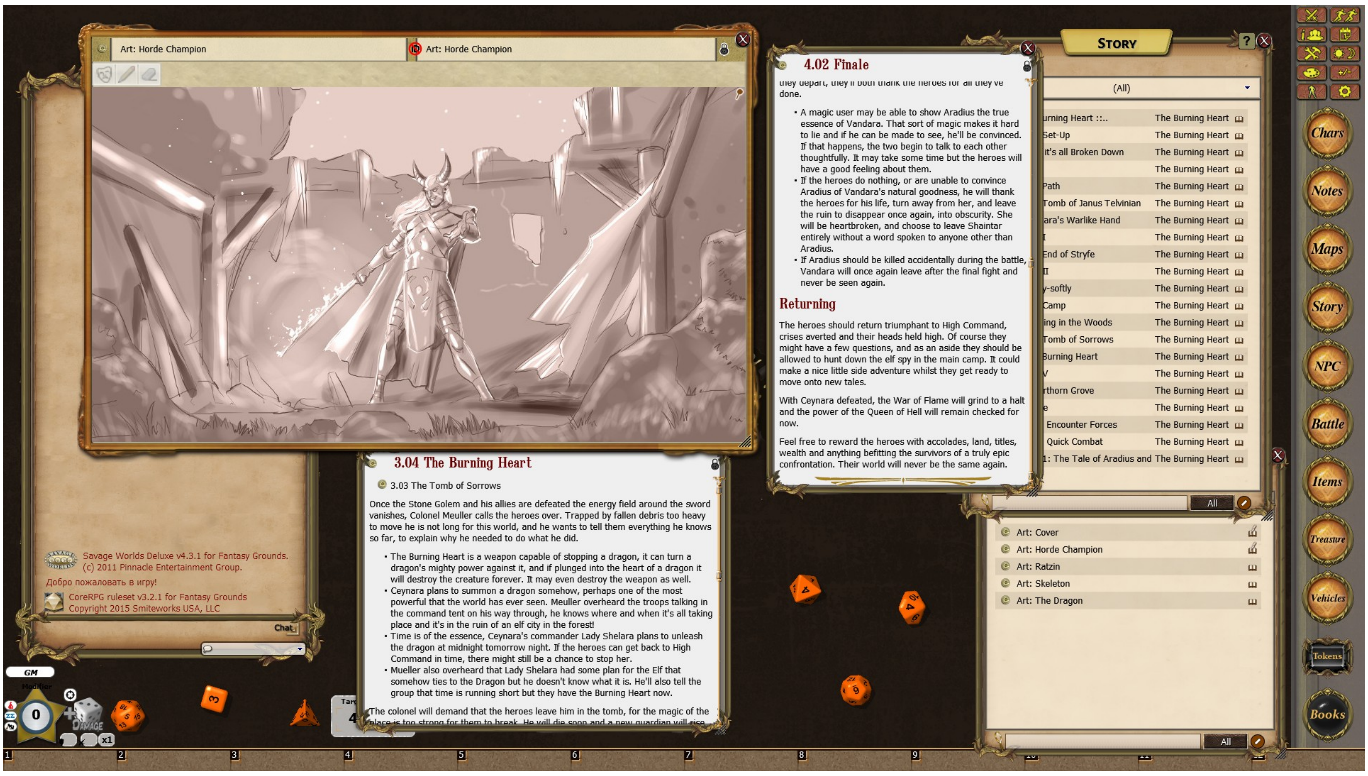
Fantasy Grounds - Shaintar: The Burning Heart (Savage Worlds) Keygen Generator



Art: Horde Champion

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3.04 The Burning Heart

3.03 The Tomb of Sorrows

Once the Stone Golem and his allies are defeated the energy field around the sword vanishes, Colonel Meuller calls the heroes over. Trapped by fallen debris too heavy to move he is not long for this world, and he wants to tell them everything he knows so far, to explain why he needed to do what he did.

