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Call Of Pixel: Close Quarters - Cosmetics Pack Activation Code Generator



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## About This Content

7 new cosmetics to refine your look and support the game.

Contents:

- Band Hat
- Commander Helm
- Pirate Hat
- Steel Mask
- Gas Mask
- Hocket Mask
- Skull Baclava

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Title: Call of Pixel: Close Quarters - Cosmetics Pack  
Genre: Action, Casual, Free to Play, Indie, Massively Multiplayer  
Developer:  
Moka  
Franchise:  
Call of Pixel  
Release Date: 17 Dec, 2018

a09c17d780

**Minimum:**

**OS:** Windows 7 32-bit

**Processor:** 2Ghz

**Memory:** 4 GB RAM

**DirectX:** Version 10

**Storage:** 1 GB available space

English

Castles and Crusades  
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Castles and Crusades ruleset v3.2.0 for Fantasy Grounds  
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Core RPG ruleset v3.2.0 for Fantasy Grounds  
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Group: The Helm of Night

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#### 3.4.5 SIXTH FLOOR TEMPLE

**MAP: Sixth Floor Temple**

There is no noticeable entrance to the 6th floor, the sacradatum for the Tower of Horek. The priests who serve the memory of Unklar, and the rule of Coburg the Undying dwell in the room, leaving it on the backs of the giant bats they house. The Lord of the Tower, or other visiting dignitaries, gain access via a rope trick that has permanency cast upon it. In the northwest corner of the Lord's chambers in Area 38, hangs a rope that if climbed leads up to Level 6, Area 39 of the Tower. Otherwise entry is gained onto the tower or on the backs of s

**Area 39**  
**Area 40**  
(Press Ctrl on map to show full location.)

#### 3.4.6 AREA 39

**AREA 39:** The characters can easily pull themselves up the rope and into the room.

Pulling yourself up through the dimensional space brings you into a cold chamber where the crisp air catches your breath. The room itself is as large as the tower and dominated by a single large pool where the water seems caught in the air's frozen embrace. Ice creeps up the walls like clawed fingers, patches of it cling litter the floor. The pool itself is shaped like two intersecting 8's and the middle is bridged by a short walk upon which sits a statue of the horned god himself. Standing in all its glory the statue's power and looks over all with doors dominate the eastern w

#### 3.4.7 AREA 40

**AREA 40 STABLES:** The five doors lead each to a stable where five, non-four, greater vultures are housed. Each of these stables has all the accoutrements needed for saddle and ride the beasts. They are tame, though very aggressive. Two handers dwell in stable 4; Roderic, who has already left with the Vessel of Souls and Eorum, but he is harmless with 4 hit points. Any attempt to attack or threaten him leads to his utter collapse or suicide as he leaps off the tower.

He immediately starts babbling about the Fair Lady with the mask and how Roderic took a vulture and with it her. He confesses that Roderic wasn't taking her to Aufstrag but to the town of Galika where he hoped to sell her into slavery. Beyond that he cannot say.

The stables themselves are small with large doors that open to the outside world.

The greater vultures respond to anyone who mounts them and rides much like a horse. Anyone with a rudimentary knowledge of horsemanship can ride one.

#### 6th Floor

Undentified Map | Image

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