

# The Game Masters Guide to The Village of Woodbridge

By Eric Hall and Theodor Freiheit  
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## Introduction

No longer mentioned on most maps, the once prosperous village of Woodbridge is now little more than a waypoint for travelers. Its continued existence can be explained by the eponymous [wooden bridge](#) at the center of town, the only nearby point for crossing what locals call the Wood River.

Following the road into Woodbridge, from whichever direction, leads directly into a main square, dominated by an [inn](#) and an old [stone tower](#), before quickly exiting on the not-so-far side of the village. Be forewarned that crossing into town on the bridge will incur a small toll. Leaving is free.

Travelers crossing the bridge will pass by an ancient [shrine](#) where, for a small donation, a [priest](#) will bestow blessings to ensure safe travels, fair weather, haste, or relief from those digestive concerns often associated with travel. For most travelers, Woodbridge will be quickly forgotten. But those who take the time to look deeper will find Woodbridge offers a deep history and surprisingly rich community life.

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## Tips for the GM

### ❖ *New Game Masters*

As a new GM, sometimes it seems overwhelming picking up a new gaming resource and integrating it into your campaign or an existing world. The number of NPCs and the complexity of their relationships, and the number of named locations in Woodbridge makes it hard to know where to begin roleplaying. Here are some tips on getting started:

- ☞ *Have player characters at levels 1-3 while using Woodbridge as a core setting.*
- ☞ *Simplify. Reduce the number of Woodbridge's NPCs and settings to those found around the village square. You can always add more NPCs as you become more comfortable roll-playing and the material. The suggested core NPC set is:*
  - [The Golden Tankard](#) and its proprietor, [Sammi Placa](#). A classic place to start your adventurers.
  - [Grinan Mercantile](#) and its proprietor, [Alcort Grinan](#). All the goods an aspiring adventurer needs, almost.
  - [The Snappy Hammer](#) and its proprietor, [Albona Grollow](#). The village blacksmith to repair your armor. Inclusion of his husband is unnecessary.
  - [The Old Stone Tower](#) and its NCO, [Elfrun Brix](#). Makes sure the bridge toll is paid.
  - The village constable, [Goldy Veta](#). Adventurers are always getting into trouble, right?

*Interactions between the core NPCs and the rest of the villagers can be safely ignored until you need them, as can the shops and services.*

- ☞ *Use Woodbridge as a central hub for your adventurers to explore the region. You can use pre-written scenarios or write your own that you site in the village or beyond. Integrate the suggested plot hooks within the village as you become comfortable with Woodbridge's NPCs and places. Or use the scenarios in *The Village of Woodbridge's* companion volume, *Woodbridge Adventures*.*

### ❖ *Experienced Game Masters*

Woodbridge is intended as a central hub from which characters of all levels can explore a region. Alternatively, you can integrate it into your campaign as a stop along the way. The rich cast of NPCs permits interesting roleplay. The village may also be useful for character downtime activities.

Some encounters in the guide are for low level characters, so enhance them, ignore them, or use them as nuisance encounters to your taste. Some suggested plot hooks are for roleplay and just need details. Scale the other plot hooks to your PC's levels when you prepare their details. We suggest you construct additional scenarios from the rich details provided in the guide.

Depending on the amount of magic your campaign setting provides, you can modify the magic items on offer or replace them with items from the *Dungeon Master's Guide* (WotC).

## Getting Oriented



**The Road.** Hard packed dirt, crowned for drainage, leads in a fairly straight line from the unsettled areas. Well-trod paving stones make an appearance as the road nears the village square. Neither the dirt nor stone portions of the road have seen any maintenance lately, so potholes, erosion, and uneven cobblestones are travel hazards.

**The River.** The Wood River, as it's known to the locals, flows slowly past the village, nourishing the marshlands and providing a rich spawning ground for fish. The water is clean but dark, making the depth hard to judge without getting your feet wet. A small fishing boat is frequently seen plying the eddies. Waterlogged logs bob near both shores, hinting at unseen hazards to navigation. Upon careful inspection, the remains of several boats can be seen, although it is unclear if they succumbed to the waters or old age.

**The Bridge.** Despite its age and surroundings, the large weathered wooden bridge appears to be well maintained and sturdy enough to carry the heaviest loads. It rises a full 12-feet above the river water unless there has been a recent storm upstream. Pilings driven into the riverbed provide support. On the village side stands a small, unassuming wooden [shrine](#), with three walls and a roof. Inside is the faded stone image of an unrecognizable deity. Offerings of flowers,

incense, and a few coins lie in a tray at the idol's base. A [priest](#) waits at the shrine, enticing travelers with prayers and trinkets of reputedly holy origin.

Travelers entering town by the bridge will be greeted by a [soldier](#) garrisoned in the stone tower that overlooks the bridge. Crossing the bridge from that direction entails a toll of one copper per adult. Trade goods are subject to an import duty of 1-percent of the value. The soldier on-duty will either be stationed at the bridge or watching for travelers from atop the tower.

**The Village Square.** The village square hosts most of the surviving village amenities: an [inn with a tavern](#), the garrison's [stone tower](#), a [mercantile shop](#), and a [smithy and wheelwright](#). For other services, ask and you will be pointed to shops on nearby side streets, including a [baker](#), [barber](#) (who doubles as a surgeon), [butcher](#), [carpenter](#), [cobbler](#), [seamstress and weaver](#), and [tanner](#). The buildings lining these streets quickly progress from abandoned, to derelict and eventually rubble as you stray further from the village square.



☞ *GM Note:* See [Map of Village Square](#).

☞ *GM Note:* See [Table for Village Square Encounters](#).

**Old Town.** Just downstream from the village square, on a gently sloping shoreline, rests the decrepit remains of a once bustling district, referred to now simply as “Old Town”. These buildings are abandoned and appear to have been damaged by a combination of neglect and flooding. A rotting dock provides evidence of former river trade. Rats are evident, even if they are not directly seen.

☞ *GM Note:* There is a 15% chance of a hostile encounter with a hungry [rat pack](#). In addition, it is also possible (15% chance) to catch a glimpse of a [garrison soldier](#) disappearing around a corner.

**The Residential Ring.** Surrounding the village square are homes that have been maintained, or in some cases, rebuilt by the village residents. While the residents are now poor, these homes were built in better times and still reflect some of that wealth. Occupied homes are easy to identify by smoke in the chimneys, candlelight in their windows, and a well-kept appearance.

☞ *GM Note:* Passing through the residential ring subjects' travelers to the scrutiny of unwed residents and their parents. Travelers who appear young, clean, wholesome and industrious have a 15% chance of being invited into a home for a warm meal ... and further scrutiny by potential matchmakers.

**The Outskirts of the Village.** Between the farmlands and the habitable parts of the village lies a ring of collapsed buildings, crumbling foundations, and rubble. These ruins and relics of human habitation are now overgrown and home to many small birds and animals. It is still possible to scavenge building materials, but most of trade worthy value has long since been scavenged.

☞ *GM Note: The main road through this ring is safe, but elsewhere a pack of hungry [feral dogs](#) roam. They mostly live off refuse from the village dump but may pursue people who stray into their domain.*

**Farmlands.** The farms, ranches, and orchards that still operate are sufficient to provide for the needs of the village and any hungry travelers. The surrounding countryside is lined with abandoned fields, farmhouses, and hedgerows.

**Marshlands.** Across the Wood River, opposite the village, the marshy land teams with fish and fowl. It is also plagued with insects and difficult to traverse.

☞ *GM Note: Despite the challenging terrain, a [hunter](#) can be found from time-to-time stalking water birds close to the road.*

☞ *GM Note: If someone were to brave the mud and mosquitos, they might stumble across remains of what once may have been a bridge, down river from the current bridge.*

☞ *GM Note: Unwary explorers have a 5% chance of encountering quicksand.*

**Wilderness.** Upstream from the bridge, on the village side of the Wood River, the open countryside quickly transforms into a hilly forest. At the edge of the forest is a shed used by the [carpenter](#) when he's cutting timber.

☞ *GM Note: A [hunter](#) can be found from time-to-time hunting game in the fields and woods close to the village.*

☞ *GM Note: There is an [abandoned mine](#) on the edge of the woods northwest of the village.*

## Services

☞ *GM Note: **Role Play** The descriptions of village services, provided below, are intended to be read to the players at the GM's discretion. Text set in parentheses and italics embedded within this text (like this, for example) are additional or optional descriptions that GMs may find useful. Descriptions of named villagers provide additional role play information to be used when players interact with service providers.*

☞ *GM Note: **Shop Times** Most services in Woodbridge keep standard business hours, opening one hour after sunrise, closing for about an hour for the midday meal, and shuttering for the night two hours before sunset. Occasionally the services will be closed during regular hours as their proprietors conduct business around the village or are otherwise called away (10% chance of closure). If the proprietor can be found after hours, they will take advantage of an opportunity to make an extra sale.*

☞ *GM Note: **Prices** Except where noted, prices should use the SRD. Although prices are reasonable, inventory is typically limited to those items travelers are most likely to ask for. Proprietors will diligently complete custom orders after a deposit is paid.*

### ❖ **Services Near the Village Square**

☞ *GM Note: See [The Village Square Map](#).*

#### **Inn & Tavern – The Golden Tankard (3)**

The Golden Tankard, situated on the south side of the [Village Square](#), is the most notable commercial structure in town. It offers the only travel lodgings in the vicinity. The original edifice is nearly lost within a sprawling complex of additions. The construction is waddle and plaster, capped with wooden shingles. Up a short stone staircase facing the main road is the grand entrance to the inn's lobby. A groom waits to take your horse and pack animals to the corral off the main road to the west, to be boarded during your stay. For a fee, your livestock can be boarded there as well.



A flagstone courtyard is furnished with tables for use during clement weather. From the courtyard, a worn stone threshold leads into the tavern. A kitchen adjoins the tavern's common room, and a back door leads outside to a kitchen garden. On the courtyard's left wall, another door leads to some sleeping chambers and the inn's lobby. A door on the courtyard's right wall has been boarded up.

☞ *GM Note: See Golden Tankard maps for [ground floor](#), [second floor](#), and [basement](#).*

Opening the ornately carved door of the inn's grand entrance, you see a dimly lit spacious lobby furnished with a threadbare carpet and time worn upholstered chairs. An innkeeper's assistant stands behind a lustrous, polished wood check-in counter. At their back is a set of dusty pigeonholes containing keys. You are greeted warmly by the assistant, who inquires as to what kind of accommodation you need. A brief conversation later, you find the accommodation is surprisingly grand and available for a modest rate.

## A Game Masters Guide to the Village of Woodbridge

- ☞ *GM Note: Regular accommodation, meals and ale included, should be considered 'Comfortable' at the price of 'Modest' (5 sp/day). Two 'Wealthy' suites are available for the price of 2 gp/day. Animal feed is 5 cp/day per head, currying and hoof inspection included.*

Entering the complex by the tavern door (or from the grand lobby), you are greeted from behind the bar by the Golden Tankard's proud owner, [Sammi Placa](#), a female dwarf. She operates the inn and its adjoining tavern with the assistance of several employees. Sammi is stout with blonde hair, a hazel right eye, and a patch covering her left eye. Behind her barkeep's smock you see her colorfully embroidered shirt has a pattern that matches her elaborately braided beard. On her head precariously balances a mink fur cap. Sammi inquires as to your food and drink needs and suggests you try her locally distilled spirits.



The Golden Tankard's meals are generous if a bit bland. From a dark corner of the tavern the local bard croons accompanied by her lute. The bard, [Wanda Young](#), is a female human with uneven brown hair, bright hazel eyes, and dressed in the colorful clothing of her profession. Listening for a bit, you're soon thankful the tavern stocks a selection of local ales and spirits. A local patron, eager to hear the latest news from across the province, quickly engages you in a conversation.

- ☞ *GM Note: Role on the chart to see who the [current patrons](#) are at the tavern.*
- ☞ *GM Note: [Wanda's set list](#) can have surprising effects on the patrons.*
- ☞ *GM Note: Meals without accommodation are 3 sp, ale (4 cp/mug) and spirits (2 sp/shot) extra. No wine is available. Drinking Sammi's spirits can come with consequences and regrets. Sammi has not perfected the distilling process. There is a chance that trace contamination in the spirits served at the Golden Tankard will cause one point of exhaustion. The probability is 10% when consuming one shot, 25% for two shots, and 50% for three or more shots. The exhaustion takes effect the morning following their consumption.*



### **Mercantile Shop – Grinan Mercantile (4)**

Located prominently on the north side of the [Village Square](#) next to the [Shrine](#) is *Grinan Mercantile*, a grand wood-framed building set on a sturdy stone foundation with carved wooden embellishments and a need for a fresh coat of paint. Wide stone steps wrap around its covered stone porch and lead up to an iron reinforced wooden door. A weathered wooden sign above the porch proclaims “Grinan Mercantile – If you can’t find it here, you don’t need it!” Opening the door you see a dim, dusty, and tightly packed shop. Its limited selection of goods caters to the basic needs of the villagers, farmsteads, travelers, and adventurers. From behind a counter, you are greeted by the shop proprietor, an unusually tall and slender male dwarf named [Alcort Grinan](#). He is charming and comely, with golden hair and blue eyes shot through with gold specks and wears plain clothing and a leather shop apron. He immediately engages you in a conversation about your travels and the news from your home before asking what you need from his fine inventory.

