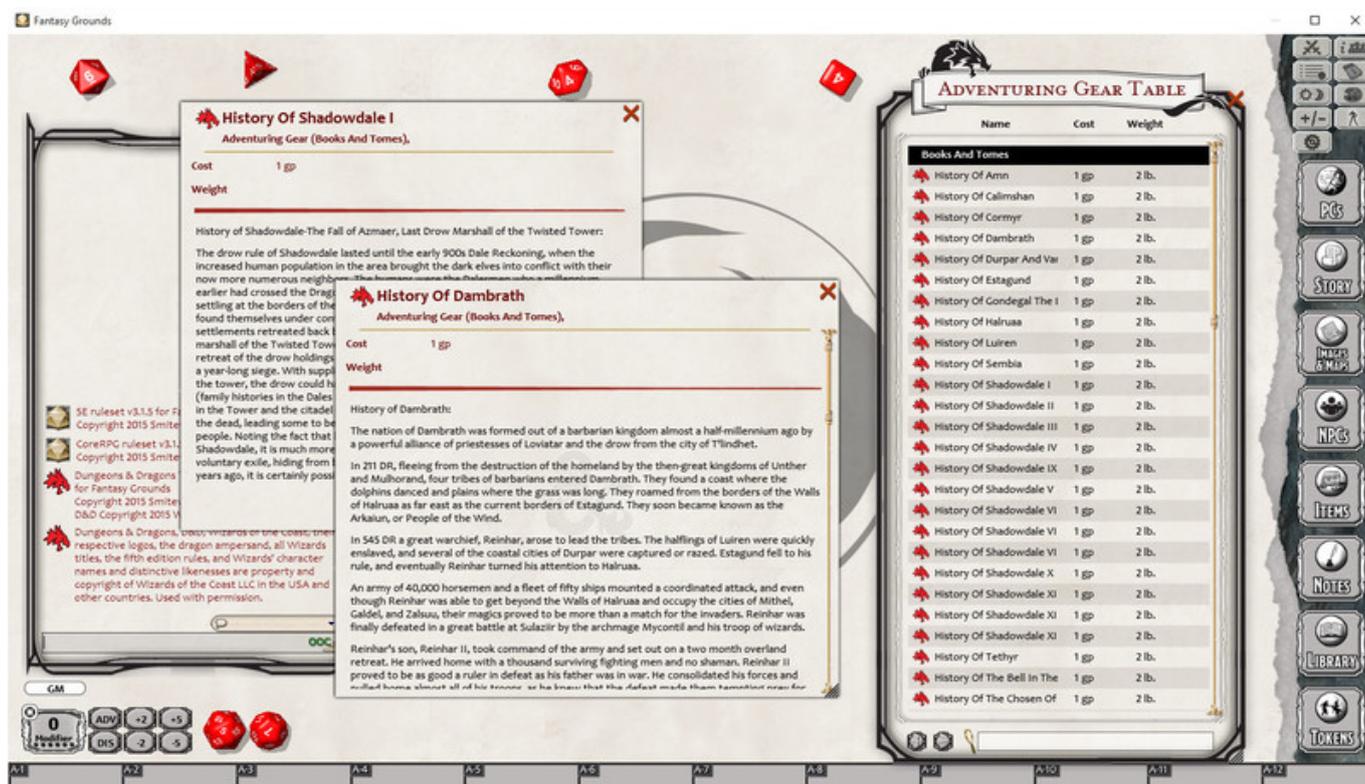


Fantasy Grounds - Baldur's Gate: Enhanced Edition Item Pack Ativador Download [Patch]



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About This Content

Steep your campaign in the deep Forgotten Realms lore of Baldur's Gate. Don't just include another longsword +1 in your treasure parcel. Instead, fill your loot with magical trinkets, weapon and armor that left an impact on the realms. The party's bard or sage can regale the party with how The Magma Bulwark was forged by the fire giant Varboti and offered as a gift for a Cormyrian general who made peace with his clan.

History of the Baldur's Gate Video Game

Baldur's Gate was released in 1998 and received nearly universal praise and adoration by the gaming community. Over 5 million copies were sold worldwide, and the characters from the game have become household names for many fans of D&D. Who doesn't know about Minsc and Boo at this point?

