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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)

- Credits & Acknowledgements
- Introduction
- Sidebar - Bridgwater

ADVENTURE

Player's Introduction

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

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 buforn warriors or shaman (when appropriate) to party is above Novice. For instance adventures encounters buforn 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 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 of 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 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 Bridgwater—that's the port at the north end of the

GM

Target: 4
Score: 4

GM

Target: 4
Score: 4

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 Ware
- 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 Goutmarsh

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

Guard: "He ne

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

TOKENS LIBRARY

GM

0

1 3 5

Target Score: 4

(ADVENTURE INDEX)

PIRATES OF THE CRYSTALFLOW

- Credits & Acknowledgements
- Introduction
- Sidebar - Bridgewater

ADVENTURE

Player's Introduction

- Player's Introduction
- Sidebar - Guards, 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 by Day
- Sidebar - Entering the Warehouse
- The Warehouse by Night
- Follow Those Wagon
- Another Stake Out?

The Meeting

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

Info Coastmarsh

MERCHANT'S HOUSE

Token # Name

4 Guard

Placement: [Icons]

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 a local man, but the nearby tavern, for the price of a drink, tells him what little he knows.

"Aye, I towed her back. A derelect and asked me to authorities to check over, bank, her rudder tangled. We give her a quick check, aboard save a few rats and crew's personal items, but that news to you, eh? I got cover berthing fees."

"Anyway, there was no or bloodstains. We freed her and then brought her back to give me the nod. I'll be co-heading south again, and damned pirates have been here."

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 floor. 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 house day and night, when their orders are to prevent

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 CHARLZ PARTY
TALK LIGHT COLOR +/-
FX OTHER

CHARACTERS NOTES
IMAGES TABLES
STORY QUESTS
PERSONALITIES ENCOUNTERS
ITEMS PARCELS
VEHICLES ARCHETYPES
HIGHLIGHTED EDGES
MONSTRIOUS ABILITIES POWERS
SKILLS RACES
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