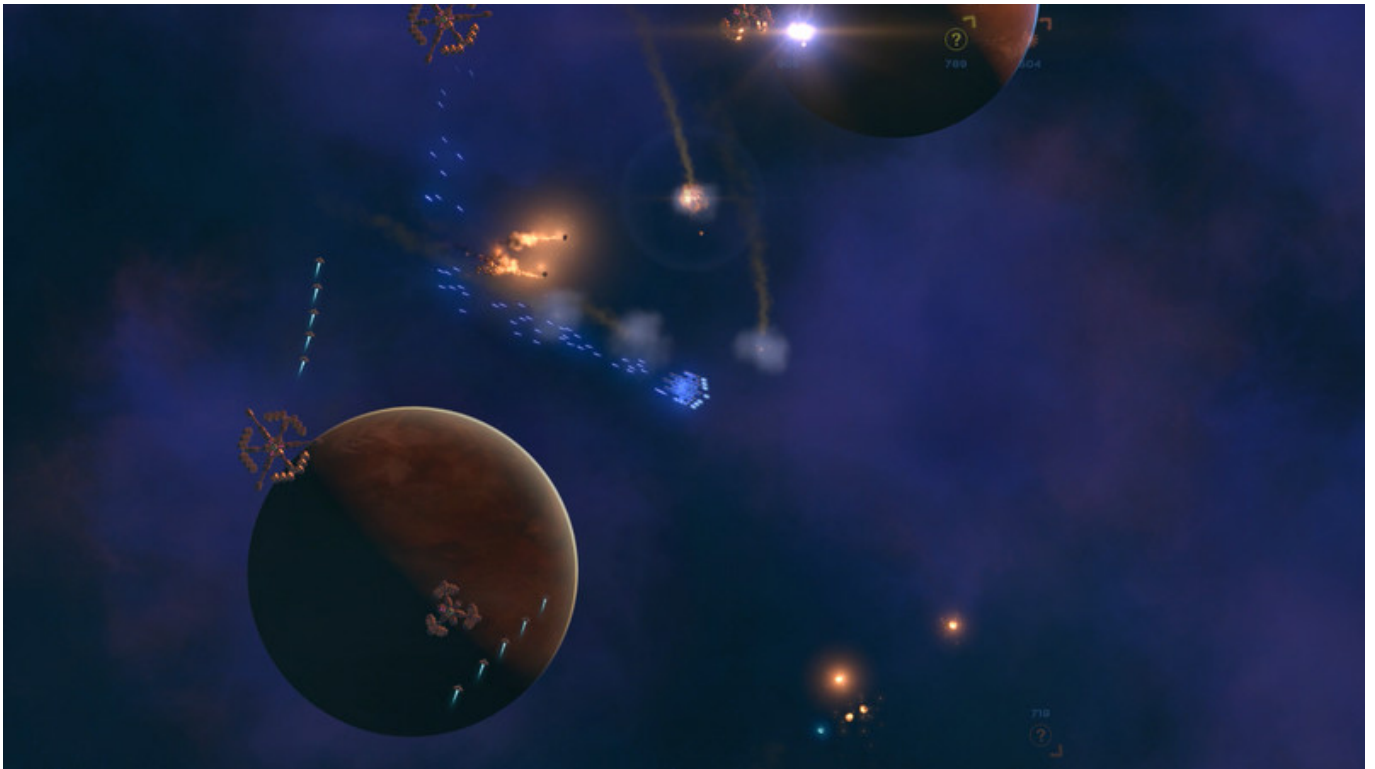

Captain Firebeard And The Bay Of Crows OST And DC Download By Utorrent



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About This Content

Relive the swashbuckling fun and adventure of this game by purchasing the original soundtrack of this game! Included are the many entertaining music tracks that served as the background of the game. Featuring charming jigs and epic orchestral tracks you will find your mind swept away to the high seas!

Included with the soundtrack is the director's commentary by Antonio Lorenzo Carino, the game's Director, Writer and Composer. Get an inside view of the thought process and decision making behind making a game like "Captain Firebeard & The Bay of Crows".

