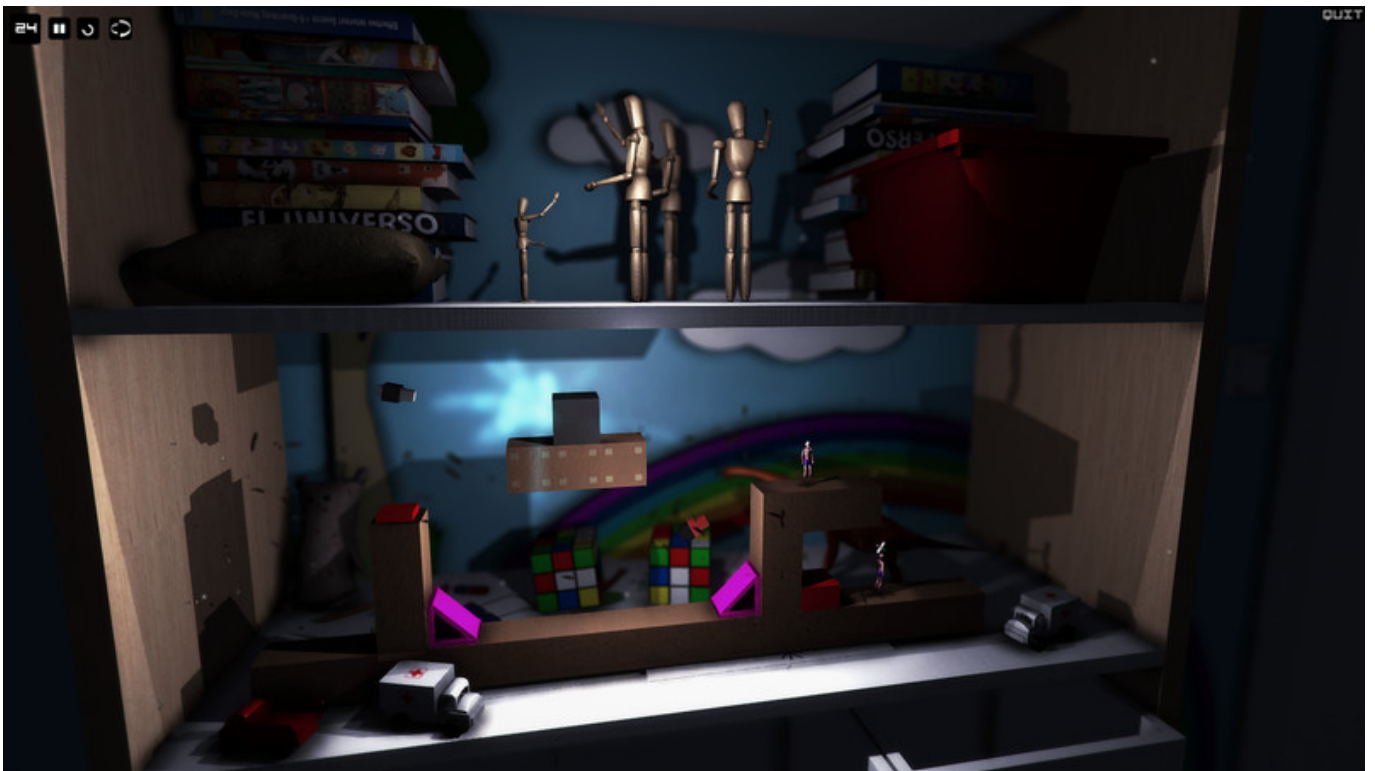

IN-VERT: Soundtrack Download By Apunkagames



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About This Content

Music for IN-VERT.

1. TERNOX — IN-VERT
2. TERNOX — IN-ROAD
3. TERNOX — IN-SIDE
4. TERNOX — IN-FINITE

Audio is in MP3 format.