☞ *GM Note: For uncommon or rare general store items, the GM should roll for availability and condition with the more unusual the item, the less likely it will be found. For example, a musical instrument like a lute might be found with a 10% probability and it might have a warped neck, but jeweler’s tools might only be found with a 1% probability.*

### **Smithy / Wheelwright – The Snappy Hammer (6)**

Located at the corner of the western edge of the [Village Square](#) and the main street is *The Snappy Hammer*, an open-air pavilion with a blue clay tiled roof housing a forge at the end of the western wing and a wheelwright works in the eastern wing. The smell of burning charcoal, hot iron, wood shavings, and paint permeates the air. On the smithy side, horse and ox shoes hang from spikes driven into the roof pillars and rafters, while a collection of hammers, tongs, prods, and other smithy accessories are randomly scattered around the forge, anvil, and quenching vat. A bad-tempered young male gnome, [Albona Grollow](#), dressed in a leather smock and red cap stands by the forge hammering an iron wheel rim on his anvil while yelling at a meek ‘apprentice’ working the forge bellows. On the wheelwright side, a pile of seasoned lumber forms a wall on one side of the pavilion wing, while several heavy, locked tool chests block traffic into the pavilion from the south. Resting in the sun on top a tool chest is a disinterested [guard dog](#). Woodworking tools are neatly arranged on one workbench, while several partially assembled wheels occupy other benches. A second young male gnome, [Fosa Grollow](#), wearing simple sturdy clothes and a pleasant, calm expression, works quietly at one of the workbenches.

Fosa looks up at you as you approach the building and asks you how they can be of service. *(If you approach the blacksmith,*



*Fosa rises and intercepts you before you can get too close.) As you near Fosa, you observe he has matted black hair, brown eyes, a crooked nose and is wearing a pewter wedding amulet around his neck. As you near Abona, you observe he has an angular face, grey-white hair, and blue eyes, and numerous iron rings on his fingers. Abona is muttering angrily under his breath when not yelling at the ‘apprentice’.*

### **Furrier – The Muskrat’s Mantle (7)**

On the north side of the main street, just west of the [Village Square](#) and next to the cobbler is *The Muskrat’s Mantle*, a seemingly out of place furrier. It has a tidy appearance, with a fresh coat of pale red paint and a swept front step. A black-and-white sign adorned with a stylized muskrat hangs above the door. In the front window is displayed a simple rabbit fur traveling cloak. However, chances are the Furrier Shop will be closed when you arrive. *(There is a 70% chance it will be closed. When closed, a sign in the window directs you to inquire about the furrier’s whereabouts at the [Cobbler Shop](#) next door. Peering through the window no other furs or wares can be seen within the shop.)* If you are lucky enough to find the shop open, upon entering you see a spacious room with sturdily built, locked cabinets lining the walls, a fine oaken table with a spectacular muskrat and beaver cloak on display, and a well-organized work area lit by the light flooding in from the front windows. You are greeted by the furrier, [Cappy Ames](#), a male halfling with brown hair and bright blue eyes wearing modest, sturdy garments that have been stained from working with tanning vats. Skinning and scraping knives hang from his belt. A thin carved pale red jade cuff of entwined dragons encircles his left bicep.

☞ ***GM Note:** Shop inventory includes hats, capes, jackets, coats, robes, and blankets. Common furs such as rabbit, sheep, muskrat, and deer will be available with a 70% probability. Garments made of these furs cost about 10-20 gp. Uncommon furs such as beaver, otter, fox, and bear will be available with a 20% probability and garments cost about 20-40 gp. Rare furs such as mink, lynx, and winter wolf are available with a 5% probability and garments cost about 200-300 gp. Hats cost less, while blankets cost more based on the amount of fur needed. The value of furs is in their preparation and garment construction, so Cappy will buy pelts for 1-5 gp each. Pelts must be undamaged so if an animal is killed by an edged weapon, fire, lightning, etc., they may be half price or worthless.*

### **Cobbler and Leatherworks Shop – The Stylish Step (8)**

On the north side of the main street, just west of the [Village Square](#) next to the furrier is the *The Stylish Step*, the village’s cobbler and leatherworks shop. It has a tidy appearance, with a fresh coat of pale blue paint and an urn of fresh cut flowers on the stoop. A black-and-white sign of a boot hangs over the shop door. Opening the door, you see a spacious, brightly lit shop dominated by footwear but with a diverse, if limited, selection of other leather goods. Foot lasts (wooden foot models) hang from leather cords on the back wall above a cluttered, but organized, work area. You are greeted by the cobbler, [Ready Ames](#), a male halfling with brown hair and bright blue eyes wearing modest sturdy garments with bootblack stains, cobbler tools hanging from his belt, and a carved gleaming amber hunting amulet around his neck. If you



inquire about the [Furrier Shop](#), Ready Ames will go to the door and send a street urchin to fetch his brother, [Cappy Ames](#), from the [Tannery](#) (the child will expect a 1 CP tip from you).

If your footwear needs repair, Ready Ames' shop is the place to go. In fact, it's the only place that's within walking distance of Woodbridge. But Ready does not abuse his monopoly. His prices are fair, and his footwear is excellent. He is happy to make any leather repairs that are needed, from shoes or boots to horse or wagon reins to leather armor (average quality). If he can't repair it, he'll sell you a replacement.

In addition to repairs, Ready has created several experimental lines of footwear. These offerings hint at a deep passion for his craft. However, as they are still at the experimental design stage, the results are a bit unpredictable.

**Sneakers.** These ridiculous looking shoes are, well, ridiculous. They won't keep your feet warm or dry. But they have an intriguing design for the sole. It looks like they might be fast and quiet.

- -2 Charisma
- Advantage on Stealth checks.
- +5 feet of movement

These shoes require a lot of care. Once each day, the wearer must take them off and spend 30 minutes cleaning them to ensure they will continue to work. Even so, each day there is a 20% chance that they fall apart, becoming completely unrepairable.

**Sexy Boots.** Wow! Who would have thought you'd find something like this in a sleepy little village? Still waters run deep, so they say.

- +2 Charisma
- Advantage on Persuasion checks.
- Disadvantage on Stealth checks.
- Unable to Dash

These shoes require a lot of care. Once each day, the wearer must take them off and spend 30 minutes cleaning them to ensure they will continue to work. Even so, each day there is a 20% chance that they fall apart, becoming completely unrepairable.

**Availability.** Does Ready have any sneakers or sexy boots in your size? 20% chance. His production is slow, so you should check once per month.

### **Seamstress/Weaver (9)**

The seamstress is found on a side street, south and west of the village square. A colorful sign hangs above the shop's door showing a pair of shears, pointed measuring calipers, and a loom. Opening the door, you see a cramped shop dominated by a manual loom, a large wooden table with tailoring tools and an unfinished garment, and small storage cupboards against the walls. A few bolts of cloth are stacked out of the way on the horizontal surfaces. No finished clothing can be seen. You are greeted by the seamstress and weaver, [Saiva Moya](#), a middle-aged half-gnome of human stature. She is slight-of-frame with thick brown hair and slightly lopsided green eyes. She radiates a magnetic aura of charm and competence, although she is plain in appearance (the malicious would say she is ugly). She wears elaborate, beautiful clothing that shows off her weaving and tailoring skills. Saiva looks up at you with a concerned expression and asks you if there is trouble in the village or if you have come for her services.

☞ ***GM Note:** Saiva can supply common and traveler's clothing, and for double price will embroider or decorate it. Highly elaborate decorations will cost more.*

### **Scribe (9)**

Asking for a scribe, you are directed to the [Mayor](#) at the [Seamstress's Shop](#). (See the seamstress shop for a description of the shop and its proprietor, [Saiva Moya](#).) When you reach the seamstress shop and inquire about a scribe, Saiva introduces herself as the Mayor and Scribe of the village. After a brief chat, it is clear that she is the most book-learned inhabitant of the village. She drops off-handedly into the conversation that her husband has disappeared and that she hasn't seen him in many months. (If asked, Saiva tells you that correspondence can be left



at the [Golden Tankard](#), to be given to the next traveler headed in the direction it needs to go. She does not know if there are any problems with delivery.)

☞ ***GM Note:** Scribe services fee schedule for outsiders (villagers are half price):*

- Languages available include Common and Dwarvish (fluent), and Elvish (passable).
- Reading a letter or document – 1 sp/page
- Copying a document - 2 sp/page
- Writing a letter or taking dictation - 3 sp/page, 4 sp/page Dwarvish or Elvish

### **Barber/Surgeon (10)**

The barbershop is found on a side street just south of the village square. A large colorful sign at the corner of the wheelwright shop points you in the right direction. Above a red and white painted door set in the side of a building is a sign showing a hair cutting sickle, a leech cup, and a molar. Opening the door, you see a spacious, brightly lit shop, evidently once a merchant's store, now featuring a barber's chair, a wooden operating table, and a counter covered with barber, dentistry, and surgeon tools. You are greeted by the barber, [Mattie Wilfree](#), a female human with grey hair, hazel eyes, and a thin nose. She is wearing a white bloodstained smock. Mattie asks you if you need a shave and haircut or medical services:

- Shave and/or Haircut 5 sp
- Wigs - common 5 gp, fancy 15 gp
- Tooth pull 5 gp
- Minor Medical Services (healing) 60 gp
- Surgery (lesser restoration) 150 gp.

☞ ***GM Note:** Mattie is neither a cleric nor a mage and uses 'healer' techniques she was taught in the army. Minor medical services are equivalent to healing word (1d4+1 hp) with a 10% chance of contracting Fever. Surgery is equivalent to a common healing potion (2d4+2 hp) with a Lesser Restoration. The surgery's outcome is 1-50% success, 51-75% success but contract Fever, or 76-100% no effect (condition not removed nor is Fever contracted). SRD: **Fever** The symptoms of fever include fatigue and cramps and take 1d2 days to manifest. The infected creature suffers one level of exhaustion and regains only half the normal number of hit points from spending Hit Dice. At the end of each long rest, an infected creature must make a DC 11 Constitution saving throw. On a failed save, they remain exhausted. On a successful save, the character's exhaustion level decreases by one level. If a successful saving throw reduces the infected creature's level of exhaustion below 1, the creature recovers from the disease.*

### **❖ Services Beyond the Village Square**

☞ ***GM Note:** See [Beyond the Square Map](#).*

### **Abattoir (Butchery) (11)**

Occupying a house on the north side of the main road in the [outskirts](#), the abattoir is where the locals go to purchase dressed game or get their livestock butchered. When you arrive, the door will most likely be shut and locked. The butcher, [Keelta Gallina](#), a female wood-elf with messy copper hair and large green eyes, is here one day midweek and late in the afternoons after she returns from her hunt. When in, Keelta dons a blood-splattered leather apron over simple work clothes, her sleeves rolled-up. Her boots are old and crusted. In the late afternoons, she keeps busy pulling entrails or removing the hide from a rabbit, deer, or fowl. On her midweek workday she waits patiently for customers, cleaning, sharpening her knives, or making hunting arrows. (Occasionally on a midweek day you arrive when she is with one of the villagers, processing their livestock and packing the meat into salt barrels.) If you arrive just after the

day's butchery work is finished, Keelta will be tidying her shop and herself, changing into her green 'robin hood'-like hunting garments, red hunting cap, and tall oiled leather boots. (*You will also find her attired in this hunting garb when she returns to the shop with the day's hunt, a longbow and perhaps some game in hand*). With a serious expression, Keelta will ask if you would like to special order some game.

### **Bakery/Mill/Granary (12)**

The bakery is in a small round pavilion sitting outside the windmill on the north edge of the village. Under the pavilion is a large brick bread oven. Neatly stacked next to the oven is a pile of firewood, a chopping stump, and an axe. (*In the early morning the air smells of woodsmoke and fresh baked bread.*)

Although the windmill is situated on a bluff overlooking the large eddy pool upstream of the bridge where it can catch the wind, its wooden sails are motionless and in disrepair. As you enter the windmill, you see a donkey slowly plodding around the mill-stand turning the mill stones. Above the mill-stand a shoot delivers grain to the millstones from storage bins on the floor above, while at the base of the millstones, canvas flour bags fill slowly. On the walls you see shelves sparsely stacked with full flour sacks and empty bags. Under a window on the east wall is a large, flour-dusted table with bread-baking tools. A [child](#) holding a sling disappears from your sight into the darkness at the rear of the mill when you enter. You are greeted by the baker/miller, [Comby Ullen](#), a male human with a plump round face, matted blonde hair, smokey grey eyes wearing sturdy flour-dusted clothing. He asks you what he can do for you, although he seems a bit distracted.

