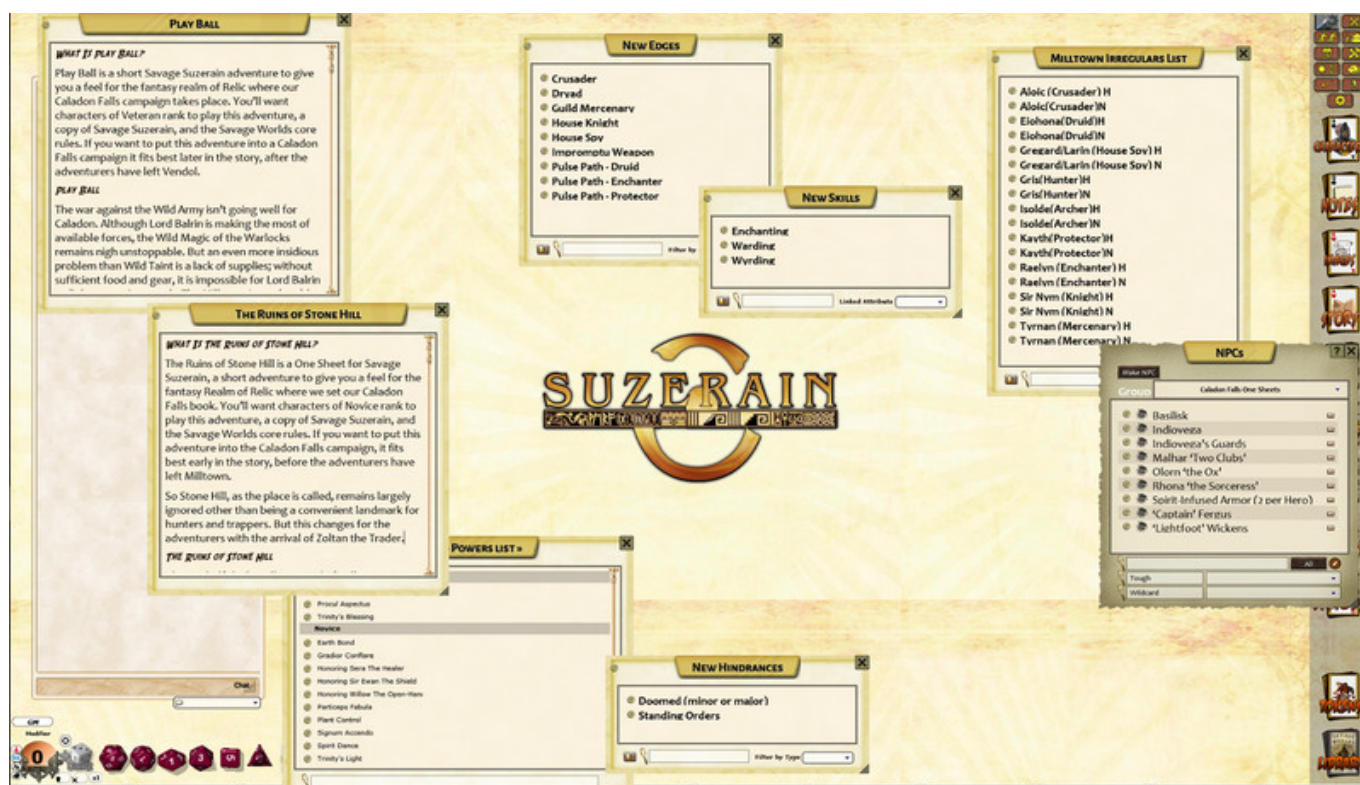


## Fantasy Grounds - Suzerain: Caladon Falls Intro Pack (Savage Worlds) Free Download [full Version]



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### About This Content Caladon Falls Intro Pack

You can get this product for free by downloading this file and placing it in your modules folder for Fantasy Grounds.

*This product includes the following:*

- Caladon Falls: The Milltown Irregulars
- Caladon Falls: The Noble Houses of Caladon
- Caladon Falls: Play Ball
- Caladon Falls: The Ruins of Stone Hill

### Caladon Falls: The Milltown Irregulars

The Milltown Irregulars a ragtag bunch of pregenerated characters designed for Caladon Falls. There is a wide selection of characters to fit almost any player.

