

## Fantasy Grounds - Village Backdrop : Woodridge (5E) Download Utorrent Kickass



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### About This Content

### Village Backdrop: Woodridge

Ruled over for centuries by the scheming, ambitious Lorsch family, Woodridge is little more than a backwater village standing on the eastern bounds of the Duchy of Ashlar. Standing astride an ancient, now little-used trade route the village is a poor, but seemingly peaceful place. Its folk tend their small fields, pay their lord his due and are content to be left in peace. But all is not as it seems. Spies lurk among the populace, and dark forces gather which would see Woodridge's lord, Hilduin Lorsch, converted to their faith or dead.

By **Creighton Broadhurst**

Most of Woodridge comprises peasant homes. A few locations, however, are of interest to adventurers:

- **Lorsch Manor:** This brooding fortified manor is the Lorsch ancestral home. Here dwells Hilduin Lorsch and his family.
- **Lankinen's:** This large building is a general provisioners, stables and moneylenders. Reima Lankinen is the second richest man in the village.
- **Father's Sanctum:** Dedicated to Conn, this is the oldest building in Woodridge except for parts of the Lorsch Manor. Dilapidated, it has seen better days.
- **Priesthome:** Home to Father Turkka, this is a substantial building.

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- Eeva's Home: Here dwells (and plots) Eeva Keto.
  - The Travelling Man: Woodridge's only inn is welcoming and comfortable, but rarely busy.
  - The Smoking Tower: Varma Timonen dwells here, as she has for decades. She feels the cold terribly; consequently, smoke always belches from the tower's chimney.
  - Briarwood: These tangled, ancient woodlands are said to hold ancient ruins and to be the home of certain horrible creatures. Thick fog often blankets the area.

*Most of the population are nothing more than hardworking peasants. A few, however, are of interest to adventurers:*

- Eeva Keto (location 5; NE female human cleric [Baal] 5) A new resident, Eeva plots to seduce Hilduin and lure him into her dark lord's embrace (or kill him).
- Father Turkka (location 3; LN middle-aged male human cleric [Conn] 3) Priest at the Father's Sanctum, Turkka frets over the state of his lord's hall and seeks funds for its repair (while jealously guarding his own comfortable lifestyle).
- Hilduin Lorsch (location 1; LE male human aristocrat 1/fighter 2) Lord of Woodridge, Hilduin constantly schemes to add the village of Longbridge to his possessions.
- Kanbrar Aralivar (location 7; LG male half-elf wizard 2) Varma's apprentice, Kanbrar is a kindly soul who now performs most of her duties.
- Reima Lankinen (location 2; LN male middle-aged human expert 1) Courteous and clever, Reima is a consummate merchant; he is always looking for a way to enrich himself.
- Varma Timonen (location 7; N old female human wizard 3) Now growing forgetful, Varma serves as Hilduin's court wizard. She rarely leaves the Smoking Tower.
- Vesa Ahokas (location 6; N middle-aged male human expert 2) Vesa runs the Travelling Man. He secretly (and reluctantly) spies on Hilduin Lorsch and his doings.

(Note, the statistics above are drawn from the Pathfinder edition of this product).

*Fantasy Grounds Conversion by: Michael G. Potter*

Released on October 07, 2017. Designed for Fantasy Grounds version 3.2.2 and higher.

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

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Title: Fantasy Grounds - Village Backdrop : Woodridge (5E)

Genre: Indie, RPG, Strategy

Developer:

SmiteWorks USA, LLC

Release Date: 10 Oct, 2017

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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