☞ **GM Note:** *Comby has perfected a recipe for hardtack baked with nuts and dried fruit that when supplemented with jerky, is equivalent to a travel ration (7 sp per person per day; weight 0.5 lbs ea. serving). Currently he has on hand only enough jerky to make twelve rations.*

### **Lumber mill & Carpentry Shop (13)**

On the west bank of the Wood River just upstream of the eddy pool sits a small water powered lumber mill and adjoining carpentry shop. A few logs tethered to the shore bob in the pool, while other logs season at the pool's edge. Sawn lumber of various sizes is stacked outside of the carpentry shop. The paint on the walls of the lumber mill is peeling, even though there is a fresh coat of paint on the carpentry shop. The waterwheel turns slowly, but no sawing can be heard from within the mill. (*Entering, the lumber mill is found to be deserted but in good repair.*)

From within the carpentry shop can be heard hammering. Opening the door to the carpentry shop, you see a spacious, brightly lit workshop featuring a complete set of tools to make and repair buildings, furniture, and other wooden implements. A few crude stools and other partially completed household furniture lie about; evidently the carpenter does not specialize in that kind of product. The carpenter, [Able Ames](#), is a male halfling with brown hair and bright blue eyes wearing modest sturdy garments with a carved soapstone fertility stickpin stuck in his shirt. As you enter, he stops hammering, stands-up, and with a warm smile, remarks that he

doesn't get many visitors out here at the carpentry shop. He then inquires about your health and background before asking you how he can be of service.



### **Tannery (14)**

The tannery is in a recently refurbished building on the north side of the main road where the [residential ring](#) transitions into ruins. The building's residential heritage is evident from the style of its windows. *(There is a 30% chance the tannery is closed. When this happens, the proprietor is typically at the Furrier's shop.)* Entering the main door, you see that the original interior walls still stand in place. Shelves in the entrance hall are stacked with a few leather bundles awaiting customers. Off the entrance hall, in the parlor, several deer and cow hides hang next to racks awaiting scraping and preparation for tanning vats. In the dining room sit the tanning vats. Through the doorframe to the kitchen can be seen a large copper kettle hanging in the fireplace. If the shop is open, you are greeted by the tanner (*who is also the furrier*), [Cappy Ames](#), a male halfling with brown hair and bright blue eyes wearing modest sturdy garments stained from the tanning vats. Knives for skinning and scraping hang from his belt, and a thin carved red jade cuff of entwined dragons around his bicep. He cautiously eyes you, then energetically asks you what you want.

### **Midwife/Healer (15)**

The midwife and village healer can be found at the residence closest to the windmill. It is a large home with a wide covered porch.

*(During the day)* Knocking on the door brings [Odith Velton](#), a thirty-something female human with matted red hair, sleepy hazel eyes, and a beaked nose, wearing practical clothing suitable for her role as midwife and healer to the village. A tawny cat entwines itself between her ankles. She eyes you while biting her lower lip and asks if you need medical attention.

*(During the late evening or night)* Knocking on the door brings [Combly Ullen](#), a male human with a plump round face, matted blonde hair, and smokey grey eyes. He looks at you with concern and asks you if you need medical attention. If so, he calls his wife, Odith.

☞ *GM Note: Odith sells healing potions but will direct outsiders suffering from other maladies to the [surgeon](#).*

- *Common Healing (2d4+3 HP, 50 gp)*

- *Cure Common Disease.* (Cures paralyzed and poisoned conditions from non-magical sources, 100 gp. Does not cure conditions from magical sources.)
- *She usually has on hand 1d3-1 Common Healing and 1d2-1 Cure Common Disease potions, but can brew an additional 3 more of either type in 1d4+1 days.*

## Other Points of Interest

### **The Shrine (1)**

On the northeast corner of the village square next to the bridge stands a small, unassuming wooden shrine, with three walls and a roof. Once, perhaps, this shrine was a beacon of solace and reverence amidst the bustling traffic along the main road. It now hosts the faded stone statue of an unrecognizable deity between the weathered carvings and remnant flecks of painted religious symbols on its walls. Beneath the sheltering eaves, offerings of flowers, incense, candles, and a few coins



lie scattered on its slab. The fragrant incense waft on the breeze, their tendrils intertwining with the soft murmur of the attendant priest, [Affrin Florandia](#), enticing travelers with prayers and trinkets of reputedly holy origin. Perhaps you will observe the visit of a [pilgrim](#) leaving an offering. Whether placing an offering for safety during your journey or to cure your traveler ills, all are welcome within the embrace of the Sacred Pavilion Shrine. And here for a moment the cares of the world seem to fade away, replaced by a sense of peace and renewal.

### **The Old Stone Tower and Garrison (2)**

Located at the east end of the [Village Square](#) overlooking the [bridge](#), this watchtower allows for unobstructed views up and down the river. The top of the tower features crenulations. The level below is ringed with windows. From the village square, a short flight of stone stairs leads up to the tower's heavy, oak door. Two large and fearsome [war dogs](#) sleep on either side of the tower steps. Less obvious, though not hidden, is an iron gate (locked) below the bridge, just above the water level. Access to this gate by land is not easy.

Among locals, it is common knowledge that the tower houses a small jail in its lowest level.

☞ *GM Note:* See [Old Stone Tower Exterior Map](#) and [Tower Interior Map](#).

The garrison housed in the tower consists of three soldiers, authorized to collect the bridge toll, keep the peace, and raise a local militia if the need ever arises. Travelers entering town by the bridge will be greeted by the soldier on duty, who will collect a toll.



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☞ **GM Note: Toll** *The bridge toll is one copper per adult and 1-percent of the value of any trade goods.*

☞ **GM Note: Garrison's Duty Roster**

- Day: [Elfrun Brix](#) can usually be found during the day pacing back and forth on the [bridge](#) or scouting traffic from the top of the [stone watchtower](#).
- Night: [Amund Blackburn](#) can usually be found during the night at the tower side of the bridge or scouting traffic from the top of the stone watchtower.

### **The Bulletin Board (5)**

The village bulletin board with its narrow roof stands on the north side of the town square next to the crumbling steps leading down to the eddy dock. Adorned with curling parchment flyers, it serves as a hub of information and activity for locals and adventurers alike. Dominated by an advertisement for scribe services, many of the other notices have the same handwriting. They include official proclamations from provincial authorities, wanted posters, current rates for the [bridge tolls](#), travel warnings, and local investment opportunities. Notable postings include:

- Translation of Commercial Contracts. Legal Advice. Safe Deposits. See [Saiva Moya](#) at the [seamstress's](#) shop.
- Warning: Bandit activity has been reported east of the Wood River.
- Wanted: Volunteers for an armed patrol to keep the road safe. Speak to the [Mayor](#) at the [seamstress's](#) shop.
- Sale - Last season's hats 15% off! at [The Muskrat's Mantel](#)
- The Woodbridge Arts & Crafts Show is coming in [1D20] days!
- Golden Opportunity! Have you always dreamed of owning your own business? Now you can!! An iron mine, with ready access to the trade road can be yours today!!! For details, see [Abona Grollow](#), at the [Smithy](#).

### **Dump (16)**



waiting for the unwary to unearth them.

Tucked away on the southwest side of the village outskirts, not far from the farmers' fields, lies the village dump, a place where nightsoil and the discarded remnants of village life find their rest. The air hangs heavy with the scent of manure and decay. Amidst the lumps of trash and tangled undergrowth, in sight of the watchful gaze of scavenging crows and feral dogs, may be found perhaps a forgotten treasure among the broken pottery, rusty pots, worn-out shoes, and moth-eaten cloth. But tread lightly: the whispers of long-forgotten spirits may be

### **Cemetery (17)**

Abutting the main road leading west out of the village lies the village cemetery. When shrouded in the early morning mist, it still offers a place for reverence and solace. But harsh daylight shows its solemn beauty is marred by neglect and decay. Tombstones, weathered and crumbling, jut haphazardly from the overgrown grass, their inscriptions worn away by the passage of the seasons. Its mausoleum's stone facade, once grand and imposing, is now cracked and ivy choked. The air is heavy with an oppressive silence broken only by the mournful creaking of an ancient tree overhanging its corner. Yet, amidst the neglect and desolation, the cemetery is still used, as evidenced by colorful wildflowers laid carefully upon several graves, in stark contrast to the somber surroundings. As the sun sets, shadows creep among the gravestones, reminders of the ghost stories told to children. Some say that beneath the light of the full moon the spirits of the departed will stir, their ethereal presence felt by those who dare to tread upon this sacred ground.

### **Abandoned Mines (18)**

Just north of the village, on the edge of the woods, lies the ruined surface building of the abandoned *Shadowed Depths Iron Mine*. Once a bustling hub of industry and prosperity, it now stands as a relic to the shifted trade patterns of the main road. The entrance, marked by weathered timbers and crumbling stone, beckons to the brave or reckless with its darkness and welling scent of damp earth. Listening carefully, only the distant sound of dripping water can be heard from below. The



villagers say the mine is a small labyrinth of winding passages and chambers, but opinions differ as to whether the ore has played out. Even before it closed, the last of the miners told of lingering unease in its farthest reaches, as if the darkness, or perhaps the earth itself, was angered by the strikes of the miners' tools. Now even the village children won't play there, shunning its dark entry and the foreboding rumors.

## **In Depth: The Village**

### **❖ A Brief History of Woodbridge**

Prior to its settlement, and long before any reliable survey or census, this area was a rich source of natural resources for local tribes. No evidence remains as to whether they established permanent homes in the area. However, the narrowing of the river where the bridge now stands allowed for a ford. That, along with access to fish, timber, and minerals ensured their regular presence in the area.

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The same natural amenities that attracted the tribes later caught the attention of settlers from further away, who eventually pushed out the original population. Where the tribes went and what became of them is unknown.

As in many small towns, the favored measure of time-gone-by is not years or decades but births and deaths. That tradition makes it impossible to say with any certainty when Woodbridge first attracted the ancestors of its current residents. The [wooden bridge](#) appears to have spanned the [river](#) for at least two hundred years, but local lore speaks of an earlier structure that was destroyed in some calamity.

Sometime after the current bridge was constructed, a [stone watchtower](#) overlooking the bridge was raised by provincial decree. A specific date for this decree might be available in the capital archives, but not here in Woodbridge. The [garrison](#) sent to staff the tower has slowly shrunk and now consists of three soldiers, authorized to collect the [bridge toll](#), keep the peace, and raise a local militia if the need ever arises.

The eldest residents are fond of telling nostalgic stories about more prosperous times when Woodbridge regularly hosted a dozen merchant caravans on any given day. Local commerce thrived attending to these travelers' needs. But that abundance faded when distant political whims gave rise to new alliances and new enemies, which in turn brought new trade routes. The bridge that was at the heart of the village economy was no longer a crucial artery for travelers and goods. As this trade route was bypassed, the village's decline came quickly. Within a single generation, the caravans that had provided the village's purpose dried up and left behind a struggle for survival.

Even in its heyday, the village was small. A survey of building foundations would find evidence of 125 residential structures, which indicates a peak population of around 250 people. Despite this small number, there is clear evidence of wealth in the variety of commercial, residential, and industrial buildings that can still be seen in various states of ruin.

Today, the population that remains is a fraction of what it was. Some inhabitants left in search of better opportunities. Others abandoned their homes on the outskirts and moved into the village center. While nature has reclaimed the edges of Woodbridge, the community at its core has grown closer, both physically and socially. With fewer supplies arriving from elsewhere, the inhabitants now rely on cooperation to sustain the village as a place for the next generation to call home.

### ❖ *Topography*

A once well maintained [road](#) cuts straight through the center of the village and across the [bridge](#), continuing straight, as if trying to escape from the village. The [Wood River](#) runs generally perpendicular to the road, but for one large eddy pool just upstream of the bridge. The pool is used to corral supplies that have been harvested upstream and floated down to the village. The right bank of the river is low and [marshy](#), prone to flooding when the water is high. The left bank is high and steep, buttressed by naturally occurring stone. On this safer land, the

village was built right up to the water's edge. Further upstream are [wilderness](#) areas, with plentiful trees, wildlife, and rock outcroppings. Downstream, the land flattens into [farmlands](#) before also giving way to wilderness.

### ❖ **Population**

The Royal Tax Rolls show there are currently 40 adults living in Woodbridge, evenly split between men and women. Five of the men and eight of the women are no longer fit for manual labor. Children are uncounted. Among the inhabitants can be found humans, elves, dwarves, orcs, gnomes, halflings and combinations thereof. Family names are likewise varied. This variety is probably a reflection of activity along the old trade routes, which brought all the realm's peoples into regular contact as they passed through Woodbridge.

