Fantasy Grounds - B14: The Battle For Bridgefort (5E) Download Install

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About This Content

B14: The Battle for Bridgefort

A 5E Compatible Adventure for 4-6 heroes level 6-8

The city of Bridgefort is under siege! Hordes of humanoids are assaulting the city in an organized army.

Only the party stands between the enemy and the defenseless civilians of the Western Province.

Can they defeat the numerous foe and confont their leader determined to bring about the destruction or enslavement of the kingdom?

Also included in Battle for Bridgefort:

- Fight enemies who use unusual tactics to attack the city, including tunneling, fly potions, and riding dire bats.
- Use the parties skills to overcome difficult challenges, such as Knowledge (Engineering), Craft (Alchemy), Diplomacy, and more!
- Work with notable NPCs who help the party as they move around in the defense of the city without controlling every

aspect of the encounters.

- Fight in a war where your successes and failures in each battle change the outcome, the final battle, and the rewards.
- Complete with details of the city of Bridgefort, a fortified trading city rich in history that can be used in your campaign.
- Perfect for experienced or beginning Game Masters!

Converted by: Leonid Ponomarev

Released on October 30, 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 the included 5E Compatible ruleset.

Title: Fantasy Grounds - B14: The Battle for Bridgefort (5E)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 8 Nov, 2018

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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

