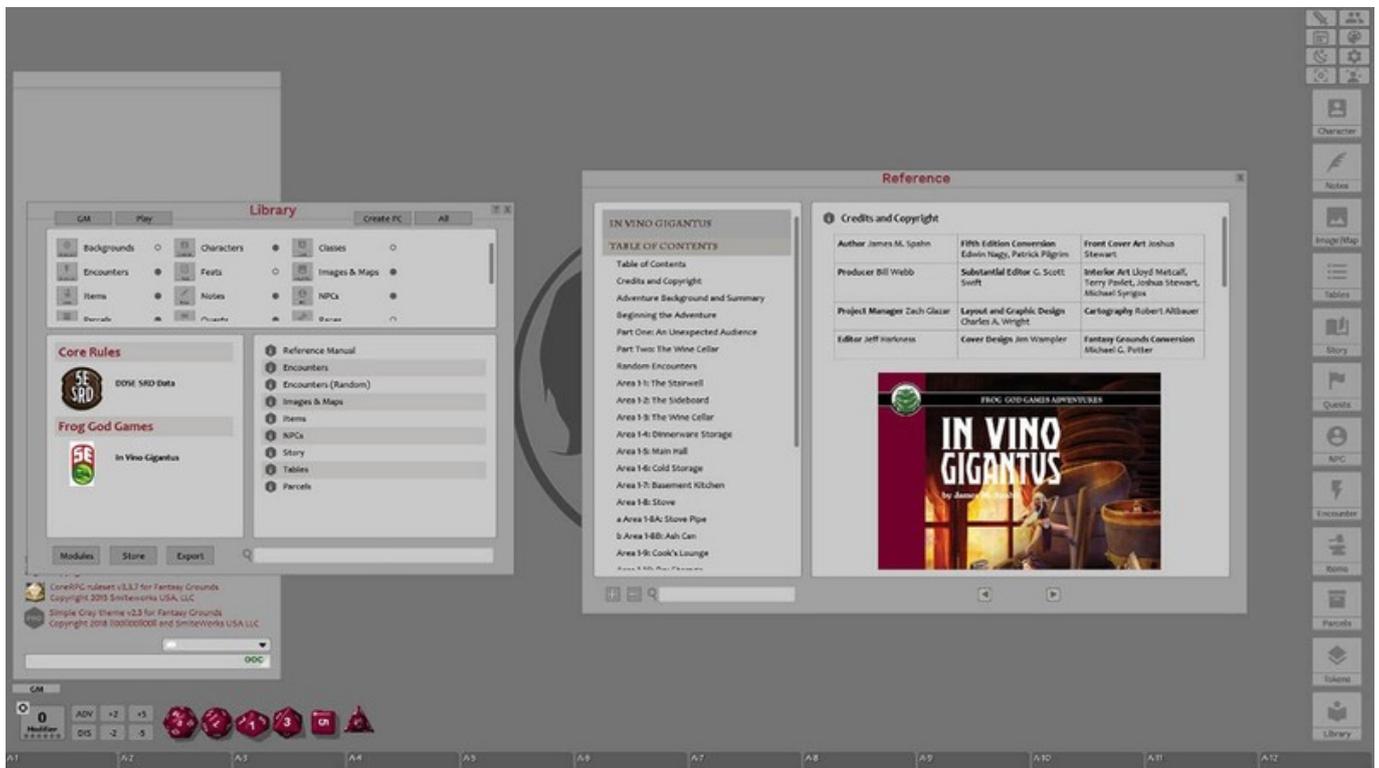


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## Fantasy Grounds - In Vino Gigantus (5E) Addons



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### About This Content

#### In Vino Gigantus

*Now a single storm giant noble remains, the haughty dilettante sorcerer-prince Clovis Tempesta II. He concerns himself only with base pleasures and none more so than his immensely valuable stock of family wine. Now his beloved wine cellar has become flooded with a foul murk. To his horror strange creatures slither between bottles of his finest family vintage. He cannot be bothered to wade into such filth himself and he has no servants remaining in his household, so he has used what little magic his grape-addled mind can recall and summoned new servants: A troupe of unsuspecting adventures who will serve -- and if necessary, die -- to save his beloved wine.*

This introductory adventure can be instantly inserted into any campaign without preamble, as it opens with the player characters being the unwitting targets of a Summon Monster spell! Once summoned into the very hands of a mad and drunken giant, the player characters will find themselves exploring a realm designed for creatures ten times their size as they fight all manner of strange creature, traverse larger than life obstacles and objects, encounter other adventurers who have fallen into the clutches of the mad prince Tempesta, and even risk plummeting to their death as the very foundation of the cloud castle of Stormridge Sanctum is crumbling beneath their boots!

Can the player characters placate the whims of a giant drunk on power and lost grace? Will they survive encounters with the strange animated objects that have become twisted by decades of neglected magic beneath a crumbling castle? And just what the hell is that echoing boom coming from the eastern part of the wine cellar?!