Title: IN-VERT: Soundtrack

Genre: Indie

Developer:

TERNOX

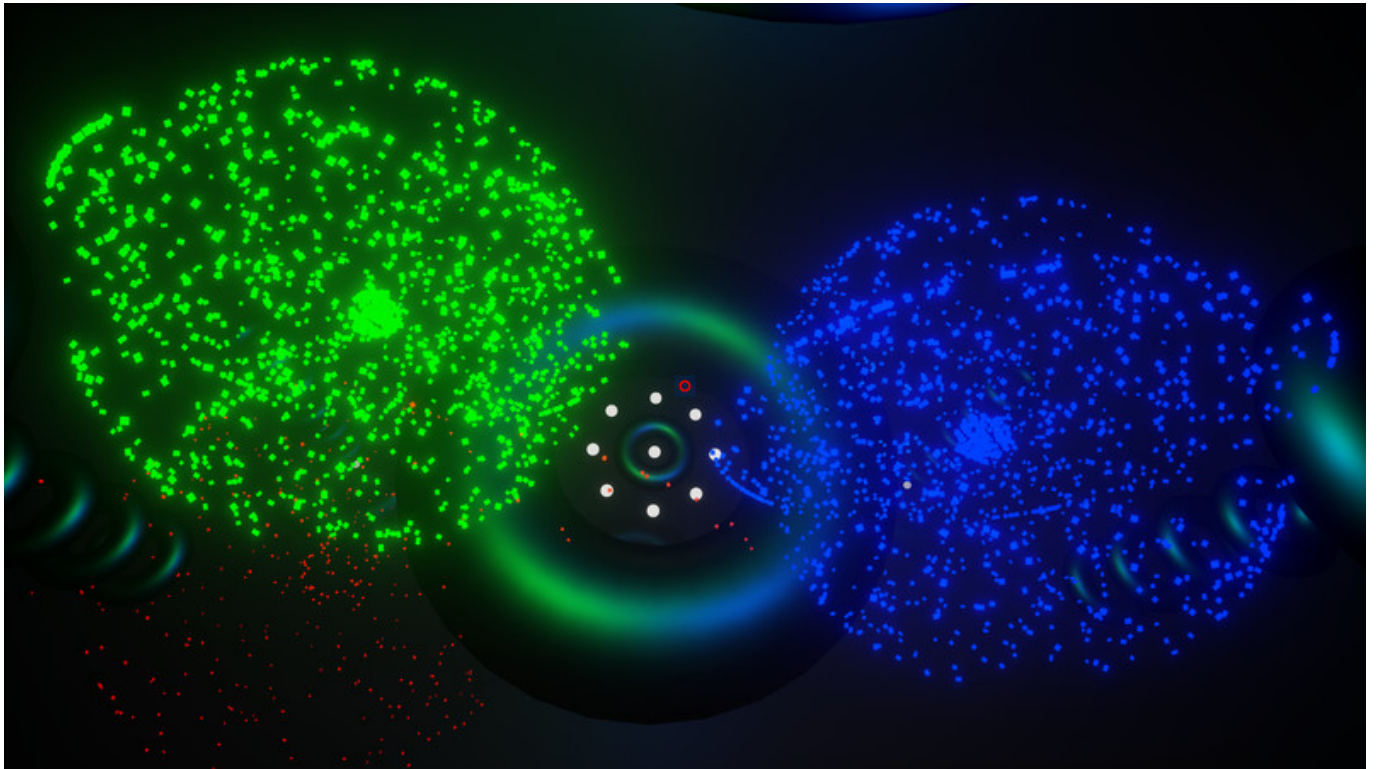
Publisher:

