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Download Fantasy Grounds - Sundered Skies: Mists Of The Savannah (Savage Worlds)



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## About This Content

### Sundered Skies: Mists of the Savannah

#### Songs of Remorse Part 2

A Fantasy Grounds adventure module from Triple Ace Games

Danger, Dinosaurs, and Dragons!

*The recently discovered isle of Savannah is a jungle isle inhabited by dinosaurs and strangely devolved savage drakin. Colonists have hacked out a foothold on the island, and now huddle behind high timber walls, only venturing out as far as the meat fields where herds of stegosaurus are husbanded for their meat. However, The Sons of Spire have discovered a link between recent events on both the blighted isle of Remorse, and the ruined Star Crater Isle and secrets hidden deep in the heart of Savannah's interior.*

*The heroes find themselves in a deadly race against necromancers to reach a hidden temple deep in the jungle. To get there they must overcome disease, ravenous beasts, savage lizardmen, bloodthirsty plants, and the isle itself. Only then will they face the secrets of the temple itself—secrets from before the Sundering that will leave their mark upon all who enter the hidden ruins.*

Dare the heroes brave the dangers deep within the island's jungle? After all, no one leaves Savannah unchanged!

Mists of the Savannah can be played as a standalone scenario or as the second installment of the Songs of Remorse Plot Point Campaign.

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Sundered Skies is a dark fantasy Plot Point setting for the award-winning Savage Worlds. Sundered Skies module recommended.

Requirements: An active subscription or a Full or Ultimate license and the Savage Worlds ruleset.

*Author:* **Dave Blewer**

*Fantasy Grounds Conversion:* **Kevin Doswell**

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Title: Fantasy Grounds - Sundered Skies: Mists of the Savannah (Savage Worlds)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 1 Nov, 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

**SAVAGELANDS**  
Savage Worlds Deluxe v4.3.0 for Fantasy Grounds  
(c) 2011 Pinnacle Entertainment Group.  
CoreRPG ruleset v3.2.0 for Fantasy Grounds  
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**ADVENTURE**

Muts of Savannah

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- Arriving at Foothold
- Finding Their Feet in Foothold
- New Gear
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- Old Enemies
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Part Two: The Trials of Savannah

- Trials of Savannah
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Part Three: The Dragon Laboratory

- The Dragon Laboratory
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- The Main Chamber
- The Bright Cabal

**INTRODUCTION**

**MUTS OF SAVANNAH**

Where: On any populated Isle.

When: Anytime after the heroes reach Heroic Rank.

**INTRODUCTION**

At the conclusion of the Savage Tale Mindthief, the heroes (hopefully) managed to thwart The Bright Cabal's plan to recover a working Nexus Stone. Undaunted, the necromantic cult onto go...

The events of Mindthief and Nexus Stones-magical stones would help them shift the storm of necromantic evil. In the process, whether or possession of a Nexus Stone more-or better still-the k...

Fortunately, The Sons of S discovered them within n the jungle Isle of Savannah more-and the heroes are into the dangerous inter- expedition, which will unc experiments into the my...

- Savannah And The S
- Savannah
- Savannah's Travel To
- Foothold

**INTRODUCTION: SAVANNAH AND THE SONS**

The Sons of Spire's continuing fascination with the void-and everything within it-motivates its members to catalog and survey newly discovered isles, paying particular attention to their course through the void. More than a fascination, it is an obsession that has driven them to become the de-facto premier explorers of both the Skies and many of her inhabited isles, including Savannah.

Normally, having studied and recorded their findings of a newly discovered island, the Sons move on, leaving its colonization and exploitation to others. Yet for one Son, Tad Voidsoul, Savannah proved to very different. Voidsoul was particularly sensitive to the mana streams which permeated the void and he found himself inexorably drawn to a strong magic emanation somewhere deep within the island.

Unable to ignore the attraction, he funded an expedition through the jungle and into un...

Nothing was heard from the Voidsoul's mercenaries, scholars, and adventurers until what remained of the expedition sta under the tree line. Their numbers severe, them sporting various wounds and injuries, nevertheless managed to bring back with heretofore-unknown plants, insects and m several relics-including six ill-fated Nexus t...

The survivors told tales of aggressive beast, suspicious drakin-like natives, and vine con wondrous relics and mysterious devices. Vy weeks to recover from both his exhaustion sustained during the expedition, and then jungle. This second expedition disappear none of its members were ever heard fro...

Decades have passed since Voidsoul's disap has happened on Savannah. The settleme been established and is not only fully self a flourish. Today most of the inhabitants...

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**TABLES**

**QUESTS**

**ITEMS**

**VEHICLES**

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