Tracks Included:

- 01 – Pirates on Deck
- 02 – Sneaking Around
- 03 – Battle near Trinidad
- 04 – Open Ocean Jig
- 05 – Moonlight on the Quarterdeck
- 06 – Fallen Comrade
- 07 – The Grand Manor
- 08 – Night Before the Raid
- 09 – The Bay of Crows
- 10 – Director's Commentary

Title: Captain Firebeard and the Bay of Crows OST and DC
Genre: Adventure, Casual
Developer:
Sapphire Dragon Productions
Publisher:
Sapphire Dragon Productions
Release Date: 4 Oct, 2017

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Minimum:

OS: Microsoft® Windows® Vista / 7 / 8/ 8.1/ 10

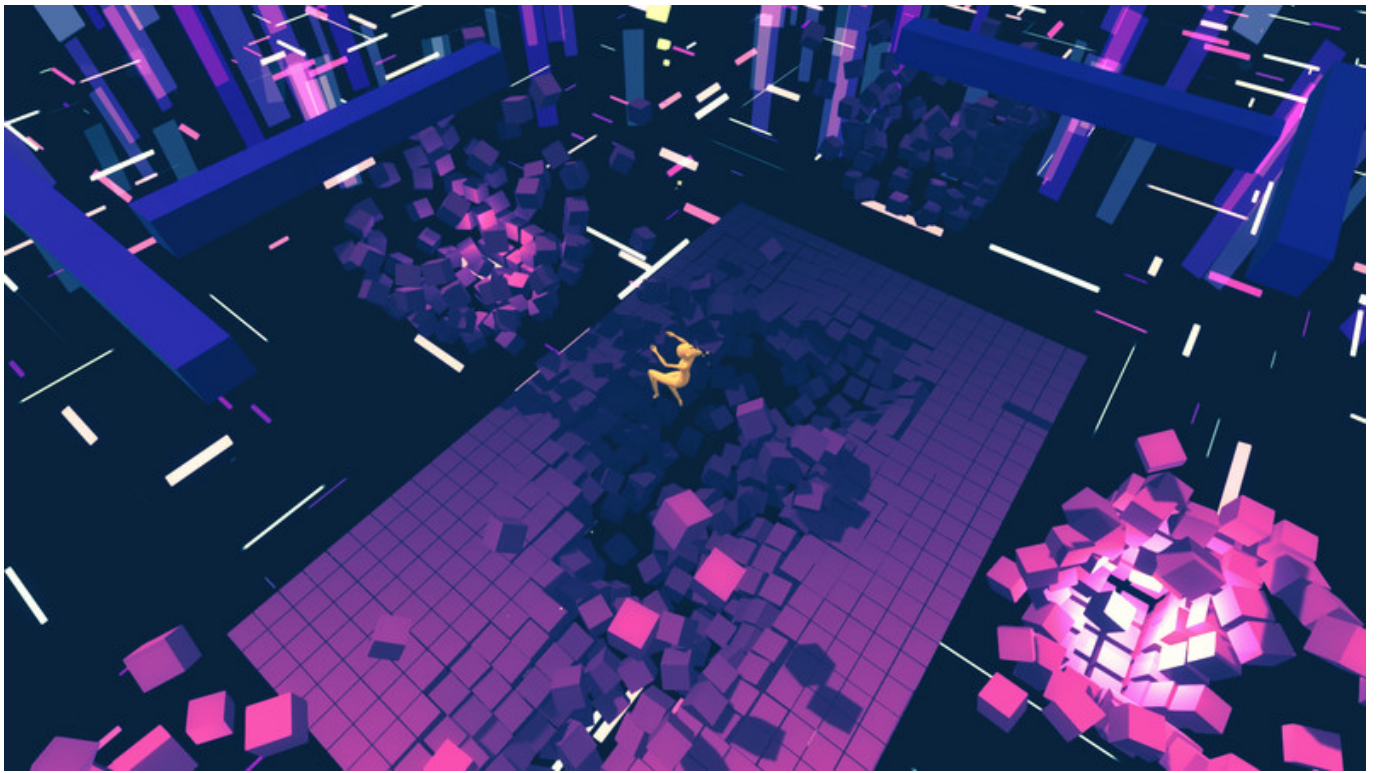
Processor: Intel® Pentium® 4 2.0 GHz equivalent or faster processor

