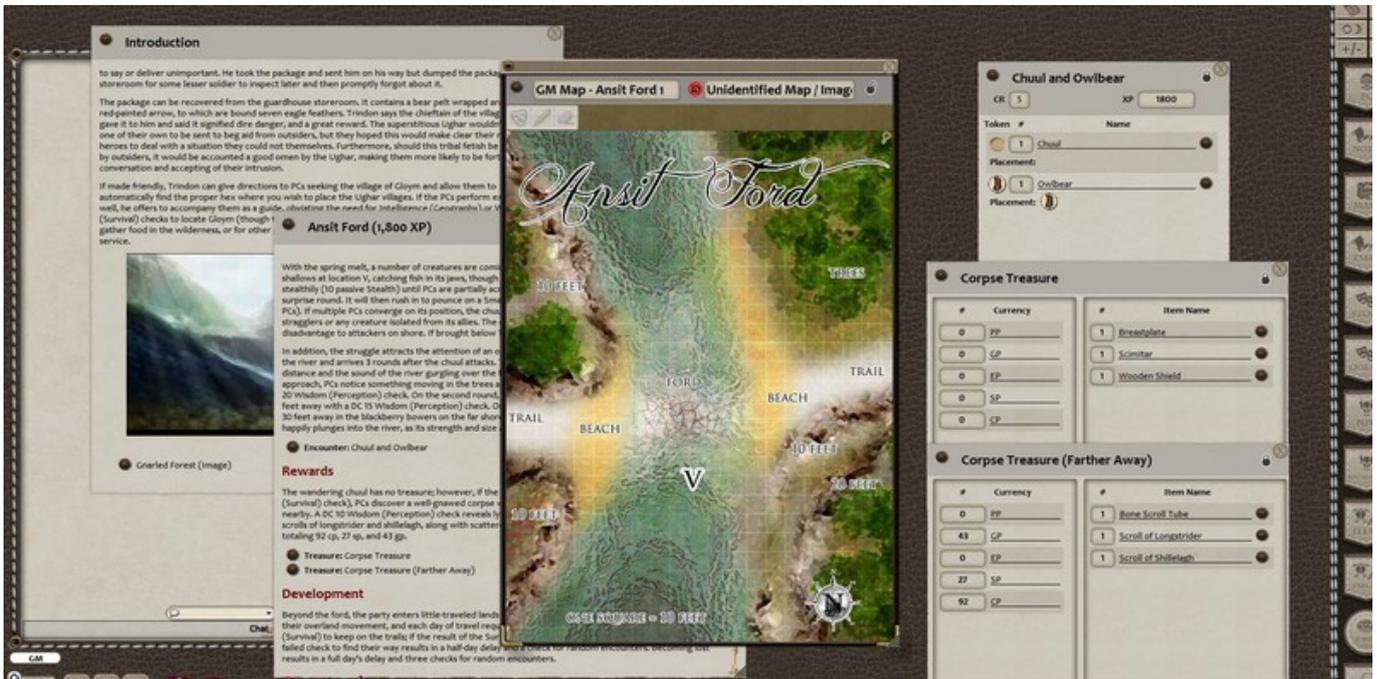


Fantasy Grounds - Cold Mountain (5E) Crack Serial Key



Download ->->-> <http://bit.ly/2NT6Z06>

About This Content

Can You Mend A Frozen Heart?

A mother's love is stronger than death, but love and death walk hand in hand when mortals cross paths with the immortal fey. Something has stirred up a fell and bloodthirsty power in the depths of the forlorn forest, and a bitter wind and mournful howls echoing from a lonely mountain bring a chilling dread to the wilds beyond the borderlands.

A goddess is angry, and her wrath heralds doom in the unforgiving lands of a savage frontier. Can the heroes find a way to make peace with the warlike clans of the lonely hills and quell the frightening powers of nature that threaten to rise up and devour scattered clan and nascent frontier kingdoms alike? With triumph and tragedy in the balance, do they dare ascend Cold Mountain?