Marriage and children are highly encouraged by the community as a way to ensure the continuation of the village. As a result, most residents are quickly married when they come of age. Keen observers will also note street urchins, whose presence is unexpected in a small, tight community. These unclaimed children are the natural result of unsanctioned liaisons.

Travelers are advised to be cautious when socializing with locals to avoid misunderstandings about one's intentions. It is rare for outsiders to marry and settle in Woodbridge. Less rare is for outsiders to "marry" and not settle. Those in the latter category will likely be arrested, should they be foolish enough to return.

### ❖ **Economy**

Despite the decline in commercial traffic along the road, transportation remains the main economic driver for Woodbridge. Merchants still pass through, although their arrivals are now unpredictable and their loads light. In addition, the [shrine](#) by the [bridge](#) draws a few pilgrims during holy months. These and a trickle of others, who travel for less obvious reasons, bring welcome customers to the [inn](#), pay bridge tolls, buy supplies, and pay for the repair of their travel equipment.

The modern economy of Woodbridge provides for necessities through local food production and the importation of most other goods. Earnings from travelers are supplemented with a small lumber industry that still ekes out a meager existence harvesting logs. But the shipping cost for this hewn lumber yields thin margins. Smuggling, although it is not openly discussed, is a more significant portion of the economy. On the other hand, there is endless talk of reopening the [Abandoned Mine](#) on the edge of the woods north of the village.

### ❖ **Transportation**

Horse, wagon, and foot traffic find their way along the main road through town and across the [bridge](#) with few wrong turns possible.

Logs for the [lumber mill](#) are floated down the river from the forests to the north and collected by villagers in the eddy pool just upstream of the bridge. Below the bridge, in the abandoned

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Old Town district, a rotted dock juts into the river. Nearby, a small fishing boat in good condition is occasionally seen pulled up on the shore.

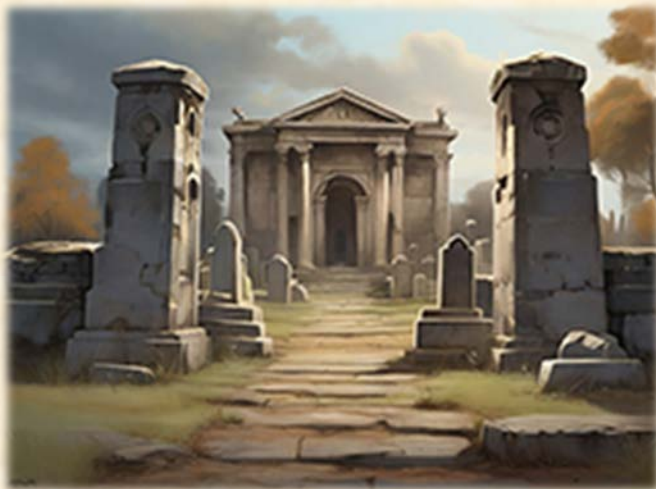
### ❖ **Government**

An Elder Council lead by a village [Mayor](#) makes the major decisions affecting the village and negotiates with the provincial authority when necessary. Elders, for this purpose, include all adult residents who have children. In theory, decisions are reached through consensus. As with any political system, theory quickly collapses when pressure is applied.

Council decisions and community customs are enforced by social pressure, but when required, the local militia consisting of any available resident can be called out. This ad hoc constabulary, unified by common cause, can be surprisingly efficient. The Laws of the Realm, when they differ from local laws and customs, are enforced by the [garrison](#). In addition, the garrison will lead the local militia in military action should an occasion arise when the whole community is under threat. The garrison's [stone tower](#) houses a small jail.

### ❖ **Religion**

The ancient [shrine](#) by the bridge attracts some attention from travelers, but not from residents, whose religious practices are as varied as their cultural backgrounds. Many of the realm's major deities are worshipped here, with special emphasis on those involved in commerce and travel.



Pilgrims visiting the ancient shrine bring a diverse and sometimes contradictory set of interpretations with them. Locals are glad for the money pilgrims bring but are equally glad to see the pilgrims leave.

An ancient [cemetery](#), still in use, is in the abandoned part of the village. For practical reasons, all residents use this cemetery despite their otherwise differing religious practices. Not far from the cemetery are the ruins of a church, no longer suitable for services.

### ❖ **Culture**

The sole surviving tavern, the [Golden Tankard](#), offers a selection of local ales and spirits to accompany conversation with other travelers and songs from a local bard. Meals and lodging are available for a reasonable rate. While the food is a bit plain, locally sourced game is always available and the lodgings are clean and quite grand, if a bit timeworn.

A [bulletin board](#) sits in the village square for the benefit of travelers who are not planning to stop and talk to the locals. It features official proclamations from provincial authorities, wanted posters, current rates for the [bridge tolls](#), travel warnings, and local investment opportunities.

## In Depth: People

- ☞ *GM Note:* Of the population of 40 adults, the following people of Woodbridge are the major non-player characters that players are most likely to encounter during their visit. Not all named NPCs are provided below, nor are other minor inhabitants such as farmers or laborers, so feel free to generate an NPC if you feel the need.
- ☞ *GM Note:* In addition to the NPC location described below, most NPCs can be found on occasion at the Golden Tankard tavern or in the village square, see [Current Patrons at the Golden Tankard Tavern](#) or [Encounters in the Village Square](#).

### **Able Ames**

[Carpenter](#). Male. Halfling. Age 26. Craftsman. N.

Str 7, Dex 10, Con 10, Int 11, Wis 12, Cha 8.

+2 to Charisma checks with Female Halflings

*Location.* Able is usually found during the day at the [carpentry](#) shop or at a jobsite in the village. During off hours, he will be with his brothers at their home.

*Appearance and Personality.* Able is the firstborn of identical triplets. He has brown hair and bright blue eyes, and the pattern of an unusual tattoo on his neck normally hidden below his collar. He discreetly wears a carved soapstone fertility stickpin in honor of his mother on his modest sturdy garments. While it is difficult to get him to talk about his past, he is curious and optimistic about his future.

*Backstory.* Able left his home to the east with his two identical triplet brothers, fleeing from the memory of a tragedy suffered by the rest of his large, prosperous family. He and his brothers settled in Woodbridge, as it is antithetical to the urban area they grew up in. The triplets share one house and have established mutually supporting enterprises, with Able making the equipment his brothers use and selling his [carpentry](#) skills to the village. He is dedicated to his brothers and willing to do anything to protect them, including sacrificing himself and his morals if pushed. He is currently seeking a wife with more urbane sensibilities than can be found in Woodbridge, and the other brothers have promised not to wed until he, as firstborn, does.

*Allies, Enemies, and Special Abilities.* Able's brothers are [Ready Ames](#) ([Leatherworker and Cobbler](#)) and ['Cappy' Ames](#) ([Tanner/Furrier](#)). Able has practiced his courting skills on his brothers and gains +2 to all Charisma checks with Female Halflings.

### **Capable 'Cappy' Ames**

[Tanner/Furrier](#). Male. Halfling. Age 26. Craftsman. N.

Str 12, Dex 9, Con 5, Int 9, Wis 9, Cha 9.

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+4 to Persuasion checks.

*Location.* Cappy is usually found tending the tanning vats at the [Tannery](#) on the edge of town or fabricating fur garments at his main street [Furrier Shop](#).

*Appearance and Personality.* Ready is the third born of identical triplets. He has brown hair and bright blue eyes, and the pattern of an unusual tattoo on his neck normally hidden below his collar. He wears modest sturdy garments stained from the tanning vats. Skinning and scraping knives hang from his belt, and a thin carved red jade cuff of entwined dragons in honor of his mother and father encircle his bicep. Cappy is cautious and argumentative and will haggle tirelessly to get the best deal possible.

*Backstory.* Cappy left his home to the east with his two identical triplet brothers, fleeing from the memory of a tragedy suffered by the rest of his large prosperous family. He and his brothers settled in Woodbridge as it is antithetical to the urban area they grew up in. They share one house and have established mutually supporting enterprises, where Cappy buys skins and furs from the locals and makes leather for Ready and fur garments for travelers and village dwellers, sold out of his storefront on the main road. He loves to show off the truly spectacular beaver and muskrat cloak he was commissioned to create a year ago. He is still waiting for the aristocrat who asked for it to return and claim it.

*Allies, Enemies, and Special Abilities.* Cappy's brothers are [Able Ames](#) ([Carpenter](#)) and [Ready Ames](#) ([Leatherworker and Cobbler](#)). Cappy purchases hides and furs from [Keelta Gillina](#). Cappy has a talent for driving a hard bargain and gains a +4 to Persuasion checks.

### **Ready Ames**

[Leatherworker and Cobbler](#). Male. Halfling. Age 26. Craftsman, N.

Str 9, Dex 10, Con 12, Int 15, Wis 12, Cha 10.

*Location.* Ready is usually found during the day at the [cobbler shop](#) off the village square. During off hours, he will be with his brothers at their home.

*Appearance and Personality.* Ready is the second born of identical triplets. He has brown hair and bright blue eyes, and the pattern of an unusual tattoo on his neck normally hidden below his collar. He wears modest sturdy garments with bootblack stains, cobbler tools hanging from his belt, and a carved amber hunting amulet in honor of his father around his neck. He is gregarious and enjoys talking about the intricacies of his profession and how its practice is philosophically similar to life, but there is a deep sadness evident in his eyes.



*Backstory.* Ready left his home to the east with his two identical triplet brothers, fleeing from the memory of a tragedy suffered by the rest of his large prosperous family. He and his brothers settled in Woodbridge as it is antithetical to the urban area they grew up in. The triplets share one house and have established mutually supporting enterprises, where Ready makes and repairs [shoes, boots, and a few leathersgoods](#) out of a storefront on the main road. As the acknowledged 'smart one' in the family, he is looked up to by his brothers as the leader, but he questions his decision to settle in Woodbridge, as here he will never get his hands on something rare or priceless (like that which brought his parents to ruin).

*Allies, Enemies, and Special Abilities.* Ready's brothers are [Able Ames \(Carpenter\)](#) and ['Cappy' Ames \(Tanner/Furrier\)](#).

### **Amund Blackburn**

Garrison Soldier. Male. Tiefling. Age 25. Fighter. LN.

Str 14, Dex 9, Con 10, Int 10, Wis 8, Cha 13.

AC 10; Shortsword +4 to hit, 1d6+2 slashing;

Shortbow +2 to hit, Range 80/320, 1d6-1 piercing.

*Location.* Amund can usually be found during the night at the tower side of the [bridge](#) or scouting traffic from atop the [stone watchtower](#). During the day, he spends his time in the watchtower's common rooms.



*Appearance and Personality.* Amund is striking and attractive, with skin, translucent red hair, smoldering yellow eyes, and a pair of tiny wings hidden within his uniform. He wears leather armor and wields a shortbow and shortsword. His experiences have made him humble, lazy, and a bit depressed.

*Backstory.* Due to his Tiefling heritage, Amund led a hard life until he found a home in the army. He was conscripted from a prison and dreams of the day when he can take his revenge on the bullies that framed him. But for now, he is a lowly private. As his share of the toll bridge guard duties, he takes the night shift, where his dark vision is useful. Amund's striking appearance caught the eye of [Odith Velton](#), who surreptitiously fed him a love potion and meets him occasionally when he is off duty during the day. This affair has made Amund feel good about himself and has helped with his confidence. He willingly continued the secret relationship after the love potion wore off, despite knowing it was superficial. (*Has he acknowledged to himself that he may now have real affection for Odith and what her motives may have been?*)

*Allies, Enemies, and Special Abilities.* [Odith Velton/Comblly Ullen](#): What's going to happen when his rotation at Woodbridge ends? Will he quietly quit Odith and go? Will stay and try to get



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Odith to leave Comby and by what means? These questions weigh on his mind. Amund has Dark Vision.

### **Elfrun Brix**

NCO Garrison Soldier. Female. Human. Age 28. Fighter. LN.

Str 14, Dex 10, Con 10, Int 9, Wis 12, Cha 12.

AC 11; Spear, +4 to hit, 1d6+2 piercing (one-handed), 1d8+2 piercing (two-handed),

Range (20/60) 1d6+2 piercing;

Shortsword +4 to hit, 1d6+2 slashing.

*Location.* During the day, Elfrun can be found pacing back and forth on the toll [bridge](#) or scouting for upcoming traffic from atop the [stone watchtower](#). At night, she spends her time in the watchtower's common rooms.



*Appearance and Personality.* Elfrun was named after her elfin appearance: fair, delicate features with golden hair and narrow blue eyes. She wears leather armor and wields a spear and shortsword. Elfrun is serious and a capable leader. She is talkative and takes advantage of her position of authority to question travelers about their background and stories, taking a particular interest in adventurers.

