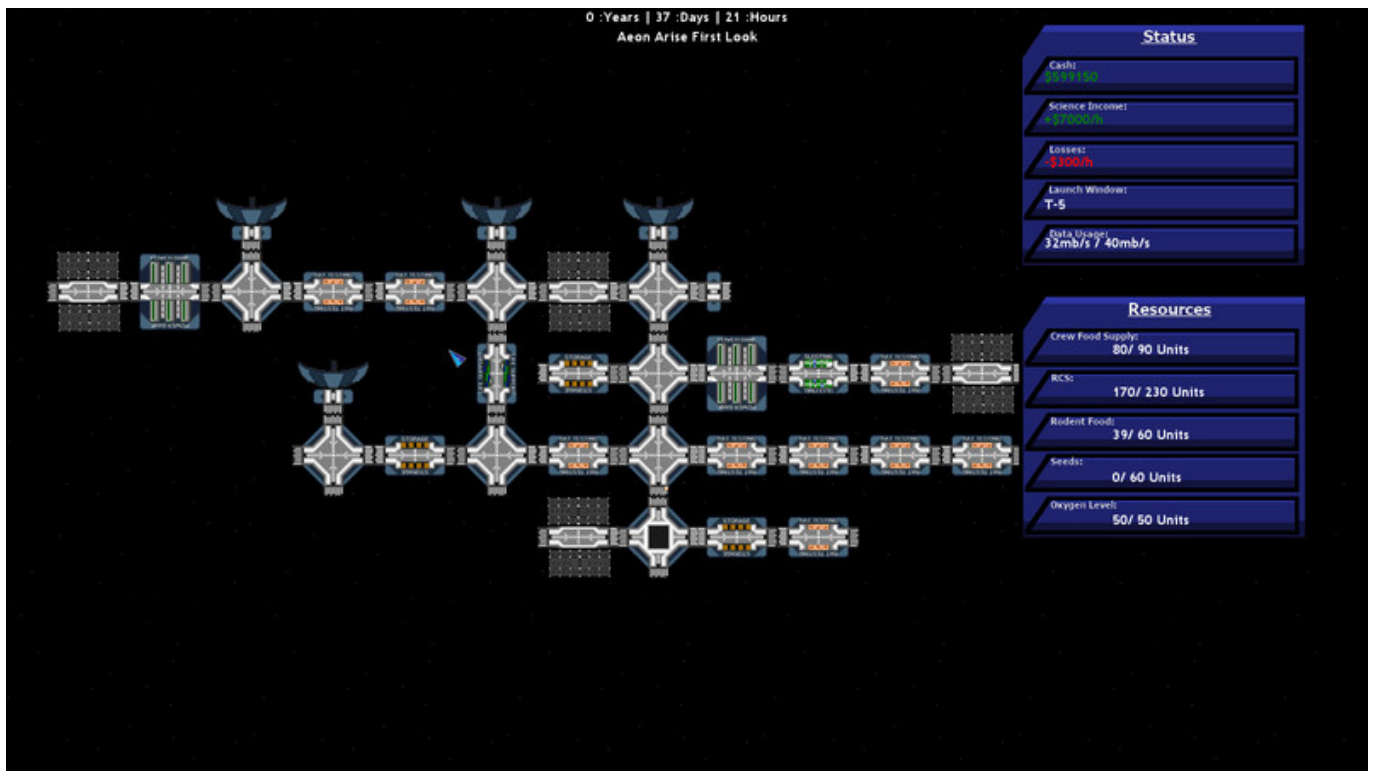


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## Fantasy Grounds - Masters And Minions (5E) Download In Parts



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### About This Content

### Masters and Minions

One thing we've noticed as game masters ourselves, is the challenge that most GMs face: prep time. With busy lives like ours in mind, we wanted to create a book that has NEW content to help with that! The idea with Masters and Minions was to develop some Bosses and their followers, but with a focus on how they use their minions - and provide some tips and strategies that any GM can "drag and drop" into a new or existing game. This new content will span levels 1 - 20, so the book will continue to provide you with new content as your players level up!

#### *Masters and Minions Features:*

- 16 bosses and their minions
- 6 new monsters
- tips and strategies
- developed antagonists
- motivations, goals and strategies for masters

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- plot ideas and roleplaying hooks
  - new lore
  - "plug and play" options for new or existing campaigns
  - the benefit of time-saving while prepping for a game
  - **\*\*All new\*\*** content not previously published or compiled from other products.
  - Detailed NPCs, with the primary focus being how the masters implement and use their minions.
  - Minions will be unique (new monsters). Alternate minion types will also be suggested.
  - Lore and description on each Master and how they use their minions.
  - Each Master has story hooks, tricks, and strategy on how to use each one effectively. This can potentially save hours of prep time for a GM.

#### **Creative Team:**

**Dan Dillon**, writer: Tome of Beasts/Kobold Press, Adventurer's League, Rogue Genius Games, Legendary Games, Rite Publishing.

**Jim Pinto**, writer: Legend of the Five Rings, Warlord, Protocol Praxis, The Carcass, George's Children, World's Largest Dungeon

Foreword by **Matthew Colville**: Writer and designer in video games. Writer of Priest (Ratcatchers #1), Thief (Ratcatchers #2), Critical Role: Vox Machina and runs a YouTube channel with 130K subscribers

**Conceptopolis**, LLC, artwork: Hasbro, Mattel, Marvel, DC, Wizards of the Coast, Lego, Sony, Square Enix, among others.

#### *What you can expect:*

- Encounters covering levels 1-20.
- Encounters are broken into levels 1-3, 4-7, 8-10, etc., allowing for flexible game options.

*Converted by:* **Michael Potter**

Released on April 18, 2019. Designed for Fantasy Grounds version 3.3.8 and higher.

**Requires:** An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included 5E Compatible ruleset.

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Title: Fantasy Grounds - Masters and Minions (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 30 Apr, 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.

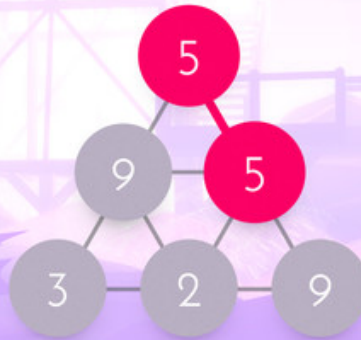
**Additional Notes:** Requirements vary by the add-ons installed and the number of players connecting to your game.

English

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Oh no - equal numbers on the connected nodes!

· press any key ·













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