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The characters are Aloic the Crusader, Eiohna the Druid Dryad, Gris the Hunter, Isolde the Archer, Kayth the Protector, Larin the House Spy, Sir Nym the House Knight, Raelyn the Enchanter, and Tyrnan the Mercenary.

Product Contains: 9 characters with complete background descriptions, artwork, and stats for Novice and Heroic versions of the characters. This product is best used with a copy of Savage Suzerain and Caladon Falls.

## **Caladon Falls: The Noble Houses of Caladon**

Drawn from the bounties and toils of the land, rooted in centuries of trade and tradition, the Seven Noble Houses of Caladon reflect – and guide – the temperaments of their people. Although each person of the kingdom is an individual unto him or herself, the personality of each House colors, and sometimes shadows, the people under its sway.

The Noble Houses Of Caladon details the court politics and all four court levels for all of the noble houses.

## **Caladon Falls: Play Ball**

You can't fight a war without supplies. You just can't. That is why Lord Balrin has sent the Milltown Irregulars to Bandytown to gather much needed supplies. What are the stakes for the Milltown Irregulars?

Play Ball is a Veteran rank adventure for Savage World and Savage Suzerain set in the Realm of Relic, which is where Caladon Falls is set.

## **Caladon Falls: The Ruins of Stone Hill**

About a half-day's walk seaward of Milltown – just beyond the farms and fields – lies a series of low hills, the tallest of which is topped with an oddly-shaped stone outcrop. Although the locals are all pretty sure it marks the site of some First Age ruins, most of them don't concern themselves about it. Farmers view the ruins as too dangerous, and the few adventurers who have gone there to look around either found nothing but rocks and brush, or simply never returned.

The Ruins of Stone Hill is a fantasy one sheet designed for the Realm of Relic where Caladon Falls is set. It is a Novice Rank adventure for Savage Worlds.

A copy of Savage Suzerain is required to use this product.

*Conversion by: Jeannette Jarrar*

Released on March 12, 2018. Designed for Fantasy Grounds version 3.3.4 and higher.

**Requires:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and a one time purchase of the Savage Worlds ruleset.

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Title: Fantasy Grounds - Suzerain: Caladon Falls Intro Pack (Savage Worlds)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 20 Mar, 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

The screenshot displays the SUZERAIN game interface. At the top center, the title "SUZERAIN" is prominently displayed in a stylized, metallic font. Below the title, a central list of units is shown, each preceded by a small icon and followed by its name and a letter in parentheses. The units listed are:

- Alaic (Crusader) H
- Alaic (Crusader) N
- Elohona (Druid) H
- Elohona (Druid) N
- Gregard (Larin (House Spv)) H
- Gregard (Larin (House Spv)) N
- Gris (Hunter) H
- Gris (Hunter) N
- Isolda (Archer) H
- Isolda (Archer) N
- Kavthi (Protector) H
- Kavthi (Protector) N
- Raelym (Enchanter) H
- Raelym (Enchanter) N
- Sir Nym (Knight) H
- Sir Nym (Knight) N
- Tyrnan (Mercenary) H
- Tyrnan (Mercenary) N

Surrounding the central list are six character cards, each featuring a different character and their name in a small box at the top:

- GREGARD-LARIN**: A dark, armored warrior with a sword.
- GRIS**: A hooded figure in green robes, holding a bow.
- TYRAN**: A knight in silver armor, holding a sword.
- KAYTH**: A warrior in red and blue armor, holding a sword.
- RAEVYN**: A woman in red and black attire, holding a staff.
- DONOMA**: A green, plant-like creature holding a staff.

At the bottom left, there is a health bar and a resource bar. The health bar shows a value of 0, and the resource bar shows a value of 4. On the right side, there is a vertical toolbar with various icons for game actions.


**MILLTOWN IRREGULARS 4-6**

**ISOLDE**  
 • Isolde

"Another lucky shot! Aren't they all!"