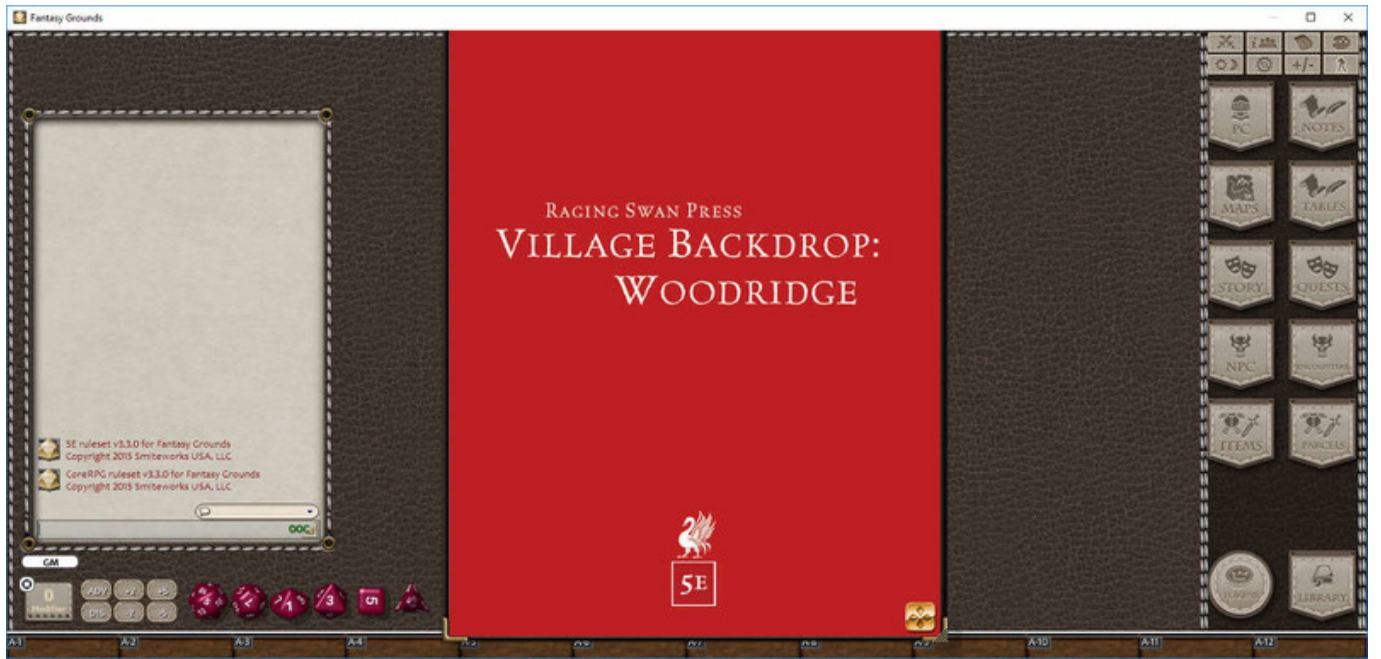
**Network:** Broadband Internet connection

**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



**Fantasy Grounds**

### Oskari

Medium humanoid (human), neutral good

Armor Class 15 (chain shirt, shield)  
 Hit Points 11 (2d8 + 2)  
 Speed 30 ft.

STR 13, DEX 12, CON 12, INT 10, WIS 10, CHA 10

Skills: Perception +2  
 Senses: passive Perception 12  
 Languages: any one language (usually Common)  
 Challenge: 1/8

**ACTIONS**  
 Spear: Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d8 + 1) piercing damage or 5 (1d8 + damage if used with two hands to make a melee attack.

### Alma Eerola

Medium humanoid (human), lawful neutral

Armor Class 10  
 Hit Points 9 (2d8)  
 Speed 30 ft.

STR 10, DEX 10, CON 10, INT 10, WIS 14, CHA 14

Skills: Medicine +4, Religion +2  
 Senses: passive Perception 12  
 Languages: any one language (usually Common)  
 Challenge: 1/4

**TRAITS**  
 Spellcasting: Alma Eerola is a 1st-level spellcaster. Her spellcasting ability (spell save DC 12, +4 to hit with spell attacks). She has the following spells prepared:  
 Cantrips (at will): light, sacred flame, thaumaturgy  
 1st level (3 slots): bless, cure wounds, sanctuary

**ACTIONS**

### Hilduin Lorsch

Medium humanoid (human), lawful evil

Armor Class 18 (plate)  
 Hit Points 52 (8d8 + 16)  
 Speed 30 ft.

