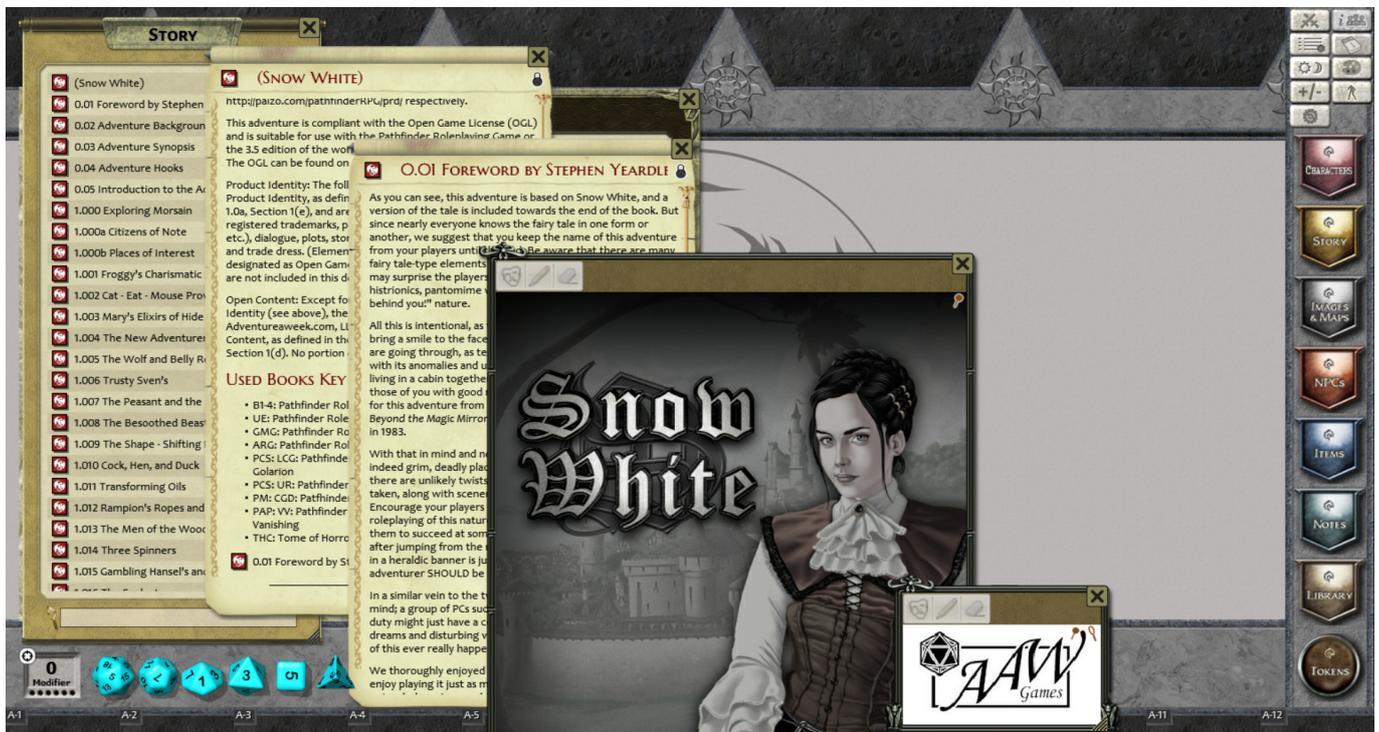


Fantasy Grounds - Snow White (PFRPG) Patch 8 Download



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

About This Content

Snow White is an adventurous fairy tale compatible with **Dungeons and Dragons 3.5**, and the **Pathfinder Roleplaying Game**, designed for four to six 6th-8th level characters.

This is the completely rewritten and gorgeous epic of the 5-star award-winning adventure produced thanks to our Kickstarter backers!

Love is firmly in the northern air of the Klavek Kingdom, as what started as a marriage of political practicality has turned into the real thing. The Prince of the mighty Klavek Kingdom has met the true love of his life, Lumi Valtatytar, daughter of Lord Herttua Valta of Morsain. Lumi is loved by everyone for her intelligence, kindness, and not least, for her grace and beauty (which are beyond compare).

But the path of true love rarely runs smoothly; the PCs, initially there to help at the wedding, find themselves involved with assassination attempts, political intrigue, dastardly machinations, insurgents, and even murder! At every turn, someone or something seems determined to stop the party from getting Lumi to the church on time. Who is behind all these devious mischief and can they be caught? There's plenty for the PCs to reflect on as they make every effort to ensure the marriage of the year goes ahead, while fighting to clear their names at the same time.

Suddenly and without warning, Lumi disappears; the party is responsible for tracking her down and returning her safely to Castle Morsain. Their quest won't be easy as they must first enter the dreaded Haunted Forest and deal with the seven short folk responsible for Lumi's abduction.

During their journey the PCs must evade a bottomless pit ravenously following them through the woods, explore the fabled

Feyglade, and escape a forest maze and its minotaur guardian. Then the party will come face-to-face with the short folk and a wizened crone before rescuing Lumi and returning to Morsain, where they find themselves under attack as someone tries to prevent them from getting back to the castle.

