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About This Content

C&C C2 Shades of Mist

A Castles & Crusades Adventure module for Fantasy Grounds

Upon the slopes of the long bluff of Loretta's Agony lie the ruins of Aliegor. Long ago devotees of the Og-Aust, the Frog Gods, lived here. And their religious house thrived like no other. It bore the fruit of wealth and the knowledge of the world before the turmoil of war and plague. But that was before even the coming of the kings and the rule of the bastard gods. Now beneath the shades of the willow trees, along the course of the Mistbane's tributaries only the shadows of memories remain.

Beyond the long line that is Loretta's Bluff lies the deep and mournful Millorian. Here ancient trees tower over the fertile earth, their roots deep and old. Elves have dwelt here for years without count and have made the wood a wondrous if altogether dangerous place. But of late the Bowlgaar Orcs have grown in power and war is brewing in the forest deeps. For the Bowlgaar are driven by the Paths of Umbra, a mendicant and wild wizard who sees in them a tool for his greater power. For he desires what few believe even exist, and he knows that in the deeps of the Millorian lie the ruined powers of the Og-Aust.

But shadows overcome all and the banks of mist that dwell upon the currents of the Mistbane make all things in these deep reaches twisted and shades of themselves. And still the stain of the winter dark lies here to and other powers linger from beyond.

Plunge into the deeps of the Darkenfold and explore the mysteries beyond the green. Here your worthy arms can explore the ruins of Alice and the temple of Aliegor. Beyond the heights is the country of the wild elves, and the ancient woods where lizard men trade with dwarves and orcs wage a deadly if silent war beneath the green eyes. Follow the course of the Mistbane and unravel the riddle of the Willow and see into the realm of the dead.

To live in these eves is to move like a ghost to join all others that are nothing more than Shades in the Mist.

Conversion by: Alan Neilson

Released on October 03, 2010. Designed for Fantasy Grounds version 2.9.9 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 Castles & Crusades ruleset.

Title: Fantasy Grounds - C2 Shades of Mist (Castles and Crusades)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 21 Feb, 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

The screenshot displays a Game Master (GM) interface for a role-playing game. On the left is a large, empty map area. The bottom-left corner features a GM toolbar with icons for a character, a die, and a scroll, along with a 'GM' label and a 'Hidden' indicator. The bottom edge shows a row of character status icons labeled A-1 through A-4.

On the right side, a vertical sidebar contains various game management tools: Characters, Notes, Images & Maps, Tables, Story, Quests, NPCs, Encounters, Items, and Perceps. At the bottom of this sidebar are icons for Tokens and Library.

Overlaid on the map are several text windows:

- "SHADES OF MIST"**: This adventure combines overland travel with the exploration of the ruins of an old village, monastery, and dungeon. It is not a traditional adventure module that consists of one dungeon or one goal, but rather consists of a series of short adventures, which in turn offer the enterprising Castle Keeper the opportunity for numerous side treks and adventures. It is easy to port into any game and sections can be played or skipped over as needed. Though set in the official Castles & Crusades world of Albion, and a part of Mist is a complete set to any homebrew or published adventure modules put numerous, short-encounters Hermitage, The Meadow, and the Broken Vale. Unlike C&C: The Mortal: overland travel unaffected, allowing the character numerous areas locate. Shades of Mist is designed for characters with a challenge upon the adventure to rest and rest until they can. There are many encounters able to sustain continuous cleric or healing potior. Meet can sell the letter to discover the secret of Willow Trees (at A-1). A ranger or druid would for the dungeon beneath. To begin the adventure (Darkenfold Tab).
- "THE LAMENT OF ALICE"**: Alice lies at the end of the Southern Way, where that rough road intersects Loretta's Bluff. It consists of a dozen or so houses circled around a stone well house. Several houses, Charl Sands' amongst them, lie within the confines of the forest. A small trail leads from the village's western edge into the forest and along the bluff. This trail leads to the Monastery. The Pig Trail runs the length of the Valley of the Frog, from the Broken Vale to the Ford. The Pig Trail is actually a creek bed that runs dry far more often than it does wet. There are places on the trail where water bubbles up through the rocks for a few feet beneath the earth. True to its rutting ground for wild boar. Map of the Village of Alice. The river here is very broad and the year around is easy. Travel from here and the journey in bluffs that have lined the river curve back around to the east northern wall. Travel in the valley is fraught with Darkenfold, however, the glacial section of the valley. This incline is harmless as she roams the valley and daughters. She is not uncommon days the sounds of her mother's empty arms. V sound of her voice deserts the valley. It is possible to encounter the day or night, but she does when she approaches the mountain.
- "LORETTA'S AGONY"**: About 30 odd miles down the trail, and only a few miles west of Alice, a portion of Loretta's Bluff juts out into the valley in a wide U shape. The trees atop the ridge are thick and hang over the edge in a tangled mass. The Monastery of Allegor lies beyond these tangles, atop the bluff, overlooking the valley. The trail runs at the feet of the bluff, making it impossible to see the monastery from below. However, the terrain to the south opens up into sparse ending with the tree line Millorian Wood. It is possible from the trees, its stone along the bluff. Any character naturally see it. Picture of Loretta's Bluff. About a mile down from the foot of the bluff, lies a small high and four feet wide, run out of it and winds down the entrances to the Caverns below. It is difficult to see looking along the edge of. During the rainy season, v out the cave entrance, v out the cave entrance, v out the cave entrance, v out the cave entrance.
- "MOUNT HERMITAGE"**: This area comprises a series of low hills rising from the forest floor, not more than 300-500 feet high, covering some 10 square miles of the forest. The Mount, a name that refers to the whole area, is sparsely forested, and covered in a thick layer of grass. Huge rocks jut out from the pasture here and there offering excellent cover and sometimes shade. It is a favorite feeding ground for the wild deer and elk that dwell in the forest. The gulches that divide the several hills are worn steep with centuries of run off. Two creeks have their origins here; one running off from the Mistbane in the south west, and the other bubbling up from the southern feet of the hills and heading southwest toward Alice. Near this latter creek is a large cave opening that leads into an underground cavern beneath the Mount.

At the bottom of the text windows, there are small icons for 'Map of the Village of Alice' and 'Picture of Loretta's Bluff'.

O2 ORCS UPON THE GREEN

It is roughly 11 miles from Ends Meet to Merric's Ford on the Mistbane River. There is a small trail just beyond the bridge in town that leads to the Ford. If the weather holds, it should not take more than a day to get to the Ford. The first mile or so is a little rough as the forest is thick with young growth, but beyond that it opens up into an open country with an older stand of trees. The walk is easy going from the here to the river with possible encounters in the afternoon, just as it

O2 THE HAUNTING OF ALICE

Balarian wandered lost for a great while, until he stumbled across a family of humans traveling from Ends Meet to Alice. The Craddock's were, at the time, a powerful family with a mill in Ends Meet; they traded with Greenbriar, Willowbreak, the Eschl and the folk of Alice. It was on a journey to this latter town that the elven chief came across them. Their daughter, Jill, had only recently come of age. She was a beauty to behold. Upon seeing her, Balarian fell in love with the young woman. He tried to woo her, but her father would not have it and in an argument, the Elf Chief

O3 THE MISTBANE RIVER

The dark waters of the Mistbane surround you as you move slowly down river. Small patches of mist graze the water's surface as they drift with the water's currents. The river widens considerably south of the Ford. The banks rise gently from the waters edge, where the grass languidly hangs in the water, bent with the current. To the east, the forest looms, dark and deep to the west, the trees are sparse and the ground rises into the broken hills just a few hundred yards beyond the river's edge. From time to time, a willow tree stands alone upon a

O4 MOUNT HERMITAGE

Nodjmet has watched the story of Alice unfold and has recently swooped in to garner what power she can. By befriending the remaining four harpies she was able to learn of the nature of the Oig-Aust Amenut and she has made many sacrifices and cast many incantations in order to bind Amenut to her. She uses him to summon all manner of evil creatures. Nodjmet uses an old abandoned monastery near Alice as a place from which she casts her evil spells.