In Isolde's hands a bow and arrow are like a harp in the hands of a master player. She plucks the string and makes deadly accurate music. Some say she is the best shot in The Open. Certainly she has won the archery prizes at all the regional fairs the last few years. But, as Sir Balrin likes to remind the 'Pride of Milltown,' real targets shoot back.

"Not if I shoot first, m'lord," is Isolde's invariable reply. Balrin likes her confidence—and likes even more that she spends her every spare moment practicing. Good as the old is, she'll learn nothing new.




**MILLTOWN IRREGULARS 7-9**

**NYM**  
 • Nym

"Glory for the High King and House Laneer!"

Sir Nym, Knight of House Laneer, is determined to be the best knight in all Caladon. A true knight is brave, faithful, courteous, honorable, obedient to his liege, a defender of the weak, and ever ready to lay down his life in defense of the right. Or so the minstrels sing it. That the true demands of knighthood are often a bit more...complicated...than the tales would have it has not yet dawned on young Sir Nym.

This is a matter of some concern to his father, Sir Garan. Nym's skill at arms is undeniable. His courage is unquestionable. His devotion to duty is a




**THE MILLTOWN IRREGULARS 1-3**

**ALOIC**  
 • Aloic

"I pray that you will never see what I have seen."


Aloic, like justice, never sleeps. He doesn't dare. The nightmares began before Aloic was old enough to speak. His childhood was one long scream. Terrors invaded his infant mind like an unceasing current from deep wells of fear and horror beneath the roots of the world. His parents, simple townpeople, did not know why their only son cried and shook incessantly—and gurgled what might have been distorted words in an unknown tongue as his eyes rolled back in his head.

Healers could find no physical cause for the babe's discomfort. The doctors for wealthy slaves murmured




**SUZERAIN**


**ISOLDE**




**NYM**

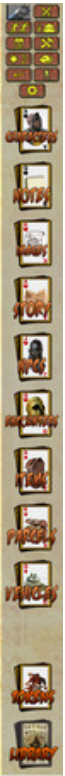


**ALOIC**




0





# SUZERAIN



**CALADON FALLS 25**

*Like the steep, hazy mountainside, Caladon and her noble houses have long been a kingdom of secrets and shadows.*

**HOUSE VESPER**

**HOUSE VESPER: THE OPEN SCROLL**

**Seat of Power:** Setfold, Caladon Falls (while House Vesper holds the High King's Throne).

**Trade:** Farming, knowledge, magic, and the arts.

Steel alone cannot rule a land. When the clash of arms fades, or drums out common sense, a knowledgeable mind must guide the throne. While other Houses boast of beauty or strength, House Vesper trades in knowledge. That power, in turn, has granted Caladon's throne to Vesper monarchs more often than it has to any other house.

Brogan Vesper was a fisherman with grand dreams. Born in a remote village along the coast near what would later be called Mordimaran, the future King Vesper grasped and chewed on any bit of

**HOUSE SUMMER**

**HOUSE SUMMER: KINGDOM OF DESIRE**

**Seat of Power:** Erymbank.

**Trade:** Gems, gold, ship-building, art and pleasure.

Known often as 'the kingdom of desire', Summer, and its royal family, present both jewels and serpents to the High King's lands. Bordered by Laneer, Killian, Marron, and two lakes, this realm provides one of the major gateways to Trader Imperium trade. Well favored with precious stones, woods, and metals, this tiny kingdom makes up for its size with wealth, art, and sometimes treachery.

When King Abborlyn the Clever claimed the high edge of land between the lakes and Jorna River, most people thought him mad. At that time, Summer was a thick wooded perch of stone, set

**HOUSE KILLIAN**

**HOUSE KILLIAN: FERAL HEARTS**

**Seat of Power:** Penryth.

**Trade:** Farming, husbandry, and animal training. A rough-and-tumble noble house, Killian prides itself on an almost primal connection to the land. Nestled in Caladon's most fertile wilderness, House Killian's kingdom favors a hardy approach to life and politics. Even its women are hard and strong; weaklings and cowards have no place in Killian.

