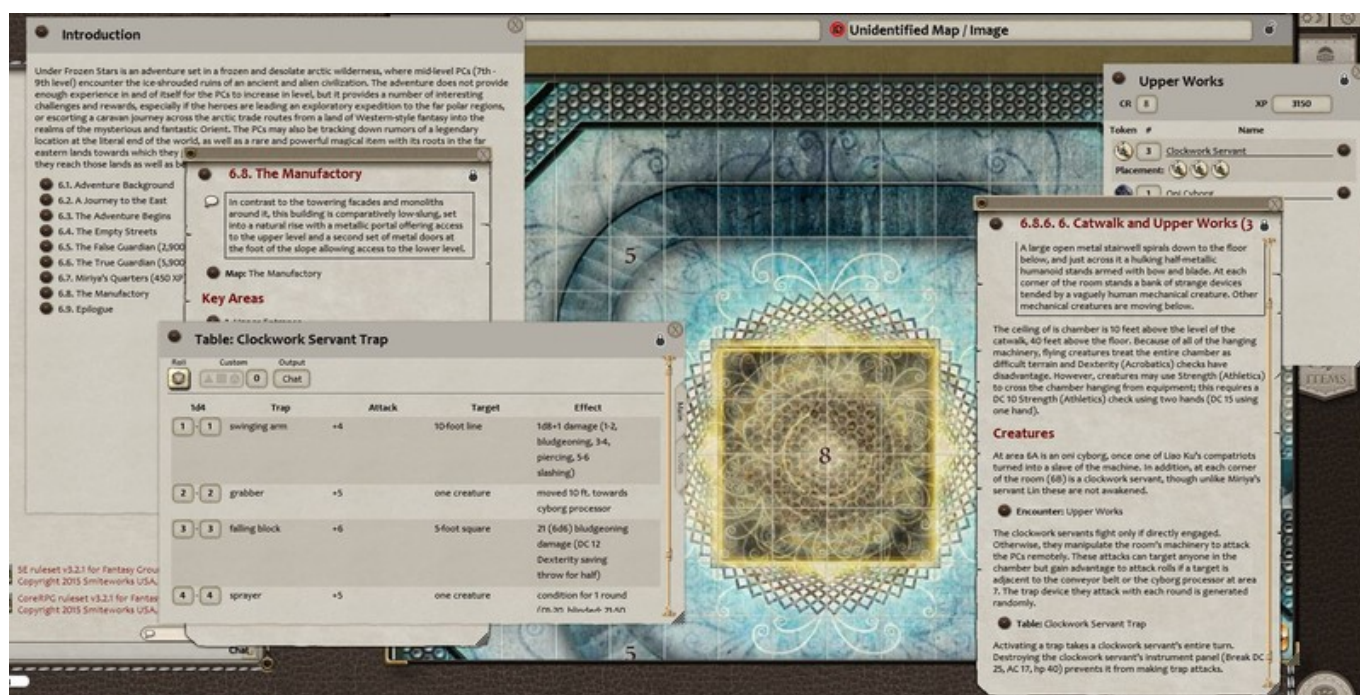


## Fantasy Grounds - Under Frozen Stars (5E) Download Windows 7 Free



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### About This Content

### A Lost City at the Top of the World!

*On an epic journey across the frozen wastes, your characters seek their destiny and that of the future empress. Yet at the top of the world, having overcome the ravaging storms and dark forces arrayed against them, you discover a marvel of legend, a ruined city both ancient and alien. Surely you cannot simply pass it by without exploring it and seeing what mysteries have lain untouched for time out of mind. Then again, if the caravan tales are true, perhaps others have come not so long ago, leaving behind a mysterious treasure that may be of great aid in claiming your imperial destiny in the eastern realms.*

Under Frozen Stars is a 5th Edition adventure for 8th-level characters, which can be dropped into any campaign where the heroes are exploring the frozen reaches beyond the end of civilization, whether high atop an inaccessible mountain range or at the farthest polar reaches at the top of the world, especially if your campaign bridges traditional western fantasy with the mysteries of the far east. It is a classic lost city where magic and technologies ancient and alien lie buried in the ice, forgotten by the world beyond but still filled with mechanical marvels and deadly dangers your players will never forget.

Under Frozen Stars can be played as a standalone adventure or as a loosely connected sequel to the events in Road to Destiny and The Baleful Coven. Grab this 28-page 5E adventure today and Make Your Game Legendary!

Conversion by: **Danny Stratton**

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

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Title: Fantasy Grounds - Under Frozen Stars (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 15 Dec, 2016

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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

REFERENCE

UNDER FROZEN STARS LIBRARY

FRELUDE

Credits

About Legendary Games

OPEN GAME LICENSE Version 1.0a

What You Will Find Inside Under Frozen 1

Experience Counts

ADVENTURE: UNDER FROZEN STARS

Introduction

Adventure Background

A Journey to the East

The Adventure Begins

The Empty Streets

The False Guardian (2,900 XP)

The True Guardian (5,900 XP)

Miriyah's Quarters (450 XP)

The Manufactory

Epilogue

**6.1. Adventure Background**

The White Peacock Crown was the pride of the princes of Waj Khor, signifying their independence from the larger kingdoms around them. The kings claimed the crown gave them power to see and hear the truth, which allowed them to outwit the deceptions of rakshasas to the south and on the west. The rulers were clever, however, and copies of the crown that infiltrators never knew which crown was whom they could deceive until their schemes and their plots unfolded.

Waj Khor was Miriyah who cared for the crown. She was a long-lost descendant of an imperial family. Enemies of her family have found her and she is now in a small kingdom that had been destroyed. She is a thief and a spy, but it was not until she did the right thing that she realized she was not just a thief and a spy, but a hero. She is a hero who has been chosen to lead a small kingdom that had been destroyed. She is a hero who has been chosen to lead a small kingdom that had been destroyed.