- The Burning Heart is a weapon capable of stopping a dragon, it can turn a dragon's mighty power against it, and if plunged into the heart of a dragon it will destroy the creature forever. It may even destroy the weapon as well.
- Ceynara plans to summon a dragon somehow, perhaps one of the most powerful that the world has ever seen. Meuller overheard the troops talking in the command tent on his way through, he knows where and when it's all taking place and it's in the ruin of an elf city in the forest!
- Time is of the essence, Ceynara's commander Lady Shelara plans to unleash the dragon at midnight tomorrow night. If the heroes can get back to High Command in time, there might still be a chance to stop her.
- Mueller also overheard that Lady Shelara had some plan for the Elf that somehow ties to the Dragon but he doesn't know what it is. He'll also tell the group that time is running short but they have the Burning Heart now.

The colonel will demand that the heroes leave him in the tomb, for the magic of the place is too strong for them to break. He will die soon and a new guardian will rise

4.02 Finale

they depart, they'll both thank the heroes for all they've done.

- A magic user may be able to show Aradius the true essence of Vandara. That sort of magic makes it hard to lie and if he can be made to see, he'll be convinced. If that happens, the two begin to talk to each other thoughtfully. It may take some time but the heroes will have a good feeling about them.
- If the heroes do nothing, or are unable to convince Aradius of Vandara's natural goodness, he will thank the heroes for his life, turn away from her, and leave the ruin to disappear once again, into obscurity. She will be heartbroken, and choose to leave Shaintar entirely without a word spoken to anyone other than Aradius.
- If Aradius should be killed accidentally during the battle, Vandara will once again leave after the final fight and never be seen again.

Returning

The heroes should return triumphant to High Command, crises averted and their heads held high. Of course they might have a few questions, and as an aside they should be allowed to hunt down the elf spy in the main camp. It could make a nice little side adventure whilst they get ready to move onto new tales.

With Ceynara defeated, the War of Flame will grind to a halt and the power of the Queen of Hell will remain checked for now.

Feel free to reward the heroes with accolades, land, titles, wealth and anything befitting the survivors of a truly epic confrontation. Their world will never be the same again.

STORY

(All)

urning Heart ::..	The Burning Heart
Set-Up	The Burning Heart
it's all Broken Down	The Burning Heart
	The Burning Heart
Path	The Burning Heart
Tomb of Janus Telvinian	The Burning Heart
ara's Warlike Hand	The Burning Heart
I	The Burning Heart
End of Stryfe	The Burning Heart
II	The Burning Heart
y-softly	The Burning Heart
Camp	The Burning Heart
ing in the Woods	The Burning Heart
Tomb of Sorrows	The Burning Heart
Burning Heart	The Burning Heart
V	The Burning Heart
rthorn Grove	The Burning Heart
e	The Burning Heart
Encounter Forces	The Burning Heart
Quick Combat	The Burning Heart
1: The Tale of Aradius and	The Burning Heart

- Art: Cover
- Art: Horde Champion
- Art: Ratzin
- Art: Skeleton
- Art: The Dragon

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About This Content

Shaintar Adventure: The Burning Heart

A Legend in the Making. Back in 2008 (we think) Sean Patrick Fannon ran a series of games over the course of several conventions with larger games at that years Origins and an Epic finale during Gen Con. This EPIC Event has been written into a full adventure that GM can really sink their teeth into. It starts wtih two legends and a twisted plan by agents of Ceynara in a bid to gain her return to the land.

From the mists of time, there are weapons that are rumored to be the first made of white silver. The spirit of Shaintar gave her blessing to these 4 or 5 first weapons and they are rumored to have the ability to kll or banish Dragons - or so Legend says. This adventure was taken from the notes of the original proposal. Its not the same as much has been updated and rewritten to incorporate some new material but that flair you expect from SPF is there along with some fun twists and turns.