Memory: 1 GB RAM

Graphics: Integrated Graphics Chip

Storage: 500 MB available space

English



Story

Templates

Group: RS - City Backdrop Languard

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- 2.01 The Wonderful Company of Freetraders
- 2.02 The Sagacious Masters of the Eldritch Nexus
- 3.0 Daily Life
- 3.01 Law and Order
- 3.02 Trade and Industry
- 3.03 Getting to Greenhold
- 4.0 Fortifications
- 4.01 Low Gate
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- 4.03 G3: Traitor's Gate
- 4.04 G4: Duke's Gate
- 4.10 Major Temples
- 4.11 T1: Fane of the Waves Eternal
- 4.12 T2: The Father's Hall
- 4.13 T3: The Great Forge
- 4.14 T4: Watzler's Spire
- 5.0 Low City
- 5.01 L1: Low Market
- 5.02 L2: Vonya's Span
- 5.03 L3: The Sycyle
- 5.10 The Shambles
- 5.11 S1: Raker's Crossing
- 5.12 S2: The Bloody Eagle
- 5.20 The Fishambles
- 5.21 F1: The House of Sighs
- 5.22 F2: The Drunken Sailor
- 5.30 The Wrecks
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Front Cover

Back Cover

4.0 Fortifications

An aged fortress, **Castle Languard** (from which the city gets its name), well equipped with catapults and ballistae, defends Languard's seaward approaches and serves as Duke Hononon's demesne. Vigils, but persistent rumours among the populace speak of a network of deep caves and caverns below the castle and of dark, terrible deeds wrought in their shadowed depths.

Formidable, 20-foot high walls encircle Languard. At three points, stout gates, flanked by 50-foot tall towers, pierce the wall, heavily fortified and well garrisoned; they close at dusk and do not reopen again until dawn crosses the horizon.

Duke's Gate: The quietest of all Languard's Gates, the little-used road from here leads northwards to Black Tower and the domal village of Coldwater.

Low Gate: Winding the harbour's approaches, Low Gate was built to remove as much cart and wagon traffic as possible from the narrow confines of the city.

River Gate: A monomer, River Gate isn't a gate at all, instead, about watchtowers flank the Sweet River where it flows into the city. Protected by a thick chain that can be raised and lowered as needed, the river is tidal and is used by the populace as a convenient place to dump much of their filth and rubbish. For those willing to get wet and cold, River Gate is the easiest way to enter Languard after dark.

Traitor's Gate: The rotting, mutilated bodies of thieves, murderers and other mal'ard-walls hang in iron cages from Traitor's Gate, left here as a warning—and as a stark demonstration of the duke's power and high regard for the law—they serve as a grim welcome to the town. Most visitors enter Languard through Traitor's Gate, as beyond lies the South Road which links the town with the rest of the duchy.

5.21 F1: The House of Sighs

This large, dilapidated building was once a warehouse and is now an almshouse. However, where once the House of Sighs was a charitable enterprise funded by local merchants it is now little more than a workhouse. People here have literally nowhere else to go. Conditions within are grim: the roof leaks, the place is overcrowded and the food is poor. In return for the dubious benefits of a bed, the " inmates" fix nets, patch rope and attend to other less wholesome tasks. Many rumours swirl about the House of Sighs and its chancellor, Nallas Boferg.

