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About This Content

Hellfrost: Shadows of Darkness

Adventure for the Fantasy Grounds virtual tabletop

Saga of the Frost Giants Part I

Something Stirs In The Icebarrier Mountains

Joining a caravan as guards is a way to earn good money and see the world, though it is not without its risks. Having signed up as guards, the heroes are about to take part in a journey from the relative safety of the lands around Hellfrost Keep, home of the Hearth Knights, to the distant Saxa steads nestled in the forlorn Icebarrier Mountains.

Together the characters and the small band of heavily-armed frost dwarves travelling with the caravan must weather goblin attacks, for the fell creatures have stirred early this year and seem keen to make their presence felt.

It becomes clear the goblins are not acting alone. Something more powerful is behind their attacks, something with grander plans than a few raids.

Shadow of Darkness can be played as a standalone adventure or as part one of a four-part mini-campaign arc.

Requires: A Fantasy Grounds full or ultimate license, the Savage Worlds v3 Ruleset and the Hellfrost Player's Guide

Fantasy Grounds Conversion: **Kevin Doswell**

Title: Fantasy Grounds - Hellfrost: Shadows of Darkness

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 1 Nov, 2016

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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

Story

Templates

Group: The Sixth Gun: Winding Way

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- 2.01 All Mine to Give

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reawaken, they are accused of witchery and chased straight into an unseen crossroads where they finally find themselves back in the real world.

[4.00] Of Dragons & Dragons

Nightmare Mens

The heroes exit the spirit realm only to find themselves atop a rain and windswept mesa in the middle of the night, but they are not alone. Angered dead, climbing down from burial scaffolds, are unappreciative of the trespassers. The convicts must repel down the cliff face, deal with a group of ravenous ghoulies, then run from (or do battle with) a legendary thunderbolt!

[5.00] Nightmare Mens

Break the Chains

The trail leads to a wall of public chambers, one of the many chambers, the seeker's goal, and in another the entrance into the spirit world and the spirit realm containing those's notorious lawbreakers. The heroes of delating the snake men and released prisoners - an extracting and bringing the the hatch, the servants of the Grey Witch doorway into the otherworldly prison.

[6.00] Break the Chains

1.01 Chapter One: A Name with No Town

A Name with No Town

Some or all of the heroes may already be carrying members of the Second of Abraham, or perhaps they have allies within it who can vouch for their integrity. Either way, their reputation as trustworthy soldiers in the great war for reality precedes them. Consequently, the trusted posse was charged with delivering much-needed supplies to the organization's cattle fortress just across the Mexican border.

After leaving a powerful storm during the night, the adventurers arrived at the fortress in the wee hours and were given rooms. As the adventure begins, the storm has passed and a new dawn now breaks across the adobe compound. A young acolyte sporting a simple Franciscan robe rushes from room to room, quietly waking each her and asking that they please join brother Roberto Vargas and answer any questions by entering all questions.

2.01 All Mine to Give

All Mine to Give

As the heroes draw near the Rosalinda mine, they experience tremors and observe occasional rock falls from the nearby hills.

Near the mine entrance, they find remnants of a small camp. A successful Tracking or Survival roll should be able to tell (based mainly on the still-warm remnants of a small fire) the camp was occupied within the past 12 hours. A note reveals some of the elements are at least a week old and were recently used. Trackers may also spot the footprints left by one large individual in the dust leading to the camp from the west, and then away into the mine. The entrance to the mine was built recently which is screwed

the entrance inside including a pickaxe, a red lamp, some food fuel oil. If the

3.01 Footpaths of the Dead

Footpaths of the Dead

The posse exits the wall of darkness into a frigid wasteland. There is no sign they are on the Wandering Way - it looks remarkably like the waking world. They stand in a snow-covered clearing surrounded on all sides by a dense forest of pines. Prolonged exposure to this cold and snow will force Vigor checks, especially if the heroes were not prepared for it!

Hazards Cold

Behind them is an outcropping of ice-encrusted granite with no visible portal offering egress back into the waking world.

Tracking and/or Notice rolls (as light snow is falling) allow the heroes to spot footprints in the snow heading off to the right. They appear to be the same size as those originally spotted outside the Rosalinda mine. As there are no other visible landmarks or tracks, they have little choice but to follow the mysterious prints.

Should anyone be carrying the Second Gun, he discovers something rather startling the moment he brings it into his hand. It suddenly burns with searing green flame (Damage M10. See the description of the Six in The Sixth Gun case rules). Shockingly, the gun is no longer bound to the warden! It can be safely carried in its holster, but for the duration of this adventure it is useless.

On the way into the forest, the posse spots large, bat-winged creatures living through the sky, screeching

4.01 Of Dragons & Dragons

As the heroes exit the spirit world through a cave mouth, they are met with the tranquil sounds of rippling water and birdsong. Beams of sunlight accented by dust and pollen break through the quietly rustling leaves above, dropping spots of white light upon the lush green grass below. A stream bubbling over round stones bubbles away to their right and the entire idyllic scene is highlighted with a variety of brightly colored summer blooms. A path winds away into the forest ahead.

If one of the heroes carries the Second Gun, something shocking has happened: The gun she once carried in her holster has somehow transformed into a gloriously forged, glowing long sword. The same red rune once engraved on the pistol's grip is now engraved on the sword's pommel. All other items and articles of clothing belonging to the heroes are unchanged.