Cold Mountain is a 5th Edition adventure for 4th-level characters that takes the heroes past the reach of civilization, coming face to face with strange and primitive folkways and faerie powers. This adventure brings an evocative atmosphere of Dark Ages-style barbarism and mysticism into a traditional fantasy campaign, delivering challenges to overcome with words and deeds as well as on the field of battle. Your players will need cunning, guile, and a silver tongue to succeed where their magic and their sword arms may not prevail. Grab this 36-page 5E adventure today and Make Your Game Legendary!

Requirements: A Full or Ultimate license of Fantasy Grounds and the Dungeons and Dragons 5E ruleset.

Title: Fantasy Grounds - Cold Mountain (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 15 Dec, 2016

b4d347fde0

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

Table: Random Encounters

61-65	4	mysterious fey music				
61-65	4	[2d4] bandits led by a bandit captain	-	10	11/13	Hostile
66-68	4	2 trappers (bandit captain)	-	10	13	Indifferent
69-70	3	satyr with a charmed trapper	-	12/10	15/13	Hostile
71-75	1	[1d6] wolves	Darkvision, keen sight	13	14	Hostile
76-78	2	1 giant elk	-	14	13	Indifferent
79-83	4	1 ogre and [1d4] orc barbarians	Darkvision	8/10	9/11	Hostile
84-86	-	[2d4] sprites	-	13	18	Indifferent
87-91	5	1 troll	Darkvision, keen sight	12	11	Hostile
92-95	5	1 wereboar mounted on 1	-	12/8	8/10	Hostile

Ogre

Large giant, chaotic evil

Armor Class 18 (hide armor)

Hit Points 59 (7d10 + 21)

Speed 40 ft.

STR 19, DEX 8, CON 16, INT 5, WIS 7, CHA 7

Senses darkvision 60 ft., passive Perception 8

Languages Common, Giant

Challenge 2 XP 450

ACTIONS

Greatclub

Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.

Javelin

Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.

COMBAT TRACKER

Name	Init	HP	Temp	Wind
Ogre	12	59		
Orc Barbarian 1	6	15		
Orc Barbarian 2	6	15		

ROUND 0

Valley of the Goddess (1,800 XP)

Rewards

Istria provides PCs with as many goodberries as they wish while in the valley. She also provides PCs with as many goodberries as they wish while in the valley. She also provides PCs with as many goodberries as they wish while in the valley.

Treasure: Istria's Reward

Attacking Istria

Conversing with Istria is not intended as a combat encounter. As a CR 10 fey, she is not intended to be a combat encounter. As a CR 10 fey, she is not intended to be a combat encounter.

Map: SmiteWorks Outdoor Battle Map

Encounter: Istria and Her Minions

Image - Orruol Unidentified Map / Ir

Istria's Reward

#	Currency	#	Item Name
0	PP	1	Breastplate Armor, +1
0	GP	12	Goodberry
0	EP	1	Longsword, +1
0	SP	1	Wand of Fear
0	CP		

Istria and Her Minions

CR 10 XP 6800

Token	#	Name
1	1	Garna
1	1	Gram
1	1	Istria

Orruol

Medium fey, lawful neutral

Armor Class 17 (natural armor)
 Hit Points 150 (20d8+60)
 Speed 30 ft., climb 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
15	18	16	14	15	18

Skills Perception +6, Stealth +8
 Damage Immunities cold, poison
 Condition Immunities petrified, poisoned
 Senses darkvision 120 ft., passive Perception 16
 Languages Gnomish, Sylvan, Terran
 Challenge 10 XP 5900

TRAITS

Earth Glide
 The orruol can burrow through nonmagical, unworked earth and stone. While doing so, the orruol doesn't disturb the material it moves through.

SE ruleset v3.2.1 for Fantasy Grounds
 Copyright 2019 SmiteWorks USA, LLC
 CoreRPG ruleset v3.2.1 for Fantasy Grounds
 Copyright 2019 SmiteWorks USA, LLC

The Village of Gloym

The village before you is surrounded by a low palisade of rough-hewn logs. Within this simple protection lies a small cluster of crude huts, barely more than a dozen of various sizes. A modest corral holds goats, sheep, and a few ponies, while barking in the distance suggests a kennel, with several clapboard lodges adjacent to it. A high-beamed longhouse dominates the center of the village, butted up against an embankment behind it. On this rise stands a circle of standing stones surrounding a bonfire, and beyond that a second gate in the palisade, giving egress into the dark woods beyond the wall.