The new owner of this franchise, Beamdog, was founded by former Bioware employee Trent Oster and together with his team of developers and artists, have produced enhanced versions of the game that is now playable on modern computers, with enhanced graphics, new stories and more.

Not only has Beamdog brought the game forward for more people to enjoy worldwide, but they have also graciously allowed SmiteWorks to license and share some of the content for use by the Fantasy Grounds community. Now you get your chance to wield your favorite items from Baldur's Gate within your D&D fifth edition campaign.

Adjusting the items to fit your campaign

Note that most of the items have been brought over as basic versions of the item in D&D fifth edition and no real effort has been made to implement the item's special abilities or bonuses or to scale them appropriately for your campaign other than applying the new 5th edition version of the base item. Many of these items would be very powerful if they offered similar bonuses and enhancements than what they did in Baldur's Gate. It is highly encouraged for DM's to carefully consider the impact that including these items in your campaign might have. You should feel free to adjust the rarity, cost, magic bonuses, damage or base AC for any of the items present. The original descriptions and statistics have been included and can be used for inspiration.

To adjust an item, drag it to your Campaign's Items list and then click on the lock icon to unlock it. You can make any changes you want to your copy of the item without changing the original item from your module.

This Module Includes

80+ basic equipment items including such great tomes as the History of the Shadowvale volumes I-V, History of the Zhentarim and The History of the Dead Three.
Over 300 magic items, potions and scrolls. Items include the original description and name from Baldur's Gate and a sub-section with the original item STATISTICS

Requirements: An active subscription or license of Fantasy Grounds. 5E Ruleset

Title: Fantasy Grounds - Baldur's Gate: Enhanced Edition Item Pack
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 15 Dec, 2015

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Minimum:

Memory: 1 GB RAM

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

English

The screenshot displays the Fantasy Grounds software interface. At the top right, a window titled "ADVENTURING GEAR TABLE" is open, showing a list of items with columns for Name, Cost, and Weight. Below this, three pop-up windows provide detailed information for specific items:

- Winter Wolf Pelt:** Cost 0 gp, Weight 10. Description: "The pure white pelt of the winter wolf is soft and luxurious. It is often sewn into garments as diverse as the rugged vests of the northern Uthgardt Barbarians and the delicate and fashionable winter stoles worn by noblewomen throughout the Sword Coast region."
- Ankheg Shell:** Cost 0 gp, Weight 100. Description: "The ankheg is a burrowing creature that can dig between 10 and 20 feet below the surface of the ground. Its plates or shells made out of chitin are extremely tough, and its weight and strength of its armor are such that it is sought after in many situations."
- Durlag's Goblet:** Cost 0 gp, Weight 1. Description: "Scratched deep into the side of this cursed goblet are the words 'Taste My Fear.' It is said that one can regain lost health from the dark blood that lurks within its pewter depths. This comes with a price, however, as all who drink of the blood become cursed with the fear it brings. This effect will last up to 12 hours or until dispelled."

The interface also includes a GM toolbar at the bottom left with buttons for ADV, DIS, and modifiers (+2, +5, -2, -5), and a vertical sidebar on the right with icons for PC, STORY, MAPS, NPGS, ITEMS, NOTES, LIBRARY, and TOKENS.

Heart of the Golem +2

Weapon (Dagger), Rare

Cost: 3,707 gp

Weight: 1

Bonus: +2

Damage: 1d4 piercing

Properties: Finesse, light, thrown

Description

There are no records of this weapon. Nevertheless, its existence can be traced to thieves and murderers before Dal blackened blade was apparently forged from arcane metals of an iron golem, giving it appearance as dark as its history.

STATISTICS:

(From Baldur's Gate. Reference only)

THAC0: +2

Damage: 1d4+2 (piercing)

Speed Factor: 0

Proficiency Type: Dagger

Type: One-handed

Requires: 3 Strength

Koveras's Ring of Protection

Ring, Rare (Requires Attunement)

Cost: 1,075 gp

Weight: 0.01

Description

Ring of Protection +1: Ring of the Princes

This ring and several of its type were originally crafted to protect the sons of King Castter De'wess, though who uttered the enchantment is unknown. History records that the rings remained within that family for at least thirteen generations, though they were all apparently lost within the space of one. Enmity between the king and the family of the creator may be to blame.

