
Hide And Seek - Riot Helmet Keygen Download



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About This Content

A riot helmet you can equip as a hat as Hider and Seeker.
All hats override default map-specific hats.
3d preview available in the Hat Gallery

Title: Hide and Seek - Riot Helmet
Genre: Casual, Free to Play, Indie
Developer:
Llama Software
Release Date: 31 Aug, 2017

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Minimum:

OS: Windows 7 64-bit

Processor: AMD Phenom II X4 955 or Intel i5 2500 or better

Memory: 2048 MB RAM

Graphics: AMD Radeon R7 360 or Nvidia 750ti or better

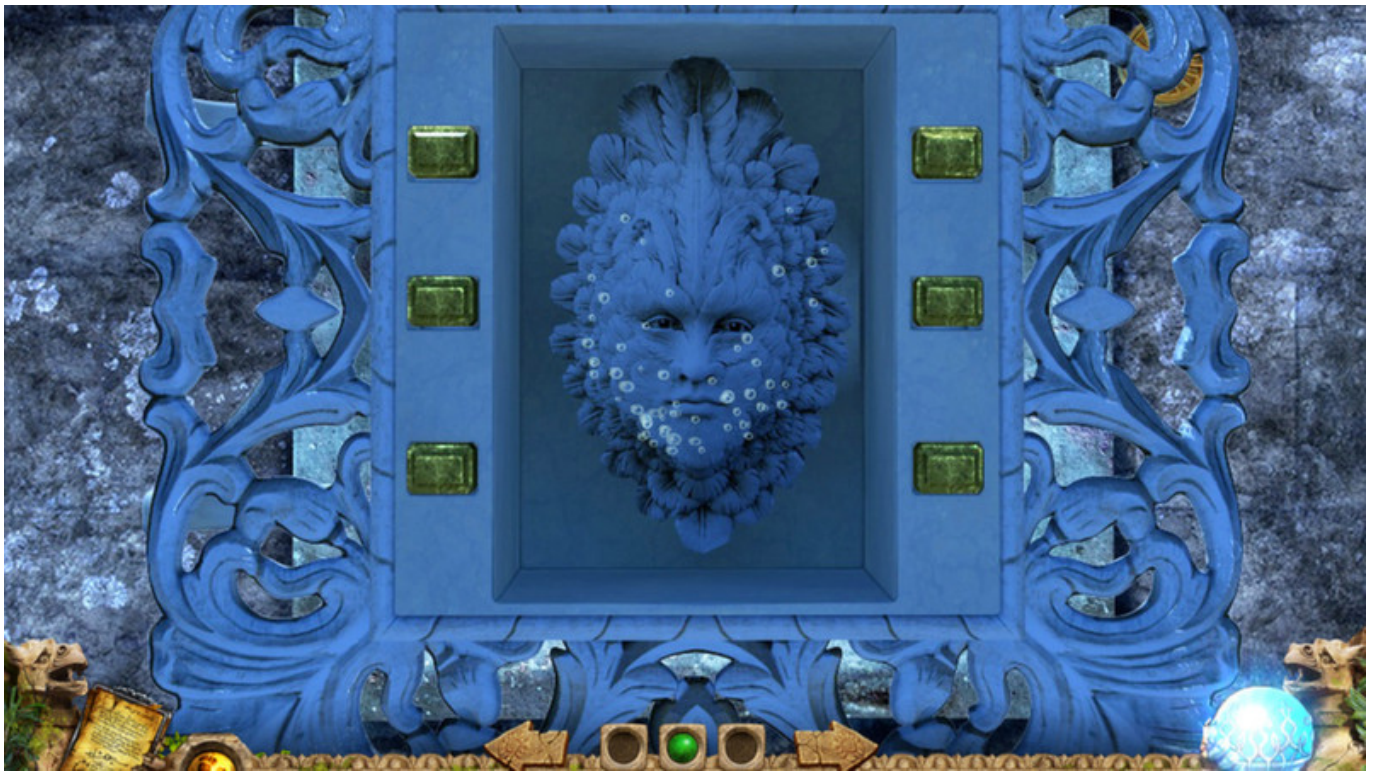
DirectX: Version 11

Network: Broadband Internet connection

Storage: 4 GB available space

Additional Notes: 64-bit OS is required. Minimum requirements target 720p at approximately 30 fps on lowest settings

English





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LAIR OF THE VERMIN LORD

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ADVENTURE

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- The Village of Dabot
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Aftermath

- Aftermath

GM INFORMATION: ALOV

Adlov lies at the edge of the Jagged Peaks and is the first settlement of note south of Hellfrost Pass. It is also a town entering its twilight years.

The city has far exceeded its capacity to house refugees. Hundreds of desperate souls live in shacks and tents, and what little food they do have is sold at a high price. The surrounding countryside, the area around the city, is a wasteland. The area is a town. The city gates are closed at night, and the city is patrolled by the perimeter around the city. The city is a town. The city gates are closed at night, and the city is patrolled by the perimeter around the city.

A DANGEROUS ROAD

During the journey, the heroes have three encounters. These occur in the order they are presented below. The first occurs in the afternoon, the second in early evening, and the third in the morning on the second day of travel.

- Ambush
- The Deserted Tower
- A Dead Rider

THE DESERTED TOWER

IMAGINE THE JUNKER

The tower has just two rooms, one on each floor.

Downstairs: The room is a total mess. Snow has blown in through the open door, firewood lies scattered over the floor, and the crates of provisions left here by the Roadwardens are smashed, their contents gone. A successful Notice roll reveals faint traces of blood on the floor around the fire and on the staircase. With a raise, the hero notices tiny paw prints in the blood. Identifying the tracks requires a Tracking roll. With success, the hero deduces they were made by rats.

Any hero making a successful Common Knowledge roll can deduce the fire was in the process of being stacked when whatever fate befell the tower occurred.

Upstairs: The upstairs chamber is a scene of carnage. Four skeletons lie on the bare stone floor, which is covered in

AMBUSH!

After a quick stop to rest, the snow and wind are blowing again. The snow and wind are blowing again. The snow and wind are blowing again. The snow and wind are blowing again. The snow and wind are blowing again.

Check for Surprise. The heroes are not surprised. The heroes are not surprised. The heroes are not surprised. The heroes are not surprised. The heroes are not surprised.

Monsters: The orcs are a group of four orcs and a gorse bush. The orcs are a group of four orcs and a gorse bush. The orcs are a group of four orcs and a gorse bush. The orcs are a group of four orcs and a gorse bush. The orcs are a group of four orcs and a gorse bush.

Orc Warriors (1 per hero)

On the first round, the orcs unleash arrows at the heroes. If the heroes don't move to attack, the orcs continue this attack. On the second round, the orcs must throw down their swords and draw their bows. If the heroes are free to search the area, the heroes are free to search the area. The heroes are free to search the area. The heroes are free to search the area. The heroes are free to search the area.

Savage Worlds Deluxe v4.3.0 for Fantasy Grounds. (c) 2011 Pinnacle Entertainment Group.

CoreRPG Ruleset v3.2.0 for Fantasy Grounds. Copyright 2015 Smiteworks USA, LLC

GM

Health

0

Target Score 4

Orc Warrior

Attributes: Ag 4, Sm 4, Sp 4, St 4, Vig 4

Derived: Dex 6, Pers 7, Tough 9, Armor 2, Cha 0

Skills: Spotting, Fighting, Guts, Intimidation, Noble, Shooting, Stealth, Throwing

Attacks: mace, short_sword

Special:

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