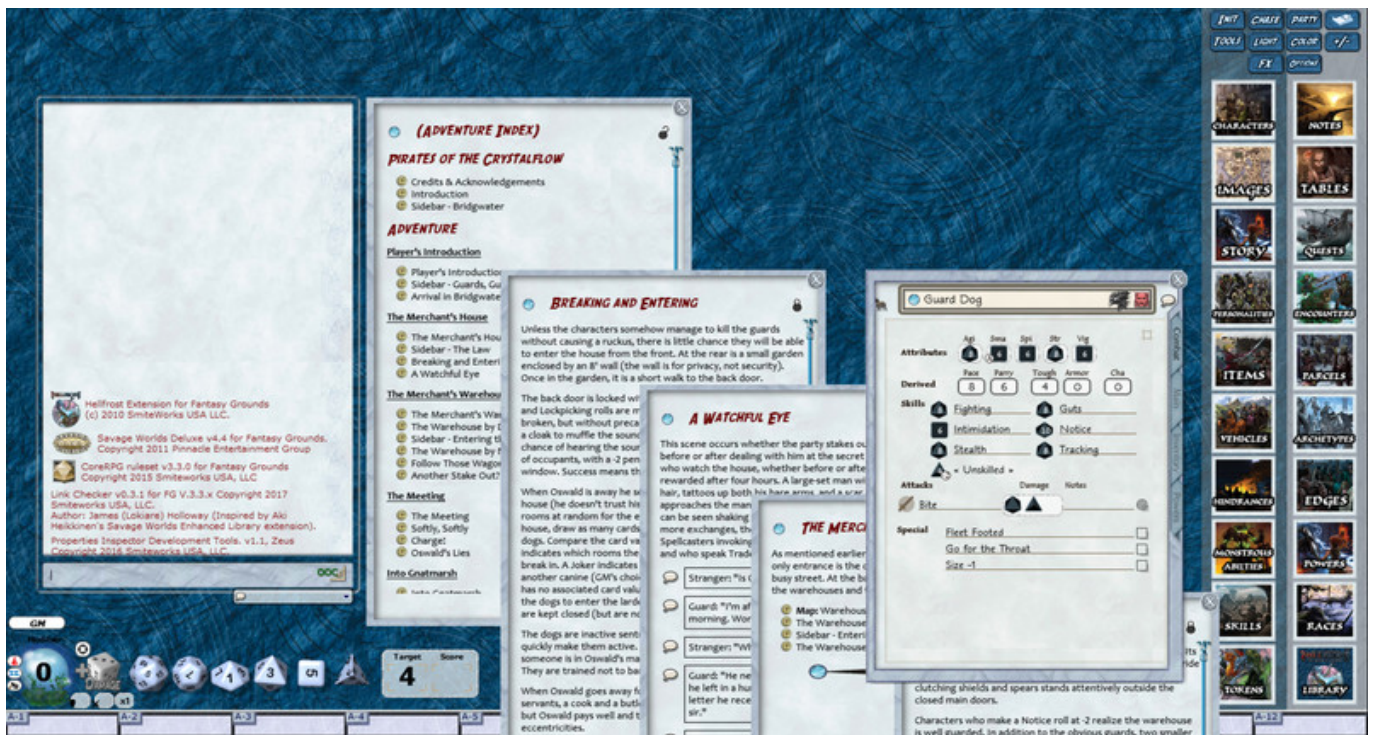


## Fantasy Grounds - Hellfrost: Pirates Of The Crystal Flow (Savage Worlds) Activation Code [Password]



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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

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purchase of the Savage Worlds ruleset.

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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

GM

0

1 3 5

Target Score 4

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**Info Coastmarsh**

**ARRIVAL IN BRIDGEWATER**

The barge has been checked over by the watch, but is still under guard. The lone sentry hasn't been given any specific orders, so he's charging one gold shield to curious individuals who want to see the "bloodstained site of the mysterious disappearance."

Dry bloodstains on the deck are clearly visible. There are similar stains in the main cabin. A hero making a Notice roll at -2 discovers a partial footprint in the print is from a bare foot, similar to a hobgoblin, but appears flatter and wider than that of the civilized races. There is no way to identify what creature made it.