Your heroes have the opportunity to become movers and shakers in the war effort. There's much to be done and High Command has a number of battles planned for your group. Do they have what it takes to thwart Ceynara's evil plan? Find out and have fun with this full adventure complete with fully realized NPCs, Monsters and Villains.

Released on January 24, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

Requires: An active subscription or a one time purchase of a Full or Ultimate license and a one time purchase of the Savage Worlds Ruleset.

Title: Fantasy Grounds - Shaintar: The Burning Heart (Savage Worlds)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 12 Apr, 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

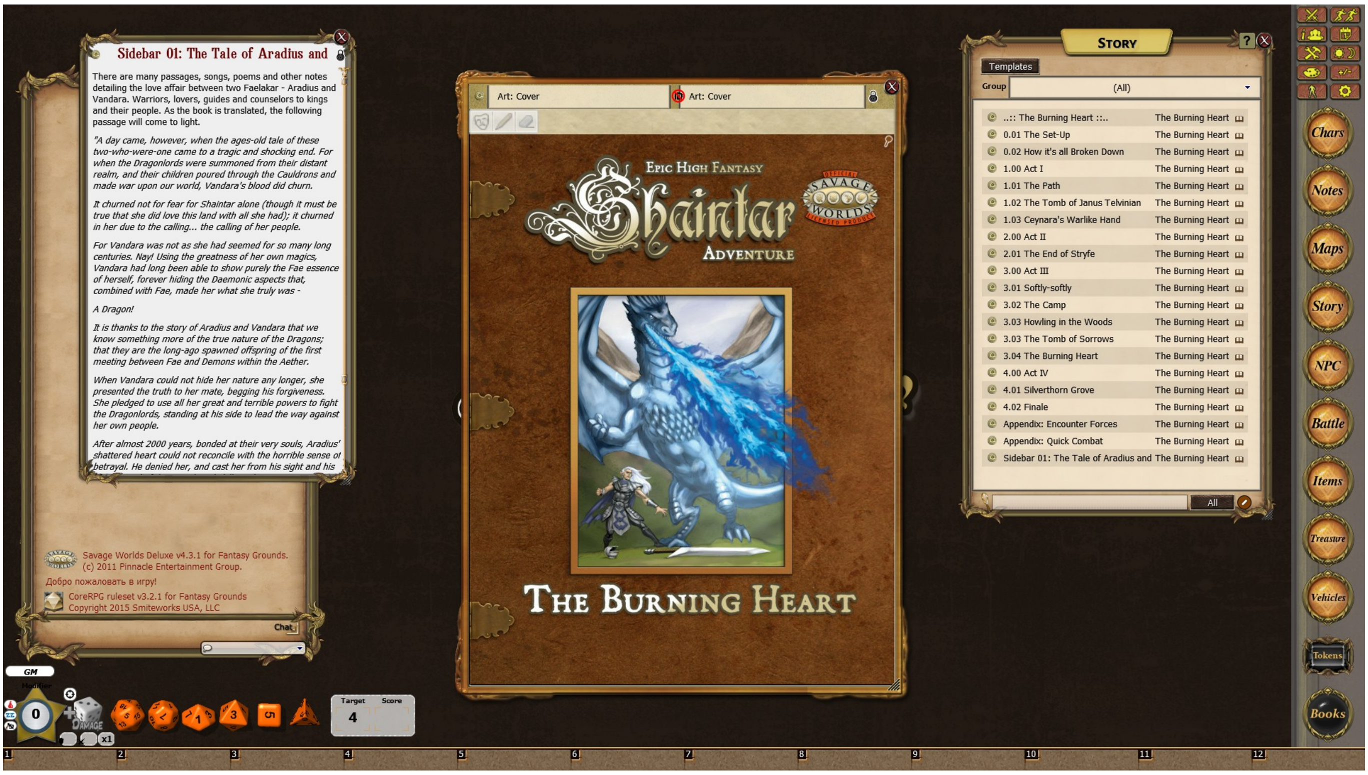
Network: Broadband Internet connection

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



Sidebar 01: The Tale of Aradius and

There are many passages, songs, poems and other notes detailing the love affair between two Faelakar - Aradius and Vandara. Warriors, lovers, guides and counselors to kings and their people. As the book is translated, the following passage will come to light.

