
Fantasy Grounds - Meander's Map Pack: Idlewilds (Map Pack) Crack Code Activation



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About This Content

Meander's Map Pack: Idlewilds

The fifth installment in the Fantasy Grounds Meanders Map Pack series offers a huge varied expansion 30 Map set to the existing four sets as well as all-new terrain and convenient tactical and story-based features carefully selected to maximise utility with existing combinations, enhance and deepen your visual continuity and offer a huge range of new tactical scenarios and encounters

This pack is an official Fantasy Grounds module release and contains 30 Mixed-Themed maps sized specially for FG at 1350x900 and under 500 kb each to help prevent slow-down during play. [Fantasy Grounds runs best on maps that are 2000x2000 pixels or less and under 1mb]. The maps are sized to perfectly fit a 50 or 60px grid that you can manually place over the top of the map using Fantasy Grounds - see 'Hot Tips' in the Story Section of this module once you have unzipped and added the module to FG for help on doing that.

From opening up the Sea with an Ocean Map and allowing DM's to edge five core terrain types to the sea, players are now less land-locked. Shipwreck them on a Reef, float them in the High Wave Swell and join to (or depart from) a wide variety of new terrain types including Arctic Tundra, Marsh, Savannah, Alpine Mountains and Grassplains. Have them delve into all-new Jungle Ruins or inspect an Archaeological Dig Site, Visit a Hobbit Hillside or Journey to a Valley of Giant Crystals. Emphasis has been placed on providing interesting entrances/exits into and out of maps and the ability to transition deeper with a selection of Temple, Cave and Castle Exteriors -and - maps to suit the interiors such as a Crypt, Mine or Castle Courtyard. Let the roads and rivers of previous sets combine with these new meanders to lead your adventurers to exciting new destinations pre-sized and displayed for optimal selection with the now standard addition of Random Map Roll Tables and 21 Adventure Seeds. In addition

it features a VISUAL MAP SELECTION PANEL for quick-selecting, a RANDOM MAP ROLL TABLE and a random table with 21 JUNGLE-THEMED ADVENTURE SEEDS with a new Map Suggestions feature to get you started.

Join the maps together or encounter them one by one - it's up to you. Users can opt to load/lay the maps manually and build a custom layout - or use a combination of Time-lapse, Role-play and/or the supplied Random Roll Table to determine when maps are used and where adventurers end up.

Converted by: **Kris Mc Dermott**

Released on November 23, 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 any ruleset.

Title: Fantasy Grounds - Meander's Map Pack: Idlewilds (Map Pack)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 4 Dec, 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

TABLES

Group (All)

- The Idlewilds Adventure Seeds
- The Idlewilds Random Map Table

GM ? [TABLE] The Idlewilds Adventure Seeds [d21=11] = 11

? [RESULT] Seed 11

Chat

The Idlewilds Adventure Seeds

21 Random Adventure Seeds Roll Table

Roll Custom Output Chat

1d21

Roll	Label
1	Seed 1
2	Seed 2
3	Seed 3
4	Seed 4
5	Seed 5
6	Seed 6
7	Seed 7
8	Seed 8
9	Seed 9
10	Seed 10
11	Seed 11
12	Seed 12
13	Seed 13
14	Seed 14
15	Seed 15
16	Seed 16
17	Seed 17
18	Seed 18
19	Seed 19
20	Seed 20
21	Seed 21

The Idlewilds Random Map Table

Random Map Roll Table

Roll Custom Output Chat

1d100

Roll	Label
1-3	[MAP] Desert 25 - Rolling Dunes
4-8	[MAP] Grassplains 06 - Dirt Road with Plains, Forest and Mountain
9-12	[MAP] Ice 41 - Mountain Alpine Road
13-16	[MAP] Forest 45 - River Crossing with Waterfall
17-20	[MAP] Grassplains 01 - Open Meadow fringed by Rocks and Forest
21-24	[MAP] Ice 37 - Ice Lake with Crystal Cavern Entrance
25-28	[MAP] Castle 03 - Ice-Covered Castle Courtyard
29-33	[MAP] Jungle 29 - Lake and Marshy Field
34-38	[MAP] Forest 52 - Dirt Road with Cavern Entrance
39-42	[MAP] Ice 33 - Arctic Valley with Crystals, Cave and Chasm
43-46	[MAP] Mines 03 - Gold Mine with Tracks and Dig Sites
47-50	[MAP] Ocean 08 - Rough Swell with Breakers
51-54	[MAP] Forest 58 - Dirt Road with Hobbit Hill Homes
55-58	[MAP] Desert 38 - Canyon Temple with Bridge Chasm
59-62	[MAP] Tundra 03 - Arctic Plain with Rocks and Cavern
63-66	[MAP] Desert 33 - Mine Entrance marked with Standing Tusks
67-69	[MAP] Ice 34 - Ice Fortress with Skull-Filled Moat
70-72	[MAP] Forest 46 - Low-Lying Forest Savannah Marsh
73-76	[MAP] Jungle 37 - Archaeological Dig with Scaffolds and Camp
77-79	[MAP] Desert 31 - Desert Temple with Blazing Torches
80-82	[MAP] Jungle 25 - River Bridge leading to Cavern Ruins
83-84	[MAP] Ocean 04 - Reef with Rock Pool
85-87	[MAP] Tundra 01 - Rocky Red-Moss Arctic Plain

