

Fantasy Grounds - Battlefield Events (5E) Xforce



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About This Content

Battlefield Events

Every fight is different, whether that be due to the participants, the weapons, the location, or even the weather. A sudden gust of wind or ground tremor, a wandering monster attracted by the commotion, or even a previously undiscovered trap - all these can swing an encounter. Fate and fortune, after all, are as much part of the battle as are skill and planning.

This product introduces battlefield events - random events which can happen on the battlefield, affecting the combatants or the environment. Battlefield events add an additional element of randomness into battle.

This product includes:

- 19 battlefield events
- 6 battlefield fumbles

By **Russ Morrissey**

Conversion by **David Brown**

Released on May 09, 2018. Designed for Fantasy Grounds version 3.3.5 and higher.

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

Title: Fantasy Grounds - Battlefield Events (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 16 May, 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



TABLES

- Battlefield Events
- Fumble Description

Battlefield Events

Event

Roll Custom Output

0 Chat

1d20 **Event**

1 - 1 A strong gust of wind suddenly blows across the battlefield. The force of the gust automatically extinguishes candles, torches, and similar unprotected flames. It causes protected flames, such as those of lanterns, to dance wildly and has a 50% chance to extinguish those lights. Ranged attack rolls and non-magical flight are not affected, because the gust is too brief. In addition to the effects noted, a gust of wind can do anything that a sudden blast of wind would be expected to do. It can create a stinging spray of sand or dust, fan a large fire, overturn delicate awnings or hangings, heel over a small boat, and blow gases or vapors to the edge of its range.

2 - 2 An environmental effect limits visibility. The cause of this depends on the location — it may be the closing of a window or door, clouds obscuring moonlight, a sudden heavy fog or sandstorm, or the failure of magical lighting. Depending on the reason chosen, creatures with darkvision may still be able to see. Those who cannot see are considered blinded. The effect persists for one round.

3 - 3 An innocent party unwittingly enters the battlefield. This could cause a hostage situation, or prompt good characters to protect

Fumble Description

Roll Custom Output

0 Chat

1d6 **Fumble**

1 - 1 Prone. The combatant slips or trips and falls prone.

2 - 2 Disarmed. The combatant drops her weapon. If she is not holding a weapon, she drops any other item held in her hand(s). If she is not holding any items, she becomes entangled (see below) instead.

3 - 3 Entangled. The combatant gets caught up in foliage, furniture, curtains, or even his own backpack. He gains the restrained condition for one round.

4 - 4 Vulnerable. The combatant makes a tactical mistake and places herself in a vulnerable position. All attacks against her gain advantage until the beginning of her next round.

5 - 5 Disoriented. A random blow, or a moment of confusion, effectively stuns the combatant for one round.

6 - 6 Blinded. Whether from blood in his eyes, or a helm falling down over his face perhaps even a bright light - the combatant is

GM

IMAGES & MAPS

- Battlefield
- Cover

Chat

GM

0
Modifier

ADV +2 +5

DIS -2 -5

Cover

BATTLEFIELD EVENTS

Russ Morrissey

Every fight is different, whether that be due to the participants, the weapons, the location, or even the weather. A sudden gust of wind or ground tremor, a wandering monster attracted by the commotion, or even a previously undiscovered trap - all these things can swing the tide of an encounter. Fate and fortune, after all, are as much part of battle as are skill and planning. This article introduces battlefield events - random events which can happen on the battlefield, affecting the combatants or the environment. Battlefield events add an additional element of randomness into a battle.

Using Battlefield Events

Battlefield events are easy to implement during a combat encounter. At the beginning of every round, simply roll 1d20. On

Battlefield

SPILLS

TOKENS

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