STATISTICS:

(From Baldur's Gate. Reference only)

Equipped abilities:

- Armor Class: +1
- Saving Throws: +1

Weight: 0

MAGIC ITEMS

- Dagger of Venom +2
- Dart of Acid +1
- Dart of Fire +1
- Dart of Ice +1
- Dart of Stunning
- Dart of Wounding
- Drusus +1
- Durlag's Pride +2
- Energy Blade
- Gold Digger +1
- Golden Axe +1
- Gong Mallet
- Hammer of Dawn +1
- Harrower +1
- Heart of the Golem +2
- Hull's Long Sword
- Icingdeath +3
- Kiel's Morning Star +3
- Kondar +1
- Krotan's Skullcrusher +2
- Longtooth: The Grave Binder +2
- Mace
- Mighty Oak +2
- Moonblade +3
- Narbucchad's Demise
- Narbucchad's Demise +1

The Magma Bulwark +2

Armor (Plate), Rare (Requires Attunement)

Cost: 5,288 gp

Weight: 65

AC Base: 18

Dex Bonus: -

Strength: Str 15

Description

The Magma Bulwark

Forged by the fire giant Varboti as a gift for a Cormyrrian general who made peace with his clan, this red-and-black armor lends its wearer a molten aspect while providing protection against all but the most powerful blows. Due to its incredibly strong but thin material, it also weighs far less than ordinary plate mail.

STATISTICS:

(From Baldur's Gate. Reference only)

Armor Class: 1 (-2 vs. slashing)

Requires: 12 Strength

Weight: 20

Plate Notes

Of all the armor categories, heavy armor offers the best protection. These suits of armor cover the entire body and are designed to stop a wide range of attacks. Only proficient warriors can manage their weight and bulk.

Plate consists of shaped, interlocking metal plates to cover the entire body. A suit of plate includes gauntlets, heavy leather boots, a visored helmet, and thick layers of padding underneath the armor. Buckles and straps distribute the weight over the body.

GM

0 Modifiers

ADV +2 +5

DIS -2 -5

LIBRARY

Accessory

- Baldur's Gate Item Pack

Core Rules

- DD Basic Rules - DM
- DD Basic Rules - Player

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Modules Store

MAGIC ITEMS

Armor

- Ankhveg Plate Mail
- Armor of Missile Attraction +2
- Elven Chain Mail
- Fallorain's Plate +1
- Gorm's Arm +3
- Karajah's Life and Death +3
- Mail of the Dead +2
- Mithral Chain Mail +4
- Plate of the Dark +1
- Protector of the Second +2
- Rugged Leathers +2
- Shadow Armor +3
- Telbar's Studded Leather Armor +2
- The Magma Bulwark +2
- The Practical Defense +3

Potion

- Antidote
- Blinding Powder
- Elixir of Health
- Marek's Potion of Antidote
- Oil of Speed
- Potion of Absorption
- Potion of Agility
- Potion of Clarity
- Potion of Cloud Giant Strength
- Potion of Cold Resistance

Potion of Cloud Giant Strength

Potion, Rare

Cost 2,188 gp

Weight 0.5

Description

This potion can be used only by warriors. When a giant strength potion is consumed, the individual gains great strength and bonuses to hit and damage while using any hand-held or thrown weapon. The effect lasts for 2 hours.

STATISTICS:

(From Baldur's Gate. Reference only)

Strength: 23 (Cloud Giant Strength)

Duration: 2 hours

Weight: 1

Potion Notes

Drinking or administering a potion takes an action.

GM

0 ADV +2 +5 DIS -2 -5

1 2 3 4 5 6 7 8 9 10 11 12

- PG
- MAP
- STORY
- INDEX & MAPS
- NPCS
- ITEMS
- NOTES
- LIBRARY
- TOKENS

it is noit any rule set. despight the description was hopiing to use in a 3.5 dnd game. Seem to be descriptions of items only - doesn't actually work with 5e D&D. Includes a massive amount of items from the Baldur's Gate game. If you run a game in the Forgotten Realms, this will be a massive boost to your game's lore.. Product is only partially converted to 5e. Several items are missing flavor text. Instructions for use, which are often only in the description and not coded in, are sometimes incomplete.

In short, item is unfinished.. A lot of this Items NOT FOR 5E !!! Addon been not converted for changed balance!
You will be often read a THAC0 statistic in item descriptions. I think this module is really bad.

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