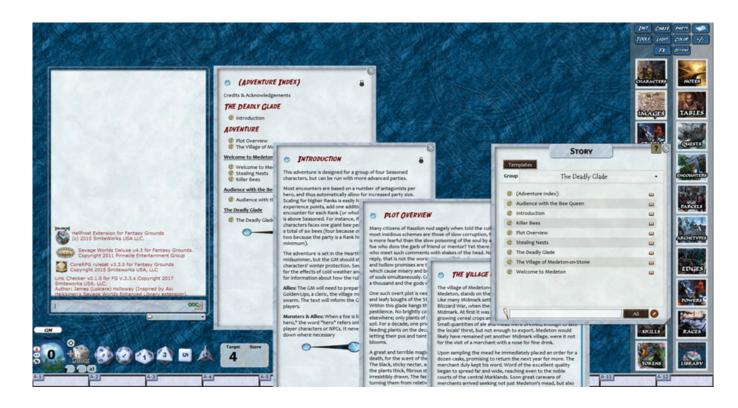Fantasy Grounds - Hellfrost: The Fey Tower And Deadly Glade (Savage Worlds) Portable Edition

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About This Content

Hellfrost: The Fey Tower and Deadly Glade

The Fey Tower — is an adventure set on the coastline of Rassilon. For the past fifi ve months the inhabitants of the coastal village of Gairloch have been plagued by giant crabs. These ravenous crustaceans raid on the land and steal cattle, sheep, and the occasional passing human. The crabs have driven most of the fifi sh away and the villagers now barely catch enough to survive. They have come to terms with their "curse," but still try to seek the help of those that travel through the region. Enter the heroes — can they discover the reason for the crabs to venture on land?

The Deadly Glade — is hidden away in the dark and leafy boughs of the Stone Forest. No brightly colored flowers grow here, as they do elsewhere; only plants of midnight-blue. For a decade, one priest of Vali has been feeding the plants on the decaying corpses of disease victims, letting their pus and tainted, putrefying flesh feed his deadly blooms. These flowers attract bees which in turn are poisoned by the sticky nectar. The fast-acting poison warps the bees, turning them into voracious hunters. The plan is as simple as it is bold—to create an army of killer bees which will be unleashed on the unsuspecting citizens of Rassilon. Can this hideous plot be thwarted?

Fantasy Grounds Conversion: **Kevin Doswell**

Released on March 03, 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: The Fey Tower and Deadly Glade (Savage Worlds)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 24 Apr, 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

STORY

Templates

Group: **The Deadly Glade**

- (Adventure Index)
- Audience with the Bee Queen
- Introduction
- Killer Bees
- Plot Overview
- Stealing Nests
- The Deadly Glade
- The Village of Medeton-on-Stone
- Welcome to Medeton

WELCOME TO MEDETON

When you arrived in the prosperous village of Medeton-on-Stone you expected to enjoy the alcoholic delights of All Drinks Day, a religious festival to honor Gullveig, the deity of brewing, and an economic opportunity for merchants to sample the various beverages produced by Medeton's master brewers. Such is the festival's renown that folk come from hundreds of mile[...]
until dusk, every [...]
neighborhood is [...]
are, cooped up in [...]
awaiting the arri[...]

You're not quite [...]
names, but word [...]
you were told is t[...]
to see you on a m[...]

At last the door o[...]
of middle years. H[...]
the tell-tale smea[...]
he has been drink[...]
the delay, my lor[...]
a matter of impo[...]
this temple and c[...]

Behind him ente[...]
of black and yello[...]
tray, atop which [...]
you. "Local mead[...]
Please, help your[...]
instead, that can[...]
the man dismisse[...]

"To business," he[...]

STEALING NESTS

provide +6 Heavy Armor. Treat movement over fallen trees as difficult ground.

Monsters: The bee warriors are servants of the Bee Queen, a powerful fey noble and servant of Eostre who has dominion over Rassilon's bees. The disappearance of the bees has not gone unnoticed in the fey realm. To protect the remaining hives, the Queen has dispatc[...]
orders were simple protect [...]
handful of druids, and priest[...]
Queen personally, were exe[...]

Bee Warriors (2 per he[...]

Tactics: The bee warriors sw[...]
Their spears give them a rea[...]
use it. Each warrior remains [...]
reach of their spears but saf[...]
with shorter weapons. If a be[...]
Agility roll. With success, it r[...]
must land, unable to take off[...]

Continuation: Once half the [...]
(whichever occurs first) is in [...]
the air is filled with a loud, fe[...]
reinforcements drop from th[...]
warriors raises his hand and, [...]
violence to stop.

"Cease hostilities, hon[...]
Queen has spoken. You[...]
peace. The bees withi[...]
makes an ideal, and ironi[...]

Unless the party wants to ke[...]
to air without further words [...]
now return to Medeton wit[...]