NOTABLE PEOPLE

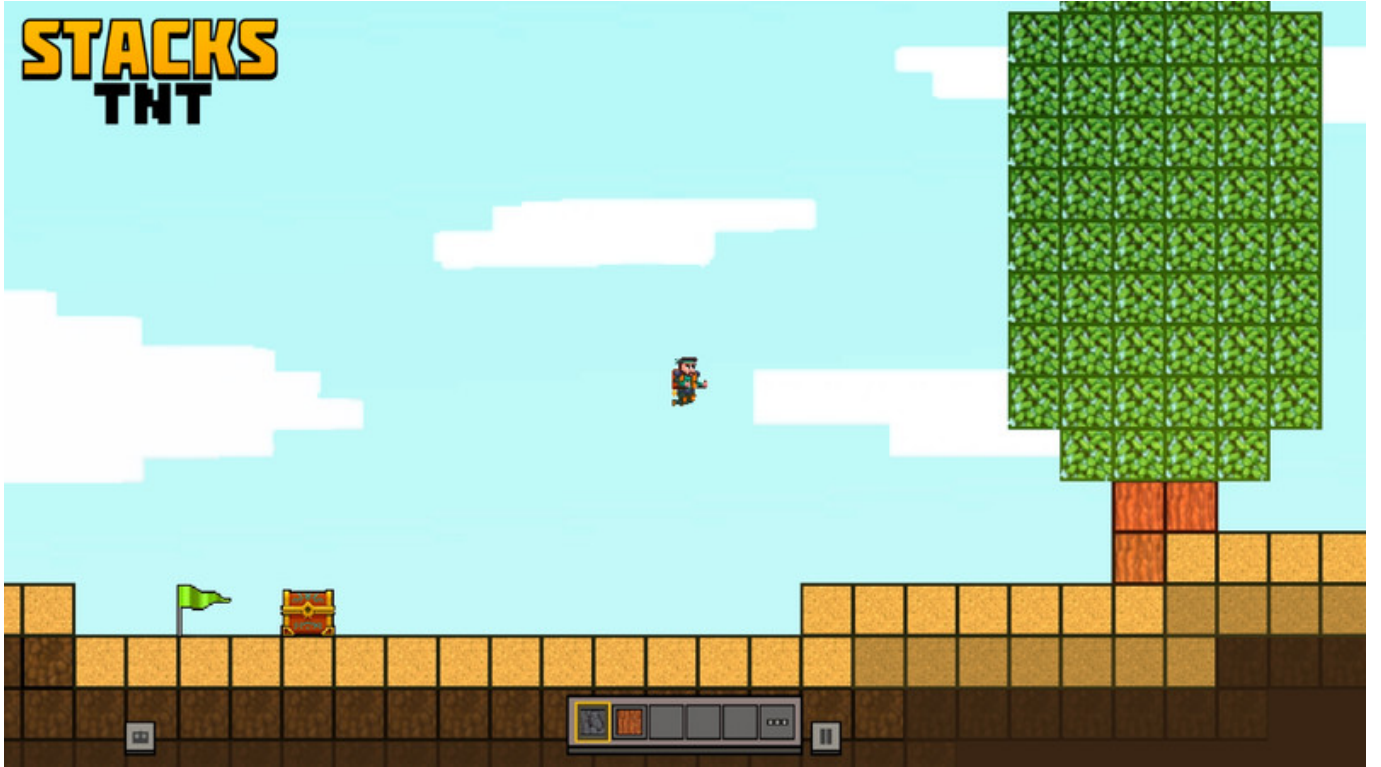
- Chancellor Nallas Boferg (N2 male dwarf fighter 5): A skilled warrior, Nallas is adept both in fighting and deception. Few realize the black depths of his heart. He cares little for his charges' health or wellbeing and only cares for profit. He is shameless, lazy and a sadist.

5.21 F1: The House of Sighs (encounter)

HOOKS

- Rumours reach the PCs ears that the House of Sighs is a front for a clandestine smuggling operation. (This may well be true; certainly, inmates disappear with surprising regularity.)
- Nallas—hearing of the PCs' successful adventures—seeks the party out in hopes of securing a donation to keep the House of Sighs running. Most of any coin given ends up in his pockets.

STACKS TNT



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