"A day came, however, when the ages-old tale of these two-who-were-one came to a tragic and shocking end. For when the Dragonlords were summoned from their distant realm, and their children poured through the Cauldrons and made war upon our world, Vandara's blood did churn.

It churned not for fear for Shaintar alone (though it must be true that she did love this land with all she had); it churned in her due to the calling... the calling of her people.

For Vandara was not as she had seemed for so many long centuries. Nay! Using the greatness of her own magics, Vandara had long been able to show purely the Fae essence of herself, forever hiding the Daemonic aspects that, combined with Fae, made her what she truly was -

A Dragon!

It is thanks to the story of Aradius and Vandara that we know something more of the true nature of the Dragons; that they are the long-ago spawned offspring of the first meeting between Fae and Demons within the Aether.

When Vandara could not hide her nature any longer, she presented the truth to her mate, begging his forgiveness. She pledged to use all her great and terrible powers to fight the Dragonlords, standing at his side to lead the way against her own people.

After almost 2000 years, bonded at their very souls, Aradius' shattered heart could not reconcile with the horrible sense of betrayal. He denied her, and cast her from his sight and his

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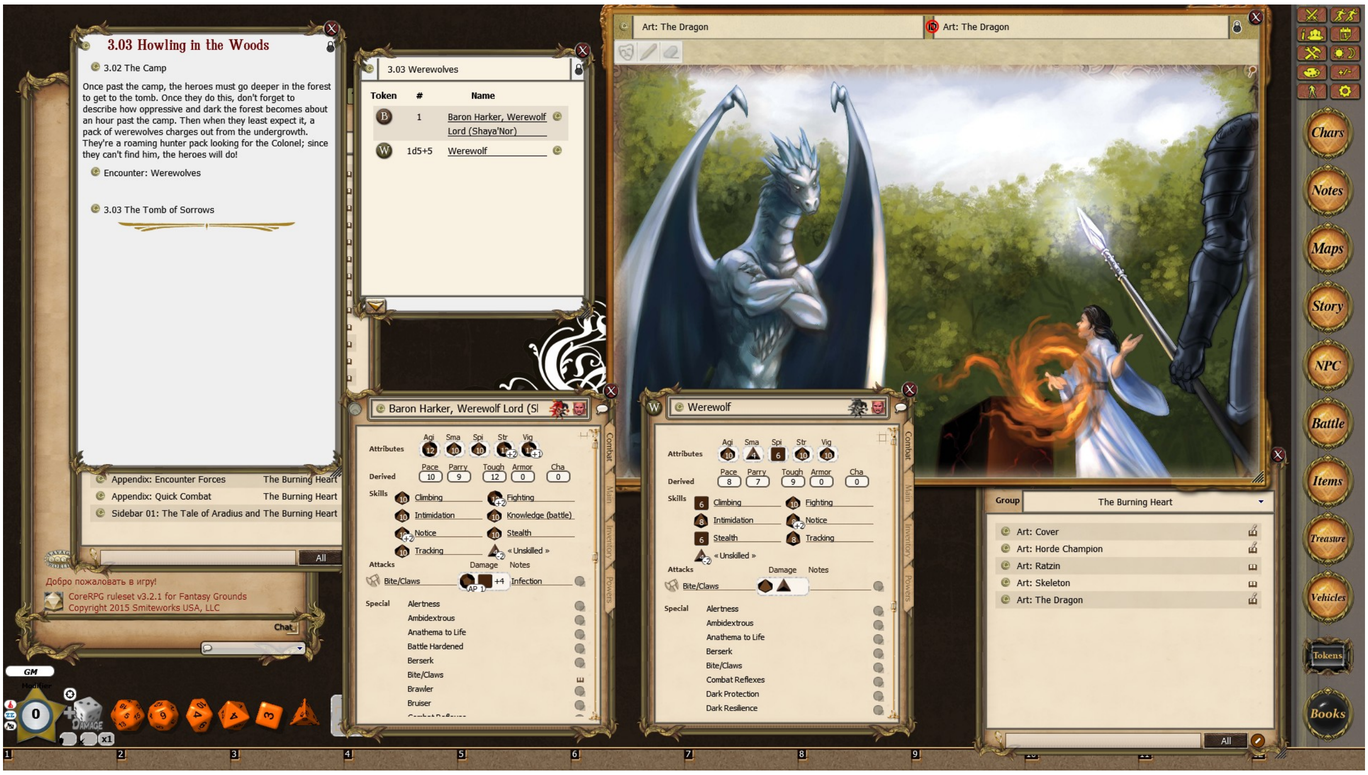
Story

