

Fantasy Grounds - Cold Mountain (5E) Ativador Download [pack]



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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

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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

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 creature, she is not intended to be a combat encounter. As a CR 10 creature, she is not intended to be a combat encounter.

Map: Smiteworks Outdoor Battle Map



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	Garra
1	Gram
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
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CoreRPG ruleset v3.2.1 for Fantasy Grounds
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Table: Random Encounters

61-65	4	mysterious fey music		10	11/13	Hostile
66-68	4	[2d4] bandits led by a 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 (2d6 + 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

Introduction

to say or deliver unimportant. He took the package and sent him on his way but dumped the package in a storeroom for some lesser soldier to inspect later and then promptly forgot about it.

The package can be recovered from the guardhouse storeroom. It contains a bear pelt wrapped in a red-painted arrow, to which are bound seven eagle feathers. Trindon says the chieftain of the village gave it to him and said it signified dire danger, and a great reward. The superstitious Ughar would like one of their own to be sent to beg aid from outsiders, but they hoped this would make clear their heroes to deal with a situation they could not themselves. Furthermore, should this tribal fetish be by outsiders, it would be accounted a good omen by the Ughar, making them more likely to be for conversation and accepting of their intrusions.

If made friendly, Trindon can give directions to PCs seeking the village of Gloym and allow them to automatically find the proper hex where you wish to place the Ughar villages. If the PCs perform a **Survival** check to locate Gloym (though gather food in the wilderness, or for other service.

Ansit Ford (1,800 XP)

With the spring melt, a number of creatures are common in the shallows at location V, catching fish in its jaws (though stealthily (10 passive Stealth) until PCs are partially surprised round. It will then rush in to pounce on a Small PC). If multiple PCs converge on its position, the chug struggles or any creature isolated from its allies. The disadvantage to attackers on shore. If brought below the surface, the struggle attracts the attention of an otter. The otter arrives 3 rounds after the chug attacks. The distance and the sound of the river gurgling over the rocks. PCs notice something moving in the trees at 20 feet away with a DC 15 Wisdom (Perception) check. On the second round, the otter happily plunges into the river, as its strength and size.

Encounter: Chul and Owlbear

Rewards

The wandering chul has no treasure; however, if the **Survival** check, PCs discover a well-guarded corpse nearby. A DC 10 Wisdom (Perception) check reveals 1 scroll of longstrider and shillelagh, along with scatter totaling 92 gp, 27 sp, and 43 gp.

Treasure: Corpse Treasure
Treasure: Corpse Treasure (Farther Away)

Development

Beyond the ford, the party enters little-traveled lands. Their overland movement, and each day of travel requires a **Survival** check to keep on the trails. If the result of the **Survival** check to find their way results in a half-day delay, the results in a full day's delay and three checks for random encounters.

Chul and Owlbear

CR 5 XP 1800

Token # Name

1 Chul

Placement:

1 Owlbear

Placement:

Corpse Treasure

#	Currency	#	Item Name
0	PP	1	Breadloaf
0	GP	1	Scimitar
0	EP	1	Wooden Shield
0	SP		
0	CP		

Corpse Treasure (Farther Away)

#	Currency	#	Item Name
0	PP	1	Bone Scroll Tube
43	GP	1	Scroll of Longstrider
0	EP	1	Scroll of Shillelagh
27	SP		
92	CP		

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