*Backstory.* Elfrun is a corporal in the army, head of the watchtower garrison, and is responsible for the collection and security of the bridge tolls, which are kept in a

lockbox in the tower. Elfrun takes the day shift as her share of the toll bridge guard duties. She dreams of becoming an adventurer like her aunt and becoming locally famous.

*Allies, Enemies, and Special Abilities.* Elfrun is aided by two large and fearsome [war dogs](#) that sleep on either side of the tower steps. Elfrun has the Command special ability: As an action, Elfrun may give her action to any friendly creature capable of at least understanding simple commands in Common.

### **Affrin Florandia**

[Clergyman](#). Male. Elf. Age 86 – looks 112. Fallen Aristocrat. N.

Str 10, Dex 6, Con 10, Int 7, Wis 13, Cha 11.

*Location.* Affrin is usually found at the ancient [shrine](#) next to the [bridge](#) soliciting pilgrims and passers-by for donations (for sacramental spirits).

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*Appearance and Personality.* He has narrow hazel eyes, which are typically bloodshot. He shows many common signs of long-term alcoholism and self-neglect: a rugged and disheveled appearance, with ruddy skin, bulbous nose, and tangled silver hair. In an odd contrast to his physical appearance, he wears much repaired fine raiment and paste jewelry as a gesture to his past.



*Backstory.* The eighth son of a wealthy landowning family, he was shuttled off to the priesthood after a youthful tryst with a beauty from a rival family went sour. Affrin's resentment for this resolution was evident in the neglect of his priestly training, which led to his posting in Woodbridge. The insult of the assignment is as obvious as the shuttered ruins of Woodbridge's church. As a self-proclaimed celibate, he is largely ignored by the villagers. Affrin dreams of the comfortable lifestyle he once enjoyed with his family, but long ago resigned himself to his lot because he could think of no way out. Blinded by self-pity, he does not recognize that his family expects him to mature through worldly experience.

*Allies, Enemies, and Special Abilities.* Affrin can cast minor restoration, bless, and curse.

### **Gaylan**

Street urchin. Male. Human. Age 8. Orphan. N.

Str 6, Dex 12, Con 6, Int 12, Wis 10, Cha 9.

AC 11. Sling +3 to hit, 1D4+1 bludgeoning, Range 30/120.

*Location.* Gaylan can be spotted anywhere in the village, but is most often found hunting rats at the [grain mill and storehouse](#) or hanging about near the [village square](#). At night he stays in the abandoned church in Old Town.

*Appearance and Personality.* Gaylan has a small head with brown hair, grey eyes, and limbs too short for a child his age. He is dressed in simple hand-me-downs given to him by [Comby Ullen](#). Gaylan is a loner, fiercely independent, and has no hopes or dreams as he has never stopped to think about more than just surviving.

*Backstory.* Gaylan's parents died of a plague, leaving no one to look after him. Growing up alone, he stowed away on a merchant cart and was abandoned at the village when he was discovered. Gaylan is always lurking around, found everywhere, knows everyone, and is friendly with all the village inhabitants. Comby has taken a special



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interest in him and given him a job keeping the rats under control at the flour mill. Gaylan caught and raised an albino rat as a pet that he has named Eddy.

*Allies, Enemies, and Special Abilities.* [Comby Ullen](#) and the inhabitants of the village -- everyone keeps an eye out for him and helps him wherever they can. They have collectively adopted him (metaphorically, at least) since the village is afraid of losing any of its populace. By hunting rats, Gaylan has become an expert with a sling and has gained +3 to hit.

### **Keelta Gillina**

[Butcher](#)/Hunter. Female. Wood Elf. Age 137. Craftsman. N.

Str 10, Dex 14, Con 9, Int 11, Wis 9, Cha 9.

AC 12. Cleaver +2 hit 1d6+2 slashing, Hunting Knife +2 to hit (+4 to hit beasts) 1d3+2 slashing, Longbow +4 to hit 1d8+2 piercing.

+4 to stealth ability checks, +4 survival in the forest, +4 to hit any beast.

*Location.* [Abattoir](#) (butchery) on the edge of Woodbridge or in the [forest](#), [fields](#), and [river marshes](#) surrounding Woodbridge.

*Appearance and Personality.* Keelta has messy copper hair and large green eyes. About the village she wears clean simple work clothes, adding a blood splattered leather apron, cleaver, and sharp hunting knife when in her abattoir. Outside of the village, she wears green 'robin hood'-like hunting garments, a red hunting cap, and oiled leather boots, and wields a longbow and a hunting knife. Her serious demeanor is displayed in her sense of responsibility for bringing game to the village and to the Golden Tankard's table. However, she dislikes waste, so hunts mostly to order. Keelta keeps herself and her shop clean and neat.

*Backstory.* Keelta grew up in the [forest](#), [fields](#), and [river marshes](#) surrounding Woodbridge hunting deer, birds, and rabbits. By appointment at her shop on the edge of the village, for a small fee Keelta kills, dresses, and butchers livestock for the villagers, packing it into villager provided salt barrels. Occasionally she can be found in her [abattoir](#) dressing fresh game for sale. Most often she can be found traversing the surrounding territory, observing the wildlife, and occasionally harvesting game depending on demand.

*Allies, Enemies, and Special Abilities.* Keelta is a close friend of [Sammi Placa](#), having supplied game to her table for years. Keelta can hide even when there is only light foliage, heavy rain, falling snow, mist, and other natural phenomena available to obscure her (Mask of the Wild). Keelta's expertise in hunting gives her +4 to hit any beast with her hunting knife and longbow, and she has +4 to any stealth ability check.

### **Alcort Grinan**

[General Store Owner](#). Male. Dwarf. Age 157. Merchant. NG.

Str 11, Dex 11, Con 13, Int 12, Wis 10, Cha 13.

+3 to any type of bargaining rolls

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*Location.* Alcort can usually be found behind the counter in his shop or after closing, in the residential quarters about the shop.

*Appearance and Personality.* Alcort is unusually tall and narrower shouldered for a dwarf. However, like his tribe, he is comely, with golden hair and blue eyes shot through with gold specks. He wears plain clothing and a leather shop apron. He is charming and talkative, gathering the news from strangers and passing it on to the villagers.

*Backstory.* Alcort owns [Grinan Mercantile](#), a family business to which he is fiercely loyal that goes back generations in Woodbridge. Alcort's motto is "If you can't find it here, you don't need it!" While the store stocks the basic needs for local farmsteads and villagers and a limited selection of adventuring equipment, an outsider would say his store does not live up to his motto.

*Allies, Enemies, and Special Abilities.* Alcort is married to Geda Dwali who, when she is not helping in the store or doting on their brood of six kids, is a day laborer. Alcort has a large black [guard dog](#) named Ebony that guards the store day and night. Alcort is a sly trader and gains +3 for any roll when bargaining for shop sales or purchasing shop supplies.

### ***Abona Grollow***

[Blacksmith](#). Male. Gnome. Age 98. Craftsman. CN.

Str 15, Dex 13, Con 14, Int 10, Wis 10, Cha 5.

*Location.* Albona can usually be found with Fosa in his Smithy or in their home in the village.

*Appearance and Personality.* Abona has an angular face, with white-grey hair, a pointed beard, and blue eyes. He wears a leather apron, a red cap, and has numerous iron rings on his fingers, each one with a story. Abona has the bad combination of being both hot-tempered and absent-minded and is always cursing about his misplaced tools.

*Backstory.* Albona runs the village [blacksmith](#), making hardware like nails and farm implements, horseshoes, and wagon wheel rims, and provides minor repair services for travelers. He scavenges scrap iron from ruins in the abandoned parts of the village. He hopes (and encourages) speculators to reopen the old [abandoned mine](#) near the village or in the forested hills upriver. While he employs a village child to pump the bellows for the forge, he is still waiting for a child to take enough interest in the business to apprentice. He and Fosa would be happy to adopt that child when he shows up.

*Allies, Enemies, and Special Abilities.* Albona is married to [Fosa Grollow](#).



**Fosa Grollow**

[Wheelwright](#). Male. Gnome. Age 101. Craftsman. NG.

Str 14, Dex 10, Con 12, Int 9, Wis 13, Cha 11.

*Location.* Fosa can usually be found with Albona in his shop or in their home in the village.

*Appearance and Personality.* Fosa has matted black hair, brown eyes, and a crooked nose, broken in a youthful fight. He wears simple clothing and a pewter wedding amulet. Fosa is quiet, calm, and patient.

*Backstory.* Fosa is the front man of the [blacksmith/wheelwright operation](#). When needed, he makes and repairs wheels and provides other minor repair services on the carts of travelers with his cartwright skills. He would be happy to make an entire cart if anyone ever needed one, but these requests are rare. He figures that it is his husband Abona's bad temper that has kept Abona from retaining an apprentice, and that if they can find one who will put up with Abona, he will cement him into the business by adopting him. Fosa is saving to buy a pony to ride in the nearby countryside so he doesn't go crazy defusing Albona's moods.

*Allies, Enemies, and Special Abilities.* Fosa is married to [Abona Grollow](#).

**Saiva Moya**

Mayor/[Scribe](#)/[Weaver and Seamstress](#). Female. Half-Gnome. Age 140. Craftsman, N.

Str 6, Dex 13, Con 11, Int 9, Wis 14, Cha 14.

+4 to Charisma checks.

*Location.* Saiva is usually found at her [shop](#) weaving or sewing. About twice a week she visits the [Golden Tankard](#)'s common room to hear from the villagers. If a conflict crops up in the community, she will appear promptly.

*Appearance and Personality.* Saiva has the stature of a human with gnomish features, is slight of frame and plain in appearance, where the more mean-spirited would say ugly. Her face with its slightly lopsided green eyes is framed with thick dull-brown curly hair, but she has a magnetic aura of charm and competence about her that attracts people to her. She wears elaborate, beautiful clothing that shows off her skills as the local weaver and seamstress.

*Backstory.* Saiva was educated to read and write by her grandmother, who married into the family from afar, and as a result Saiva has become the community [scribe](#). As Mayor, she has demonstrated her wisdom, successfully navigating, if not always resolving, the petty disputes of the village. So far, she has well represented the interests of the village to outsiders and the garrison. Saiva wants to know where her husband, Gere Moya, disappeared off to as she has not seen him in many months. His disappearance is currently *the topic* of village gossip.

*Allies, Enemies, and Special Abilities.* The inhabitants of the village are generally in favor of her leadership. She is worried that she may lose support from the [Elder Council](#) as she is in favor of

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weakening its power in hopes of attracting immigrants to the village. Saiva has a politician's charm and a gift for diplomacy and gains +4 to Charisma checks.

### **Waldo Oaklopper**

Fisherman. Male. Human. Age 56. Monk. N.

Str 11, Dex 16, Con 8, Int 9, Wis 16, Cha 15.

AC 16 Fishing rod +5 to hit 1d6+3 bludgeoning, Unarmed Strike +5 to hit 1d4+3 bludgeoning.

+4 to survival checks on the river.

*Location.* Waldo is usually fishing from a small rowboat on the [river](#) in the hours surrounding dawn and dusk. Occasionally he is on the river in the middle of the night, too. Otherwise, he can be found selling his fish in the [village square](#) or in a dilapidated complex of shacks by the river in Old Town, just below the barbershop.

*Appearance and Personality.* Waldo is tall, sinewy, and athletic, with brown hair and soft amber eyes. He wears sturdy clothing and can wield his fishing rod like a quarterstaff. Waldo is quiet and sad.

*Backstory.* In his youth, Waldo worked as a sawyer at the [lumber mill](#). There, in his spare time, he studied the monk's disciplines, as introduced to him by an itinerant laborer at the mill. When in his 30s his wife and child died in childbirth, he was heartbroken and retreated to a shack by the river and sought inner peace by pursuing the life of a hermit. To support himself, he took up fishing.

*Allies, Enemies, and Special Abilities.* Waldo has the monk class features of Unarmored Defense and Martial Arts. Waldo's many years on the river gives him +4 to survival checks when on the river.

### **Zora Otiss**

Retired Midwife and Healer. Female. Half-orc. Age 68. Healer, NG.

Str 6, Dex 10, Con 6, Int 13, Wis 16, Cha 9.

+2 to Persuasion in any religious argument.

*Location.* If Zora isn't in the [Golden Tankard](#) discussing religion, she will likely be with the [midwife](#) or the [surgeon](#).

*Appearance and Personality.* Zora has a narrow face speckled with liver spots, gray hair, large green eyes, and a body withered from age. She wears comfortable robes and moves around with difficulty using a walking stick. Zora is well read on religious dogma, and always up for a religious argument for which she will always take the opposite side of her opponent. She is afraid of the undead, as a seer once predicted that she would die at the hands of one.

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*Backstory.* Zora has taught all she knows about midwifery, healing, and medicinal potion brewing to Odith Velton. She now sits with the pregnant, sick, and dying, and gives advice to Odith when requested.

