
Fantasy Grounds - Feasting At Lanternegeist (PFRPG) Download For Windows 10



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About This Content

Feasting at Lanternegeist

This adventure was designed for PCs of 9th-10th level.

A simple harvest festival in an unremarkable village turns horribly, terribly wrong, in a way they can only when adventurers are involved. A simple disappearance threatens to become a massacre as a hidden menace long slumbering prepares to burst forth in the midst of this rustic revel. Will your heroes be able to thwart this menace, or will they become a part of the Feasting at Lanternegeist?

Designed by Greg A. Vaughan with the Legendary Games Design Team of Neil Spicer, Clinton Boomer, Jason Nelson, and Clark Peterson. Who better to provide you with alternate magic items for your Adventure Path campaign than the very writers of those adventures themselves? Answer: no one. Legendary Games' Adventure Path Plug-Ins supplement and enrich your campaign experience, offering adventures and supporting products that incorporate and expanding upon unique concepts, themes, and rules subsystems introduced in the Adventure Paths while filling in the background characters, items, and locations that make those adventures come alive in delightful (and often dangerous) detail. Legendary Games combines stellar writing talent with innovative layout and product design and top-notch artistic values that we think will bring you back again and again.

Check out this gothic-themed adventure and the rest of our Gothic Adventure Path Plug-Ins and Make Your Game Legendary!

Released on January 12, 2017. Designed for Fantasy Grounds version 3.2.1 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included

Pathfinder ruleset (3.5E Compatible).

Title: Fantasy Grounds - Feasting at Lanternegeist (PFRPG)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 13 Jan, 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





(FEASTING AT LANTERNGEIST)

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EPILOGUE

- Epilogue

- Note - Festival of Lantergeist
- Note - So, What the Heck is Going On Here?
- Open Game License

I.O. BACKGROUND

Feasting at Lantergeist takes place in the village of Marshstown on a bay extending from a great lake the size of an inland sea as described in the Adventure Path. The town is about to celebrate its annual Lantergeist Festival as the PCs arrive, and into this quaint gothic atmosphere is introduced the horror of the alien infestation seeking to feast upon the unsuspecting populace. As the PCs trace the trail of these horrific deaths they are eventually confided in by the town's mayor and led to the local Sea Temple, a much larger structure than the village church.

I.I. BEGINNING THE ADVENTURE

The PCs come to Marshstown, a town who has an uneasy peace with everyone pursued. Quietly, the PCs begin to ask around among the locals for the whereabouts of this mysterious figure. The locals are a suspicious close-mouthed lot, and the PCs' queries eventually draw the attention of the village sheriff. This is described in the Adventure Path. This event describes the PCs' investigation and the subsequent interview with the town mayor. The PCs begin to talk about disappearances. Instead of giving direction, he'll share only that a few disappearances occurred with no leads as to the villagers' whereabouts. He'll nervously laugh and explain, "When you make a boat on the turbulent waters of the sea, someone's boating from time to time from boating accidents and such. Just because no one's washed up yet or not before they went out on the water doesn't mean it's something sinister."

The mayor will not, in this circumstance, share his knowledge of the disappearances or go into recruiting the PCs to the Sea Temple. Instead, the mayor will attempt to allay their suspicions by saying the town's annual festival being learned of the foreign merchant town rumors (see the Gothic town suspect him of involvement with the festival and decide attending the festival is a good idea. More information about the festival is in the next section.

2.O. THE FESTIVAL OF LANTERNGEIST

As night falls, the Festival of Lantergeist gets underway, and soon the town square is ablaze with a massive bonfire as well as hundreds of glowing lanterns. In addition to the paper lanterns strung from cords above the ground, many of the townsfolk carry lanterns at the ends of long poles that they brace against their shoulders as they mill about. These they prop against rocks or tables as they dance or partake of the various offerings of the festival. A band of pipers and drummers plays merry dancing jigs at one corner of the square, and many of the festival-goers wear fanciful masks depicting angels, devils, and everything in between.

The whole experience is one of gaiety and frivolity as the locals dismiss their cares for the night and indulge in the festivities. This is perhaps the one time when the PCs are encouraged to join in the festivities. The PCs are encouraged to join in the festivities and other victims of the festival. This is a more substantial fare than the other booths around the square.

- Note - Festival of Lantergeist
- Picture - The Festival of Lantergeist

Navigation links:

- Previous: Beginning the Adventure
- Next: Event A: Dire News

3.O. BACK TO TOWN

Eventually the PCs' investigations should lead them back into Marshstown during the height of the night's Lantergeist Festival, likely in pursuit of the apparent serial killer that has escaped them. Arriving in town, they find the Square full of townsfolk wearing crudely fashioned masks of assorted animals and fanciful spirits participating in a masquerade dance in full swing.

If the PCs search for the mayor, he can easily be located holding court at a kissing booth where he wears a mask of imported peacock feathers and sells pecks on the cheek for apples or other treats from the festival. If drawn aside and updated on what has occurred in the murder investigation, he pales and appears on the verge of apoplexy as he realizes that with these PCs he has no constabulary left in his town; he is obviously a psychopathic murderer trying these crimes under their very noses. The PCs should only hope to save Marshstown from the horrors of the festival by stopping Grumph and bring him to justice. If innocents are hurt. He follows the PCs and is within reason and can provide the PCs with information about the festival.

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