Group: (All)

..:: The Burning Heart ::..	The Burning Heart
0.01 The Set-Up	The Burning Heart
0.02 How it's all Broken Down	The Burning Heart
1.00 Act I	The Burning Heart
1.01 The Path	The Burning Heart
1.02 The Tomb of Janus Telvinian	The Burning Heart
1.03 Ceynara's Warlike Hand	The Burning Heart
2.00 Act II	The Burning Heart
2.01 The End of Stryfe	The Burning Heart
3.00 Act III	The Burning Heart
3.01 Softly-softly	The Burning Heart
3.02 The Camp	The Burning Heart
3.03 Howling in the Woods	The Burning Heart
3.03 The Tomb of Sorrows	The Burning Heart
3.04 The Burning Heart	The Burning Heart
4.00 Act IV	The Burning Heart
4.01 Silverthorn Grove	The Burning Heart
4.02 Finale	The Burning Heart
Appendix: Encounter Forces	The Burning Heart
Appendix: Quick Combat	The Burning Heart
Sidebar 01: The Tale of Aradius and	The Burning Heart



3.03 Howling in the Woods

3.02 The Camp

Once past the camp, the heroes must go deeper in the forest to get to the tomb. Once they do this, don't forget to describe how oppressive and dark the forest becomes about an hour past the camp. Then when they least expect it, a pack of werewolves charges out from the undergrowth. They're a roaming hunter pack looking for the Colonel; since they can't find him, the heroes will do!

Encounter: Werewolves

3.03 The Tomb of Sorrows

Appendix: Encounter Forces	The Burning Heart
Appendix: Quick Combat	The Burning Heart
Sidebar 01: The Tale of Aradius and	The Burning Heart

