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## Heretic Operative - Blood Cult Full Crack [FULL]



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### About This Content

Another Cult rises to threaten the Northern Reach! The Blood Cult is an expansion for Heretic Operative that adds a new, difficult Cult Deck to use in the game.

Commanding the gruesome power of unfettered Blood magic, these Cultists present a serious challenge to the Heretics.

- Blood Cultists are largely immune to physical damage.
- Blood Cult sites can destroy your allies, replacing them with doppelganger Cultists.
- 20 new Enemy cards to challenge your skills. Late-game enemy cards are extremely difficult, requiring an aggressive pace to stay out of danger.

The Blood Cult will unlock upon reaching level 2 (after finishing the introductory game), and is usable in combination with all Story Decks and Operatives.

Can you survive the horrors of the Blood Cult?

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Title: Heretic Operative - Blood Cult  
Genre: RPG, Strategy  
Developer:  
C Prompt Games  
Release Date: 19 Apr, 2019

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** Microsoft Windows 7 or later (64-bit).

**Processor:** Intel Core 2 Duo (3.0 GHz) or AMD Athalon 64 X2 6400+ (3.2 GHz).

**Memory:** 4 GB RAM

**Graphics:** nVidia GeForce GTX 260, ATI Radeon HD 5670. (Does not support Intel integrated graphics cards.)

**DirectX:** Version 10

**Storage:** 300 MB available space

English

SE ruleset v3.3.5A for Fantasy Grounds  
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CoreRPG ruleset v3.3.3 for Fantasy Grounds  
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### COMBAT TRACKER


Name	HP	SP	Temp	Wind
1. Beshablababa (rock demon)	15	904		

Effects (RESIST: cold, fire, lightning; RESIST: bludgeoning, piercing, slashing, magic; IMMUNE: poison; IMMUNE: poisoned; Magic: Resistance)

2. Shadow 1  
Effects (VULN: radiant; slashing, magic; IMMUNE: poisoned, prone, restraint)

3. Shadow 2  
Effects (VULN: radiant; slashing, magic; IMMUNE: poisoned, prone, restraint)

Art: AAW Logo



### 1.05 Worship Chamber

1.04 Torture Chamber

This room contains three circular glyphs, drawn upon the floor in red and white chalk. Magical symbols fill the circles and dark scorch marks from flame can be seen throughout this area. Deep scratches are seen on the floor and on the walls; something would have to be very strong to damage the walls so badly. Blue light filters through from the claw marks. Each flat wall has a door. Spiral stairs tucked into the corner of this room lead downward into darkness.


Any character proficient in Arcana recognizes the symbols as demonic. A successful DC 17 Arcana check reveals their function. If any intelligent creature sets foot in the circles, a portal activates, conjuring a rock demon named "Beshablababa" into another circle and his 2 shadow demon servants into the third. Beshablababa is one of many demons that Setzer now communes with, although it has been quite some time since Setzer has been in this part of the tower. The demons attack other creatures, assuming them to be intruders. The conjuring lasts for 1 hour. Thereafter, the circles can't conjure demons until the next sunset. If Beshablababa is dead when the circle is activated, it summons a random hostile wrock but not shadow demons. The chalk is unburned by fire. Rubbing it out by hand activates the circle unless that hand is doused in holy water, but always prevents it from being used thereafter. Pouring at least 10 gallons of water next to the circles washes away the chalk without conjuring anything. A subsequent successful DC 17 Arcana or Investigation check deduces one of these solutions.

- Encounter: Worship Chamber
- Map: Wizard Tower - Level 1

### Cellar

After descending the spiral stairs, you arrive in a massive circular room beneath the tower. Against the wall on all sides, like the end of spokes in a wheel, are seven circular stone desks, each with the statue of a human man in wizard robes upon it. Every statue is slightly different in appearance although most have a similar face: a man with a sharp nose and long, flowing hair, the robes which seem to blow in the wind. He stands with arms outstretched in keen concentration.

Map: Wizard Tower - Level 1



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1 2 3 4 5 6 7 8 9 10 11 12





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heretic operative blood cult



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