Fantasy Grounds - Pathfinder RPG - Carrion Crown AP 4: Wake Of The Watcher (PFRPG) Cracked Download



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About This Content

Pathfinder Adventure Path #46: Wake of the Watcher (Carrion Crown 4 of 6) (PFRPG)

Chapter 4: "Wake of the Watcher"

by Greg A. Vaughan

No one goes to Illmarsh. An ugly town, unfriendly to strangers and squatting amid the nastiest stretch of swamp in Ustalav, Illmarsh seems to breed rumor and madness, and those who speak of it always whisper of strange disappearances, misshapen shadows, and sacrifices to things terrible and forgotten. But when the trail of the death cultists known as the Whispering Way leads to Illmarsh, it's up to the PCs to learn the secrets of the sickly village. There they'll find a desperate people, caught in a war between beings from beneath the seas and invaders from the darkest corners of the cosmos. Can the heroes save Illmarsh from its tradition of terror? Or will they be the next victims of the horror from beyond the stars?

This volume of Pathfinder Adventure Path continues the Carrion Crown Adventure Path and includes:

• "Wake of the Watcher," a Pathfinder RPG adventure for 9th-level characters, by Greg A. Vaughan

- Blasphemous secrets of the foul faiths known collectively as the Old Cults and sanity-shattering gods such as Azathoth, Nyarlathotep, and Cthulhu, by James Jacobs
- A giant bestiary filled with eight classic monsters inspired by the writing of H. P. Lovecraft and the tales of the Cthulhu Mythos, by James Jacobs and Greg A. Vaughan
- Laurel Cylphra's discovery that the dead aren't the only dangers in Ardis in a new entry into the Pathfinder's Journal, by F. Wesley Schneider

This product is not a PDF or accessible outside of Fantasy Grounds. It has been lovingly converted for use within Fantasy Grounds and features the following additions:

- All maps resized and set up with a preset grid to make combats easy to manage
- Individual area descriptions linked to maps, containing new encounters, treasure parcels and descriptions for just that area
- Tokens for each encounter are all pre-placed in starting locations on the map. You can edit these on the fly.
- Drag and drop treasure parcels and Encounter XP that is easily awarded to your players to keep the game moving ahead
- All the images and handouts from the book available to share with your players as you need them

Converted by: Danny Stratton

Released on November 16, 2018. 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 Pathfinder ruleset.

Title: Fantasy Grounds - Pathfinder RPG - Carrion Crown AP 4: Wake of the Watcher (PFRPG) Genre: Indie, RPG, Strategy Developer: SmiteWorks USA, LLC Release Date: 19 Nov, 2018

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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

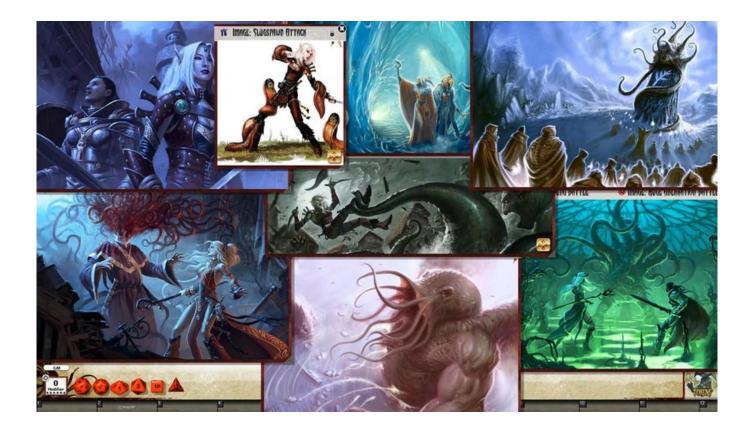
Storage: 500 MB available space

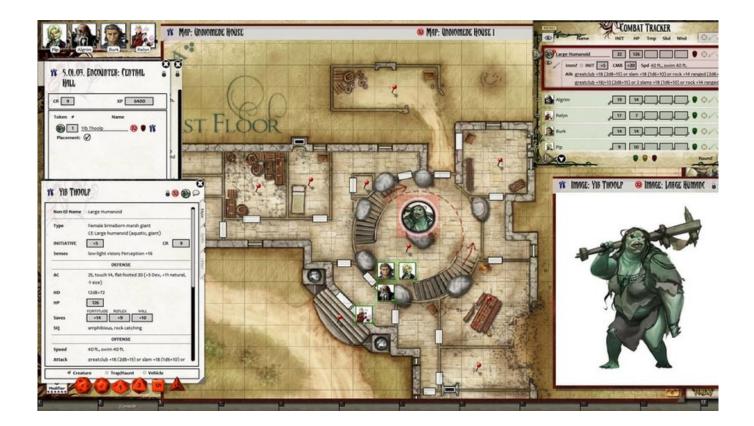
Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

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

English







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