Fantasy Grounds - Creature Codex (5E) Download 100mb Pc

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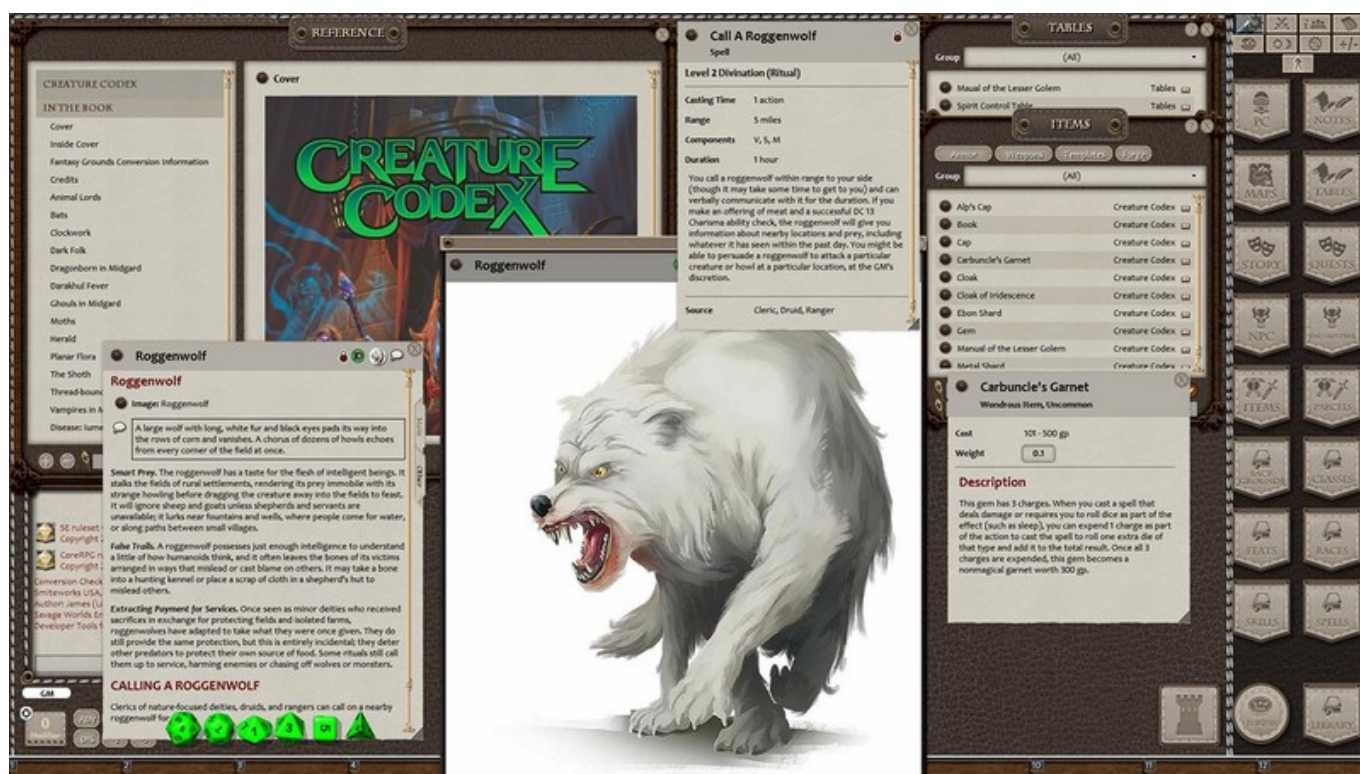
About This Content

Creature Codex

A Rampage of New 5th Edition Monsters!

DM: "A mysterious figure in a cloak approaches you in the tavern..."

PALADIN: "Aha! This must be a wizard with a map to a dungeon!"

DM: "...and he's ticking."

ROGUE: "RUN!"

Whether you need scuttling dungeon denizens, alien horrors, or sentient avatars of the World Tree, the Creature Codexhas you covered! Nearly 400 new foes for your 5th Edition game--everything from acid ants and grave behemoths to void giants and zombie lords.

The Creature Codex includes:

- A dozen new demons and five new angels

- Wasteland dragons and dinosaurs

- All-new golems, including the altar flame golem, doom golem, and keg golem

- Elemental lords and animal lords to challenge powerful parties

- Chieftains and other leaders for ratfolk, centaurs, goblins, trollkin, and more

- New undead, including a heirophant lich to menace lower-level characters

...and much more! Use them in your favorite published setting, or populate the dungeons in a world of your own creation. Pick up Creature Codexand surprise your players with monsters they won't be expecting!

COMPATIBLE WITH THE 5TH EDITION OF THE WORLD'S FIRST ROLEPLAYING GAME!