STR 16, DEX 11, CON 14, INT 11, WIS 11, CHA 15

Saving Throws: Con +4, Wis +2  
 Senses: passive Perception 10  
 Languages: any one language (usually Common)  
 Challenge: 3  
 XP: 700

**TRAITS**  
 Brave: Hilduin has advantage on saving throws against being frightened.

**ACTIONS**  
 Multiattack: Hilduin makes two melee attacks.  
 Greatsword

### Varma Timonen

Medium humanoid (human), neutral

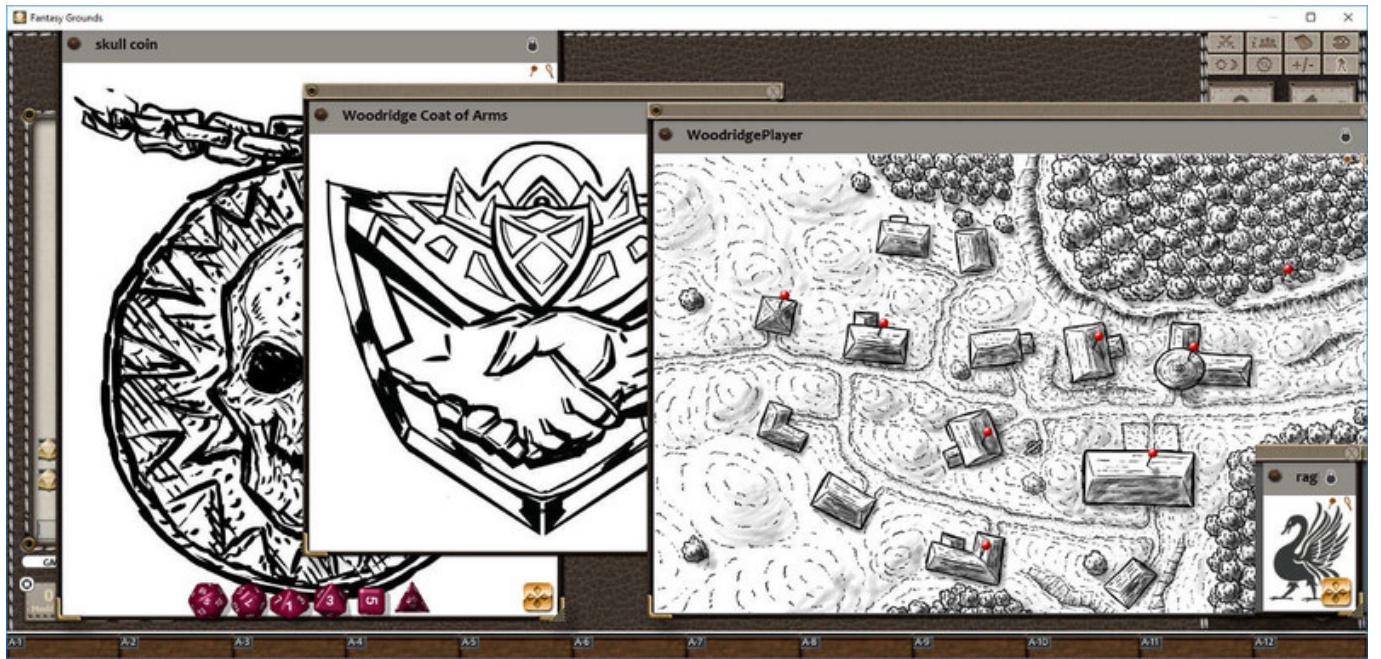
Armor Class 10  
 Hit Points 9 (2d8)  
 Speed 30 ft.

STR 10, DEX 10, CON 10, INT 14, WIS 10, CHA 11

Skills: Arcana +4, History +4  
 Senses: passive Perception 10  
 Languages: any one language (usually Common)  
 Challenge: 1/4  
 XP: 50

**TRAITS**  
 Spellcasting: Varma is a 3rd-level spellcaster. Her spellcasting ability is intelligence (spell save DC 12, +4 to hit with spell attacks). She has the following wizard spells prepared:  
 Cantrips (at will): fire bolt, mending, prestidigitation  
 1st level (4 slots): burning hands, disguise self, shield  
 2nd level (2 slots): darkness, misty step

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