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## About This Content

### Hellfrost: Lair of the Vermin Lord

*Savage Worlds Adventure for Fantasy Grounds in the Hellfrost setting*

*The specter of famine stalks the northern Hearthlands.*

*With the snow already falling, the key to thwarting disaster is the village of Dunross, for here are stored the winter supplies of many surrounding villages. Fresh faced and eager, the heroes are hired by a local merchant to collect sacks of flour from Dunross and deliver them to a bakery.*

*But things are never that simple.*

*What begins as a routine journey quickly embroils the adventures in a deadly plot to inflict starvation and untold misery on the citizens of the northern Hearthlands. Through the power of an unholy magical relic a dark swarm has been unleashed on Rassilion, a swarm which leaves only death and disease in its wake.*

Can the heroes survive the terrible host about to cross their path? If they do, have they the courage and skill to end the reign of terror of a sinister, inhuman foe? All will be revealed!

Lair of the Vermin Lord is the first adventure for Triple Ace Games' Hellfrost setting. This product contains maps and figure flats designed especially for this adventure.

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Hellfrost is exclusively designed for the Savage Worlds roleplaying game.

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

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

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Title: Fantasy Grounds - Hellfrost: Lair of the Vermin Lord (Savage Worlds)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 8 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



Saphira: Excuse me!

The screenshot shows a mobile application interface for a sports game. At the top, the score is 0-0 between Oakland and Denver, with 15:00 remaining in the 1st quarter. A blue dialog box titled "Simulation" is centered on the screen. The dialog contains three paragraphs of text and three buttons at the bottom: "Cancel", "Watch Live", and "Just Sim". The background shows a blurred view of a football field.

**Simulation**

In PSF, the AI plays every down, rather than trying to calculate the results, as in some other games. Every decision is real, and the results are calculated for every play. All this is done in memory, which is very fast.

A simulated game can complete in less than a second, but if you'd like to watch a game live, you have that option.

You won't see the playcalling screens, you'll just see every play animation. At any time, you can interrupt the game and cancel it, auto-complete it, or resume the simulation.

Cancel   Watch Live   Just Sim

Cancel   Settings   My League   Help   Let's Do This!









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