You've been granted the hospitality of the storm giant prince Clovis Tempesta II, and he's always up for a little? more...

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*By* **James M. Spahn**

*Converted by:* **Michael Potter**

Released on February 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.

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Title: Fantasy Grounds - In Vino Gigantus (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 26 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



Player Map      Unidentified Map / Image

Wine Cellar

**2.10 Area 1-10: Dry Storage**

paths of oats and grains, this mold is likely to go unnoticed. The only hint of its presence is a mysterious growing cold as the characters draw near it.

**2.10 Area 1-10: Dry Storage - Hazard**

The barrel closet itself is filled with four massive casks that store long rotted grain. As characters draw near to the chamber, they see a light coming from atop the barrel in the northeastern corner.

The soft glow of sunlight rises from the top of the thirty-foot tall barrel in the northeastern corner of the room and you are surprised to see a narrow-faced human with sharp eyes peering down at you and your companions. He holds a torch in one hand, a rapier in the other, and wears a suit of boiled leather armor. His greasy black hair is pulled into a tight pony tail. "No!" he calls in an almost reluctant greeting.

The stranger politely, but obviously fearfully, introduces himself as Franch. He asks the players for their help, telling them that he was hired by Clovis to deal with the flooding in the wine cellar before he became trapped in his current predicament. He is eager to join the party and gladly aids them, offering his services to their cause. Franch is, in truth, a wererat. Though evil, he is not a fool. He wants, more than anything, to survive. He serves the party loyally until he can escape Clovis's wine cellar and once he earns their trust he will secretly turn into a rat while the party sleeps and bite the player character he judges to be the most powerful party member each night in hopes of infecting them with lycanthropy and drawing them into his service. Franch and the adventurers in Area 1.7 have not encountered each other before.

**2.10 Area 1-10: Dry Storage (encounter)**

**2.10 Area 1-10: Dry Storage (encounter)**

CR 2      XP 450

Tokens #      Name

1 Franch

Placement:

**Wererat**

Medium humanoid (human, shapeshifter), lawful evil

Armor Class 12

Hit Points 33 (6d8 + 6)

Speed 30 ft.

STR	10	DEX	15	CON	12	INT	11	WIS	10	CHA	8
SAV	13	DEX	15	CON	12	INT	11	WIS	10	CHA	8

Skills Perception +2, Stealth +4

Damage Immunities bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered

Senses darkvision 60 ft. (rat form only), passive Perception 12

Languages Common (can't speak in rat form)

Challenge 2      XP 450

**TRAITS**

**Shapeshifter**

The wererat can use its action to polymorph into a rat-humanoid hybrid or into a giant rat, or back into its true form, which is humanoid; its statistics, other than its size, are the same in each form. Any equipment it is wearing or carrying isn't transformed. It reverts to its true form if it

The screenshot displays a D&D 5e software interface with several windows open:

- Encounters (Random):** A list of encounters in the 'In Vino Gigantus' group, including '1 ogre', '1.0 Part One: An Unexpected Audience (encounter)', '2.01 Area 1-1: The Starwell - Hazard', '2.02 Area 1-2: The Sideboard (encounter)', '2.03 Area 1-3: The Wine Cellar - Hazard', '2.04 Area 1-4: Dinnerware Storage (encounter)', '2.06 Area 1-6: Cold Storage (encounter)', '2.07 Area 1-7: Basement Kitchen (encounter)', '2.08 Area 1-8: Stove (encounter)', and '2.08a Area 1-8A: Stove Pipe (encounter)'.
- 2.02 Area 1-2: The Sideboard (encounter):** Shows 3 tokens, with 1 token assigned to a 'Giant Rat'.
- Encounters (Random):** A list of random encounters in the '(All)' group, including '1d6 Giant Leeches', '1d3-1 Feral Undead Cats', '2d4 giant frogs', '2d4 giant rats', and '2d6 giant centipedes'.
- 2.09 Area 1-9: Cook's Lounge (encounter):** Shows 2 tokens, with 2 tokens assigned to 'Feral Undead Cat' and 1 token assigned to 'Patches'.
- 2d6 giant centipedes:** Shows 208 tokens assigned to 'Giant Centipede'.
- Giant Rat:** A detailed monster sheet for a Small beast, unaligned. It lists stats: AC 12, HP 7 (106), Speed 30 ft., Senses: darkvision 60 ft., passive Perception 10, Languages: -, Challenge: 1/8, XP: 25. Traits include Keen Smell and Pack Tactics.
- Random Encounters:** A table for generating random encounters based on a roll of a d8.

Roll	Monster
1	2d6 giant centipedes
2	2d4 giant rats
3	2d4 giant frogs
4	1d6 Giant Leeches
5	Yellow mold
6	1 ogre
7	1d3-1 Feral Undead Cats
8	Noise: strange thundering bark





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