Assuming they follow the path, the journey through the forest is pleasant and seemingly devoid of any dangers. Those requiring rest or healing can find it in this peaceful wood. The only potential threat is a stray black bear or a wandering pack of hungry wolves, if the Gun Master wants to liven things up a little. After an hour or so, a sudden rushing of winds from above shakes the trees, knocking a few stray leaves and branches to the ground below. At the same time, the midday sunlight is temporarily blocked by something passing quickly overhead. Should they opt to leave the trails and travel in the same direction as whatever just disrupted their walk, the partygers approach a clearing at the edge of a cliff

5.01 Nightmare Mens

Nightmare Mens

Rushing out of the alternate medieval reality, the heroes suddenly find themselves outdoors in utter darkness. Heavy clouds obscure the stars above and the moon is nowhere to be seen. A distant rumble of thunder and a light, cool breeze suggests an incoming storm. The evening air is cooling through their wet clothes. Loose, clattering objects sounding like shards of broken pottery shift beneath their feet, making for difficult movement if an Agility roll is required to maintain footing if running.

If the posse illuminates the area, whether with a lantern, candle, or magical power, they discover they are standing in a field of bleached bones atop a rock mesa. The sight of broken bones and skulls is enough to require a Fear check. Should the heroes not utilize their own source of light, a flash of lightning provides enough illumination to reveal the bones.

The top of the mesa is 30'x30' round. Opposite the heroes are four tall burial scaffolds standing eight feet above the rock. The scaffolds are made up of several timbers lashed together to create a supported and standing table, upon which lie wrapped corpses tightly bound to the planks with lengths of rope.

From the tops of the platforms, you hear groans of the tearing of fabric. Moments later skeletal visages their manner of dead hair billowing out around their in the night air, gone down at you with glowing

6.01 Break the Chains

The Road to Helms

Down from the mesa as the heroes move into the village of cliffside public. At the base of the trail they pass several saddled horses, some asleep, some drinking from a large public of fresh water. Successful Notice rolls reveal a couple figures moving down the path toward the heroes. The posse may attempt to surprise them by hiding in some brush and ambushing them. From here, those who successfully made their Notice rolls realize that while the two approaching figures are speaking English, every word is accompanied by a slight hissing sound.

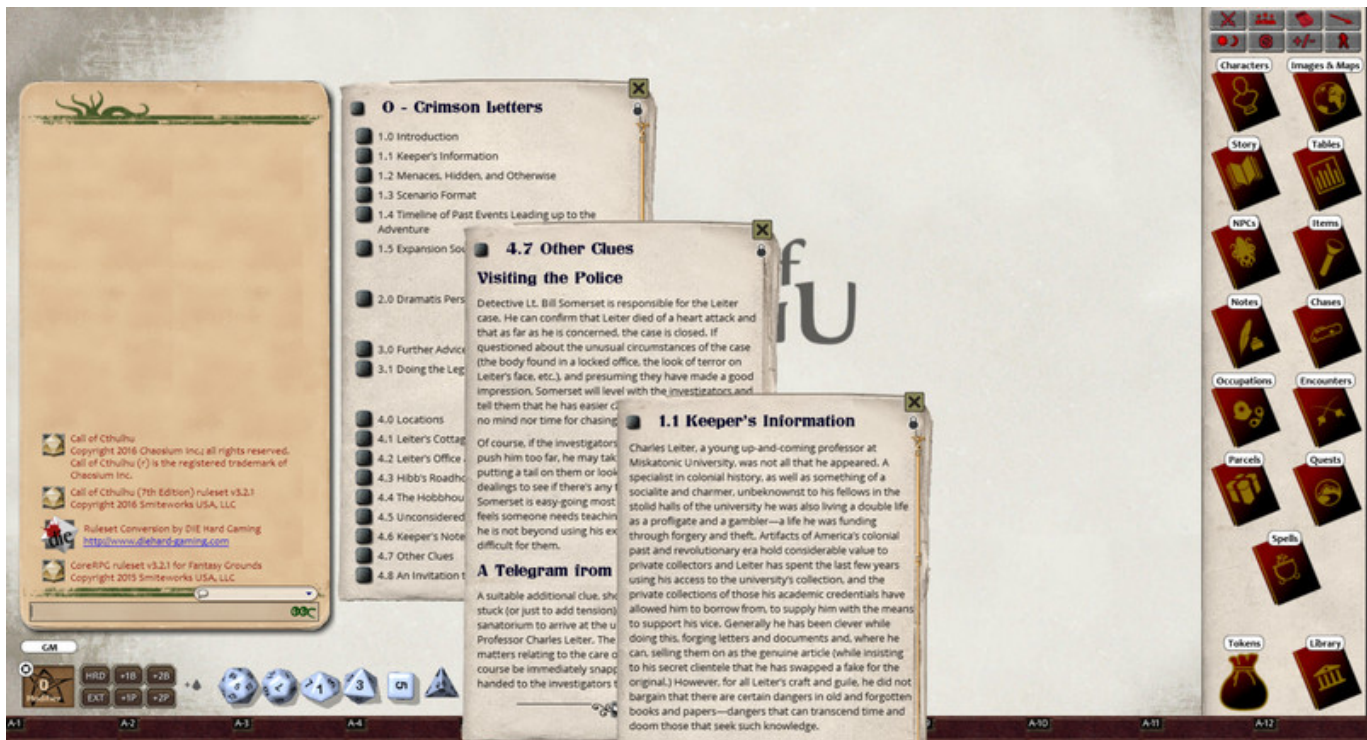
Encounter: The Road to Helms

The path eventually brings the heroes up to one side of the village. Moving forward toward and the back of the large cavernous opening allows the posse to move behind the structures and avoid most of the occupied houses, instead of moving through the inter-connected structures. While moving through the entire village, the party should occasionally be alerted to falling rocks and dust from above.

Building II: The White House

The first building they face in the White House, an named for the pale mud used to cover its exterior. It is a building that once served as a guard shack when the village was occupied. In here, the heroes find two unarmored, slumbering make men. Searching the room uncovers two Winchester 76 rifles (Range 2440/69, Damage 2/6, Bul 3)





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