

Scorpions of Perdition is a Pathfinder Roleplaying Game adventure for 8th to 9th-level characters by Alex Riggs and Nicolas Logue that blends pulp action and tense horror with a dash of sci-fi elements throughout. Pick up this large adventure today and Make Your Game Legendary!

**Requires:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included Pathfinder ruleset (3.5E Compatible).

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Title: Fantasy Grounds - Scorpions of Perdition (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 3 Jan, 2017

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**Minimum:**

**OS:** Windows XP, Vista, 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:** N/A

**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

The screenshot displays a game interface for a Pathfinder 2e session. The central focus is a map titled "Map - Necropolis" showing a circular structure with several labeled areas: "Base of Dome" at the top, "Cliffs" in the upper middle, "Irradiated River" on the left, and "Palace" in the center. The map features a grid of small, dark, circular markers. A blue river flows from the left towards the center. A red arrow points to a location on the map.

Overlaid on the map are several windows:

- Image - Necropolis:** A window on the left showing a dark, atmospheric scene with a bright green, glowing light source and some structures.
- 8.5.2 B2. THE CITY STREETS (CR 9):** A text window on the right providing background information:
 

Winding, narrow streets weave their way through simple houses made of earth and rock. Skeletal corpses, dressed in tattered and ancient rags, are sprinkled haphazardly throughout the city: one lies in the middle of the street, another is visible sitting inside its home, a third is slumped against a wall. Ancient carapaces like those of the creatures encountered in the mines are found, as well, their shells empty and translucent white in color.

The city is largely abandoned, having been crushed by the forces of the apocalypse. The water is highly radioactive, and the creatures that have awakened alongside the ruins of what was once the city are all mutated.

The river of glowing green city. The water is highly radioactive, and the creatures that have awakened alongside the ruins of what was once the city are all mutated.
- Three Xill Hatchlings:** An encounter window on the right showing:
  - Challenge Rating: 7
  - XP: 3200
  - Token # 3
  - Name: Xill Hatchling
  - Placement: (Three icons)
- CREATURES:** A section at the bottom of the encounter window with the text: "As the PCs pass a lonely in them from three sides." and "Encounter: Three Xill Hatchlings".

At the bottom of the screen, there is a chat window and a row of red dice icons.



**UP**  
1 Square = 5 feet

**C3**

**C4**

**C6**

**C5**

**8.6.7. C7. ARMORY (CR 7)**

This plain steel room contains several metal cupboards lining each wall and a few simple steel benches are nailed to the wall, which is now the ceiling as this area is upside down.

The door to this room is locked (DC 30). One of the panels area C4 unlocks it, and a successful DC 25 Use Magic Device check can allow a character to unlock the room from the other side.

**CREATURES**

A clutch of three gargoyles use this armory as their trophy room, utilizing a large escape hatch (which, due to the room hanging at a 90-degree angle, is now on one wall) to gain access here. They enjoy an uneasy peace with the choker; cannot easily access this room due to it being locked, and by night and rest here during the day, using the benches perches to hang from, like bats.

**Encounter:** Armory

**TREASURE**

Among some more grisly trophies hanging in the lockers here, a laser pistol and a +1 longsword are on display as well, and a dwarf's dismembered hand still grips the +1 longsword.

**Treasure:** Armory Treasure

**Armory**

Challenge Rating **7** XP **3200**

Token #	Name
3	Gargoyle

Placement:

**Laser pistol**

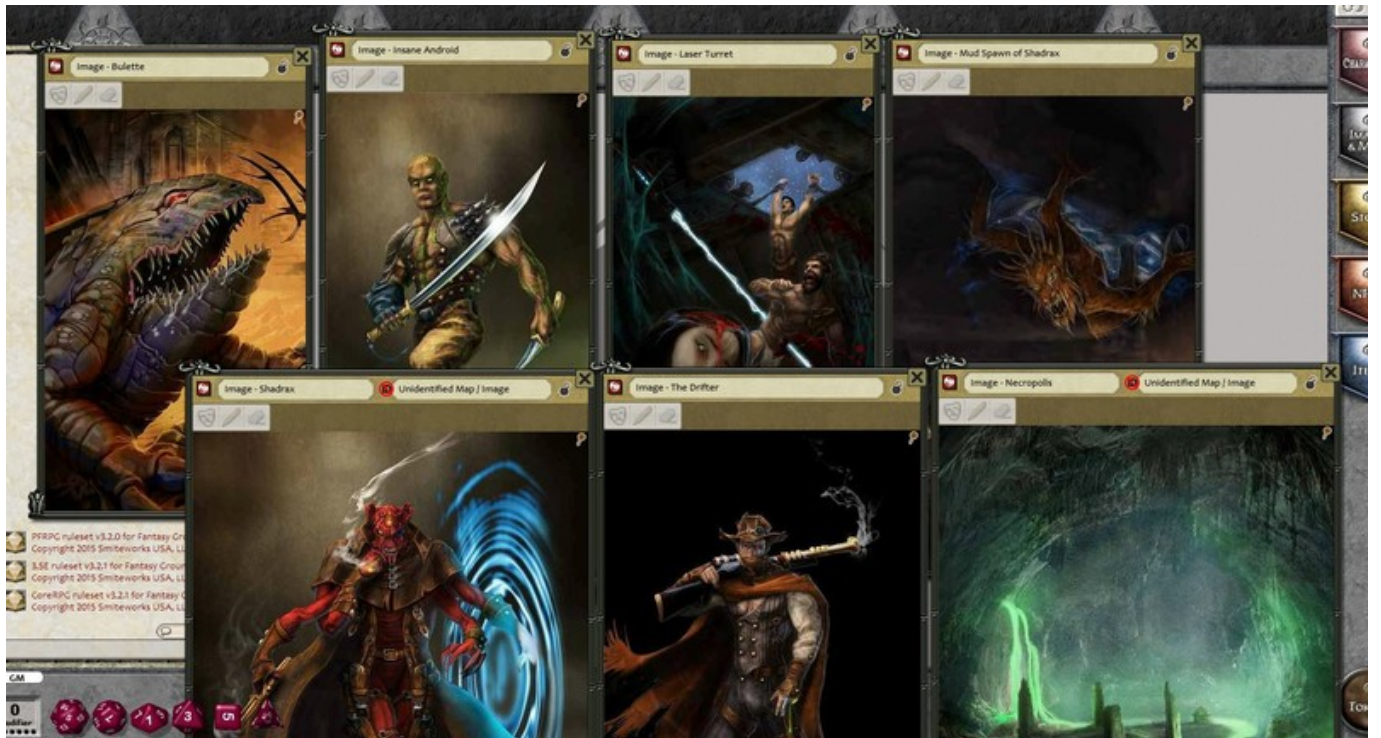
Type: Weapon  
Subtype: One-Handed Ranged Weapons (Firearms)

Cost: 10,000 gp  
Weight: 2

Damage: 1d8  
Damage Type: Fire  
Critical: x2  
Range: 50  
Properties: Semi-automatic, touch

**Armory Treasure**

#	Currency	#	Item Name
0	PP	1	+1 Longsword
0	GP	1	Laser pistol
0	SP		
0	CP		







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