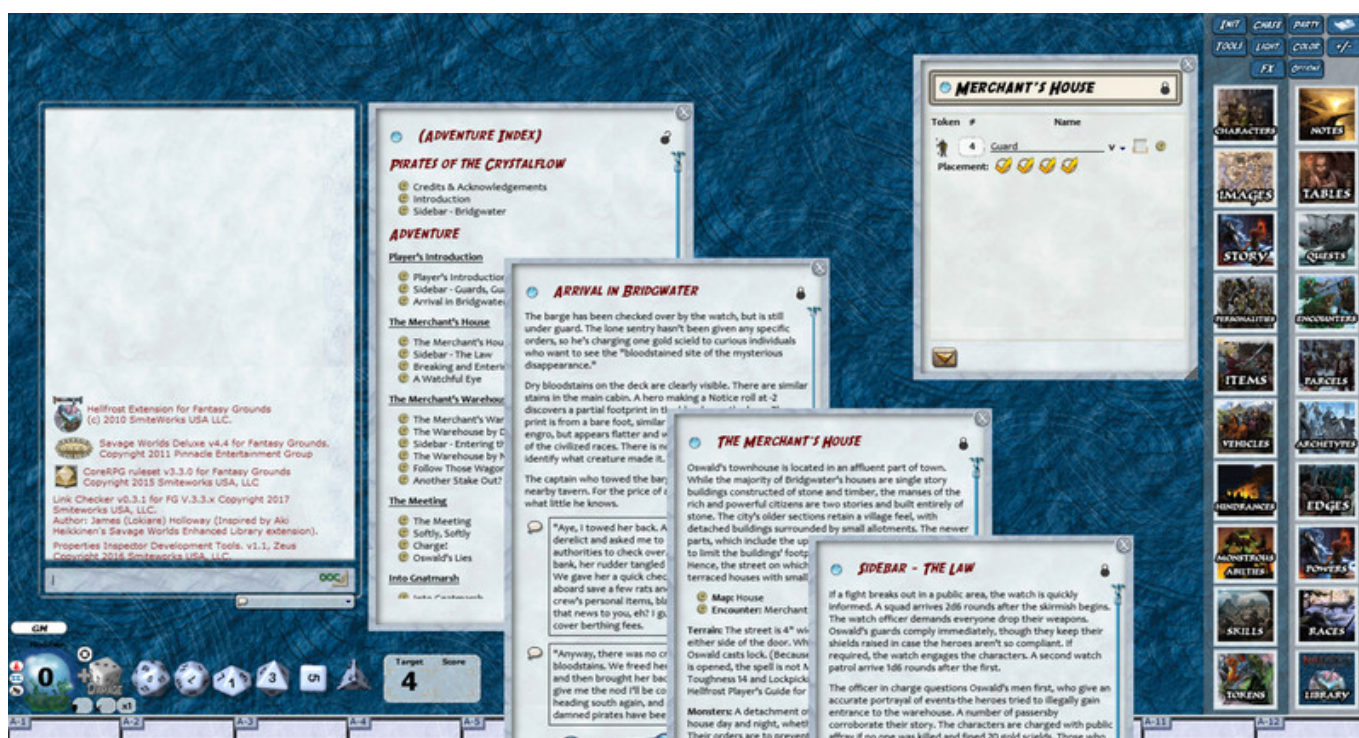


Fantasy Grounds - Hellfrost: Pirates Of The Crystal Flow (Savage Worlds) Download Windows 8



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About This Content

Hellfrost: Pirates of the Crystal Flow

Pirates, Plunder & Adventure in the Icy Waters of the Crystalflow!

The Crystalflow River is the lifeblood of the Crystalflow Confederacy. Every day hundreds of ships and barges sail its turbulent waters, buying and selling cargoes along its length. But trade is slowing and the sailors are scared.

Several ships have been found devoid of crew and stripped bare of their valuable cargoes. Rumors are rife, but almost everyone points to pirates as the cause of the troubles.

The heroes are hired by a local merchant to investigate the situation. Their port of call is Bridgewater, a bustling merchant town at the northern end of the trade route. Only by careful investigation and strength of arms can the heroes hope to put an end to the pirates of the Crystalflow!

Pirates of the Crystalflow is the fourth adventure in the series of great exploits for the Hellfrost setting especially designed for the award winning Savage Worlds ruleset.

Fantasy Grounds Conversion: **Kevin Doswell**

Released on March 09, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

Requirements: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and a one time

purchase of the Savage Worlds ruleset.

Title: Fantasy Grounds - Hellfrost: Pirates of the Crystal Flow (Savage Worlds)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 15 Mar, 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



(ADVENTURE INDEX)

PIRATES OF THE CRYSTALFLOW

- Credits & Acknowledgements
- Introduction
- Sidebar - Bridgewater

ADVENTURE

Player's Introduction

- Player's Introduction
- Sidebar - Guards
- Arrival in Bridgewater

The Merchant's House

- The Merchant's House
- Sidebar - The Law
- Breaking and Entering
- A Watchful Eye

The Merchant's Warehouse

- The Merchant's Warehouse
- The Warehouse
- Sidebar - Entering
- The Warehouse
- Follow Those Wagons
- Another Stake Out

The Meeting

- The Meeting
- Softly, Softly
- Charged
- Oswald's Lies

Info Gnatmarsh

INTRODUCTION

This particular adventure is designed for a group of four Novice characters, though it can easily be adjusted to suit higher Ranked parties. Novice characters will find certain parts quite difficult if they get their tactics wrong, but they have the opportunity to retreat and acquire healing before heading back into the fray. A selection of pre-generated Novice characters can be found at our website, www.triplecagegames.com.

