
Fantasy Grounds - The Lost Lands: The Wizard's Amulet (5E) Download Crack Serial Key



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About This Content

The Lost Lands: The Wizard's Amulet

The Wizard's Amulet is a short, introductory adventure for six newly created good-aligned 1st-level characters.

The adventure revolves around Corian, a fledgling Sorcerer. While an apprentice, Corian discovered a letter written by a wizard named Eralion, who it is said some years ago attempted to become a lich-and failed.

Accompanying the letter was a mysterious amulet with strange markings. Joined by newfound companions, Corian set off in search of Eralion's keep and his supposedly unguarded treasure. But Corian is not alone in desiring to unlock the mystery of Eralion's fate. Darker, more evil forces have designs on the secrets reputedly hidden with Eralion--forces willing to stop at nothing to obtain...The Wizard's Amulet.

Converted by: Jay Scheponik

Released on January 18, 2019. Designed for Fantasy Grounds version 3.3.6 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included 5E Compatible ruleset.

Title: Fantasy Grounds - The Lost Lands: The Wizard's Amulet (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 19 Feb, 2019

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Minimum:

OS: Windows 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: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

The screenshot displays a digital tabletop role-playing game interface. On the left, a navigation pane titled "00.00 Index" lists various sections of the game, including Credits, Introduction, and Act I: A Safe Haven. The main window shows the current scene, "01.03 The Smiling Skull", which contains a narrative paragraph and a red herring warning. The interface includes a GM toolbar at the bottom left with dice and action buttons, and a sidebar on the right with icons for PC, Maps, Story, NPC, Items, Spells, and Library. The bottom of the screen features a character sheet area with labels C1 through C12.

00.00 Index

- Credits
- Introduction
- Using this Adventure
- Notes for the GM
- Adventure Background
- Player's Introduction
- Running the Adventure
- Act I: A Safe Haven
- Act II: A Bird in the Hand
- Act III: Vortigern's Trap
- Concluding the Adventure
- Pre-Generated Characters
- Legal Appendix
- Corlan's Supplemental Information

01.00 Act I: A Safe Haven

- The First Watch
- A Voice in the Darkness
- The Smiling Skull

01.03 The Smiling Skull

You have driven off the beasts, though some of you are wounded. You know that you must get out of this wilderness soon. You travel for two more days (until finally, those haunting, childlike cries are behind you). At last, the weather starts to clear, and as you stop for a water break along a stream, you see a strange rock formation atop a hill to the west. You can't be sure, but from your current angle it looks as if the rocks have been placed purposefully. You venture closer and discover that someone has arranged large rocks on the top of the hill in the shape of a grinning human skull.

This is a red herring and has nothing to do with this adventure. In fact, it is an homage to a classic old adventure, which had just such an arrangement of stones on the hill in which a certain tomb was located. The party may wish to waste a lot of time and energy here, but there is nothing to find. One of the rocks, however, has been enchanted with a hallow spell that causes fear. Every creature that approaches within 10 feet of the stone skull must make a DC 17 Charisma saving throw. Characters who succeed are unaffected, but those who fail become frightened of the arrangement of stones (as the frightened condition), so they refuse to get closer than 10 feet to the skull and they have disadvantage on ability checks and attack rolls while the skull is within their line of sight. The spell also causes the area to detect as moderate evocation magic if someone casts a detect magic spell.

GM

0 1D20 +2 +5 D12 2 3 5

C1 C2 C3 C4 C5 C6 C7 C8 C9 C10 C11 C12

PC NOTES MAPS TABLES STORY QUESTS NPC ENCOUNTERS ITEMS PARCELS SPELLS LIBRARY

COMBAT TRACKER

Name	Init	HP	Temp	Wind
Cedric	21	9		
Corlan	21	8		
Elarian	20	9		
Stirge 1	20	2		
Stirge 2				
Stirge 3				

Cedric
 Medium humanoid (half-elf), neutral

Armor Class 15 (leather armor, wooden shield)
 Hit Points 9 (1d8)
 Speed 30 ft.

STR	DEX	CON	INT	WIS	CHA
12	15	12	10	17	12
+1	+2	+1	+0	+3	+1

Saving Throws Int +2, Wis +5
 Skills Medicine +5, Survival +5
 Damage Resistances charm
 Damage Immunities sleep
 Senses darkvision 60 ft.
 Languages Common, Druidic, Elvish, Goblin
 Challenge XP 0

TRAITS
 Spellcasting
 Cedric is a level 1 druid. His attack bonus with spells is +5; saving throws against his spells are DC 13. Cedric can cast cantrips at will, and can cast

The screenshot displays a digital tabletop role-playing game interface with several overlapping panels and a sidebar of icons.

- 00.00 Index:** A list of navigation options including Credits, Introduction, Using this Adventure, Notes for the GM, Adventure Background, Player's Introduction, Running the Adventure, Act I: A Safe Haven, Act II: A Bird in the Hand, Act III: Vortigern's Trap, Concluding the Adventure, Pre-Generated Character, Legal Appendix, and Corian's Supplemental Info.
- 03.00 Act III: Vortigern's Trap:** A text panel describing a scene where zombies are running loose around a farm. It mentions a short sword hanging above a fireplace and a hidden compartment in a bed containing silver and copper pieces. It also lists items: Parcel - Shortsword and Parcel - Hidden Money.
- GM Tip:** A tip panel stating, "There is a really cool picture of the farmhouse included in the adventure pack if the farmhouse (which you place a copy of) you place a copy of here Vortigern is hiding." It also includes a note about Corian's Tale: "Participated in the scene and who stayed in character... if Corian told his tale well, give that player 50 XP instead."
- 03.00 Shortsword:** A panel with two tables. The first table is for currency:

#	Currency
0	PP
0	GP
0	EP
0	SP
0	CP

 The second table is for items:

#	Item Name
1	Shortsword +1
- ITEMS:** A central panel titled "The Lost Lands: The Wizard's Amulet" with tabs for Armor, Weapons, Templates, and Forge. It lists "Shortsword +1" and has a "Type" dropdown menu.
- Concluding the Adventure:** A panel with text: "handle any healing and other record keeping. The experience for the night is..."
- Sidebar:** A vertical column of icons on the right side, including PC, NOTES, MAPS, TABLES, STORY, QUESTS, NPC, ENCOUNTERS, ITEMS, PARCELS, SPELLS, TREASURES, and LIBRARY.
- Bottom Bar:** A control bar with a GM button, a character selection button, and various dice icons (d4, d6, d8, d10, d12, d20, d30, d40, d50, d60, d70, d80, d90, d100).

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