From childhood onward, members of Killian's Iron Court are trained and tested. Sickly infants are abandoned, given away with one ear nicked as proof of their inferior stock. Many such children are taken in by farmers – the more hands the better, even if the child proved 'unworthy of his birth'.

**HOUSE LANEER**

**HOUSE LANEER: STEEL TRUTH**

**Seat of Power:** Byjorna.

**Trade:** Metalwork, stone, craftsmanship, and technology.

"A true heart", goes a saying drawn from the courts of Laneer, "holds promises of steel". That's no idle boast. Like their Killian neighbors, Laneerians pride themselves on honesty, courage and tenacity. Like the ores and stone mined from their mountainous homeland, the royal family of Laneer builds things to last.

Tucked between the Jorna River, Lake Eryn, Lake Killian and misty and high peak

**THE NOBLE HOUSES**

Caladon Falls 25

Drawn from the bounties and toils of the land, rooted in centuries of trade and tradition, the Seven Noble Houses of Caladon reflect – and guide – the temperaments of their people. Although each person of the kingdom is an individual unto him or herself, the personality of each House colors, and sometimes shadows, the people under its sway.

As ride the high, goes an old saying, so go the low. In this age, people look to the nobility for examples of how to live. Even the lowliest peasants watch the noble families and imitate the behaviors they see. Nobles set fashions, guide etiquette, and determine what is and is not considered proper within their realms. Conversely, they're inspired by their people in return. The interplay between the nobles, their people, their lands, and their trades remains subtle yet influential. Each one follows where the other ones go, and all four are inescapably intertwined.

Even in times of peace, the seven houses host intrigues, rivalries, alliances, and grudges between them. If House Summer and House Laneer are at cross-purposes, their family members, agents, and underlings will go out of their way to knock each other off-center; if the houses are allied, their people may be counted upon to assist each other, if only out of courtesy and a desire for future gain.

**four great**

Each noble house includes hundreds of members: the immediate family, united by ties of blood and marriage; the intimate agents, servants and advisors to that family; elite courtiers who maintain a close orbit to the family; and servants who exist in

**HOUSE THRACE**

**HOUSE THRACE: THE STEADY AXE**

**Seat of Power:** Portaugusta.

**Trade:** Timber, hunting, ship-building, and fishing.

Strong, solid, and more than a little bit dense, House Thrace stands like the trees for which it's known. Once the most extensive woodland in Caladon, this realm has since been largely deforested by its claim to fame: the timber trade. "The Steady Axe", as this house is known, has hewn down woodlands until the problem has become obvious. For centuries, it seemed, there were always more trees to cut down, more beasts to hunt, more forests to turn into gold. Recent surveys suggest otherwise, however, and protests have begun to rise toward the court. Sadly, at the

**HOUSE MARRON**

**HOUSE MARRON: QUIET THUNDER**

**Seat of Power:** Waterford.

orses, farming and fishing, metalworking, loge-making.

oud horse gone gray, House Marron has into a comfortable rut. Once the unifying ehind Caladon's kingdom, the realm now ke a prosperous, yet stagnant backwater, ish farms and trotting along on the power acy, yet unable to gallop again.

s ago, Gavin Marron led a titanic series of unite the seven families and drive out the , monsters, and empires who threatened to heir lands. The Great Father of Caladon was is, charismatic man whose huge war-axe

**HOUSE WALLEND**

**HOUSE WALLEND: DEEP AND HUNGRY ROOTS**

**Seat of Power:** Baerwald.

ade: Hunting, fishing, jewelry, and precious ones.

a tall oak both shelters its surroundings; and aws sustenance from them, so too does the verald Realm rise above the other kingdoms of ladon, and run its roots beneath them. In the ginning, when Laeym Wallend and her brother yne Wallend plied their bows and wiles in the rvnce of Gavin Marron, their skills in the forest idd the enemy's forests. Laeym died in the final ttle for Caladonian independence, but her unger brother claimed the realm's thickest forest her name. When he ascended the wildoak throne

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