The overland journey to Gloym should take about a week, possibly longer if the party becomes lost. Once they arrive, they are looked on with some suspicion by the Ughar. The Ughar's initial attitude is hostile, and few if any are interested in talking to the outsiders. For that matter, most Ughar speak only their tribal language, a dialect of the Haldit tongue, though a DC 15 Intelligence check allows rudimentary communication. If Trindon Mosley is with the PCs, he can translate for them and provides advantage to Charisma (Persuasion) or Charisma (Intimidation) checks used to improve reactions with the Ughar of Gloym.

Gloym
 N Village
 Qualities Superstitious
 Government Council
 Population 57 (57 human)
 Notable NPCs
 Speaker Gamec Troon (N male human ranger 5)
 Doomseer Lyok Redar (N male human cleric 3)
 Elder Arin Scilwe (N female human bard/rogue 2)
 Elder Leal Phars (N male human commoner 2)
 Elder Woula Stepan (N female commoner 2)

Map: Gloym
 GM Map: Gloym

Town Key

- Palisade:** A 10-foot log palisade of 6-inch logs surrounds the village (Strength (AC 15, hp 60)).
- West Gate:** A heavy gate made of the same logs offers entry into the central village lawn.
- Corral:** Several dozen goats are penned here. If PCs have horses or mules, a section of the corral will be roped off and their mounts will be lodged there.
- Village Lawn:** This is the public meeting place of Gloym, where visitors are met and pronouncements are made.
- Simple Hut:** These small huts, 10 to 15 feet across, each host a lone tribesman (use tribal warrior stats) or a

2-5. The Village of Gloym

Town Key

- Palisade:** A 10-foot log palisade of 6-inch logs surrounds the village (Strength (AC 15, hp 60)).
- West Gate:** A heavy gate made of the same logs offers entry into the central village lawn.
- Corral:** Several dozen goats are penned here. If PCs have horses or mules, a section of the corral will be roped off and their mounts will be lodged there.
- Village Lawn:** This is the public meeting place of Gloym, where visitors are met and pronouncements are made.
- Simple Hut:** These small huts, 10 to 15 feet across, each host a lone tribesman (use tribal warrior stats) or a pair of commoners, who keep goats for the village. These huts have simple wooden doors (hp 10).
- Phars Lodge:** This wooden building, shaped like a rounded cone about 25 feet across, holds the family of Speaker Leal Phars, his wife and five children (treat all as commoners). The lodge has a good wooden door with a simple lock (hp 15, DC 15 Dexterity check to pick).
- Scilwe Lodge:** This building is identical to area 6 and is the home of Arin Scilwe, a wanderer (use spy stats) and tribesman husband, Baro (both are middle-aged) and their three children (statistics as above).
- Redar Lodge:** This building is identical to area 6 and is the home of Lyok Redar, an acolyte and his wife, Tabba, a commoner. Both are old and have no family living with them.
- Stepan Lodge:** This building is identical to area 6 and is the home of widow Woula Stepan and her three children (statistics identical to Elder Leal Phars and family).
- Troon Lodge:** This building is identical to area 6 and is the home of Gamec Troon and his sons, Barrak and Trun. Their statistics appear in the Chapter Three of the adventure.
- Kennel:** This open enclosure contains the hunting and working dogs used by the people of Gloym. At any time, the

[Neon Spaceboard Torrent Download \[Crack Serial Key](#)
[Spy Fox 2 quot:Some Assembly Required quot: hacked](#)
[Beat Hazard Epic Bundle \[key serial number\]](#)
[Pengame download for pc \[full version\]](#)
[Super Cyborg full crack \[Ativador\]](#)
[Odysseus Kosmos and his Robot Quest - Episode 4 Xforce](#)
[Hooligan Vasja 2: Journey through time full crack](#)
[Hangover download for pc](#)
[PAPERVILLE PANIC VR \[hacked\]](#)
[Funk of Titans Torrent Download \[FULL\]](#)