Snow White spans nearly 250 pages and includes:

- Multiple paths to reach each stage of the story
- Detailed cartography mapping of a full-scale castle
- A new multi-stage poison, “Assassin Vine Cocktail”
- Rules for running a high speed chase on horseback through a forest
- The Alchemist's Journal, detailing the various flora and fauna in the Haunted Forest
- New creatures, including the Twisted Treant, Bottomless Pit and Gravewrap
- Fairy tale-themed traps, such as the Binding Rocking Chair
- New magic items, including the amulet of sleep, bed of alertness and orb of misleading
- Multiple possible endings to the tale, depending upon the players’ actions throughout the adventure
- Game mechanics for falling in love—the heart rules the head!
- Gorgeous maps by Tommi Salama
- And of course, all those essential fairy tale elements; a beautiful heroine, a prince, a queen, a magic mirror, and a hidden cabin in a haunted forest

Requires: A Fantasy Grounds full or ultimate license or an active subscription and the included Pathfinder ruleset (compatible with the 3.5E ruleset).

Title: Fantasy Grounds - Snow White (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 13 Jun, 2016

7ad7b8b382

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

- 1.139 The Crystal Ball
- 1.140 Boots of Buffalo Leather
- 1.141 The Ear of Corn
- 1.142 The Grave Mound
- 1.142a -Funeral Domain-
- 1.143 The Golden Key
- 1.144 Bluebeard's
- 2.00 Introduction to the Castle
- 2.01 Stone Bridge
- 2.02 Front gatehouse
- 2.03 Courtyard
- 2.04 Reception room
- 2.05 Chapel
- 2.06 Viscount Sihiteeri's temporary room
- 2.07 Library and music room
- 2.08 Rear gatehouse
- 2.09 Lord Valta's study
- 2.10 Meeting room
- 2.11 Kitchen
- 2.12 Guest quarters
- 2.13 To Jetty to the lake
- 2.14 Guard gathering room
- 2.15 Lumi Valtatytar's room
- 2.16 Prince Ruhtin's temporary room

2.00 INTRODUCTION TO THE CASTLE

The first part of your duties require you to do a sweep of the floor containing the royal retinue's quarters. As seasoned adventurers, this is just the sort of thing you can excel at, and giving the royal party confidence about their quarters whilst putting yourself at little risk seems a fine way to earn a prince's gratitude.

In fact, it turns out that you are asked to do more than you thought you would have to. Most of the other guards are martial types, so you will be relied on to undertake some complicated tasks. As you approach the first of them, you see members of the castle's staff and other guards pointing at you as you pass them; whispered comments talk of you as "brave outsiders" and "folks with a tough job." What can they mean?

VISITOR'S GUIDE TO CASTLE MORSAIN

- Map: Castle 1st and 2nd Floors (Isometric)
- Map: Castle Upper Floors (Isometric)
- Map: Castle 1st Floor (Topdown)
- Map: Castle 2nd Floor (Topdown)
- Map: Castle Upper Floors (Topdown)

- 2.01 Stone Bridge
- 2.02 Front gatehouse
- 2.03 Courtyard
- 2.04 Reception room
- 2.05 Chapel
- 2.06 Viscount Sihiteeri's temporary room
- 2.07 Library and music room

0
Modifier

A-1A-2A-3A-4A-5A-6A-7A-11A-12

STORY

- (Snow White)
- 0.01 Foreword by Stephen Yeardeley
- 0.02 Adventure Background
- 0.03 Adventure Synopsis
- 0.04 Adventure Hooks
- 0.05 Introduction to the Adventure
- 1.000 Exploring Morsain
- 1.000a Citizens of Note
- 1.000b Places of Interest
- 1.001 Froggy's Charismatic Transformational
- 1.002 Cat - Eat - Mouse Provisions Store
- 1.003 Mary's Elixirs of Hide - and - Seek
- 1.004 The New Adventurer's Provisions and f
- 1.005 The Wolf and Belly Rocks Inn
- 1.006 Trusty Sven's
- 1.007 The Peasant and the King
- 1.008 The Besoothered Beast
- 1.009 The Shape - Shifting Dozen
- 1.010 Cock, Hen, and Duck
- 1.011 Transforming Oils
- 1.012 Rampion's Ropes and Ladders
- 1.013 The Men of the Wood
- 1.014 Three Spinners
- 1.015 Gambling Hansel's and Clever Gretel's

1.000 EXPLORING MORSAIN

- Qualities:** prosperous, racially intolerant (low level, of all humanoid except humans and half-orcs), strategic location
- Danger:** +5

DEMOGRAPHICS

- Government:** overlord government with some
- Population:** 3,000* (2,9 the last Morkba census

*The influx of wedding parties amount by at least 30%, but t

NOTABLE NPCs

- Town Leader:** Lord Her Sjaristocrat 3
- Lumi Valkea Valtatytar**
- Attendant Queen Haijy 7/druid 6**
- Prince Ruhtin * LN Mal**
- Viscount Sihtheeri * LN**
- Citizens of Note:** Erida the Frog, Talea Feychilr

*These are not normal resid wedding.

