

Affairs of the Court: Choice of Romance

by Heather Albano and Adam Strong-Morse

Show Stats Restart Achievements

As you are about to enter the house, a bright purple butterfly flits right across your path.

Red and blue and yellow ones are common, but purple ones are rare. They bring good luck, so the saying goes. And since it crossed your path, it can only be good luck for you. The butterfly will go and grant you a wish if you wish quickly--so what are you wishing for?

- A windfall! Enough money to go to court and enjoy the season.
- The chance to do something splendid, something that will change the world.
- True love. Isn't that what everyone wishes for, really?
- An adventure! Anything to enliven dull life in the country. (Maybe one that is less destructive than the barn catching fire, though.)

Next

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

About This Content

A08: Search for the Tri-Stone (5E)

A 5th Edition compatible adventure for four to six PCs of levels 6-9

When you are successful, your reputation will spread farther and more widely than you might imagine. And when that reputation reaches those who believe that "the enemy of my enemy is my friend," you might just find yourself working with and for some interesting people. So when the village go-between for the mayor of Rybalka and local Vikmordere tribespeople asks the party to recover an item, you can't be sure exactly who you are going to earn your coin from.

The PCs find themselves having to tread a very thin line to be successful with this job; the Monachy's agent in Rybalka is very interested in what they are doing, as are other, less friendly tribes; but the PCs don't know this. In fact, there is much they don't know and they will only become aware of some of the implications of their actions when potential problems become reality. Of course, if they'd know they were meant to find a ship buried in a cliff face, defeat its entire crew before finding great beauty in physical and material form, take what belongs to a king and then return unnoticed through territory claimed by old enemies and new allies, they would have prepared quite differently, wouldn't they? Ah, hindsight is a wonderful thing...

Also included in "Search for the Tri-Stone":

-
- Maps by 3x ENnie Award winning Cartographer Todd Gamble
 - New Runic Language introduced through a Runestick which PCs may use on their journey to decode puzzles and find clues in their search for the Tri-Stone
 - High resolution map of the Thingallor Burial Shrine
 - New Monster: Zombie Handmaidens
 - Numerous New Maps and Illustrations!
 - New Magical Items: Sword and Shield of King Rytan
 - New Artifact!

Released on September 17, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included 5E Ruleset.

Title: Fantasy Grounds - A08: Search for the Tri-Stone (5E)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 25 Sep, 2017

b4d347fde0

Minimum:

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: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

Fantasy Grounds

STORY

- 0.01 Welcome, Introduction, and Background
- 1.0A A Macabre Arrival
- 1.0B An Improvised Assembly
- 1.0C An Evening at the Tavern
- 1.0D Storytelling
- 1.0E Feral Tracks
- 1.0F Stonecutter
- 1.0G Den of the Evil Mage
- 1.0H The Cobalt Cham
- 2.01 Walled-Up Entrance
- 2.02 Gate
- 2.03 Door
- 2.04 Trap Room
- 2.05 Furnace Room
- 2.06 Kitchen
- 2.07 Mining Room
- 2.08 Dormitory
- 2.09 Spring Room
- 2.10 Chief's Room
- 3.01 The Breach
- 3.02 Dead Gardener
- 3.03 The Imp
- 3.04 Hall of Knowledge
- 3.05 Sage's Room
- 3.06 Sage's Bedchamber
- 3.07 Balcony
- 3.08 The Mountain
- Appendix I: Village
- Buret Gourde
- Concluding the Adventure
- Conversion Note
- GM Tip: A Mobile Defense
- GM Tip: Hints in the Backdrop Story

0.00 TABLE OF CONTENTS

Welcome, Introduction, and Background
—GM's Tip: Hints in the Backdrop Story

BEGINNING THE ADVENTURE

Beginning the Adventure
—GM's Tip: Many NPCs at Once

Event A. A Macabre Arrival
—GM's Tip: Potential Allies

Event B. An Improvised Assembly
—GM's Tip: NPCs as Patrons

Event C. An Evening at the Tavern
—GM's Tip: Red Herrings

Event D. Storytelling by the Fire
—GM's Tip: Many NPCs at Once

Event E. Feral Tracks
—GM's Tip: Red Herrings

Event F. Stonecutter's Way
—GM's Tip: NPCs as Patrons

Event G. Den of the Evil Mage
—GM's Tip: Red Herrings

Event H. The Cobalt Cham
—GM's Tip: Red Herrings

THE KOBOLD MINE

Dungeon Features
—GM's Tip: A Mobile Defense

THE HALLS OF SUMICLYF

Dungeon Features
—GM's Tip: Judging Puzzles

Concluding the Adventure
—GM's Tip: Judging Puzzles

Appendix I: Villagers as NPCs

1.00 BEGINNING THE ADVENTURE

The adventure begins on a seemingly tranquil autumn afternoon in the small village of Gafolweed. Begin the adventure by reading aloud or paraphrasing the following introductory text:

Inhabited by an industrious logging community, the rural village of Gafolweed lies on the banks of a forest stream on the edge of the borderlands. The stream, easily navigable by barge and bordered by a well-marked hauling path, is the tributary of large river that flows into the sea through the fertile plains of more civilized lands. It is market day in Gafolweed. A large number of rafts and boats crowd the small harbor, while people gather in the nearby square to barter for goods and conduct business. Despite the merry occasion, some of the locals seem somewhat anxious and worried, as if plagued by dark thoughts. Looking for a place to spend the night, and hoping to find a boat ride along the river to continue your journey, you head to the market to ask for directions and listen to the latest news.

GM TIP: MANY NPCs AT ONCE

As you run the opening scene in the market square (and the assembly, see Event B), you might find it difficult to speak for many NPCs at the same time. Fortunately, only a few of the NPCs have information the PCs need. Whenever the PCs approach a villager, you only need to provide a brief introduction, such as an opening line or some small rumor to provide the PCs small pieces of information on the mysterious monster. Alternately, choose one of the farmers (Nandus, for example) to serve as the party's main interlocutor. With the pretext of a comical quarrel on a drum of cheese, which some players might find amusing to roleplay, the initial scene introduces the adventure's principle antagonist through a few, vague impressions, which are fully open to interpretation.

GM

0 Healthier

A1 A2 A3 A4 A5 A9 A10 A11 A12

STORY

IMAGES & MAPS

NPCS

ITEMS

NOTES

LIBRARY

FORGING



昵称: 雷电兽

天资: 1195

种类: 雷电兽

技能: [领悟](#)

气血	881/881	体脉	23	-	+
法术	981/981	法力	30	-	+
伤害	364	蛮力	10	-	+
防御	562	筋骨	25	-	+
速度	246	敏捷	17	-	+
灵力	259	潜力	10	-	+

气数: 79 [分配](#)

人物 宠物 装备 商店 聊天 战斗



[The Interview Download\] \[cheat\]](#)
[Fantasy Grounds - Devin Night 105: Heroic Characters 20 \(Token Pack\) \[Xforce\]](#)
[Zezenia Online download without license key](#)
[Free Download Football Nation VR Tournament 2018 rar](#)
[Street Racing-OST .exe Download](#)
[Gratuitous Space Battles 2](#)
[Robot Rumble 2 Ativador download \[full version\]](#)
[Free Download Green Moon 2 .zip](#)
[Mutiny!! - Grozdana Kakra - Bonus Route Ativador download \[key\]](#)
[Color Symphony 2 Torrent Download](#)