Fantasy Grounds - Meanders Map Pack: The Faelands (Map Pack) Download 1gb

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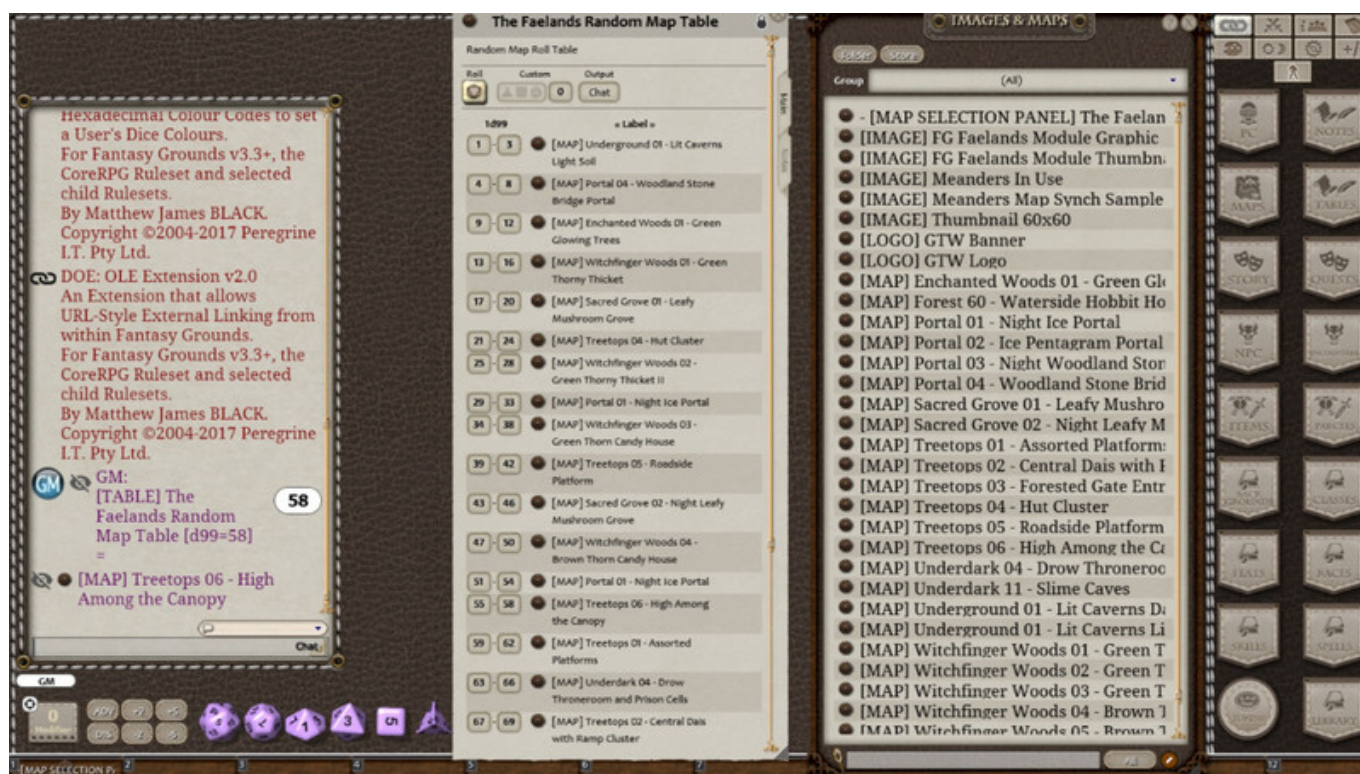
About This Content

Meanders Map Pack: The Faelands

In those places between the civilized world and the utter silence of the dark, dwell the richly varied races of fae folk - the Elven Villages hidden among the canopy of the trees, the thorny thickets of the Witchfinger Woods, the Hobbitesque habitats of the Lowlands, the Portals of the Ancients in the Deep Forest and Austere Ice, the Sacred Mushroom Groves of Pixies, The cold Throne Prison of the Drow, and the Enchanted Woods - are known among the masses as Faelands.

- 6 Elven Treetop Village Maps

- Drow Throne Room

- Magical Candy House

- 1 Enchanted Cabin

- 2 Green Thorny Thickets

- 1 Brown Thorny Thicket

- 1 Hillside Homestead

- 2 Ice Portals

- 2 Forest Portals

- 2 Sacred Groves

- 1 Enchanted Woods

- 3 Cavern Tunnels

Maps are sized specially for FG at 1350x900 and under 500 kb each to help prevent slow-down during play. DM Convenience is the focus with carefully labelled maps and several ways to access, use and choose the maps in this module. Use the VISUAL MAP SELECTION PANEL and pick your map from the thumbnails and yellow label by clicking on the pin. Or use the RANDOM ROLL TABLE - a d100 table to pick your destination at random.