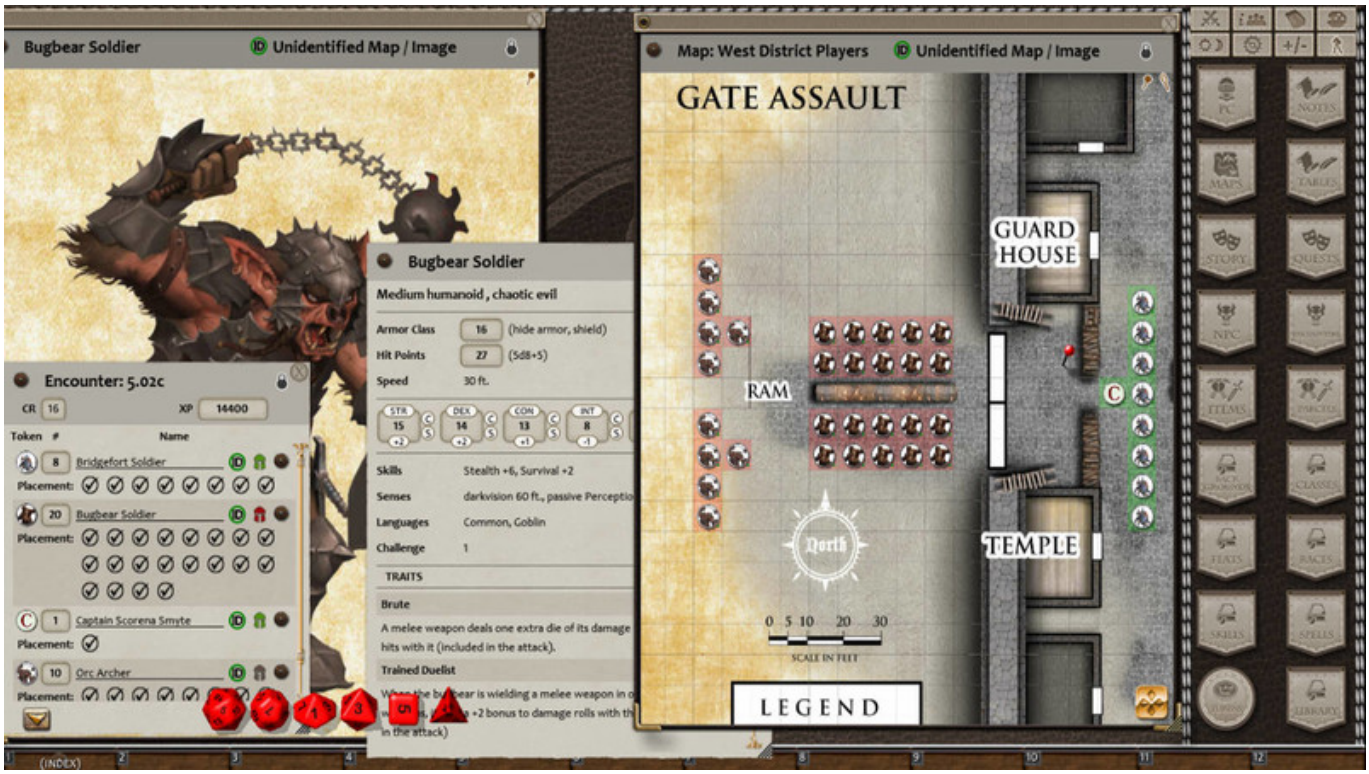
Network: Broadband Internet connection

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


Bugbear Soldier
Unidentified Map / Image
Encounter: 5.02c
CR 16
XP 14400
Token # Name
8 Bridgefort Soldier
Placement:
20 Bugbear Soldier
Placement:
1 Captain Scorena Smyte
Placement:
10 Orc Archer
Placement:
Bugbear Soldier
Medium humanoid , chaotic evil
Armor Class 16 (hide armor, shield)
Hit Points 27 (5d8+5)
Speed 30 ft.
STR 15 +2
DEX 14 +2
CON 13 +1
INT 8 -1
Skills Stealth +6, Survival +2
Senses darkvision 60 ft., passive Perceptio
Languages Common, Goblin
Challenge 1
TRAITS
Brute
A melee weapon deals one extra die of its damage
hits with it (included in the attack).
Trained Duelist
+2 bonus to damage rolls with th
in the attack)
Map: West District Players
Unidentified Map / Image
GATE ASSAULT
GUARD HOUSE
RAM
TEMPLE
North
0 5 10 20 30
SCALE IN FEET
LEGEND
(INDEX)

Emperor Chez'nak
Unidentified Map / Ima
Unidentified Map / Image
Emperor Chez'nak
Large fiend , lawful evil
Armor Class 18 (plate)
Hit Points 110 (13d10+39)
Speed 30 ft., fly 30 ft.
STR 19 +4
DEX 11 +0
CON 16 +3
INT 14 +2
WIS 12 +1
CHA 15 +2
Saving Throws Dex +4, Con +7, Wis +6, Cha +6
Skills Arcana +6, Deception +8, Perception +5
Damage Resistances lightning
Damage Immunities fire, poison
Senses blindsight 10 ft., darkvision 60 ft., passive Perception 15
Languages Common, Draconic, Giant
Challenge 10 XP 5900
TRAITS
Innate spellcasting
Emperor Chez'nak's innate spellcasting ability is Charisma (spell save DC 14). He can innately cast the following spells, requiring no material

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4-6 PCS
Adventure
LEVELS 6-8
BATTLE FOR BRIDGEFORT
BRIDGEFORT SAGA PART THREE
B14
5E
Fantasy Grounds
CONTENT FOR USE WITH
FANTASY GROUNDS VTT
2.00 Adventure Synopsis
Chapter One: City Under Siege
The party arrives in the city of Bridgefort just before the attacks begin in earnest. Baron Mercen has already evacuated the citizenry from the city. He is paying a significant amount of gold for any help from seasoned adventurers to repel the oncoming assault. The first order of business is setting up defenses at the main west gate, with the help of Captain Scorena Smyte.
Chapter Two: Foiling the Enemy Plans
After dealing with the initial problems near the front gate of the city, several other districts fall under attack. The party first travels toward the Copper District to deal with several flying humanoids (via potions and spells). They then travel near the Warehouse District and confront enemies tunneling under the city.
Chapter Three: Final Conflict
The last wave of humanoids attacks Bridgefort. For defensive purposes, only one bridge remains connecting West District and East District. The enemy makes a final rush on the bridge, on the backs of flying mounts. The party has to deal with this latest threat, then confront Emperor Chez'nak himself. The fate of Bridgefort rests with this final confrontation.
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