

Fantasy Grounds - 5E: Primeval Thule Campaign Setting Offline Activation Code And Serial



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About This Content

Primeval Thule 5e is a sword-and-sorcery campaign setting redesigned for 5e.

Welcome to Thule, a primordial land of fierce barbarians, elder horrors, and savage wilderness. In this ancient age, humankind is a young race, newly arisen on a monster-haunted Earth. Cities of cruel splendor lie scattered across the great lands of the north like a handful of gems strewn from a dead thief's hand.

This is a doomed age, a time of great deeds and inhuman terror destined to be lost and forgotten beneath the numbing cloak of endless winter. But for one glittering moment, Thule lives—and it is a fierce, cruel, splendid, and marvelous moment indeed.

This Fantasy Grounds module was converted from the 272-page tome, which provides you everything you need to introduce the world of Thule to your 5e game. Inside, you will find:

- A new character race, the Atlanteans;
- 19 heroic narratives such as free blade, ice reaver, and star-lore adept;
- Over 40 new beasts, monsters, and villains to challenge your players;
- 3 ready-to-play adventures to begin your campaign;

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- A detailed description of Quodeth, City of Thieves, the perfect home for bold heroes;
 - And a whole continent of savage adventure to explore (map included)!

Requires: The built-in 5E ruleset and a license or an active subscription of Fantasy Grounds

Fantasy Grounds Conversion by: Phil Garrad and Doug Davison

Title: Fantasy Grounds - 5E: Primeval Thule Campaign Setting
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 26 Apr, 2016

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Minimum:

Memory: 1 GB RAM

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

English

LIBRARY

Core Rules

- DOSE SRD Bestiary
- DOSE SRD Data

Maps

- FG Battle Maps

Setting

- Primeval Thule

STORY

CAVERN OF GOLDEN TEARS

- CGT-00 CAVERN OF GOLDERN TEARS
- CGT-10 BEGINNING THE ADVENTURE
- CGT-20 GHANPORT AND QUODETH
- CGT-30 ADVENTURE START
- CGT-31 FIGHT OR FLIGHT
- CGT-32 SPEARS IN THE SHADOWS
- CGT-33 GROUP SKILL CHECKS
- CGT-34 PLAYER BACKGROUND
- CGT-40 THE MOZAR VALE
- CGT-41 A. ABANDONED CAMP
- CGT-42 B. TEMPLE OF MOZ
- CGT-43 C. PLACE OF SINKING STONES
- CGT-44 D. KAL-NE-MOZ
- CGT-50 SACRED CAVERN OF MOZ
- CGT-51 1. CAVERN ENTRANCE
- CGT-52 2. THE SILENT SENTINELS
- CGT-53 3. WITCH DOCTOR'S CAVE
- CGT-54 4. CAVE OF THE GUARDIANS
- CGT-55 5. SECRET CAVE
- CGT-56 6. PRIESTS' CRYPT
- CGT-57 7. CAVERN OF THE WEEPING KING
- CGT-58 UNEXPECTED COMPANY
- CGT-60 CONCLUSION

EXPLORING QUODETH

- EQ-00 EXPLORING QUODETH
- EQ-10 BAZAAR QUARTER
- EQ-11 GATE OF MAMMOTHS

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1 2 3 4 5

A1 A2 A3 A4 A5 A6 A7 A8 A9 A10 A11 A12

CGT-54 4. CAVE OF THE GUARDIANS

4. CAVE OF THE GUARDIANS

Five more statues line two alcoves in this chamber. These depict wise kings and queens of the mysterious ancient people who lived here. A swift subterranean stream flows into this room through a low arch in the northeast and exits the room through another low arch to the west. An old stone bridge crosses the stream near the middle of the cavern.

The passages through which the stream enters and exits are actually passable—the stream is about 2 feet deep, and the passage ceiling is about 2 feet above the water surface, so a human-sized character can stoop and splash his or her way to area 7 or area 5 by following the stream.

Creatures (800 XP): Lurking behind the big statues are the room's undead defenders—shadows. The creatures are difficult to spot behind the statues. They wait until intruders reach the middle of the room (for example, crossing the bridge), and then spring out to attack. Each character is allowed a Wisdom/Perception check (DC 16) to avoid being surprised.

- 4 shadows.

The shadows are (or were) human; long ago, the janni elites of Moz were served by large households of human slaves and warriors. These shadows were created to help safeguard the resting places of their masters.



4: THE THULEAN CAMPAIGN

5: QUODETH, CITY OF THIEVES

QUODETH, CITY OF THIEVES

Quodeth, City of Thieves

LIFE IN QUODETH

FACTIONS AND PERSONALITIES

EXPLORING QUODETH

EXPLORING QUODETH

BAZAAR QUARTER

BAZAAR QUARTER

GATE OF MAMMOTHS

GRAND BAZAAR

THE KNIFEHOLD

XHONDOR JAO'S CURIOSITIES

CANAL QUARTER

CANAL QUARTER

HOUSE OF ROR BAAK

THE QUOSA BOURSE

THE SLAVE MARKET

REFERENCE

KEY

1. The Starboard Lane	11. Sailor Gate Tower	21. High Bench of Sibil
2. Grand Pavilion	12. Tower of Black Flame	22. Ziggurat of Heist
3. Sun Wheel	13. Hall of the Magnificent Gate	23. Chapel of Quosa Suburbity
4. The Stone Islands	14. Palace of a Thousand Doors	24. Circle Tower
5. The Quosian Gate	15. The Living Circle	25. Palace of Golden Intimidation
6. Temple of Sun	16. Lumber Coast of Justice	26. The Tugboat Palace
7. Quosa Market	17. Hall of the Broken Gate	
8. Victoria's Bridge	18. Quosa Bazaar	
9. House of Ror Baak	19. House of the Fisher King	
10. The Beggar's Palace	20. Hall of the Broken Gate	
	21. Quosa Bazaar	
	22. House of the Fisher King	
	23. Hall of the Broken Gate	
	24. Quosa Bazaar	
	25. House of the Fisher King	
	26. Hall of the Broken Gate	
	27. Quosa Bazaar	
	28. House of the Fisher King	
	29. Hall of the Broken Gate	
	30. Quosa Bazaar	

● City of Quodeth (with labels)

● City of Quodeth (large map with no labels)

Exploring Quodeth

When a traveler first arrives in Quodeth, the first thing that greets his or her eyes is the city wall. A 40-foot wall surrounds the landward sides of the city, studded with low square towers. There are only a handful of gates in the city wall, each fitted with massive bronze doors and wooden porticulises. Detachments of Quodeth's soldiers stand guard at each gate all day and night. Anyone wishing to enter or leave the city at night must be able to convince the captain

EQ-21 HOUSE OF ROR BAAK

HOUSE OF ROR BAAK

The most notorious house of ill repute in the city, the House of Ror Baak stands in the southern portion of the Canal Quarter, right on the border with the Sark. Sailors from the Stonequays, caravan drivers from the Bazaar Quarter, and rogues and scoundrels from Old Quodeth and the Sark all find their way here, spending their hard-earned coin on the favors of Ror Baak's harlots. While the owners of Ror Baak prefer to remain anonymous, the madam who runs the place is well known. Lady Gretha is a dark-haired beauty, but she is also a hard-headed businesswoman, and she is not available for customers. In fact, Lady Gretha is known to be quite handy with a knife and usually has several enforcers close by in case customers get out of hand.

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DIS 07 -5

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A1 A2 A3 A4 A5 A6 A7 A8 A9 A10 A11 A12

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