*Allies, Enemies, and Special Abilities.* With her deep knowledge of religious tracks, Zora gains +2 in Persuasion in any religious argument.

### **Sammi Placa**

[Tavernkeep/Brewer and Distiller](#). Female. Dwarf. Age 185. Alchemist. N.

Str 14, Dex 8, Con 10, Int 12, Wis 9, Cha 8.

AC 9; Blackjack +4 to hit, 1d4+2 bludgeoning. If hit, DC15 Constitution saving throw or stunned; Trench Knife +4 to hit, 1d4+3 slashing.

*Location.* Sammi can usually be found behind the bar at the [Golden Tankard Inn](#) or within the brewery/distillery across the street from the Inn. During off-hours, she can be found puttering about the Inn or in the Inn's residential quarters. Occasionally she can be found enjoying a wood-fired sauna in the brewery, made from a spare converted fermentation vat.

*Appearance and Personality.* Sammi, a widow, is stout with blonde hair, a hazel right eye, and a



patch covering her left eye, which was lost in a brewing explosion. She is armed with a blackjack and wickedly sharp trench knife which she can wield simultaneously. The pattern of the colorful embroidery on her clothes frequently matches her elaborately braided beard. She tops off her dress with a somewhat out of place mink fur cap. Since the world comes to her, she is satisfied with her life and looks forward to passing on the business to her children.

*Backstory.* Sammi's family has for many generations run the [Golden Tankard Inn](#) and brewed the local beer supply. She employs several villagers to staff the kitchen, rooms, and stables. She recently took up distilling, as the supply of imported wines and spirits has become unreliable.

*Allies, Enemies, and Special Abilities.* Over the many years that Sammi has tended bar, she has sharpened her skills at persuading drunks, rowdies, and ne'er-do-wells to behave or leave the premises. Upon a successful hit with her club, a target's nerve point is hit, and a humanoid must make a DC15 Constitution saving throw or be stunned. Upon a failed save, Sammi will throw the offender out of the inn. Sammi has not perfected the distilling process. Trace contamination of the spirits consumed at the Golden Tankard Inn has consequences – see [Golden Tankard](#) GM notes.

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### **Sasu Sidibe**

Pilgrim. Male. Dragonborn. Age 18. Paladin. LG.

Str 8, Dex 12, Con 8, Int 10, Wis 12, Cha 14.

*Location.* In the morning Sasu can usually be found visiting the [shrine](#) or sunning himself in the [village square](#) if the weather is good. Otherwise, he rests in one of the many abandoned houses.

*Appearance and Personality.* Sasu is short with bronze scales, blue eyes, and looks frail. He wears pilgrim's robes. Sasu is fearless but has the callousness of youth. If he was healthy, he would entertain being hired as a man-at-arms for a brief time before returning to his order.

*Backstory.* While Sasu had intended to only pass through Woodbridge on his tour of the shrines before returning to his order, he fell sick and is recovering in the village. He is currently laid up with a disease that has sapped his strength and has defied the efforts of the village healers to cure. He visits the shrine daily, hoping to find divine inspiration that will lead him to a cure. In the meantime, he rests and dreams of slaying monsters and protecting the weak and innocent once he recovers and receives the cloth of his paladin order. He has hidden his scale mail and a great axe in the abandoned house he is currently occupying.

### **Comby Ullen**

[Miller and Baker](#). Male. Human. Age 40. Craftsman. NG.

Str 12, Dex 12, Con 10, Int 12, Wis 7, Cha 11.

*Location.* Comby is usually found at the bread oven during the early morning, and at the [mill](#) the rest of the day. During off hours, he is with his wife Odith, at home.

*Appearance and Personality.* Comby has a plump, round face, matted blonde hair, smokey grey eyes, and is well liked in the village. He wears sturdy flour-dusted clothing and carries his daily yeast in a pouch hanging from his belt. Comby has a gentle heart and has been known to aid the villagers during hard times by reducing his milling commission or letting them use the ovens in exchange for firewood.

*Backstory.* When the gearing in the windmill could no longer be repaired, Comby reworked the mill-stand to be donkey powered. Later he installed a bread oven outside the mill to bake the village bread. Comby has a childless marriage to [Odith Velton](#).

*Allies, Enemies, and Special Abilities.* Comby fears his wife [Odith Velton](#) is having an affair and is slightly paranoid. He does not know whom she is having the affair with. He snoops around and makes occasional accusations, for which he quickly apologizes, and is open to hiring others to snoop for him. Comby relies on [Sammi Placa](#) to keep him well supplied with yeast and [Gaylan](#), an orphaned village urchin, to keep the rats under control in the warehouse.



**Odith Velton**

[Midwife/Healer](#). Female. Human. Age 36. Healer. N.

Str 9, Dex 13, Con 10, Int 9, Wis 12, Cha 9.

+2 to Persuasion challenges related to village gossip.

*Location.* Odith can be found caring for patients in the village at any time of the day or night. Otherwise, she will be at home by herself or in the evenings with her husband Combly.

*Appearance and Personality.* Odith has matted red hair, hazel eyes, and a beaked nose. She wears practical clothing suitable for her role as midwife and healer of the village. Although usually tight lipped, ministering the maladies about the village has made her well informed of the village gossip.

*Backstory.* Odith took over as midwife from [Zora Otiss](#) when she became too frail to minister to the sick and pregnant. Odith always carries a gold amulet in her pocket that gives +1HP to Odith's healing potions, given to her by Zora Otiss when she retired. Odith is having an affair with a garrison soldier, [Amund Blackburn](#), not because she has fallen out of love with her husband [Combly](#), but because she wants to provide Combly with a child. She ensnared Amund Blackburn with a love potion and meets him occasionally when he is off duty during the day and when Combly is at work at the mill.

*Allies, Enemies, and Special Abilities.* Odith is married to [Combly Ullen](#) but having an affair with [Amund Blackburn](#). Odith has a tawny cat named Elden that she treats like a child (AC 12, HP 1, Speed 40 ft., climb 30 ft., Perception +3, Stealth +4, Passive Perception 13, CR 0). Odith brews potions of Common Healing (50 gp, 2d4+3 hp) and Cure Common Disease (100 gp, cures paralyzed and poisoned conditions from non-magical sources). She usually has on hand 1d3-1 Common Healing and 1d2-1 Cure Common Disease potions available to sell, but can brew an additional 3 more of either type in 1d4+1 days.

**Lavan 'Goldy' Veta**

Garrison Soldier. Female. Half-orc. Age 24. Smuggler and Scofflaw. LN. Stats

Str 14, Dex 14, Con 13, Int 14, Wis 9, Cha 8.

AC 13; Wooden Truncheon +4 to hit, 1d4+2 bludgeoning.

+2 to all Persuasion checks with villagers; +4 to all Charisma checks with orcs and half-orcs.

*Location.* Goldy can usually be found during the early morning and evening, walking the village. At other times, in a dark corner of the village inn, The [Golden Tankard](#), and at night within the garrison's common room within the [stone watchtower](#) or moving surreptitiously about the vicinity of the village.

*Appearance and Personality.* Goldy has jet black hair, soft golden eyes of her nickname, and is beautiful by orc standards. She wears leather armor and wields a truncheon (club). She is clever, industrious, impartial, and restrained.



*Backstory.* Goldy is a private in the army. Her official responsibilities differ from the rest of the garrison: she is the town guard. Although Goldy has only been in that role for eight months of her three-year assignment to the Woodbridge's garrison, she is the most popular town guard in memory. This is despite being the occasionally violent local muscle when the tax collector visits. Her popularity stems not only from her fair dealings with the villagers as town guard,

but also from her efficiency running Woodbridge's well organized and successful smuggling operation. She inherited that unofficial responsibility from a prior garrison soldier. Her fellow [garrison](#) members are unaware of Goldy's smuggling activities. Notwithstanding her working hard to be a leader (she is not a natural), Goldy has a knack for recruiting villagers into her smuggling schemes by rewarding them with veiled advice on how to hide their assets from the tax collector and the minimum amount to pay that won't arouse suspicion. When not coordinating her smuggling operations, Goldy plans the business she will set up back home with the wealth she earns here, after passing on the smuggling operation to a hand-picked member of the next garrison that is deployed to Woodbridge.

*Allies, Enemies, and Special Abilities.* Goldy's popularity in the village gives her +2 to all Persuasion checks with villagers. Goldy's beauty gives her +4 to all Charisma checks with orcs and half-orcs.

### ***Mattie Wilfree***

[Barber/Surgeon](#). Female. Human. Age 56. Craftsman. LN.

Str 9, Dex 11, Con 13, Int 13, Wis 9, Cha 7.

*Location.* Mattie can be found at her [barbershop](#) to the south of the village square. During her off hours she will be in her residence above the barbershop.

*Appearance and Personality.* Mattie has grey hair, sharp hazel eyes, and a thin nose. She habitually wears her bloodstained barber/surgeon smock around the village, not just in her shop on main street. She is forgetful and sometimes neglects (50%) to mention there is a risk that surgery will be unable to heal a patient's malady. She also frequently misplaces her husband. She is rough-mannered and taciturn and expects her patients to 'bite down hard on the leather strap' and not complain.

*Backstory.* Mattie originally learned her craft in the army as a barber and bone-setter. She is an old pro at cutting hair, pulling teeth, bloodletting, and minor surgery, including setting bones and treating other external injuries. She returned to Woodbridge for its peaceful, quiet life following her service.

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*Allies, Enemies, and Special Abilities.* The villagers, including Mattie, prefer going to [Odith Velton](#) for their internal maladies. Mattie provides medical services equivalent to healing word (60gp, 1d4+1 hp) or common healing potion plus lesser restoration (150 gp, 2d4+2 hp), with a chance of contracting [Fever](#). For details on surgery and the plague, see [Barber/Surgeon](#).

### **Wonda Young**

Bard. Female. Human. Age 28. Entertainer. N.

Str 11, Dex 11, Con 8, Int 9, Wis 9, Cha 13.

+4 to Performance, Slight-of-hand, and Thieves Tools ability checks

*Location.* Wonda can usually be found in the tavern common room at the village inn, [The Golden Tankard](#). During off hours she will be in her home in the village.

*Appearance and Personality.* Wonda has uneven brown hair and bright hazel eyes. She wears colorful clothing and carries a lute and a fine stiletto, worthy of an assassin.



*Backstory.* Wonda's real name is *Wara Hasbine*. As a child, Wonda's family left her birthplace of Woodbridge for the city in hopes of a brighter future. When Wonda came of age in her new city, she was apprenticed to a bard and learned her craft passably well. Wonda then fell in with a criminal gang, but a swindling job went terribly wrong and she is now hunted by both her mark and the Thieves' guild. Unable to find protection within the Bard's guild, Wonda changed her name and fled back to her birthplace, taking up the position of Entertainer in [The Golden Tankard](#). To protect herself, she refuses to talk about her past and claims she is from an unnamed city. Woodbridge's villagers suspect her deceit, as her appearance is similar to her distant relations in the village, and she seems to know more than a stranger should know about Woodbridge and its inhabitants. Wonda dreams of the day she can return to the city when no one there will recognize her.

*Allies, Enemies, and Special Abilities.* To avoid unwanted attention from out-of-town visitors, she intentionally sings badly, causing a bit of consternation in those with a musical ear. Occasionally late at night, she is overcome by emotion and let's slip a rare ballad that shows her true abilities. Roll on [Wonda's set list](#) for an effect on the players from a bit of historical or arcane trivia.

## Village Gossip and Potential Plot Hooks

### ❖ *Village Gossip*

- *Village Politics.* The interests of the [Council of Elders](#) are at odds with the interests of the provincial authorities. Royal tariffs on trade goods are killing the local economy, perhaps driving merchant caravans to other routes. The royal garrison protects the royal tax collector and helps him enforce the tariff. The villagers are uncooperative but do not overtly resist.
- *The Mayor's Missing Husband.* Where has [Saiva Moya](#)'s husband Gere gone? The villagers openly speculate on whether he abandoned her, or behind her back, did she off-him. He hasn't been seen in many months, and no-one could recall if he said anything before 'leaving'. Saiva says she wants to know where he disappeared off to, but is it true? She seems to be overly at ease with the disappearance, at least to the villagers.
- *Mining for Iron.* There was a merchant who came through the village several months ago who expressed strong interest in reopening the [Abandoned Mine](#) near the village. However, they haven't been heard from them since they left. [Abona Grollow](#) is particularly interested in the mine's reopening. There is a split in village opinion as to whether they should wait for the merchant or recruit some other entrepreneur. Has the mine played out? Who should go in and check?