GM

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MAP SELECTION PIN

1 2 3 4 5 6 7 8 9 10 11 12

PC

NOTES

MAPS

TABLES

STORY

QUESTS

NPC

MONUMENTS

ITEMS

ARTICLES

SKINNING

CLASSES

STATS

RACES

SKILLS

SPELLS

LIBRARY

The Idlewilds Adventure Seeds

21 Random Adventure Seeds Roll Table

Roll Custom Output

1d21

Roll	Label
1	Seed 1
2	Seed 2
3	Seed 3
4	Seed 4
5	Seed 5
6	Seed 6
7	Seed 7
8	Seed 8
9	Seed 9
10	Seed 10
11	Seed 11
12	Seed 12
13	Seed 13
14	Seed 14
15	Seed 15
16	Seed 16
17	Seed 17
18	Seed 18
19	Seed 19
20	Seed 20
21	Seed 21

GM ? [TABLE] The Idlewilds Adventure Seeds [d21:11] = 11

? [RESULT] Seed 11

Chat

Seed 11

Few like going to the Crystalabra Library in the Northern Fringes of Cutmere Shard, the gigantic crystals there have powerful resonance and impart random usually mild but sometimes severe magical effects to visitors. But the Arctic cold temperatures is the only safe place to store the tome you have been paid to return. Luckily for you the tome has properties that will allow you to dampen some of the effect of passing through the valley of crystals, just as the crystals were designed to dampen the magic of the book. For the tome has another property that calls to creatures of the wild to seize it from the living. Be wary as you venture across the Pass where its call will be the strongest.

Recommended Maps:

- [MAP] Ice 41 - Mountain Alpine Roo
- [MAP] Ice 33 - Arctic Valley with Crystals, Cave and Chasm
- [MAP] Castle 03 - Ice Covered Castle Courtyard

PC

NOTES

MAPS

TABLES

STORIES

QUESTS

NPC

ITEMS

SPRINKLES

ACE PARAGRAPHS

CLASSES

FEATS

RACES

SKILLS

SKILLS

ITEMS

LIBRARY

GM

0 1d20 1d12 1d10 1d8 1d6 1d4 1d3 1d2

[MAP SELECTION PA]

The Idlewilds Adventure Seeds

21 Random Adventure Seeds

Roll Custom Output Chat

Seed	Roll	Output
Seed 1	1	
Seed 2	2	
Seed 3	3	
Seed 4	4	
Seed 5	5	
Seed 6	6	
Seed 7	7	
Seed 8	8	
Seed 9	9	
Seed 10	10	
Seed 11	11	
Seed 12	12	
Seed 13	13	
Seed 14	14	
Seed 15	15	
Seed 16	16	
Seed 17	17	
Seed 18	18	
Seed 19	19	
Seed 20	20	
Seed 21	21	

[MAP SELECTION PANEL] The Idlewilds

IDLEWILDS MAP SELECTION

The Idlewilds Random Map Table

Roll Custom Output Chat

Roll	Output
1-3	[MAP] Desert 25
4-8	[MAP] Tundra 03
9-12	[MAP] Tundra 01
13-16	[MAP] Mix
17-20	[MAP] Ar
21-24	[MAP] Ju
25-28	[MAP] Ju
29-33	[MAP] Ar
34-38	[MAP] Ice
39-42	[MAP] Ice
43-46	[MAP] Ice
47-50	[MAP] Ice
51-54	[MAP] Ice
55-58	[MAP] Cr
59-62	[MAP] For
63-66	[MAP] For
67-69	[MAP] For
70-72	[MAP] For
73-76	[MAP] Des
77-79	[MAP] Des
80-82	[MAP] Des
83-84	[MAP] Cry
85-87	[MAP] Cas
88-90	[MAP] M
91-92	[MAP] M
93-95	[MAP] M

[MAP] Jungle 37

The Idlewilds - Product Information

Overview:

- [IMAG] FG Idlewilds Module Thumbnail

Thank you for purchasing the Fantasy Grounds Meanders Map Pack: The Idlewilds. Carefully selected to maximise utility with existing combinations, enhance and deepen your visual continuity and provide a range of new tactical scenarios and encounters - the fifth installment in the Fantasy Grounds Meanders Map Pack series offers a huge varied expansion 30 Map set to the existing four sets as well as all-in-one convenient tactical and story-based features.

From opening up the Sea with an Ocean Map and allowing DM's to edge five core terrain types (depart from) a wide variety of new terrain types including Arctic Tundra, Marsh, Savannah, A and Grasslands. Have them delve into all-new jungle Ruins or inspect an Archaeological Dig 5 Hillside or Journey to a Valley of Giant Crystals. Emphasis has been placed on providing interesting entrances/exits into and out of maps and the ability to transition deeper with a selection of 3 Castle Exteriors and - maps to suit the interiors such as a Crypt, Mine or Castle Courtyard. Let rivers of previous sets combine with these new meanders to lead your adventurers to exciting destinations pre-sized and displayed for optimal selection with the now standard addition of Roll Tables and 21 Adventure Seeds.

Maps are sized specially for FG at 1250x900 and under 500 kb each to help prevent slow-down d [Fantasy Grounds runs best on maps that are 2000x2000 pixels or less and under 1mb]. The map perfectly fit a 50 or 60px grid that you can manually place over the top of the map using Fantasy 'Hot Tips' at the base of this document for help on doing that.

Join the maps in this module together with each other, with other modules in this series such as Woods, Shard Roads Sammerket Sands or Meredark Jungle, use a single map or use a combine Time-lapse, Role play and/or the supplied weighted Random Roll Table to determine when maps where adventurers end up next. To use: Open the Table from the TABLES tab. Click on ROLL. VA appears in the Chat Window click the 'V' icon to bring up the rolled map.

- [TABLE] The Idlewilds Random Map Table

Additionally this pack includes an extra table that offers suggestions for adventure seeds for

- [TABLE] The Idlewilds Random Adventure Seed Table

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