The captain who towed the barge is nearby. For the price of a gold piece, he'll tell you what little he knows.

"Aye, I towed her back. A derelict and asked me to authorities to check over her. I gave her a quick check, but she's got a few rats and crew's personal items, but that news to you, eh? I'll cover berthing fees."

"Anyway, there was no one on the barge. We freed her and then brought her back to the dock. I'll be heading south again, and damned pirates have been seen in the area."

**THE MERCHANT'S HOUSE**

Oswald's townhouse is located in an affluent part of town. While the majority of Bridgewater's houses are single story buildings constructed of stone and timber, the manses of the rich and powerful citizens are two stories and built entirely of stone. The city's older sections retain a village feel, with detached buildings surrounded by small allotments. The newer parts, which include the upper end of the city, are more densely packed, with terraced houses with small courtyards.

**Maps House**

**Encounter: Merchant**

**Terrain:** The street is 4" wide, with a wooden railing on either side of the door. With Oswald casts lock, (Because is opened, the spell is not A Toughness 14 and Lockpick: hellfrost Player's Guide for

**Monsters:** A detachment of 10 house day and night, when their orders are to prevent

**MERCHANT'S HOUSE**

Token #	Name
4	Guard

Placement: ☑ ☑ ☑ ☑

**SIDEBAR - THE LAW**

If a fight breaks out in a public area, the watch is quickly informed. A squad arrives 206 rounds after the skirmish begins. The watch officer demands everyone drop their weapons. Oswald's guards comply immediately, though they keep their shields raised in case the heroes aren't so compliant. If required, the watch engages the characters. A second watch patrol arrive 106 rounds after the first.

The officer in charge questions Oswald's men first, who give an accurate portrayal of events the heroes tried to illegally gain entrance to the warehouse. A number of passersby corroborate their story. The characters are charged with public affray if no one was killed and fined 20 gold shields. Those who

INIT CHARIS PARTY

TASK LIGHT COLOR +/-

FX OPTION

CHARACTERS NOTES

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TOKENS LIBRARY



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**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](http://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 Crystalline Heartland realm comprising several cities along the banks of the Crystalline River. The temperature is less important than in others in the Hellfrost line. Still, on temperature and the characters elects to set the tale in any way: Savage Worlds rulebook for the Hellfrost Players' Guide for how

**SIDEBAR - BRIDGWATER**

Although a significant portion of the adventure is set in Bridgwater, 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 ambience as desired.

Bridgwater is a bustling town. Technically now on two rival villages on opposite sides of the Crystalline River, the town is a merging of two cultures. Scales, crosses the Crystalline River, it marks the town.

The entire waterfront or merchant offices, and rowing is quieter at night, it is a

**PLAYER'S INTRODUCTION**

The adventure begins in Scalthmoor, a small port on the Crystalline 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 Bridgwater—that's the port at the north end of the

**GM**

Target Score: 4

**CHARACTERS** **NOTES**

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**HANDICAPPED** **EDGES**

**MONSTRIOUS ABILITIES** **POWERS**

**SKILLS** **RACES**

**TOWNS** **LIBRARY**

The screenshot displays a game interface with three map windows and a sidebar. The top-left window is titled "MAP: UPPER TEMPLE" and shows a large, irregularly shaped map with various terrain features and buildings. The top-right window is titled "MAP: HOUSE" and shows a "Ground Floor" plan with numbered rooms (2, 3, 4, 5, 6, 11, 12, 13, 14, 15) and a "DOOR" label. The central window is titled "MAP: LOWER TEMPLE" and shows a detailed map with a central blue area, several red pins, and various structures. The sidebar on the right contains a vertical list of icons for navigation: INIT, CHAR, PARTY, TALK, LIGHT, COLOR, FX, and OTHER. Below these are icons for CHARACTERS, IMAGES, STORIES, PERSONALITIES, ITEMS, VEHICLES, MONSTRONS & ABILITIES, SKILLS, TOOLS, NOTES, TABLES, QUESTS, ENCOUNTERS, PARCELS, ARCHETYPES, EDGES, POWERS, RACES, and LIBRARY. The bottom status bar includes a GM button, a dice icon, and a row of dice (0, 1, 3, 5) with a grid of labels A-1 through A-12.







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