But there is more at Mount Hermitage than a witch and her kin. They have imprisoned there a young half-elf, Aenul. The witch is attempting to broker a sale of the prisoner to either the Bowfear or the elves. She frequents the Monastery often.

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GM

A-1 A-2 A-3 A-4 A-5

A-11 A-12

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THE CAVERNS OF AMENUT

There are three entrances to these caverns. One is through the well as noted in Alice above. A second lies on the valley floor, half hidden behind some brush and rubble. A third lies in the Tower Square in the Allegor Monastery. Each poses its own challenges and brings the adventuring party into the small cavern complex from a very different direction. The easiest entrance to locate it is the well in the village of Alice; however characters can enter from a

THE TUNNELS

The tunnels range in size th natural caverns, though so they narrow to only a foot for one person to walk abre ledges and all manner of ca walls, so that any rapid mov bruised heads, cut hands an damp, moisture being prev slippery and at times have t

There is no natural light i around the valley floor entr or so feet into the cave.

THE OG-AUST (THE OLD ONES)

Before all else there was darkness and it was called the Void. The Void was peopled by creatures both great and small. These were of the All Father's devising. When the All Father created the world it shone in the limitless dark like a beacon. Some, overcome with terror fled from it even into the deepest reaches of the Void. Others however, drawn to the light, crossed the dark to the edges of the world and passed over into it. In later days men called these creatures the Val Eshrakun.

Newly made and filled w welcomed the Val Eshra wherever it suited them were small and weak, b all. In later ages, men w for they commanded po to the lesser Val Eshra made small sacrifices to and lakes, under hills an

The Og-Aust were gods ancient Ethrum, first en to worshipping them, b their honor. The worship the Ethrum found a spir they lived in and these r the Og-Aust were Amen religion was not limited fey, both great and sma

The religion and worship before the Winter Dark scope of the world. The temples, dungeons and t and the Great Soup Man in the worship of the ol

OI BACKGROUND

The adventure takes place south of Ends Meet in and around the Valley of the Frog. Here are the major locales of the Village of Alice, the Caverns of Amenut, Mount Hermitage, and the Monastery of Allegor. The inhabitants of the monastery and village abandoned the locales because of the haunts that rose from Amenut and Mount Hermitage. These locales and the areas around them are where the adventure takes place.

Some 20 years past, an evil wizard who served the Paths of Umbra came to the Bowlgear orcs where they lived upon the western slopes of the Rhodogae Mountains. The Linkin

OI WHERE ENDS MEEET

The adventure begins in the small town of Ends Meet in the deeps of the Darkenfold. The characters have gathered in Mr. Otto Wigner's comfortable Cockieburrr Inn and Tavern. Their adventures, whether those pitched against the Troll Lord Quagmine, or on some other far distant and lonely road have landed them in a house where warm mead, stewed chicken, potatoes and carrots are the treasure of the evening. Ends Meet is quiet, but its citizens are none too shy about talking, especially when they asked questions about their beloved Darkenfold and the many terrors it houses. It is with a strange relish that they recount grisly tales of death and mayhem, of the fall of heroes and the madness that afflicts the many people

STORY

Templates

Group (All)

- * Credits & Legal Background
- * Shades of Mist Background
- **The Lament of Alice The Village of Alice
- *Loretta's Agony The Village of Alice
- *Mount Hermitage Mount Hermitage
- *The Caverns of Amenut Caverns of Amenut
- *The Og-Aust (The Old Ones) The Og-Aust
- O1 Background Background
- O1 Where Ends Meet The Darkenfold
- O2 Orcs upon the Green The Darkenfold
- O2 The Haunting of Alice Background
- O3 The Mithrana Dwar The Darkenfold

GM

0

1 2 3 4 5 6 7 8 9 10 11 12

A-1 A-2 A-3 A-4 A-5

A-11 A-12

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