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3.03 Werewolves

Token	#	Name
B	1	Baron Harker, Werewolf Lord (Shaya'Nor)
W	1d5+5	Werewolf

Art: The Dragon

Baron Harker, Werewolf Lord (Sl

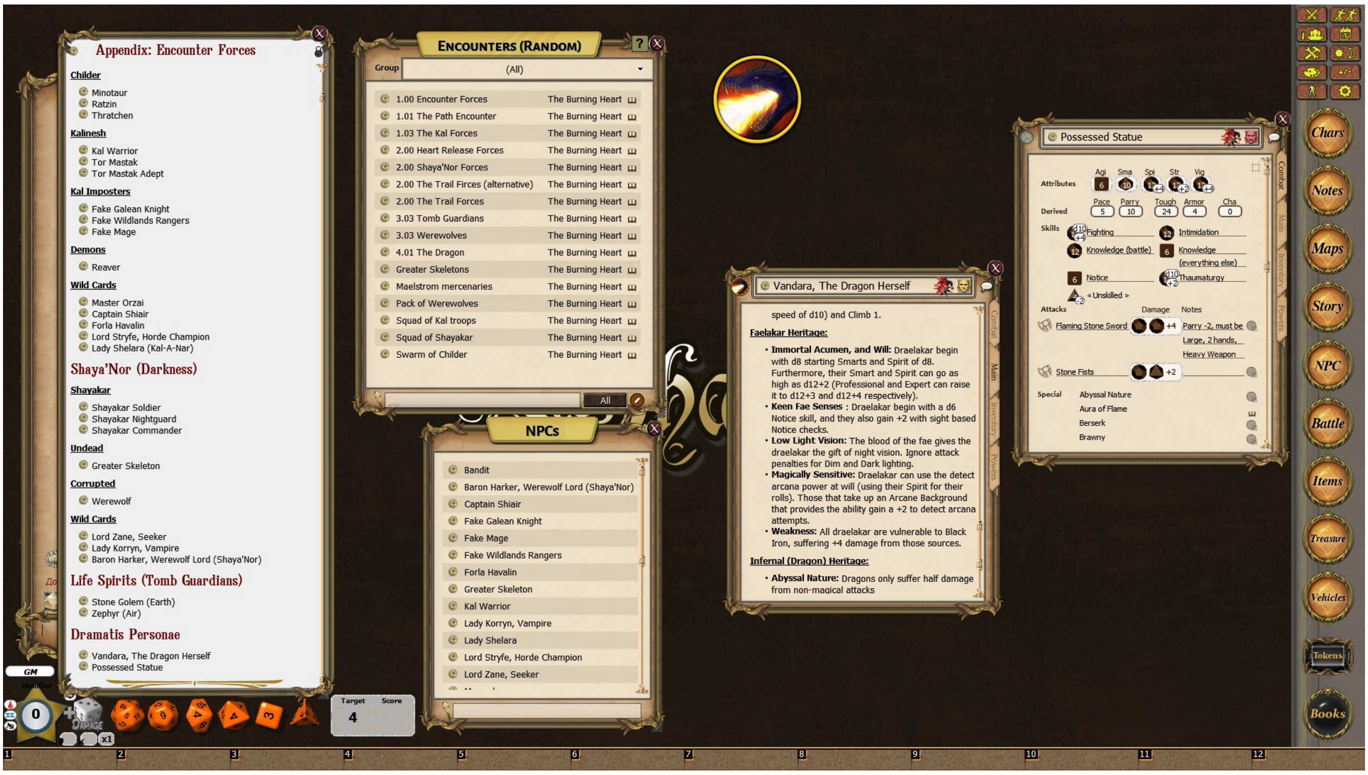
Attributes: Agi 12, Sma 10, Spi 10, Str 12 +2, Vig 12 +1
Derived: Pace 10, Parry 9, Tough 12, Armor 0, Cha 0
Skills: Climbing 10, Fighting 12 +2, Intimidation 10, Knowledge (battle) 10, Notice 10 +2, Stealth 10, Tracking 10, « Unskilled » 4 -2
Attacks: Bite/Claws — Damage: AP 1 +4 — Notes: Infection
Special: Alertness, Ambidextrous, Anathema to Life, Battle Hardened, Berserk, Bite/Claws, Brawler, Bruiser

Werewolf

Attributes: Agi 10, Sma 4, Spi 6, Str 10, Vig 10
Derived: Pace 8, Parry 7, Tough 9, Armor 0, Cha 0
Skills: Climbing 6, Fighting 10, Intimidation 8, Notice 8 +2, Stealth 6, Tracking 8, « Unskilled » 4 -2
Attacks: Bite/Claws
Special: Alertness, Ambidextrous, Anathema to Life, Berserk, Bite/Claws, Combat Reflexes, Dark Protection, Dark Resilience

Group: The Burning Heart

- Art: Cover
- Art: Horde Champion
- Art: Ratzin
- Art: Skeleton
- Art: The Dragon