MARKETPLACE

- Base Value:** 2,800 gp;
- Purchase Limit:** 15,000
- Spellcasting:** 5th
- Minor Items:** 3d4; Medi

1.000a CITIZENS OF NOTE

These six are occasional residents - the PCs can call on them for specific support in adventuring activities.

- 1.00 Exploring Morsain
- Beez "The Frog"
- Eridanis Miller
- Harry the half-mad
- Sandoval Poe
- Shiva Frostburne
- Talea Feychilr

1.000b Places of Interest

1.000b

1.000a Citizens

Morsain is a jumble most and sprawls d There are several d visiting salesfolk, d profession, and all well-protected wa castle.

Most buildings hav the ground floor; t have a trapdoor in level. If a building f the street even fu Buildings tend to b level, then wood o depending on the similar to escape, b pine, cedar, and b

GM note

It is worth considering Morsain as a fairy-tale town. There is a lot going on, more than you would normally find in a settlement of its size: more experienced people, more magic, more action, more mysterious and "expensive" items - you name it, there is probably more of it.

In case the tales from the Brothers Grimm aren't something you are familiar with, each of the shops, inns, and market stalls in Morsain has a link to one of the stories, usually very loosely but more recognizable than others. Many tale

Modifier: 0

A-1 A-2 A-3 A-4 A-5 A-6 A-7

A-11 A-12

The screenshot displays a Pathfinder Adventure Path software interface. The main window is titled 'STORY' and contains a table of contents for the 'Snow White' adventure path. The table of contents lists sections from 0.01 to 1.015, including 'Foreword by Stephen Yearдли', 'Adventure Background', 'Adventure Synopsis', 'Adventure Hooks', 'Introduction to the Adventure', 'Exploring Morsain', 'Citizens of Note', 'Places of Interest', 'Froggy's Charismatic', 'Cat - Eat - Mouse Problem', 'Mary's Elixirs of Hidden Knowledge', 'The New Adventure', 'The Wolf and Belly Riddle', 'Trusty Sven's', 'The Peasant and the Princess', 'The Besoathed Beast', 'The Shape - Shifting', 'Cock, Hen, and Duck', 'Transforming Oils', 'Rampion's Ropes and Knots', 'The Men of the Wood', 'Three Spinners', and 'Gambling Hansel's and Gretel's'. A 'USED BOOKS KEY' is also visible, listing various Pathfinder Roleplaying Game sourcebooks and their abbreviations.

Overlaid on the main window is a window titled '(SNOW WHITE)' which contains the text of the foreword by Stephen Yearдли. The foreword discusses the adventure's compliance with the Open Game License (OGL) and its basis on the Snow White fairy tale. It mentions that the adventure is based on Snow White and a version of the tale is included towards the end of the book. It also notes that since nearly everyone knows the fairy tale in one form or another, the authors suggest keeping the name of the adventure from your players until the end of the book. The foreword concludes with a note that the authors are aware that there are many fairy tale-type elements that may surprise the players, such as 'historionics, pantomime, and "behind you!" nature.' It also mentions that the adventure is intended to bring a smile to the face of those of you with good memories of the original Snow White in 1983. The foreword ends with a note that the authors encourage players to take unlikely twists and scenes taken, along with scenes from the original Snow White, and encourage players to roleplay of this nature to succeed at some point in the adventure. The foreword also mentions that the authors are aware that there are many fairy tale-type elements that may surprise the players, such as 'historionics, pantomime, and "behind you!" nature.'

Another window titled 'O.OI FOREWORD BY STEPHEN YEARDLI' is also overlaid on the main window. This window contains the text of the foreword by Stephen Yearдли, which is the same as the text in the '(SNOW WHITE)' window.

In the foreground, there is a window titled 'Snow White' featuring a character illustration of a woman in a dark, high-collared dress. The 'AAV Games' logo is visible in the bottom right corner of this window.

The interface includes a sidebar on the right with buttons for 'CHARACTERS', 'STORY', 'IMAGES & MAPS', 'NPCs', 'ITEMS', 'NOTES', 'LIBRARY', and 'TOKENS'. At the bottom, there is a 'Modifier' section with a '0' and several dice icons (d4, d6, d8, d10, d12, d20, d100).

[Rheksetor activation key download](#)
[Brick Breaker Ultimate download setup exe](#)
[Ungrounded: Ripple Unleashed VR \[pack\]](#)
[VR INTERACTIVE TRAILER: Runes Activation Code \[Crack Serial Key](#)
[Hakuoki: Kyoto Winds DLC Bundle | crack download offline activation](#)
[Arakion: Book One download for pc \[License\]](#)
[Fur Up Activation Code \[key\]](#)
[The Castle Disaster 2 download direct link](#)
[Atomic Sky Free Download \[Torrent\]](#)
[Fantasy Grounds - C2 Shades of Mist \(Castles and Crusades\) Download\] \[Password\]](#)