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About This Content

Meanders Map Pack: Vennire Woods II

Featuring 24 new terrains - Journey deeper and with more breadth into the Vennire Woods with a new selection of adventure map scenarios. Take your adventures from the comfortable well-travelled realms of civilization deeper into the forest where all manner of terrors and wonders await them.

- A creepy cabin in the woods
- Autumnal Forest variants
- Dead Tree Crossroads, Roads
- Terrains divided by Ravine or River
- Forked road with Bracken
- High-Sided Ambush
- Meandering Hill Top

-
- New Woodland Sprawl with an Altar or small Pond
 - Apple Orchard
 - Farmers Fields
 - Large Forest Lake
 - Open Forest Clearing for major encounters
 - Windswept Cemetery
 - Night-Time Cemetery with Opened Tomb
 - Nocturnal Forestry with Fireside Camps.

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. Join the maps in this module together with each other, with other modules in this series, use a single map or use a combination of Time-lapse, Role-play and/or the supplied weighted Random Roll Table to determine when maps are used and where adventurers end up next.

DM Convenience is the focus with 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 Or open Images/Maps tab to bring up a list of the maps labelled with a heading in [CAPITALS] and a brief description of each map so that you can quickly identify different files in this module, maps from this module and identify this module from others even if you have other FG meander modules open.

Converted by: **Kris Mc Dermott**

Released on December 11, 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: Venmire Woods II (Map Pack)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 8 Jan, 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

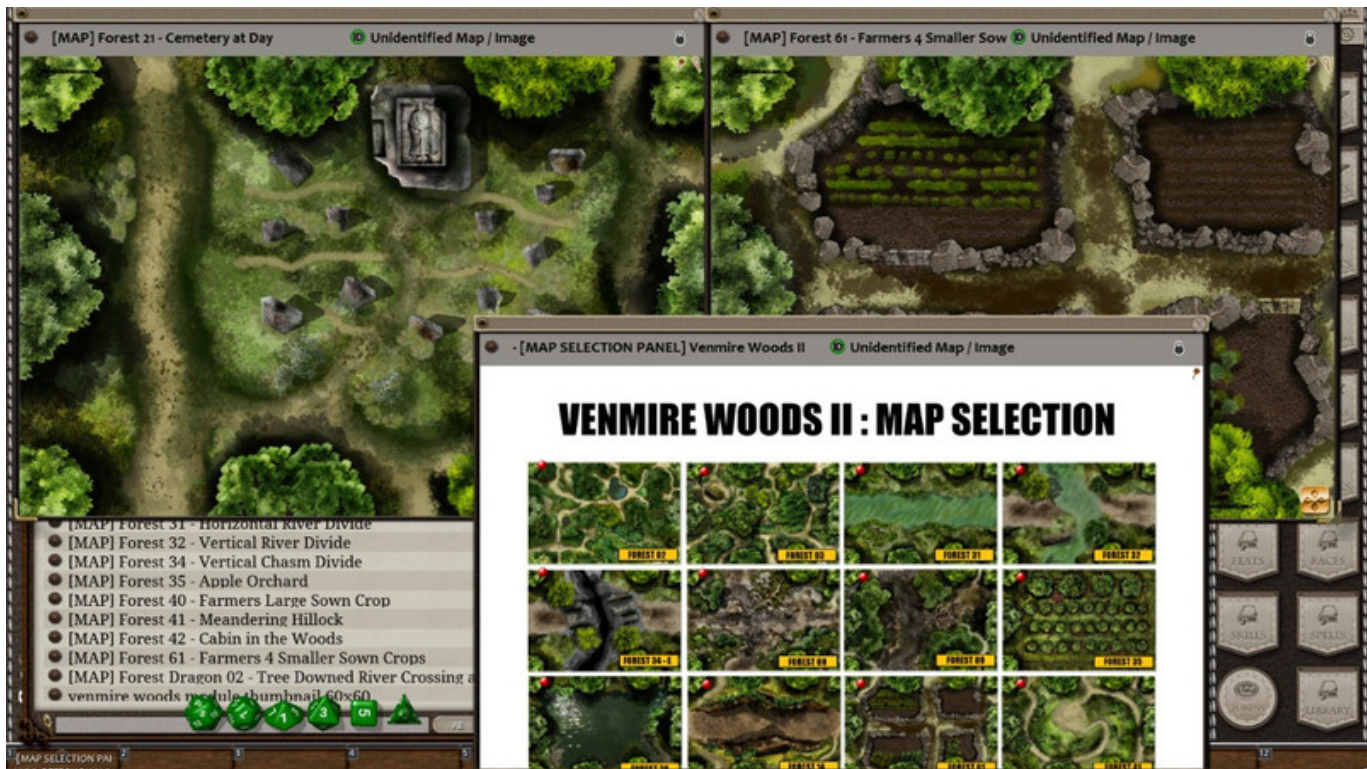
Storage: 500 MB available space

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





Venmire Woods II - Product Information

Overview:

