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The Ino Chronicles: Ascension - DLC Download Gratis



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## About This Content

DLC for The Ino Chronicles: Ascension

Contains 67 songs and 2 images

Songs are in ogg format and are found in the same folder as The Ino Chronicles: Ascension

Images are in png format and are found in the same folder as The Ino Chronicles: Ascension

### Song listing

- 1 - Prelude Medley
- 2 - Fight For Freedom
- 3 - Royal Guard
- 4 - Woods of Mystery
- 5 - Welcome To Our Town
- 6 - Find The Way Through
- 7 - Grand Empire
- 8 - Don't Be Afraid
- 9 - Man of Mystery
- 10 - Planet Ino
- 11 - Ruins Of Death

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- 12 - Mysterious Valley
  - 13 - Island Nations
  - 13 - Handar Paradise
  - 15 - Fight On!
  - 16 - One On One
  - 17 - Tower of Naera
  - 18 - Through The Shrine
  - 19 - Xenonia, The Sacred Sanctum
  - 20 - Fortress Of The hgandar
  - 21 - Oh No!!
  - 22 - Winds of Spring
  - 23 - Minecart Madness
  - 24 - Land Of The Small Ones
  - 25 - On The Great Blue Sea
  - 26 - Vidaiac, The Eerie Temple
  - 27 - Calm Village
  - 28 - Watery Paradise
  - 29 - Past Memories
  - 30 - Dragonhold
  - 31 - Sky City of Erads
  - 32 - Elanor Gale
  - 33- Palace of the Gods
  - 34 - A God Wants To Fight
  - 35 - Flight Of The Dragon
  - 36 - Cavern of Fire
  - 37 - Great Tragedy
  - 38 - Adrenaline Rush
  - 39 - The New Future
  - 40 - The Aftermath - Town
  - 41 - The Aftermath - Village
  - 42 - Our Home
  - 43 - Running Through The Fields
  - 44 - Stillwater Fortress
  - 45 - The Decisive Battle
  - 46 - Sons Of The Dragon
  - 47 - Victory Theme
  - 48 - The Mind's Path
  - 49 - Game Over
  - 50 - Zekks Tempest
  - 51 - Ever Remembered
  - 52 - Final Dungeon Theme 1
  - 53 - Final Dungeon Theme 2
  - 54 - Evil Incarnate
  - 55 - Arath Vio
  - 56 - For The Future
  - 57 - The Fateful Choice
  - 58 - A Clash Of Ideals
  - 59 - Ending Theme

Unused Songs

- 1 - Titus Mordecai
- 2 - Through The Shrine (Alternate)
- 3 - Planet Ino (Alternate)
- 4 - Aldren Tempest

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- 5 - Malrok Shaol
  - 6 - Gilesford, city Of Psychics
  - 7 - The Town of Ghosts
  - 8 - Remembrance of War

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Title: The Ino Chronicles: Ascension - DLC

Genre: RPG

Release Date: 29 Mar, 2018

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**Minimum:**

**OS:** Windows 7, Windows 8, Windows 10

English



**THE GODS' ROLE**

The gods are natives of the Maelstrom, as well as its most powerful residents. They've mastered the art of tapping the Maelstrom's power for themselves, and have learned how to ride its timeless waves, seeing from one end to the other at a single glance. With this knowledge, they comprehend how the Maelstrom fits together with each realm, like an enormous transdimensional puzzle. The gods are even able to see through the Veil where it is thin, though the picture they get can be somewhat garbled. Their messengers and followers are legion.

Gods are a powerful bunch, but they do have their limits: the other gods for one, and their common agreement to stay out of the mortal realms for another. Despite their subtle cosmic purpose, many gods seek to exert their influence as much as possible. To this end, they engage in politicking and favor-trading on an astronomical scale. If Ochun, She of the Sweet Waters, desires the prayers of a newly sentient race of crystal spheres, she cannot just send a few miracles and start reaping the glory. First she makes sure that none of the more powerful gods have interest in the same development. If they do, she builds up a pantheon of smaller gods who will support her.

Many of the gods within the Maelstrom have heroes of Suzerain begins. Someone needs to demonstrate the power of the crystal spheres, and guide the new race to the mortal realm. Many of the gods within the Maelstrom have heroes of Suzerain begins. Someone needs to demonstrate the power of the crystal spheres, and guide the new race to the mortal realm.

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**HEROIC GAMES**

One of our goals with Savage Suzerain is to get you to agree that "Life begins at 60". While many Savage Worlds campaigns finish around 60-80sp, Suzerain is just getting started. At 60 sp, characters break into the big leagues; they become heroes in the eyes of the universe and get a chance to strut their stuff on the universal stage. Here are some thoughts on running games for Heroic and Legendary rank games.

Playing a Heroic rank character doesn't have to involve a patron god. Some characters become Heroic without ever stepping into the Maelstrom. They simply reach a point in their own development where they grow beyond the role of a normal person, even a normal adventurer. Their abilities and powers increase to levels no regular mortal could hope to attain, powers that appear legendary to those around them. These heroes know nothing of the Maelstrom, the gods, or the Veil - nor do they care. They find their own problems to solve, their own goals to strive toward, and their own enemies to face. And they do all that within their own native setting.

Despite this book's focus on the traveling hero, there are still characters who stick to one realm and timeframe. Not every realm rank character gets together for a good time, especially eye-gouging toughness. A sufficiently advanced civilization can provide ample challenge to even the most powerful heroes.

Sticking to one realm allows characters a chance to build far-reaching influence. With that kind of family to evolve past their initial, possibly flat, character into inner world depths, its outer counterpart expands to influence the fates of nations even if they stay at home. Sticking to one realm allows characters a chance to build far-reaching influence. With that kind of family to evolve past their initial, possibly flat, character into inner world depths, its outer counterpart expands to influence the fates of nations even if they stay at home.

**HEROIC DIRECTION**

The players all know how to make their characters and they're ready for the big time. You're the GM, and they're looking at you expectantly. Now you have to deliver. There are so many directions to go with a Suzerain game that the number of options can be daunting at first, how do you make the most of them to create a memorable, unique experience that they'll reminisce about for years to come? Your players are waiting, the pressure mounting.

One of the biggest questions with a Heroic rank game in Suzerain, and one of the first questions you should ask both yourself and your player, is multisetting or single-setting? Obviously you'll all need to agree - don't force your players into a single setting when they want to explore a bunch of settings and genres, and don't lock them out into the vastness of time and space when they just want to focus on their own neighborhood.

Here are some pointers compiled from seven years of development. Relax - it's all going to be just fine.

**One World**

Single-setting epics offer a more traditional play experience. One setting, one set of genre conventions to internalize and adapt to. If the characters are ongoing ones, both you and the players already know the setting. It's familiar territory, comfortable grounds. Of course, that should change, and quickly. Don't let the players or their characters become complacent and lazy. They're playing with the big boys now. Throw a new threat at them, one they've never encountered before and don't know anything about. That should make them up. Up the ante, not only with bigger and badder villains, but larger stakes.

Savage Worlds Deluxe v4.3.1 for Fantasy Grounds.  
(c) 2011 Pinnacle Entertainment Group.

CoreRPG ruleset v3.2.1 for Fantasy Grounds  
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GM

Modifier

0

1 2 3 4 5 6 7 8 9 10

Target Score

4











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