### ❖ *Plot Hook Suggestions*

- *Love Potion.* Passing travelers are ensnared via magic by desperate, marriage minded singles.
- *Street Urchins.* Children born out of wedlock need your help.
- *Star Crossed Lovers.* A local couple has been promised to other, 'more suitable' spouses and they (or their families) need help ensuring the right outcome. Alternatively, [Comby Ullen](#) wants help investigating his wife [Odith Velton](#) who he suspects is having an affair and wants to hire a snoop.
- *Entrepreneurs.* The natural resources in the area may be enticing to would-be businessmen, miners, or foresters. Can they be safely explored and profitably developed?
- *The Prisoner.* A prisoner needs to be transported from the village jail to the nearest town. Are bandits in town to thwart the transfer? Would the PCs be waylaid on the road? Is the prisoner 'important' or is this just common provincial justice?
- *A Song Badly Sung.* Has [Wonda](#)'s past finally caught up with her?
- *What Ails Sasu?* [Sasu Sidibe](#) only intended to pass through Woodbridge but fell sick with a disease that has defied the efforts of the village healers to cure. Can he be helped in his recovery?
- *Fortunes of the Dump.* Can an artifact be found in the dump that will lead to an adventure in the neighboring wilderness.

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- *The Old Bridge.* There are ruins of a bridge that lay on the riverbed. What happened and what else might be down there?
- *Sectarian Conflict.* There is conflict between two different sects of pilgrims that happen to arrive simultaneously at the shrine. What exactly are people worshipping at the ancient shrine? Are deities taking notice and have motivations? Why haven't the provincial religious authorities rebuilt the church in the village?
- *Smuggling Operations.* Smuggling is a major source of cash for most people in the town. Villagers are suspicious of outsiders who might report them as smugglers (a serious offense). Are local officials being bribed or blackmailed to stay silent? Is there a network of secret tunnels or abandoned buildings used for moving contraband goods. PCs could work for the provincial government or the garrison, or if they can become trusted by the smugglers, to thwart the garrison.

## Maps

### ❖ The Village Square



❖ **Beyond the Square - Points of Interest and Services**



❖ The Golden Tankard – Ground Floor



❖ The Golden Tankard – Second Floor

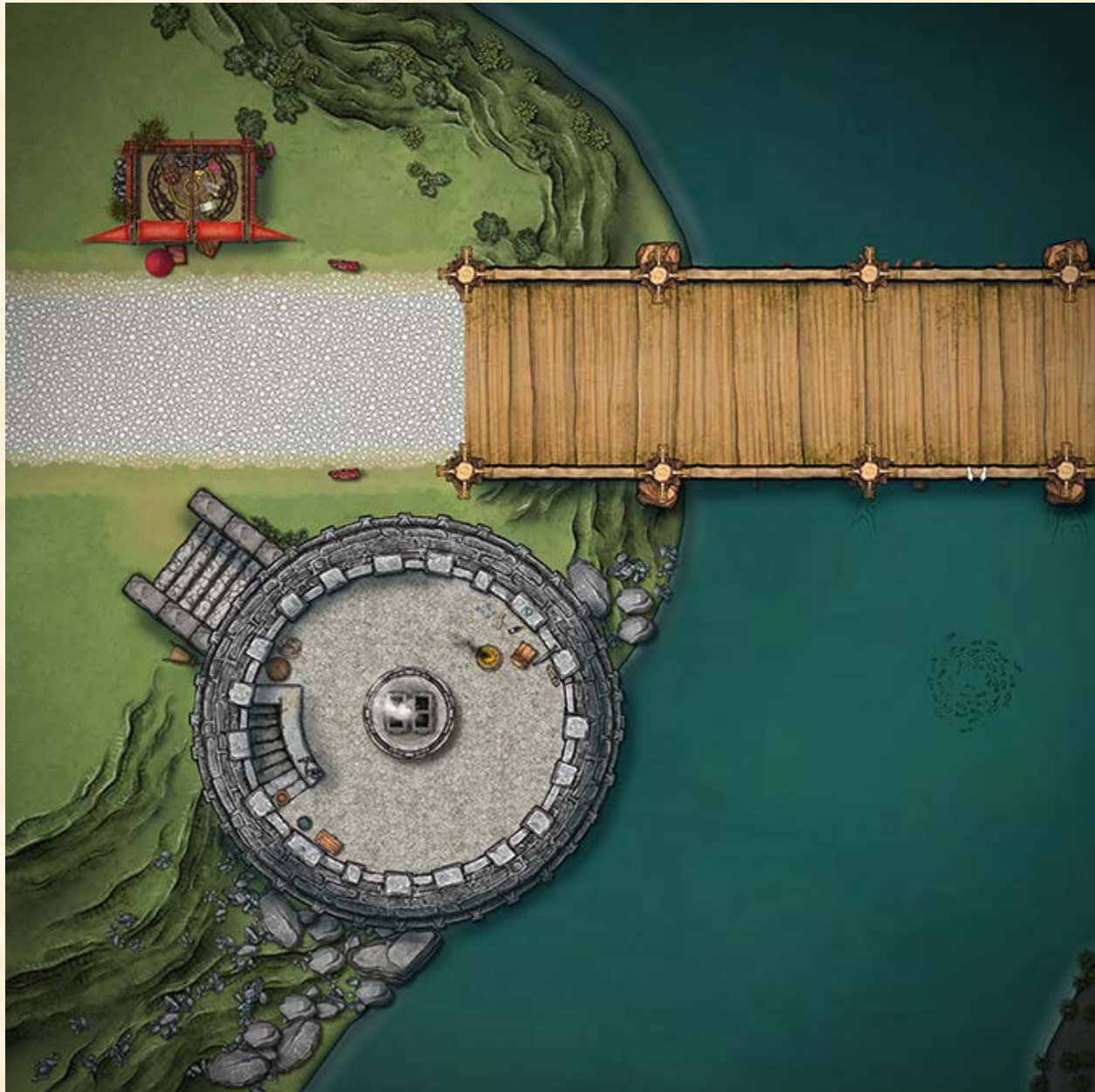


❖ **The Golden Tankard - Basement**

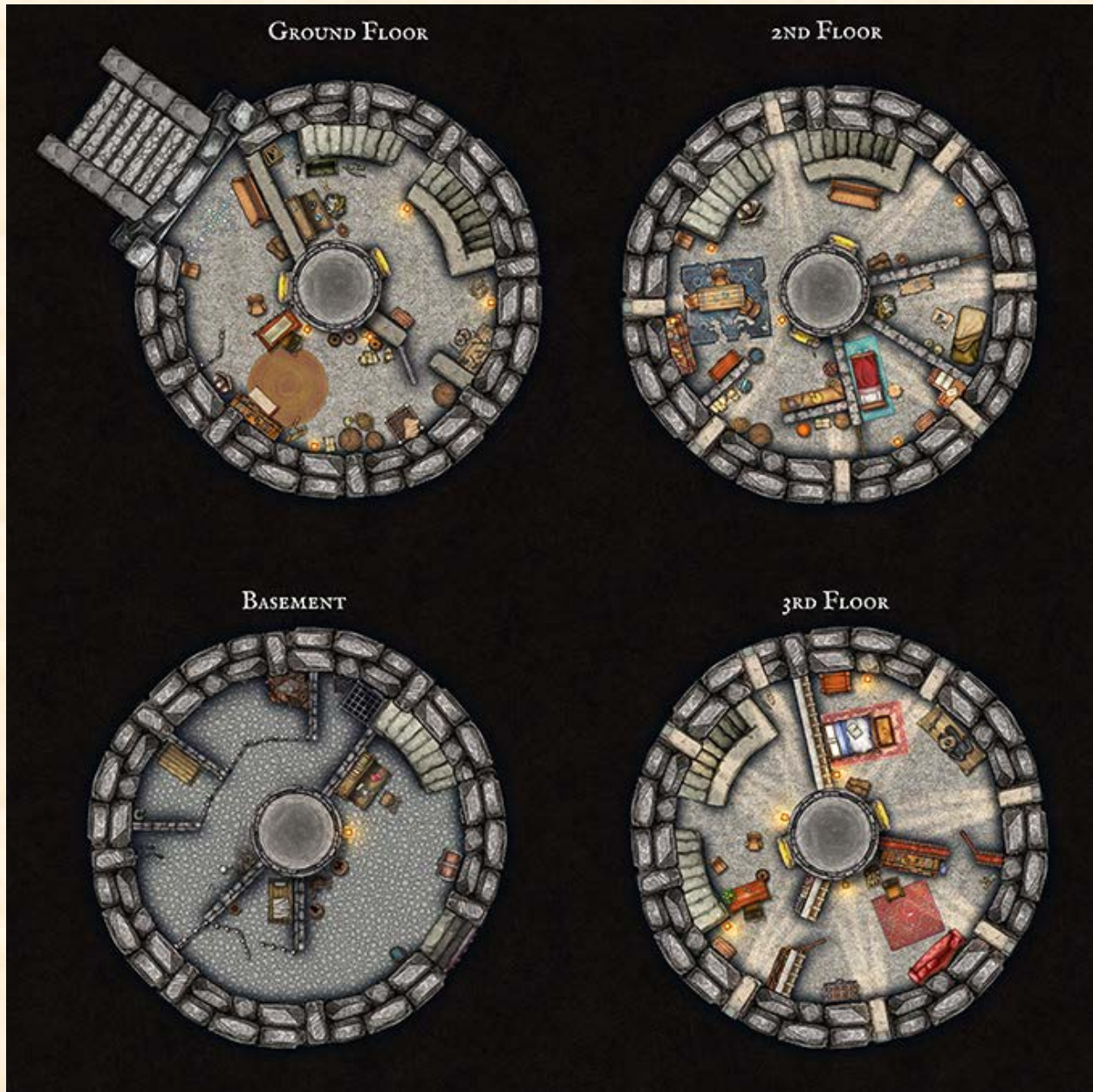




❖ **The Old Stone Tower Exterior**



❖ The Old Stone Tower Interior



Stat Blocks

❖ Feral Dog Pack

***FERAL DOG PACK***

*Medium group of beasts, unaligned*

**Armor Class** 12 (natural)

**Hit Points** 27 (6d8)

<b>Speed</b> 40 ft.					
<b>STR</b> 10 (+0)	<b>DEX</b> 12(+1)	<b>CON</b> 10 (+0)	<b>INT</b> 3 (-4)	<b>WIS</b> 12 (+1)	<b>CHA</b> 7 (-2)
<b>Skills</b> Perception +3 <b>Senses</b> Passive Perception 13 <b>Languages</b> none <b>Challenge</b> 1/4 (50 XP)					
<p><b>Keen Hearing and Smell.</b> The feral dog pack has advantage on Wisdom (Perception) checks that rely on hearing or smell.</p> <p><b>Group Tactics.</b> The feral dog pack has advantage on an attack roll against a creature if the creature has no non-incapacitated allies within 5 ft. of the dog pack.</p>					
<b>ACTIONS</b>					
<p><b>Bite</b> (pack has more than half HP). Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 9 (2d8+1) piercing damage. A medium or smaller creature is knocked prone on failing a DC12 Strength saving throw.</p> <p><b>Bite</b> (pack has less than half HP). Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 4 (1d8+1) piercing damage.</p>					

❖ **Guard Dog (SRD: Mastiff)**

<b>GUARD DOG</b>					
<i>Medium Beast, unaligned</i>					
<b>Armor Class</b> 12 (natural) <b>Hit Points</b> 5 (1d8 + 1) <b>Speed</b> 40 ft.					
<b>STR</b> 13 (+1)	<b>DEX</b> 14 (+2)	<b>CON</b> 12 (+1)	<b>INT</b> 3 (-4)	<b>WIS</b> 12 (+1)	<b>CHA</b> 7 (-2)
<b>Skills</b> Perception +3 <b>Senses</b> Passive Perception 13 <b>Languages</b> none <b>Challenge</b> 1/8 (25 XP)					
<p><b>Keen Hearing and Smell.</b> The guard dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.</p>					
<b>ACTIONS</b>					
<p><b>Bite.</b> Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage. If the target is a medium or smaller creature, it must succeed on a DC 11 Strength saving throw or be knocked prone.</p> <p><b>Bite.</b> <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft., one target. <i>Hit:</i> 6 (1d8 + 2) piercing damage, a</p>					

medium or smaller creature is grappled (escape DC 12) and knocked prone.

### ❖ **War Dog**

#### **WAR DOG**

*Medium beast, unaligned*

**Armor Class** 13 (natural)

**Hit Points** 22 (4d8 + 4)

**Speed** 40 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	14 (+2)	13 (+1)	3 (-4)	12 (+1)	7 (-2)

**Skills** Perception +3, Stealth +4

**Senses** Passive Perception 13

**Languages** Understands simple commands in common.

**Challenge** 1/2 (100 XP)

**Keen Hearing and Smell.** The war dog has advantage on Wisdom (Perception) checks that rely on hearing or smell.

**Pack Tactics.** The war dog has advantage on an attack roll against a creature if at least one of its allies is within 5 feet of the creature and the ally isn't incapacitated.