Converted by: **Kris Mc Dermott**

Released on December 26, 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 - Meanders Map Pack: The Faelands (Map Pack)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 15 Jan, 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 Faelands Random Map Table

Random Map Roll Table

Roll	Custom	Output
		0	Chat

1d99 « Label »

1 - 3	[MAP] Underground 01 - Lit Caverns Light Soil
4 - 8	[MAP] Portal 04 - Woodland Stone Bridge Portal
9 - 12	[MAP] Enchanted Woods 01 - Green Glowing Trees
13 - 16	[MAP] Witchfinger Woods 01 - Green Thorny Thicket
17 - 20	[MAP] Sacred Grove 01 - Leafy Mushroom Grove
21 - 24	[MAP] Treetops 04 - Hut Cluster
25 - 28	[MAP] Witchfinger Woods 02 - Green Thorny Thicket II
29 - 33	[MAP] Portal 01 - Night Ice Portal
34 - 38	[MAP] Witchfinger Woods 03 - Green Thorn Candy House
39 - 42	[MAP] Treetops 05 - Roadside Platform
43 - 46	[MAP] Sacred Grove 02 - Night Leafy Mushroom Grove
47 - 50	[MAP] Witchfinger Woods 04 - Brown Thorn Candy House
51 - 54	[MAP] Portal 01 - Night Ice Portal
55 - 58	[MAP] Treetops 06 - High Among the Canopy
59 - 62	[MAP] Treetops 01 - Assorted Platforms
63 - 66	[MAP] Underdark 04 - Drow Throneroom an
67 - 69	[MAP] Treetops 02 - Central Dais with Ramp Cluster

IMAGES & MAPS

Folder Store

Group (All)

- - [MAP SELECTION PANEL] The Faelan
- [IMAGE] FG Faelands Module Graphic
- [IMAGE] FG Faelands Module Thumbn:
- [IMAGE] Meanders In Use
- [IMAGE] Meanders Map Synch Sample
- [IMAGE] Thumbnail 60x60
- [LOGO] GTW Banner
- [LOGO] GTW Logo
- [MAP] Enchanted Woods 01 - Green Gl
- [MAP] Forest 60 - Waterside Hobbit Ho
- [MAP] Portal 01 - Night Ice Portal
- [MAP] Portal 02 - Ice Pentagram Portal
- [MAP] Portal 03 - Night Woodland Ston
- [MAP] Portal 04 - Woodland Stone Brid
- [MAP] Sacred Grove 01 - Leafy Mushro
- [MAP] Sacred Grove 02 - Night Leafy M
- [MAP] Treetops 01 - Assorted Platform:
- [MAP] Treetops 02 - Central Dais with I
- [MAP] Treetops 03 - Forested Gate Entr
- [MAP] Treetops 04 - Hut Cluster
- [MAP] Treetops 05 - Roadside Platform
- [MAP] Treetops 06 - High Among the C:
- [MAP] Underdark 04 - Drow Throneroo
- [MAP] Underdark 11 - Slime Caves
- [MAP] Underground 01 - Lit Caverns D:
- [MAP] Underground 01 - Lit Caverns Li
- [MAP] Witchfinger Woods 01 - Green T
- [MAP] Witchfinger Woods 02 - Green T
- [MAP] Witchfinger Woods 03 - Green T
- [MAP] Witchfinger Woods 04 - Brown T
- [MAP] Witchfinger Woods 05 - Brown 7

The Faelands - Product Information

Overview:

- [IMAGE] FG The Faelands Module Thumbnail
- [IMAGE] FG Faelands Module Graphic

Thank you for purchasing the Fantasy Grounds Meanders Map Pack: *The Faelands*. 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 - 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.

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.

Maps are sized specially for FG at 1350x900 and under 500 kb each to help prevent slow-down during play. 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' at the base of this document for help on doing that.

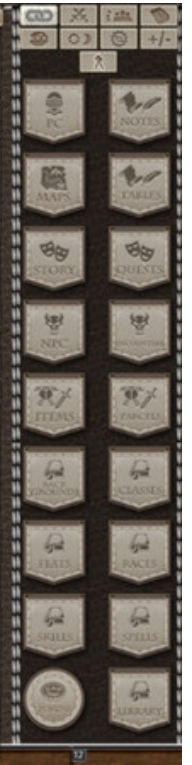Join the maps in this module together with each other, with other

THE FAELANDS : MAP SELECTION

The Faelands - Product Informati

Maps Included in this Module

- [MAP] Enchanted Woods 01 - Green Glowing Trees
- [MAP] Forest 60 - Waterside Hobbit Home
- [MAP] Portal 01 - Night Ice Portal
- [MAP] Portal 02 - Ice Pentagram Portal
- [MAP] Portal 03 - Night Woodland Stone Bridge Portal
- [MAP] Portal 04 - Woodland Stone Bridge Portal
- [MAP] Sacred Grove 01 - Leafy Mushroom Grove
- [MAP] Sacred Grove 02 - Night Leafy Mushroom Grove
- [MAP] Treetops 01 - Assorted Platforms
- [MAP] Treetops 02 - Central Dais with Ramp Cluster
- [MAP] Treetops 03 - Forested Gate Entrance
- [MAP] Treetops 04 - Hut Cluster
- [MAP] Treetops 05 - Roadside Platform
- [MAP] Treetops 06 - High Among the Canopy
- [MAP] Underdark 04 - Drow Throneroom and Prison Cells
- [MAP] Underdark 11 - Slime Caves
- [MAP] Underground 01 - Lit Caverns Dark Soil
- [MAP] Underground 01 - Lit Caverns Light Soil
- [MAP] Witchfinger Woods 01 - Green Thorny Thicket