For higher Rank parties, the GM can add two buffoon warriors or shaman (when appropriate) to party is above Novice. For instance adventures encounters buffoon warriors, the characters must fight each hero, plus an additional two Seasoned. Alternately, the party shaman.

The adventure involves some in themselves up against the local They also won't discover the en reached by watching the villain wise to try to change a group's reminding hack-and-slash player above the law.

The adventure is set in the Cryst Heartland realm comprising se cities along the banks of the Cr temperature is less important i others in the Hellfrost line. Still, on temperature and the charac, elects to set the tale in any sea: Savage Worlds rulebook for the Hellfrost Players' Guide for how

SIDEBAR - BRIDGWATER

Although a significant portion of the adventure is set in Bridgewater, no city map or detailed locations are provided. The town serves only as the backdrop for the first part of the tale. Should the heroes have need to visit an inn, store, or blacksmith, the GM should invent appropriate personalities and ambiance as desired.

Bridgewater is a bustling r souls. Technically now on two rival villages on oppo refer to East and West B merging some two cent. Scales, crosses the Cryst shops and stalls, it marks

The entire waterfront or merchant offices, and ro is quieter at night, it is r

PLAYER'S INTRODUCTION

The adventure begins in Scalthmoor, a small port on the Crystalflow River. As part of the back story, the heroes have agreed to meet with a local merchant who has a job offer.

Judging by the cramped office, old furniture, and heaps of paperwork, your potential patron, a merchant by the name of Rodger ap-Margwin, is neither rich nor organized. The young merchant, who sits behind a battered desk, is scruffy dressed and shows signs of not having slept well for some time.

"Thank you for coming," he begins. "Over the last few months pirate attacks between here and Bridgewater—that's the port at the north end of the

GM

0 1 2 3 4 5

Target Score 4

CHARACTER **NOTES**

IMAGES **TABLES**

STORY **QUESTS**

PERSONALITIES **ENCOUNTERS**

ITEMS **PARCELS**

VEHICLES **ARCHETYPES**

REINFORCED **EDGES**

MONSTRIOUS ABILITIES **POWERS**

SKILLS **RACES**

TOWNS **LIBRARY**

GM

0

1 3 5

Target Score 4

(ADVENTURE INDEX)

PIRATES OF THE CRYSTALFLOW

- Credits & Acknowledgments
- Introduction
- Sidebar - Bridgewater

ADVENTURE

Player's Introduction

- Player's Introduction
- Sidebar - Guards, Gu
- Arrival in Bridgewater

The Merchant's House

- The Merchant's Hou
- Sidebar - The Law
- Breaking and Enteri
- A Watchful Eye

The Merchant's Warehouse

- The Merchant's War
- The Warehouse by C
- Sidebar - Entering th
- The Warehouse by f
- Follow Those Wagon
- Another Stake Out?

The Meeting

- The Meeting
- Softly, Softly
- Charge!
- Oswald's Lies

Info Content

BREAKING AND ENTERING

Unless the characters somehow manage to kill the guards without causing a ruckus, there is little chance they will be able to enter the house from the front. At the rear is a small garden enclosed by an 8' wall (the wall is for privacy, not security). Once in the garden, it is a short walk to the back door.

A WATCHFUL EYE

This scene occurs whether the party stalks or before or after dealing with him at the secret who watch the house, whether before or after rewarded after four hours. A large-set man with hair, tattoos up both his bare arms, and a scar approaches the man can be seen shaking more exchanges, the Spellicasters invoking and who speak Trade

Stranger: "Is c

Guard: "I'm af

Stranger: "W"

Guard: "He ne

he left in a hu

letter he rece

sir."

THE MERC

As mentioned earlier, only entrance is the busy street. At the be the warehouses and

- Map: Warehouse
- The Warehouse
- Sidebar - Enteri
- The Warehouse

Guard Dog

Attributes: Ag 4, Sm 4, Spi 4, Str 4, Vig 4

Derived: Pace 8, Parry 6, Tough 4, Armor 0, Cha 0

Skills: Fighting 4, Guts 4, Intimidation 4, Notice 4, Stealth 4, Tracking 4

Attacks: Unskilled

Special: Fleet Footed, Go for the Throat, Size -1

INIT CHARZ PARTY

TALK LIGHT COLOR +/-

FX OPEN

CHARACTERS NOTES

IMAGES TABLES

STORY QUESTS

PERSONALITIES ENCOUNTERS

ITEMS PARCELS

VEHICLES ARCHETYPES

ENHANCEMENTS EDGES

MONSTRIOUS ABILITIES POWERS

SKILLS RACES

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