**6.2. A Journey to the East**

While this adventure can occur in any remote icy region, it is ideal for a campaign taking heroes on an epic journey from the Western lands of traditional fantasy to the Far East, crossing the arctic rather than the wide, uncharted oceans. To draw your heroes into the story, you can introduce a simple plot device: either a PC or a friendly NPC or long-lost descendant of an imperial family. Enemies of her family have found her and she is now in a small kingdom that had been destroyed. She is a thief and a spy, but it was not until she did the right thing that she realized she was not just a thief and a spy, but a hero. She is a hero who has been chosen to lead a small kingdom that had been destroyed.

**6.3. The Adventure Begins**

The adventure begins as the heroes approach a strange spire deep in the high ice. The adventure background assumes the heroes are crossing the arctic wastes at the pole, but the adventure could also be set amidst the glacier fields of an inaccessible mountain range or a desolate island locked in an icy sea.

**Image:** Ancient Civilization  
**Map:** Ancient Civilization 1

**Key Areas**

- 1. Doorway to Midnight
- 2. Entry Ramp
- 3. Antechamber
- 4. Passage into Darkness (1,100 XP)
- 5. The Bubble Tube (9,000 XP)
- 6. Point of Entry
- 7. Alien Atrium (2,910 XP)

SE ruleset v3.2.1 for Fantasy Grounds  
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CoreRPG ruleset v3.2.1 for Fantasy Grounds  
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### 6.8. The Manufactory

In contrast to the towering facades and monoliths around it, this building is comparatively low-slung, set into a natural rise with a metallic portal offering access to the upper level and a second set of metal doors at the foot of the slope allowing access to the lower level.

Map: The Manufactory

#### Key Areas

1. Upper Entrance
2. Upper Loading Dock (10 XP)
3. Lower Entrance
4. Lower Loading Dock (10 XP)
5. Conveyor
6. Catwalk and
7. Manufactory

### Cyborg Processor Treasure

#	Currency	#	Item Name
0	PP	127	Opyx
0	GP	1	White Peacock Crown
0	EP		
0	SP		
0	CP		

### White Peacock Crown

Type: Wondrous item    Template?

Rarity: Rare (requires attunement)

Cost: GM's Discretion

Image: White Peacock Crown

This ornate headpiece is crafted of white gold, inlaid with lapis lazuli and spangled with dozens of jewels. This item is bejeweled with enchanted stones that hold magical powers. A newly crafted white peacock crown holds 10 sapphires, 20 emeralds, 30 blue topaz, and 40 pearls. On this crown, one sapphire, three emeralds, four topaz, and six pearls retain their power, the rest having been expended long ago.

- Sapphire: hypnotic pattern

### Cyborg Processor

XP 9500

Name: Clockwork Servant

1 Cyborg Processor

2 One Cyborg

Challenge: 9    XP 5000

Damage Immunities: poison

Condition Immunities: Immunities blinded, charmed, deafened, exhaustion, frightened, paralyzed, petrified, poisoned

Senses: Darkvision 60 ft., passive Perception 6

Multiattack: The processor makes 2 tendril attacks.

Tendrill: Melee weapon attack. +11 to hit, reach 20 ft., one target. Hit: 20 (3d8+7) bludgeoning damage.

Map - Lost City 1      Unidentified Map / Image

6.3.5. 5. The Bubble Tube (9,000 XP)

Ahead in the distance in this seemingly endless tunnel, you see a flickering blue light, guttering out and then after a brief span warily returning before again going dark. Approaching closer, you see the battered hulk of a hexagonal metallic tube, with cracked bubble-like windows along both sides and at each end. Several bluish lights seem to be moving inside the hulk.

The slightly crumpled tube is the remains of a transport vehicle that once moved to and from the city on a cushion of force. It has long since fallen to ruin, but the eldritch mechanism that generated its force cushion still sputters and throws off irregular waves of force. Strange degenerate beings that consume this force energy huddle around it from time to time, draining the field's energy each time it manifests. These force morlocks hate all creatures other than their own kind. While they flee from the clockwork monitors in the city above, they attack any other creatures on sight.

As you approach the wreckage, you see a half-dozen hunched, misshapen humanoid creatures clutching long shards of metal. They are clad only in rags and sagging drapes of skin, and their flesh glows with a pale blue light, their eyes a baleful red.

**Force Morlock 1**

Medium aberration, chaotic evil

Armor Class 15 (natural armor)

Hit Points 120 (16d8 + 48)

Speed 30 ft.

STR 13 DEX 16 CON 16 INT 10 WIS 14 CHA 10

Damage Resistances force

Senses darkvision 120 ft., passive Perception 12

Challenge 5 XP 1800

**TRAITS**

**Breathless**  
A force morlock does not breathe and is immune to inhaled effects.

**Force Aura**  
A force morlock is surrounded by a dull blue aura as bright as a candle that flares brighter when struck, dealing 3 (1d6) force damage to attackers who hit them with melee attacks.

**Sunlight Sensitivity**  
While in sun light, the morlock has disadvantage on attack rolls, as well

**Force Morlocks**

CR 13 XP 9000

Token # Name

6 Force Morlock

Placement: [tokens]

**COMBAT TRACKER**

Name	Init	HP	Temp	Wind
Force Morlock 1	18	120		
Force Morlock 2	18	120		
Force Morlock 3	18	120		
Force Morlock 4	18	120		
Force Morlock 5	18	120		
Force Morlock 6	18	120		

Effects: (RESIST) force





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