KILLER BEES

No sooner has the dance ended and Brude taken his pla[...]
the center of the hives to start the next part of the cere[...]
when a cry goes up. Everyone begins to look north, tow[...]
Spiderfell Forest. Bearing down on the village is a huge [...]
cloud, a cloud that moves against the wind, a cloud that [...]
Panicked citizens begin to flee in all directions.

Terrain: The only terrain features are the 16 bee hives, [...]
arranged in four rows of four columns. Each is spaced 2" [...]
Treat movement throug[...]
ground. The hives can be [...]
They have Toughness 8. [...]
party.

Monsters: Plaguebearer[...]
he wants to ensure conq[...]
before he advances to th[...]
is not only the nearest se[...]
a celebration to Gullveig[...]
makes an ideal, and iron[...]

The normal bee swarm [...]
friend on the hives. It is [...]
realize this tactic, thoug[...]

Unfortunately, Brude is [...]
his faith. His faith prohib[...]

AUDIENCE WITH [...]

The journey to the Bee Qu[...]
party had an easy time in t[...]
wish to have them attacke[...]
knows of the Bee Queen a[...]
Once in the glade, all the p[...]
waggle dance in the right [...]

A distant buzzing fill[...]
sounds. The wind dr[...]
louder and louder, ri[...]
on edge. Stepping through the trees is a dark-skinned[...]
woman clad in a glittering cloak of black and yellow[...]

Bee Warriors

Attributes: Agi (d8) Sma (d6) Spi (d8) Str (d8) Vig (d8)

Derived: Pace 6, Parry 7, Tough 8, Armor 2, Cha 0

Skills: Fighting | Guts | Notice | Stealth | « Unskilled »

Attacks		Damage	Notes
Short spear			Reach 1"
Sting			

Special: Flight, Immunity, Poison (+0), Sting

(ADVENTURE INDEX)

Credits & Acknowledgements

THE FEY TOWER

Introduction

ADVENTURE

Plot

Welcoming

Welc...
Rude...
Seco...
Cont...
Talki...
A Str...

The Tower:

The
The
1) En
2) Co
3) M
4) Ar
5) M
6) La
7) St
8) Di
9) Ki
10) B
11) W
12) W
13) M
14 &
16) P

Hellfrost Extension for Fantasy Grounds
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CoreRPG ruleset v3.3.0 for Fantasy Grounds
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Smiteworks USA, LLC.
Author: James (Lokiare) Holloway (Inspired by Aki
Heikkinen's Savage Worlds Enhanced Library extension).

INTRODUCTION

This adventure is designed for a group of four Seasoned characters, but can be run with more advanced parties.

Most encounters are based on a number of antagonists per hero, and thus automatically allow for increased party size. Scaling for higher Ranks is easily handled. For parties with more experience points, add two additional Extras to a detailed encounter for each Rank (or whole 20... instance, if a party of four Legendary ch... kreana warrior per hero, the heroes en... warriors (four because of the party siz... because the party is a Rank higher than... minimum).

The temperature plays little part in thi... should keep an eye on the characters' ... required. See the Savage Worlds ruleb... cold weather and the Hellfrost Player's... about how the rules work in this settin...

PLOT OVERVIEW

For the past five months the inhabitants of the coastal village of ... Gairloch have been plagued by giant crabs. These ravenous crustaceans raid on to the land and steal cattle, sheep, and the occasional passing human. The crabs have driven most of the fish away and the villagers now barely catch enough to survive.

The crabs are being dri... live in the area. This pa... resides far from shore, ... something has caused ... area inhabited by the n... their own safety, herd... inherited the problem ... voracious crabs.

The trouble that cause... kreana, unruly water d... They recently discover... long ago, in the crabs' ... investigate the tower's ... ousting the crabs from ...

ENTER THE HERO

This adventure should ...

WELCOMING HOSTS

The characters are following a coastal path. Night is ... to fall when the party spies a collection of houses fu... the beach. On approaching, they spy a small fishing ... a few outlying farms. Small fishing boats have been ... onto the beach, their net ... here, the smell of fish is ... laughter can be heard co... buildings, which is situate... be seen moving within th...

If the party enters the g... women, and children sitt... hearth, which is blazing f... enjoying themselves.

The party is quickly spott... their business in Gairloch ...

RUDE AWAR

A few hours after the ... loud scream from som... silence again fills the ...

The characters must ... happening. It is very u... armor (an uncomfort... as indicated and deal ...

Crab, Giant

Attributes: Agi / Sma / Spi / Str / Vig

Derived: Pace 8 / Parry 6 / Tough 10 / Armor 3 / Cha

Skills:
Fighting — Guts
Notice — Stealth
Swimming — « Unskilled »

Attacks: Damage / Notes
Claws

Special:
Armor +1
Claws
Size +1

Citizen

Attributes: Agi 6 / Sma 6 / Spi 6 / Str 6 / Vig 6

Derived: Pace 6 / Parry 4 / Tough 5 / Armor 0 / Cha 0

Skills:
Boating — Climbing
Fighting — Guts
Knowledge (one — Notice
Craft)
« Unskilled »

Attacks: Damage / Notes
Knife or club

Special: ___

Target: 4