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This module provides dynamic nature in the form of ice and rock that connects to the Fun Galore Realms environment. The terrain pack is intended to give role players a chance to experience the frigid world of Cutmere Shard by allowing them to travel anywhere within the desolate landscape of this icy land without having to use standard GameMaster commands to get there. In addition, the glacial terrains are designed to be used in conjunction with the Aedre River Borderlands map, providing customers with a very large and scalable environment for mountains and rivers. Key Features: No GM commands required Includes descriptive text for the maps AI members can enter the maps on their own Optional for combat encounters Optional for NPC encounters Optional for hunting monsters Optional for mining Optional for Terrains Use the terrain as a whole to your advantage in campaigns and roleplay Designed to be scaleable with the Aedre River Borderlands Hunt Monsters and Recruit Survivors in icy terrain Hunt Monsters in untouched wilderness areas Gather Resources in the frozen wastelands Roleplay and Adventure in the Frozen Ruins Gather Resources or map out a new survival location Hunt Monsters in the Frozen Pathways Explore an unexplored world Fight Injicive Monsters in the Exposed Ice Caves Explore Snow Canyons Scavenge a new wilderness area Map the area or find a good campsite Gather Resources from the unexplored frozen areas Join up with a Ring of Merchants Guide your PCs on a dangerous and mysterious journey Solve the mystery of the castle and the ice walls Search for the Frozen Edges Explore the frozen bodies of the Razora Clan Use the frozen waterfalls as a weapon Explore the Frozen Fortress of the Razora Clan Hunt monsters in the frozen northern wastes Explore a whole new region with an icy feel Customize your map with different textures and blocks of ice Walls made of high quality Shingles Various Ice pieces that slide Ice blocks that snap back into place Ice blocks that break off and melt Quickslicer Berries that give you bonus actions and placeable blocks. The Quickslicer Berries have 100 power and can be used multiple times per day. Ice bridges and Ice Perches The Tolron Dunes are a desolate location in the southern desert region of the Fun Galore Realms. The Wilderness of the Tolron Dunes is a vast area of dunes that can be a daunting

Fantasy Grounds - Meanders Map Pack: Cutmere Shard (Map Pack) Features Key:

- Cutmeres Shard and Ogre's Doom is a D&D 5e map pack
- D&D 5e Core Rules Companion Mini-Bestiary Appendix Contains: Cutmeres Shard - South Town
- Set in the southernmost town of Cutmeres Shard, South Town, Cutmeres Shard is the next seceding town after the great crossing point between the two elf nations. Escaping the tyranny of Balderyn, a town now views Gilnath as lawful if not friendly.
- Boisterous and rowdy, this town can seem downright dangerous for those who do not know

the tides and tricks of the streets.

- Many questions linger about the violence that took place here, and the fear that lingers even now.
- Cutmeres Shard is one of the only existing towns with an amnesiac-in-residence. Will the horrified citizens remember these horrible events or chase up memories that aren't there?

Fantasy Grounds - Meanders Map Pack: Cutmere Shard (Map Pack) (2022)

