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About This Content

Meanders Map Pack: Cutmere Shard

The Ice Terrains of the appropriately named Cutmere Shard lie to the Southern Lowlands of the Anorha Terra Mountain Range.

Whilst slightly warmer than the vicious sub temperatures of the arctic region of Darthfellen the bitter climate is only slightly more bearable than its larger peer. This periodically accessible location wavers between hundreds of miles of jagged razor sharp ice and floating ice floes whereupon every Summer season the Terrains melt back into the Bathys Ocean cutting off the Southern Trek and access to the Sunder Caves and Mawlands for months at a time. These Trackless Ice Wastes hold many secrets for those who dare navigate them, risking life and limb from bottomless chasms, violent unpredictable seas, razor-ice and bone-numbing cold.

- 1 Crystal Bridge Blender from Forest to Ice Wastes
- 2 Rocky Ice to Ocean Blenders
- 1 Ice Bridge
- 1 Ice Fortress
- 1 Trapped Under Ice Castle

-
- 7 Assorted Ravines
 - 2 Ice Cliff Ledges
 - 3 Ice Cliffs
 - 2 Ice Floe Extensions
 - 3 Frozen Oceans
 - 1 Cliff Ocean Overlook

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 27, 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: Cutmere Shard (Map Pack)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 5 Feb, 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

ColourGizmo allowing the use of Hexadecimal Colour Codes to set a User's Dice Colours.
For Fantasy Grounds v3.3+, the CoreRPG Ruleset and selected child Rulesets.
By Matthew James BLACK.
Copyright ©2004-2017 Peregrine I.T. Pty Ltd.

DOE: OLE Extension v2.0
An Extension that allows URL-Style External Linking from within Fantasy Grounds.
For Fantasy Grounds v3.3+, the CoreRPG Ruleset and selected child Rulesets.
By Matthew James BLACK.
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GM: [TABLE] Cutmere Shard Random Map Selection = [MAP] Ice 56 - Ice Cliff over Ocean

Chat

Cutmere Shard Random Map Selection

Random Map Roll Table

Roll	Custom	Output
1-3		[MAP] Ice 31 - Ice Shelf Bend
4-8		[MAP] Ice 52 - High Multi-Tier Ice Shelf over Ocean
9-12		[MAP] Ice 18 - Crystal Bridge from Forest to Ice Wastes
13-16		[MAP] Ice 57 - Ice Cliff Ledge over Ocean
17-20		[MAP] Ice 61 - Frozen Ocean
21-24		[MAP] Ice 32 - Ice Wastes and Ice Bridge
25-28		[MAP] Ice 62 - Frozen Ocean with Ice Island
29-33		[MAP] Ice 53 - Rocky Ice Shores to Ocean
34-38		[MAP] Ice 58 - Dual Ice Shelf Ravine
39-42		[MAP] Ice 63 - Ice Shelf Ravine Vert
43-46		[MAP] Ice 29 - Ice Wastes
47-50		[MAP] Ice 67 - Dual Deep Ice Shelves
51-54		[MAP] Ice 64 - Frozen Castle under Ice
55-58		[MAP] Ice 46 - Mountain Ridge and Ravine
59-62		[MAP] Ice 54 - Rocky Ice Shores to Ocean II
63-66		[MAP] Ice 59 - Ice Floes I
67-69		[MAP] Ice 65 - Frozen Ice
70-72		[MAP] Ice 55 - Ice Castle over Ocean
73-76		[MAP] Ice 30 - Ice Wastes and Frozen River

[MAP] Ice 56 - Ice Cliff over Ocean

Unidentified

[MAP] Ice 30 - Ice Wastes and Frozen River Unidentified Map / Image



[MAP] Ice 29 - Ice Wastes Unidentified Map / Image



Selection =

- [MAP] Ice 56 - Ice Cliff over Ocean

Chat

CM

0 1 2 3 4 5 6 7 8 9

IMAGES & MAPS

Folder Store

Group (All)

- [MAP SELECTION PANEL] Cutmere Shard
- [IMAGE] FG Cutmere Shard Module Thumbnail
- [IMAGE] FG Cutmere Shard Promo Graphic
- [IMAGE] Meanders In Use
- [IMAGE] Meanders Map Synch Sample
- [IMAGE] Thumbnail 60x60
- [LOGO] GTW Banner
- [LOGO] GTW Logo

TRAPS



PAGES



SPELLS



SPELLS



ITEMS



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Cutmere Shard Random Map Selection

Random Map Roll Table

Roll Custom Output

1d100

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59-62	[MAP] Ice 54 - Rocky Ice Shores to Ocean II	
63-66	[MAP] Ice 59 - Ice Floes I	
67-69	[MAP] Ice 65 - Frozen Ice	
70-72	[MAP] Ice 66 - Deep Ice Shelf Trapped Ocean	
73-76	[MAP] Ice 67 - Dual Deep Ice Shelves	

IMAGES & MAPS

Group (All)

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- [MAP] Ice 46 - Mountain Ridge and Ravine
- [MAP] Ice 48 - Ice Wastes II
- [MAP] Ice 52 - High Multi-Tier Ice Shelf over Ocea
- [MAP] Ice 53 - Rocky Ice Shores to Ocean
- [MAP] Ice 54 - Rocky Ice Shores to Ocean II
- [MAP] Ice 55 - Ice Castle over Ocean
- [MAP] Ice 56 - Ice Cliff over Ocean
- [MAP] Ice 57 - Ice Cliff Ledge over Ocean
- [MAP] Ice 58 - Dual Ice Shelf Ravine
- [MAP] Ice 59 - Ice Floes I
- [MAP] Ice 60 - Ice Floes II
- [MAP] Ice 61 - Frozen Ocean
- [MAP] Ice 62 - Frozen Ocean with Ice Island
- [MAP] Ice 63 - Ice Shelf Ravine Vert
- [MAP] Ice 64 - Frozen Castle under Ice
- [MAP] Ice 65 - Frozen Ice
- [MAP] Ice 66 - Deep Ice Shelf Trapped Ocean
- [MAP] Ice 67 - Dual Deep Ice Shelves
- [MAP] Ice Dragon 02 - Winding Ice Trail with Sku

Cutmere Shard - Product Information

Overview:

- [IMAGE] FG Cutmere Shard Module Thumbnail
- [IMAGE] FG Cutmere Shard Promo Graphic

Thank you for purchasing the Fantasy Grounds Meanders Map Pack: *Cutmere Shard*. The Ice Terrains of the appropriately named Cutmere Shard lie to the Southern Lowlands of the Anorha Terra Mountain Range. Whilst slightly warmer than the vicious sub temperatures of the arctic region of Darthfellen the bitter climate is only slightly more bearable than its larger peer. This periodically accessible location wavers between hundreds of miles of jagged razor sharp ice and floating ice floes whereupon every Summer season the Terrains melt back into the Bathys Ocean cutting off the Southern Trek and access to the Sunder Caves and Mawlands for months at a time. These Trackless Ice Wastes hold many secrets for those who dare navigate them, risking life and limb from bottomless chasms, violent unpredictable seas, razor-ice and bone-numbing cold. Take your trek from the relative safety of the Shard Roads into these unforgiving climes with 24 new maps (including 12 new designs especially for this pack).

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 Tins' at the base of this document for help on doing

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