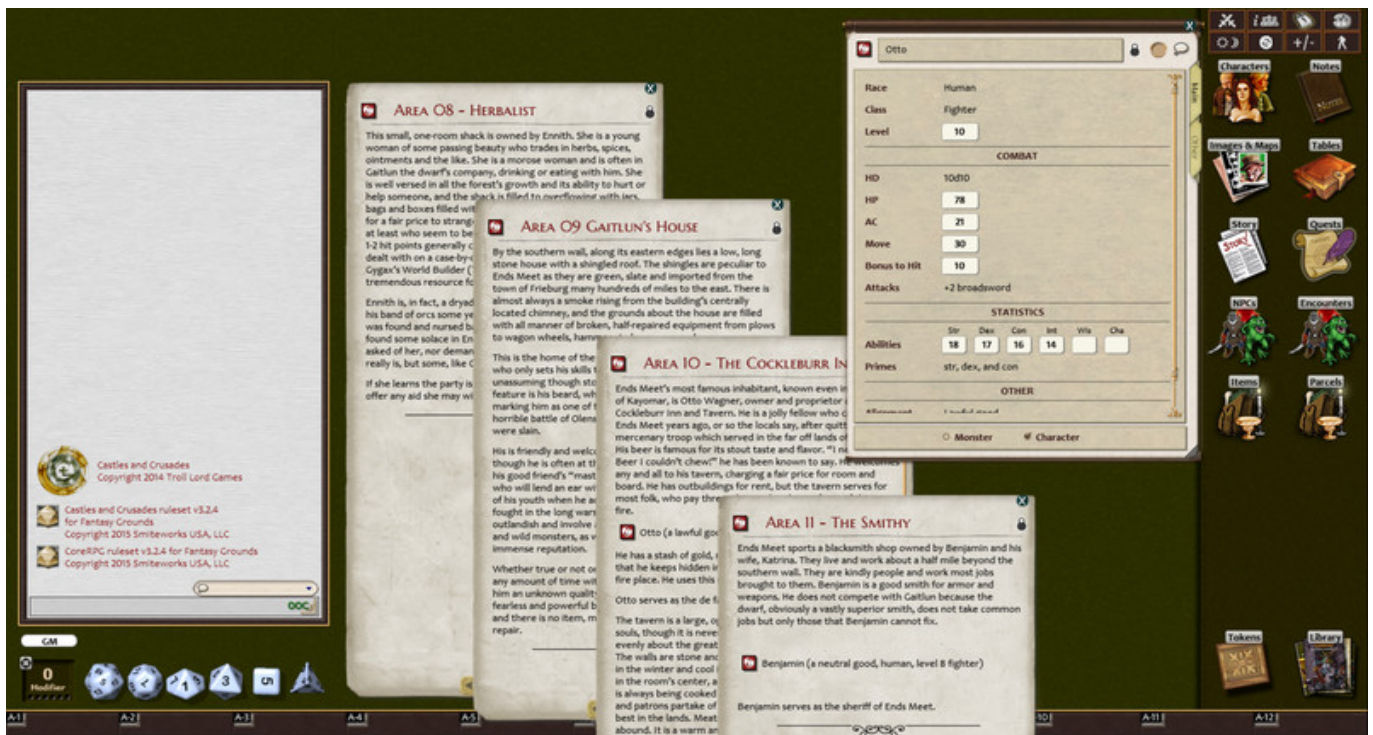


Fantasy Grounds - C1 The Mortality Of Green (Castles And Crusades) Download For Windows 10



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About This Content

A Castles & Crusades Adventure module for Fantasy Grounds

Castles & Crusades Quick Start Rules (Free)

Tis said of that ancient brooding forest that even before the world grew accustomed to the light of day, that her stems were grown high and her eyes already dark and contemplative. If ever those ancient trees have pondered, however, then it was in silent expectancy, brooding on a bent that only they and perhaps a few others may know, for it has never been theirs to speak with vocal tongue. Mayhap they ponder simple things, or maybe they wonder on the many creatures which have come to crawl the earth since those days before days, for all manner of beasts and monsters have come from the outlands to slip into obscurity underneath the shadowy vale of the Darkenfold.

Mortality of Green includes an area map of the Darkenfold forest, information on the villages of Ends Meet and Greenbriar, hand outs for the players, and new monsters for the Referee. The module is designed for and easily accommodates into any campaign setting, including the Winter Dark Campaign Setting. It is especially good for a single nights play.

Comes complete with Area Map of the Darkenfold Forest!

Designed for 4-8 characters of levels 3-5. It is particularly suited for a ranger or druid.

Conversion by: Alan Neilson

Released on September 05, 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 - C1 The Mortality of Green (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

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Castles and Crusades ruleset v3.2.4
for Fantasy Grounds
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CoreRPG ruleset v3.2.4 for Fantasy Grounds
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AREA 04 - THE STUMP

This squalid hole is located in the bottom floor of a split level house, built on the side of a hill on the west side of town. Entering from the front, one feels as if he is entering a one story home, but the rickety steps lead him down to the bottom floor where the tavern is. The tavern room is a foul place and reeks of stale urine and rotten food. It is dark and dingy with all manner of scraps of garbage lying about. Bones, broken barrels, glass and other junk lie about in no discernible order. The bar is a few planks of wood held together with a few nails. The affair is a nasty, dark, dimly lit place.

The owner is Assey "Pick Axe" Flicke, a man who always wears barefoot. An unassuming old wound on his leg, a terrible limp, if asked, he cleaves:

"Not so many ye gimped me with from my bone an' right am I, I dragged me back c...