Appendix: Encounter Forces

Childer

- Minotaur
- Ratzin
- Thratchen

Kalinesh

- Kal Warrior
- Tor Mastak
- Tor Mastak Adept

Kal Imposters

- Fake Galean Knight
- Fake Wildlands Rangers
- Fake Mage

Demons

- Reaver

Wild Cards

- Master Orzai
- Captain Shiair
- Forla Havalin
- Lord Stryfe, Horde Champion
- Lady Shelara (Kal-A-Nar)

Shaya'Nor (Darkness)

Shayakar

- Shayakar Soldier
- Shayakar Nightguard
- Shayakar Commander

Undead

- Greater Skeleton

Corrupted

- Werewolf

Wild Cards

- Lord Zane, Seeker
- Lady Korryn, Vampire
- Baron Harker, Werewolf Lord (Shaya'Nor)

Life Spirits (Tomb Guardians)

- Stone Golem (Earth)
- Zephyr (Air)

Dramatis Personae

- Vandara, The Dragon Herself
- Possessed Statue

ENCOUNTERS (RANDOM)

Group (All)

1.00 Encounter Forces	The Burning Heart
1.01 The Path Encounter	The Burning Heart
1.03 The Kal Forces	The Burning Heart
2.00 Heart Release Forces	The Burning Heart
2.00 Shaya'Nor Forces	The Burning Heart
2.00 The Trail Firces (alternative)	The Burning Heart
2.00 The Trail Forces	The Burning Heart
3.03 Tomb Guardians	The Burning Heart
3.03 Werewolves	The Burning Heart
4.01 The Dragon	The Burning Heart
Greater Skeletons	The Burning Heart
Maelstrom mercenaries	The Burning Heart
Pack of Werewolves	The Burning Heart
Squad of Kal troops	The Burning Heart
Squad of Shayakar	The Burning Heart
Swarm of Childer	The Burning Heart

All

NPCs

- Bandit
- Baron Harker, Werewolf Lord (Shaya'Nor)
- Captain Shiair
- Fake Galean Knight
- Fake Mage
- Fake Wildlands Rangers
- Forla Havalin
- Greater Skeleton
- Kal Warrior
- Lady Korryn, Vampire
- Lady Shelara
- Lord Stryfe, Horde Champion
- Lord Zane, Seeker

Vandara, The Dragon Herself

speed of d10) and Climb 1.

Faelakar Heritage:

- **Immortal Acumen, and Will:** Draelakar begin with d8 starting Smarts and Spirit of d8. Furthermore, their Smart and Spirit can go as high as d12+2 (Professional and Expert can raise it to d12+3 and d12+4 respectively).
- **Keen Fae Senses** : Draelakar begin with a d6 Notice skill, and they also gain +2 with sight based Notice checks.
- **Low Light Vision:** The blood of the fae gives the draelakar the gift of night vision. Ignore attack penalties for Dim and Dark lighting.
- **Magically Sensitive:** Draelakar can use the detect arcana power at will (using their Spirit for their rolls). Those that take up an Arcane Background that provides the ability gain a +2 to detect arcana attempts.
- **Weakness:** All draelakar are vulnerable to Black Iron, suffering +4 damage from those sources.

Infernal (Dragon) Heritage:

- **Abyssal Nature:** Dragons only suffer half damage from non-magical attacks

Combat Main Inventory Powers

Possessed Statue

	Agi	Sma	Spi	Str	Vig
Attributes	6	10	+4	+2	+4

	Pace	Parry	Tough	Armor	Cha
Derived	5	10	24	4	0

Skills

d10 +4 Fighting	12 Intimidation
12 Knowledge (battle)	6 Knowledge (everything else)
6 Notice	d10 +2 Thaumaturgy
-2 « Unskilled »	

Attacks	Damage	Notes
Flaming Stone Sword	+4	Parry -2, must be Large, 2 hands, Heavy Weapon
Stone Fists	+2	

Special

- Abyssal Nature
- Aura of Flame
- Berserk
- Brawny

Combat Main Inventory Powers

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