- [IMAGE] Venmire Woods II Module Graphic
- [IMAGE] FG Venmire Woods II Module Thumbnail

Thank you for purchasing the Fantasy Grounds Meanders Map Pack: *Venmire Woods II*. Journey deeper and with more breadth into the Venmire Woods with a new selection of adventure map scenarios. From a creepy cabin in the woods blender that leads to Autumnal Forest variants, to new Road features including a Dead Tree Crossroads, Roads and Terrains divided by Ravine or River, Forked road with Bracken, High-Sided Ambush or Meandering Hill Top, New Woodland Sprawl with an Altar or small Pond, Apple Orchard and Farmers Fields, a Large Forest Lake, Open Forest Clearing for major encounters, Windswept Cemetery and Night-Time Cemetery with Opened Tomb and Nocturnal Forestry with Fireside Camps. Take them from the comfortable realms of civilization deep into the forest where all manner of terrors and wonders await them. Let the roads and rivers of previous sets combine with these new meanders to lead your adventurers to exciting new destinations pre-sized and displayed for optimal selection with the now standard addition of a Random Map Roll Table.

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 Tips' at the base of this document for help on doing that.

Join the maps in this module together with each other with other mod...

IMAGES & MAPS

Group: (All)

- - [MAP SELECTION PANEL] Venmire Woods II
- [IMAGE] FG Venmire Woods II Module Graphic
- [IMAGE] FG Venmire Woods II Module Thumbnail
- [IMAGE] Meanders In Use
- [IMAGE] Meanders Map Synch Sample
- [LOGO] GTW Banner
- [LOGO] GTW Logo
- [MAP] Flooded Village Blue 02 -Forest Flood with Debris
- [MAP] Forest 02 - Meandering Woodland with Pond
- [MAP] Forest 03 - Meandering Woodland with Altar
- [MAP] Forest 08 - Dead Tree Crossroads
- [MAP] Forest 09 - Forked Road with Bracken Pile
- [MAP] Forest 14 - High Sided Road Pass
- [MAP] Forest 17 - Autumn Woodland
- [MAP] Forest 18 - Autumn Woodland with Altar
- [MAP] Forest 21 - Cemetery at Day
- [MAP] Forest 22 - Cemetery at Night
- [MAP] Forest 26 - Large Lake
- [MAP] Forest 27 - Woodland Clearing
- [MAP] Forest 28 - Woodland with Pond at Night
- [MAP] Forest 29 - Woodland at Night with Campfire
- [MAP] Forest 30 - Woodland at Night with Campfire II
- [MAP] Forest 31 - Horizontal River Divide
- [MAP] Forest 32 - Vertical River Divide
- [MAP] Forest 34 - Vertical Chasm Divide
- [MAP] Forest 35 - Apple Orchard
- [MAP] Forest 40 - Farmers Large Sown Crop
- [MAP] Forest 41 - Meandering Hillock
- [MAP] Forest 42 - Cabin in the Woods
- [MAP] Forest 61 - Farmers 4 Smaller Sown Crops
- [MAP] Forest Dragon 02 - Tree Downed River Crossing and venmire woods module thumbnail 60x60

Venmire Woods II Random Map Table

Random Map Roll Table

Roll	Custom	Output
1d100		Venmire Woods II
1-3		[MAP] Forest 08 - Dead Tree Crossroads
4-8		[MAP] Forest 30 - Woodland at Night with Campfire II
9-12		[MAP] Forest 21 - Cemetery at Day
13-16		[MAP] Forest 26 - Large Lake
17-20		[MAP] Forest 02 - Meandering Woodland with Pond
21-24		[MAP] Forest 31 - Horizontal River Divide
25-28		[MAP] Forest 09 - Forked Road with Bracken Pile
29-33		[MAP] Forest 40 - Farmers Large Sown Crop
34-38		[MAP] Forest 17 - Autumn Woodland
39-42		[MAP] Forest 42 - Cabin in the Woods
43-46		[MAP] Forest 32 - Vertical River Divide
47-50		[MAP] Forest 41 - Meandering Hillock
51-54		[MAP] Forest 03 - Meandering Woodland with Altar
55-58		[MAP] Forest 61 - Farmers 4 Smaller Sown Crops
59-62		[MAP] Forest Dragon 02 - Tree Downed River Crossing and Bloody Clearing
63-66		[MAP] Forest 22 - Cemetery at Night
67-69		[MAP] Forest 34 - Vertical Chasm Divide
70-72		[MAP] Forest 14 - High Sided Road Pass
73-76		[MAP] Forest 27 - Woodland Clearing
77-82		[MAP] Forest 35 - Apple Orchard
83-88		[MAP] Forest 18 - Autumn Woodland with Altar
89-92		[MAP] Forest 28 - Woodland with Pond at Night
93-97		[MAP] Forest 29 - Woodland at Night with Campfire
98-100		[MAP] Flooded Village Blue 02 -Forest Flood with Debris

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