The Ice Terrains of the appropriately named Cutmere Shard lie to the Southern Lowlands of the Anorha Terra Mountain Range. Whilst slightly warmer than the vicious sub temperatures of the arctic region of Darthfellen the bitter climate is only slightly more bearable than its larger peer. This periodically accessible location wavers between hundreds of miles of jagged razor sharp ice and floating ice floes whereupon every Summer season the Terrains melt back into the Bathys Ocean cutting off the Southern Trek and access to the Sunder Caves and Mawlands for months at a time. These Trackless Ice Wastes hold many secrets for those who dare navigate them, risking life and limb from bottomless chasms, violent unpredictable seas, razor-ice and bone-numbing cold. The ice wastes extend from a small archipelago of Archipelago Islands to the vast frozen oceans of the trackless wastes. The archipelago is home to a small community of Geomorph, where a small outpost is maintained by the Council of the North. The only source of income for the islanders is the farming of crystalline buds and the filtration of the waters of the frozen oceans for the smelting of fine crystals. The island is quite rich but there is only room for one or two dwellings per family. A strange, rarely seen creature lurks in the rocky islands, or on the frozen oceans. This small creature is insular and reclusive, and will often hide when confronted or attacked by humans. The Ice Wastes are a dangerous, highly unpredictable and treacherous place. No amount of caution can guarantee against a jagged, ice-picked face tearing a hole through bone and splintering over the flesh and brain. Even the most seasoned of explorers are likely to leave Cutmere Shard alive and well, but the ice wastes are not for the faint of heart. They are home to two massive Ice Blenders, an Ice Fortress, a locked under ice castle, an Ice Cliff Ledges and several Frozen Oceans. Those who dare to cross the 'graveyard of the Ice Wastes' are certain to be lost and forgotten; lucky only to return to their last known location after a full Summer season or a dangerous journey through the savaged mountains of the Southern Lowlands. The MSCICT is for those who wish to explore the wild southern frontier. It is a challenge, but it is not all about the challenge, it is a place to become lost and discovered. Cutmere Shard is part of the d41b202975

Fantasy Grounds - Meanders Map Pack: Cutmere Shard (Map Pack) Crack + Incl Product Key (2022)

As DM, players must succeed at the task at hand. Not the other way around. How successful you and your players are at your task is up to you. If you think it's fair, go ahead and roll randomly to see what map your players get. If you like, give them a head start. Give them a map they know already, and then toss the dice to determine what map they will be given on their roll. Fun stuff, and making each map distinct is important, so find that balance you prefer. Players can follow the instructions on the maps included here. Players can load/save any module they like, but they can only load modules which are included with the RPG Toolkit. Example Dungeons Map Pack: Cutmere Shard

Fog Immunity - Dragons of DespairFog Immunity - Demons of DespairFog Immunity - Warriors of DespairFog Immunity - Wizard of DespairFog Immunity - Cultist of DespairFog Immunity - Savage Orc - Core of DespairFog Immunity - War Chief of DespairFog Immunity - Slayer of DespairFog Immunity - Merciful of DespairFog Immunity - Pathfinder of DespairFog Immunity - Overstayer of DespairFog Immunity - Berserker of DespairFog Immunity - Buccaneer of DespairFog Immunity - Rogue of DespairFog Immunity - Detective of DespairFog Immunity - Alchemist of DespairFog Immunity - Hex Demon of

DespairFog Immunity - Alluring Sorceress of DespairFog Immunity - Sanguine Priest of DespairFog Immunity - Shadow Lord of DespairFog Immunity - Submerged Sea Witch of DespairFog Immunity - Ventriloquist of DespairFog Immunity - Weird Witch of DespairFog Immunity - Ventriloquist of DespairFog Immunity - Spirit Caller of DespairFog Immunity - Seelie Court of DespairFog Immunity - Unseelie Court of DespairFog Immunity - Sacred Tortoise of DespairFog Immunity - Mystic of DespairFog Immunity - Minstrel of DespairFog Immunity - Worshipper of DespairFog Immunity - Sorcerer of DespairFog Immunity - Initiate of DespairFog Immunity - Gatherer of DespairFog Immunity - Hunter of DespairFog Immunity - Telekinetic Chef of DespairFog Immunity - Wisp of DespairFog Immunity - Tortoise of DespairFog Immunity - Deadly Chief of DespairFog Immunity - Thief of DespairFog Immunity - Seeker of DespairFog Immunity - Blackguard of DespairFog Immunity - Oath of DespairFog Immunity - Leafbl

What's new:

Grounds - Meanders Map Pack: Cutmere Shard (Map Pack)

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The chief centre of life on the island was the cave. It is here where lies the leader of the Skellig Clan, the Keeper of the Skellig Coithri.

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