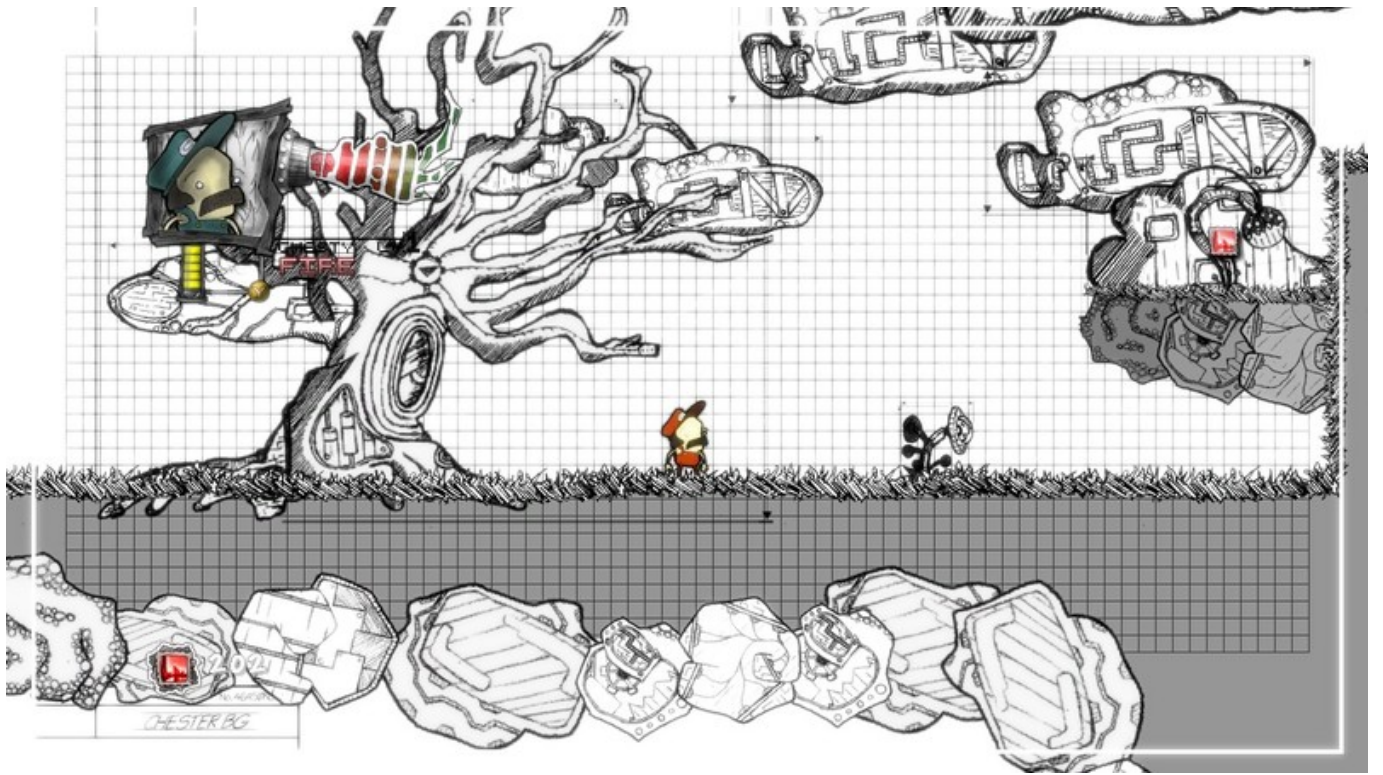
TERNOX

Release Date: 2 Mar, 2018

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English





Fantasy Grounds

KOBOLD MINE

Inhabited by an industrious logging community, the rural village of Caloweed lies on the banks of a forest stream on the edge of the borderlands. The stream, easily navigable by barge and bordered by a well-marked hauling path, is the tributary of large river that flows into the sea through the fertile plains of more civilized lands. It is market day in Caloweed. A large number of rafts and boats crowd the small harbor, while people gather in the nearby square to barter for goods and conduct business. Despite the merry occasion, some of the locals seem somewhat anxious and worried, as if plagued by dark thoughts. Looking for a place to spend the night, and hoping to find a boat ride along the river to continue your journey, you head to the market to ask for directions and listen to the latest news.

Campaign saved.

GM

0
Health

CA1 CA2 CA3 CA4 CA5 CA6

2.03 Door

Here a crude sliding door blocks the tunnel leading into the mine. The door is painted in a vitreous, deep blue color and has a peephole for looking outside. Fitted in a wooden frame, it is held closed by simple loop of rope, easily cut from the outside with a blade. Built for kobolds, the flimsy door is just 5 feet tall and can be shattered with a DC 15 Strength check.

COMBAT (100 XP)

A kobold warrior always keeps watch behind the door.

Combat - Door Guard

KOBOLD TALKING

Although kobolds speak Common and can understand the PCs, they are not keen on communicating with hostile humans. Unless the PCs capture a live kobold, any attempt to talk with the critters is met with hisses and squeaky curses in Draconic. Similarly, interrogating captured kobolds yields little useful information. If interrogated, they can reveal any of the following information:

The kobolds believe they have already found the silver at the feet of the "great demon" that lives on the Peak of the Vernal Dawn. They don't know anything about the Sturgrime, whom they call "the devil lion", though the beast has already killed two of them. Karzuss sent a few scouts to explore the higher reaches of the Cobalt Chasm, though they have yet to return.

STORY

IMAGES & MAPS

NPCS

ITEMS

NOTES

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