**Ferocity.** When the war dog drops to 0 hit points, it immediately makes one attack against a creature within five feet as a reaction before dying.

#### **ACTIONS**

**Bite.** *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target. *Hit:* 6 (1d8 + 2) piercing damage, a medium or smaller creature is grappled (escape DC 12) and knocked prone. A grappled creature takes 6 (1d8 + 2) piercing damage at the end of its turn.

### ❖ **Rat Pack (SRD: Swarm of Rats)**

#### **RAT PACK**

*Medium swarm of tiny beasts, unaligned*

**Armor Class** 10 (natural)

**Hit Points** 24 (7d8 -7)

**Speed** 30 ft.

STR	DEX	CON	INT	WIS	CHA
9 (-1)	11 (+0)	9 (-1)	2 (-4)	10 (+0)	3 (-4)

**Damage Resistance** bludgeoning, piercing, slashing

**Condition Immunities** charmed, frightened, grappled, paralyzed, petrified, prone, restrained, stunned

**Senses** darkvision 30 ft., passive Perception 10

**Challenge** 1/4 (50 XP)

**Keen Smell.** The rat pack has advantage on Wisdom (Perception) checks that rely on hearing or

smell.

**Swarm.** The pack can occupy another creature's space and vice versa, and the pack can move through any opening large enough for a tiny rat. The pack can't regain hit points or gain temporary hit points.

### ACTIONS

**Bites** (pack has more than half HP). *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the pack's space. Hit: 7 (2d6) piercing damage. A creature must succeed on a DC11 Constitution saving throw or contact [Fever](#).

**Bites** (pack has half HP or less). *Melee Weapon Attack:* +2 to hit, reach 0 ft., one target in the pack's space. Hit: 3 (1d6) piercing damage. A creature must succeed on a DC11 Constitution saving throw or contact [Fever](#).

## Tables and Charts

### ❖ Encounters in the Village Square

☞ *GM Note:* Decide on the time of day and roll 1D20. When multiple people are present, refer to their encounter description earlier in the table.

1D20	Mornings	Encounter
1	A Quiet Morning	No one is in sight.
2 - 4	Garrison	<a href="#">Elfrun Brix</a> , a member of the garrison, is watching for bridge traffic.
5 - 8	Priest	In addition to the Garrison, <a href="#">Affrin Florandia</a> is tending to the shrine.
9 - 10	Dragonborn	In addition to the Garrison and the Priest, <a href="#">Sasu Sidibe</a> is praying at the temple or sunning himself by the fountain.
11 - 12	Fish Monger	In addition to the Garrison, the Priest, and the Dragonborn, <a href="#">Waldo Oaklopper</a> is selling fish in the square.
13	Merchant	In addition to the Garrison, the Priest, the Dragonborn, and the Fish Monger, <a href="#">Alcort Grinan</a> is looking for customers to entice into Grinan Mercantile.
14	Waif	In addition to the Garrison, the Priest, the Dragonborn, and the Fish Monger, <a href="#">Gaylan</a> is skulking about.
15	Hunter	In addition to the Garrison, the Priest, and the Dragonborn, and the Fish Monger, <a href="#">Keelta Gillina</a> is heading across the bridge to hunt.
16	Carpenter	In addition to the Garrison, the Priest, and the Dragonborn, <a href="#">Able Ames</a> is on his way to a jobsite, carrying tools and lumber.
17	Guard	In addition to the Garrison, the Priest, and the Dragonborn, <a href="#">Goldy Veta</a> is watching everyone that passes by.
18	Scribe	In addition to the Garrison, the Priest, and the Dragonborn, <a href="#">Saiva Moya</a> is nailing a new notice to the bulletin board.
19	Pilgrims	In addition to the Garrison, the Priest, and the Dragonborn, a group of [1D8] pilgrims are visiting the ancient shrine.
20	Traveling Merchants	In addition to the Garrison and the Priest, [1D4] merchant(s) are packing after a night at the inn, getting ready to hit the road again.

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<b>1D20</b>	<b>Afternoons</b>	<b>Encounter</b>
1	A Quiet Day	No one is in sight.
2 - 6	Garrison	<a href="#">Elfrun Brix</a> , a member of the <a href="#">Garrison</a> , is watching for <a href="#">bridge</a> traffic.
7 - 10	Priest	In addition to the Garrison, <a href="#">Affrin Florandia</a> is tending to the <a href="#">Shrine</a> .
11 - 12	Merchant	In addition to the Garrison, <a href="#">Alcort Grinan</a> is looking for customers to entice into Grinan Mercantile.
13	Merchant's Pack Horse	In addition to the Garrison, <a href="#">Alcort Grinan</a> is haggling with a traveling merchant or supervising the unloading of the merchant's pack horse at <a href="#">Grinan Mercantile</a> .
14	Hunter	In addition to the Garrison and the napping Priest, <a href="#">Keelta Gillina</a> is returning from her hunt.
15	Waif	In addition to the Garrison and the napping Priest, <a href="#">Gaylan</a> is skulking about.
16	Guard	In addition to the Garrison and the napping Priest, <a href="#">Goldy Veta</a> is watching everyone that passes by.
17	Pilgrims	In addition to the Garrison and the Priest, a group of [1D8] pilgrims has just arrived and resting by the fountain before seeking lodging and visiting the shrine.
18	Traveling Merchants	In addition to the Garrison and the Priest, [1D4] merchant(s) have just arrived and are resting by the fountain while debating whether to stay the night or press on.
19	Adventurers	In addition to the Garrison and the Priest, a group of [1D6] adventurers is passing through town.
20	Soldiers	In addition to the Garrison and the Priest, a troupe of five soldiers is resting by the fountain before continuing their patrol of the road.
<b>1D12</b>	<b>Evenings</b>	<b>Encounter</b>
1	A Quiet Evening	No one is in sight.
2 - 8	Garrison	<a href="#">Amund Blackburn</a> , a member of the garrison, is watching for bridge traffic.
9	Villagers	In addition to the Garrison, a group of villagers is heading to or returning from the Golden Tankard.
10	Waif	In addition to the Garrison, <a href="#">Gaylan</a> is skulking about.
11	Guard	In addition to the Garrison, <a href="#">Goldy Veta</a> is watching everyone that passes by.
12	Traveling Merchants	In addition to the Garrison, [1D4] merchant(s) have arrived late and are preparing to stay at the Golden Tankard.

### ❖ **Current Patrons at the Golden Tankard Tavern**

☞ **GM Note:** Roll 1D20 twice: once for local patrons and again for the presence of travelers.

<b>1D20</b>	<b>Locals</b>	
1 - 4	A Slow Day	The locals are elsewhere, tending to their daily chores.
5 - 7	Regulars	<a href="#">Affrin Florandia</a> , who clearly has a drinking problem, is chatting with 1D4 locals.
8	Card Night	2D4 locals are intently focused on a game of cards. Don't bother them unless you've got a little money to lose.
9	Mostly Quiet	<a href="#">Lavan "Goldy" Veta</a> is keeping an eye on 1D4 locals, from a dark corner of the tavern.
10	Regulars	<a href="#">Zora Otiss</a> is holding forth theology once again. Sammi Placa is rolling her eye. 1D4 locals are trying to ignore her.
11	Regulars	<a href="#">Waldo Oaklopper</a> is warming his toes after a few hours in his boat. He is telling another one of his "the one that got away" stories to 1D4 locals.
12	Gossip	<a href="#">Odith Velton</a> is getting caught up on all the gossip from 1D4 locals.
13	Triple Trouble	The Ames brothers ( <a href="#">Ready</a> , <a href="#">Able</a> , and <a href="#">Cappy</a> ) are getting a little rowdy after a few

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		drinks with 1D4 other locals.
14	Mostly Quiet, Part 2	<a href="#">Lavan "Goldy" Veta</a> is talking quietly in a dark corner of the tavern with 1D4 locals.
15 - 17	Another Celebration	Several times each month, 3D6 locals gather here to celebrate a birthday, anniversary, or some other half-forgotten historical event.
18 - 19	The Mayor	<a href="#">Saiva Moya</a> , the mayor amongst other things, is visiting the tavern, meeting with 1D8 locals, to hear private concerns and personal matters.
20	A Village Meeting	The <a href="#">Elder Council</a> , which today is comprised of 3D12 locals and the mayor, is meeting to hear public concerns and settle disputes.
<b>1D20</b>	<b>Travelers</b>	
1 - 10	Vacancy	No travelers are staying at the <a href="#">Golden Tankard</a> tonight, and none are drinking in the tavern.
11	A Good Day	Roll again, twice.
12	A Better Day!	Roll again, thrice.
13	Traveling Salesman	A merchant, selling household goods that aren't made locally: cloth, paint, perfume, incense, paper, spices, candles, earthenware, glassware, cooking oil, and books.
14	Supply Wagon	A resupply wagon for <a href="#">Grinan Mercantile</a> has arrived. Its crew includes 1D3 teamsters and/or guards.
15	Lost	A group of 1D6 travelers who made a wrong turn somewhere and ended up here. They are confused about where they are and how they got here.
16	Patrol	2D3 soldiers, keeping the roads safe for travelers. Just stopped for "one" drink before hitting the road again.
17	Pilgrims	Another holy day is upon us, and so are 1D6 acolytes who have come to pray at the shrine.
18	Speculators	1D3 businessmen heard about a once-in-a-lifetime opportunity and came to learn more about <a href="#">the mines</a> before investing.
19	Adventurers	A party of adventurers is passing through (or recovering), as they seek fame and fortune somewhere with a little more excitement.
20	Trade Caravan	1D4 merchants, each with 1D4 teamsters and crew accompanying them. They are just passing through and leave at dawn.

### ❖ *Wonda Young's Set List*

☞ *GM Note: Mostly Wonda tries to keep a low profile, not showing her true talents. Occasionally, mostly late at night, Wonda is overcome by emotion and let's slip a rare ballad that shows her true abilities. Sometimes these performances include a random tidbit of historical or arcane trivia that may hit the players a bit hard.*

<b>1D20</b>	<b>Song</b>	<b>Effect on Party Members</b>
1 - 12	Who cares?	It's out of tune and a bit boring. Those who are musically inclined will be annoyed.
13 - 15	A Drinking Song!	Make a DC 13 wisdom saving throw or buy another round of drinks for all PCs present.
16	A Sad Song	Make a DC 13 wisdom saving throw or cry a little bit and have disadvantage on charisma checks for the next 8 hours.
17	A Love Song	Make a DC 13 wisdom saving throw or swoon and have disadvantage against charisma challenges for the next 8 hours.
18	A Dance	Make a DC13 wisdom saving throw or dance wildly like a fool. In addition

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		to looking silly, make a DC13 constitution save or suffer 1 level of exhaustion.
19	An Epic Poem	Make a DC13 wisdom saving throw or lose 2 hours to the tale.
20	A Special Ballad	GM should divulge a hint or clue to assist players with their particular interests. Alternately, roll again on the table below.
<b>1D12</b>	<b>Special Ballads</b>	<b>Roll Randomly - One Party Member Receives the Following Bonus</b>
1	The Ballad of the Blind Owl	Accurately predict the next total eclipse. However, after a week, the knowledge required to make that prediction fades. (INT or WIS classes)
2	The Song of Ryind's Last Stand	Gain inspiration. (Anyone)
3	The Wizard of the Grey Tower	For the next 8 hours, any one material component of any one spell that you already know is no longer required. (Magic Users Only)
4	The Eternal Battle (a hymn)	Until noon the next day, gain an additional +1 to hit when attacking undead. (STR or DEX classes)
5	The Song of Smoke and Fire	You now know the location of a far-off dragon's lair. However, after 8 hours, the knowledge fades. (Anyone)
6	The Ballade of the Miller's Lost Love	Until noon the next day, you know the Dancing Lights cantrip. This even works for non-magic users. (Anyone)
7	The Canticle of the Ruined Priest	For the next 8 hours, any healing spell you cast gives an extra 2 HP. (Healers Only)
8	March of the Wegland Knights	For the next 8 hours, you have +1 to hit when attacking magic users. (Non-Magic Users Only)
9	Dirge of Desires	Reverse your alignment, temporarily, for 1D8 hours. (Anyone)
10	An Aria from Grismald's Hammer	You know you must bring cod liver oil if venturing into the abandoned mines north of town. You don't know why. The lyrics to this song stay with you. The knowledge does not fade. (Anyone)
11	Dawn's Serenade	Once during the next week you may reduce a level of exhaustion. It can be any level of exhaustion, not necessarily the first. (Anyone)
12	The Lark's Threnody	Make a DC14 wisdom save or be compelled to head West in search of a songbird that has been caged by a hag in a tower. Each morning you can roll again to shake-off the compulsion. (Anyone)

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❖ **Resources and References**

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❖ **Credits**

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**Your Notes:**