Converted by: **Rob Twohy**

Released on September 17, 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 - Creature Codex (5E)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 3 Oct, 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

REFERENCE

CREATURE CODEX

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Animal Lords

Animal Lords

While humanoids have vast pantheons and divine figures of every stripe, the animals of the world have much simpler forms of faith. Among each species there is always one paragon that embodies the animal spirit in a humanoid form, the better to speak to others and represent the animals in celestial councils. The Queen of Serpents speaks to the gods of the desert, and the Queen of Birds holds a wide swath of territory with eyes drifting gently on updrafts throughout the world. Each animal lord sees and communicates with the members of its species in some mysterious and unknowable fashion. News from the granaries and the kitchens always finds its way to the Mouse King's ears, and news from fields of battle or of wheat inevitably lands in the remote nest of the Lord of Vultures.

What do the animal lords do with their legions and their vast array of information? Some sages believe they trade this to other figures, demon and angel alike, in exchange for favors understood best as celestial currency. Others say that they merely inform their followers of dangers to avoid, rich prey to hunt, or similar concerns. In many cases, the animal lords find they have both the time and inclination to meddle occasionally in the affairs of humanoids, especially those who are particularly kind or unusually cruel to their followers.

As a group, the animal lords look after their own, and they defend their territory and their wellsprings of power against humanoid encroachment. The great argument among the animal lords themselves is whether to align themselves with the humanoid world (as the Queen of Cats and, to some degree, the Mouse King have done) or to remain outside of it (as the others have).

- NPC: Bat King
- NPC: Brother Ox
- NPC: Lord Of Vultures
- NPC: Mouse King
- NPC: Queen Of Birds

5E ruleset v3.3.6A for Fantasy Grounds
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CoreRPG ruleset v3.3.6A for Fantasy Grounds
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Conversion Checker v1.6.0 for FG V.3.x Copyright 2017
Smiteworks USA, LLC.
Author: James (Lokiare) Holloway (Inspired by Aki Heikkinen's
Savage Worlds Enhanced Library extension). Look in module
Developer Tools for instructions.

Chat

GM

Bat King

Bat King

Image: Bat King

A dark-skinned man of small stature wearing a voluminous gray robe squints about curiously, his upturned nose doing the expression no favors. With his thick, black hair and beard worn close-cropped, he looks to be some sort of monk or scholar.

Redeemer. The sworn foe of Camazotz (Ta... corruptor of his children, the Bat King spe... ways to dispatch the demon lord's many se... is spent conducting research to that end. ... use of his bat form when eavesdropping.

Hit and Run. Traveling from land to land, s... of the great cities for anything that will aid... returns often to the cities nearest to the j... border between civilization and savagery, ... fleeing. He has been killed many times, bu... dispatched him permanently.

Secret Ally. The Bat King knows his limits a... alliances of mutual interest against his foe... allies for the safety of all involved but is of...

Animallordbatking — Unidentified Map / Imag

Brother Ox

Huge fey (shapechanger), lawful neutral

Armor Class	18	(natural armor)
Hit Points	187	(15d12 + 90)
Speed	60 ft.	

STR	DEX	CON	INT	WIS	CHA
21	18	22	17	24	19
+5	+4	+6	+3	+7	+6

Saving Throws Str +10, Dex +9, Wis +12, Cha +9

Skills Acrobatics +9, Athletics +10, History +8, Insight +12, Perception +12

Damage Resistances cold; bludgeoning, piercing, and slashing from nonmagical weapons

Damage Immunities poison

Condition Immunities charmed, exhaustion, frightened, incapacitated, poisoned, stunned

Senses truesight 120 ft., passive Perception 22

Languages All, telepathy 120 ft.

Challenge 16   XP 15000

TRAITS

Vampires in Midgard

Vampires in Midgard

Vampires rule the Blood Kingdom of Morgau openly, treating the living as cattle to be bought, sold, exploited, and drained of blood by their undead masters. King Lucan reigns supreme in Morgau. His sworn nobles and vampire progeny are the princes, princesses, dukes, and duchesses beneath him, all vampires of great power in their own right. The counts and countesses, who hold smaller territories or powerful monasteries for the King, rank slightly lower than the princes and duchesses. Generals and governors, vampires who command Morgau's troops or rule smaller fiefdoms, sit beneath the counts and countesses.

Vampire patricians rank lowest among the vampire nobility and make up the majority of the lesser nobles, barons, lords, and ladies of the Blood Kingdom—still quite dangerous, and easily able to command darakhul, vampiric knights, and other servants.

Vampire priestesses stand somewhat outside of the ranking of vampires in the Blood Kingdom, due to their association with the Blood Goddess' faith. Once a vampire joins the Red Sisters, she is bound to the Blood Goddess, but she is also afforded extra respect and status in Morgau, regardless of her sire or original place in the hierarchy.