Assey is a murderous cut-throat, a member of the Quagmire or Hornfoot feier Coalen Ferri, a bit of a temperment.

Assey (Chaotic evil)

Assey has a pile of gold, a rocky column of the bar and a bag of 5 10gp gems +2 battle axe.

[Land UR are his two et...]

He is a lanky man with m... respects. He is quiet an... by goblins some years b... about 6'4" weighing in... rather large, her hands... waist and hips. She is h...

Assey "Pick Axe" Flicke

Race: Human
Class: Rogue
Level: 5

COMBAT

HD: 506
HP: 25
AC: 15
Bonus to HR: 2
Attacks: Pick Axe +3 (1d6)

STATISTICS

Str	Dex	Con	Int	Wis	Cha
4	17	5	14	12	12

Primes: Str, Dex, Con

OTHER

Chaotic Evil

Monster Character

AREA 05 - MANOR

House A small path leads off the main road, heading east. It is lined with old willow trees, the branches of which sway gently to and fro, casting about in their struggle to reach the ground. A goal both close yet so very far away. The lane ends in a wide clearing dominated by a small hill and two giant chestnut trees, beneath the broad leaves of which stands an old, three-story stone building. It has a wide veranda, though the porch roof is supported by two one-time pillars lie in hollow apertures serv each flank the front d second, though there are broad, with a window, which has a building is covered w the length of the bui...

This is a manor once owned family, the Craddock. Thon beautiful daughters, Jill and liked in Ends Meet and know humans, elves, gnomes and Greenbriar to the east and A when the elder girl, Jill, reac traveling with her father to road by a small band of wood- enamored of the girl. In the slain and Jill carried off into Karen, fourteen at the time, off into the wood to find her months, she wandered the f thought she was lost. But sh sister and in time only to bu...

His prices are fair and Handbook.

He has lived his whole life in with all the town's history, and will join anyone for a dr shy about inviting people to if, by chance, one of the che town of Alice, he'll remark...

Chart Sands: "Ah, thi town of ghosts and w...

For more on Alice, see...

AREA 06 - GENERAL STORE

This is long, narrow building. It is Ends Meet's only general store and grocer. Owned and operated by Charl Sands, it has most of the supplies adventurers need, food, flasks, rope, spikes, poles, packs, clothes, boots, etc. He has some weapons, though not many, and very little armor, though he does have a few iron and wooden shields. Sands is a reasonable man and will take trade goods for payment.

His prices are fair and Handbook.

He has lived his whole life in with all the town's history, and will join anyone for a dr shy about inviting people to if, by chance, one of the che town of Alice, he'll remark...

Chart Sands: "Ah, thi town of ghosts and w...

For more on Alice, see...

AREA 07 - A FRIAR'S HOUSE AND CHURCH

This small stone building is much like the one found in Greenbriar. It is dedicated to the worship of St. Luther and was built sometime during the latter years of the Winter Dark Wars.

It is now occupied by three acolytes and one priest of that religion. They offer the party what help they can, in the guise of healing, food, holy water, etc., so long as the party is good and can bring them some outside news of the Kingdom of Kayomar or the lands to the east.

GM

0

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

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GM

0
Health

(ENDS MEET INTRODUCTION)

ENDS MEET

It is roughly fifty miles from Greenbriar to Ends Meet. The track is relatively easy to find, sadding the Old Post Road as it does. Given fair weather, a stout party should be able to make about twelve miles a day. In places, the Old Post Road is very visible.

The map below contains shortcuts to all the main locations in the village (Press Ctrl to activate). These shortcuts will not be seen by the players should you

Map of Ends Meet

if, by chance, the character direction, the description event, the trip to the village and should be fraught with regardless of the roll of traveled made to seem arrival at Ends Meet should last arrived in civilization

First View of Ends Meet

The scent of fresh baked bread tramp along. The dark way to the quiet houses behind an old moss cove the forest in comforting wooden cabins with high promise a comfort you and orderly. Deep green footpaths which lead to thick and lush and, in pine branches of oak trees. It is confusing. A small brick the town, and as you watch. On the other side building, the Cockleburn

South of where the Old Mill so very long ago, the to the crossing and ever the village shrink in size 'ends meet' but rather v

AREA 01 - THE OLD MILL

The Old Mill is built in a crook of the Muddy Wash. It once housed the good family Olthorp, who ground rock to gravel for the engineers who worked so hard on the Old Post Road. When that business dried up, it was used to grind meal, but this did not last long as the arable land in and around Ends Meet is scant. Eventually, the Olthorp's six children left Ends Meet for greener pastures to the north, and after Windy Olthorp was killed by wolves, Windy's Mill for many years, maddeningly collapsing top floor fell several days before he and crows had eaten a good cemetery by his friend C

The Mill itself is still in ruins collapsed, the ruins of a Muddy Wash. But the ruins they have not been occupied is largely empty, a few odd and end tools on it empty, given that Old Mill owned after Windy was

if the characters were to question it nor really care them to restart the Mill back to the little village

AREA 02 - THE TANNER

Close to the bridge, a tanner and his family live. The Merridoos, Luth and Olivia, are an elderly couple who make a fair living off the rangers who come in to have all manner of leather garments made or repaired. They welcome strangers who appear and was no doubt a looker in if Cockleburn, drinking the brew travelers. Luth is far more serious as he sees his wife head meanders on home.

AREA 03 - THE WEAVER

The weaver's clan is the largest family in Ends Meet. Sporting fourteen children, Ignus is forever bragging about his oldest daughter, who went away as a soldier to the wars in the east. She never returned. They make a good living trading their skills in repairing clothes or spinning new material for the town and the rangers.

Map of Ends Meet

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