King Lucan and his court are the very first northern shroud-eaters and remain some of the strongest to this day. In the Southlands, shroud-eaters dwell within the Grand Necropolis of Siwal, and many inhabit an island known as the Pallid Court of Vampires within the Nurian city of Per-Bastet.

- NPC: Vampire Patrician
- NPC: Vampire Priestess
- NPC: Vampire Thrall
- NPC: Vampiric Knight

Chat

GM

Vampire Patrician

Vampire Patrician

Image: Vampire Patrician

Handsome and youthful-looking with blond hair, slightly pointed ears, and piercing blue eyes, this vampire has a definite air of arrogance as he regards everything around him with barely concealed contempt.

Vampire patricians are weaker than their vampire kin but are far superior to the spawn their kin create. What they lack in power, they more than make up for in sheer cruelty.

Iron-Fisted Rulers. Vampire patricians govern a small town or village for their undead overlord. Seeking to impress those above them, they keep the downtrodden peasantry in a state of perpetual dread with public floggings, executions, and sacrifices on the altars of the Blood Goddess and hunting expeditions in which the patrician and guests pursue hapless peasants through the woods.

Brooding Presence. Vampire patricians make their homes in small castles or large manor houses, often on a steep hill that looms over their territory. Their subterranean resting places are well guarded by vampire spawn and ...

Vampirepatrician — Unidentified Map / Image

Vampire Priestess

Vampire Priestess

Image: Vampire Priestess

Pale-faced with long dark hair and a lascivious, predatory look on her face, this vampire priestess wears the crimson robes of the Red Sisters. She wields a scourge covered in vicious barbs, and a human skull stained ochre hangs on a chain from her hip.

Followers of the Blood Goddess. Temples and shrines exist to the goddess of lust and death in many towns and villages, and the feared Red Sisters ensure that the goddess's will is done. While most of her priestesses are human, their ranks include a number of vampires, who, unsurprisingly, revel in being part of a cult where the blood always flows freely.

Undead Nature. The vampire priestess doesn't require air.

Spellcasting.

The vampire priestess is a 9th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 16, +8 to hit with spell attacks).

The vampire priestess has the following Cleric spells prepared:

Cantrips	(At will)	light, guidance, poison spray, thaumaturgy
1st level	(4 slots)	bane, command, inflict wounds, ray of sickness
2nd level	(3 slots)	blindness/deafness, silence, spiritual weapon

Vampirepriestess — Unidentified Map / Image

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Disease: lumenta Pox

It takes 1d4 days for lumenta pox's symptoms to appear in an infected humanoid. A creature with lumenta pox has trouble breathing, and its skin erupts with painful green boils that ooze pus. As the disease progresses, these pustules turn black.

At the end of each long rest, an infected creature must succeed on a DC 13 Constitution saving throw or take 7 (2d6) necrotic damage. The creature's hp maximum is reduced by an amount equal to the damage taken. This reduction lasts until the disease is cured. The target dies if this effect reduces its hp maximum to 0. When an infected creature dies, its corpse rises as a mold zombie 1d4 hours after death. lumenta pox can be cured with two successful saving throws.

NPC: Mold Zombie

Blood Zombie

Medium undead , neutral evil

Armor Class 10 (natural armor)
Hit Points 51 (6d8 + 24)
Speed 20 ft.

STR	DEX	CON	INT	WIS	CHA
16	8	18	3	6	5

Damage Immunities poison
Condition Immunities poisoned
Senses darkvision 60 ft., passive Perception 10
Languages Understands the languages it knew in life but can't speak
Challenge 2   XP 450

TRAITS

Blood Drain

A creature that touches the zombie or hits it with a melee attack while within 5 feet of it takes 4 (1d8) necrotic damage and the zombie gains temporary hp equal to that amount as it drains blood from the victim. If the zombie takes radiant damage or damage from a magic weapon, this trait doesn't function at the start of the zombie's next turn, although it

Moldzombie   Unidentified Map / Imag

Mold Zombie

Image: Mold Zombie

Black pustules cover a shambling corpse. The zombie lets out a baleful moan, breathing a cloud of black spores.

Mold zombies are undead created by necromantic spores. They serve no masters and have no desires other than spreading their infection.

Spore Infection. Mold zombies are created when a humanoid inhales the spores of an lumenta flower, a red-vined, black-petaled swamp plant that smells of rotting flesh. Once inhaled, the host contracts lumenta pox. The spores quickly shut down internal organs while growing into the muscles and the brain. When the host dies, the spores reanimate the corpse into a mold zombie.

Spread the Spores. Mold zombies are controlled by their spores, which seek to infect more humanoids. When a zombie sees a potential host, it fights to the death, hoping to kill infected creatures so it can immediately rise as an undead. Mold zombies attract other mold zombies and move in large groups.

Undead Nature. The mold zombie doesn't require air, food, drink, or sleep.

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